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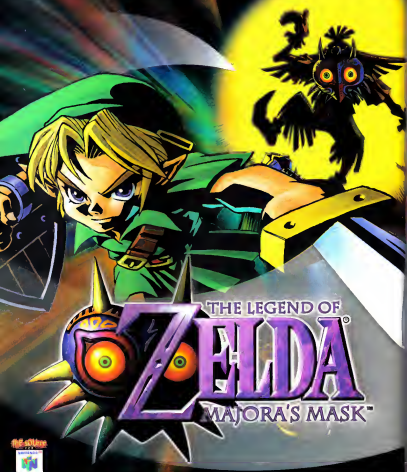
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When you find the Skull Kid on the clock tower's roof, shoot him with one of your bubble bullets. A direct hit will cause him to drop your ocarina!



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Entertainment Software & Ratings System

Early Childhood	Everyone
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Adults Only	Rating Pending



PAPER MARIO™

Paper Mario

22

The always plotting King of the Koopas, Bowser, is at his evil best in Mario's new epic Nintendo 64 adventure. Our massive 14-page review of *Paper Mario* will help you get well on your way to saving the Mushroom Kingdom and releasing the magical Star Rod from Bowser's mighty grip.



Mega Mother Lode 36



Mega Man enters the new millennium with a 3-D adventure that features a compelling story and digitized speech. Our strategy walk-through of the adventure gives you all the advice you need to fight the Bionics parts clan and search for the ancient power source known as the Mother Lode.

Wars Stories



Star Wars Episode I: Battle for Naboo puts you in control of a fleet of different ships and speeders from the most recent chapter of the *Star Wars* saga, focusing on the conflict at the film's finale. The Force is strong in our 12-page strategy article that covers 11 of the game's 25 missions.

52 Tennis on Tour 100



The latest tennis sensation has gone portable with *Tennis on Tour* for Game Boy Color. Join us as we visit in the Royal Tennis Academy to fine-tune our tennis skills and explore the features for the GBC companion to Nintendo's N64 tennis exhibition.

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VOLUME 141 - FEBRUARY 2001
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PLAYER'S PULSE



We've got a slight problem on our hands, readers. It seems your letters

about how best to take out an enemy were so effective that all the Nintendo villains are running scared. Bowser's locked himself in a closet and won't come out, Mother Brain hidlighted it for Venus, and Ganondorf . . . well, the less said the better. Our heroes send a big thank-you for the surprise day off!

BIG-TIME RATTLES

If I was trapped in combat with one villain, it would be Rizard from TWINE. Since he can't feel pain, I could just sneak up behind him and use the *Auric Powers* Judo Chop!

*Sam Karpfint
Via the Internet*

If I was locked in single combat with Bowser, I would grab his tail and start swinging him around. Now that would be funny! PS—Bowser is a cutie!

*Marcus Van-Graegem
Montreal, QC*



In response to Volume 1398 *Wake Away, Right Away*, I would fight Ganondorf and whoop him Kung Fu-style!

*Anonymous
Via the Internet*

Would it be Shaolin-style Kung Fu or the drunken *Crouching Tiger*?

If I was in combat with Dracokid from *Dragon Warrior*, I would climb on his head and start jumping. If that didn't work, I'd just curl into a little ball and quiver. Actually, if I ever saw him I'd think I'd mistakenly go to the second option.

*Anonymous
Via the Internet*

There's no reason to fear Dracokid as long as you have *Leto's Sword* and a few *Final-sword* spells handy. Otherwise, curling in a ball may not be a bad idea.

I think if I ever met up with Bowser, I would try to be his friend by helping him get rid of Mario. If Mario were gone and you were Bowser's friend, you'd be really powerful.

*Adam Peawing
Via the Internet*

If I were locked in a room with a villain, it would be Grundilda. She's the best buddy I've ever faced, and I'd disarm her by giving her difficult math problems.

*Anonymous
Via the Internet*

The villain I want to fight is General Plutro. I would melt his legs and arms, freeze the rest, then put it in a cooler and ship it to Antarctica.

*Ryan Roarty
Bakkt, MN*



Although many people may not think he's a villain, I want to take out the owl from *Crash of Time*. I mean, how does he always know where you are? He must be a spy. I'm going to borrow Link's Ice Arrow and Bow and sell him as an ice sculpture.

*WindBale
Via the Internet*

You may laugh now, but how do you intend to save your *Majora's Mask* game without *Kupera* Gashere the owl, eh?

If I had a chance to take down the tree from *Lazy Hawk*, I'd take my board and put it right through the window. And I'd take some screws and shove them into those evil trees!

*Thomas K.
Via the Internet*

LETTER OF THE MONTH

I have noticed a strange thing in **The Legend of Zelda: Majora's Mask**—namely that there are motors on the back of Gerudo boats. Now if the people in that day and age had motor boats, then why don't they have a door on the only bathroom in town?

*Karian Lily
Via the Internet*

The bathroom door has been a concern of the Clock Town Inn for a while. We asked the innkeeper, *Ajia*, about the lack of, er, privacy, and she said that the wooden door they used to be attached to a giant *Dehu Stick* so no one would steal it, but her patrons got tired of logging it around.

EEENY MEENY NINNY NO

How do you guys determine which letters get published? Is it a random selection, or do you read them all and pick your favorites?

Joe King
Lawrenceville, NJ

It's a lengthy process, Joe, but it goes something like this: Letters are received in our mail room, where employees separate them into groups—subscription questions, Poké-center and so forth. Then our Player's Pulse editor takes the huge stack of PP letters (just

to mention the e-mails) and reads it all! We try to aim for a good balance, some serious letters, some funny, some informative. As for the selection process, good writing, a sense of humor and the ability to get to the point quickly are all pluses.



POWER CHART

Wondering what to rent? Look no further. Below you'll find the most popular N64 rentals according to the Video Software Dealers Association. The games below are the top rentals from the first week in December.

TOP NINTENDO 64 RENTALS

1. WWF No Mercy
2. The World Is Not Enough
3. Mario Tennis
4. Majora's Mask
5. Tony Hawk's Pro Skater
6. NFL Blitz 2001
7. Army Men: Sarge's Heroes 2
8. Perfect Dark
9. Hey You, Pikachu!
10. Excitebike 64



THOSE PC BLUES

For the love of all that is good and holy, can you guys please make an exact replica of the N64 Controller for the PC? Please! I'm begging you!

Metal Music Man

Via the Internet

The N64 Controller is a sleek little number, isn't it? Unfortunately, you'll have to make do with mice and keyboards, as Nintendo has no plans to adapt its Controller for the PC market.

FULL MOON FEVER

Um... don't get me wrong, I like Majora's Mask, I really do. I just really hate that moon. Especially after midnight. My brother torments me by looking at it until there's only three seconds left to save the world, and it's freaky looking!

Cathryn Hufnagel

Via the Internet



Well, if the moon looked happy, Link wouldn't have any motivation to save Clock Town. Besides, if you manage to defeat the Skull Kid and get rid of that scary moon, it makes your successful quest all the more sweet.

DOUBLE OH-NO

I'm 10 years old, and I'm not allowed to play Goldeneye.

Do you think I should be allowed?

Anonymous

Via the Internet

The ESRB ratings system was established for several reasons, and one of those is so that games could be targeted to certain audiences. Goldeneye 007 is rated Teen, and we think you should just hold off for a few years until you hit 21. Trust us—the game will still be just as good.

EVERYONE'S A CRITIC

I'm so disappointed in your Player's Pulse section. Half the letters you publish are about nothing. I want real letters with real problems that have some bearing on video games! Who cares about the Greek alphabet (Vol. 139) in a video game magazine? Please, I beg of you, stop wasting space!

Adam Gill

Via the Internet

You know, Matt, if we printed only letters directly relating to video games then we wouldn't have printed yours. Just something to think about.

A MATURE MARIO?

My friend says the next Mario game is going to be rated Teen or Mature! I think he's wrong.

Ryle Holton

West Bloomfield, MI

You can tell your buddy that he's wrong this time. The perky plumber just isn't an M-rated type of guy.

WE'RE OLD, REALLY OLD

I was looking in old issues of Nintendo Power, and in issue 100 it said that Pac-Man



ARENA CHALLENGE

We received a number of queries regarding the future of the Arena section, and we're happy to report that it's moved to the pages of *Player's Pulse*. Though it's no longer a monthly feature, you can be sure you'll see plenty of superlough challenges throughout the year. First up is one of the wacky minigames from *Banjo-Kazooie*. Practice taking the Flying Saucer Ride in *Witchyworld*, then send us a photo with your highest score to the address at the bottom of page 9 before March 10, 2001. The 10 highest will see their names and scores published.



Yurnuechi created Nintendo in 1889! Has Nintendo really been around that long?

Richarda Gustafson

Via the Internet

It sure has! As another interesting historical tidbit, Nintendo started out by making small Hanafuda playing cards with pictures of flowers on them. The company actually didn't get into the video game business until the early 1970s.

PASS THE ASPIRIN

You'll notice that Mario is always biting his head on bricks and blocks. Does he come back to Nintendo every evening with a migraine headache? Or is he used to it because he's always trying to stand up in pipes?

