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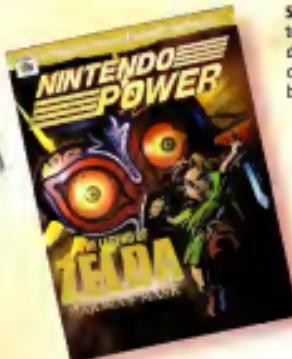
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FOR THE QUEEN! FOR NABOO!



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SPIDER-MAN



Swing with Spidey

24

The one and only web-slinging superhero, Spider-Man, makes his *Star* debut with a 3-D action spectacular that has him battling the likes of Scorpion, Vulture and Dr. Octopus high above the streets of the Big Apple. As Spider-Man advances, he collects his Spidey suits and comic book coins. Join us as we deliver every Spider-Sense-tingling moment in a massive 12-page review of the game.



Zelda Unmasked

56



Your dark days in Dark Town will get brighter when you揭去 the mask and become Link. Drive it along the Legend of Zelda: Majora's Mask follow-up's route to discover the locations and powers of all 20 Happy Masks. When your mask collection is complete, you can get the ultimate weapon—the Mask of the Fierce Deity.

Cartoon Bash

62



Animated entrepreneurs Tom and Jerry put aside their cat and mouse games and get into a good old-fashioned brawl in this N64 cross-title. Tom and Jerry in *Fists of Fury*. Five other characters join the loony fighters as they tear apart wacky cartoon settings. Get the glibots on cat buster and raccoon mauling with cat blower—by "Mavis" review.

Xtreme Action

68



Mega Man X faces the past when data from his former fights corrects the Hunter Beta evolution in *Mega Man Xtreme*. By *Game Boy Color*, join this robotic wonder as he fights to clean the scientist's core. It's all in our *Xtreme* review.

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listed above.

PLAYER'S PULSE

New Year's means new resolutions, or in our case, a new design for the Player's Pulse. We've added a page just for artwork, which gives us room to print more of your letters, and condensed the Power Charts to give you now and different kinds of info. And as for this month's responses to Write Away, Right Away, some of the stories seem a little fishy, but who are we to judge?

THE REAL WORLD

I read the November Write Away, Right Away, and I remembered how I bought Mario Tennis. I hadn't ever played tennis before, but I heard about upsets at my school and thought: "Why not? I can at least talk to my friends." Well anyway, I made the team! And all I had done was play Mario Tennis!

Robert
Via the Internet



One time while I was playing Mario Tennis 2, I got stuck at the point where you have to jump over a big lake. Every time I tried to jump it, I would fall into the water. Every time! So later I went swimming with my friend and he threw my locker key to the other side of the pool. I thought about it, and rather than risk certain death, I just walked around the pool and grabbed it.

Mr. Internet
Via the Internet

One time I was playing WWF Warzone for the N64, and I heard the commentator use words like "monstrously" and "capacity." I used the words the next day in class, and my teacher gave me a No Homework Slip! I never thought a wrestling game could improve my vocabulary!

Robert DeSieno
Via the Internet

WWF Warzone taught me many other useful words and phrases, like "baaargh," "booy," and "ah no, my eye!"

In Volume 138, you inquired about game tactics assisting a player in real life. I don't own Harvest Moon 64, but the children I baby-sit for do, and they're too young to play it by themselves. Though I'm already an economics student, I did learn a few tricks about managing and maintaining a property. I just wanted to tell you good

work, and thanks for the great game.

Katie Weinger
Brentwood, NJ
We're glad that Harvest Moon 64 is teaching you so much. It should serve you well if you ever decide to become a powerful real estate tycoon or an apartment manager.

Thanks to racing games, I gained superior automotive control in acceleration, speed and turning before I

ever set foot in a car. My first driving instructor even told me that I had great control for never having driven before. The only drawback was that he found himself too close to parked cars, bushes and curbs. When you play racing games, you control the car from the vantage point of the middle of the vehicle, instead of the left like in real life. So I scared everyone on the passenger side!

Ed Price
Aurora, CO
Your first instructor? You had more than one? A ride with Mr. Price must be a scary adventure indeed.

One time I was on a trip to Florida and the plane

LETTER OF THE MONTH



Hey NP KREW, whazzup? I noticed that the mask salesman in Majora's Mask has a Mario Mask! Under that is one that looks like a "happy" Darth Maul and another one that resembles Elvis! (The singer, not the alien.) Is that salesman really from Hyrule? He looks suspicious...

Spencer McElhaney
Via the Internet

We had a number of astute readers who caught the Mario-esque mask, but Mr. McElhaney is in the only one who found a living singer and a nutty villain. While we're pretty sure that Elvis and Darth Maul aren't masking any cameras, we can only imagine how wicked-cool it would be to see Link with a double-edged lightsaber. Take that, Gwosendorf!



LO_0J

I'm the only one, but I hope I speak for tons of people when I say that I miss Navi!

Joe Cooper

Via the Internet
Will and Navi may deserve a lot of attention, but at least the iconic White Wolfie from *o Boomba*. Plus the master Link all about Z-Targeting!

THOSE GOLD STADIUM BLUES

I just want to know if I can play *Pokémon Gold* and *Sil-*

ver with my *Pokémon Stadium Transfer Pak*.

Anonymous

Via the Internet

We're afraid not. Since *Pokémon Stadium* came out long before *Gold* and *Silver* were completed, there's no way to use it with the new games. Keep an eye out for *Pokémon Stadium 2*, however, which will be fully compatible with all your newfound Pokémons.

SCRAPES AND BRUSSES

I am writing this letter for every person who used to

play *Super Mario Bros.* on the NES. I have noticed that Nintendo has made their games childlike. One example is *Tony Hawk Pro Skater*. On other platforms it is bloody and has cool music, but now they took some of the lyrics out and removed the blood. I am now 15, and I want games that fit the gaming I like now.

Anonymous

Via the Internet



advertising quality whole wheat breads and cereals to people who don't get enough grain in their diet?

Ryan Russell

Plano, TX

If you listen really closely, you can hear the Gorons saying "eat your legumes, or no dessert for you."

SPEAKING OF GORONS

In Volume 138 on page 20, it looks like the Goron on the bottom has gained some weight since the last *Zelda* game. Why is that so?

Travis Spencer

Scottsdale, AZ

Too many rock surfaces. Either that, or he's taken the Zora King's advice to heart and is consuming huge quantities of turkey whole wheat.



POWER CHART

We're trying some new things with the Power Charts, and we think you'll like the results. Look for special charts on top game rentals, top games by category and interactive polls through nintendo.com. This month, check out the elite games that spent the most months on the Power Charts.

ALL-TIME CHART TOPPERS

1. *Super Mario Land*
2. *Super Mario Land 2*
3. *Zelda DX: Link's Awakening*
4. *Tetris DX*
5. *Zelda: A Link to the Past*
6. *Final Fantasy Legend 3*
7. *Metroid (NES)*
8. *The Legend of Zelda*
9. *Super Mario Kart*
10. *Super Mario Bros. 3*



Well, anonymous, we'll have to disagree respectfully. As it stands now, anyone of any age can pick up *Tony Hawk* and have a good time. Yes, the blood and some questionable lyrics were removed from the *N64* version, but does that really destroy the game? It's still an incredible skate sim that's a ton of fun to play. Would blood improve that? Probably not. Would songs with offensive material make it better? We can't see how. If we were to smear blood and guts all over the half-pipe, it would just ruin a great game for a lot of people.

GREAT GRAMS!

I can't help noticing that in the *Legend of Zelda: Ocarina of Time*, right after Link saves King Zora's hotel letter, it sounds like he's saying "whole wheat, whole wheat." Is that a way of

SHEESH? SHEESH!

In your Volume 138 Arena, you printed a short story with 18 *Pokémon* names hidden inside. That's not the end of the story, however. Sheesh, the Emperor's lackey in *The Secret of Mana* for the Super NES, also managed to sneak his name into the tale.

Eric Fawcett

Everett, WA

Good eye, Eric. That wily



YOU'RE A WINNER!



Way back in June of 2000, we gave away a dirt bike, as well as full safety gear in a contest for *Excitebike 64*. We're happy to announce that our winner, Alex Dombi of Dunkirk, Maryland, is loving life on his new set of wheels. It couldn't have happened to a better person, either, as those trees and trails you see are actually part of his backyard!



Shy Guy seems to pop up in the most unusual of places, doesn't he?

HANDS UP!

His response clue noticed that a couple of characters in *Mario Tennis* would actually have a very difficult time playing! I'm talking about Shy Guy and Boo. Neither of the characters has visible fingers, so how do they hold their racquets? Is it stuck there with Velcro?

John
Rockford, IL



Shy Guy tells us that his racket is a custom model, and it stays in

place through the use of high-powered magnets. Boo, however, just mastered something about "sticky ectoplasm" and we left it at that.

A WAY TO WRITE

I've been a subscriber of your magazine since the beginning, and I have every single issue you've published. It's the best of the best, not only because of the in-depth coverage and maps, but because of the style of writing your writers apply. But now that I'm done kiting up, I have a question. What are the requirements for writing for your magazine? Do you have to be a distinguished journalist? A video game guru? Or both?

Luke

Via the Internet

Thanks for the high praise, Luke. Our writers are a fairly diverse bunch, but there are a few common threads that run through the crowd. A college education is

critical, as is a love of video games. Other than that, it's a combination of hard work, good timing and some luck. Our best advice is to keep writing, every day. The more you do, the better you'll become.

ATTACK OF THE TWO-FOOT ROBOT

How many games were there for R.O.B., the little robot that came with some 8-bit NINTENDO systems? There was *Gymnastics* and I think one more. Am I dreaming? I've looked and looked, and even been on the Internet, but I can't find a thing. I swear there were two games for that little guy.

David E. Schowbel
Via the Internet

You're not going mad, David. There were, indeed, two games for the lovable robot. *Gymnastics* was one and a lesser-known number called *Stretch-Ups* was the other. Believe it or not, we still get lots of requests from people who want to purchase a R.O.B.

OCARINA OBSESSIONS

I have a little problem, you see. Well, maybe it's not a problem, but it's definitely a little strange. The Legend of Zelda: *Ocarina of Time* was my very first game. I've had it for about two years, and I think I'm obsessed with it. Everywhere I go, I see the Triforce shape. Whenever I see

swords or shields, it reminds me of the game. Sometimes I even have dreams about it! What do you think?

Christine Massino
Charlotte, NC

It's easy. There's nothing wrong with spending lots of time thinking about a great game like *Ocarina*. Our Player's Poll editor remembers the first time he got *Tetris* for the 8-bit Nintendo. He played it so much, he was literally falling blocks each time he closed his eyes!

PS3? NOT FOR THEE!

I've heard speculation about a PlayStation Three that can play any type of CD—even Nintendo GameCube! Is this true?

Christopher Weis
Germantown, MD

Setting that Sony just released the PlayStation 2 (and barely at that) as we wouldn't worry about an all-powerful PS3 any more soon.

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Debbie's Images

Designs by Debbie, Inc.

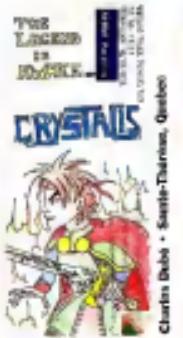
ARTIST'S GALLERY

Not only does our new format let us place envelopes around the borders,

envelopes around the border, it also gives us an entire page just for your art! While we welcome art of all things Nintendo, sometimes we'll feature work about a particular game or series. *Harvest Moon* is our first one, so grab a pen and give us your best drawings of life on the farm.



Catch Anderson : Charlotte, North Carolina



THE
LACED
IN
WYOMING

CRYSTALS

A colorful illustration of a character with spiky hair, wearing a red and yellow outfit, standing next to a sword.



Kathleen Egan: Scrutinizing Curtis



Link Short + Covington, Michigan



Ferretti, Sard - Università



Amanda Pittman • Polytechnic High, Maryville



Hawthorne's *House* 119

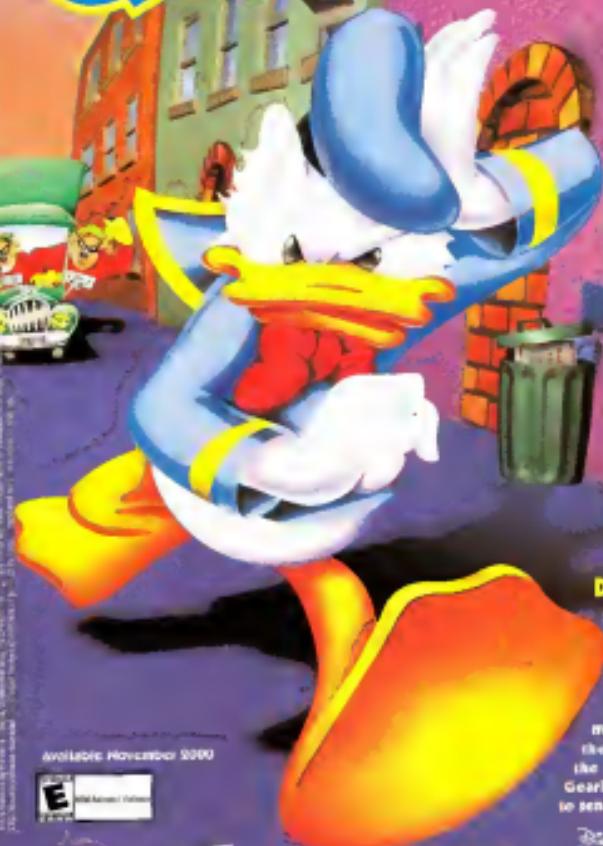


Montgomery, Johnson & Struthers, Maine

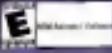


John Hennel • Madeline, Texas

DONALD DUCK "GOIN' QUACKERS!"



AVAILABLE November 2000



Donald is Goin' Quackers

Donald runs amuck, goes berserk, and gets hyper across 24 levels in 4 cartoon-like worlds in this hilarious quest to rescue Daisy. Defeat the evil majordomo, Morlock, then collect all the pieces of Gyro Gearloose's teleporter to send Morlock to a new dimension!



GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS.



POKEMON STADIUM 2

THIS MONTH

Star Wars: Episode I
Battle for Naboo



Heracles & Zeus



Hyper: The Time Quest



Zelda GBC



ALSO THIS MONTH:
Dragon Warrior II
Roy Story Reborn
Power Spike Pro Beach Volleyball
Powergolf: Golf's Biggest Win
The Emperor's New Groove

PAK WATCH EVOLVES INTO GAME WATCH

Every year the staff of Nintendo Power gets together to discuss ways to make the magazine better than ever. One of the most dramatic changes taking place in 2001 is right here in the column you're reading—Game Watch, which was formerly called Pak Watch. The new Game Watch column has been moved up front in the magazine so you'll be up-to-date with the hottest news as soon as you open your issue of Nintendo Power. The old Pak Watch name was derived from the term Game Pak. The Game Pak is a plastic case that holds a silicon chip, or ROM, with the game program on it. All previous Nintendo consoles have used Game Paks to store games, but that will change in 2001 when Nintendo GameCube launches in the fall.

The system will use an optical disc instead of a Game Pak to store game information. Even though Game Boy Color and Game Boy Advance will continue to use Game Paks, it seemed that the name Pak Watch just didn't cover all the bases. Since the column is really about the games, not the medium the games are stored on, we

decided to call it Game Watch. As you can see, not only has the column name changed, but there have been some design changes, as well. Some of the design changes also reflect the movement toward future consoles. For instance, the red circle on the front page has become a red square to reflect the shape of the upcoming Nintendo GameCube. The monthly coverage in Game Watch will include breaking news items and sneak peaks at games in development as it always has. You'll also see more news about Game Boy Advance in the next few months as we close in on the Japanese launch date in March. Beginning in May, you'll start getting the exclusive scoop on the first Nintendo GameCube titles. Game Watch

will continue coverage of N64 and Game Boy Color titles, as well, both in North America and abroad. We hope you enjoy the new Game Watch column along with the other changes in Volume 140. You'll have a chance to let us know what you think about the changes in Nintendo Power by sending in this month's Player's Poll response card.



GOTTA FIGHT 'EM ALL

One of the most frequently asked questions since the release of the *Pokémon Gold* and *Silver* Versions for Game Boy Color has been, "Can you enter the new *Pokémon* characters in the current version of *Pokémon Stadium*?" The bad news is that you can't use *Gold* and *Silver* *Pokémon* in the existing *Pokémon Stadium*. The good news is that *Pokémon Stadium GS* is on the way, and the North American release of *Pokémon Stadium GS* for the N64 is set for March 26th, 2001. Game Watch previews a Japanese version of *Stadium GS* this month, and the English version will be completed by the time you read this.

A STADIUM PRIMER

If you haven't entered the battle frenzy of playing the original *Pokémon Stadium*, it's time that you got a crash course. The basic idea of both the old and new *Stadiums* is the head-to-head battle between teams of *Pokémon*. You can rent *Pokémon* of various levels in the N64 games or use the Transfer Pak to upload *Pokémon* from one of the Game Boy versions of the RPG. Keep in mind that unlike the original *Pokémon Stadium*, *Pokémon Stadium GS* won't ship with the Transfer Pak, and you'll need to use a Transfer Pak if you want to battle using the *Pokémon* you've trained in *Gold* and *Silver*.

WHAT'S NEW, POKÉMON?

One obvious new feature in *Stadium GS* is the game's ability to use the *Pokémon* from the *Gold* and *Silver* Versions. But that's just the beginning of the fun. There are 12 new minigames, four new tournaments, a Free Battle Mode, the *Pokémon School*, the Trainer Tower with the Trainers from the *Gold* and *Silver* Versions, and the Game Boy Castle for playing *Gold* or *Silver* on

your TV. Four Trainers can join in a ladder-type tournament in the Free Battle Mode, choosing from several sets of rules or even setting up their own rules. The Minigame



Mode is for up to four players, as well. The tournaments include a Little Cup for Levels 5 and below *Pokémon*, the Nintendo Cup for Level 50 to 55 *Pokémon*, the Challenge Cup, which includes four tournaments, and the Ultra Cup for Levels 1 to 100 *Pokémon*. Each level of a Cup includes eight battles. You have to choose the best three *Pokémon* from your team of six to compete against each Trainer. And good luck—the competition is fierce!

BACK TO SCHOOL

The *Pokémon School* feature is particularly cool. If you enter the school from the main map, you'll have a chance to learn about a wide variety of *Pokémon* techniques such as fighting or evading *Pokémon*. After a short lesson, you'll have to answer a quiz from the Professor. The second feature in the school is a complete *Pokédex* that includes Type Charts, facts, figures and attacks for all *Pokémon*, and even info about where to find the *Pokémon* in the Game Boy games. You can use the information to create an awesome *Stadium GS* team, even from rental *Pokémon*.



NOT JUST A SEQUEL

Pokémon Stadium GS has new modes, new minigames, great strategic information in the school, new tournaments with multiplier options and improved graphics, including plenty of new attack special effects. If you've been playing *Gold* or *Silver*, *Stadium GS* will be a welcome addition to your N64 library.



CAUTION: POKÉMON CROSSING

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

FROM NABOO TO YOU

Star Wars: Episode I: Battle for Naboo from LucasArts Entertainment LLC is ready to roll. Unlike the second N64 title from LucasArts, Indiana Jones and the Infernal Machine, which has a limited release through Blockbuster video stores, Battle for Naboo will appear in retail outlets across North America beginning in the middle of December. The title's speedy trip to the streets is a good thing for Star Wars fans: LucasArts, in association with the programming team at Factor 5, has created a massive-based flight-and-fight set in the mold of Rogue Squadron. From the city streets of Tatooine to the orbit of Naboo, players take on Trade Federation battle droids and troops. The game is filled with cool vehicles, excellent graphics and music and missions that are enough to challenge a Jedi Knight. If you missed Nintendo Power's preview, here's another look to get you hooked.



HERCULES AND XENA LINK UP

This has finally revealed how the upcoming Xena and Hercules games will be able to exchange character data. This also sent Game Watch exclusive screen shots of the Hercules adventure. The switcheroo works like this: Using a Game Link Cable, players connect one GBC with a Xena Game Pak to a GBC with Hercules. Both players must have found the hidden Link icon in each game prior to the exchange. Once the characters have been exchanged, Hercules will appear in the Xena game with his own weapons, but he'll have to use Xena's inventory. Xena will appear in the Hercules game with her own weapons and Hercules' inventory. New areas will open up on the maps in both games.

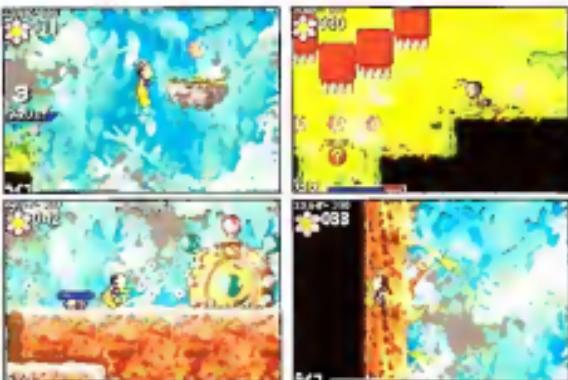


once the characters have been exchanged. Even if you don't switch characters, though, you'll be able to complete each game with its original character. Hercules is scheduled for release in February, and Xena will follow in March. Any questions?



THE BUZZ ON PINOBEE

Hudson Soft's Pinobee Quest of Heart for Game Boy Advance was one of the surprise hits at Spaceworld last August. The main character is a very cool bee named Pinobee who jets around some of the prettiest settings of any video game on any video game console. The platform action combines exploration, hop-and-bop fighting and the precise play control that is the mark of expert game developers like those at Hudson. Even the music and sound effects (through stereo headphones) were impressive. Hudson Soft sent Game Watch the exclusive new shots shown here—a feast of things to come. Pinobee is slated to be one of a dozen or so launch titles for Game Boy Advance in Japan this March.



THE MYSTERY OF ZELDA

With the introduction of Game Boy Advance rapidly approaching, it's easy to forget that a major event for Game Boy Color is also on the way. Two Zelda adventures for GBC will be released in Japan in March. The first game is known in Japan as The Legend of Zelda: Nut of the Mysterious Tree: Chapter of Gains. The second game is known as The Legend of Zelda: Nut of the Mysterious Tree: Chapter of Time & Space. The two games will have a unique Game Link function using passwords that add more depth to the play. Players who finish either of the games will

receive passwords that can be used in the other game. If you input your password in the second game, that game will become a sequel to the first. Your name will carry over, you'll have an extra Heart Container, and various events and scenarios will be different from what they'd have been had you played without the password. If you finish the second game, you'll get another password. If you input the second password into the first game, you'll receive a special item. The screen shots of Time & Space shown below are the first ever published in North America.



LINKS TO THE FUTURE...

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

AN ENIX EXCLUSIVE

As a thank-you to Nintendo Power readers who have supported the *Dragon Warrior* franchise over the years, Enix has given Nintendo Power exclusive first screenshots of *Dragon Warrior III* for Game Boy Color. The huge, 12-Megabit Game Pak will



Dragon Warrior III

feature improved art, larger screen text and bigger, bolder sprites than in the original NES game. The character and monster designs come from Akira Toriyama, the creator, illustrator and storywriter of *Dragonball Z*. As for the game, *DW III* is the third game in the *Loco legend*. The map is so vast that you have to sail and fly over oceans and continents. There are nine character classes, parties of four heroes and 165 different types of monsters. The game cycles through periods of day, night, dawn and dusk, and different characters and monsters appear at different times. Enix plans on releasing the epic in North America in 2001.

TO THE FINISH LINE AND BEYOND

Buzz, Woody, Bo Peep, Mr. Potato Head and other characters take to the road in Disney's *Toy Story Racer* from Activision and Disney Interactive. The development team at Tiertex Studios has created a streamlined 3-D racing entertainment—not an easy feat on Game Boy Color. Once on the road, you'll see environments such as Andy's



Toy Story Racer

house, Pizza Planet and Sid's yard fleshed out with more detail than you'd expect. *Toy Story Racer* is light, fun and easy to play—perfect for the young drivers who will be revving up at the starting line.

BEACH BLANKET VOLLEYBALL

If you've had enough cold weather and would like to head to the beach, take along Infogames' *Power Spike Pro Beach Volleyball* for a smashing time. Game Boy Color sports are beginning to come into their own with games such as *Mario Tennis*, *Tony Hawk's Pro Skater* and *Road Champs 2000 Stunt Biking*. PSPV may not be quite as refined as that lofty group, but it provides some realistic action in tournaments that range around the globe. Infogames serves up men's, women's and



Power Spike Pro Beach Volleyball

mixed matches with three difficulty levels. You can choose the ball color, scoring systems and rally points, and if you have two Game Paks and a Game Link Cable, you can go head-to-head.

LLAMA LLAMA DING DONG

Disney's *The Emperor's New Groove* from Ubi Soft is based on the recently released animated feature from Disney. In the role



Disney's The Emperor's New Groove

of Kuzco, a prince who has been transformed into a llama, you and friend Pacha must face an assortment of side-scrolling dangers and adventures. Kuzco uses head-

butts and a spinning attack to hoof his way past obstacles and Andean emperors. The graphics are up to the mark, and the game play is definitely aimed at the young audience that will flock to the movie. *The Emperor's New Groove* should be released early in 2001.

THE CUB WHO ROARED

Yet another Disney license is ready for the small screen. *Activision's The Lion King Simba's Mighty Adventure* for Game Boy



The Lion King Simba's Mighty Adventure

Color joins *The Emperor's New Groove* and *Toy Story Racer* in this edition of *Game Watch*. Players begin the game as young Simba and grow into a powerful lion, learning the law of the wild as they progress. The perform action takes Simba through 10 levels filled with enemies and obstacles. The young lion swats enemies, pounces on them, roars at them and leaps like a leopard. Mini-games are scattered along the way, featuring characters from the movie such as Pumbaa and Timon. *Simba's Mighty Adventure* is not a port of the Super NES *Lion King* but a new adventure that *Lion King* fans shouldn't miss.

CAT AND MOUSE

Tom and Jerry in *Mouse Attacks* may not have the wild fighting action of *Fury* for the N64, but the platform action in the Game Boy Color title is as solid as a brick. Jerry stampers through multiple lev-



Tom and Jerry in Mouse Attacks

GAME WATCH FORECAST

Main Trends

els to rescue his friends, nibbling on cheese to recover health and getting advice from little angel and devil Jerry characters. Inventory items on a subscreen give Jerry special abilities that help him complete levels, but he has to win them in mini-games. For instance, to get a rocket, he has to piecer together a slide puzzle. There are plenty of hidden thrills to search for. Stay tuned for T and J. It should be released in January or late December.

GAME BOY COLOR WORLD

As the New Year begins, Game Boy Color continues to be the most popular video game system in the world, and the number of new games continues to grow. B.A.M. Entertainment is one of the publishers that just can't stay away from the mighty handheld market. The third Powerful Girls title, *Powerpuff Girls Bubble Blim*, is set to be released in February. The final game in the trilogy features Bubbles as she flies into trouble, fighting Hin, Seduce and Mr. Mine. The high-flying action is similar to the game play in the first two games. There's a trading card element and secret codes that will appear on the Cartoon Network in February once the game has been released.

Hang on for a quick trip around the world. New Kid Co is working on *Doug's Big Game*. *Snoopy Tennis* was recently announced by Infogrames, which is also releasing *Test Drive 2000*. Eggbert is the latest title from Capcom. *Dexter's Laboratory: Robot Rampage* is coming from B.A.M. Entertainment. *Animorphs* has been released by Ubi Soft. THQ has a new racer—*TOCA Touring Car Championship*. Sound Source Interactive is working on *Extreme Sports* with the Berenstain Bears. And *Blues Clues Alphabet Book* is headed your way thanks to Mattel. In the new Forecast line, the Game Boy Advance section lists Japanese titles.



Powerpuff Girls: Bubble Blim



Nintendo



Nintendo



Ubi Soft



Infogrames



THQ Entertainment

Warriors of Might & Magic



3DO

NINTENDO 64

AKIRY CHRONICLES: THE FIRST NAME
CHIRICO'S BAD FAIR DAY
BLAZBLUE PART 2
HYPER JUMA 64

PAPER MARIO
POKE-MON STADIUM 64
STAR WARS: EPISODE 6
THIEF: THE BARON

GAME BOY COLOR

ACTION MAN: SEARCH FOR RAM X
ARMIS
ALONE IN THE DARK
ANIKI BOWLING
BERNARD: TOTAL CHAOS
BLUES CLUES ALPHABET BOOK
CASINOVILLE 2
CHASING THE ROBOT & MAGIC
DOCTOR'S LABORATORY
ROBOT & MAGIC
DISCOPOLIS
DRAGON: THE EMPEROR'S NEW WARDROBE
DRUGS: THE GAME
DEMON HARBOR III
DRAGSTER
EXTREME SPORTS 2000
FLYING FISH TALES
GARIBOLDI: THE ROBOMON
HERCULES
WARRIORS OF MIGHT & MAGIC
HYDE: TIME TIME QUEST
JOHNS: THE BEGINNING
OF A LEGEND

CLASSIC TETRIS
IRVING
MARIE ROUGE
POWERPUFF GIRLS: BATTLE HIGH
RETURN OF THE KIMON
ROBBIE BIRD
ROBBERS
SURVIVAL KODOKO
THE TURTLE
THE SURFERS
SNOWY JUNGLE
THE FILM
TRICITY
TOCA TOURING CAR CHAMPIONSHIP
TONI AND JASMIN
TOY STORY
TOY STORY RACER
WARRIORS OF MIGHT & MAGIC
THE WORLD IS NOT ENOUGH
WING WARRIOR PRINCESS
ZELDA: TRIFORCE HERMIT (2 TITLES)

GAME BOY ADVANCED

MONSTER HUNTER
CASTLEVANIA: ORDER OF MOON
F-ZERO: HURRICANE
FIREFLAME
CAMOUFLAGE HARRY
COLONEL SWIN
ESCAPE RACERS
HOUSE RACERS: SERIES 1
ROB KUBA & KOB RUM
MAIL-DE-CTO
MASS-BLAST ADVANCE
MONSTER FESTIVAL
MONSTER HUNTER

RAFOLIS
POWER DOME OF HAMMER
BOOKMAN LEAF
SEVEN WALT
STAR COMMUNICATOR
SECRET BASE
TOP GEAR 67
WEEBLE AND THE MUSICAL JEWEL
VINE RUM RACERS

*ANNOUNCED IN JAPAN

Paper Mario



Nintendo

Alky: Chronicles



THQ

Nintendo

ONLINE



pokemonpuzzlechallenge.com

Play the Pokemon puzzle challenge online! In this challenging puzzle game, you'll collect items from the various regions of the world. You'll need to use your puzzle-solving skills to figure out the best way to collect all the items. You can play the game online or download it to your GBC. It's a great way to pass the time and challenge your mind.

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DNC GBC



donkeykongcountry.net

Play the Donkey Kong Country puzzle challenge online! In this challenging puzzle game, you'll collect items from the various regions of the world. You'll need to use your puzzle-solving skills to figure out the best way to collect all the items. You can play the game online or download it to your GBC. It's a great way to pass the time and challenge your mind.



QUICK BYTES

POWER PLUG



ZELDA.COOL



LOOK AHEAD



HIT LIST

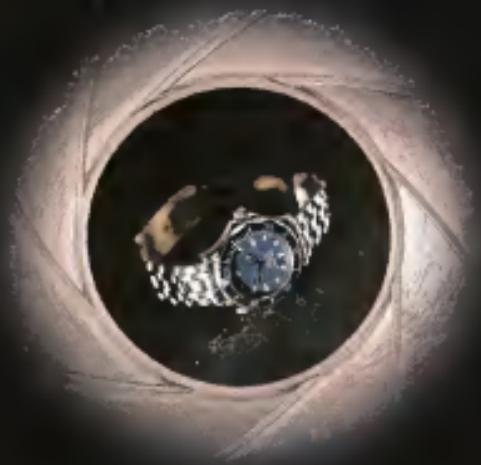
Given our robust profitability of 10% pre-tax, we expect to have the ability to invest in our business and return the \$1 billion to shareholders per annum. Following our first acquisition, we will have the ability to invest in our business and return the \$1 billion to shareholders per annum.