Christopher Dunham

Longing, MI

If Mario ever comes down with a headache, he won't be able to blame his adventuresome, brick-busting ways. Why, you ask? Well, if you watch him very closely, you'll notice that Mario

actually breaks bricks with his spreaded fist, and not his head. Now, if you ask him about asking fingers, that might be a different story.



DEKU SCRUB REVOLUTION!

I've noticed that the civil rights of Deku Scrubs in Majora's Mask are seriously repressed. The ones in Southern Swamp, Zora Hall and Mountain Village all want to move but can't get the papers they need because their king is too busy punishing a morality without a trial. This is an obvious sign of

insufficient law enforcement, probably because Mayor Dondora is too busy with his endless meetings to designate law enforcement for to the other people of Termina.

Jacobard 18

Via the Internet



All good points. Maybe someone should call a Hyrule peacekeeping force to install some order and oversee future political elections.

OH HOW RUDE! I NEVER...

Did you ever notice how video game characters just burge into people's homes? Take Link, for example. If I saw a shield-carrying, sword-wielding guy gassed up in a green tunic come smashing through my closed front door, I'd be scared stiff!

Joepake

Via the Internet

Hey, yeah, what's up with that man! Maybe we should go back to the first Legend of Zelda, when

Link had to steal out Rapon to pay for his burial done.

PONY UP THE GAMES

I am a big fan of the N64, and I think it's high time for a horse sports game! You made games like basketball and football, so why not horses? I know you can do it. I have faith in mighty Nintendo.

Shenec

Nova Scotia, Canada

We hate to stir up controversy, but we would be *revise* in our duties if we didn't point out that you already can ride and race Epona the horse in both *Ocarina of Time* and *Majora's Mask* for the N64. If you're searching for a game that's all about the horses though, you'll need to take a little jaunt to the East. There are actually games in Japan where you can train, ride and even breed your own racehorses, but they have yet to see the light of day on other shores.

Readers are provided by:

James Bennett, Woodbridge, CT
Cassidy Goss, Johnston, RI
Suzanne Graham, Phoenix, AZ
Lizette Graham, Phoenix, AZ
David Humphrey, Cleveland, OH
Nancy Johnson, Tulsa, OK, CA
Wick Jellie, Ocala, FL
Michael Leach, Decatur, IN
Curtis Menden, Louisville, KY
Kaysa Ormrod, Elk Grove Village, IL
Ken Robinson, Chicago, IL
Paul Dole, Belmont, MA
Joey Smith, Pittsburgh, PA
Tom Trach, Indianapolis, IN
John Wilson, Minneapolis, MN
Teresa Woodruff, Whitefish, WI
Scott Wilkins, Brentwood, TN

WRITE AWAY RIGHT AWAY

February is here, and love springs eternal. So here's your question for the month: What is the most touching scene you've ever seen in a video game? It can be a happy moment, sad one or even a mushy one. Just as long as it's something that moved you. Send your responses to the address at the bottom of page 9.

ARTIST'S GALLERY

As any artist can tell you, creating a masterpiece is a time-consuming process. As of press time (which is when the magazine is printed) we'd received only a trickle of Harvest Moon 64 art, so we're extending the deadline for another month. In the meantime, enjoy February's selection of great ink, including Mario's Disco Inferno!



Joe Goltz • Mesquite, Ohio



Eric Orzechowski • Toledo, Ohio



Eric Bulle • Oro Valley, Arizona



Anthony D'Amico • Pompton Plains, New Jersey



Thomas White • Milbury, Massachusetts



Darrell F. Patra • Moorhead, Minnesota



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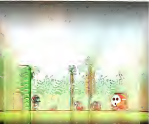


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GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS



MARIO ADVANCE

THIS MONTH

Mickey's Speedway USA (GBC)



Scoby-Dool



Smoozy Tennis



Kirby's Tilt 'n' Tumble



Also this month:

F-Zero Advance
Golden Sun
Rock Rock Skateboarding
V.I.P.
Animal Beach

NINTENDO ADVANCES NEWS OF LAUNCH TITLES

Nintendo Co. Ltd. in Kyoto, Japan, has finally divulged which first-party titles will be released with the launch of Game Boy Advance in Japan. The list includes Mario Advance, F-Zero Advance, Kuru Kuru Kururin and Napoleon. Three of the four titles were shown last August at Spaceworld, and Mario Advance was a welcome surprise addition to the launch library.

Game Watch presents the exclusive first printed screen shot of Mario Advance for you this month in our Game Boy Advance Gallery. NCL also gave notice to the world of the final design colors for Game Boy Advance hardware. The three color schemes, shown here, will be available in Japan at the March launch of the system. In addition to Nintendo's four games, dozens of third-party titles will be ready to go at or soon after the

launch date. Nintendo has another seven titles to follow, beginning with Golden Sun in May. No specific launch date has been given for the remaining six games, but all of them will be released in 2001. As for the North American launch of Game Boy Advance, the list of first-party release titles has not yet been decided.



GAME BOY ADVANCE EXCLUSIVE GALLERY

Game Watch has a real treat for Game Boy Advance fans this month—all new screen shots of Nintendo's first 11 games to be released in Japan. Besides a showcase of the system's superior graphics capabilities, you'll get a quick overview of the games themselves. The four Nintendo launch titles have their own captions. As for the remaining games, Golden Sun is a beautiful RPG from Camelot of Mario Tennis fame. Mario Kart Advance will feature changing conditions for the first time. Game Boy Wars Advance is a strategy game. Fire Emblem: Maiden of the Dark is the popular Japanese RPG series. The home mixing game will feature Mobile Adapter compatibility, and Magical Vacation from Brownie Brown is a tranquilizing adventure from former Square Soft developers.

MARIO ADVANCE



Mario Advance should look familiar to veteran NTS players because it's based on Super Mario Bros. 2. The classic side scroller from 1985 features Mario, Luigi, Peach and Toad, each with special abilities that will help you defeat Wart and save the World of Densetsu. Mario Advance also includes two multiplayer games. The Battle Mode lets four players link and compete with just one Game Pak.

F-ZERO ADVANCE



The test of futuristic racing will be opened for Game Boy Advance. The action takes place 25 years after the events of the Super NES game, and now characters, such as an descendant of Captain Falcon, have become the champion drivers. Four players will be able to compete with just one Game Pak on a limited number of circuits.

KURU KURU KURU-RIN



Dodge dangerous objects as you navigate a narrow path in the single-to-play but difficult-to-master puzzle. The game's four modes are Adventure, Practice, Challenge and Competition. Four players can join in the fun using just one Game Pak.

NAPOLEON



Resource management and strategy will actually be the key to success as they command Napoleon's soldiers in the field. It is the first Game Boy Advance title designed to work with the Advance version of the Mobile Adapter in Japan.

GOLDEN SUN



MARIO KART ADVANCE



GAME BOY WARS ADVANCE



FIRE EMBLEM: MAIDEN OF THE DARK



BAKETSU DAISAKUSEN



TACTICS OGRE: GAIDEN



MAGICAL VACATION



FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

MICKEY MOTORS ACROSS THE USA WITH GAME BOY COLOR

Mickey's Speedway USA for Game Boy Color won't take a backseat to its N64 cousin when it hits the road next month. The development team at Rare has crafted one of the finest racers ever to grace the tiny screen. It isn't easy getting the right balance of perspective, speed and play control for a top-down view racer for GBC, but that's exactly what Mickey's Speedway USA accomplishes. Just as in the N64 game, players are hot on the trail of Pluto's weaselly dogsnappers, cutting a swath of frantic fun across the continent. Each circuit contains four races, and each race is chock-full of items to chuck at the other racers. For Mickey fans who want a challenge, there are hidden characters and courses to unlock, and for

those who would be happy just learning the basics, there's a Driving School Mode.

When you add in four languages, a Time Trial Mode, trading via the infamous port, Two-player Mode and extras like a Tour Journal, Trophy Cabinet and Gold Star challenges in the Driving School, you'll

likely agree that Mickey's Speedway USA is the hottest thing on the Game Boy Color circuit.



INFOGRADES COURTS MATCHLESS BEAGLE

If there's one comic license that has been poorly represented in game libraries to date, it's been Charles Schulz's Peanuts. So Infogrames' Snoopy Tennis for Game Boy Color comes as a refreshing shift.

Snoopy turns out to be as comfortable on the tennis court as in the cockpit of a Sopwith Camel, and joining him are Peanuts characters Charlie Brown, Lucy, Linus, Franklin, Sally, Peppermint Patty and Schroeder. Traditional tennis is just one of the ways the Peanuts gang loves to slam the ball. In Special Mode, items that give players special abilities appear on the court. In the Squash Mode, players can bounce the ball off of sidewalls and still keep the ball in play. Snoopy Tennis should be released by early March.



DECK THE HALLS WITH BOARDS AND OLLIES

With TechDeck Skateboarding for Game Boy Color, Activision fingers to break new ground in X-treme sports video games. Dign-happy players can take their favorite miniature boards for a spin in tiny skateboard parks, pulling stunts for points while collecting TechDecks that are scattered about the course. With every completed round, players are awarded points for stunts and completion time. If they get enough points, they'll earn a collectible TechDeck. Manuevering the boards is easy enough, and the parks are filled with halfpipes, platforms and grindable edges. The parks are based on TechDeck series themes such as The Firm, Toy Machine, Birdhouse (as in Tony Hawk's), Flip and Zero. Game Watch looked at an early version with most of the features in place. The final tony skater should arrive in March 2001.