1. pokemen.com
2. zelda.com
3. pokemongold.com / pokemongoldsilver.com
4. mariotennis.com
5. radizelda.com

DISNEY DUO



When you see the NP logo in Nintendo Power, it indicates that you can see a movie of the indicated games on nintendo-power.com.



GRAPPLING HOOK

NUCLEAR



DETTONATOR



MISSILE LAUNCHER



EVERYONE
E
CONTENT RATED BY
KID'S

SPIDER-MAN®



YOUR FRIENDLY NEIGHBORHOOD SPIDER-MAN LEAPS OFF THE PRINTED PAGE TO SLING SILK AND PUNISH VILLAINS IN ACTIVISION'S NEW 1-0 ADVENTURE. SHIFT IN SOME WEB CARTRIDGES THEN PRETEND TO DEFEND NEW YORK ON THE N64.

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BRAWLING

Even though the webhead has the peerless strength and speed of a spider, plenty of bad guys are willing to tangle with him. Use the left and bottom C Buttons to unleash a barrage of flying fists and feet.

PUNCH



KICK



GRAB



You can mix it up with minor variations by laying down combinations of punches and kicks. Most of the more powerful hits require you to use basic abilities in conjunction with other techniques. You can also jump onto an enemy's back then punch or kick him.

WEBSLINGING

Spidey's versatile web-slinging plays a key role in his N64 adventures. Its primary function is transportation, whether he's using webslides to travel between buildings or just to reach the safety of the ceiling. After a little practice, you'll turn into a real swinger.

WEB SWING



If you've seen the Spider-Man cartoons, you probably remember the way Spidey could swing around the city by attaching webs to uneven objects above him. It works pretty much the same way in the game. Just tap the Z Button to begin a belfing, then press R

ZIP LINE



If you need to escape danger in a hurry—or you just want to crawl around—press the B Button. A web line will pull you straight up to the ceiling. The ceiling will become transparent while you crawl

WEB TARGETING



Some situations require precise, targeted web-swinging. Press the Z Button to bring up a web sight, aim it where you want to go, then let the R Button to swing. You can also use the web sight to target means with impact webbing.

WEB WEAPONRY

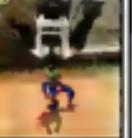
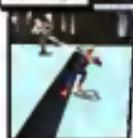
You can use Spider-Man's webbing for a variety of offensive purposes, but keep a close watch on your web cartridges. There's nothing worse than running dry in a pinch. To use the web attacks, press the top C Button while flicking the Control Stick in a specific direction. Each direction produces a different attack.

WEB TRAP



If you press top C without moving the Control Stick, you'll fire a tangle of webbing that immediately dashes forward. Use the time to administer a thrashing. You can also use the standard Web Attack to activate buttons and switches.

WEB YANK



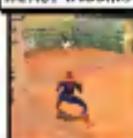
Turn opponents into squirming yo-yos with the Web Yank move. Pull the Control Stick down while pressing top C to attack a line to an enemy, then use the Control Stick again to throw him.

WEB SPIKES



Web Spikes double the power of your punch attacks for as long as the webbing lasts on your hands. Push the Control Stick to the left while pressing top C to remove the patient being gloved.

IMPACT WEBBING



The Impact Webbing move fires a damaging ball of densely packed webbing at enemies. Don't brace your knuckles tightly—just step the Control Stick forward while pressing the top C Button.

WEB DOME



The Web Dome is a formidable attack—it both protects you from damage when it's hit and can be used to dash through the Control Stick to the right to create the dome, then wait a few seconds for it to explode, cleaving nearby enemies.

COMIC COLLECTION

Classic comics are yours for the taking—if you can find where they're hidden in the game. The Gallery Mode lets you view the covers along with a synopsis of the original comic's story. You can also look at different characters you've encountered in the game.



CHARACTER VIEWER



Some of the bizarre characters in Spider-Man: Flash by are big, so look for them while you play the game, so you may want to check them out later using the Character Viewer. You'll be able to move in an arc or zoom them in different directions.

COMIC COLLECTION



It's worth your while to seek out the hidden comics in the game. After you find one, it will appear in the gallery of 32 covers that spans the history of the character—from the well-known side-by-side *Amazing Fantasy* to his ranking as 10th in *Entertainment Weekly's* list of the 100 greatest comic book artists.

GAME COVERS



As a bonus, you can look at cool movie covers that aren't in the game. You'll open up the original art after you reach the stage of the game depicted on the covers.

COSTUMES

Parents may want to play the game only in Spidey's original suit, but most fans will want to try on different costumes, such as the Captain Universe suit or the Spider-Man 2099 suit. Some of the suits give you special abilities, like extra strength.



If you beat the game on Normal, you'll be able to wear the Symbiote suit. It provides enhanced webbing.



Finish the first level of the Hunter under infinite time to run to the quest marker for the Peter Parker suit.



If you score more than 10,000 points in Top Line Training, you'll be rewarded with the Gecko Costume.

TRAINING

Training Mode allows you to improve specific skills by completing focused challenges. The Time Attack and Survival Modes let you hone your fighting skills. The Speed Training and Item Collection Modes teach you how to get around with webbing.



Survival Mode throws enemy after enemy at you until you expire. Carefully see how long you can last. Speed Training tests how long it takes you to swing to a soft-top target.



THE BANK HEIST!

After a Spider-Man impostor commits a very public crime to discredit the superhero, the real web-slinger goes on patrol. A crisis in a downtown bank will force you to make a rooftop journey through throngs of thugs. Once you reach the bank, you'll discover that the criminals there are far from common scoundrels. Youngsters' lives are in jeopardy, and a very large bomb could ruin your day if you aren't careful.

GET TO THE BANK!



IMP KEY

	HENCHMAN
	HOSTAGE
	BANK THUG
	POLICEMAN
	SWAT COP
	LIZARDMAN
	COMIC BOOK
	SWITCH



Block Cabs is the best friend a Spider boy could have. The状況-aware superhero will do just basic instructions to you in the first level of the game if you need to have them again, touch the question mark.



Fight your way through several pockets of mad mob thugs to reach the scene of the crime. The pointer on your Spider Compass will direct you to the bank. Bear in mind that the compass just shows you the direction of your goal, not the easiest route to get there.

BANK APPROACH



The first Collector's Comic you'll find is atop the tallied Fantastic Four Building. Reed Richards must have been taking a coffee break up there when he was called away on important business.



The creeps with machine guns on top of the back building are tougher than the pistol-using tough guys you encounter on the way there. Use Web targeting to take them out from a distance.

HOSTAGE SITUATION



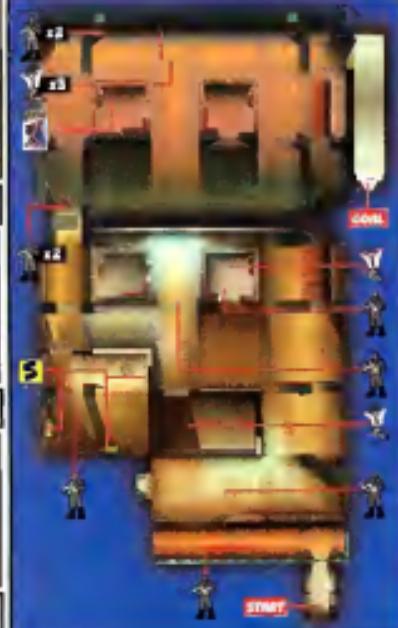
You'll discover a delicate hostage situation unfolding inside the bank. Find the best route to the captive employee. (It isn't always on the ground.)



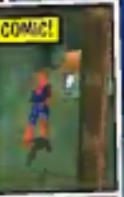
Journey through the vault to a room with another and three crucial switches. Activate them so you can access the rest of the level.



Take care of the guards in the room with three hostages, then start looking for a hidden prize in the room. Go to the desk in the corner of the room (then pick up the chair to reveal a comic).



STOP THE BOMB!



Some guards have locked themselves and some hostiles into a secure area near the west. Hit the power switch to open the door, then the hostiles there lead the comic in the nearby hallway.



Before you can reach them, the bank robbers will have invaded a basement where they stored their haul with the hostiles. If you haven't done so already, return the gear to the vault. Carry the Banknotes down the stairs.

RACE TO THE BUBBLE



As soon as you clear up the Mayhem on this level, there will be more trouble (unless you're 1 ft. to the sky). Watch this corridor (or before the Scorpion icon). Look for the comic on the Edge of the Mayhem Building. If the shot camera icon is shown,

JAMESON!!





STING OF THE SCORPION!

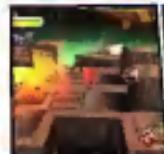
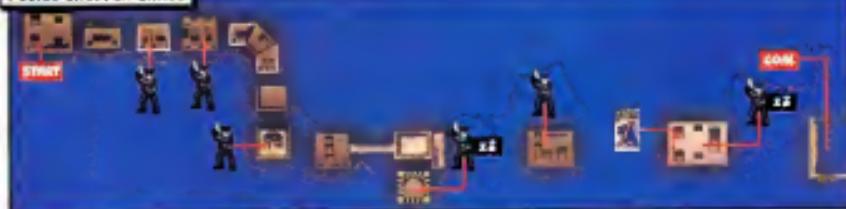
The Scorpion has always blamed J. Jonah Jameson for the failed experiment that trapped him inside his cybernetic suit. The doctor will have to face the ultimate deadline unless Spidey can stop the vengeful assassin. Use your powerful leaping abilities to evade Scorpion's deadly coil while you fight him.

SPIDEY VS. SCORPION



Entangle Scorpion with webbing to allow Jameson time to escape. It's relatively easy to attack Scorpion because his character is by the cover and is slow. He'll retaliates once you land a blow, however. A comic will appear if you destroy all the furniture in the room.

POLICE CHOPPER CHASE



You'll need to swing across town again after defeating Scorpion, but you'll be harassed by armed police helicopters when you do. Keep moving. If you hesitate, the choppers' guided missiles will either hit you or knock out platforms beneath you.



The last building on the level has a comic hidden inside a rooftop box. The only way to get it is to bait the police by standing on the box, then diving out of the way once the helicopter fires a missile at you.

MISSILE ATTACK



Drop into a car-damaged building within the police fire station cell garage at you. Throw drivers free missiles in the same pattern. Head your Spider-Sense.

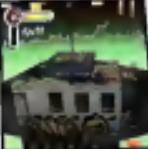


The missiles start coming faster as you near the top of the building. Watch them as they're targeting indicators and follow your Spider-Sense to touch the ledge.

BUILDING TOP CHASE



The police have called in experts to deal with this spider problem. As at the Police Chopper Chase, keep moving between buildings or you'll be pelted. The chance of being hit is small, but they also provide cover.



The Green Goblin has a
confident, sleek-looking look
as he wears his ornate
battress. If you take the time
to find it, you'll be rewarded
with a unique and Spidey
armor. You'll appreciate the
extra protection when
you're exposed to the heli-
copter's machine gun fire.

SCALE THE CIRDERS



What with all the shooting, you may want to rush right up the building to end the level, but you should take the time to check the other side of the building before you start shooting. There's a camera on the ledge.



Don't travel in a straight line up the gondola unless you have a Spidey Armor power-up or a Captain Universe suit. Keep moving to the top until you reach the crane on the roof. Jump then swing to the hanging box to start a short cinema that ends the level.

POLICE EVADED



You've got one more round of running and swerving left before the police will leave you alone. A building with hub skylights is a place of interest along the WPA.



Break through a skylight and drop down into a room containing two S.W.A.T. officers. Deliver them then break one of the smoked glass windows to reach a tunnel.



RHINO'S RAMPAGE!!

Things are falling apart for Peter Parker. The police think he's a criminal, and Vernon has kidnapped his work. As if he didn't have enough on his plate, Black Cat has informed him that Rhino is on the loose, and Spider-Man must tag along when the feline superhero sets off to stop the horned horror. The Rhino is among the most powerful of Spidey's foes, but he's also one of the few who can manage to help him defeat himself.



SPIDEY VS. RHINO



The Rhino's tough hide makes him impervious to direct attacks. Instead, lure him into running solid objects by keeping out of the way in the last second. The alien-themed generators make nice targets, but you should pass the Rhino into destroying the barrels in the corners first. When they're all gone, you'll get a comic.



ENTER VENOM

Venom is actually two enemies in one. Eddie Brock was just a reporter until he got his hands on the Symbiote costume that once belonged to Peter Parker. The costume is actually a powerful alien organism that lends its wearer all of Spider-Man's abilities. In exchange for his powers, Brock has to share his consciousness with the alien. Venom isn't necessarily evil, but he has a tendency to cause problems for the web-head. It's definitely a problem that he's kidnapped Spidey's wife and is threatening to drown her.



CATCH VENOM



Venom's quick and elusive. You shouldn't necessarily follow his exact route. Try to find shortcuts to keep up with him.



Then use the two comicks to pick up on the Catch Venom level, and you won't have much time to look for that. You first need to find a Spidey Armor power-up among the girders, and the second is on a rooftop ledge.

SPIDEY VS. VENOME



Before you get down to business fighting Venom, pick up the coin, then toss it to reveal a comic. The first battle against Venom is a simple matter of closing your distance from him while firing Impulse Webbing. If he gets too close, he'll unleash his web-shooters, which can toss you down like a rag doll.

SEWER ENTRANCE



Enter the sewer cavern, then back track to the entrance to fight the Goombas and Spiny. The LUM men that patrol the caverns are stronger than the human foes you've faced, so you should attack quickly to prevent them from crushing you.



The first sewer cavern is fairly easy to cross; you time your swings correctly. If you miss a jump, you'll fall into the dark abyss, forcing you to start the level over. Just four LUM men are the most difficult to fight on this level.

SEWER CAVERNS



The first section of the Sewer Cavern level is similar to the previous level. Swing to the downward-most nest if you then want to go up so you'll be in position to swing to the various paths that lead to the exit.



Make a wide trip to the right behind the second waterfall to find a second nest with a Goomba. The Spidey Armor power-up will be helpful in the next level, when you'll face many waves of enemies.



Up-Web swinging to move between the two waterfalls near the head east. Use the next road on road areas. You'll be in a bind if you want to go up. The areas change... from red to green as you move to the left.

SUBWAY



A moving subway train will take you deep into the heart of Kaine's lair, but the ride won't be very pleasant. You'll have to ride on top of the train, and your fellow Travelers—Lizardmen—are determined to stop you. Stay near the side of the car so you can pick up health and energy power-ups as they pass by.

SEWER PLANT

COMIC!



Make a short detour after the start of the Sewer Plant level to find a comic. It's in a dead end hallway, next to health and webbing storage rooms. The level is filled with enemies, so you might need the power-ups.



Actuate a series of switches to lower water levels and open doors. The final switch in the level opens a brick wall. Take care not to fall into the hole beneath it.



HIDDEN SWITCHES



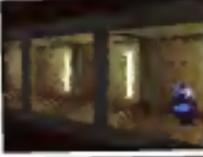
The exit from the main room on the Hidden Switches level is beneath a pool of toxic water. Find the one accessible switch in the room, then activate it to open another switch. Continue the process until you've lit all four switches to lower the water. After you lift the fourth switch, return to the third for a comic.

TUNNEL CRAWL



Time your progress through the tunnel as you need to swing water. Swing across the first room to a see-saw that will lower the water level. Another see-saw in a large box opens the way to the exit and makes a comic appear behind a translucent

VENOM'S PUZZLE



You'll need to use remote switches in a separate room to open four doors that Venom will hide behind. The switches will affect certain doors — either opening or closing them. Hit them in the proper sequence to open all four doors. If you're careful, you can open the path by hitting just two switches.

THE LIZARD'S MAZE



It turns out, Venom's hideout actually belongs to the Lizard. Down in the sewer, calm the reptile in his cage. He'll give you directions to his old hideout, where Venom is holding Mary Jane. After you talk to him, a comic will appear.



SPIDEY VS. VENOM AGAIN!



Don't bother chasing Venom around the room. Stay in the corner where you can see four switches then just the alarm and Impact Webbing. If he manages to raise the water level, quickly lower it by hitting the switches with webbing. Don't worry about your own health. Concentrate on saving MJ.

WATCH OUT, WEBHEADS!

You're little more than halfway through your adventure, true believers. Spidey will have to face an even tougher batch of supervillains before he can relax and hang out. A mysterious scientist, a slew of Symbiotes, a powerful psycho and a mad scientist with multiple lenses will all get a crack at you before the game is over and done. It's a tangled web of treachery, but your spider skills will see you through.





SEE THE WORLD THROUGH BOND'S EYES



ALL BOND'S AGENTS • ALL BOND'S WEAPONS • ALL IN TRUE CONTROL IN THE HOTTEST FIRST PERSON ADVENTURE TO HIT NINTENDO 64®



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AYDYN CHRONICLES™ THE FIRST MAGE

COME, MY CHILDREN.
GATHER YOURSELVES

AROUND THE TREMBLING FIRE
AND HARKEN TO A STORY OF VALOR AND TREACHERY
FROM THE WISE OLD OMES AT THQ AND H2O. HEED
THESE WORDS WELL, FOR IN THEM LIES THE TRUE
TELLING OF ALARON, SAVIOR OF THE LAND OF AIDYN.

AN ADVENTURE BEYOND IMAGINING

Ah, well and well. You have arrived. But the fire burns low, and my time here fades like its embers. Come closer. My eyes are old, and my voice turns weak with age. Closer still...

Long it has been since this story was first told—the story of a boy who became a man through hardship and loss. His name was Alaron, and his deeds are legend throughout time. And only now, as harsh winter grips the land in heralds, do we have a chance to discover young Alaron, to live his quest exactly as he lived it and to experience the magical and vast world of Aidyn through his very own eyes.

Where is this Aidyn, you ask? And who was Alaron? Soft, my young listener,

soft. I will answer true all of your questions, but know that in my answers lie deeper truths, but only for those who have ears to listen. For I speak not just of a single man or a lone tale, but of a book of stories so vast that it has long been known in legend circles as the Aidyn Chronicles.



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THE FELLOWSHIP OF ALARON



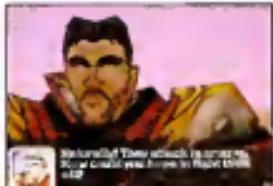
How shall my tale take hold?

To gain knowledge, you must first learn of the boy Alaron and his companions, far in their story reside the gossamer strands of legend.

The boy Alaron had his childhood snatched away by vile goblins when he was but a baby. During his naming ceremony, a horde of the foul beasts appeared and overrun the town, slaughering all who were within its walls. When the king's forces arrived, they

found that only young Alaron had survived. He was taken in by the good King Lloyd, who raised him as a true son.

Now, as you know, a traveler's path in life is set by his name, since within the name is bound one's magical power. Since his naming ceremony was disgraced, however, Alaron's name was never bound to him. Therefore he was not tied to one school, but instead could cast magic from all schools and arts, which gave him the potential for almost unlimited power. Many, however, were aware of that potential, and not all were from the forces of light and good.



Customize Your Vehicle in Combat. Your Creativity Knows No Bounds!

The game begins with Alaron as your guide. As you move through the world, you'll encounter over 12 different player characters who might be assigned to your team.



Choosing party members is very important. With many different classes—including Fighters, Wizards, Thieves, Troubadours and Alchemists—you must strive to find the perfect balance.



Each character has a different personality and will react to you accordingly. You can also play the game again and again with different party members and have a unique adventure each time.

YOUR FRIENDS AND ALLIES

I would not be speaking to you of the tale, had not Alaron the backing of wise and trusted friends. As he set out on his quest, he was able to select from the finest fighters and scholars in the kingdom. Truly, his party was composed of names so heroic that they rest even today upon the lips of all who have breath to utter them. Sir Abreton, the King's knight, was a fighter bold and brave as the mountains themselves. Many a ballad has been written of Sir Abreton—perhaps you even sing a few yourself. Gedric the alchemist was a man whose nervous and confused nature was second only to his mastery of herbs and magical lore. Rheda the wizard was the youngest of the magical masters. And finally, Brenna, the clever and headstrong thief was Alaron's closest companion and friend.

Oh, there were more who joined with Alaron—different classes and races, with increasing powers of magic and combat. But to list them all would take many days, my child, and already my these grown short.



LET SLIP THE DOGS OF WAR

So you are tired of this old man's ramblings, eh? It is a tale of battle you seek. fierce combat where swords clash and spells fly. Ah, the impatience of youth. Very well I shall impart to you the battles and strategies used by Alaron and his band of heroes.

THE TERRIBLE BEASTS

As Alaron proceeded on his quest, he met many a monster that seemed born straight from the fiery depths of man's darkest imaginings—goblins and ogres, skeletons and sorcerors. hideous, giant animals roamed the land in that day—there are even sketches of rats as long as an ox-cart. And as Alaron progressed on his journey and gained in strength, the beasts became more horrific. Chaos Monsters arose and roared the land—the unspeakable abominations were frighteningly powerful and a seemingly random combination of eyes, limbs and tongues. Many a brave knight barely returned from an encounter with the

creatures, their mind forever shattered, their hair as white as new fallen snow.

TO BATTLE! TO BATTLE!

Fighting these unspeakables took courage and skill. Warriors entered combat with the roar of battle in their ears, swinging their great weapons arcs of destruction. And oh, what weapons they had! Axes and swords, staffs and hatches! Daggers, whips and the ranged power of the longbow. The variety of weaponry was unlike any ever seen before or since. Some of the tools of war were even blessed with magical powers, transforming he who wielded it from a lowly peasant to a great warrior.

Armor, too, was in great demand, and magical items were always welcome.

Such things could be switched between members of a party or exchanged for gold at local shops.

The battles themselves were harsh affairs. Enemies used skill and brains as well as brawn. Alaron was given complete freedom of movement while on the battlefield, but this was a curse as well as a blessing—for it forced the rash young knight to plan his attacks with care. It was indeed a change from days of yore, when brave knights and foul villains stood in a single line, patiently waiting to attack.



Alaron begins action



Since you can see enemies approaching the over-map, you'll often have the option to engage in battle or to attempt to sneak by unobserved.



Alaron begins action

Not only does the enemy Alaron cut your party leader for attack, large groups of enemies will actually surround a fighter who gets too far from the rest of the party.



You can take advantage of the landscape while you fight, taking the high ground in the middle of a fierce battle will result in improved stats. All combat is turn-based.



Strategy is important in battle. If you have a weak fighter, like an Alchemist, to the front, your enemies will seek him out and pounce on him.

MAGIC, ALCHEMY AND THE STUDY OF THE ART

M y time here is almost done, and I have only a moment remaining in which to speak of Aodyn magic.

In that far-off day, magic was divided into four schools: Elemental magic, which harnessed the power of earth and

sky; Star magic, which used the powerful focus of the sun and planets; Naming magic, which called upon the power inherent in words or name; and finally Necromancy, the dark magic. That branch of the art was considered too dangerous for study, though there were those who tried to learn its ways regardless, in the hopes of arising unfeared power.

Most sorcerers were limited to a single school, but Aloron's lack of a true name gave him the power to use many different spells. Perhaps you can see now why he was so exceptional.



You'll need to collect certain items, such as Forest Herbs and Desert Spice, before most spells will work.



You'll learn spells by reading scrolls or talking with Aloron himself. There are also numerous other ways of learning magic—click away!

SPELL CASTING

Spells launched in battle can strike fear in the hearts of a foe and turn the tide in an instant. Aloron and his band learned dozens upon dozens of spells in their travels. Such powerful spells included Dragon Flares, Restoration, Conjuring Fog and the dreaded Wall of Bones.

And let us not merely brush aside Summoning, the most powerful magic of all. The results of such magic were oftentimes amazing beyond all descrip-

tion. We have heard of Summoners who could call up wolves and elemental monstrosities for use on the battlefield, and even of wizards so powerful that they could raise and control the dead. I shudder still to think of it.

Learn well from Aloron! When you set out for adventure, take with you at least one who knows the worth of magic. Alas, it is to your own peril that you ignore my words, young one. And now, I bid thee a fond farewell.

THE JOURNEY BEGINS

Long have the people of our land craved out for an epic RPG, one that would stretch a Nintendo 64 to its very limits with graphical wonders and deep story lines. And we are, without a doubt, thrilled to report that *Aodyn Chronicles: The First Mage*, is a tremendous success on all fronts. The plot is intense and unusually well-written, there are hundreds of characters to meet and speak with and, best of all, the world of Aodyn is simply massive—giving you total freedom to explore wherever you want. The battle system is unique and challenging, and the enemy AI is one of the clearest we've ever

encountered. There are many hours of fun and engrossing game play crammed into this Pak, and though gamers had to sit patiently through a number of delays, the final results will make all the waiting worth it. Everyone knows that role-playing fans are among the most vocalists in the gaming world, and N64 RPG fanatics will finally have a game that does justice to the genre. If you enjoy combat, magical

spells, or just a well-designed game with an intense and creative story, you definitely will not be disappointed.





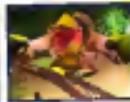
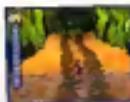
BANJO- TOOIE TM



Last month, we helped you through four worlds of Rare's powerhouse platformer. This month, we'll take you to Grunty's front door.

BEAR DOWN

The trip through Jelly Roger's Lagoon was a day at the beach compared to the challenges you'll face in the last four worlds. There are plenty of new moves to learn and tough enemies to defeat.



Talon Torpedo the boulder in Pine Grove's pond to access the Diggie Tunnel. After a short tussle with Kungu, you can continue on to the Whistleland and the Terrydactyl land entrance.

TERRYDACTYLAND

The fifth world is a Jurassic lost land filled with cavemen and deadly dinosaurs. After you visit Wumba Wigwam, you'll be able to infiltrate the local scene as a Baby T-Rex or raise a ruckus as a thunderous Daddy T-Rex. The first order of business, however, is mountain climbing. Instead of rope, try using the Springy Step Shoes.



MAP KEY

- Choco Poco
- Empty Honeycomb
- Glimbo
- Marlin Wumba
- Jawjaw
- Jigg
- Keto
- Morrie Jumbo
- Notes x5
- Treble Gifg x60
- Warp Pipe

Terry's Torment



Terry will attack you two ways. First, he'll fire deadly spit seeds at you from above, then he'll release maddies to attack you. Fire Grenade Eggs at him as he flies above you between attacks.

Bad Nestkeeping



A banjo Jiggy's tucked away in a forest patch in Terry's nest. After you've finished fighting him, Bill Drill the ground to reveal his secret stash, then he'll own the world you came to.

Get Shot



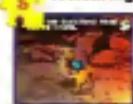
The Chompasaurus will eat anything that moves, and that's why it has a stomachache. Drive your T-Rex's insatiable belly, hold down the Z Button to eliminate Bawg Ueens for a Jiggy.

Achilles' Bottom



Track down the five members of the Amorph Rockabut Tribe, then blast them with Clockwise Kudzu Eggs. Each Rockabut tribe member has a weak spot if you're in a protected position.

A Roaring Good Time



After you transform into a Baby T-Rex, go through the sliding T-Rex door to find Wario's Wigwam. Read the sign inside to learn a code, then roar in front of a caged Jiggy on this mountaintop.

Catering for Cavemen



The Eagle Boogies have not evolved enough to feed or hunt in the caves. Save them from starvation with the Eggs and take out just food from Whithywind.

Teeny's Tots



Put Krazoob's newly learned Hush move to good use by opening up four of Terry's' stolen eggs. All but one of the hatchlings will fly back to the nest. The elusive baby can ride in the Tiki Pedi.

Foot Message



Bang and Krazoob must cross the Stomping Plains together and separately to activate those switches. To earn the Jiggy, use the Wonderwing to protect the pair from the big feet.

Dinoseum



A Stygimolochus mom has three at-risk kids. Head the runaway chick by train and fix the two out with Mumbo. Use Chompy to take the sick one to the Chit Tap (so Mumbo can heal her).

Heavy Rain



Diply the dinosaur is perched, but he won't make the short trip to a nearby water dish. Fill up his giant water dish by unloading a pail in Cloud Gackland.

Adjustable T-Rex



Wario can transform you into a Baby T-Rex to move small items or a Baby T-Rex to scare people and scare switches.

Wigwam Widdling



Monkey's jolted magic can turn the halo in Hondo's focus to accommodate a Baby T-Rex.

SERGEANT JAMJARS



Spriggy Sing Shins temporarily allow you to leap high into the air when you press A. You're showered one big jump each time you wear them.

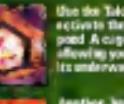


You can carry large items and characters in your pack once you learn the Scan Pack move. You'll have to Split Up before Bejoon can never perform the move.

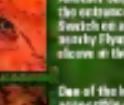


To perform Hondo's position, Krazoob can tap on any item, press the Z Button to make her sit down. If you perform the move correctly, you'll hear a chime.

TERRYODACTYLAND JINJOS



Use the Tako Yarigado move to activate the Krazoob Switch in a pond. A cargo door will open, allowing you to free a Jiggy from its underwater prizes.



Another Jiggy is behind bars near the entrance. Shoot the Gate Switch on a pillar then use the nearby Flying Pad to reach the sloping in the cliff face.



One of the imprisoned Jiggy is easier to free by using a Clockwork Krazoob Egg. Shoot the last bomb here to deactivate the opening on a cliff face.



It will take a lot of weight to pound the switch near Wendy's Wigwam. Transform into a Baby T-Rex to open a Jiggy's gate then retreat to reach the Jiggy.



Krazoob must cross the Stomping Plains so like teen stamp a switch himself to free a Jiggy. This year, run from footprint to footprint so you don't get squashed.

GRUNTY INDUSTRIES

Grunty's filthy factory is weak on sanitation and safety but strong on security and surveillance. You can access the multilevel interior by taking Chaffy from a previously opened elevator. Once you're inside, open the front door using Banjo and Kazooie Pads. You can also activate outdoor Flying Pads from inside the building.



Grunty Industries is located in the Quagmire, a toxic swamp adjacent to the Whoozleland. Use Sprungy Step Shoes to leap to the entrance. When you reach the outside of Grunty Industries, activate the Thin Switch.



A Crash on You



The Trash Compactor on the first floor will flatten you into a bear rug before you can reach a Jiggy behind Bars. Use the Shroomie Pack to recharge Honeycomb between squishings.

Twinkly Trips



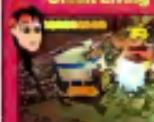
You'll find a pair of Turbo Thromps in the padding department to help you sort different-colored Twinkles. During the lights, their color-coded hue to score points.

Torch Trial



Fire Grenade Eggs are a Wielder's mouth to damage the reassembled welding torch. After you defeat the metal master, you'll be able to reach the Jiggy above the giant fan.

Clean Living



Wield a Water Gun from the citizen's mouth to cleanse. You can clean Filthy towels in a puffy, messy clothes washer and be underwear at once.

Giving Your Pulse



Murkin Electromagnetic fields will try the walls of effusing machinery temporarily, allowing with passage to new areas of the building.

Toxic Targets



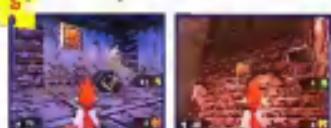
Use Grenade Eggs to pick off the berries as they pass by on the conveyor belt, between toxic green materials. After you kill the Jiggs, remember the room as a Washer.

SERGEANT JRMJRS



Claw Cluster Roots will allow you to climb straight up walls whenever you are in a room of poison clump-pots. The roots will vanish after a few seconds.

Grate Expectations



Frogular Clickers have shut down Grunty Industries' ventilation system by locking themselves to wall grates. Move around carefully through the canyon to eradicate them.



If you value your health, you can coat yourself inside your pack. But it gradually regenerates over time.

Screwed Up

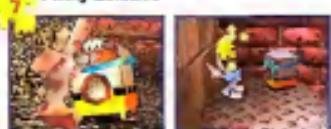


Use the Rill Drill move to unscrew a pipe in the fifth floor, jump through the hole, then Solt Up downstream. Return to the fifth floor as Kruze to Log Spring to the Jiggy.



Finally free of Bozo, Kruze will be able to spring to ground, landing without using a Shock Jump Pad. All she has to do is enough these jumps.

Filthy Bunnies



See Slovy workers need a dry soil wash for their dirty overalls. Trick them down into a Washer to earn a Jiggy for your collection.



Return to the Scrapdrome's central arena to Joly Roger's League to Vilage. Tap out your way into a Grunty Industries pipeline. Use the Eggit to stop the ice blades.



A Jiggy is trapped in an above high above a sewer pipe. Use a pool of lava to melt the ice. Split the ice at the top of the tank in the center of the room, then use Kruze's Leg Syringes move.



Run through a pitch-black exterior sewer, sticking Webbers Egg. Almost three feet after the hole, jump over the hole and use a platformer's waiting Jiggy.



Split Up, then use Rags to keep his weight on a switch outside the building. A door will open on the fourth floor, allowing Kruze to Claw-Cluster to the Jiggy.



Smash through the windows in top of the building to go inside the fifth floor storage room, then use the Hop-Flo-Jump to render a Jiggy standing on top of a box.

Tiptop Condition



After you've washed down the grungy tank, you'll find a Jiggy in the Waste Disposal Plant. Use the Shock Pack to reach it.



SERGEANT JRMJRS



Claw Cluster Roots will allow you to climb straight up walls whenever you are in a room of poison clump-pots. The roots will vanish after a few seconds.

Skipping Sack



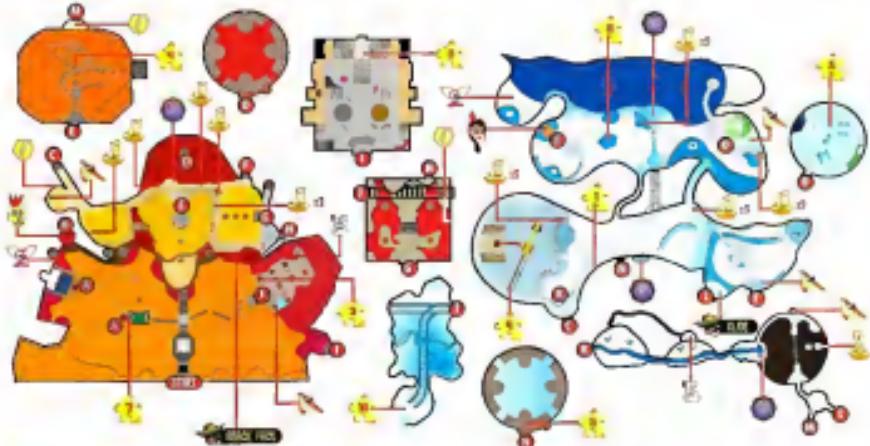
Hop-scare the Contaminant Pond using the Sack Pack move. Return to water level with a sawtooth before you make the trip.

HAILFIRE PEAKS

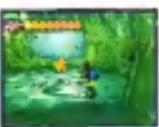
Troubling winds blow hot and cold around the twin mountains of Hailfire Peaks, a schism setting that includes a Lava Side and an Ice Side. The heat is on when you enter the world. You'll need to deal with bolling lava and belligerent Fire Imps until you find safe passage to the frozen wasteland, where Bigfoot creatures and hostile toads await you.



A Bone and Kassade Switch is a Cliff Top ledge with a switch to the stone bridge to the Hailfire Peaks entrance. You'll find a Giga Goomba on the roof of the entrance structure. Take it to Munio's Cliff Top skull when the time comes.



Backtracking



Head back to the Stampede Strips in Termyard Island once you have the Shroom Pack move. Bango can create a trail that leads to a Hailfire Peaks Jiggy.

Losing to Win



The low score will be in the Colossus Knockout League, so reverse everything you learned in the Moar! Knockout League. To play, return to Moar! Knockout League to become a Stony again.

Switch and Swipe



Spin Up near the world entrance then spin. Throw up the chain in the Colossus. Keep hitting switches and a swiping with Koolio to free the increased Jiggy in front of the building.

Spherical Miracle



Transform into a Starball to activate the switches and reach enemies. You can increase power-ups by rolling through coins and decrease it by taking damage.

Almost Toast



Only Munio's Devil's spell can bring two Jiggy and returns the explorer back from the brink of death. You'll find his Munio Pads on floating platforms.

Boiling Bridges



Head inside the Volcano for a series of switch stamps that cause two bridges swinging out of the lava. A Jiggy will appear on a platform after you cross the last bridge.

Frozen Couch Potato



Boggy's TV obsession has turned him into a fat blob, unable even to lift himself. Shrek-Pack to the bottom of a boiling pool on the lava hills to find him a Geden fish.

Ice and Spicy Dragons



Like their respective environments, the dragon brothers are hot inside. Shoot Ice Eggs at Chil Bill and Fire Eggs at Chilly. Whily-Jump to avoid their tongues.

Wake Up Spell



Subarion has been frozen in a block of ice since 1985. It's a good thing he's long underground. Use Manbo to Revive him, then Toss Pack him to his tent.

Cosmic Kindercare



Three alien kids are frozen together on the Ice Side. Smash the ice over two kids then use Manbo to revive one of them. Gide to the third child then use Ranch to warm them up.

Black Gold Jiggy



You'll need to have Bull-Headed Basshead to activate the switch on the Oil Magma Roll around the lava. Subarion to the switch then Shrek-Pack through a crack in the pipeline.

Saliva Salvation



The ice Sidesh Chilly's final stop, but it won't be able to leave the lava Side until you cool his engine. Seal-Borg's Fart's hump to make him spit into the tree.

SERGEANT JAMJORS



Shrek's backpack not only provides protection against fire-like environments, it also allows you to locate the end-of-level. As our added bonus, the Shrek Pack lets you squeeze into small spaces.



Forget Flying Pigs. When Krazos leaves the Glade never, she'll be able to soar through the air for long distances. Fly high into the air before you escape the maze to make the most of your flights.

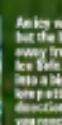
HAILFIRE PEAKS JINJOS



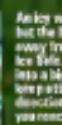
The Jinjos wear Boggy's Glade Park in the snowing need a nice layer for travel. The hothouse says Split Up. Then use Shrek's Shrek Pack to dive to the bottom.



Shoot the Relaxed Pillars Shrek wants the Gide to create a hole in the ice outside. You'll need to play either the Wheelie or the Shrek Pack to get past the scalding waterfalls.



After you listen to her story, leap above Melted Ice Gide then smash her with the Wall Drill wave. You'll find a perfect good Jinjo to rescue among the crystal shards.



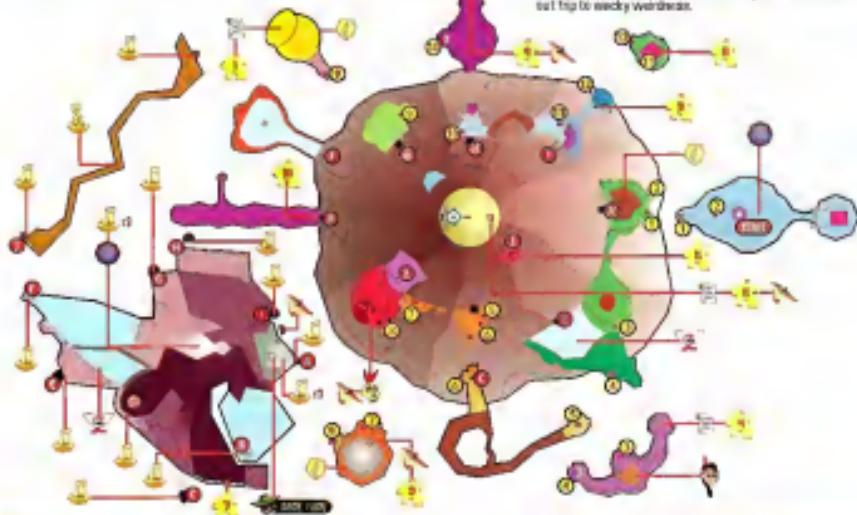
After you melt the icebergs from the ceiling of the Icicle Grotto, you'll be able to use a series of Pika Ring stages to cross the chasm. Gide from the top of the steps to reach the Jinjo.



An icy wind will keep all but the bravest Wretches away from a stage on the Ice Side. Bush yourself into a big Snowball then keep attacking in the direction of the Jinjo until you reach it.

CLOUD CUCKOOLAND

Things start getting weird after you ascend into the clouds above Isle o' Hags. Cloud Cuckooland is a floating freak show of giant trash cans, mold cheese and canoelike Blasphemous. The plants fire fire you between the numbers shown on the map.



Gunning for Gold



The Pot o' Gold at the end of the rainbow is choc-full of Jiggy targets. Fire four types of eggs onto the central podium to make Rapet-Fire Eggs appear; then fire in a circular motion.

Sanitation Motivation



But the best way to keep your home from getting sick is to keep it clean. And that means getting rid of germs. According to the U.S. Environmental Protection Agency, there are more than 100,000 different types of germs in your home. Some are good for you, like the ones that help you digest food. But others can make you sick. So it's important to keep your home clean and free of germs. This means washing your hands regularly, especially after using the bathroom or before eating. It also means cleaning surfaces like countertops and doorknobs with disinfectant. And it means getting rid of clutter, which can harbor germs. By keeping your home clean, you can help prevent illness and keep your family healthy.

Shawn Schumann



One of the two Munro
Skullian Cloud
Cackooval houses a
cybernetic impostor.
Evade Nagy Jongi's
heat-seeking blasters
then hit the notion
robot with any attack.



An oddly hued crack in the Wensleydale dry-stacked wall leads to Cloud Cuckoo-land's bubble elevator. Jump inside for a far-out trip to another dimension.

Tiny Wings of Victory



Moisture Magic



Monica's Rain Garden: a gift to begin a tradition of water that makes plants grow and rainbows rise. If you've planted both beans, you'll need to plant only one.

Beat the Bird



Candy Mary is thriving in her new home. She's a lot tougher to defeat than she was back in Gilt Goolie Goober Hop in the Clockwork Castle. Make sure you quickly tap the A button.

Eye Extermination



Brunhilda's prized patch of eyeballs. Jiggy-Penta will have you in his sights when you take to the air. Splatter them with the Bee's Song to van their Jiggy.

Wasp Wasting



Hit the wasp target on top of the mountain to earn Zobba's Nest—the place where it's at your best. Shoot the colored wasps inside to win a Jiggy.

Deluxe Combination



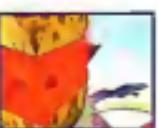
The Super Smash Deluxe is a good scale with a bad effect. It can't remember its own combination. Use Clockwork X-Kross's Fugis to activate its combination switches.

In the Belly of the Jelly



It's easy to get inside the Jelly Castle—use the Sheek Puff—but it's tricky getting to its entrance. Climb a vine near the blue Mumbo Skull to reach the correct Blasto plant.

Cheese Chores



A solo Bongo will need to climb a few stairs to reach the Blasto plant and protect him in the Clockwork Castle. Use the "Troll's" Friend Sack Pack to reach the Jiggy.

Need a Jiggy? Triathelete!



Mr. Fit will be waiting where you least expect the bubble elevator. Spring-Step up the High Jump, Sack-Pack through the Sack Hole, then sprint to the finish line in Super Triforce.

SERGEANT JAMJARS



Jamjars will be set off by you—and vice versa—when he touches your Sack Pack. Use the water-based backpack allows you to hydrate any surface, including liquids.

SACK PACK



You'll probably hear the Jiggy calling for help in Gilt Goolie Goober Hop while you're starting with the game. After you win the Jiggy, you can either slide across the room to it or jump off the nearby bottle.



A Sheek Jiggy Puff below the Jigo in the Central Caves is the easiest way to reach the helpful creature. You can jump from a high point in the caves then slide to the Jigo.



You won't know which Mumbo Skull contains the real Mumbo or the evil Mingo Jigo, but you can be sure that Mingo's skull replica contains a Jiggy. The red Mumbo Skull contains a Mingo.



Mumbo's Mumbo has a secret visitor in the rocky caverns of her village. Transform into a flea then buzz up to the surface—or climb up on Super Triforce—so Krocile—no, I mean the Jigo.



Take a moment to free the Jiggy inside the Cheese Wheel before you venture down the hall to pick up a Jiggy. The exercise will be waiting for you on a ledge at the end of your Triforce journey.

FLOTUS FLOTUM FACTS



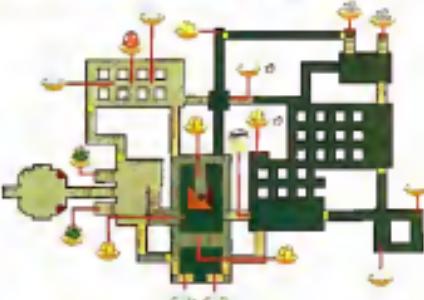
The odd-looking egg in Cloud Cuckooland may be knocked into more Frotus Frotum creatures. If you get them in a Jiggy's Sack Pack, you'll be able to float through the air for short distances.

MULTIPLAYER

Multplayer Mode offers a variety of challenges, and the Breogall Blaster arenas are sure to be among the most popular offerings. Using a modified GoldenEye interface, the mode lets you egg on up to three opponents.

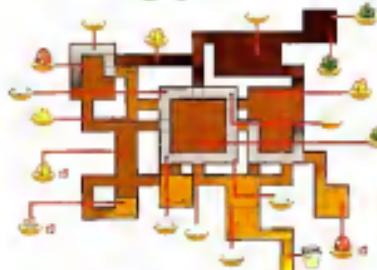
TARZITZAN'S TEMPLE

The temple is a huge battleground with many excellent perches for sniping. The balcony above the Sacred Chambers is among the better ambush spots.



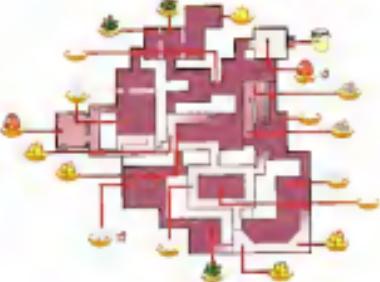
ORDNANCE STORAGE

The ramps and dead ends in Ordnance Storage are perfect for a run-and-gun approach to Breogall Blasting. Stay close to walls to make yourself less of a target.



CLINKERS' CAVERN

The tunnels and turns in Clinkers' Cavern add up to ample opportunities for sneak attacks. Position yourself on the far sides of blind corners to blast unsuspecting opponents.

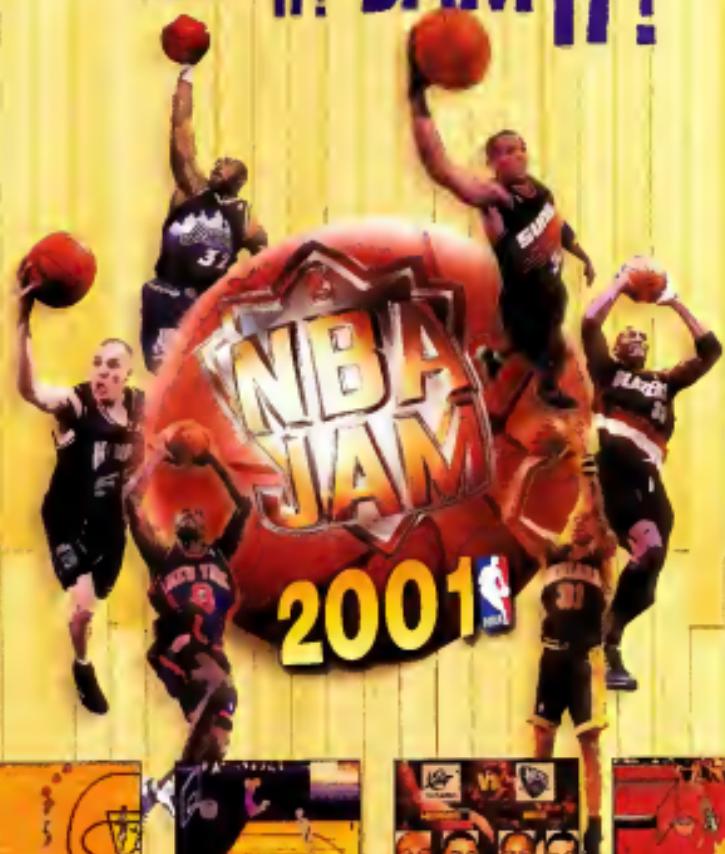


WITCH WORRIES *NP*

You have one more trap to make before Grunty is out of your fur for the time being. Cauldron Keep is next door to Grunty Industries in the Quagmire. Stay alert throughout your adventures,

because you have to take a test at the end of the game. If you pass that challenge, you'll face the toughest foe of all: Grunty herself. She's packing more than a broom this time around. ☺

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



Ал гөнөнгөлөл иштээвэл тийн-оогын
түү-жинээ, танын түү-чийн



Now Fox Meyer plays left wing,
Bengtsson is the left-end
superbunker.



3 852 articles, 1500-1960,
titles, all 25-850 issues and over 100
supplements.



Answering negative moves. Jason
Kane is a master of this. Pippin's
last post from 4/10/01

GAME BOY
Color



Similarly, the results of this study suggest that the use of a single, low-dose, oral antibiotic may be effective in the treatment of mild, uncomplicated, non-acute sinusitis. The use of a single, low-dose, oral antibiotic may be effective in the treatment of mild, uncomplicated, non-acute sinusitis.



AKLaim
SPORTS

ANSWER

WARRIORS OF MIGHT AND MAGIC II

Might and Magic

Nintendo Power steps behind the scenes of a heralded fantasy series to explore how the worlds of **Might & Magic** have translated to Game Boy Color.

For years, the *Might & Magic* series from New World Computing and 3DO has brought a rich variety of fantasy gaming to many consumers.

In new titles—*Heroes of Might & Magic II* and *Warriors of Might & Magic*—are ready to embalz the dynasty on Game Boy Color. Known for complex stories and strategic game play, the *Might & Magic* series seems like a tall order for GBC. But 3DO and the development teams at New World Computing, Glassax and KnowWonder have crafted some of the magic of the big console versions into the pickup-and-playable games. Here's a slightly more advanced strategic/resource management game for GBC, and *Warriors* takes the *Might & Magic* name into an action-packed world of adventure. Nintendo fans will have a lot to cheer when the two titles are released in January. Power turned to Ted Gruber, the producer of both titles (3DO), with questions about the process of bringing *Might & Magic* to Game Boy. It seems that it took a pound of might and a pinch of magic to accomplish the task.



Join The
REDLINE REVOLUTION



Matt
"THE DIESEL"
Hartman Did.



PROLINE TEAM 20"

ALLOY XL PRO FRAME
2-PIECE CHROMOLY U.S. MADE
FLIGHT CRAMPS - 38mm
FLIGHT HUBS
FLIGHT STEM
FLIGHT CHAINWHEEL
FLIGHT SADDLE

classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES, TRICKS, CHEATS AND PASSWORDS

Hey there! all you crafty joystick jockeys! It's a new year, and that means change is in the air. Classified Information has always been your number one source for codes, and 2001 represents a new era for us. In addition to our usual assortment of tricks, you can now find passwords, game quirks, and the how-to for unlocking in-game cheats—as well as our new friend, the Code Cop. He'll reveal codes that aren't, or warn you about cheats that might damage your game. Read on for more!

PERFECT DARK

PERFECT COMBAT

JusticeSims everywhere, take note: The following cheat is lower than a snake's belly in a wheel rut. Now that we've warned you, how would you like the ability to breeze through every challenge in the Combat Simulator without breaching a sweat? We know, we know; it sounds like a easy pipe dream, right? Well, read on. All you need to make the cheat work are two Controller, a memory slot to save your game and a low sense of fair play. Go to Advanced Setup with the first Controller and build a scenario with nothing but MeatSims. Save it, then go to the Load Settings screen—but don't load anything. Have player two select the challenge you're having trouble with and press Start until it says "ready and waiting." Then use Controller one to load the scenario you just built—you'll be good to go! It will work with all challenges, but you'll need to match the combat setting depending on the challenge, such as Hold the Briefcase or King of the Hill. You can use the method to alter numerous challenge parameters, or even reduce a challenge's time limit to a minimum! Hey, don't blame us. We told you it was low!



Perfect Dark's very enhanced of you.

PERFECT AIM

If you manage to earn all gold medals at the Carrington Institute firing range, Dr. C will grant you access to the guns from Golden Eye 007—the ones in the unbreakable glass cases on the firing range wall. We'll admit, however, that scoring all golds can be downright difficult, so make your life easier with an extra gun. In the firing range, select the Laptop Gun and press Start. Quickly use its secondary feature, the Sentry Gun, then abort the mission as it begins to deploy. Quickly press Start again, select a different gun and begin a new challenge. If you do it correctly, the Sentry Gun will still deploy! It doesn't work as well with some of the weapons, but it's very useful where speed, and not aim, is a paramount consideration.



Extra guns are always welcome at the Carrington Institute.

PERFECT AMMO

Our secret spymaster has discovered one of Perfect Dark's rather bizarre secrets. Make for the bottom of the stairs in the first level and crawl underneath the staircase. You'll discover a tiny box of pistol ammunition!



WHAT'S THIS?

Even stranger than the tiny box of ammo is a griff in the ceiling of the Warehouse level of multiplayer. Head for the top floor, crawl inside the wall and look for a hole in the floor. If you look up, you'll see a griff with a question mark. What does it mean? Why is it there? We don't know, but if you discover a use for the mysterious griffing, let us know!



ICON KEY: C BUTTONS

CONTROL PAD

TRY THIS

HACKY

BEST BY READER

CHEAT SHEET



CLIMB MT. RUSHMORE

We told you last month that there were more Rush 2049 codes out there, and we at Classified Information never break our word! You'll need speedy fingers, patience and some time to practice to get the latest complex codes to function, but the results are spectacular. All the cars, an open paint shop, nuclear fog in pretty colors—what more could a Rush fan want? You must open the cheat menu before any codes will work, so we've reprinted that code below. Note that the code to open the cheat menu is entered while highlighting Options at the main menu, the others by highlighting that option in the cheat menu and quickly inputting the code.

I LUV CHEATS

Nothing gets my blood up like a steamed up car with a rocket engine, a whole bunch of brand-new chartreuse items and a color for it. If this is what the year 2049 has in store, then it's Oxygene freezers for all!



CHEAT

OPEN THE CHEAT MENU

CODE

HOLD + + +
+ , THEN **TAP**

HEAVY CAR (MASS)

HOLD + , THEN
 + , THEN
+ , AND FINALLY
+

SUPER TIRES

PRESS , , , ,
, , , ,

CLEAR AS A BELL

For a nifty code that turns the track invisible, quickly press right C twice, then hold L, R and left C. Release and press left C twice, then hold L, R and right C. Hey, is that the carpool lane?



COLOR ME HAPPY

To open up the Battle Paint Shop, quickly press Z, Z, Z, bottom C, bottom C, bottom C, left C, left C, left C, right C, top C, left C and bottom C. You'll be able to change your car's color while in Battle Mode.



GOTTA DRIVE 'EM ALL

To open up all the cars in the game, quickly press left C, left C, left C, top C, top C, top C, right C, right C, bottom C, bottom C and bottom C, then hold L, R, top C, left C, bottom C and right C, and tap the Z button.



FOG HOGS

Mythical fog has always been a staple of Rush games, and Rush 2049 doesn't disappoint. Hold top C and right C and press L, Release, and then hold bottom C and left C and press R. Release and then press right C, left C, right C then left C.





Pokémon

Gotta catch 'em all!

STOP THAT CODE!

CODE COP Code Cop to Digipatch, we've got a possible 1090 in the Classified Section of Nintendo Power. Repeat, a possible 1090—that's a bad code, good buddy! Seems a young male by the name of Trey Morton from Virginia Beach was informed by a friend that he could snag a Lugia in Pokémons Red or Blue by simply standing in the place where you catch Mewtwo. We've checked out the rumor and are reporting that it is untrue. My partner and I stood around until our shifts had ended and the donut shop closed, but there was nary a Lugia in sight—so don't waste your time, readers. Code Cop, over and out.

NO, THIS DOESN'T WORK
I'm waiting. I'm still waiting. Where is that Lugia, anyway?



CLUBBIN'

Link doesn't often grace the pages of Classified Info, but we're always happy when he pays us a visit. This nifty trick gives you an unbreakable Deku Stick more powerful than the Kokiri Sword. To make it work, equip a Deku Stick and leap off a cliff. On your way down, swing the stick against an adjacent cliff wall so it breaks. The remaining piece will then become a handy club, which you can use over and over. Experiment with it for a bit, then go give a White Wolfie what for!

CARRY A BIG STICK

Take care with your newfound club: If you switch zones, leave an area or die in the water, it will disappear—and you'll have to leap off a cliff all over again.



Our Battle 64

Presented by Earth's Father

SWEET MUSIC MAN

We just can't get enough of those rockin' Ope Battle tones. If you're like us, then you'll love the following codes. Name your character MUSIC_ON to enter a music test screen, or DEL_DATA to get rid of older saved games. Remember to make it all caps, and don't forget the underscore—that's the little dash in between words.

TUNE IN TOMORROW

You'll have to reset the game when you're finished with the music test, which isn't a bad thing. Dudes would probably laugh themselves silly if they had to fight for a harmonized Music On.



QUAKE II

QUAKING IN FEAR

Q So, you think you know all there is to know about Quake II? Do you consider yourself a master of all things silty and unpleasant? Well, we've tracked down a secret level, and it's a doozy. We're talking you, a single blaster, one lone rocket launcher, five Gladiators and a cool rug to take them all out. If it sounds tough, it is. To reach the chamber of horrors, go to the password screen and type in the following FBBC_VBBB_FBBC_VBP2. This will lead the level at the easy setting, and believe us, it's not that easy. If you know a code for the medium or hard setting, send it in! We'd love to check it out.



Good luck, friend! We'll clean up the mess when you're done.

The World is Not Enough

007

Classified
 by: [REDACTED]

THE CHEATS ARE NOT ENOUGH

 Another change we'll be making as part of the Classified Info makeover is informing readers about how to unlock cheats that are built into the game. It's not necessary for a game like Perfect Dark, because PD tells you how to achieve its cheats. But with EA's new Bond shooter, The World is Not Enough, those cheats have been a mystery. Well, worry no longer. Just refer to the chart below to find out how to unlock multiplayer characters, levels and scenarios. Very nice, Mr. Bond. Now stop annoying me with that watch!



One Classic skin includes 006 and Mayday

CHEAT	HOW TO GET IT
CONTEMPORARY SKINS	FINISH THE GAME ON AGENT SETTING
COVERT SKINS	FINISH CITY OF WALKWAYS 1 IN 3:45 OR LESS ON SECRET AGENT
CASTLE LEVEL	FINISH UNDERGROUND UPRISING IN 2:15 OR LESS ON AGENT
TEAM KING OF THE HILL MODE	FINISH KING'S RANSOM IN 2:20 OR LESS ON AGENT
BUSINESS SUIT SKINS	FINISH COURIER IN 3:05 OR LESS ON SECRET AGENT
SOLDIER SKINS	FINISH MIDNIGHT DEPARTURE IN 3:05 OR LESS ON AGENT
AIR RAID LEVEL	FINISH MASQUERADE IN 3:05 OR LESS ON AGENT
CIVILIAN SKINS	FINISH CITY OF WALKWAYS 1 IN 3:35 OR LESS ON AGENT
CLASSIC SKINS	FINISH GAME ON SECRET AGENT
SECURITY SKINS	FINISH KING'S RANSOM IN 3:45 OR LESS ON SECRET AGENT
SCIENTIST SKINS	FINISH MASQUERADE IN 4:20 OR LESS ON 00 AGENT
CAPTURE THE BRIEFCASE MODE	FINISH TURNCOAT IN 3:28 ON SECRET AGENT
SKY RAIL LEVEL	COMPLETE COLO RECEPTION IN 3:15 OR LESS ON SECRET AGENT
GOLDEN GUN MODE	FINISH THE GAME ON 00 AGENT
WILDFIRE MODE	COMPLETE CITY OF WALKWAYS 2 IN 3:00 OR LESS ON AGENT

SEND CODES TO:

NINTENDO POWER,
 CLASSIFIED INFORMATION
 P.O. BOX 37035
 REDMOND, WA
 98075-9730



HAPPY MASK HUNTING

Even if you've saved the world from the falling moon, the townspeople in The Legend of Zelda: Majora's Mask may still be leading troubled lives. Only after you've solved all of their personal

problems will you earn all 120 collectible Happy Masks. With a full collection, you can earn the fourth and final transformation mask, and with this month's guide to disguises, you'll unmask its mystery.

GREAT FAIRY MASK



WHO: The Great Fairy

WHERE: North Clock Town

The first time you return Clock Town's Stroly Fairy to the Fairy Fountain, the Great Fairy will grant you Majora Power. If you repeat the good deed when you have the Deku Mask, the sprout sprite will reward you with the Great Fairy Mask.



During the day Clock Town's Stroly Fairy collects at the Laundry Pool. After sundown, the remaining pools will spawn the eight leavers in East Clock Town.



Once you've located the Stroly Fairy, hover in your care, return to the cave in North Clock Town to transform the Great Fairy Mask as your reward.



Wear the Great Fairy Mask in dungeons to ACTIVATE Stroly Fairies. If they're not sleeping, the fairies will fly to you when you're disguised as one of them.

BREMEN MASK



WHO: Gure-Gure

WHERE: Laundry Pool in Clock Town

ACTION: Press B to knock



Organ grinder Buri-Guri spends his nights cracking out tunes at the Laundry Pool on Days 1 and 2. Land an ear to his hat and knock his former bandit mask off to reveal his cutesie bob.



As long as you're not in Deku Scrub form, Gure-Gure will toss up to knock his former bandit mask off to reveal his cutesie bob.



Originally owned by a dog that led circus animals, the mask will give you power to transform small creatures. Press B to land a knock on a marsh.

Only three of the 12 Happy Masks will give you special abilities that you can access with the B Button. The Bremen Mask is the first one that you can add to your collection. To find it, head to the Laundry Pool when night falls on Clock Town.

BUNNY HOOD



WHO: Greg

WHERE: Gocco Shack at River Beach

On Day 3, the boulder that blocks the road to Romani Ranch will be dust (you can turn it to rubble yourself if you're a Goron certified in powder leg angle). Hop down the trail to reach the Gocco Shack where the Bunny Hood's owner lives.



When you leave the Berri-Mink, visit the Gocco Shack. If you can turtles buzz chick into tulip-grower success, he'll give you his Berry Hood.

Panika found in the Bunny Mask so the chick follow you. As you lend them around, Greg's fine, feathered friends will turn into succs.

When you're hopped up on Berry Hood power, you'll have the special a-peckight. Wear the happy emu's bottle for extra splosh.

KAMARO'S MASK



WHO: Kamaro

WHERE: North Temisa Field

ACTION: Press R to dance

Gummie's troupe of performers is in town for the Carnival of Tora, and the Rose Sisters are the group's dancers. They're struggling to choreograph their performance, and Kamaro's Mask will help them get into the groove.