WHERE ARE YOU, SCOOBY-DOO?

As always, the world's favorite bumbling snoops are up to their eyeballs in danger and Scooby snacks. THQ's Scooby-Doo! Classic Creep Capers for Game Boy Color brings the Hanna-Barbera cartoon to life, recreating the look, sound, humor and suspense of the comic whodunit. Players switch between Fred, Daphne, Velma and the team of Shaggy and Scooby as they piece together clues and track down villains. The interface is actually easier to use than the N64 game's and cut-scenes and chapter books make you feel as if you're part of a story. The development team at Digital Eclipse must be congratulated for the high quality of the graphics and sound, not to mention some of the funniest screen text in any video game. Scooby fans should be able to pick up Creep Capers by

the time they read this article, and Nintendo Power will uncover some of the clues in a strategy review next month.



HOW MUCH IS THAT DOGGIE IN THE FRIDGE?

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

KIRBY GETS THE JUMP ON GAME BOY COLOR

Kirby's Tilt 'n' Tumble, first mentioned in Pak Watch last year, is finally scheduled for release in North America. The unusual Game Boy Color title features a tilt-motion sensor that lets players tilt and turn their



Kirby's Tilt 'n' Tumble

GBCs to get Kirby to roll along the pathways of the game. A flip motion will cause Kirby to jump. The pink puffball doesn't have to inhale his enemies this time around, and every tilting motion puts him in danger of tumbling off the path and into the vacuum of space. Kirby is scheduled for release in the first half of April.

EAT OR BE EATEN ON N64

The evolution of video games is something every gamer has heard about, but what about evolving in a video game? That's the concept behind a new N64 title in Japan called *Animal Bancho*. *Animal Bancho* is being created by a talented crew, including Gabu Ito, who wrote the stories for the PSX hit, *Parappa the Rapper* and *Um Jammer Lammy*. In the animal world, you begin the game as a pig whose only dream is to eat and become stronger. As you devour other animals, you'll gain strength and change shape into new animals. Your



Animal Bancho

ultimate goal is to grow so strong that you'll become the king of the beasts. If your dream is to rule the animal kingdom, you'll probably have to go to Japan. It's unlikely that *Animal Bancho* will be released in North America.

ADVANCING FUN IN NORTH AMERICA

Japanese developers aren't the only ones getting the jump on Game Boy Advance development. In North America and Europe, publishers and developers are deep in the process of creating the first generation of games for the mighty handheld system. The latest word from Conspiracy Entertainment is that they are working on five GBA games: *Land Before Time*, *The Flintstones*, *Fievel*, *An American Tail* and two *Tiny Toons* games. Game Watch also has received word that Cove Entertainment is working on *Men in Black* for Advance and LEGO Media is working with Pocket Studios in Great Britain to create *LEGO Racers II* for GBA. Pocket Studios is the same bunch that is working on Infogrames' incredible *Alone* in the Dark for GBC.

WHO LET THE DOGS OUT?

In Disney's 102 *Dalmatians*, Puppies to the Rescue from Activision, you'll follow Dorothea or Oddball as you try to rescue the spotted littermates without getting caught by Cruella. The Game Boy Color platform action is fun, simple and ideally suited to the young audience that will bark for digital dalmatians. Nice graphics, a password



Disney's 102 Dalmatians: Puppies to the Rescue

save feature and a good musical score round out the short list of features. 102 *Dalmatians* is no dog, and it should be available by the time you read this.

UBI SOFT PLAYS WITH VLRPS

Ubi Soft's VLRP for Game Boy Color gets right down to the thrills and chills of prosecuting important bodies in LA-LA Land just like on Pamela Anderson Lee's action series. The remarkable thing about the game is that you do just about everything in it that Valéry and her fellow body guards do in the show: drive fast cars, chase down cheats, have running shoot-outs with thugs and wallop guards with your purse. Separately, these gaming activi-

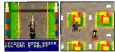


VLRP

ties wouldn't raise a gamer's eyebrow, but packaged together they make for a fun game filled with variety. There are lots of platform stages, Spy Hunter-like stages, vertical scrolling shooter stages and more. The developers put in a little taste of everything. Players also take on the roles of Tasha, Nikki, Quick and, of course, Valéry herself while Ray gives them the scoop on what's happening. You can discover if blondes really do have more fun this February when Ubi Soft releases the game in SoCal and elsewhere.

NO LEGO IS AN ISLAND

LEGO Island 2: The Brickster's Revenge builds on the graphics and adventure that were introduced in the first LEGO Island title for Game Boy Color. Pepper, the hero, cruises about the knobby landscape, riding a skateboard and helping the LEGO Islanders whenever possible. There are



LEGO Island 2: The Brickster's Revenge

GAME WATCH FORECAST

plenty of directions from blockheaded folk, and even young players will be on a roll once they get the hang of the skateboarding controls. Game Watch looked at an early version of the game, and LEGO hopes to have the final released in the first half of 2000.

GAME WATCH WORLD

One of the most interesting projects to come to light recently is in the works at Rage Software PLC in the U.K. The deal is to create three Game Boy Color titles in association with Jester Interactive. The first title isn't a game at all. Pocket Music (a working title) will contain musical clips from popular artists that the user can loop, cut, combine and arrange to form custom tracks. Although Rage is still looking for a North American publisher, the product should be ready for release early in the first half of 2000.

On the Nintendo GameCube front, Narstene, the publisher of genre classics such as *Harvest Moon* and *Legend of the River King*, has announced that it will create games for Nintendo GameCube, but no announcement has been made as to what game will be released or when. THQ also announced that the first GCN title it will publish will be based on the popular *Batman* license.

If you've been wondering what video games are selling in Japan, it seems that *Castro BoBo Va* is topping the N64 charts and *Tales of Fantasia Naethiri Dungeon* leading *Dragon Quest III* on the Game Boy Color here. *DQ III* is winning the war with one of the most impressive software launches in Game Boy history. Another GBC game in Japan that's on the fast track for fame is *Densha de Go*—the Train Engineer Game. DDG players take the controls of real Japanese trains and fellow on-screen instructors to maintain their schedule and get the train to the final stop on time.



File Name: Download 00000



Land Use 11

Dexter's Laboratory
Robert Bernstein

H. A. M. Farnsworth

MISTAR Report



Methodology

**TACA Towing Car
Operation ship**



T 901

Action Menu:
Search for Page 3



Ultimate Fighting



Greene Entertainment

NOTES

ANYBODERIOUS:
THE FIRST MADE
COMEDY'S just fun and

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A GENTLE
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 ASHES HOOD
 BUNGALOWS
 COUNTRY-GO-ON!
 CLASSIC CHIMP-CHIPS
 THE SUNDRIES
 SMOOFT TUNING
 T-BOX
 TECHNICAL SKATING/GRIND
 TRAMONT
 TINY TONGS, MUSTER'S
 CHALLENGE
 TRICK TONNAGE CAR
 CHAMPIONSHIP
 TTY STORY RACES
 V.I.R.
 FRIENDS OF NIGHT & DAY
 THE WORLD IS NOT ENOUGH
 STRA: WARDEN'S PASSION
 ZELDA: TRANCE/STREET
 (2 TITLES)

GAME BOY ADVANCE

[illegible][illegible]^a All percentages are based on the total sample.

Marie Perle 3



Memberships

Publication Statement:



Merkmale



Player's Choice Game Sites

When it comes to online gaming, there's no denying that the Nintendo Game Boy Advance is the most popular handheld system. And with the Game Boy Advance SP, you can now play your favorite games on the go. The Game Boy Advance SP is a handheld console that can be used as a handheld or a home console. It's the perfect choice for gamers who want to play their favorite games on the go. The Game Boy Advance SP is a handheld console that can be used as a handheld or a home console. It's the perfect choice for gamers who want to play their favorite games on the go.

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FOE-FLATTENING FUN



papermario.com

The Game Boy Advance SP is a handheld console that can be used as a handheld or a home console. It's the perfect choice for gamers who want to play their favorite games on the go. The Game Boy Advance SP is a handheld console that can be used as a handheld or a home console. It's the perfect choice for gamers who want to play their favorite games on the go.

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QUICK BYTES

POWER PLUG

GBA UPDATE

WEBSITE NEWS

HIT LIST

The North American games continue to make the month of their official release. Our Mid East Games also has titles (besides minidiscs and y-mobipoint) that were the most popular last November. Polheim.com is the launching point for all Polheim-related sites.



MARIOTENNIS.COM

The new version of *Marlin* includes a *Game Boy Color* version, which is an expansion of the *Marlin* Trivia website to a handheld format. From the splash screen, you can link to an online database, the *Marlin* Trivia, or it includes a collection of photos and information about the life and tour of the Royal Terrie Academy. In the *Game Boy Color* game, you will spend much of your time flipping your phone over and placing matches at the ends up. The strategy you choose makes more than the



A NOTE ON OUR WEBSITE LIST

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What you see: The NP logo in Nintendo Power, it indicates that you can see a movie of the indicated game on nintendopower.com

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Games by Intelligent
Systems.

PAPER MARIO™



The Mushroom Kingdom is in chaos with Bowser on the rampage in Nintendo's Paper Mario, from Intelligent Systems. Join Mario as his new N64 adventure unfolds.



THE SPIRIT SEARCH BEGINS

Bowser's control over the land comes from his possession of the Star Rod. While stealing the wish-granting wand from Star Haven, King Koopa kidnapped its keepers, the Star Spirits, and scattered them to the corners of the kingdom. Buried by Bowser from Princess Peach's Castle, Mario must begin his search for the Star Spirits in friendly Goomba Village.

Map Key

- Save Block
- Lock
- Heart Block
- Key
- Super Block

Get the Hammer



After you visit Goomba's village for the second time, you'll crash to a place where you can search for the Hammer.

GOOMBA VILLAGE



Confront the King



Down the road from Goomba Village, you'll meet King Goomba and the Red and Blue Goombas. Target the Spinnies! Then, first, draw go after the king.

LEVEL UP

You'll earn Star Points from victory in battle. With every 100 Star Points that you earn, you'll rise up to a new level with the option to increase your maximum Heart Points, Flower Points or Badge Points. It's good practice to start with a Heart Point increase.

Battle Makes You Stronger



You'll level up quickly as the first few chapters of the game. You'll probably want to raise your Heart Points up first (that balance out the other categories, but the choice is yours).

TREASURE COLLECTION

Star Pieces are scattered throughout the kingdom. There are 160 in all. By collecting them, you will have what Marlow wants in exchange for his power-giving Badges. Your Star Piece search will accelerate when you acquire the Super Boots.

Hidden Treasure



Seventy Star Pieces are hidden on kingdom paths. Nearly half of these are hidden like the 1 Spy Badge and Super Boots to make them harder.

Valuable Gifts



You'll receive Star Pieces in exchange for items or letters from Parakarry. Check Outposts also offers them as quiz prizes.

BADGE POWER

Badges can help you develop enemy-battening strategies. Many Badges work well in combination with others, especially those relating to attack and defense power. Boost your Badge Points when you level up to maximize your Badge-carrying capacity.

Badge Booty



Badges are good finds in the remote areas of the Mushroom Kingdom. You can discover many in old chests, treasure chests and red ? Blocks.

Badge Exchange



Marlow, at Shooting Star Sunset, and Bowser, in Bird Town, both offer a selection of Badges. Marlow asks for Star Pieces. Bowser wants Coins.

HELP FROM YOUR FRIENDS

Eight fellow travelers join you on your spirit-saving quest. Many of them can help you overcome obstacles, and all of them offer battle assistance with fighting moves and special defenses. When you find Super Blocks, you can promote your

party members to Super-Rank or Ultra-Rank, pumping up their attack power and giving them new battle tactics. Take note of the abilities of your party members and use them when the situation calls for their special talents.



Goombazario is a Goomba who has been around for a long time. He is a Goomba who has been around for a long time. He is a Goomba who has been around for a long time.

The young Goomba has knowledge beyond his years. He can give you information about every location and enemy. He can also fight with his collection of hard-headed attacks.



Kooper is a Koopa who has been around for a long time. He is a Koopa who has been around for a long time. He is a Koopa who has been around for a long time.

By tossing his Shell, Kooper can subdue items and push switches on the far side of walls. He can also give enemies shell shock with fast-flying attacks.



Bombette is a Bomb who has been around for a long time. He is a Bomb who has been around for a long time. He is a Bomb who has been around for a long time.

This explosive help of Bomb Bombette allows you to break through walls and rocks. Her Booby Bomb attacks are a power to your party.



Parakarry is a Paratrooper who has been around for a long time. He is a Paratrooper who has been around for a long time. He is a Paratrooper who has been around for a long time.

Mid-air Parakarry can give you a lift over gaps. His high-flying attacks, including the powerful Shell Shot, are of the much-needed boost in battle.



Bow is a ghost who has been around for a long time. He is a ghost who has been around for a long time. He is a ghost who has been around for a long time.

Lady Bow will give you a lift over gaps. His high-flying attacks, including the powerful Shell Shot, are of the much-needed boost in battle.



Wavy is a Wiggler who has been around for a long time. He is a Wiggler who has been around for a long time. He is a Wiggler who has been around for a long time.

By using Wavy from a lantern in any Guy's Toy Box, you will give him a boost. She can fight her way in dark areas and fight with lightning attacks.



Susie is a Susie who has been around for a long time. He is a Susie who has been around for a long time. He is a Susie who has been around for a long time.

Susie is a Susie who has been around for a long time. He is a Susie who has been around for a long time. He is a Susie who has been around for a long time.



Lankester is a Lankester who has been around for a long time. He is a Lankester who has been around for a long time. He is a Lankester who has been around for a long time.

Who Lankester that calls him of Lankester will give you a lift over gaps. His high-flying attacks, including the powerful Shell Shot, are of the much-needed boost in battle.

ALL ROADS LEAD TO TOAD TOWN

Toad Town is the hub of the Mushroom Kingdom. It's the first stop for many of your adventures and it's a great place to pick up items and information. The town includes two shops and a place to purchase Badges. You can test your fighting skills at

the Dojo and your gaming skills at the Playroom. Topey T. will improve your items with her culinary skill there, and Merlon will offer you sound advice with his knowledge of your quest and his ability to see the big picture.

TOAD TOWN

TO GOATRA VILLAGE pg. 22

BOIS T.'S HOUSE

COOP

MERLON'S HOUSE

SHOOTING STAR SUMMIT

AMBERLEY'S HOUSE

TO BOOTH VILLAGE CHAPTER 1 pg. 26

TO SHY GUY'S TOY BOX CHAPTER 4 pg. 32

When Shy Guys take over Toad Town, you can use Bow to hole in the vacant houses and uncover the secret entrance to Shy Guy's Toy Box.

TOPEY T.'S SHOP

BADGE SHOP

TO FLOWER FIELDS CHAPTER 6

The master chef of Toad Town can ready and combine items with her Frying Pan. With her Cookbook, she can combine two items for more complex creations.



Next issue's Paper Mario follow-up article will discuss the ways to find through Flower Fields.

TO LAKEVIEW ISLAND CHAPTER 5 pg. 34

When you return from Shy Guy's Toy Box with Whiff, you'll be able to combine a white seed with a purple seed to create a purple seed to Lakeview Island.

TO TOAD TOWN TUNNELS

PLAYROOM

By doing favors for Koopa Koot, you'll earn the Silver and Gold Coins that give you access to Playroom games.

TO FOREVER FOREST CHAPTER 3 pg. 28

LET'S GO! NINJA

Fetch L/L Links for fun and profit. There are 30 varieties. Each leaves a different coin behind.

TO MT. RAMMOS CHAPTER 7 pg. 24

ZILBAH

GO UNDERGROUND

The Toad Town Tunnels provide shortcuts to common Mushroom Kingdom destinations. When you have the Super Hammer,

Super Boots and other useful items, you will be able to open new passages in the tunnels for easier exploration.

TOAD TOWN TUNNELS

After Chapter 2



TO TOAD TOWN

After Chapter 1

Once you have the Super Boots from Bow's Mansion, you will be able to Spin-Jump through the floor for more tunnel access.

Super Smash Collection



The Super Hammer gives you access to the Super Smash-Barge for a more powerful Hammer attack.

Swim with Sushie



Sushie has excellent swimming abilities. You can ride on her back across wide water expanses.

After Chapter 3

After Chapter 4

TO BOO'S MANSION

TO TOAD'S VILLAGE

After Chapter 6

TO TOAD TOWN pg. 34

Blooper Tito



Successively stronger weapons appear in these different tunnel locations. Watch for staying ink attacks.

When the Electric Blooper charges with electricity, try to fight it without making direct contact.

The Super Blooper is massive and powerful. Using various trick items and lots of help into the battle.

Blast Entrance



While the wall blocking your way to Rip Cheato's photo store not show signs of stress, you can blast through it with Gaspar's try to make your way to the mysterious merchant.

Wheel and Deal with Rip Cheato

I have something amazing, and it costs only 500 coins. Buy it!



Hidden in the depths of Toad Town Tunnels, Rip Cheato offers a line-up of goods for 50 Coins per item. Keep buying from him for those Star Pieces and the Super Attack Bridge.

PUT KOOPER ON YOUR TEAM

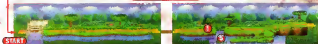
You'll need help to reach the road to Koopa Bros. Fortress. At the crossroads, take the stairs down to Koopa Village and aid the citizens by vanquishing the shell-stealing Fuzzies. After you help Kooper get back his own Shell, he'll answer his exploring

instincts by joining up with your team. You can use him to reach over wide gaps. He's the first of several partners who will help you overcome obstacles in your path.



TO TOWN TOWNS pg. 24

PLEASANT PATH



1 Drop and Switch



Shake a tree with your Hammer to reveal a switch. Fall to the ground, then hit the switch to produce a bridge.