On any evening between midnight and 6:00 a.m., jump to Temisa Field; mushroom-shaped rock to meet Kamaro, the spinted ghost dancer.

If you play the Song of Healing, the troubled spirit will give you his mask and a bottle to rosin in peace knowing that you possess his moves.

The Rose Sisters will be in North Clock Town on Days 1 and 2 between 4:00 a.m. and 6:00 a.m. Use Kamaro's Mask to teach them a new routine.

BLAST MASK

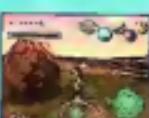


WHO: Old Lady from the Beach Shop

WHERE: North Clock Town, Day 1

ACTION: Press R to detonate

At half past midnight on Day 1, Saken will attempt to mug the old lady from the Beach Shop as she crosses through North Clock Town. Stop the thief by hitting him with your sword. If you fend him off, you'll receive the Blast Mask.



If you manage to catch Saken's robbery attempt at 12:30 a.m., the old lady from the Beach Shop will reward you heron with the explosive Blast Mask.

Even if you don't have a supply of bombs handy, you can use the Blast Mask Stand next to your lamp to knock a grotto entrance, then tap B to make it go boom.

If a bomb can blow it up, so can the Blast Mask. Stand next to your lamp to knock a grotto entrance, then tap B to make it go boom.

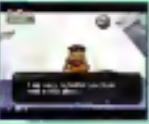
DON GERO'S MASK



WHO: Hungry Goro

WHERE: Mountain Village

When you don Don Gero's Mask, the five frogs in the game (check Woodfall Temple, Great Bay Temple, the Mountain Village pond, the Laundry Pool and the river to Doku Palace) will speak to you and gather into a croaking choir.



The starving Goro strangled atop the ledge in the Mountain Village will give you Don Gero's Mask if you satisfy his hunger with some rock salmon.



To find the salmon, play the lullaby to the Goro baby. Once he's asleep, the torches in the room will be silent. Use the Flute to light the torches in the shrine.

Once you've hit all of the shrine's brackers, the cheetah better well begin to sing. As soon as he does, use the cheetah's power to break the pot containing the salmons.

When spring has thawed out the Mountain Village pond, you'll be able to gather all of the frogs bare by showing them Don Gero's Mask.



MASK OF TRUTH



WHO: Goss C. Sledstate Man

WHERE: Swamp Spider House

The all-seeing eye of the Mask of Truth will give you the power to communicate with Goss C. Sledstate Man and animals. To earn the mask, head to the Swamp Spider House and go on a bug hunt to free its owner from his eight-legged fate.



The Swamp Spider House's owner has been turned into a spider. By defeating all 30 of the Spiders that infest his house, you'll lift the curse and win his mask.

Both the Mask of Truth and Goss C. Sledstate have a single eye. If you visit the Mask of Truth, you'll be able to receive clues from the one-eyed rocks.

The Mask of Truth will also allow you to read dogs' minds. By using your canine companion Puffin's abilities, Maximo's Von's track, you can pick a winner.

MASK OF SCENTS



WHO: Deku Butler

WHERE: Deku Cave

After you've rescued the Deku Princess, her grateful butler will offer you a reward in the Deku Cave outside the west wall of the Deku Palace entrance. Inside, you'll seek for the Mask of Scents, a gaunt that lets you "see" what you smell.



Once you've returned the Deku Princess to the Royal Chamber, her butler will offer you a reward. Visit him in the Deku Cave to claim your prize.

Always up for challenges, the butler will now you for the Mask of Scents. If you can keep up with him and reach the finish, the mask will be yours.

From behind the snout of the pig-butt mask, you'll be able to sniff out intruders. If you bring them to Kokiri, she'll brew you up a magical healing potion.

ROMANI'S MASK



WHO: Cremia

WHERE: Triforce Field, Day 2

If you managed to save Romani Ranch from the alien raid at 2:30 a.m. on Day 1, you'll be able to hitch a ride with Cremia at 6:00 p.m. on Day 2. Stop the bandits that try to rob Cremia's coach to earn Romani's Mask from her.



Bandits will try to ambush you when Cremia drives her milk delivery into town. If you wear the Circus Leader's mask, the bandits will follow but not attack.

During your barnyard ride into town, you must keep the pursuing bandits at bay by long-throwing at them with the Circus Leader's mask. You'll have an unlimited supply of ammo, so fire at 'em!

If you can save most of Cremia's milk cargo from the bandits, she'll give you Romani's Mask. Wear it to gain entrance into Clock Tower's exclusive Milk Bar.

GARO'S MASK



WHO: The German Brothers

WHERE: German Backtrack

Jealous of Cremia's thriving milk business, the German Brothers disguise themselves as Garo ninjas and raid her shipments. On any day before 6:00 p.m., you can race them to their truck on Milk Road to win one of their ninja masks.



Talk to the German Brothers while mounted on the racing stage. The racing stage will challenge you to a race and reward you with the Garo's Mask if you win.

Garo is haunted by nine spirit called Dencia. Only when you've cleaned the Gario's Mask will the red-eyed guardian let you into their territory to the east.

The Garo spirit makes wall murals. If you're winning their race, if you catch them in a daze, they'll give you a short reprieve to your travels.

CIRCUS LEADER'S MASK



WHO: German

WHERE: Milk Bar

Unlike his two brothers, German is trying to run a legitimate business. Leading a circus troupe isn't an easy racket, and German has become quite sad. His mask is suitably somber, and it'll even soften the hearts of his scheming abductors.



Wear Romani's Mask to enter the Milk Bar on Day 1 or 2 after 10:00 p.m. Take and Gutierrez eating out there, and both will help you earn the Circus Leader's Mask.

German is fond of the song "Bellissimo the Windham." If you follow Tingle as his companion, you'll play the tune. When German overhears it, he'll give you his mask.

RECOMMENDED

STONE MASK



WHO: Shiro

WHERE: Reed House

Use the Lens of Truth to spot overlooked and ignored Shiro. If you heal him with Red or Blue Potion, Shiro will give you the Stone Mask. In the group, you'll go as unnoticed as Shiro since the mask cloaks you in camouflage.



Focus the Lens of Truth on the circle of stones at the junction between the Bone Gravewyed and Bone Canyon. Thicker than a soldier, Shiro, sit outside it.

Many creatures won't notice you when you're wearing the Stone Mask. Use it to evade permanent enemies like the Red Bombers.

Characters like Saria the thief and Great Fairy's princess will be oblivious of you when you're wearing the mask. Use it to sneak past them.

CAPTAIN'S HAT



WHO: Captain Ketai

WHERE: Bone graveyard

To win Captain Ketai's hat, rattle the giant skeleton's bones by playing the Sonata of Awakening to him at his resting spot in the Ikana Graveyard. As he flees, defeat his guards to extinguish the walls of flame so you can keep up with him.



After waking up Ketai with the Sonata of Awakening, stay close on his heels and tackle his soldiers. Defeat Ketai to reach the chest that contains his hat.

The Sixchildren will thank you for their commander when you're wearing the Captain's Hat. If you talk to the ones in the graveyard, they'll dig up a grave.

While questing as Captain Ketai in the Decimated Spider House, talk to the Sixchildren to learn how to enter the building's trapdoor.

GIBDO'S MASK



WHO: Parnia's father

WHERE: Ikana Gorge's Music Box House

The father of Parnia—the little girl who lives in the Music Box House—was mutated into a monkey by the Gibdos. To reverse the effects of his transformation and turn his bandaged face into a mask, play the Song of Healing to him.



Place a bomb at the doorway of the Music Box House. Then hold the bomb until Parnia exits. Shoot into her heart, then play the Song of Healing to her father.

Linking bombs with the bandaged brother and older brother of the Gibdos to reverse the effects of the Gibdo Mask, then frightening sounds will bewitch you in your dreams.

Most of the monkeys here won't attack you if you look like they do—like the two kids below—will even dance if you're whipped up like a Gado.

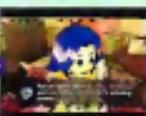
KAIFI'S MASK



WHO: Maloja Aroma

WHERE: Drawing Room in the Mayor's Residence

Kafei, the son of Major Dourou and Madame Aroma, has vanished days before his wedding to Anju, the innkeeper at the Stock Pot Inn. To inquire about his whereabouts, wear Kafei's Mask while interrogating the townspeople.



On Day 1 at 2:00 a.m. to 10:00 a.m., visit Maloja Aroma in the room to the right of the reception desk in the Mayor's Residence.

As long as you're not wearing the Bokoblin Mask, Madame Aroma will give you the mask that rewards her: a smiling, purple-haired son, Kafei.



If you've stopped Selsis from robbing the Bokabo Shop lobby on Day 1, the All-Night Mask will be on sale at the Curiosity Shop on Day 3. It'll cost 500 Rupees.

To buy the mask, you'll need the Game Wallet. Save 200 Rupees on the bank and complete the Decimated Spider House on Day 1 before the wallet.

ALL-NIGHT MASK



WHO: Men from the Curiosity Shop

WHERE: Curiosity Shop, Day 3

The All-Night Mask will prevent you from sleeping through the Stock Pot Inn grandmother's long-winded stories. If you can stay awake, she'll reward you with two Pieces of Heart, making the mask well worth its 300-Rupee price tag.

GIANT'S MASK



WHO: Eyesore

WHERE: Stone Tower Temple
(Outside)



The Giant's Mask is your secret weapon against TwinMold, the pair of gigantuous serpents in the Stone Tower Temple. The mask works only in TwinMold's arena and requires magic, so don't disguise sparingly during your showdown.

An Eyesore guards the base or entrance in the Stone Tower Temple. Turn the Eyesore toward you as it pounds its fist, then shoot its yellow eye to distract it.

A treasure chest will appear when you've defeated the Eyesore. Open it to uncover the mask that will help you defeat the temple's boss.

The Stone Tower Temple's resident evil denizen is the oversized TwinMold. Superize yourself with the Giant's Mask for a fighting chance.



ENDLESS LOVE



Uniting Kafei and Anju is the most elaborate good deed you must do for the townspeople. The convoluted sequence spans all three days, and you must perform all of the tasks without trussing back in time. If you pull it off, you'll nab three masks during the long, but rewarding, process.



KEATON MASK

WHO: Kafei from DenCity the Shop
WHERE: DenCity Shoppe Rock Room, Day 2



POSTMAN'S HAT

WHO: Postman
WHERE: Outside the Milk Bar, Day 3



COUUPLE'S MASK

WHO: Anja & Kafei
WHERE: Stock Pot Inn Employees' Room, Day 3



Wear Kafei's Mask and talk to Anja at the Stock Pot Inn between 2:00 p.m. and 3:00 p.m. Randomness will determine which eye you're given the letter for. Kafei: Drop it in a mailbox to the postman; pack it up during his next run.



By 3:40 p.m., the postman will have delivered the letter to Kafei. Wait for the morning key to the DenCity Shoppe Rock Room by entering his den at the Laundry Pool between 4:00 p.m. and 10:00 p.m.



Inside the DenCity Shoppe Rock Room, Kafei must explain his plight and give the Postman the letter to Anja. The Postman is a symbol of his undying love for Anja, so return to the Stock Pot Inn to deliver it to her.



Between 1:00 p.m. and 3:00 p.m., talk to the DenCity Shoppe owner in his shop to receive the Keaton Mask and a letter. Deliver the letter to the postman in his den, then talk to Kafei after his delivered it.



Between 3:00 p.m. and 7:00 p.m., Kafei will enter the DenCity Rock Room. Head west Kafei's shop, then enter the room where Kafei resides. The speech is "Help Kafei find his love" (Kafei Mask). Then visit the Stock Pot Inn.

FIERCE DEITY'S MASK



WHO: Majora's child

WHERE: The Moon

ACTION: Press R to fire



Each of the four kids who climb the tree will let you enter and exit the forest dungeon to return for masks. When you've finished exploring all four Moon Dungeons, you'll have no Happy Masks left.

When you've given up all 20 Happy Masks, you'll get them back when you play the Song of Time. The four prancing kids will disappear. Once they're gone, talk to the Majora's child to receive the Fierce Deity's mask.

The Fierce Deity's Mask transforms you into a dark and mighty warrior, and you can wear the gauntlets and the dragon's tail. Press B to activate your new, magical attack that's guaranteed from your sword.

Only after you've collected all 20 Happy Masks will you be able to earn the fourth and final transformation mask. To add it to your collection, surrender all 20 Happy Masks to the children prancing around the tree on the Moon, then talk to the lone child who's wearing Majora's Mask.

The 20 Happy Masks are related to Clock Town's citizens. By doing good deeds for them, you'll win these masks. For every mask you earn, you'll unlock one cinema scene in the finale that'll reveal exactly how you've positively affected and touched the townspeople's lives. ☺

PAY IT FORWARD

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"This is a GREAT ocarina. It is made well. I got it 8 days ago and can play lots of songs. I went to an art show and they had a ton of ocarinas. Yours is made better and the tone is better."

David Deffense

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Will Pratt



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- Made from high-fired Ceramic in two styles - "Sweet Potato", or raku "Pendant" with necklace. Also available - Silk Carrying Case: \$6. Songbook II: \$2.



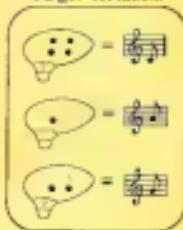
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The cat's not away, but the mice will still play in NewKidCo's funny animal fighting farce for the N64.

TOM & JERRY™ IN FISTS OF FURRY



© 2000 NewKidCo

Cartoon Combat

NewKidCo's Tom and Jerry in Fists of Furry is an animated, lively fighting game that stays true to the cartoon that inspired it. Tom and Jerry are constantly fighting in their cartoon, and that's exactly what they do in Fists of Furry, too. The game has a colorful look that's matched by silly slapstick fighting and an up-tempo soundtrack—playing the game is like partying in a classic Tom and Jerry cartoon.



Punch In

Tom and Jerry in Fists of Fury is a fast-paced, far-flying, 3-D fighting game where throwing objects and exploiting power-ups will get you much farther than simply throwing punches. You have to master some basic skills if you want to beat the bosses to unlock characters and modes.

Power-Ups



Occasionally a golden question mark will fall from the sky, accompanied by a sound effect. Its temporary power-up may be invincibility, enabling an attack boost or a green gas cloud that slowly drains your life meter.

Green Gas Attack



The green gas cloud slowly burns Jerry—far faster to your opponent or hit him to transfer the life force to Fists. Even more crazy is quickly as possible if your opponents the green gas cloud that slowly drains your life meter.

Big Boost



The attack boost is greatly increases your attack power if you combine it with the attack boost that you can always add to objects by holding down A until a single star appears, you can nearly finish off an opponent with three hits.

Return to Sender



If you want to preserve your health for as long as possible,

you should master the technique for catching the objects that your opponent throws at you. When the object is about to hit you, hit Z to catch it. Send it back at will, maybe after you've powered it up with A and B.



Object Lesson



One fast way to deal a ton of damage to an enemy is to jump in above him and it's a ton more damage than throwing the object, and yes, after time to get the power-up it's tricky to master.

Duck and Cover



Another way to avoid taking damage from a thrown object is to duck behind it. If it hits you, you'll duck out of the way of a thing about. You can duck down indefinitely to avoid thrown objects—if you duck for too long, the other character's aim will adjust to your lower profile and the objects will hit you.

Bombs Away



The barrels and sticks of dynamite does a decent amount of damage, and they can hurt you, too, if you don't stay out of the way. Try to use the explosives when your opponent is higher or lower than you are to avoid damage.

Very Mice

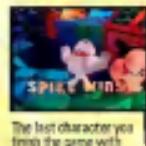
At the start of Tom and Jerry, only the two stars in the title are playable characters. You have to earn the rest of the cartoon characters by finishing the game with each player. When you finish the game with the last character, you'll open a special Teamplay Mode that uses all those extra players.



The first two characters, Tom and Jerry, have to make it through many rounds to open up two more players like these two players to open up two more players, and so on. There are two final bosses. The one shows lightning, Tom above a barrel, Jerry that suddenly grows into an enormous mouse.



About half of the characters fight a frustratingly invincible Tom or the one of their games. Tom is almost completely invincible and stays that way through much of the game. By watching for his shadow and the sudden movement of objects as he attacks.



The last character you finish the game with opens Teamplay Mode, where each player can choose up to four characters to fight within each game. The last character with one character standing wins. One or two players can play the Teamplay Mode, and once any character or those is opened, it stays open.



Duck-Duck Loose

This bumpy backdrop is downright dangerous! As with every area, a large, heavy object will drop to the ground if the wall under it is compromised by a flying object or fighter, and ducking won't save you from the big wooden box if you're standing under it.



You can't get the duck into corners, and the wooden box is the ultimate hideout place to avoid attacks from the right. You can also try getting behind the milk can and pouncing on your foes.



This level is large, and you can jump to the roof of the tiny house to pick up power-ups. You can also knock up there, clicking to avoid thrown objects, but you won't damage your opponent from up there.



If you can catch your opponent standing by the door clear, throw a ball of hay or another object at him to drop the big wooden box on his head. If it hits him, he'll be stunned for a while.



Guard in the Garden

Some areas have twins—Guard in the Garden and Backyard Bash are basically the same area. The objects that appear differ between Guard in the Garden and Backyard Bash, but many of the strategies you can try are the same.



Backyard Bash

Backyard Bash is basically Guard in the Garden at night. In both areas, you can try jumping over the fence on the left to avoid a green-gas-carrying enemy or to snag the objects that sometimes appear. Use the house corner and the bushes as additional hiding places.



The bushes will fall in Backyard Bash and Guard in the Garden if you punch your opponent into the wall. You can't actually hit your opponent when he's down, but you can punch at him to knock him with when he's back up.



Most levels have objects, like the hothouse, that fall and break—but other things, like the backdoor wall (break when a fighter or an object flies into them). Experiment to find all the different things you can break up.



Catchin' in the Kitchen

Everyone knows that many accidents at home happen in the kitchen—it's a dangerous place full of sharp or heavy objects, not to mention all that easily thrown food. The kitchen has lots of hazards to keep things cooking.



The clock will lull you back to sleep before it, if you can help it, stay out of the clock's way. An enemy that is open-close when the clock is still staged, squished beneath it.

The cabinet also has its own little quirks. If you hit it or the wall under it with an object or a fight, it will open up under the cabinet, entrapping players in its danger. Keep close watch on the area.

When you're on top of the counter, you can duck into the cabinet for cover. It works best when the cabinet is on the floor, but it will do just as well.

Cookin' up a Storm

Cookin' up a Storm has the same general layout as Catchin' in the Kitchen, but the placement and selection of objects is different. Try using the refrigerator as cover when your opponent is near the sink, and practice jumping over the refrigerator to escape attacks.



The stove flares up occasionally, which is never good news for the unfortunates around walking across it at the time. Run over the range at your own risk—if you are burned, the flames will send you running around in circles with your tail between your legs, and you won't be able to control your movement very well.



Laboratory Retriever

The mad-scientist stage of Laboratory Retriever is made more menacing by the fact that it is one of two areas that is used as both a regular game area and a base area. The lab is small, but the stairs offer places to hide from some attacks and there are plenty of objects.



The bottle of red goo can pull from a resting place if it is disturbed. If it hits you square on the head, it will stay there for a while, giving your opponent time to attack again.



Ernesto can sometimes be trusted to hurt themselves on the energy tanks that are emitted from the Study. That's cool-type technology. Don't count on it, though.

The Mice before Christmas

Holiday cheer abounds in a festive setting where even premly wrapped presents are painful if delivered in the right manner. Don't be shy about sharing some turkey with your guest, and be sure to grab an sandwich for him, too.



The fireplace is classy and dangerous. If you're tempted to pick up the objects that appear on the mantle, move out of the way quickly. While the Christmas tree does not burn, the fire is another story. Stay away from it if possible—you never know when it's going to go out of a flame.



Alley-Alley-Action Free!

The dark, urban backalley has a host of new hazards for the fury fighters. Flower pots and manhole covers are more dangerous than they seem, and if you're very unlucky, you might end up wearing a trash can for a while.



The city sewer systems shoots manholes through the manholes in the hole. Try to avoid walking over it, or you'll take a lot of damage.



Two flower pots are positioned at opposite sides of the arena, and thrown objects can disturb them tumbling down to plant them selves on the nearest available head.

Bomb Voyage

The cruise ship deck where Bomb Voyage takes place is not the ideal spot for a relaxing vacation. You won't sit in the deck chairs—you'll duck your opponents with them. The life preservers aren't as friendly as they sound, either, and they won't preserve your health.



The pipe leads to the whistle at the top of the luxury liner. The steam may escape a hole the opened but you while you're innocently trying to reach an object.



You may be tempted to jump to the top of the boat to snag the great objects that perch there, but watch for the whistle, or you'll steam yourself.



The ball will fall if it or the wall below it is disturbed in any way, including all my avoid a wall or a pipe or a life preserver deck chair. The ball can fall pretty fast, and it'll knock you if it takes quite a fall.



Floor Bored

The basement-styled arena is the other area that may be used for a boss battle with invisible Tom or giant Jerry. Saws, anvils, wrenches, working machines and paint cans all contribute to some pretty exorbitant fighting, even if the levels named Floor Bored.



Throw an object or punch an enemy into the vent to send the anvil plummeting down to your opponent's head in true cartoon style. Don't linger in the area.



Steam-poweredly pours out of the pipe vent. If you are as a theorist, try to stay on the red parts, where the steam doesn't much.



If you manage to damage the pipe somehow, you will open a new hole for steam to pour out of an already steamy level. Try to stay clear of the hole.



Furry Finale *NP*

Tom and Jerry in Eats of Fury is a cartoon with a Controller—don't be surprised if you laugh aloud as you use a ham to bash the bully dog that's got you cornered, or even when a powered-up flower pot replaces your cat's head for a few dizzy seconds. The game's fast, fury action makes it one of the most enjoyable fighting games the N64 has to offer. ☺

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MEGAMAN XTREME

ROBOT WARRIOR ALERT! ROGUE DATA FILES HAVE CORRUPTED THE MAINFRAME COMPUTER OF MEGA MAN X'S HUNTER BASE IN CAPCOM'S MEGA MAN XTREME FOR GAME BOY COLOR. XPLORATIVE ADVENTURE AWAITS AS THE MAVERICK HUNTER PREPARES TO FACE ENEMIES FROM HIS PAST FOR CONTROL OF THE COMPUTER CORE.

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TROUBLE TO THE CORE

Power up the X-Buster and get ready for an Xtreme challenge as you guide Mega Man X through a rematch with some of his most powerful enemies. Mega Man Xtreme features stages and boss battles from the Mega Man X series for the Super NES in the guise of digital downloads that have leaked into the Hunter Base computer. Chilli Penguin, Spark Mandrill and other classic villains block the pipeline that leads to the corrupted computer core. Take them on and steal their powers as you advance to the ultimate battle with the mysterious Shadow Hunters.



DEJA VU ALL OVER AGAIN

The action begins with the same stage that opens *Mega Man X* for the Super NES. X drops onto the broken bridge in a daze and faces many of the same enemies that he fought when he was on the bridge before. You'll encounter flying mechanical monstros, breakaway platforms and a big robot at the end. History is repeating itself, and you are stuck in the middle.



1. ROLLING DANGER



When spiked duds roll toward you, try to hit them with a charged-up X-Buster blast. If you are too late to knock them out, jump up and over them as they approach. They'll roll right past you and out of the way.

2. WEAK WALKWAY



Mega Man X is one heavy hero. Some sections of the bridge break under his weight. Keep moving and jump to even ground if the bridge begins to crumble.

3. GET THE GRABBERS



Small robot helicopters use crane devices to smash through the pavement. If you let them hover over you, they'll try to grab you. Move, jump and shoot.

4. ARMORED ATTACK



A large flying vehicle hovers and shatters, sometimes releasing long-legged walking robots. Strike early from the jump repeatedly and fire rapidly. After you destroy the winds, the bridge will collapse.

5. ROBOT REVENGE



X's old foe, Viva, shows up for a rematch at the end of the stage. Hit the robot with machine gun-powered X-shots and jump out of the way when it charges. If you fight with his horrific weapon charge and rapid fire, you'll dispatch Viva quickly.



ZERO

The leader of the Maverick Hunters provides advice and support while you set out to battle the villains of the past and clear your way to the core.

CHILL PENGUIN

You can select the four stages that block your way to the core in any order. The Chill Penguin stage is at the top of the list and is a good place to start. The frozen friend holds forth in a cold cavern. You'll fight robotic bats, larger robots and plenty of rolling disks. Use automatic fire on your X-Buster to lead the way.



① BLOCK BARRAGE



Your first challenge is a series of robots that send out lethal blocks. After one block flea, the robot backs back to swing again. Stay low, then jump and fire.

• DR. LIGHT UPGRADE



Halfway through the stage Dr. Light will give you an upgrade that will help you climb up walls and crush through some blocks. There are smaller upgrades in the other stages, but most are much more difficult to find.

③ MECH WRECKING



You can climb to a large mechanical tower head-to-head with other big bats for a very short stretch. Climb out when you reach the high wall.

4. BOSS - CHILL PENGUIN



The leader of the stage attacks with ice and wind. He'll start by spitting ice balls then send ice blocks your way. Hit him with ranged fire and jump to avoid his whacks. Whenever he uses blocks, blast through them and keep fighting.



SPARK MANDRILL

The walls and platforms of Spark Mandrill's high-voltage hideout crackle with electricity. Take a good look at your surroundings when the lights are on and watch your step when the lights go out. Some enemies charge onto the scene. If they surprise you on your first attempt through the stage, try to remember where they appear so that they won't damage you on repeated attempts.



① LEG WORK



If you've been through the Chilly Penguin stage, you have Dr. Light's Leg Upgrade. Use it to break through weak blocks for access to an all-important Sub-Tank.

② ROBOT RAGE



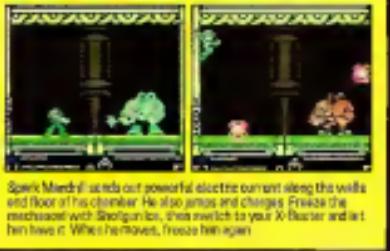
Mechanical bull-like bots charge onto the scene and seem eager to attack. Again, if you don't pass Jumper over them as they charge, flee hit them with a charged up X-Buster blast as they gear up for another attack.

③ HYDRO-BOT BATTLE



The big bot that floats through the middle of the stage fires electric shocks straight down. Be sure not to get stuck in the puddles that form from its shots of water so that you can retain your mobility. Avoid contact with it and blast it from a good distance.

④ BOSS - SPARK MANDRILL



Spark Mandrill attacks with powerful electric current along the walls and floor of his chamber. He also smashes and charges. Freeze the machine with Shotgun Ice, then switch to your X-Buster and let him have it. When he moves, freeze him again.

STORM EAGLE

Flying Bend Storm Eagle is perched high above a rundown airport. To reach him, you must survive a long series of moving platforms, wide gaps and airborne enemies. Mechanoids rest on many of the platforms. Be sure to clear them away with an X-Buster blast before you jump.



ZAIN

Shadow Blaster Zain swings a mighty sword in his attempt to keep you away from the computer core. When he's flying on all cylinders, the only thing that you can do is get out of the way.



After you negotiate a series of moving platforms, you can collect an extra life in a small room under the edge of the building. Drop and collect the item before you continue.

① HEAD HELP



Dr. Light is working with Head Upgrade in a remote section of the airport. You'll have to perform some tricky maneuvers to reach him, but this is the strength that the upgrade gives you will be well worth the effort.

① BOSS - STORM EAGLE



While Storm Eagle can hurt you directly, he attempts to do most of his damage by blowing you off the edge of his perch or by calling for help from his feathered friends. Use the Dash trojan to run off this mess and stay away from the egg. Then beat the robo-beast with X-Buster shots when the wind stops.

FLAME STAG

The bosses that you have faced in the first three stages originally appeared in the first *Mega Man X* game. Flame Stag is the lone representative of the four from *Mega Man X2*. His stage is a lava-filled volcano that can be extremely dangerous if you're not quick on your feet. When the platforms crumble or the lava flows rise, jump and run.

A large flying beetle-like bot has near the volcano entrance. It'll crash you if you're not careful. Keep away from the mesh and let it crash through a thin section of the wall.

1 THE SHADOW HUNTER APPEARS



If you take the high road over the last section of lava, you'll encounter the Zee, one of the government Shadow Hunters. Zee is a very big coward and uses it to protect himself from your blasts. Dash near him when he jumps and keep firing when you have a shot.

Dr Light's upgrade station is in the middle of the lava, on a short concrete ledge. You'll get to it with a Dozer jump from a lower ledge to the left; you may have to go over a few times before you're successful.

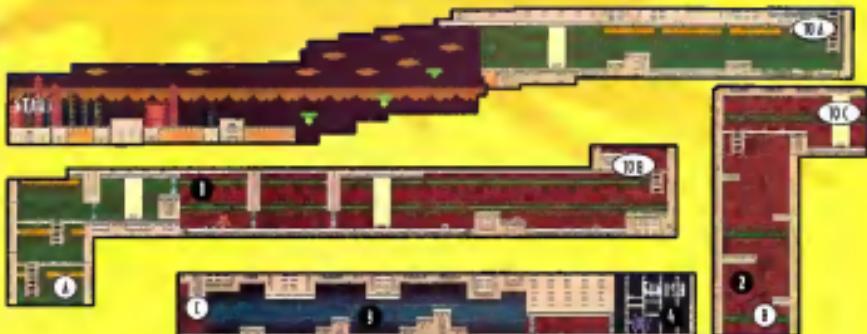
5 BOSS - FLAME STAG



Flame Stag is a fast and very feisty. He'll bounce off the walls and swoop down with slashing attacks. You can extinguish Flame Stag in the center of the room and move quickly to one side as he drops, then knock him out with Storm Tornadoes.

THE CORE - STAGE 1

With the guardians of the core gone, you can move on to the core itself and go up against the Shadow Hunters. The first path is no more challenging than the paths that you have already survived, but the boss battles can be brutal. Fill up your Sub-Tanks and save them for the big fights. You'll need all of the energy that you can hold.



① ZAIN AGAIN



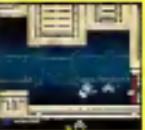
Shadow Hunter Zain makes a second appearance when you reach the core stage. He uses ZESTARK in a more lethal spin move, instead of staying in one place. When he goes with his sword extended, he slices across the room. Dash under him when he spins and jump over him while he spins. He's powerful, but you can get by if you're patient.

① KNOCK OUT THE KNIGHTS



The big armored benth in the middle of the stage will be a mindless weapon. Charge them to knock them back, then fight back when they're vulnerable. When they're dead, wait for the pieces and hit them again.

① LAST CHANCE PICKUPS



Before you go up against the lead robot of the core's first section, you can blast a collection of weak enemies and pick up power-ups for the big battle ahead. You may even collect a trap.

TECHNO

The mastermind behind computer hacking for the Shadow Hunters causes a lot of trouble for X by staying one step ahead and planting an army of evil 'bots in X's way.



① BOSS - CORE SPIDER



A spider-like machine rules the first section of the core. Run under it when it's in its web and clear away the small spiders with a power-up blast. Climb the web when the machine drops down and hit it when you see.

THE CORE - STAGE 2

The second section of the computer core puts your climbing and jumping skills to the test. You'll spend a lot of time hanging on to the walls, sliding and jumping just at the right moment. As you're making your way up then down the other side, be sure to clear away the enemies and look before you leap.

① DANGEROUS FLIGHT



You'll ride a rocket-powered platform on your way up the long, vertical corridor. Once the ledges meet, when you are cleared, be sure to jump away immediately.

② BIG 'BOT BATTLE



You'll exchange fire with a massive and invincible robot as you fly down. When the robot fires, do everything you can to get out of the way. Then jump up to the wall and hit it high while it attempts to land. You'll pull it out of commission after a few charged X-Buster shots.

③ BOSS - MACHINE



A massive, transforming machine flies over a bed of spikes. Since you'll be riding an floating platform, your mobility will be limited. Loop from the machine's blue to red when you have a clear shot of your target. When you take out the four guns, the robot shield will break away and the robot controller will be exposed.

④ FREE-FALLING



There are dangerous spikes near the platforms in a section where you will drop for long distances. Try to grab the well to slow your fall.

⑤ LONG LEAP



The gap at the end of the hall with the spiked floor is real test of your jumping ability. Stop, then just hang for a moment, then lean and jump. You should be able to reach the edge of the ledge.

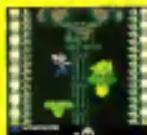


THE CORE - STAGE 3

The deeper section of the core features a repeat battle with all of the bosses that you faced on your way to the Core. After you clear these sub-bosses one more time, you'll face the ultimate Shadow Hunter, Sigma. You've come a long way. Keep fighting and don't look back.



1 HIGH CLIMB



Enemies wait on some of the platform in the vertical chamber that begins the last stage. Be sure to clear away the obstacles before you jump. You won't be able to touch the walls in the area, so use your wings to fly and maneuver the platforms.

25 REPEAT OFFENDERS



3 BOSS - SIGMA



The leader of the Shadow Hunters attacks with incredible speed and power. Try to get as many shots as you can while he pauses and prepares, then get out of his way when he charges. It'll be a tough fight, but the rewards for victory are worth it.

The losses that you had to suffer to reach the Core went unmatched. You can fight them in any order that you please. Once you've cleared every section of the Core, you'll be able to enter the door that leads to your final fight.

GEEMEL

Along with Zain, Geemel is one of the most feared Shadow Hunters and Sigma's right-hand robot. Geemel works behind the scenes in your attack on the computer core.



XTREME FINISH

The Shadow Hunters do not go down easily. To be successful, you must concentrate and try to read their moves. If you figure out their patterns, then formulate a plan and carry it out without flaw, you'll take them out. The fate of Hunter Base is in your capable hands. When you finally close away all of the dangers in the core, the Shadow Hunters will fall back and regroup. You can be sure that they will come back more powerful and more determined than ever. ☺

MESS WITH THE BEST
GO DOWN
LIKE THE REST.



• 12 CONTROLLABLE CHARACTERS
WITH UNIQUE ABILITIES AND WEAPONS

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Pokécenter

Small Wonders

We've almost completed our mission to bring you the English names of the Gold and Silver Pokémons. We'll reveal the last eight names next month, but for now, feast your eyes on this octet. If you'd like to find some of these Pokémons in your Gold

or Silver game, may we suggest taking Jynx to the Daycare Center, giving your phone number to Bug Catcher Arnie and Fisherman Ralph, picking up an extra King's Rock, and finding Blackbelt Kyo inside Mr. Mewtwo?



Ursaring



Yanma



Tyrogue



Politoed



Lantum



Qwilfish



Xatu



Smoochum

Pokéchat

Pokéchat might have a new look, but it's still the place to find the answers to your Pokémon-related questions. Not surprisingly, we've been hit with a ton of Gold and Silver questions lately—and we've got the answers!

Q: I picked up the Red Scale at the Lake of Rage near Mahogany Town. Can I do anything with it?

A: You sure can! Take the Red Scale over to Mr. Pokémon's house to show it to him. If you give the Red Scale to him, he'll give you a very nice gift—Experience Share. The superuseful item will give half of all experience points earned in battle to the Pokémon holding it, even if it never enters the battle. It's a great way to train a weak Pokémon!

Q: Why won't my Togepi evolve? What level does it have to reach?

A: Togepi doesn't evolve into Togetic at a certain level—it is one of the Pokémon that evolves through Friendly Evolution. Check out the Professors' answer in the how to evolve Eevee section of *Pokémon University* for hints on how to make your Pokémon happier so it will evolve. The other Pokémon that evolve by Friendly Evolution are Golfee, Pichu, Chansley, Cleffa and Iglybuff.



Q: Where is Heracross in *Pokémon Gold* and *Silver*? I saw it on TV and I just have to have it!

A: That's actually a harder question to answer than you might think. Heracross appear randomly in the small, triangular trees that your Pokémon can Headbutt. If you really want a Heracross, you can try Headbutting the trees near mountain areas. It might also help you to remember that many Bug-type Pokémon peck the morning hours between 4 a.m. and 10 a.m. Pokémon that are found only by Headbutting trees are difficult to pinpoint because of the randomness of their appearances in the trees.

Q: If I leave Vaporeon and another Pokémon at the Daycare, will an Eevee hatch from the resulting Egg? Or will it be a Vaporeon?

A: It will be an Eevee. The rule of thumb for Pokémon Eggs is that the earliest hatching will always hatch, so Vaporeon parents hatch an Eevee, Magneton hatches Magnemite, and Mr. Mime hatches Mr. Mime.



Q: Will I be able to play *Pokémon Gold* and *Silver* on *Game Boy Advance*? I hope so!

A: Yes, you will. *Game Boy Advance* is backward-compatible with all *Game Boy* titles. Pretty cool, huh?

Q: I solved the puzzle in the Ruins of Alph, but nothing happened! What gives?

A: If nothing happened, then you didn't solve the puzzle correctly. The puzzles are not very clearly marked, and many different configurations of the blocks can seem to be the correct solution. You've probably got the outside blocks in the right place, so try moving the middle pieces around until you find the solution. When the pieces are all in place, the floor will drop from under you and you'll be in a new part of the Ruins of Alph. If the floor hasn't dropped, you haven't solved the puzzle.

Q: How do I catch Elekid?

A: You can't catch it—you have to hatch it. You'll need at least one Electabuzz, naturally, and you could use a pair. Remember that Eggs generally take the form of the female Pokémon. Take your Electabuzz and its pal to the Daycare and see what hatches up.

Q: How do I earn the extra Trainers for two-player Stadium in *Pokémon Pinball League*?

A: We printed the code for unlocking the Trainers in last month's *Classified Information*, but if you'd like to earn the Trainers, try beating the Spa Service (one-player).



Pokémon University

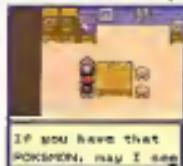


Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon puzzlers.

ELM

Where do I find the Evolutionary Stones?

Unless you're very lucky with Mystery Gift, you won't find the Evolutionary Stones in Gold and Silver until you make it to Route 25 in Kanto. Find Bill's house at the end of Route 25. Bill's not home, but his grandfather is and he wants to see some of the Pokémons his grandson is always talking about. For Lickitung, Oddish, Staryu, Pichu and Vulpix (Silver) or Growlithe (Gold) in your party and show each one to Bill's grandfather when he describes it to you. You'll get the Evolution when you show Bill's grandfather Eevee's type. The others follow a pattern: Oddish gets you the Leaf Stone; Staryu, the Water Stone; Pichu, the Thunder Stone; and Vulpix or Growlithe, the Fire Stone.



If you have that Pokémon, may I see...



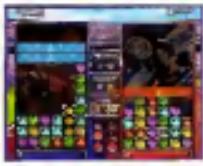
Bill received LEAF STONE.

Bill's grandfather is very curious about different Pokémons.

Show Oddish to Bill's grandfather to get a Leaf Stone.

How do chains work? I don't understand!

Creating chains is one of the hardest Pokémon Puzzle League skills to master. Try studying at Puzzle University and Mimic Mansion, and remember that some chains are already built into the puzzles—all you have to do is take advantage of them. In the shots below, the player on the right spots a chain-in-the-making. As the purple blocks clear, the player sets tight to let the red blocks drop down and clear away horizontally. With the red block between them gone, the yellow blocks also line up to form the third link in the chain. If the player moves the green block just under the cursor to the left, a fourth link of green blocks will also count as part of the chain.



The purple blocks clear, setting the chain in motion.



Slide the green block to the left to make the fourth link in the chain.

How do I catch Lugia and Ho-oh?

You can't see the Legendary Birds until you have the magical object related to each—The Silver Wing in Lugia's case, the Rainbow Wing in Ho-oh's. You'll get the first wing from the Radio Station Manager in Goldensrod City—The Silver Wing if you have Silver, the Rainbow Wing if you have Gold. With the first wing in hand, search Whirl Islands for the pool that holds Lugia if you're playing Silver or head to the top of Tin Tower if you're playing Gold. Battle the Level-40 creature cautiously and be sure to bring lots of Poké Balls. Reverse the process once you've picked up the remaining wing from a man in Pewter City.



Will HO-OH appear?



...



Will HO-OH appear?

How does Eevee evolve into Umbreon or Espeon?

Eevee doesn't need stones to evolve into Umbreon or Espeon—all it needs is you. Umbreon and Espeon are the result of Friendly Evolution, and Eevee won't evolve into either until it really trusts you. To make Eevee friendlier toward you, don't let it faint in battle (unless you use a Revive on it before the battle ends), don't give it the bitter herbs Goldenerod's Herb Shop sells and don't let it out of your party. Do give it an item to hold (Experience Share is a nice one) and use lots of items like X Special and Lemonade on it. Have Daisy in Pallet Town groom your Pichu, and get its hair cut in Goldensrod. When the Pokémon likes you, it will evolve at its next level-up. If Eevee evolves at night, it will be Umbreon. Otherwise, it will be Espeon.



EVEE used RAZZ.

Raze Eevee carefully. Keep in mind that Pokémon lost to battle!



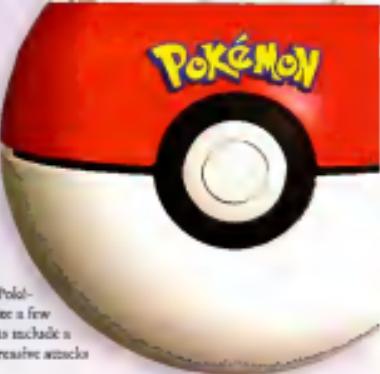
Will Eevee evolve?

Your Eevee's evolution depends on the time of day.

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Andy Schaefer from Bellevue, Ohio, raised his starting-Pokémon-packed team in *Pokémon Yellow*. His team's strong points include a diversity of Pokémon types and quite a few Pokémon with a decent amount of HP or pretty good speed. Some of its weak points include a bit of redundancy in the attacks each Pokémon uses and an overdependence on aggressive attacks. There are a few things Andy could try to streamline his team, if he wants.



Raichu



- Thunder
- Thunderbolt
- Swift
- Thunder Wave

Dugtrio



- Dig
- Hyper Beam
- Slash
- Earthquake

Venusaur



- Razor Leaf
- Leech Seed
- Solarbeam
- Cut

Charizard



- Flamethrower
- Fire Spin
- Fire Blast
- Fly

Blastoise



- Ice Beam
- Surf
- Blastard
- Hydro Pump

Mr. Mime



- Psychic
- Seismic Toss
- Toxic
- Metronome

We're guessing that Colosseum team is also the team Andy uses to travel through *Pokémon Yellow*, given all the HM's on his creatures. Of all the HM's on the team, the Surf on Blastoise is probably the most valuable. Surf is powerful and accurate—a great combination. One good thing to remember is that you can raise, train and combine different sets of Pokémon for different roles. The HM's you need to get around the Pokémon world aren't necessarily the attacks that will serve you well in battle. Sure, you might be attached to the Pokémon that have taken you through the game, but Link Trade Battles and *Pokémon Stadium* Free Battles require a different set of abilities than they're likely to have.

Andy's Charizard, Raichu, Venusaur and Blastoise all suffer from the same malady—each is equipped with too many of the same type of attack. Choose Thunder for its power or Thunderbolt for its accuracy, but don't choose both. Blastoise in particular has two water-blasting attacks and two ice-blasting attacks, which leaves room for nothing else. Think about these issues. Could your team use a little streamlining, too?



Andy's Raichu uses Thunder Wave, which is usually a pretty good attack for an Electric-type (unless Electric-type aren't generally blessed with a lot of HP or defense), as an attack that slows down an opponent's attack speed after attacking in a defense plus.



Andy, re-shown on Dugtrio, can be a liberator when you're faced with Water- or Ice-type opponents. Your Pokémon won't attack when it's buried in ground but it will also be safe from nearly every attack, with the exception of Surf.

Hot off the Press

Here at Nintendo Power, we love trying out all the wacky Pokémon merchandise on the shelves—and we

couldn't resist the chance to have our Pokémons and eat them, too. It's the breakfast of Pokéchampions!

I Chews You!



Pokémon Pop-Tarts

With 12 sweetly frosted pastries in every box, Pokémon Pop-Tarts provide enough gruel for an entire gym full of Pokémon Trainers. The Wild Cherry Filling and

bright yellow frosting get an additional boost from the dramatically colored but slightly shaped Pokémon sprinkles. **COMMENTS:** Chris—Do you like Pop-Tarts? Do you like Pokémons? If you answered yes to both questions, have I got the breakfast treat for you! Jennifer—Eating Pop-Tarts has always been like eating a big cookie for breakfast, and eating Pokémon Pop-Tarts is like eating a big cookie with candy on top for breakfast. That's living! David—it's all my years of eating breakfast, I have never seen a more colorful toaster pastry. Not that you have to toast them—the beauty of Pop-Tarts is that they can be enjoyed hot or cold.

Pokémon Cereal

Toasted rice cereal with marshmallow bits is nothing new, but when those marshmallows bits resemble Pokémons, you've got a bowl full of fun on your hands. Interactive Pokémon activities feature on the all-important back of the cereal box. **COMMENTS:** Jason—The Pokémons tickle the palate with a sweet 'n' smooth marshmallowy goodness. Drew—if you squat while looking at the marshmallows in the cereal, they may resemble Pikachu floating in a tiny, white sea. Corinne—As a Pokémon Trainer, I tried to collect all four marshmallow Pokémons in each spoon of cereal, because you gotta catch 'em all!



Chris

David

Jennifer

Drew

Corinne

Jason

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

Send questions, comments and art to:

Nintendo Power
P.O. Box 97982
Redmond, WA 98073

RoBopon

BUILD'EM, COLLECT'EM, TRASH'EM!



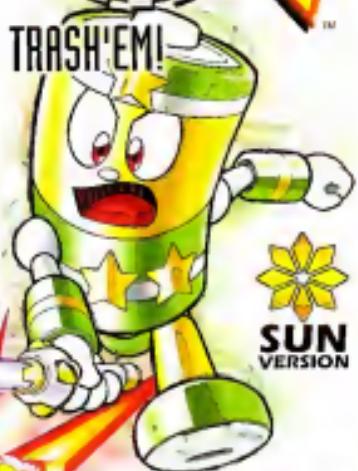
Collect, build, and battle with
150 Robopon on your quest!



With the built-in timer and
clock, the game will reward
you for your efforts with
power-ups and bonuses.



Train and modify your Robopon
using the 120 different items and
upgrades in the software.
Robopon!



**SUN
VERSION**



GAME BOY COLOR



Built-in IR Port!



Built-in Speaker!



Use the built-in IR port to trade
your Robopon for new upgrades
from other Robopon users with
your Game Boy Color system!

PLAYS ON ALL GAME BOY
HARDWARE SYSTEMS!



GAME BOY
COLOR

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ATI

COUNSELORS' CORNER

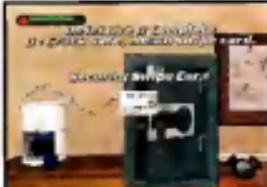
Your Questions—Our Experts!



THE WORLD IS NOT ENOUGH

HOW DO I DESTROY THE VIDEOTAPE BACKUP?

When you play the Courier level on *Secret Agent* or *00 Agent*, you'll need to cover your tracks by destroying the videotape backup with your Data Scrubber. The VCR is in the last room on the right in the horseshoe-shaped hallway. On your way there, stop off at the office with the safe to pick up a Security Swipe Card—you'll need it to get into the taping room. Equip the card then target the card reader outside the room to open the door. The VCR is on top of a black heavy register in the corner of the room.



The Security Swipe Card is essential for entering the taping room. Equip the Safe-Reader item then target the safe to acquire the card.



After eliminating the guards in the taping room, find the VCR then equip the Data Scrubber device to damage/destroy the videotape.

HOW DO I DEFUSE THE BOMB IN UNDERGROUND UPRISING?

Defusing the bomb in the London Underground is perhaps the least obvious objective in the Underground Uprising level. You'll find the bomb in a toilet stall just before you reach the stairwell to the surface. Before you begin to defuse the device, make sure you've cleared the room

of enemies. They can end your mission quickly if they interrupt the sensitive process with gunfire. Equip the Bomb Disposal Kit, then target the bomb and press the Z Button to make a blue bar appear on the bottom of the screen. Tap the Z Button a few times to shorten the

length of the bar. A red bar will then appear. Be careful not to tap the Z Button so fast that the red bar meter fills up, causing the bomb to explode. Be particularly careful once the blue bar is almost gone. The bomb becomes more sensitive just before it's diffused.



You'll find a ticking time bomb in a toilet stall in the London Underground. A clock on the screen will count down the seconds to detonation.



Equip your Bomb Disposal Kit then target the device. The blue bar indicates how close you are to defusing the bomb.



Tap the Z Button to make the blue bar disappear, but don't tap it too fast. A red bar shows you how close you are to detonating the bomb.

NP

THE LEGEND OF ZELDA: MAJORA'S MASK

HOW DO I FIND KOURME THE CRUISE MANAGER?

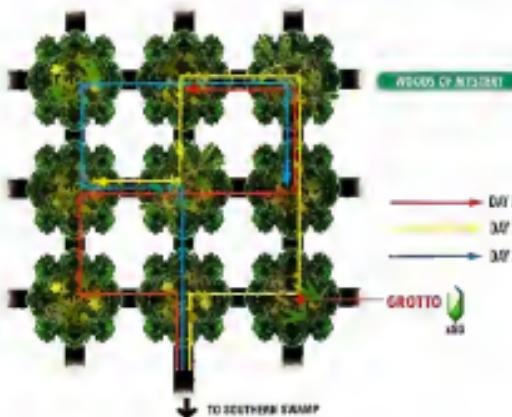
Kourme manages a boat cruise through the swamp, and she's mysteriously absent from her cabin window. If you want to journey through the swamp, you'll need to find the AWOL hag in the Woods of Mystery. A monkey near the entrance will guide you through the woods if you can keep up, or you can follow the map below with color-coded routes for different days. You'll need to heal the hag's hag with a potion from her sister Kotake's shop.



The ticket booth for Kourme's Bear Cruise will be empty when you first reach the Tourist Infobut.



Follow the monkey—find her the sprouting Snapper—to find the wounded hag.



Kourme's location is dependent on the day you conduct your search. If you arrive on the first day, go to the Magic Haga Shop near the entrance to the Woods of Mystery. Get a healing potion from Kotake then return to Kourme in the woods. If you look for Kourme on the second or third day, you'll find Kotake hovering on her magic broomstick in the woods.

HOW DO I LEARN THE SONG OF SOARING?

The owl statues you'll find at important locations let you instantly warp around Termina, but only if you know the Song of

Soaring. Kaepora Gaebora will teach you the tune if you visit the owl's perch near the waterfall in Weedfill. Take the shore-

cut from the Deka Palace then helicopter through the rooftops as a Deka Scrub to reach the owl.



A shortcut over the Deka Palace entrance leads to a ledge in Weedfill. Avoid the dragons as you float through the trees to reach the owl.



Kaepora Gaebora the owl will teach you the valuable Song of Soaring after you reach the ledge near the waterfall.



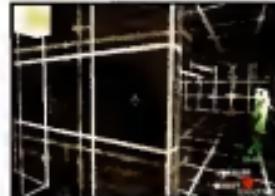
Play the Song of Soaring to transport yourself to previously activated owl statues. The statues stay activated after you start the clock.

WHAT'S THE BEST WAY TO RESCUE THE HOSTAGES?

When you begin the Carrington Institute Defense level, dataDyne gunmen are prepared to execute hostages in different parts of the institute. It will take perfect aim to eliminate the thugs before they can do their dirty work, so you should use your Combat Boost before you attempt a rescue. If you wait until the last minute to achieve a boost in the two hostage rooms upstairs—just as the door is opening to the first room—you'll clear both rooms and save your second boost for later.



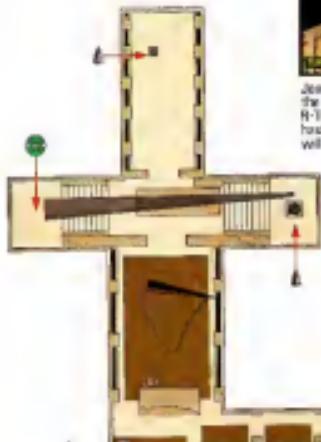
The Combat Boost slows down the action enough to help you target the dataDyne thugs before they kill the hostages.



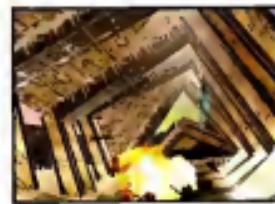
Use your second Combat Boost in the training room downstairs then save the last hostage in the weapons lab.

HOW DO I IDENTIFY THE TEMPLE TARGETS?

Identifying the temple targets is the first order of business in the last mission in the game. You have three Target Amplifiers and five potential targets, so keep a close watch on your R-Tracker to determine which a target and what isn't.



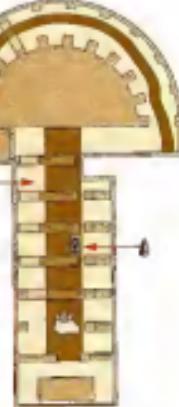
Jesus will tell you when you reach the first of the three pillars you need to target. Bring your R-Tracker to help find the other two. Don't be hasty when planting the amplifiers—the mission will fail if you place one incorrectly.



After you've planted all the Target Amplifiers correctly, you'll have just a few seconds to get out of the blast radius before Elies blasts the pillars with his atom-Shader spaceship. Run to a safe spot.



Take care of my Shaders is the first table you start placing Target Amplifiers. Glued enemies are in the vicinity of these target pillars. As some of the pillars are fairly close together, check your R-Tracker carefully before you commit to a target.



DRAGON WARRIOR I & II

WHERE DO I FIND KEYS?

There are plenty of locked doors in Dragon Warrior I, and they may as well be brick walls to you until you have some

keys to open them. The first place you'll find keys is a shop just outside the town of Rimalast. To reach it, walk along the

perimeter of the town—stepping to talk to one of the many troubled citizens on the way—until you reach the store.



There are many treasures beyond Altegard's locked doors. Remember their locations for later.



A key business is located outside the city walls of Rimalast. Walk around the edges of town to enter it.



G 1921
"I must sell
no more now."

If you have the spare cash, you can buy up to six keys before the owner calls you off!



You can use a key only once, but any key will open any door. Go back to key shops to replenish your supply.

HOW DO I RESURRECT A PARTY MEMBER?

You'd like to keep all your friends safe during your adventure in Dragon Warrior II, but, hey, accidents happen. There's

good news if a member of your party prematurely expires, however: All you need to do is drag his or her remains to the

nearest temple for some supernatural refreshment. One small donation later, your friend will be alive and kicking.

Cube	Art	Name
H 45	H 37	H 34



KingCobra
died

Setting monsters in dangerous business, and healthy workers don't want to be Altegarded



Take your fallen comrades to the nearest town with a temple to get them reviving again.



G 4030
"I must ask for a
donation to our

This place is only too happy to help with your little resurrectin' problem, but it'll require a donation.



Art was revived!

One party member—good as new. Just don't let it happen again, OK? It'll drain your wallet.

Q&A FAST FACTS

Stack? Pick up the pheas and give our counselors a call. Or write to: Counselors' Corner, P.O. Box 57833, Redmond, WA 98053-0733.

Tigger's Honey Hunt

- Q: How many Honeypots are there on each level?
- A: Each level has 100 Honeypots, and you may need to return to this level after finishing a level or two to find all of them.
- Q: How do I earn my second power?
- A: You can't earn them, but you can start a new game to replace or continue this.
- Q: What do I do with the pictures of Bee?
- A: If you collect three pictures of Bee in each level, they will appear in the photo album.

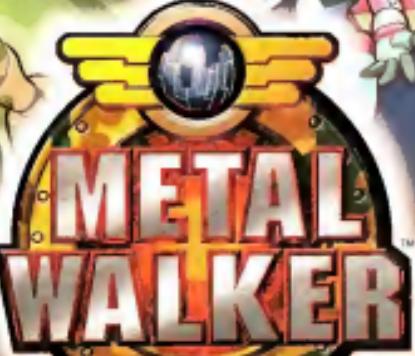
Mario Tennis

- Q: Why does the ball change colors?
- A: Different shots create different colors.
- Q: How do I perform a Power Smash?
- A: Press the A or B button then press back simultaneously while moving forward.
- Q: How do I pass a serve during a match?
- A: You must press the game stick to increase your speed.

Tony Hawk's Pro Skater

- Q: Why isn't I perform special moves?
- A: Your special moves needs to be yellow before you can perform special moves.
- Q: How can I go faster?
- A: Press the Finesse C button to increase your speed.

A junk-filled wasteland of shattered dreams straight out of T.S. Eliot awaits you in Metal Walker, Capcom's newest adventure for the Game Boy Color. Collect, upgrade and battle a variety of intelligent machines as you struggle across a vast landscape in a desperate search for your missing father.



METAL WALKER™

Capcom U.S.A.
Capcom U.S.A. Inc. 1998
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THE RUST OF THE STORY

Metal Walker takes place at the end of the 19th century, but in a land known as the Rusty Land. Fifty years ago, the Rusty Land was a lush, intelligent metals sprang out of control and with horn-hunting humans, the once-pristine landscape turned into a desolate battlefield. Seven years ago, the Metal Walker, Dr. Hawk, known as Goro, joined with the Metal Walker and his wife, Yoko, to return the land to its former glory.



You begin by waking up in the home of a Goro Samanian, where you'll receive your first Metal Walker. The house-owner will also offer you a brown or green communication device, which is used to communicate with your master, Professor Hawk. You'll encounter different enemies depending on which one you select, so if you're up to tricking with a friend be sure to select different devices.



NO RUST FOR THE WEARY.

The area of the cow's ruminant will take you the advantage of the fibrous food where roughage has to be used on a large and enough cell. So this diet is the best for the beginning learning the basic nutrition because it has a couple of nutrient sources that can be distinguished as also fibrous to study the absorption. While roughage sources are helped foods who negotiate one the way to go, it makes a long time to consume the carbohydrates and protein content, even under feeding.



Through the map, make it clear that you can access freely the entire area, to realize when sections of the terrain will be off-limits until you find certain items. Units that you can't access to enter a certain area, leave it alone for the time being. Once you've moved from one area, you can always come back.



LET'S GO SHOPPING



As you defeat other Walkers, you'll take them into scrap metal, which can then be used to purchase special attacks. Talk to the shopkeeper at the Junk Shop located on the 1st floor of your base.



The Jack Shag owner can credits new weapons and items for your journey, but only if you bring him down that have fallen enemies. Purchase *Assassin's* capsules and have your foes die there during combat or give the information.

ANALYZE THIS

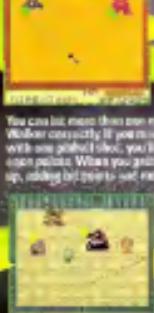


You can never assume the use of two ways. Either bring the enemy into your Amblyct, or move your Walker so it rests on top of it. Enemies will then attack you and get assessed in the process. Once you've assessed an enemy, there's no need to do it again—just set the same outcome use.

10-BATTLE STRATEGIES *NPC*



When you kettle, you'll be taken from the main map to a special screen. One of the unique elements of kettle is that your Moral Walker will bounce off walls and enemies during an attack. Always look out for an opening in the top wall—it's an escape route if things get too tough.



Pool sharks will use the battle system. Always use the walls to their full advantage. As our diagram shows, not only can you hit multiple enemies yourself, you can actually send them crashing into one another. Watch for robounds, however—they come just as much damage as if you were attacked.

EN-CAPSULE-AE YOUR DATA

Special vessels are contained within small balls called capsules. At the beginning of the game, there will be capsules from the battlefield at random, but once you defeat the battle, you'll gather more capsules. Also, look for capsules along the trail. They can be used to create super-powered capsules.

SHAKER - uses capsules for data
HP 1, 2, 3 - evolves to full power
CAPSULES < - affects attack power
DATA 2000 < - increases defense
SHAKER - decreases defense
SHAKER - increases level
SHAKER - decreases level
SHAKER - decreases weight
DATA 2000 - decreases weight
DATA 2000 / HP - attack power
SHAKER - decrease defense

SHAKER 1, 2, 3 - increases defense
SHAKER 1, 2, 3 - uses attack
SHAKER 1, 2, 3 - damages carbuncle
SHAKER 1, 2, 3 - damage with attack
PEASLE, STONES - adds capsules
HORN, BURNER RS - adds capsules
THUNDER 1, 2, 3 - damages thunder
HORN, JAIL, SWORD PDS - adds electric attack
HORN, HORN - adds racing HP
HORN 1 - uses becomes transformed
HORN 2 - 10 characters become strong

SHAKER - targets to another area to field
SHAKER - increases attack power
SHAKER, BURNER, PDR - adds attack
SHAKER - increases to weaker attack
THUNDER, HORN - damages Metal Walker attack
SHAKER, HORN - increases Metal Walker attack
JAIL, JAIL, SWORD - uses - invincible to land attack
HORN, HORN - uses everything
SHAKER, HORN - uses capsules transformation
SHAKER, HORN - lets user live

SHAKER

SHAKER
THE SCORER
HORN, PDR
BODY SLASH
SPIDER
LYBRO
LURK, SOR
HORN, HORN
PEASLE
SHAKER, HORN

DATA 2000

Turbo and Trail
Turbo and Justums
Turbo and Guts
Turbo and Metal
Metal and Liquid
Metal and Shadow
Cloud and F
Metal and F
Metal and T
Metal and T
Dragon and T

LEARN THEropes

Up to 100 levels - once you complete, you'll be an advanced rider! Go as far as you can from your base - you can go in a few levels, or you'll be wiped out in store order. Use your final use often in the first few levels, and don't try to ride the Chemical Plant without finding the HP 1 Capsule. You don't have a power source! If the battle system seems untrustworthy, go to the top floor of the house where you began your journey for a quick powerup and change. Metal Walker.

CHEMICAL PLANT

The first stop in your journey is a long-abandoned chemical plant, where you'll encounter a Metal Core Walker named Bodoh. He claims to have seen your father deep in the bowels of the warehouse, but his information may prove to be less than accurate.



To keep your life points as full as possible, since enemies attack you without advanced warning, it's easy to enter a battle at less-than-full strength. If you lose all your HP, your Metal Walker will short-circuit, sending you all the way back to your Elemental Room.



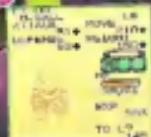
Your first Metal Walker is equipped to short-circuit on the Metal Master. Most of the Walker has a standard release effect—but gently so it doesn't cause you to come crashing back into you. Defeat him to earn your Core Unit.

SAY YOU WANT AN EVOLUTION

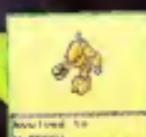
Your Metal Ball will evolve when connected to other Core Units, giving it increased powers and abilities. Marine Core Units, for example, can cross open water, while Air Core Units can fly over large distances.



Always keep in mind the game's rock-paper-scissors element, because you'll have to master the tactics for the later levels. As a general rule, Land beats Marine, Marine beats Sky and Sky beats Land. Of course, a powerful Metal Walker of any type can defeat a weak one with little trouble.



Attack and Defense are your most important stats, but a high Move rating allows you to become faster during battles—very handy.