2 Fuzzy Fight



Fuzzies are stealing Koopa Shells. Help the Koopas remove their eyes by tracking down the Fuzzies.

3 The Old Shell Game



A Fuzzy has run off to the woods with Kooper's Shell. Hammer the tree that holds the Shell to claim it.



4 Star Piece Reach



There's a prize across the water. Use Kooper's Shell-stealing ability to collect it.

5 Toss and Collect



Shortly after you team up with Kooper, you convince him to collect an HP Plus Bridge on an out of reach stump.

6 Kooper Cross



With Kooper's help, you can hit the switch on the far side of the gap. That will produce a bridge.



KOOPA VILLAGE



KOOPER'S HOUSE

TO TOWN TOWNS TUNNELS pg. 25

PELOLOLO'S HOUSE

KOOPA BROT'S HOUSE

STORM KOOPA BROS. FORTRESS

Koopa Bros. Fortress is a prison for captive Bob-ombs and a Star Spirit. As you make your way through the compound, you'll come across locks and cracked walls. You can fight enemy

Koopas and Bob-ombs for the keys to the locks, and you can use your new pal, Bombette, found within the fortress prison, to blast through the weak walls.

Key Collection



Fight a Koopa and Bob-omb pair in the fortress's first chamber to earn a key and the right to move on.

KOOPA BROS. FORTRESS



After you hit the switch to make the stairs drop, walk down and use Bombette to blast through a wall.

Exit Strategy



When you enter the red-dungeon chamber, the carts fall out of reach. Fight off the enemies to make them drop.

Stairs Down



Flatten the enemies near the stairs to produce a switch. Hit the switch to make the stairs drop.

Fire Fly



There are two rotating flame bars in the chain belt. Jump over the flames and keep moving.

Fall for the Trap



The Koopa Bros. have set a trap that will have you falling into the cell where you'll meet Bombette.

Key Hole



With Bombette on your team, you can break through the wall to get the key.

Double Switch



As you take a path over the coils, use Kooper to hit the switch once, cross both gaps, then use him to hit the same switch again.

Koopa Bros. Battle



The Koopa Bros. have a two-pronged attack. Use a Fire Flower or POW Block when they fight as a group.

Bullet Storage



Bullet Bills launch from the Koopa Bros. Bullet Storage. Jump to avoid them or hit them with a Fire Strike.



ROAD TO THE RUINS

After your Star Spirit discovery in Koopa Bros. Fortress, you'll find that another Star Spirit is held captive in Dry Dry Ruins. The path across Mt. Rugged and Dry Dry Desert leads to the

ruins. Your journey over the mountain won't be complete until you get Parakarry, the mailman, to join your team.



Meet the Mailman



Parakarry has lost these letters on Mt. Rugged if you find and deliver his letters, he'll join your team.

Shell Shuttle



A letter rests on the far side of a gap between two short plates as Use Koopa to retrieve the note.

Ride the Slides



Mt. Rugged's rocky terrain does feature a few smooth slides. Ride the slides to fly over gaps.

MT. RUGGED



High Note



One of Parakarry's missing notes is near the peak of Mt. Rugged. You'll bounce to the top on a spring.

Low Letter



There is a sign near the easternmost edge of Mt. Rugged. Find there to find the last of Parakarry's letters.

Special Delivery



Once Parakarry is on your team, he can deliver you to the other side of the gap near the edge of Mt. Rugged.

Pop-Up Pests



Mammy Moles burrow up from below without warning. Attack them or step out of the way.

Bottle with Buzzar



You can either mow him with Buzzar or take on the telecast terror! If you fight, defend yourself as best you can, then attack with slashes and Parakarry's Shell Shot.

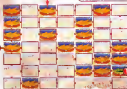


TO DRY DRY DESERT

DRY DRY DESERT

TO DRY DRY JUNGLE

TO DRY DRY OUTPOST



DRY DRY DESERT TREK

Dry Dry Desert is an expansive and dangerous frontier. If you follow the path from Mt. Rugged, walking directly to the east, you can make your way to Dry Dry Outpost without incidents. When you have the Pulse Sensor, you can use it in the desert to find Dry Dry Ruins.

Getting Carried Away



The swirling winds of Dry Dry Desert will lift you to remote desert areas. It's a good way to get lost.

Oasis Power-Ups



Allsort Black and Super Black sweet your! The desert goes just south of the Outpost.

START

DESERT TOWN DISCOVERIES

A descendant of the builders of Dry Dry Ruins lives in Dry Dry Outpost on the eastern edge of the desert. By following clues

and solving a few simple puzzles, you can get a meeting with Mausafa and collect the items that you need to find the ruins.

DRY DRY OUTPOST



Backalley Magic



By jumping over a crate in the back of an ally, you can reach hidden for a powerful magical spell.

Purchasing Power



After you give a Letter to Sheik and buy items in the order that Sheik will reveal, you'll have access to Dry Dry Outpost's easternmost building.



Meet Mausafa



The mystical moose of the desert will give you the key to Dry Dry Ruins.

Rise of the Ruins



The Pulse Stone flashes faster as you get closer to the site of the ruin. When you reach a rock with a Pulse Stone-shaped hole, use the stone to make the ruin rise.

TRIALS OF TUTANKOOPA

The once-buried ruins are host to a collection of hostile creatures including poisonous Pecky Mummies and Stone Chomps. By

collecting precious stones, you can unravel the mysteries of the ruins and unlock the passage to the ruins leader, Tutankooa.

DRY DRY RUINS



Partner Power



You'll call on the abilities of your partners in a lot. Partners can carry you across gaps at the end.

Sand Flaw



By making sand drift from one area, you will fill another area and give access to ledges that were once out of reach.

Staircase Switch



Several staircase rock on pivots. Push nearby switches to rotate the stairs, turn and give you access to high places.

Writing on the Wall



When you draw the sand from a clay-pottery chamber, you'll find a clue on the wall that will help you reach Tutankooa.

Tutankooa Appears



The mystical Moose of Dry Dry Ruins fights with magic, Spikes and a powerful Chomp. Challenge him with strategy and clever attacks.

LOST AND FOUND IN THE FOREST

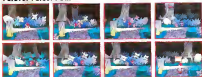
The path to Tabba Blubba and the next Star Spirit winds through the maze of Forever Forest. There, you will battle Forest

Feeries and Piranha Plants as you look for signs that will lead you out of the woods.



FOREVER FOREST

Forever Forest Path



By taking the extra that stands out from the others, you can find your way through Forever Forest to the grounds of Boo's Mansion. Look at each intersection carefully and try to interact with the rocks and flowers. Unique reactions mark the extra that you should take.



FOREST HAUNT

Lady Bow and her band of Boos haunt Boo's Mansion on the edge of Forever Forest. By exploring the mansion and outwit-

ting the ghostly inhabitants, you can arrange a meeting with Bow and learn the whereabouts of a Star Spirit.

BOO'S MANSION

For the Record



A band of Boos plays loudly with a record on one of the mansion's record player chambers. You can get the record by hitting the Boo that holds it.



Musical Lure



By using the record on the phonograph, you can lure a Boo away from his treasure chest.

Use Your Weight



Spring off at the lever furniture to grab the chandelier and instead a secret passage, then use the weight to hold the passage open.

One-Way Entry



Once you walk from an adjacent room to the next, the door will disappear. You must move far west.

Get Boots from Boos



The ghosts of Boo's Mansion like to play games. They'll chase the Super Boos from you. When you lead the Boos with the boots, you can use them to pull off the power of Star Spirit.

Get the Picture



Use the Spin Jump to break through a weak partition the first, then fall through the hole to the top of a bookcase for access to Boo's Portrait.

Meet Lady Bow



The head Boo has captured the wandering Star Spirit. She'll release the spirit if you help her deal with Tabba Blubba.

GHOST-GULPING FRIGHT

The Boos of Gusty Gulch are the target of Tubba Blubba's insatiable appetite. As you make your way through the ghost town

so Tubba's Castle, you'll see Tubba eat an unlucky Boo with your own eyes. The ghosts need your help.

GUSTY GULCH



Access Denied



Windy Mill is locked. Before you can enter the mill, you must unlock Tubba's Castle.

CREEP THROUGH THE CASTLE

Stealth is key in exploring Tubba Blubba's Castle. Tubba's Clubba are out in force, but some of them are fast asleep. By walk-

ing past sleeping guards slowly and using Bow's power of transparency, you can avoid some challenging battles.



TUBBA BLUBBA'S CASTLE

Outta Sight, Outta Mind



When castle guards approach, use Bow's Outta Sight ability to make you transparent. The guards will lose interest and move on.

Basement Breakthrough



You'll find a patch in the floor at the bottom of a flight of stairs. Break it for basement access, then grab the key.

Club a Clubba



A sleeping Clubba in the upper hall blocks a weak wall. Fight the enemy, then blast through the wall.

Badge Flight



When you drop down from above, you can land on a table, then fly with Parakarry to grab the D-Down Jump Badge.

Painless Path



By using Bow's power of transparency, you can avoid damage from spikes that pop out of the floor.