Don't let folks tell you that abandoned chemical plants are good for nothing. After you've received a Core Unit from the Metal Master in the plant, you can upgrade your Metal Ball to a Metal Frog. The Metal Frog has the power to smash open pesky oil drums, as well as a high attack rating.



GROODY BASELINES

Your Base Camp contains the Junk Shop, an HP regenerator and a gateway to the Battle Areas—once you've paid a visit on your own, you can also set your own victory and defeat phrases there—so far, though...



What good is a Base Camp if you can't share it with your? Be sure to send key signs you encounter during your travels—most of them will give you the option to save your base camp. It's a great idea to do as many chores as you get, because you don't want to be interrupted if your Walker shows up.

SOUTH END CITY

Take a moment out of your hectic schedule to visit beautiful South End City. You'll meet locals who give you tips about your future's whereabouts, as well as tips for dealing with the horrors of the outside world. Be sure to stock up on MP Crystals.

- BASE CAMP: You'll receive a Bonus MP.
- GEAR: UNITS: Heavy Gear: Metal Master for a new Gear Unit.
- HINT: Inside: DRASTIC CLOTHES: Get information and/or items use full for your journey.



COMMAND BASE

Head north from South End City and pass through a cave. You'll emerge in a mysterious area known only as Command Base. There, a young woman named Evill will beg a boon of you, asking that you retrieve a package for her. There's beauty in it for you, so make yes your final answer.



Want to visit the Energy Plant? You had, because your Metal Walker types need time to evolve. You must have a second Air Core before you can access that hole in the floor. Instead, make for the large building at the south end of the Command Base and meet the mystery man.



Your new Land Core Unit will evolve your Metal Frog into the Metal Launcher, which looks like six huge cannons on a pair of treads. With the new Walker, you'll be able to smash open controllers.



Be the next of the world's leading gear! Encountered Battle bitter? You talk to a No. 100 who gives you both the package and a new Land Core Unit. The Land Core Unit will join you, but the package—which contains a shiny Gear Unit—will be taken away and phased up by Evill.

WAITING FOR BADOH

Eventually, Badoh will become a friend, but for now he's just a thorn in your side. The first few times you try to set up a new base, he'll appear and ask if you want to swap bases. Note you can also swap with a friend by using the Game Link Cable.



There's no opportunity for winning Badoh down, but he'll grumble if you caught his berries. However, you'll be in for the fight of your life in an intense battle challenges you, so better try to win or lose.

CAMPY BATTLES

Badoh is a pretty powerful opponent at this point in the game, and to make matters worse, you'll need to defeat him three separate times. The good news is that he'll give you loads of experience if you manage to take him down.



A Gear Unit Hunter in his own right, Badoh knows all the tricks of the trade. Capables are plentiful, but keep in mind that he'll use them, too, and often ignores clever shots at you to scratch up one of your precious special attacks. Scatter capsules. Use Shikko in with your MP to send MP 2k.

ARMY AREA

The Army Area looks like most everything else in the Rustic Land, but don't be fooled by the drab yellow buildings, smoldering bomb craters and slightly paranoid locals—there are Core Units in them that kill! Mix up with phony Ensl, then grab a Core house.



Villagers will sometimes tell you the whereabouts of certain Metal Walkers. Pay attention to their advice, because more often than not they're speaking of enemies that will be used by the next Metal Master you encounter. Listen the weekness, then lay those capsules.



When you defeat the Metal Master in the Army Area, he'll give you a Marine Core Unit. You'll have time to plant your victory flag, but you won't be able to do so if he's still around. You'll be able to do so if he's still around.

BATTLE AREA

Before moving after Ensl, take a look at the map and head south to the small village where the Battle Arena is located. (Don't worry about Ensl; he'll be gone until you rescue him.) You can manually set your capsules at the Arena, so you want to go there as quickly as possible.



Once you've traveled over the seas and to the Arena, you can set an escape switch to move back and forth between there and your Base Camp. The Battle Arena is a great place to gain levels—you can restore your HP at the machine in the lobby after every skirmish, or the machine will give a lot of experience points.



Talk to the guy in the center to set capsules to manual. To switch your capsules' order, go to the item screen, press Start by a capsule you wish to move, scroll to the one you want inserted and press Start again.



NORTH HEAD TOWN

After a brief respite in the Arena, go back to the Army Area and move west until you encounter North Head Town. It's a rather quiet place, but the locals are a bit sketchy. Talk to them all, then head up a Marine Core Unit and move west across the water.

AIR FORTY

The town of Air Fort is one for the faint of heart or the low of level, as you find yourself constantly being scrapped, maimed and tooth拔牙 in one of your many sword battles until you gain a few levels.



Once again, the bomberpilots are dropping helpful bombs. Don't get caught up in battles with capsules, however. You can usually do more damage by simply smacking into your opponents.



Slash will try to take credit for your victory, but when push comes to shove, he's bound for the hills. Your Metal Master battle is here—turn yourself in the switch with MP 2 capsules and use them often. If you try to use explosive capsules in battle, chances are you'll lose.

BLUE HARBOR

West of Air Front is the bedroom community of Blue Harbor; if you meet Emil there after your dramatic rescue, she'll use her powerful connections to search for your father. Once she finds him, head south for Radar Base A, but check out the computer program, Erik, before you leave.



THE BAKER
HOUSE



RADAR BASE A

It's a while since we last saw Emil, thought your father was just your rival Metal Master, and using these 2D silhouettes, teach the inspector's lesson in family values and send him packing.



The plot thickens when your dad sends his rewards team over with your dad's name a accolade on end Metal Master. Only the father's warmer Land Core Unit, snag all the mecha in the Desert Bay, and then make tracks for the Desert Land.

DESERT LAND

Don't be fooled by the Desert Land's diminutive size. Sometimes large evils hide in small places. Though you'll have Emil and Radob by your side, it's a safe bet that you'll need to handle any battles solo.



Since you are in the Desert, bad-assed Walkers will be plentiful. Your Marine Units will be particularly lonely there, though your Hoverman level will suffice. We've said it before, but it bears repeating: Make sure you have plenty of HP & capsules ready before you enter the zone.

RADAR BASE B

You're not required to pay a visit to Radar Base B, but there are so many special treats inside that it's well worth the stop. Head south from South End City and over the water to reach the secret base.



Not only will you track down a special Sky Core Unit at Radar Base B, but it's also a source of tasty capsules and transforms into fairly powerful mecha. Be aware, though, that you'll need three Air Core Units to upgrade the base fully and three Marine Core Units just to reach it.

EVER GREEN

Ever Green is the one area of Rusted Land that doesn't look like a cesspool. Trees are plentiful there, as well as angry guardians who want to ensure that you won't destroy them.



Make sure your HP is full before entering Ever Green, because you'll face a boss with right off the bat Air Core Units will work especially well. Afterward, meet up with both and his sister, Marissa, to discover more about your father. He'll also talk over a Marine Core Unit.

WEST SIDE CITY / CHROME HARBOR

You won't find Core Units in Chrome Harbor or West Side City, but they are great places to build levels. Look for the B. Lance—it's a tough fight, but it'll dish out massive amounts of experience points.



DE ANGELI
ANIMAL HOSP.

There is a special Egg the Eggman has for you to the south of Course Foothills, but you can't reach it just yet. You'll need to come back when you've lined up another Marine Core Unit.

RED HARBOR

The worst thing about Red Harbor is that it's a peaceful zone where not much happens. Actually, that's the best thing about it, too.



DE ANGELI
ANIMAL HOSP.

Make sure your HP is full before entering Ever Green, because you'll face a boss with right off the bat Air Core Units will work especially well. Afterward, meet up with both and his sister, Marissa, to discover more about your father. He'll also talk over a Marine Core Unit.

BRONZE ROCKS

Per Dr. Z's suggestion, the next leg of your journey takes you to Bronze Rocks, a peripatetic mix of caves, old mine carts and many Walkers. You'll also only be a step away from your mining hauls.



Naturally, there's no over-hauling. Just as you're about to scrap with due diligence, another Metal Master takes his place and challenges you to a duel. Use your Marine Core Unit to give him what he's after.



Getting through the Bronze Rocks can be a challenge, so take a close look at the map to the left. The numbers usually have openings, so when you're by number, you'll pop out by the other number.

ENERGY PLANT



An arduous traveler's world, the levels become much more difficult in the final two locations. A good strategy is to liberate a truck, capture a mine cart and arm yourself exclusively with MP2s.

Another day, another kidnapping. This time the Marine Core Unit is snatched up by goons. Get your Air Core ready and head out to the Energy Plant. Once you arrive, use your most powerful Core Unit to punch a hole.



Down at the heart of the Energy Plant, you'll find the Sky Core Unit for the flying efficient, and you'll have to battle an angry Metal Master for it. If this Walker is particularly powerful, be sure to let it fly on single, or it'll become flight-hacked and turn your Walker into rubble.

THE SPECIAL CORES

There are three Special Core Units scattered throughout the Rusty Land, some of which have already been mentioned. The Units aren't combined with other Cores together; they are as three Cores in one, creating an incredibly powerful fighting machine for your stomping pleasure.



The Special Land Core Unit can be found in Mudly Lake, but you'll need to圃teach those Marine Cores before you can reach it.



The special Marine Core Unit can be found in a small island to the west of Radar Base B, near Sack-It City. The special Sky Core Unit awards you Radar Base B.



NEO CITY



A change in strategy will be necessary for Neo City. The walls there actually cause damage to any Ward Walkers, so you won't be able to use them the napkin-shots or multiple hits. On the plus side, they do damage to your enemies as well. The special Land Core Unit will serve you well there.

Your final battle takes place in Neo City, the source of the Rusty Land's current woes. Your fighter may be close, especially since you've already looked everywhere else.

RUST IN PEACE

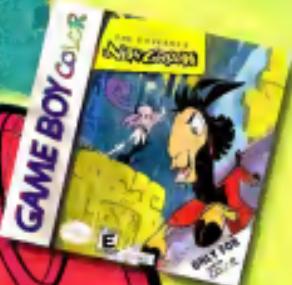
The world of Metal Walker controls finds us in Neo City. The city is 100%罠amented, and, as a result of its setting, the abundance of collision-based games such as Tokomon will find a home here, while the unique system of health bars it used can be complete game unto itself. There's also a world for puzzle, puzzle! And Metal Walker... just when it's about to leave, you'll find that the willful display of your data and wedge left to collect. It's a well-thought out game for the patient, and fan of the genre will certainly cheer Captain's latest endeavor.

THE EMPEROR'S NEW GROOVE

It's All About Me!

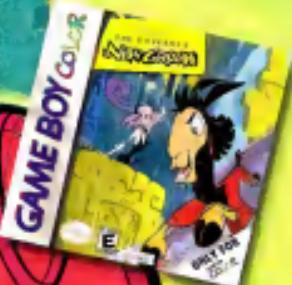


Think you've got enough game to be ME? Then step on up, it's your turn to be the llama. BOO-YAH! Split for distance, leap gaping chasms, even tangle with blood-hungry jaguars. Look at you and your bad self. Hey, now it's all about you!



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Entertainment Software Rating System

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Teen	Mature
Adults Only	Rating Pending



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1. **AMERICAN AIRLINES** has filed a motion to dismiss the class action suit against the airline. The suit, filed in the U.S. District Court for the Northern District of Illinois, claims that American violated the Racketeer Influenced and Corrupt Organizations Act (RICO) by conspiring with the airline's former chief financial officer, Robert W. Koenig, to defraud investors. American has denied the allegations. The court has set a hearing for Aug. 11.

Bringing a galaxy far, far away close,
close to your Game Boy Color, THQ has
put the war in the stars in the
palm of your hand. It's time
to take the universe
by Force.



STAR WARS EPISODE I OBI-WAN'S ADVENTURES™

MY KINGDOM FOR THE FORCE

THQ's Game Boy Color adventure chronicles all of young Obi-Wan Kenobi's exploits in the first Star Wars Episode I: The Phantom Menace. Spanning nine levels, Star Wars Episode I: Obi-Wan's Adventures covers the same ground as the Padawan journey revealed in the movie, taking Obi-Wan from the opening droid battle aboard the Trade Federation Ship to his fateful duel against Darth Maul. As in the movie, Obi-Wan's journey isn't an easy one, and this month's intergalactic guide covers the trouble spots with partial maps and the tricks of the Trade Federation.



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WAYS OF THE JEDI

It'll take more than Jedi mind tricks to stop the under-handed Trade Federation from carrying out its plan to banish Queen Amidala's kingdom. To keep the threat a world away from Naboo, load up on collectibles and use the Force.



Health

The top meter on your screen keeps track of your health. Each health power-up you find will refill three health bars on your meter. The meter starts at 10.

Blaster Arms

A shot from your blaster is more powerful than a slash from your lightsaber. The trade-off is that you have limited ammo. A health power-up will add 10 rounds to your gun.

TRADE FEDERATION SHIP

With trade negotiations taking a dangerous turn, Obi-Wan must warn Queen Amidala that her planet is in danger. Turn the Federation's battle droids into scrap metal and slash the inexpensive fan to enter its ducts for cover where deeper into the ship.



Control Panels

To disable the laser barrier, activate the top-left control panel, the bottom-right terminal and then the top-right control panel.



Using Mental

Hit Select to earn a new weapon. If you use Force, it will highlight the nearest object that you can interact with (page 16). Use the Force to interact with objects in midair.

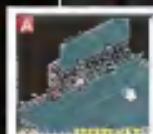
TRADE FEDERATION LANDING CRAFT

Trapped above the enemy ship, Obi-Wan must force the ship to land. To commandeer the ship, you must destroy the three Repulsor Field Generators shown on the small map below. Once you've disengaged the pyramid-shaped terminals, slash the subsequent rooms' floor zones so they'll clear you a path to the ship's guidance console.



Iron Ali Arms

If you're incremented, rapidly hit A to keep away the Iron Ali droids that are attacking you. As you deflect their shots, the incoming droids will be easy targets for the laser that reaches out from your lightsaber.



Repulsor Field Generators

Before you can destroy the generator at point 1 and disable the laser barrier on the large map, you must turn on the generators. Activate the one located on the right first, the one on the left second and the middle one last.



Main Guidance Console

Once you've turned the droids around the cockpit, destroy the control console. A few good hits will deactivate the hyper system increments.

NABOO SWAMP

Destroying the Trade Federation Ship's guidance console proves to be a little extreme. The ship controls go on the fritz, and the craft crush lands into a boggy corner of Naboo. Trade Federation battle droids are awaiting your arrival and will attack from the get-go, so come out swinging your sabers.



Shmi Birds

The wildlife of Naboo are friend visitors, and its pilot birds will do the dirty work every by pecking out your Sabers. Since they're trained, their prey, you'll have difficulty hitting them with your blaster. Shoot them with a swing of your lightsaber instead.



That Sinking Feeling

As murky as Yoda's Doghouse house, the Naboo Swamp is flooded with quicksands. Dig past sticky situations by hopping across the floating sheets of mud in the water. Some rocks will sink under your weight, so cross the sludge quickly.

NABOO SWAMP AND SACRED PLACE

The Gungan craft at the end of Level 1 will help you reach Coruscant, the capital of the Republic. Aim your blaster and maneuver the ship through the bog, staying clear of the spherical mines the Federation has plunked in your path.



forced entry

Use the Force on the mine at point A. When you telekinetically pluck it by the log that joins the waterway, your Mass Webbing sword will slash the log in two, enabling you to reclaims your boat of the bog.

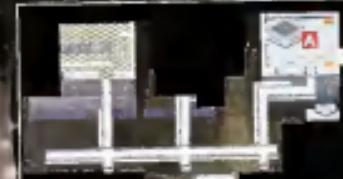


Jump Pads

Arrive where the three pads, red when you step on them, will launch you up to power. Press the Control Pad in the direction the floor pad pulsates so you'll ensure that you'll clear the gap you're jumping across.

CORUSCANT

Bounty hunters have infiltrated the capital city and will try to stop Obi-Wan from reaching the Jedi Council. The Jedi Temple towers high above the rest of the city, so you'll have to traverse catwalks and leap to ledges to reach the Jedi Masters, Knights and Padawans who await the Trade Federation news you've uncovered.



Bounty Hunters

You'll often have to defeat all enemies on screen before you're prepared to move on to another area. Once you've defeated all of the enemies protecting the platform, head for the jump pad to keep to area C.



Blow Away

Puffs of air regularly blow out of the vents using the sublights. Monitor the pauses between the jet streams' bursts to fly out when you can breeze by safely.



CATACOMBS OF THEED

With the Jedi Council informed, Obi-Wan embarks on his quest to liberate Queen Amidala's kingdom and the city of Theed. To escort her highness from the city you must find a secret and safe path for her to take. Navigate and secure the city's ancient catacombs to forge an escape route for the queen.



Setting Stones

By placing a boulder at point A on the map above, you'll weigh down the switch that opens the door at point 1. To piece the boulder at A, use the Force and reposition the thirty rocks along the paths drawn on the map.



Breaking Tiles

When you walk through the door at 1, remember the hieroglyphs that appear as the tiles end. Keep track of their order. Knock the door of point 2, ring on only the hieroglyphs you saw in the previous room (follow the dotted path on the map). If you step on any other tile, you'll fall through it.



STREETS OF THEED

The Trade Federation troops have captured Queen Amidala and her citizens. Explore the city to find the hostages, then free all of them before making your way to the assault tank at the end of the level.



Rescuing the Hostages

The hostages are the people depicted in dark grey. To free them, you must knock them out of the crowd and defeat all of the Trade in the "bunker" vicinity.



Blocking the Tank

The Trade Federation tank parked in the bunker at the end of the level is your ticket onto the palace grounds. Though you won't get to pilot the tank in the game, you must find it to complete your mission.



QUEEN AMIDALA'S PALACE

The palace takeover will be an easy victory for the Trade Federation since Queen Amidala's kingdom has no army. Her palace isn't without security measures, though, so you must divine her computer terminals in the proper order to penetrate the palace. Turn on the second terminal first, followed by the third one and then the first.



Red of Roger

The elegant palace grounds are landscaped with formal gardens. Piggy droids infest the garden paths, and port'E' bugs crawl from their nests. If you stand behind a hedge, Calrissian's assault, who's lurking from an attack.



Inside the Palace

Beetrayal still abounds that have infiltrated the queen's palace. When you've beaten the bucket-o'-photos, look for tall stone pillars; when they shatter to the floor, if you step on, you'll be able to roll through it.



Save the Queen

Using the jump pads, work your way across the castle's ledges. Queen Amidala is trapped behind one of the breakable windows.

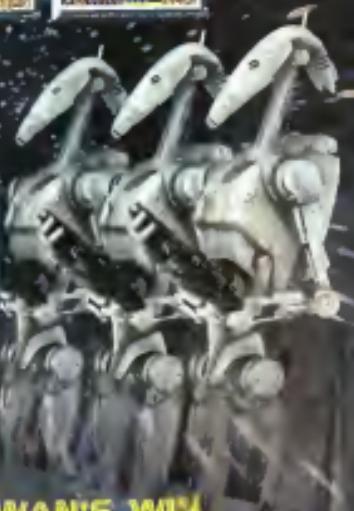
FINAL BATTLE

Obi-Wan's Episode I odyssey ends with a battle between the good side and dark side of the Force. Evil Darth Maul cheerfully challenges the heroes of the Galactic Republic, and he awaits a duel with Obi-Wan in the castle's final area, Level 9. The arena contains only three health power-ups, so seek them out if the Sith Apprentice has got you on the run.



Feel Destroyer Brains

Darth Maul is in the right firing zone. If you want to do it him without risking my health, you should now concentrate the last destroy droids guarding the first room.



OBI-WAN'S WIN

While Star Wars Episode I: Race was a strong finish to the original Star Wars trilogy, the shining moment in The Phantom Menace, THQ's game is the first Nintendo Jedi game to highlight Obi-Wan's side of the story. Taking you from outer space to Naboo to Coruscant to Tatooine, Obi-Wan's nine-level adventure captures enough of the action and story of Episode I to please any Star Wars fan, and because, as Jar Jar Binks makes only one brief (and off-kilter) appearance! *



Darth Maul

Occasionally, the Sith Apprentice will launch an attack at the other. Impressively, if you use the Force on him, the last time to strike is when he stops to catch his breath.



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The logo for "Monster Rancher EXPLORER" features a stylized green and orange dragon-like creature with a large, expressive eye, positioned above the title text.

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Australasian





Robopon™

BUILD'EM, COLLECT'EM, TRASH'EM!

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Picture intelligent motorcycles and mechanical canines battling each other until one of them is left for scrap metal. In a nutshell, that's Atlass's Robopon: Sun Version for Game Boy Color. The robo revolution is about to begin.



ROBOPON WORLD

One day you'll wake up to find that gramps has put you in charge of the family Robopon business. Your goal will be to become the greatest Robopon collector on the island, and Nintendo Power will show you the road to success.



Arm-Type

Arm-type Robopons can strip parts and software, and they're great attackers. Collect the different types of Robopon by catching them, trading for them or buying them.



Move-Type

Move-type Robopons are quick and can jump well. They're particularly good at still games like Juniper and Speedster in the Bonus Competition.



Boot-Type

Although Boot-Type Robopons can't strip software and parts, they have high defense ratings. Many Boot-types and other types of Robopon can evolve, as well.



BUILD 'EM

NAME	SOFTWARE	SPECIAL EFFECT
STEAM	Fire + Water	Gives enemy Fever status
SHOOT	Water + Thunder	Gives enemy Frost status
BLACK	Sky + Shadow	Stops Evil-type damage
SMOK	Sky + Gas + Wind	Blocks Sky-type attacks
LOVE	Light + Kiss + Kiss	Reduces enemy's HP
ANTI	Down + Pulse + Power	Reduces enemy's EP
FLY	Speed + Wind + Power	Increases your Iron battle
BARRIER	Pulse + Pulse	Gives you Barrier status
FEAR	Evil + Evil	Gives enemy Fog status
SMOKE	Fire + Oil	Gives enemy Fog status

When you combine different kinds of software in a Robopon, you may create special combination techniques. If you swap Fire and Water software, you'll get a Steam combi, which may cause fees to overflow. In all, there are 16 different combinations. You can get them all by pairing each type of software with every other type. The chart above gives you a glimpse of the variety of possible effects.

TRASH 'EM

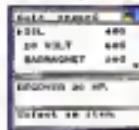
● Excellent △ Average
○ Good × Poor

	Fire	Fl	Wa	Wd	Ex	Th	Ice	Hal	Ex	Gr	Gas	Sky
Fl		×	△	○				●		○	△	
Wa		○	×		●	×						
Wd		△		×	○				○			○
Ex		○		○	○	○					×	○
Th		○			○	○			△	○		●
Ice				○	○	○			○	○	○	
Hal								△	●			
Ex								●	△			
Gr	○											●
Gas	○									○		
Sky	○										●	

Each piece of software has one of 12 attributes such as Fire or Water. When you face opponents, the game compares the attributes that your Robopon has with the attributes of the Robopon you're facing. You may have an advantage, a disadvantage or no advantage at all. Use the chart and key to see how the attributes compare. Your Robopon has an iron shell and no weapons, so it's not very strong at the top. The types are Normal (Fl), Fire (Fl), Water (Wa), Wind (Wd), Earth (Ex), Thunder (Th), Holy (Hal), Evil (Ex), Ground (Gr), Ice, Sun and Sky.

TOWN TALK

Item Shop



Buy useful resources such as Light Oil and Baronnet in the Item Shop. Shop Shops in towns that you will visit in the game may have more patient and more expensive items.

Parts & Software



One click in the shop sells parts while the other sells software. Pay particular attention to the amount of RAM the software requires and whether you can equip particular parts to your Robopon.

Repair Shop



The man in the Repair Shop will return your active team of Robopon to full working order if just repaired. All you have to do is walk up to him and get the treatment.

Laboratory



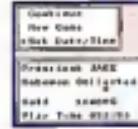
The Laboratory serves several functions. Take your Robopon to a lab when the robot is ready to evolve. After he's evolved, treat him in a lab, you can go back to buy Robopon there.

Healing Ponds



Look for small ponds in towns, dungeons or towers. If you stand at the edge of the pond and push your A button, you will make your Robopon to tip-toe sharply.

Time Zones



Certain areas of the game are off-limits, except at certain times of the day. You can get around that problem by resetting the game's clock using the Set Date/Time menu option.

EXPLORE!

Useful items are lying around the island. Look for them in chests, flower pots and stuffed bears and on the ground. Some of the items bears hold may earn you to have a negative effect.



CAPRI TOWNS

Good Morning



When you begin the game, big dreams are about to come true. Your fortune is about to change for the better. Never mind waiting up to the sounds of Robopon baying behind your house.

Robopon Dispatching Co.



Grandiose logic, having had enough of the Robopon-boat-Robopon world, will have you the family company. It'll also give you some money and Robopon named Dennis. From these humble beginnings, you can collect up to 100 Robopons and build the company HQ. It's a towering success by adding new floors.

Bisco's Bullies



When Bisco's gang starts giving Libra a bad time, you'll have to stand up to them and give them what for with a Robopon battle. Use one of Sunnym's special moves instead of the less powerful standard attack.

The Elite 8



Visit the Elite 8 in the following order: Rena, Sandy, Maya, Yoko, Ryo, Hiram, Meg, then Rena, Meg, Sandy, Hiram, Maya, Ryo and Yoko, and finally Janet. You'll earn the powerful Golden Sunnym.

LIBRA TOWNS

Rena of the Elite



You'll meet her in Libra Town. She's one of the Elite 8, and she's a cheerleader to help Robopon to her collection. Return to Riva once you have a Robopon.

Northern Trail



Head north through Libra Town via a passageway that's blocked by one of Bisco's bullies. Show them a thing or two if you defeat them, you'll have access to the school building.

Genesis 5



Back in Capri Town, behind the reception desk of the Robopon Dispatching Co., you'll find five skill-gates that you can use to win money, items and experience. Compete at the Jumper game to make lots of dough.

Basement Battles



To the left of the school, you'll find the basement stairs. You'll also find collectors and wild Robopon that you can catch. The girl by the stairs is always willing to fight—a great way to build up experience.

Libra School



You must defeat each of the seven teachers to fill up your card and earn the Participation Certificate that lets you enter the tournament. Once your card is full, see the Principal in the basement.

Tournament Time



Face won't be pleased to see you, and he has three Level 6 Robopon to knock you out. If Sunny is at Level 8, you'll win easily in most Robopon battles, the higher-level Robopon will win.

TRAIL CASTLE



Tali Castle is the center of the continuing battle to determine the status of the seven legends of Robopon Fighting. Prince Tali is Legend #1, but you won't fight for #1 status for a long time. Your first trip to Tali Castle will be to compete for the title of Legend #7.

Riz of the Elite



Riz of the Elite has her heart set on getting a Robopon called Whacky. If you find a Whacky and give it to Riz, she'll trade you a Rilup.

Robopon Dome



The Robopon Dome is a large building to the east of the castle. Inside, you'll find a paved walkway to see a legendary battle. Most of the big, hairy battles take place in the Dome.

Legend #7: Bisco



Bisco will challenge you with Rizo, Rector, Grant and Heston. If Sunnym's Level 9 and you have some extra ODI, you'll win the title and earn Sunnym 72 experience and 1,200 Dols.

CALEYU TOWNS

Sandy of the Elite



Sandy will be looking for a Robopon known as Rotor. She'll trade a Robopon named Card for Rotor. It shouldn't be very hard to set up the trade since Rotor is found in several battle areas.

Big Tower



The Big Tower will be full of Amran's fans. Battle them to gain experience. You'll be able to collect well Robopon, as well. Later, you'll ignore the battle to higher levels of the tower.

Dude's Lamp Store



The little shop to the left of the Big Tower is Dude's Lamp Store. Dude wants the rare Sea Grape that is found in Vanya Village. Help give you a lamp if you bring him the grape. The lamp will light your way in Eraboo Cave.



VANYA VILLAGE

Vanya Village will have some surprises for you. If you return to Caleyu and talk to Dude, he'll tell you about the Sea Grape. Then, on the second trip to Vanya, you'll find shallow water full of items. The entrance to Eraboo Cave is nearby.

The Shallows



If you wade around the shallow water by the shore, you'll find the Sea Grape and plenty of other items. These secondary items may be useful down the road, as are every item you get. Get the Pearl for worth 10,000 Gold.

Eraboo Cave



Light up the dark cave with Dude's lamp. If the left is a healing point. To the right and down a level is a doorway. You can push the rocks into the holes to block the water and reveal the stairs.

Warped TV



You'll come to another TV that can warp you through space. In fact, you'll enter a series of TV warps that will lead you back to the Big Tower in Caleyu. The mystery of the satellite dishes will be solved!

Legend #6: Emron



The guard on the stairs will want to fight a Genesis 5 to the. After defeating him and several others, you'll face Amran in the finale for the title of Legend #6 and earn 227 Experience, 8,480 Gold and a shield.

CAROL VILLAGE

Your next challenge will be in Carol Village. The dastardly Smiley Group rules the desert town, and someone needs to send the thugs packing. You'll also visit a mechanic and jump down a well to reach a system of passages.

The Smiley Group



Vene and his go-fool buddies will pick a fight. They'll make off with the Doubut that you got. From the little girl at the entrance to the village. You'll have to look for them and the stolen Robopon at their hideout at Break Mountain where Mr. Wild will be waiting for you.

Down the Well



If you jump inside the well in the middle of town, you'll find Mr. Wild Robopon and a guy named Hunter who is guarding a big sun chest. Use a remote control to unlock the chest. The prize in the chest will be different depending on the remote control device that you use.



COOLS TOWN

Smiley's Group holds sway over the small town of Cools. It will be up to you to clean up the place. After defeating the gang and their Cycloid Robopon, the mayor will let you down to the underground village.

The Gang's All Here



Five members of Smiley's Group will challenge you. Four of them will fight you with a Level-17 Cycloid and one with a Level-19 Speedy. Their Acid attack may poison you, so for you to get a hit unless you counter with Smoke or Frog.

Maya of the Elite



You'll find Maya sleeping in the underground town of Cools. Wake her up—she'll tell you that she's looking for a Robopon named Card. If you have Card, trade it to her for a Robopon named Pinto.

Mr. Mayor



The Mayor of Cools respects anyone you've given the boot to. Smiley's Group will hold you underground and address the citizens of the hidden town. Read their signs and people with information.



GREASE INT.

The hideout of the Smiley Group is in the desert along the northern shore of the island. You'll ride your new Cycloid around in the desert, but the real action is in the cave to the north. Eventually you'll challenge the Legend #5.

Cycloid



Use the Cycloid to cross the desert sands, looking for wild Robopon as you drive around. Even with the Cycloid, you won't be able to drive up the slope until you have Speedy.

Rock Drop



Climb to the top level in Grease Mountain and push the rocks through the holes in the floor. That will open up the path to the man on the bottom level who needs a bomb. Return once you've found the bomb in Gooze Lake.

Invisible Holes



The rock chamber has hidden holes that will allow your progress. Every light sign on the floor in the chamber teleports you to one of the holes. Avoid the holes to touch the door in the far well.

Secret Passage



The man at the bottom of the mountain canon knows that a great treasure is just beyond his reach. He'll need your help to get to it. After you find a Blue Robopon in Gooze Lake, return to see the man.

Step up to Speedy



When you leave the mountain, you'll face the gang of Smiley's gang. From here, you'll run into a man in Carol Village, and that man will tell you about Joe in Gooze Lake. Joe can turn Cycloid into Speedy.

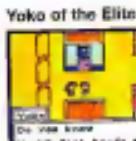
Legend #5: Mr. Wild



You'll have to defeat Ven in the heart of Grease Mountain before you meet Mr. Wild. While the Dame Wild will bring out Doctor, Sniper, Mack and Decoy. Your victory will win the release of the Doctor.

DINE TOWN

After taking the title of Legend #5 from Mr. Wild, you'll be able to go to Dine Town beyond Vanna Village. The forester townspeople live in fear of a person named Karmel who is raising an army. Stock up with powerful parts and software at the local store.



Look for Yoko on the west side of town near the mill. She'll be searching for a Robopon called Pirate. In return for your Pirate, she'll trade you a Whiskey.

Karmel's Army



Sign up for the army in the west hours of the north end of the town. It will cost you 1,000 Gold when you join. Choose the Genesis & Dragon Squads, such as the Jumper or Hunter Squads. If you join the pedestrian unit, you'll be able to move on to Apollo Part and Peo Village.



APOLLO FORT

Kamat's fort contains six towers where you'll have to prove your skill at the five Genesis 5 competitions before meeting Kamat. You'll also find stores and other buildings where you can replenish HP and buy items. The towers are a great place to earn Gold.

The Towers



Once you've earned a badge from the towers at the recruitment center in Drift Town, you'll be able to enter the tower in Apollo Fort. For the same discipline badge the towers, you'll find soldiers willing to fight in that discipline. You'll also find wild Robopon with levels in the mid-50s.

Legend #4: Kamat



After beating all five Genesis 5 towers, you'll find Kamat. Then follow her back to the Den in Tel Castle. She controls Level 30 Robopon including Gullay, Sharks, Pouch and Plate.

Lisa Lost



After defeating Kamat, return to Drift Town. You'll learn that Lisa has been taken to Libra Town in Libra Land. Use Lisa and Dr. Disc on a tower. Lisa will give you several hints.



POPO VILLAGE

Hironi of the Elite



Hironi is looking for a Robopon to fit with her wardrobe.

Apparently, Hironi just the robot to complete her look. You can trade Fripin for Bolder. Later, she'll thank you for Scratches.

Bird Island



Once you have a flying Robopon such as Pops, you'll be able to soar across the water from the dock in Poro Village to the dock on Bird Island. Follow the trail on the island until you reach Gaby.

Bisco Returns



In the caves, you'll encounter many Fly-type Robopon such as Clink, and Doctor. Follow the trail until you reach Bisco, who will settle you with Drifty, Flare, and Heebal. You'll earn a Level 40 Rudy.

GHANA LAKE

Take the Bait



You'll get a free rotted tackle box at the store near Ghana Lake, but you'll have to buy the most expensive bait, Sukekyu, if you want to get more than a nibble.

Look What I Caught!



A boy from Ghana Lake will grab the Sukekyu and pull you underwater. Turn up for the inconvenience, the boy will grant you a smokin' as you can stay in the underwater ESW.

Bomb Town



Look for bombs in the houses of Ghana Lake. If you find the old bomb maker's house in the north part of town and one other house with hidden bombs, you should discover four bombs in all.

Disc Developments



Return to the tower in Libra Town and use one of the Recillantes to blow up one floor of the building. Lisa will encourage you to find more bombs so you can finish the job.

Accidents Will Happen



Return to Ghana Lake. The boy who loses Sukekyu will drop a bomb and make the train reappear on the surface of the lake. Use the unguarded train car and follow the route to reach every bomb.

Legend #3: Dr. Disc



Blow up the remaining floors of Dr. Disc's tower. Once you've brought them down to earth, he'll be happy to see you. He'll use Creaks, Golla, Zap and Stinky. Winning will earn you 4,400 Gold and 370 Experience.

MEIJI FOREST

Follow the instructions on the signs with care. If you do, you'll open up a path to the hideout of Professor Donald in the eastern part of the woods.

Sam, I am



David's assistant, Sam, believes that a Brownie type of woodblock he will appear at 600 pixels near the cave entrance. Meet Sam at the cave at the appointed time to see if he's right.

Brownie Points



Enter the cave and look for Old Man Brownie. You'll have to solve the puzzle of the stones by placing the stones in the correct order so that they form the numbers 2, 3, 5, 6 and 8. Doing so opens a door to the tiny

GOLD PLATES

Dr. Zero's Plan



The evil Dr. Zero is silent on regaining the SHIP—such a legend #1, who won't fight you unless you prove your skill by defeating his crew of mecha-roids.

Zero's Heroes



You'll have to defeat three tough mecha-roids, each with three tough Pachomias at Level 45. Even if you win, Dr. Zero will do by the inevitable battle. He'll fly to the Owari Forest, leaving you behind.



OWARI FOREST

Dr. Zero's Mad Plan



When you meet the evil doctor again, he will reveal his insidious ambition to crush the Tel Kingdom and rule the world with his own iron fist. Suddenly, Zero's flying saucer will become part of the growing Zero Castle.

Top Down



You'll find yourself on the 10th Floor of Zero Castle with Baco. Take the wrapped to the 8th floor, then wind through the maze to the very end to the left. On the 1st Floor, he exits down and right.

The Prince and the Madman



Go to the Gomu where Prince Tel will have just lost to Dr. Zero's battle. Before you challenge Zero, however, you must get the title of Legend #2 from the defeated prince, who is hiding in Cherry Hill.

CHERRY HILL

The Prince



The prince has been training in the caves, raising his Robopon to higher levels so he can face Dr. Zero and reclaim his throne. He will tell you that you must meet him back at the Gomu.

The Training Caves



Train your Robopon in the caves. You can also find a treasure there. At first, head to the right and down. Give Tim some needles to set up the rocks, then fight Hunter for the Teamstop! Momo.

Legend #2: Prince Tel



Prince Tel will bring out Level-58 Sabote, Puff, Drino and SSTiles when you meet them back at the Robopon Gomu. Princess Darcy will be approaching a mirror when Prince Tel confronts Dr. Zero.

ZERO CASTLE



Legend #1: Dr. Zero



Meet Dr. Zero in the Zero Castle for the final battle. Dr. Zero will use G-Bot, GR-Bot, GG-Bot and Drayo all at Level 50. After he is defeated, Dr. Evil will try to blow up the tower, but help will be on the way.

All's Well



Your final duty will be to return to Tel Castle to receive the title of Legend #1. You'll get the Championship Belt, too, so you'll be able to enter Tel matches. After the credits roll, return to the castle to free Darcy.

THE SUN SETS

The small stories between Robopon and Pokémon are not coincidental. Hudson Soft set out to create a simplified version of Nintendo's hits. The resulting game features 150 Robopon and lots of modifications, adventure, puzzles and exploration. The SHIP Version of Robopon isn't scheduled for release in North America, so some of the trading elements will be watered down. Although Robopon isn't nearly as polished as Pokémon, it should keep you busy for 30 hours or more, and that's not bad for a Game Boy Color title. 



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Blossom, Bubbles and Buttercup are hitting Game Boy Color with a one-two punch. It's your turn to help them save the world before bedtime.

Girl Power!

Sugar, spice and everything nice combine with Chemical X to make the Game Boy Color debut of Cartoon Network's Powerpuff Girls. First the Townsville Green and Bad Mojo Jojo are the first two of three games to feature The Powerpuff Girls, and each puts a different member of the terrorist trio in the lead. Published by Best! Entertainment, each game features five levels of fast flying across plus bonus levels that you can unlock by watching "The Powerpuff Girls" show and electronic trading cards that you can collect and trade with other Powerpuff Girls players.



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NAME: PAUL LALIUSO
ADDRESS: 1537-29TH
CITY: BOSTON, MA 02135

Bad Mojo Jojo

Batt'l the Townsville Green



Powerpuff Power-Ups

As you sweep through Townsville in an effort to rid the city of evil doers, you can collect a load of helpful items that will give you power, energy and more crime-fighting opportunities.



Winged Heart

As you fly through the city, your flight power diminishes. You must spend time on the ground to recharge or collect a Winged Heart to max out your flight power instantly.



Candy Heart

Use to represent your energy. As each level begins, you have a line of three Hearts. When you get hit, you lose energy. When you collect a Candy Heart, you gain back.



Treasure

The citizens of Townsville have dropped their valuables in their houses to run from the villains. By collecting the treasure, you can add to your game completion score.



Black Chemical X

The red potion of Chemical X, the secret ingredient that made The Powerpuff Girls into a superheroine, will make you temporarily invincible.



Sugar, Spice & Everything Nice

The ingredients that Professor Utonium used to create The Powerpuff Girls will give you extra strength to fight crime. Collect all three items to boost your Powerpuff Girl reserve.

Innocent Bystanders

The citizens of Townsville have frozen in their tracks as thugs roam through the city. When you find them you can send them on their way and add to your game completion score.



Bands of Bad Guys

The Gangreen Gang spreads through the city in Pain! the Townsville Green, and Mojo Jojo's minions cause trouble in Bad Mojo Jejo. You'll battle bands of wandering baddies as you advance through each level, then you'll go up against one or two really tough guys as each level comes to a close.



Powerpuff Girls Hotline

Hotline bonus give you the ability to call on the Super Attacks of all three

Powerpuff Girls. When you need help, dial the Hotline to have Blossom, Bubbles or Buttercup strike with a powerful dose of Powerpuff fury. Let's Go!



A Lot of Heart

After you defeat the head bad guy in each level, you'll earn a very big Heart that lets you move on to the next level. If you haven't collected every item or freed every citizen in the level, you can return to that level at any time to continue your quest to clean up the city thoroughly.



Paint the Townsville Green!

The city of Townsville, normally a safe haven for all of its happy and productive citizens, has been infested by a crime epidemic. The prime perpetrators are evil guy Ace and his Gangreen Gang. No one is safe from the widespread misdeeds of the gang, not even the students of Pokey Oaks Kindergarten or the patrons of the Townsville Art Museum. The Powerpuff Girls hotline is ringing. Buttercup must take the lead and run the Gangreens out of town.

Pokey Oaks School

Gangreen Gang



The Gangreen Gang should know better. They've made a mess of Pokey Oaks Kindergarten, the Powerpart Girls' school. It's up to you to help Buttercup make them pay for their mistake.

Keane Escape



Mr. Keane is trapped in her classroom! When you find her and save her, she'll tell you where you can find Señor, the leader of the schoolyard brutes.



Snake Attack

Snake is playing hoops on the school court. He'll throw the basketball in front of him for a chance. Have a close and wait for him to pass the ball, then swoop in for a swish kick.

Art Museum



Professor in Peril

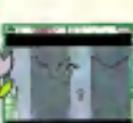
When you find Professor Utonium somewhere, you'll know that he is in trouble. Use the screenshot to explore the air vent system and search for the professor.



Beat the Bullies

Big Bully and Little Artano are making a mess of the museum. Fly over Big Bully as he charges, then hit him from behind. When Big Bully is gone, go after the little guy with your Laser Vision.

Townsville Subway



Subway Search

The Gangreen Gang has gone underground. Find the subway key near the ticket booth, then take the train. You'll end up on top of the train, flying from one car to another.

Townsville Streets



City Discovery

By searching the streets and buildings, you'll discover Little Artano and Snake, dressed as the Mayor and Miss Belcourt. They'll hit you in an Ace's evil plan.



Fight Fuzzy

After a too-tough tour through the streets of Townsville, you'll go up against Fuzzy Lumpkins. Fuzzy fires in several directions at once. Fly over quickly and hit him from behind.

Townsville Dump



Ace in the Hole

You'll receive a haunting message from gang leader Ace before you begin your exploration of the Townsville Dump. He is hidden in the depths of the dump, and he is waiting for you.



Horror Showdown

Before you get to Ace, you'll go up against the other members of the gang in their hideout, two thugs at a time. Watch their moves and hit them when they're vulnerable.



Bad Mojo Jojo

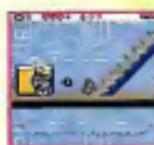
He once was Professor Utonium's bumbling lab chimp, but he became something much more dangerous—a wretched mad genius bent on destroying humankind. Mojo Jojo has it in for The Powerpuff Girls and the people of Townsville. As the supervillain chimp with an oversized brain spreads mayhem throughout the city, only Blossom can save the day. Turn the danger meter up to 11 and help Blossom bring order back to Townsville, one monkey at a time.

Utonium Chateau



Bad Experiment

Mojo Jojo has returned to the scene of his brain-expanding experiment. He's taken the professor prisoner. Yet it's up to you to save the professor on your way to the chateau.



Mojo Madness

The supervillain chimp picks a powerful punch in his mechanical suit. You can best him easily if you stay on the stairs above him and wait for him to jump, then flatten him from behind.

Bonsai Garden



Flower Power

The grounds of Little Tokyo Bonsai Garden are under Mojo Jojo's control. Make your way through the maze of ornate paths, use lighting to gain from captivity and move on to a battle with Princess.



Puff vs. Princess

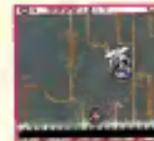
Princess has a special flight suit that allows her to race over the skies of a garden canopy. Fly up to the clouds and chase her down, then stun her with Laser Vision and let her have it.

Townsville Subway



Missing Mayor

That mad, mad monkey, Mojo Jojo, has kidnapped the Mayor and taken his Mayor to the Townsville underground. You'll find him way below the surface.



Great Hovering Monkey

Mojo Jojo streaks with a helicopter-like Hover Suit. When he crashes, seek high ground. After that, aim him with Laser Vision from the ground and attack when he is stunned.



Tunnel Terror

After you get the key to the sternwheeler tunnels, you can continue your search for Mojo Jojo and the Mayor in the lowest depths of the Townsville infrastructure.



Townsville Streets



Concrete Jungle

The city of Townsville is crawling with Mojo Jojo! As you fly over the city, be sure to rest often and recharge your flight power. You'll finally find kidnapped Miss Bellum after a long, dangerous trip.



Latest Invasion

You must defeat Mojo Jojo to save the city from bugs. He stands on an ever rising pile of them. If you touch the bugs, you'll take damage. Find a safe place to recharge, then search and attack.

Volcano Mountain



Volcano Mayhem

The battle heats up on Volcano Mountain. Enter the mountain caves and drop down into the lava underground. You'll find Mr. Kaos here to capture the dark mountain chamber.



Mr. Kaos Rising

Mojo Jojo wants you to unlock the top of the mountain. The super-villain clamp will fight with all of the evil projects in his disposal. It won't be easy, but you can prevail.

Unlock Secrets

Both games are packed with bonuses that you can find by entering secret passwords. Watch "The Powerpuff Girls" on the Cartoon Network for passwords that will unlock new levels and special trading cards. Your Powerpuff Girls adventure is far from over.



Collect Cards

As you explore Townsville you'll come across electronic trading cards that you can view by selecting an option on the main menu. When you collect cards, you can trade them with your friends. Two Game Boy Color systems, a Game Link Cable and two Powerpuff Girls games are required.



More Power

Bananas and Blasphemous have had their turn. Next time, Bubbles will blast through the bad guys in Townsville and prove that she is no pushover. The villains keep trying to turn Townsville upside-down and the Powerpuff Girls keep showing them the door, because the sisters are doing it for themselves. Make Professor Utonium proud and continue to help the girls on their crime-fighting crusade.

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GAME BOY COLOR



A TALE OF TWO WHEELERS

As the popularity of extreme sports increases, so does the number of related video games. Skateboarding and snowboarding sims are already among the most durable console titles, and now stunt biking is gearing up to become the next hot gaming trend. Case in point: Three new biking titles are being released for Game Boy Color this holiday season. We'll start by covering Road Champs RXS from Activision and HotGen Studios. While it doesn't have an endorsement from a celebrity biker, we won't hesitate to recommend the fast-paced, high-flying gem.



© 2000 Activision

INSTANT ADDICTION

Street Biking challenges surprisingly well to the handheld Game Boy, and RC BXS does a particularly impressive job of combining easy controls with fast, addictive game play. Grab your helmet and pads—you'll be spine bending in no time!



One Step at a Time

The game guides you step by step. After selecting a biker, you start in Training Mode, learning the ropes and completing simple challenges until you're ready to begin a career and work your way into tournaments.



It's All in the Timing

Speed is great if you're Lance Armstrong racing in the Tour de France, but it's hard to always be fast for stunt bikers. While vertical tricks always require max speed, grinding and balancing stunts demand control and power at a slower speed. Why? Timing is so crucial for success in the game.

UP FOR A CHALLENGE?

You must complete 24 levels by passing a variety of challenges before you'll be able to compete in tournaments. Each level introduces new skills or tricks of increasing difficulty. Read below to get an understanding of the various types of challenges.



Speed Challenges

The name is misleading, because speed's not always what you need to pass the challenges. The goal is to reach the finish line at the bottom of the screen before time runs out. Arrows on the ground will show you the route. Obstacles like the one pictured need less speed than the half-pipe to change lanes.



Street Challenges

As you advance into Career Mode, you'll have to earn points using a variety of moves. Each move you start successfully will earn you X, which increases the number of points you earn per trick.



Variety Challenges

It's time to put it all together. In Variety challenges, you must maneuver around the course, performing a variety of moves in different environments. The number above your speed bar shows how many stunts you've executed successfully. Concentrate on one obstacle at a time as you work your way toward



Vertical Challenges

Once you've got the basics and you're ready to try, Vertical challenges will teach you small stunts that attract the big crowds. Similar to Street challenges, Vertical Challenges require you to perform stunts within a certain amount of time or build points by leading a variety of tricks.



Variety Is the Spice of Life

Road Changes BXS offers the most realistic competition of the new stunt biking games by requiring you to alter your routine and perform a wide variety of tricks to earn a winning score. In other instances, you won't get any points for doing the same trick twice.

So Many Tracks, So Little Time



With over 80 tricks to master, you'll be able to finish only a few at a time. When biking, the progress, a list of required tricks will be displayed. For tournaments, you can check Track Tips to remind yourself how to perform all the maneuvers.



Sometimes performing a new stunt in the time-pressed training challenges can be unsettling. As you advance your career, these moves will be unlocked in Single Player Mode so that you can practice upcoming stunts without a click taking away on the screen.



Course Challenges

In the unique Course challenges, you must perform five different tricks in each race. Try to take advantage of the obstacles that are on the course and prepare to execute the appropriate stunts. Be sure to use the B Button to brake when you need to slow down for a grinding or balancing stunt.



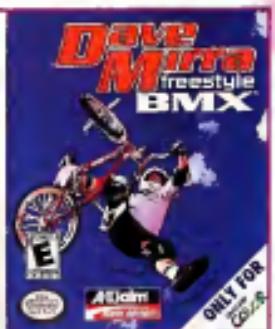
BXS Tournament Competition



All that hard work has paid off, and you're ready to rock the sky in front of lots and judges. Each tournament consists of practice and final challenges in Desert and Vertical courses. Always remember to approach the course by performing a variety of tricks.



You've done your best, and it's time for the results of the judges. At the end of each race, your score and ranking will be displayed. The best way to win is to collect more points by taking every shortcut on the course and mixing up your moves with different stunts.



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CAN YOU CAN-CAN?

In all likelihood, biking enthusiasts will add all three of the new Game Boy titles to their collections. But to benefit average fans, we're ready to break down the two remaining BMX titles. Acclaim's *Dave Mirra Freestyle BMX* has one obvious distinction: it's endorsed by a pro, who happens to be a former X-Games Male Athlete of the Year. And there are other factors that separate the game from its competition. For example, *Freestyle BMX* uses a 3-D perspective, which can cause some frustration at first but allows for more interesting scenery.



TRAVELING TRICKS

The feel of the game is quite different from that of its counterparts, mainly because of the 3-D camera. Simple maneuvering will take a lot of practice, but once you get comfortable with the controls, you'll appreciate the rich details.



Traversing in 3-D

You have complete 360-degree control, which is a feature that cannot be found in the other stunt biking titles. It adds a great deal of depth to the game but can also pose problems when obstacles keep you hidden from view.



Landscapes to Explore

The wide variety and large size of the courses make the more than a start biking game. In some sense, it has elements of an adventure game. For example, to pass a level, you need to search the areas and collect various objects.

HINTS AND TIPS

Performing a variety of tricks is a running theme throughout all stunt biking games. But the unique style of play in *Freestyle BMX* calls for a few strategies that wouldn't apply in the other titles, such as studying pro course replays.



Mixing It Up

Once again, you really need to use a variety of tricks to increase your score. Each stunt is worth fewer points the second time it's performed. Try to string several different tricks together to earn a better bonus. Also, when grinding, keep your bike hopping to gain extra points.



Breaking Down the Basics

When mission, if you choose to accept it, to complete three goals on each level. Typically, you'll be asked to collect a certain number of items, score a certain number of points and perform a certain number of tricks. If you don't brush all three goals, you can return to the level and concentrate on the ones you missed. Each goal earns you a trophy, and each trophy results in bonus points. The more points you have, the more bike upgrades, levels and pro replays you'll obtain. Look for "Training Area," which will teach new tricks and show you how to perform them.



Grind It out with Two Players



While there is no online option available, *Freestyle BMX* does have a multi-player mode, which is more than the other two titles offer. Up to four players can take turns at a time in any of the available levels, competing for the best overall score, best grand score, best spin score or best time.



Studying the Film

Replays are a nice feature in the game, considering the complexity of the courses. Each time you complete a run, you'll be able to watch your replay. Gathering trophies will unlock helpful pro replays. Also, use "Training Mode" to practice levels.



Take 'Em One by One

Don't attempt to accomplish all three goals the first time you attack a course. To start, focus on collecting the scattered point cans, which allow you to become familiar with the surroundings. You can return to the course as many times as needed to complete the remaining goals.



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PICK YOUR PRO

BMX fans will be more than thrilled to know that they'll be able to choose from a handful of available stunt biking pros. There are also hidden bikers to uncover.

TJ Lavin



The headliner of the game, who collected gold medals in the 1990 and 1992 X Games, has outstanding agility and an above-average amount of stamina.

Chris Doyle



Doyle's amazing turning ability and skillful agility give him a major edge over most stunt bikers. His speed and endurance are also above average.

Colin Winkelmann



This guy really knows how to turn. His top speed is phenomenal, allowing him to reach great heights. His turning ability is also a major strength.

Fuzzy Hall



Fuzzy's strong legs help him reach above-average speeds. And with his unstopable stamina, he rarely gets tired. His turning and agility are average.

Jamie Bestwick



Another long-lasting king of stamina, Jamie can turn it up a notch even break a sweat. His agility is impressive, and his speed and turning are solid.

Mike Ardelen



Unquestioned speed and agility make Ardelen a high-flying master of bike acrobatics. But his lack of stamina is a flaw that can sometimes be costly.

PLACES TO PLAY

There are three basic arenas where you'll compete, and each demands a different style of stunt biking. Unfortunately, the locations aren't as graphically interesting as those in the other BMX games, but the stunts are basically the same.

Freestyle



The Freestyle course has a little bit of everything, including a steep ramp, a series of stairs, and a flat area. You can explore, and the course will repeat itself as you travel left or right.

Half-pipe



This is where you can reach the sky and pull off multiple super-sexy tricks, like the superman seat, or the front flip. Speedy bikers will get more air, which is crucial when competing in the Half-pipe.

Dirt Track



The Dirt track moves automatically and only goes in one direction. Timing and agility are important as you try to complete one stunt after another without falling the dust.

STRATEGIES

Ultimate BMX has a slightly different feel because your biker pedals automatically. It's simply up to you to perform the right tricks at the right time. It makes playing the game easy.

Tricks Times Infinity



You can pull off multiple stunts in one huge jump, resulting in high scores. Variety is not just essential for scoring high points; so feel free to keep pressing the same button.

Upgrading



After completing a successful run and advancing to the next stage, you can upgrade your biker's skills by investing in upgrades. Get new bikes, tires, helmets or forks as often as you can.



©Disney © 2000 Nintendo Entertainment

NOT JUST BEAR NECESSITIES

Jungle Book is one of those extraordinary games that will make you stop and reflect on how far software for Game Boy Color has really come. With rich colors, creative levels and smooth game play, the new adventure is sure to bring back fond memories of Disney's superb side-scrollers on the Super NES. You will guide Mowgli through extravagant jungle worlds, battling many bosses and learning new skills along the way. As in most Disney side-scrolling adventures, the controls are easy to learn and the action is nonstop and exciting.



JUNGLE EDUCATION

Mowgli starts as an inexperienced child, but after successfully advancing through a series of levels, the animals will teach him new skills that are essential for survival.



Gather All Boss Head Tokens

Before starting a level, check the bottom of the screen to see how many Boss Head Tokens are hidden in an area and how many you have already collected. You can advance to the next level without having found all the tokens, but you won't be able to clear the stage until you've gathered all the tokens.



Watch and Learn

Before being thrown into a new level, you will usually watch a film clip displaying a skill that will be added to your arsenal. Skill maneuvers include running, climbing, jumping, swinging, and throwing and sending objects. You can see some innovative past levels to help you uncover missing tokens.



Ready, Set, Go!

Typically, the third and fifth levels of each stage put Mowgli in a race with an animal or on the back of Bagheera, a black panther. Each race will test a skill that you've recently learned. If you lose the race, you must start again. When you ride Bagheera, the level will scroll automatically.

ONE WITH NATURE

To Mowgli, the complex jungle maze is a familiar landscape. As he grows, he will be able to swing, jump, climb and run as well as any animal in the territory. But big challenges await. Mowgli will be faced with many difficult obstacles.



Sunset Jungle

The Sunset Jungle is fairly easy and will allow you to master the basics of running, jumping, climbing, and using various tools. The Boss Head Tokens are not hard to find, although you'll have to explore all areas to uncover them. Be sure to distract dangerous animals by throwing fruit in front of them.



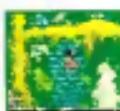
Temple Ruins

It's about time Mowgli learns how to swing through the air. After developing crucial abilities in the middle of the stage, it's time to go back and find tokens on platforms. Remember that jumping and swinging will allow you to break through stone walls. And watch out for the hoary old deadly traps.



Tree Tops

The Tree Tops levels have much more vertical territory, and you'll need to discover ways to reach high platforms. You'll need to slide on vines, which will help you peek over ledges. In some cases, you'll have to slide and jump from vine to vine. Swinging skills will come in very handy.



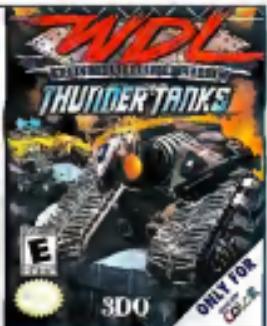
Rainbow Jungle

In the Rainbow Jungle, you may miss several Boss Head Tokens and need to return to previous levels for learning new skills. The stage is more treacherous than the last because you can fall off cliffs. By the time you pass the stage, you'll be able to climb over ledges and break through walls.



Desolate Jungle

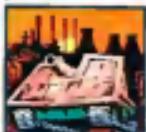
You'll need to use all the skills you've acquired throughout the game. Your ability to combine those skills in a quick and accurate manner will determine your success. Fire burns everywhere, and you'll need to douse the flames with water. Watch every step—danger lurks below.



© 2000 The 3-D Company

A NIGHT AT THE FIGHTS

With audiences worldwide hooked on setting complete strangers try to survive on deserted islands, is it really that farfetched to think that we may one day see tank battles blast through cities to satisfy our entertainment craving? That is exactly the premise of *World Destruction League: Thunder Tanks*, a spin-off from 3DO's *BattleTanks* franchise. Earth is recovering from the Great War, and to please the surviving population, tank battles are staged every Friday night. That gives new meaning to the phrase "Friday night at the fights."



ON A MISSION

While *WDL* is centered around the idea of a deathmatch, it remains similar to *BattleTanks* in that there are many missions to accomplish in each environment. With 12 characters to use and seven areas to stomp, the variety is endless.



Are They Brave or Insane?

WDL's thunder tank warriors are as colorful and amusing as any wackos. But unlike existing stars, WDL keeps part of their 'lives' on the line during every competition. Each driver controls a unique tank, which has strong and weak sides. There are also two special weapons on each character.



Mass Destruction

Turning a structure into rubble is not only fun, but valuable, too. Some buildings have never power-ups, such as health and weapons. As expected, driving your tank over them can squash small structures. Keep in mind, you won't want to destroy areas that serve as good hiding places.



Multitasking

The wide variety of missions and locales adds length to the game. You could find yourself liberating a military base, destroying nuclear missiles, protecting the Leaning Tower of Pisa, starting an earthquake in Japan, avoiding an avalanche or even battling a champion in the Kremlin.

BATTLE TACTICS

Any combat requires an incredible amount of strategy and pre-game planning, and *WDL* battles are no exception. Make sure you are extremely familiar with your tank, your special weapons, your mission and the location of the conflict.



You Are So Special

Each tank has two unique abilities, but they won't do you any good if you're not familiar with their capabilities. The picture to the right shows Banzai Banzai using Shredder's Ganta Ring by taking around a corner and destroying unsuspecting opponents' armor. (The Shredder always offens best.)



Follow Your Orders

Remember, you have an important job to do, so don't get distracted by the allure of blasting everything in sight. Read the current mission carefully before heading into battle.



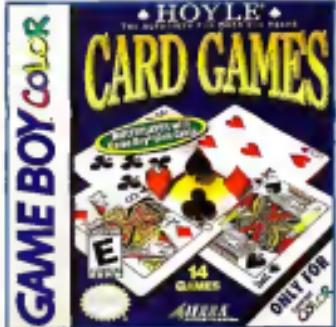
Pile up the Frags

Frags are missiles that have been taken out, and they will harm you when you blast them in enough to damage their shells. But they won't be completely destroyed and you'll then a few more times. Destroying enemies could reveal power-ups, but don't get too close or the explosion will harm you.



Know When to Fold 'Em

There's a time when every courageous warrior must retreat to safety. If you're low on energy, run away from enemies and find some power-ups. It's a good idea to keep moving as that opponents don't get a lock on you. Driving in reverse some times allows you to retreat while firing at opponents.



© 2000 Sierra On-Line, Inc.

NO SHUFFLING REQUIRED

In the digital age, decks of cards are going as become as obsolete as cassette tapes. With the abundance of card sims available for home computers and the Internet, millions of people have become hooked on traditional games like Solitaire and Go Fish. Sierra leads the way in that department with the popular Hoyle Card Games series, which is a perfect fit for Game Boy. A colorful cast of opponents is available to compete against, and multiplayer options are accessible with the Game Link Cable. The only option missing is the ability to cheat!



JACK-OF-ALL-TRADES

After spending a few days clutching your Game Boy, you'll find yourself a master of 14 different card games. There's a nice mixture of complex and simple games, and a detailed description of the rules is available for each one.



Crazy Eights

Try to be the first one singly-handedly discarding an eight to allow you to change the suit, which is why they're considered crazy. And there are a few other crazies. Kings reverse the direction of play, Jacks step over a player, and the Queen of Spades forces the next player to draw five cards.



Cribbage

Cribbage has a complex set of rules and a confusing point system. But since the Game Boy takes care of the scoring, the mathematically challenged need not worry. Remember, at the end of each hand, the dealer will get the points in the crib. When not dealing, don't put valuable cards in the crib!



Gin Rummy

Gin is a surprisingly complex game despite its simple mechanics. As a rule, draw from the discard pile only to complete a set. These sets are rare, so try for two and knock 'em down as you can to collect points from your opponent's unmatched cards. It's all about sense of humor; you play a few hands.



Go Fish

Considering most people first played the game in grade school, the rules are not very complicated. However, it's partially a memory contest, so keep tabs on which rank each opponent has for. Don't be your friend by always trying to complete a set. Wait until you know who holds your desired cards.



Hearts

To succeed in Hearts, you must discern wisely. Get rid of an Ace or King; you have no other card of the same suit, so if your only Spade is the Queen, always discard her because she costs 2 points. On the flip side, if you don't have the Queen, keep all Spades out case she lands in your hand.