Grab the Key and Go



When you enter Tubba's chamber, you'll find that the beast is asleep and too key to Windy Mill to mix brews and chain. Get the key, then get out.

Mill Secret



Once you have the key to Windy Mill, you can enter and discover the secret of Tubba's personality.

Heart Attack



Tubba Blubba's Heart is at the bottom of Windy Mill. Attack it with your strongest attack, then avoid its attack by using your recovery power. After that battle, you'll go head-to-head with Tubba Blubba himself. It'll be an easy victory for you.

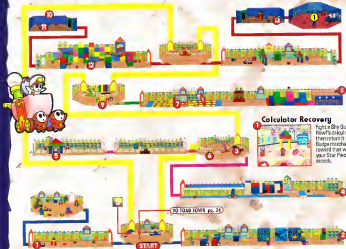
SHY GUY CRIME SPREE

Shy Gyps have descended upon Tond Town, stealing goods from hapless Tond Town citizens. They have also stolen one of the Star Spirits and have hidden him away in their Toy Box Hideout. The

hideout entrance is in an abandoned house. Use Bow's power of transparency to watch a Shy Guy go through a secret panel to the hideout.



SHY GUY'S TOY BOX



You Get Bounce



When you Spin-Jump off the spring loaded board, you can launch to the top of tall beams and continue your joy box search.

Capture the Key



The Storefront Key: at the end of the path, past all Blue Statues. Take it to the closest shop in Towel Town. That will give you access to the key item.

Toss the Train



When you toss the toy train onto the Toy Box, it will drop onto the track. When you hop into the Toy Box yourself, you can use the train to go to another station.

Mail Bag Delivery



You'll find a Mail Bag near Park Station. Take it to the Todd Town Post Office. The Koope in charge will reward you with a Star Piece.

Find the Frying Pan



Buy a Frying Pan at the end of the path, east of Pink Station. When you take it to the Towel Town chei, she'll give you a coin in return. If you need another coin, you can bring her Cake Mix.

Galloping Gourmet



When you take a coin to Gourmet Guy, he will happily get out of the way, allowing you to cross the track and collect the Cookbook.

Track Trick



By hitting the switch on the other side of the tracks from Pink Station, you can flip a blocking track section and clear the way for the train.

Get a Clue



Sly Guys have left an important clue in the form of the Mystery Note. You can get the note that of Green Station. Use the power of invisibility to slip through the net on the conveyor path to the treasure.

Parakarry and the Dictionary



When you reach the moving blocks east of Green Station, use Parakarry to fly to solid land. There, you'll find Russ T's Dictionary.

Mystery Solved



When you take the Mystery Note to Russ T, he will translate the note and give you a clue that relates to the four colored boxes near Green Station.

Fight for the Light



Big Lantern Guy is a movable who'll shrouded in darkness. Hit his lantern to shoot light on the base, then stomp on his arm apart.

Free Watt



Your new pet, not Watt, is another Big Lantern Guy's lamp. Hit the lamp to set her free.

See Secrets



By holding Watt, you can see otherwise invisible Blocks.

Tumblin' Wall



A wall of building blocks will collapse with help from Bonobos.

General Guy Declares War



Before you can liberate the Toy Box Star Spirit, you must battle General Guy and his army of Sly Guys. None of the Sly Guys are very challenging, but they do bring power in their numbers. Use attacks that target all enemies.

ISLAND-HOPPING ADVENTURE

After you say Boohatch, you'll discover a whale with a stomach ache in Told Town. When you help the whale overcome the hiccups, he'll offer to take you anywhere. Kolonoko, the treasure hunter, will convince

you to sail to Lavava Island. There, you'll find Yoshi, hostile plants and a Scar Spirit hidden in the core of a volcano.



Beach Battle



Not long after you land on the island, Kolonoko will be attacked by Fuzzies. He needs help.

Heart Plants



Heart Plants and plants that produce hearts look alike. Be prepared for a fight.

Plant Path



You're accustomed to shaking plants for prizes. Some plants are just what you check them.

Get a Lift



After you hop onto the spinning purple plant, press the Z button to spin/roll into the air.

Meet Sushie



Your search for the Fearsome Five in Jade Jungle starts with the discovery of their names. Sushie starts her out of her time to wherever you join town.

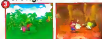
LAVALAVA ISLAND

Fearsome First



After you fight a group of four M. Boshies, you'll uncover Red Yoshi behind some foliage. Send him on his way.

Underground Rescue



Clear away bushes on top of a small island climb to reveal a pipe, then take the pipe to a cave where Green Yoshi waits for you.

Yoshi in Distress



Blue Yoshi is on a small island on the western side of Jade Jungle. Swim there with Sushie to get the Yoshi hint.

Plant Attack



Willow Yoshis accompanied by a pair of Purple Piranhas. Fight them off and beware of poisonous attacks.

Dazing Yoshi



Purple Yoshis across a small stretch of water from Yoshi Village. Clinging safely in a tree. Hit the tree to bring him down to the ground.

Raven Reward



As a reward for saving the Fearsome Five, the Scar Spirit will give you the Jade Raven. Use it to unlock secret items in Jade Jungle.

The Power of Water



A huge boulder blocks your way. When you roll blocks in the water to plug holes, you can direct the water to a pipe under the rock, lifting the rock into the air.

The Raven Leads the Way



When you reach Raphael the Raven, the mighty bird will clear the path for you and lead you to the Mt. Lavava entrance.



PLAYING WITH FIRE

Mt. Lavalava is home to fiery fiends and molten flows. By learning to deal with and manipulate hot lava, you will be able to

reach the heart of the mountain, where you will find Kokoro's treasure and a captive Star Spirit.

1 Lava Leap



You'll encounter sinking and sliding platforms in the lava-filled first passage of the volcano. Jump quickly or use Parakarry to clear the area.

2 Dam the Lava



By rolling these blue blocks into the lava, one after the other, you can slow the lava flow. That gives you a clear path under the lava falls.

3 Bridge the Gap



Before you reach the Ultra Hammer, you'll encounter a wide lava flow. Roll two blocks into the lava for a portable bridge, then let Parakarry take you the rest of the way.

MT. LAVALAVA

START

4 Spring to the Path



After you have the Ultra Hammer, you can bounce up to the Metal Block, then pound the block to continue your quest.

5 Roll Through



When the round, spiked rock rolls your way, use Bow to go transparent to let it roll right through you.



6 Clear a Path



A rock wall blocks your way. You can clear the path by breaking a Metal Block and letting the charge stone crash through.

7 Fire Fight



The Lava Climbs and its Lava Blocks put up a good fight. Use strong Jump attacks and Sushie's S-spirit attack to send them into the lava. They'll be back for a second round, so be ready for a long battle.

MORE FLATTENING

With five Star Spirits saved, you still have two to go. Then comes the ultimate confrontation with the King of the Koopa himself, Bowser. Next month, we'll take you through Flowers Fields and the Crystal Palace to that final fight in Bowser's Castle with our big Paper Mario follow-up review. Don't miss it.

MEGA MAN 64

Capcom presents Mega Man like you've never seen him before, with beautiful 3-D graphics, a lively plot and fully digitized speech!



A Mega Tale

Mega Man has starred in over a dozen games for various Nintendo systems, but Mega Man 64 is his first incarnation on the Nintendo 64—and it was well worth the wait. The story begins on a planet covered almost entirely by water, where Mega Man works as a Digger: an adventurer who braves danger and doom in search of precious energy crystals, lost-forgotten treasures and, of course, fortune and glory.



Learn the Ropes

You begin your new life as a Digger by hopping right into the action. The first stage is basically a training level where you can learn how to open doors and chests, discover secret objects and, naturally, battle your first wave of robots bent on your destruction. Make sure you become comfortable with the Buster Gun—it will be essential to your continued survival.

1. Robot



The first robot battle is a snap. As long as it keeps, not from corner to corner and target the robot with your Auto Lock, it shouldn't take more than five shots to finish it off, but watch for its extendable arm.

Apple Market



Once you flat the robot, your airship, the Fluttr, will crash-land on a small island. Talk to the police detective once he shows up, then make your way to the Apple Market shopping center. Be sure to check garbage cans and boxes for surprises.

To Market, to Market



The last stall on the right is the local Junk Shop. Once the owner returns, you'll be able to buy all manner of weapons and items there, but when you first arrive he's lost in a nearby cave. Talk to his frantic wife and offer your assistance.

Save a Shopkeep



You'll hear the Junk Store owner's plaintive cries for help long before you see him. Stay on the main path without exploring any doors to find him. Once he's rescued, explore the maze for coins and Zennies—the island currency.

A Fine Reward

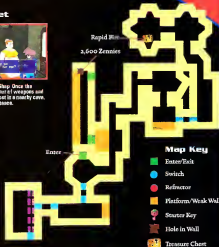


There are areas of the cave you can't reach until you get some items, so snag what you can and return to the Junk Shop. The grateful owners will give you Splash Mines and some spare parts, which you can take back to Fink at the main entrance.

Card Games



By this time, the policeman whom you met when you crash-landed will have finished processing your ID Card. Use it at Apple Market's northern door and head for City Hall. Sure, it's not grand, but, sweetie, you there.



Map Key

- Enter/Exit
- Switch
- Reflector
- Platform/Weak Walls
- Scouter Key
- Hole in Wall
- Treasure Chest

Meet the Bonnes

It's not quite in the 1980s again. There's a group of futuristic ponies called the Bonnes on the loose, and they'll stop at nothing to claim the treasures of Koutbox Island for themselves. After a brief first encounter, you'll be forced to battle their yellow-headed Servbots in your quest to claim the key to the next area.

The Servbot Battle



The Servbots will attack in pairs. Then, and you won't know which one has the key. Attack the Yellow 'Bot first, however, because it tends to receive the key more often than the others. If you run low on energy, grab a soda from the pop machine.

Miss Tron's 'Bot

Furious over the defeat of her yellow-headed minions, Miss Tron decides to take you on solo. Unfortunately for Mega Man, she built her robot by herself, so she knows it like the back of her hand. You'll need speed and a little luck if you want to win the battle. If you're having trouble, pick up an Energy Contain from the Junk Store.

Turning Circles



Miss Tron's 'bot will often spin in place. That's the best time to attack. Lock on and fire as long as you can, then quickly roll to the right or left when she spins at you.

Get behind a 'Bot



Like most Mega Man bosses, Miss Tron's 'bot is vulnerable to attack from behind. You'll want to try to stay behind her at all times anyway, as her forward gas deals some heavy damage.

Wide-Open Spaces



You'll have better luck if you stay in the open and avoid the mass of buildings—they don't allow you to dodge attacks. Remember the soda machine when times are tough. It will fill your energy to the max, but you can use it only once.

Blue



The Blue 'Bot is the fastest of the bunch. Lay down some Splash Meets to take it out.

Red



The Red 'Bot has the most firepower and can be deadly. Attack it only from behind.

Yellow



The Yellow 'Bot has heavy armor, but it's slow. Attack when the others aren't around to help.

Key It Up



Once you destroy the correct 'bot, you'll see a small key in the wreckage. Grab it to end the battle, but pick up any life-giving energy cubes first.



You Can Fight (at) City Hall

Considering this girder monster landed, it should be no surprise that their next assault is on City Hall. You'll be attacked from the air as well as the ground, so you'll want to adjust your Buster Gun accordingly. Be sure to use the Range Booster, because you'll need hit the flyers without it. Once you take out the flying machines and the construction equipment they drop, you'll meet another member of the Bonne family.

Bomb "Baby" Bonne



The next Bonne has fierce attacks but also a weakness. Wait for him to float in front of you, then run between his legs and fire so he tries to attack. If you can stay under him, you'll win in no time.

Air Rage



You'll get TV news updates about City Hall's woes, but ignore them for now. Take out the flying bots first, then use controls on the machine they're dropped.



The Yass Plains

Once things are back to normal in town, talk to the mayor and head north to the Yass Plains. You'll fight a number of robots along the way, many of them atop high plateaus. Range and attack are your most important Buster Gun properties at this stage of the game. Remember to use bottom C to enter the caves.

Grab a Cannon Kit



Deep inside the Yass Plains Cave, you'll find a Cannon Kit. If you take it back to the shop, she'll make you a Power Buster. Also ask the monkey about what's the next time you see him—he'll give you a free repair kit.

Crush Teasel Bonne



You'll want to buy a Pink Jacket before you battle the Digging Machine. When you fight it, first take out the insects, then climb up onto the back rocks and stretch its rear hatch when it opens.

Item Development

Cannon Kit = Power Buster

The Power Buster is your second special weapon, and it's much more powerful than the Epsilon Mover. It works like a rocket launcher but has a slower rate of fire. You can purchase upgrades that allow it to fire faster from the shop.

Triple Access



Walkie Talkies



Bolt will be so happy with your victory, she'll reward you with a pair of Walkie Talkies that you can use to contact her from anywhere on the island. If she can, she'll bring the van around and give you a lift.



Cardon Gate

Cardon Gate is a dark and scary area with some of the game's toughest boss. You'll need to track down three keys to retrieve a *Reflector* and be sure to check holes in the wall for hidden goodies.



Bridge a Gap



You'll encounter a number of blue bridges inside Cardon Gate. Unfortunately, they're all loose left in the up position. Bring them down to earth with a quick shot from your Buster Gun.

The First Key



You first key awaits you on a ledge near the entrance. Go straight to the far ledge, turn around and shoot a bridge. Cross the bridge and jump across the remaining gap. Once you fight off the evil bats, the yellow key will be yours.

The Second Key



Find the conveyor belt and turn it on. Next, locate a chest surrounded by ice. Make your way to the chest and reveal it by it until the ice breaks, dropping it onto the belt. The conveyor will then take it to a giant crusher—make sure it's turned on, too.

The Third Key



The third key is protected by a powerful energy barrier. You'll need to step on three switches to drop the barrier, and if you don't move fast they'll reset. Weave through the switches for the best result.



Item Development

Spring Set - Jump Springs

If you crank down the Spring Set, Roll will be able to construct a pair of Jump Springs. They allow Mega Man to jump twice as high as before and are great for reaching high places that you couldn't previously.

Broken Motor - Broken Propeller - Broken Cleaner - Vacuum Arm

Quite possibly the funniest attachment in the game, the Vacuum Arm uses 1 damage enemies or open locked doors, but it will allow you to suck up Zenies from a distance. You'll find the parts inside garages cars scattered throughout town—one in the Apple Market, one in Downtown and one in Delaware. Once you strap the Vacuum Arm on and try it out, you'll be amazed at how quickly the Zenies pile up!



Moving on Uptown

To reach the Uptown area, use Dr. Wily's first Look On in Uptown, you can aid a struggling artist, take a boat ride or participate in local TV station game shows. The games are shown below, and they're a quick and easy way to earn some serious Zeny. You'll also get the Mystic Orb and Zenshiro if you come in first in both events.

Beast Hunter

Who wants to be a dogcatcher? The object of *Beast Hunter* is simple: It's a bit unusual. Kick balls and stuff animals at a robotic dog that's chasing around a harnessed shopkeeper. Don't bother with aligning Mega Man or trying to aim the balls. It's much easier to stand in the middle and kick them straight.

Flash Beagle



Occasionally a flashing dog will scoot across the screen. If you connect the glowing canine, you'll receive double your normal points. You must be quick, though, as the blinking dog is quite speedy.

A Kicking Frenzy



Every fifth ball is actually a stuffed puppy dog. If you connect with it, you'll receive bonus points, so get to the stuffed dogs as quickly by constantly kicking the balls—even when they're no longer in your line of sight. Also note that hitting the running man will dock your points.

Balloon Fantasy

It's an odd name, but then again, it's an odd game show. Dropped into a room full of balloons, Mega Man will be forced to blast all the red ones in a given time limit. It's not so tough at first, but the last level can be pretty tricky. Keep trying, though, because you'll receive a fantastic prize once you win.

Feeling Blue



There are two kinds of balloons—red and blue. The blue balloons will actually take a second or two of your time if you pop them, so you'll need to avoid shooting them at all costs.

Ready, Aim...



Try to hit red balloons when they bunch together. You don't need much power to pop all of your yearning dog. Buster Gun ports with a Rapid Fire attachment or two.

Roll's Ye Olde Fix-It Shoppe



Once you're rolling in the Zenies from your game show winnings, visit Roll and upgrade your Special Weapons. It's best to focus on one or two that you use often and work on breaking the set up, rather than upgrading everything one step at a time.

The Junk Store



Also stop by the Junk Shop and see what bargains they have for you. There's a second Junk Shop on a hill in the Neo Plaza—you can reach it once you have the Jump Springs equipped.

Water Wars

Once Upon A Sea: Once has been conquered, head Upwren and go to the Boat Shop at the edge of the wars. The owner has had some theft problems recently, and his last remaining boat is broken. Call Roll to fix the boat, then head for the high seas. Once there, you'll face a true pirate battle.

Sailing Away



The Boat Shop has had its merchandise stolen by a mysterious group of pirates. You'll have to deal with a gruff owner—who looks vaguely familiar—and some skeptical dockworkers before they'll let you near the remaining vessel.

Blast the Torpedoes



You'll be attacked by a number of small subs as soon as you set sail. They'll launch powerful torpedoes at you, so you'll need to shoot those first. Once they are gone, turn your attention to the subs. The Super Sub is invulnerable.

Full Speed Ahead



Just when it seems like you're home free, a party purple robot surfaces behind you. Don't try to damage it; just focus your fire as the missiles it launches in your direction.

The Big Boss Boat Battle



The Right Tools



Roll steals the Reflector from the Cardon Gales to get the boat up and running. If she does, the boat's owner will give you the craft as a reward.



It seems that all the missing tools were used by Wren to construct her flaming invention. Blow off its nose first, then aim for the center portion of its metal body. You'll want your Master Gun's attack rating as high as possible and a Special Weapon with some punch, like the Grand Grenade.



The Lake Cave

The cave on the *inner* side of the lake is a twisting series of tunnels and dead ends. Use the map to the right as your guide and go as slowly as you need to. There're a lot of *scary* Zennies and parts there, so keeping one eye peeled for holes will be essential.