Old Maid

Once again, the focus is on the Queen of Spades. Old Maid is absolutely the simplest game available, and it requires no strategy whatever other than avoiding ending up with the Queen if the Queen of Spades winds up in your hand, you can only hope that someone else takes her from you.



Solitaire

There are several versions of Solitaire available, including Golf and Pyramid, but Fox Race is the most traditional. Before making a move, study the layout and look for trouble spots, such as Aces at the top of columns. Try to keep free foundations unoccupied and take advantage of empty columns.



Spades

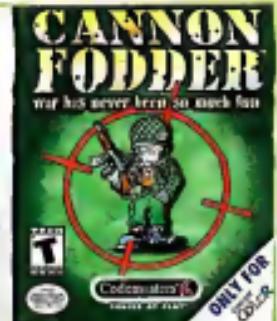
Spades is a complex team game that would take a book to write about, but there are a couple of tips that can be of help in this short paragraph. 1. Always lead out if you hold a King or Queen. 2. If your partner leads a trick with a high card, play a high card of the same suit. Confused yet?



War

Never have war required so little strategy, but the card game resembles war in the sense that it tends to last forever and the rounds shift back and forth throughout the battle. You can find yourself with very little "ammunition" and suddenly need a bunch of cards from your opponent.

GAME BOY Color



© 2000 Codemasters USA

SPEAKING OF WAR...

With a perfect transition, we go from the card game version of war to a much more realistic rendition. Keep in mind, Cannon Fodder doesn't take itself as seriously as its slogan, "War has never been so much fun," implies. But there's still enough shooting and pain-induced screaming to stick the game with a Teen rating. Nonetheless, Codemasters has once again created a fun war adventure that is extremely challenging. The missions take place over several different landscapes, displayed with nicely rendered graphics and digital audio.



Move along, Soldier



A red target is used to aim at enemies and move your troops through the area. The A Button forces your men to run toward the target. The B Button fires in the direction of the target.

Travel in Style



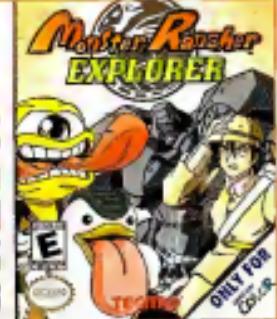
No army can win a modern war strictly on foot. Take advantage of vehicles; some missions have Jeeps, helicopters, tanks and choppers will allow for fast travel and, sometimes, strong firepower.

Honor the Fallen



When at the base, remember to pay respect to comrades lost in battle. All fallen soldiers are laid to rest in the top two houses. Medals are given to those who record the most kills.

GAME BOY Color



© Tecmo, Ltd. 2000

A TOWER OF TERROR

Tecmo has always been known for making games with a strong focus on concept and playability, and Monster Rancher Explorer follows that trend. At the same time, the graphics are respectable for current Game Boy standards. You will control an adventurous student named Cox, who is determined to uncover a legendary monster at the top of a mystical tower. Each level of the tower is represented by a new maze, in which Cox must find a key and unlock the door to the next floor. The higher you go, the more difficult the puzzles become.



Boxed In



Cox moves around by building and breaking blocks. Some blocks are too brittle, so as wedges, so be sure to break as many as you can. But keep an eye on the clock! Pause the game and study the map of the tower to save time.

Big, Bad Bosses



Each level is filled with unique challenges, and as you climb higher, you'll come across large bosses that pose difficult challenges. It's much more than a typical maze game.

Make Your Own Level



Once you've mastered a room, you can edit it and create your own wild level. Then you can link with another Game Boy and trade the new rooms you've designed.

GAME BOY COLOR

© 2000 The 3DO Company

THE TANNIES ARE BACK

After several successful Army Men titles, it seems gamers still want more of the little green soldiers, and 3DO is happy to oblige with an Air Combat version of the classic battle between Green and Tan. In the adventure, the Gamma Army has called on the Air Cavalry, led by Captain William Blade, to guide them through battles in the backyards, playgrounds and sandboxes of the real world. Featured are six treacherous landscapes and 16 different missions.



In a Pinch? Use the Winch



A winch is a long cable used to hoist objects into the helicopter. Press B to use the winch and collect power-ups, such as armor and weapons. You will be vulnerable when using the winch.

Shoot Sparingly



Weapons have a slight homing capability, so concentrate on flying and not aiming. Don't worry about blowing everything in sight. Stick to the mission and check your map often.

Copter Controls



Flying enthusiasts can choose the more realistic controls, allowing the helicopter to hover, fly in lockword and spin in circles. For example, traditional control is chosen option two.

GAME BOY COLOR

GTA 2

GRAND THEFT AUTO 2

ONLY FOR
GAME BOY COLOR

© 2000 Rockstar Studios

Offers You Can't Refuse



You're good at what you do, which is why three different gangs are constantly requesting your services. You have the freedom to accept whatever assignments you desire, but don't ignore one of the gangs for long, or you'll be sorry you did.

LITERAL HIGHWAY ROBBERY

The infamous and controversial car-jacking extravaganza has inevitably found its way onto the Game Boy. GTA 2 places you on the streets, working for three different gangs. Tantamia Studios has done an admirable job of converting a console winner into a portable game, but it's important to note that the controls are cumbersome and will take a lot of getting used to. Also, the game is rated *Teen* and not intended for anyone under 13.

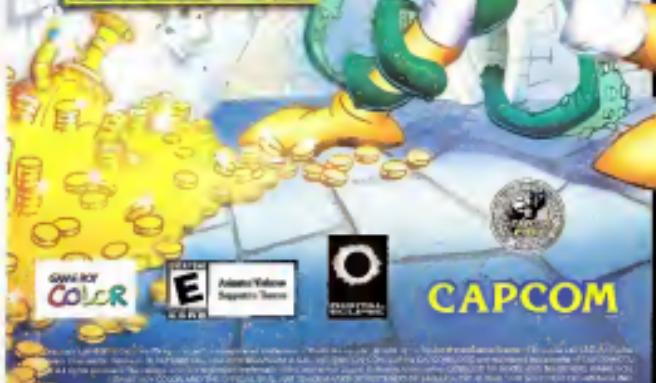


Across Town and Back Again



The gangs will have you traveling miles and miles across sprawling cities, so grab a car to save time. Be sure to stock up on weapons, because you never know where a situation will get heated.

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 treach-
erous monsters, traps and
other obstacles. Lead on
have adventures.



capcom.com

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES **JANUARY 2001**

SPIDER-MAN

Peter Parker's in a pickle in a Pak praised by Power

Your Spider Sense isn't tingling because you're not going to get any bad vibes off of Activision's superb superhero game. Another stellar N64 entry from Edge of Reality (the developers of *Tony Hawk's Pro Skater*), *Spider-Man* shows how the company has a knack for translating larger-than-life moves into a fun format that does them justice. The acrobatic arachnid can sling out dozens of stunning maneuvers, and it's worth the initial trouble of getting used to his wall-crawling, web-slinging antics. Heroic situations, supervillains like Venom and Galactus are you can unlock by finding items keep the amazing *Spider-Man* swinging with enough when-bam action and comic-book pleasure to make a True Believer and Spidey fan out of anyone.



4½



COMMENTS:

Jenn—

Spidey wants to crawl all over any wall or object he gets too close to, and that can hurt you in levels where you need to run and avoid gunmen or supervillains. **Andy**—The play control isn't perfect, but considering that Spidey can crawl upside-down and swing wherever he wants, I'd say that the execution is close to brilliant. **George**—It really captures the spirit of *Spider-Man*. The play control is fast and responsive, and the hit detection is excellent. **Sessei**—Spider-Man actually handles how he's supposed to, which is something I've never seen in a superhero game. The only negative thing is that it's over too fast—that's where this game loses a star.

Chris—Familiar houses, cool moves and an authentic comic-book feel show off Edge of Reality's ability to convert a good idea into a great title, just like the company did with *Tony Hawk's Pro Skater*. **Drew**—It's the superhero game that finally got things right.

• Activision/USA Magellan

- \$39.99
- Controller and Pak required
- Pak compatible
- Expansion Pak recommended
- 8 levels

AMT 

CHRIS 

GEORGE 

JENN 

DREW 

SESSEI 

ROBERT 

TONY 

VERDICT 

Violent content, violence.

POKÉMON PUZZLE CHALLENGE

When Pokémons and Tetris attack...

No matter how you present Tetris Attack, it'll be a wholly absorbing and fun puzzle experience. Pokémon Puzzle League for N64 revved up the excellent Tetris Attack with a Pokémons theme, but it never really captured the true essence of being a Pokémons Master—catching 'em all. While the N64 brain buster didn't fully integrate its Pokémons theme into the feverish shuffle of block busting and rearranging, the GBC version does—just to great effect. The combos and chains you create by deftly maneuvering puzzle pieces will damage your real Pokémons, and a victory or a big combo or chain can even net you a new Pokémons. Puzzle freaks will have a hard time putting down the frantic game.

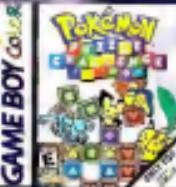


and the addition of unlocking and finding all the Pokémons will make PPC an even bigger obsession.

COMMENTS: **Sorja**—It's just as fun as Puzzle League, and it's just as addictive. **All**—Great! It really hasn't lost much from the N64 version of the game. **Jessi**—Completely fun, totally engrossing, fast, challenging and so much more. So the whole thing has a Pokémons essence about it that may bother some, but it will enthral others and the puzzles are incredibly fun and challenging no matter how you feel about Pokémons. **Chris**—The replay value is amazing. Fans of Tetris Attack and Puzzle

League should add this to their Game Boy library immediately. **Jason**—If I could pull myself away from this great game, I'd push with some sort of ringing endorsement here. **Drew**—Pokémon Puzzle Challenge is second only to Tetris in the world of time-eating puzzle games. Its many variations of the core game will provide umpteen hours of fun and frustration.

5



- Pokémons!
- 11+ levels
- Addictive
- Get initiative
- Some Link cooperation



HYPE: THE TIME QUEST

Ubi Soft gets medieval with Playmobil.

A first-person sword and sorcery adventure starring Playmobil toys, Ubi Soft's time traveling epic is more than just a game based on plastic playthings. Successfully creating a lush, medieval world worth exploring, Hype boasts wonderful side-scrolling platform adventuring intermingled with top-view, RPG-style town exploration. The game plays almost like a very modest mix of old-school Zelda and Mana, and every level comes alive with surprises and secret areas. Clouds, tree branches and other places you thought were just window dressing turn out to be hidden spots you can explore for items.

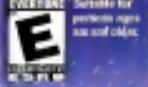
The game's hero, an oddly named Knight called

Hype, fights with a sword, bow and, eventually, magic spells that he's learned during his travels. Every level is varied, ranging from jump-and-climb areas to flying dragon rides, and all of it is worth running about. The game deserves the hype, and it deserves the time of children and adults alike.

4



- Good old-fashioned
- 11 levels
- GBC hardware
- Infinite port availability for trading Ubi Key features



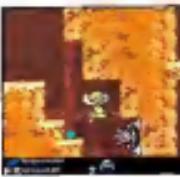
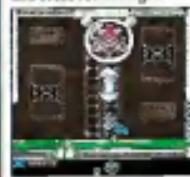
COMMENTS: **Scott**—The variety of activities and perspectives makes Hype a surprisingly good game. Don't let the Playmobil license fool you—Hype is for everyone. **Drew**—Hype combines some of the best elements of RPG/adventure and platform games into one great package. **Jessi**—Hype is a solid game that's half RPG and half platform-style fun. The color is lovely, the graphics are large and nicely modeled, and the play control is very good and easy to pick up. **Jason**—Undeniably a top-notch adventure that keeps you on your toes with endearing graphics and diverse action. It brings the Playmobil toys to life, and it sets forth plenty of fun ideas of its own.



MEGA MAN XTREME

Out of the blue comes the Mega Man X series for GBC.

A revamped version of the revered Mega Man X series for the Super NES, Mega Man Xtreme plays like the best of the Blue Bomber games. The mega-seller game stars Mega Man and his loyal companion, Zero, in chaotic levels that look as good as ever on the GBC small screen. Miniaturized but packing as much power as the originals, Mega Man Xtreme is a shoot-'em-up blaster loaded with an arsenal of power-ups and weapon upgrades. Finding the right weapon to unleash on a boss is part of the Xtreme excitement, and MMX reacquaints Mega Man with familiar foes, as well as with a pair of new bosses and characters and some secret stages.



Mega Man Xtreme offers something old, something new and hair-trigger action that's tried, true and blue. On its second time around, the Mega Man X series definitely shouldn't go undiscovered by fans of quick-draw action and sci-fi platform adventuring.

COMMENTS: Scott—Mega Man means lots of action, cool power-ups and challenge. So Mega Man Xtreme reacquaints levels we've seen before, but it's the first Blue Bomber title that's been optimized for GBC. It deserves every star. **Sonja**—I would have rather seen new levels and bosses. That's what's keeping me from giving this five stars. It's still fun, but I've already played it. **Jenni**—An enjoyable little robot romp with just enough challenge to keep it interesting. It's great if you love old-school, side-scrollin', shootin' action. **Drew**—Mega Man maniacs will have a blast with this throwback to the originals. It's another solid platformer for GBC.

3½

GAME BOY COLOR



- 10 levels
- 1 player
- On the GBC since 1998

COOL	★★★
NEW	★★★
GENRE	★★★
ALL	★★★
ROBUT	★★★

CONTENT	E
MINIMUM AGE	10
RELEASE DATE	1998



WALT DISNEY'S THE JUNGLE BOOK: MOWGLI'S WILD ADVENTURE

Tap your inner wild child in a Kipling classic.

In Disney's animated version of The Jungle Book, younger "simian King" Leslie sang, "Ooh-coh-coah, I wanna be just like you," and that sentiment for savannah seems to be what Ubi Soft strove for in its side-scrollers. With slick and eye-popping GBC platforms like Rayman and Disney's Donald Duck to its credit, Ubi Soft has become the foremost producer of hop-and-bop classics. The Jungle Book is the latest side-scroller it's charmed out, and it provides more of the same—fairly generic platformer action set in lavishly illustrated worlds.

Every step of the way is worth gawking at, though assured gamers will find Mowgli's journey to be a rather basic one that's speeded up only by the



occasional racing level. Then again, The Jungle Book is intended for novice gamers, and Ubi Soft's gorgeous game perfectly pander to its audience. The teach-by-example video tutorials that precede levels requesting new moves and puzzle-solving techniques are excellent tools for beginners. Middly difficult, but never mindingly easy, The Jungle Book is a worthwhile expedition for young Disney fans.

COMMENTS: **Jenni**—This has spectacular graphics—even the smallest monkey and tiniest banana look fab. **Sonja**—If you're looking for something to play in a couple of hours, this is your game. **Scott**—The graphics are so appealing that you hardly even notice the game play for a while, which is fairly standard platform stuff. **Jason**—What it lacks in challenging game play it makes up for in great graphics. It's surely worth the time of younger audiences and at least a look from older ones. **Oliver**—A perfect example of what a side scroller should be.

3½

GAME BOY COLOR



- 10 levels
- 1 player
- On the GBC since 1998
- 26 stages

COOL	★★★
NEW	★★★
GENRE	★★★
ALL	★★★
ROBUT	★★★

CONTENT	E
MINIMUM AGE	10
RELEASE DATE	1998

Subtitles for Japanese ages 10 and older.

METAL WALKER

Scrap metal scrapers battle it out in Capcom's RPG.

It would be easy to dismiss Metal Walker as Pokémon with robots (see Robopen review), but when you get down to its nuts and bolts, Capcom's catch 'em-all game starring a mechanical manager offers an innovative spin on role playing. While the turn-based fighting in other RPGs has you selecting attacks from a menu, MW requires you to battle using reflexes and pool shark proficiency in aiming.

A well-timed button tap will determine the speed at which you launch your robo-companion, Meta Ball, into enemies and power-ups. The object is to scan enemy robot data during battle, and the confrontations take place in enclosed arenas that enable you to ricochet your Meta Ball off walls and

trap enemy agents. The unique pinball battle system successfully keeps the data hunt packed with action, though that excitement can turn to tedium since you bump into enemies way too often (a fight breaks out almost every few steps of your lengthy journey).

With an inspired 'bot battle system, Metal Walker stands ahead of other games that are merely coasting on the battle-and-collect formula popularized by Pokémon. And as far as Pokémon clones go, Capcom's pleasing, attractive and steely sci-fi adventure is one of the top alternatives.

COMMENTS!

Jessi—Not bad for a scrap metal-based RPG. The fighting is varied, and the creatures and concept are cool and oddly interesting. **Scor**—The graphics and other production elements are on par with Pokémen, but the game doesn't have its depth or balance. **Chris**—The turn-based fighting is more intensive than in other RPGs. **Alan**—Ricocheting off walls and into multiple bad guys is just plain cool.



3

GAME BOY COLOR**Capcom RPG**

• 1 to 4 players, varying difficulty

• GBC and GBC compatible

• Game Link compatible

JESSI ★★★**SCOR** ★★★**CHRIS** ★★★★**ALAN** ★★★★**ROBBY** ★★★★**EVERYONE** ★★★★

Suitable for previous ages six and older



STAR WARS: EPISODE I: OBI-WAN'S ADVENTURES

A Force to be reckoned with arrives on GBC.

Though Star Wars is far, far and away one of the most popular licenses in the galaxy, Obi-Wan's Adventures is only the second Nintendo game title spawned by *The Phantom Menace*. While Nintendo's only other Episode I game—Race for Naboo and Game Boy—was based on the film's Podracing sequence, Obi-Wan's Adventures spans the entire movie, following the Padawan learner's journey from space to Naboo and his final showdown against Darth Maul. The breadth of the story and the movie stills stringing it together will please Episode I buffs. For action fanatics, the nine small levels may prove to be a tad short, simplistic and repetitive. In only one level can you

pilot a vehicle (the Gungan craft) and only the Gungancombs of Threepio offer any substantial (and surely missed) puzzle solving. Still, THQ's game captures the film's swashbuckling lightsaber action. It may be brainless, but spinning and slicing and dicing your way past droids can be pretty cool and fun.

COMMENTS: **Chris**—The game design is original like the Jedi feel, like using the lightsaber to deflect gunfire and using the Force as a tool and weapon. **George**—It's solid but unremarkable, relying on pure action rather than providing any sense of adventure or strategy. **Jessi**—The designers should've practiced some restraint when overdecorating the grainy graphics with "features" (i.e. dots), since too often the murs and paths end up blinding into the screen. **Scor**—If you can work a Jedi mind trick on yourself, you just might be able to play this dull game. **Alan**—It would be a lot cooler if there were some far far action.



3

GAME BOY COLOR**STAR WARS: EPISODE I: OBI-WAN'S ADVENTURES**

• THQ

• 1 player

• GBC exclusive

• 9 levels

JESSI ★★★★**SCOR** ★★★**CHRIS** ★★★★**ALAN** ★★★**ROBBY** ★★★★

Suitable for previous ages six and older



THE POWERPUFF GIRLS: PAINT THE TOWNSVILLE GREEN

Buttercup runs over the Gangreen Gang.

Buttercup, the crankiest of the Pokey Oaks' wunderkindergartners, lands the lead role in Bay Area Multimedia's second GBC Powerpuff Girls game. A third PPG game starring Bubbles is on the way, and all three of RAM's sister titles will allow players to link and swap collectible "cards" depicting scenes from the show. Cheat passwords for the games will be revealed on the Cartoon Network, and that's about as inspired as things get. With unseizing levels, Paint the Townsville Green offers little motivation for gamers to scour the faithfully fuddy, but rather actionless, areas. Charpy, unfor-giving controls don't help, either—if you stop in midflight, you won't be able to fly any higher, and

you must take off again if you want to catch more air. In the end, only its spunky characters and cutesy attitude save the day.

2½

COMMENTS: **George**—The trading cards and TV show tie-ins are a really cool idea. Without the Powerpuff license, though, the game is just a standard platformer with OK graphics and GBC control. **Jessie**—Like the previously released Powerpuff Girls game, this one isn't very Powerpuff—limiting the girls' ability to fly and making them collect dumb, giddy stuff are not really in the spirit of the show. **Drew**—It seems like they made an honest attempt to duplicate the look of the series, but the graphics are so small, it can be difficult to see what you're doing on screen. **Jill**—The Powerpuff Girls are so cute, but that wasn't taken advantage of in this game. Buttercup's too small to see. **Scott**—The game play is truly uninspired, the mechanics are poor, and I would recommend it only for rabid fans.

GAME BOY COLOR

- RAM
- Trading cards
- GBC compatibility
- Game Link compatible

ALAN **CHRIS** **JILL** **JOEY** **SCOTT**

EVERYONE Suitable for parents ages 10 and older.
 RPKG



ROBOPON

Gotta build 'em, collect 'em and trash 'em all.

While Capcom's Metal Walker stands on its own two metal feet as a role-playing/collecting game that has something original to offer, Atla's Robopon comes off as an unabashed Pokémon knock-off. Like Metal Walker, Robopon deals with collecting and banishing robots, but Atla's game has very few original ideas in its bucket of bolts. Everything from the people, acreacy, battle screens and menus looks just like Pokémon, and there's even a group called the Elite 8! Like Pokémon Gold and Silver, Robopon features a real-time, internal clock.

Robopon boasts over 150 creatures, and the Palk comes equipped with a built-in alarm and infrared port. When a time-sensitive event in the game

occurs, the alarm will sound off even if your game isn't plugged in. With the Palk's infrared port, you can unlock special items and power-ups simply by pointing a TV remote or other infrared gadget at your cartridge's sensor. Apparently, Atla skimped on programming the game play so it could make the Game Pak itself unique. As a game, Robopon isn't an unenjoyable experience—it's just a shameless one.

2

COMMENTS: **Drew**—While Metal Walker attempted to add its own unique elements to the Pokémon formula, Robopon is just a flat-out rip-off. **Alan**—This is the most blatant rip-off of another game (Pokémon) to come along in a long time. Even the menu screens and fonts are the same. **Scott**—This is no Pokémon. The logic behind the use of attributes just doesn't make sense, and the balance between solving puzzles and earning Experience and Gold is poor. On the positive side, if you have patience, Robopon will certainly keep you busy for a long time. **George**—Zagamezz

GAME BOY COLOR

- Atla's Magician
- 150+ robots
- GBC compatibility
- GBC and GBC compatibility
- Game Link compatible
- Built-in alarm & IR port

ALAN **CHRIS** **JILL** **JOEY** **SCOTT**

EVERYONE Suitable for parents ages 10 and older.
 RPKG



ALSO PLAYING THIS MONTH

CELESTIAL FORTRESS

• 4-6 players
• 1 hour
• ESRB exclusive

Invading war games with invasions, Captain Fiddler puts you in charge of an off-world invasion in enemy territory. The sleeky gun-n-music lets an oxygenated tank roll as it sends your troops charging through a jungle, unleashing a storm of acid batteries on its alien enemies. Everything is on-the-top, from its emphasis on your troops' rapidness to the silly sounds of bombardments, purring servos and hawking mantikas. It's a spritely shooting game with attitude.



MONSTER RANCHER EXPLORER

• 1-4 players
• 1-2 hours
• ESRB exclusive
• PC/Mac

The critters compiled in the *Monster Rancher* TV show you've never possible to have, so that you must cultivate by level. Getting each room in the tower is a puzzle you solve by strategically placing critters to create stairs leading to the next level and level after. Explorer is a puzzle-platform game based on *Monsters, Inc.*, and the luxury of customizing and trading levels you've created makes the monster-making/level-making game an appealing mind-bender that never gets old.



ROAD CHAMPS RAD SKATE RACING

• 2-4 players
• 1 hour
• ESRB exclusive
• 10 levels and 27 courses

Get the three biking games covered in this month's *Bike Garage*, *Road Champs* emerges as N64's best game of two-wheeled trickery. The other games stumble because of their head-to-gauge 3-D perspectives, which make it a task itself to ride up ramps. Instead of having to pedal and obviously weave through the courses just to build up speed, *Road Champs* makes it easy to catch air and beat out stunts. And isn't that the point of a stunt biking game?



ARMY MEN AIR COMBAT

• 2-4 players
• 1 hour
• ESRB exclusive
• 15 levels & 16+ levels

Back in action, 3D96's toy soldiers take to the unfriendly skies in a 3D version of their *N64* flight. The make-or-break factor in most chopper games is its worth, and the worth on board of your three helicopters can find in the goods and power-ups easily. The missions you fly are about the basic, ranging from escorting troops to search-and-destroy raids. Whatever the case, the action is always high, making *Air Combat* a likable and a fast-paced way to derive.



WORLD DESTRUCTION LEAGUE: THUNDER TANKS

• 2-4 players
• 1 hour
• ESRB exclusive
• 60 levels and 20 missions

It might as well be called *Battle Tox*, since *World Destruction League* is essentially a hybrid of 3D96's other tank games. Just like *Battle Tox*, *WDL* sends you rolling through the war-torn streets of a post-apocalyptic future in search of cool armoring power-ups and meat tanks. And just like *Battle Tox*, *WDL* provides great bang for your buck. With plenty of missions, excellent labyrinthine levels for its timer and nonstop barrage of buildings and tanks to blow up, *WDL* is a sure fire hit.



KEY



★★★★★ Excellent
★★★★★ Great
★★★★★ Average
★★★★★ Fair
★★★★★ Poor
★★★★★ Not Yet Rated

★★★★★ Excellent
★★★★★ Great
★★★★★ Average
★★★★★ Fair
★★★★★ Poor
★★★★★ Not Yet Rated

★★★★★ Excellent
★★★★★ Great
★★★★★ Average
★★★★★ Fair
★★★★★ Poor
★★★★★ Not Yet Rated

ESRB RATINGS

To contact the ESRB, call 1-800-932-7776.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game:



CRITICAL MASS

Each game's overall score is an average of all of the critics' scores. To describe their unique personal tastes, each of *EW*'s diverse critics has ranked his game genres in order of preference, with the favorite type of game appearing first.

MARK



Action

Adventure

Crime

Drama

Fantasy

Horror

RPG

Sci-Fi/Fantasy

Strategy

Sports

Action

Adventure

Crime

Drama

Fantasy

Horror

RPG

Sci-Fi/Fantasy

Strategy

Sports

Action

Adventure

Crime

Drama

Fantasy

Horror

RPG

Sci-Fi/Fantasy

Strategy

Sports

Action

Adventure

Crime

Drama

Fantasy

Horror

RPG

Sci-Fi/Fantasy

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Adventure

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Drama

Fantasy

Horror

RPG

Sci-Fi/Fantasy

Strategy

Sports

COMING NEXT ISSUE...

Volume 14 February 2001

Paper Mario



Join us in February as we deliver all the Paper Mario news that's fit to print. We've got the scoop on friends, enemies, items and more in one Sunday-paper-sized review.

Star Wars: Episode I: Battle for Naboo



You may not be its only hope, but Naboo needs your help! Jump in your starfighter and don't forget to bring the February issue of *NE*, which features plenty of hints and tips. The Force? It's up to you.

Mega Man 64



The new *Blue Bomber* blasts on to the N64 next month in *Mega Man 64*, and *Nintendo Power* has the info on the latest version of the classic hero—and his cohort monkey pal.

Mario Tennis Game Boy Color



The ball is in Game Boy's court in February when Nintendo Power looks at Mario Tennis for everyone's favorite handheld. It's sure to be a smash!

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PLUS!

- POKÉMON STADIUM 2
- HEROES OF MIGHT AND MAGIC II
- RETURN OF THE NINJA
- POWERPUFF GIRLS: BATTLE HIM
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- ANIMORPHS
- RUST-A-MOVE MILLENNIUM

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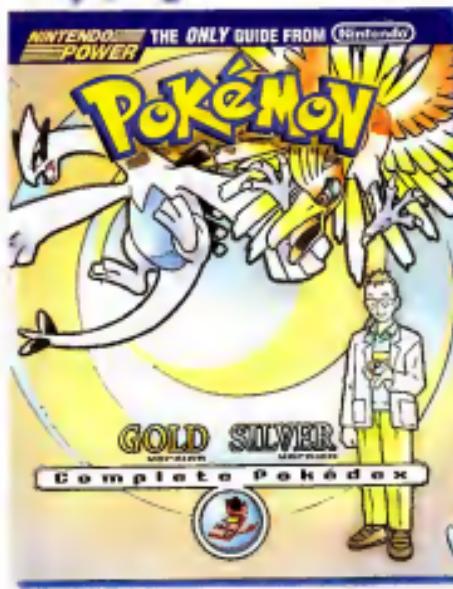
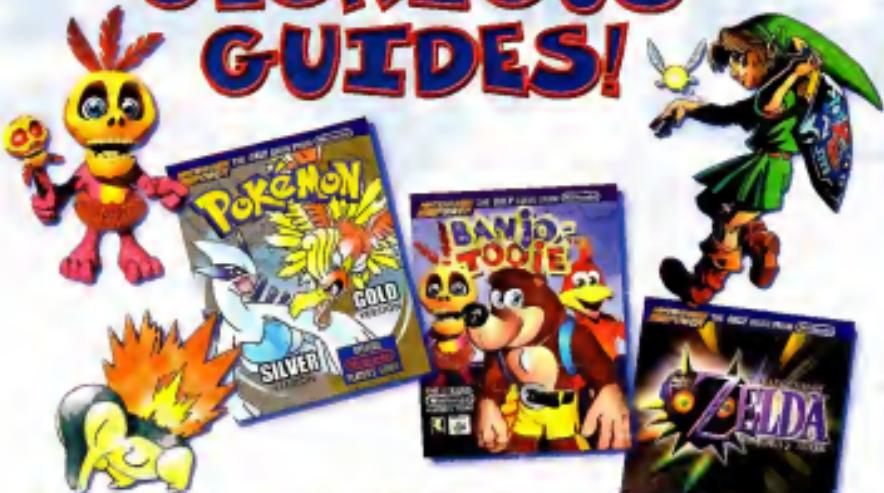
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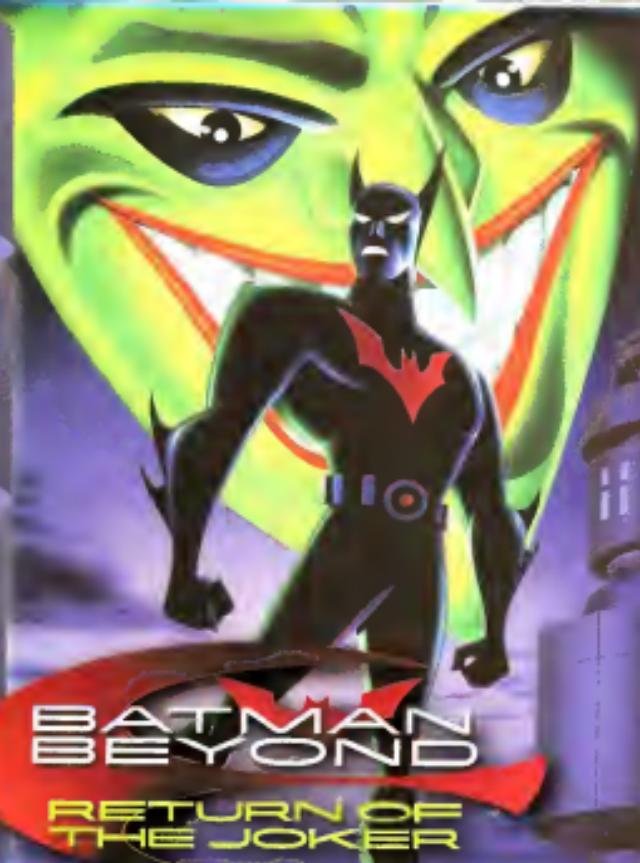
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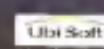
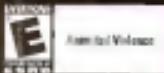


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