Key It Up



Like at the Canyon Gate...you'll need to locate three keys before you can clear the Refractor. Be especially careful once you pass through the waterfall to the main room with the Joint Plug—If you fall off the blocks, you'll have to fight a *swarm* of nasty 'bots.

Run Like Crazy



You'll pass through two large passageways with water on either side. Don't try to fight the robots—just run straight through and *avoid* yourself shooting.

It's Quiet . . . Too Quiet



Once you snare all three keys, the crystal is yours. If you're low on energy, however, don't get it! There's a boss battle waiting for you, so run back to full red power as then return to face the boss.

Another Day, Another 'Bot



Engage the Laser and Sniper Unit, then attack by firing at the 'bot's head. You'll need to jump when it does to avoid an energy wave. Try to keep your distance and watch out for its diving attack.

Item Development

Joint Plug - Adapter Plug

Once you convert the Joint Plug to an Adapter Plug, you'll be able to attach three upgrades at a time to your Buster Gun instead of the original two.

Rollerboard - Hoverboard - Jet Skates

Jet Skates allow you to move twice as fast as before. Once you have them, head back to the TV Station and talk to the man in the corner. He'll let you in to a secret game show.





The Sub Gate

Once you get the Plumber up and running you'll be able to go to the Sub Gate, which connects all zones on the island. You'll need to track down certain items, such as the Blurred Drill, before you can access everything.

Fix a Flutter



Repair the Red Refractor to Hull so she can repair the Flutter. He wants to search the ship well, as you'll find the Bomb Synchronizer hidden somewhere within its walls.

It's a Secret



At the far end of the Sub Gate, north of the zone where you find the Antique Bell, there's a room with a secret panel in the ceiling. Clear the room of jerky bots, then use the Grand Grenade to blow the panel open.

First Floor: Angry Baddies



The generator's control panel will operate the elevator, but you'll still need to track down three ID Cards before you'll be able to open the black gates on the island surface. Here on the power, they start looking.

Three Little 'Bots

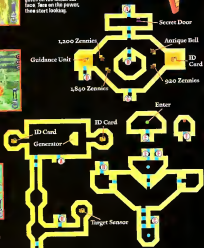


As soon as the elevator opens, you'll be attacked by three Beprehefts. Run the elevator quickly or you'll be trapped inside and forced into robot battles. Once you get in the open, use the Grand Grenade to give the bots what for.

Raise the Gates



Once you track down the three ID Cards, return to the main control room over the entrance and turn on the panel. You'll open only the entrance to the Main Gate. Once inside the main gate, that generator opens the 3 on the surface in Uptown, Downtown and the Bell City.





Back to the Forest

Head for the forest, but watch for the *beanos!* full-on aerial assault. The jet-powered robots that fly at you aren't so tough, but Miss Tron has constructed a flying ship that would make even a B-54 bomber feel in terror. See your *Agony 64* for high energy and attack ratings.

Tron's Airship



Stand on the outside of the airship, then fly wings, then the ship on the front. If you have the Grand Grenade, use it on the wings. You can also take out the cannons on either side.



The Main Gate

You're almost there. Just enter the three black gates and grab the Sleeper, Dreamer and Watcher Keys—don't forget to activate the generator, or you'll never find them. Once you have located the wayward keys, descend into the Main Gate and prepare for your final battle.

Sleeper Key



The doors to the Sleeper Key room aren't open until you destroy every enemy in the area. You must do the same to win the other keys, also.

Dreamer Key



Just behind the entryway is "hot" and about the hatch where it opens. Ignore the enemies it drops when they attack you, then grab the Dreamer Key.

Watcher Key



The Watcher Key is guarded by the *Beanos!* robot. Luckily for you, the black gate is invulnerable to attack. Simply hide behind it, then pop out and shoot the bot when its back is turned.



A Final Battle



You'll need really strong attacks and armor to have a shot at Mega Man. Use Force or finding special weapons like the Shining Laser. He's tough—he's really tough.

It Isn't Over Yet

Mega Man 64 is a truly massive game, with loads of special items to track down and side quests to complete. Consider our guide as bare-bones strategy for proceeding through the game and spend time exploring on your own. Who knows what secrets you might find! ☺

classified

information

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

BANJO-TOOIE™

A BEAR OF A CHEAT

One of the truly rewarding parts of playing a game is unlocking in-game cheats. After all, unless you work for something, you'll never learn to appreciate... ah, forget it. The drool-inducing cheats listed below are entered just like the game's unlockable cheats but require no Cheat-o-Pages. If you're confused about where to enter them, head for the Jade Snake Temple near Wumba's Wigwag in the Mayanah Temple area. Open the door with a Grenade Egg or the foot of the Golden Goliath, head inside then start firing eggs at the large wall of letters. Once you've used the wall to enter as many cheats as you like, head to the small sign on the right-hand wall of the temple to toggle the cheats on and off. Note that the word **CHEATO** is actually part of each cheat.



OPEN SESAME

To open all the doors on the Isle of Hugs, use the code **CHEATO JUSTY HUGS SPECIAL**. Be careful with it—just because you've opened a door doesn't mean you'll be able to do much in that particular world. You'll still need to learn special moves from Jangmoo if you want to get anywhere.



MORE HONEY, HONEY

To give Banjo a boost, try the code **CHEATO KCAO RSHOH**. That's "honeyback" backward, and it'll give you the same effect—slowly restoring lost Honeycombs as you run around the island.



EGGS AND FEATHERS

To gain infinite eggs and feathers, launch eggs at the code **CHEATO NESTING**. Note that we've also included the codes for double egg and feather carrying capacity, in case infinite supplies seem excessive.



NO MORE VERTIGO

If you're tired of losing Honeycombs when you fall off high cliffs, make use of the code **CHEATO FODRPLAF**. Once it's entered, you won't take damage when you plummet from lofty perches.



CHEAT

RESULT

CHEATO SUPERBANJO	MAKES BANJO FASTER
CHEATO SUPERBADJOY	MAKES ENEMIES FASTER
CHEATO XOREKUJ	UNLOCKS MUSIC TEST AT JOLLY ROGER'S JUKEBOX
CHEATO PLAYITADAINSON	UNLOCKS ALL THE REPLAY MINIGAMES
CHEATO YGGUITEG	MAKES SIGNS AT JIGGYWIGGY'S TEMPLE GIVE HINTS
CHEATO SGGE	DOUBLES EGG-CARRYING CAPACITY
CHEATO SREHTAEF	DOUBLES FEATHER-CARRYING CAPACITY



WORLD DRIVER Championship

RACE FOR SUCCESS

There's been a lot of attention paid to the great racer Rush 2049 in Classified info these past months, and rightfully so. But we haven't forgotten about the other racing games out there, and this month we're highlighting another Midway gem—World Driver Championship. The codes are all for Championship Mode, and you'll need to use the Control Pad when asked for a direction. Also, note that all of the codes are entered in the middle of a race, so unless you're really fast with the fingers, you'll need either a substantial lead or a replay credit available.

INSTANT REPLAY

World Driver Championship is a bit stingy with the replay credits, which limits the number of times you can retry a track. Since that can become frustrating if you're having trouble, enter the following code midrace: Z, Right, Z, Right, Right, Start, Z, A, Right, Z, and then Start. You'll have to reenter it once you run out of credits.



BIRD'S-EYE VIEW

While it's always nice to view your race from the driver's perspective, sometimes a bird's-eye view is the best. To toggle every frame it all, to view the proceedings from a sky-high camera, press Up, Up, Up, A, Left, A, A then A during a race.



BURN RUBBER

If you're tired of the same old bank shot marica, press B, Left, Up, Down, Right, Right, Right then Down while you're zooming around the track. Your sled will become a brilliant shade of red.



BAD CODES CHAP MY HIDE

All right readers, just keep your hands where we can see 'em. This is the Code Cop, and we received a number of e-mails from confused gamers. Seems people have heard that you can get the Triforce in Ocarina of Time if you take out all the Golden Skulltulas, bomb every Gossip Stone or even just return to your residence and play the ocarina. Readers, it's simply not true. The Triforce is not in the game. Period. You can try as hard as you want, but it won't do any good. This has been the Code Cop, once again saving the day for gamers everywhere.



BAD CODES! NO DIME!

"Because, Triforce, Triforce, Triforce! Ah, heck, this is terrible!"

Dave Mirra Freestyle BMX

TRICKED-OUT CODES

This is a shame to all of the Tony Hawk Pro Skater fans out there, and we know there are a bunch. If you haven't yet checked out Dave Mirra Freestyle BMX for the Game Boy Color, then you're really missing out. It's a great game with some awesome music, and now we've got the mother of all cheats to go along with it. If you want to unlock every level in the game, go to the password screen and enter in **86KZBS7L1CTQMH**.



Remember, always wear a helmet and never try this at home, unless it's on your Game Boy Color.

SPIDER-MAN™

SPIDKY SENSES... TINGLING!

They said we couldn't find any Spider-Man codes, they said it was impossible, but like Doc Ock, Classified Info keeps coming back for more. All of the cheats are entered at the Cheat Menu, which is accessed through the Special area of the Main Menu, and you can even use more than one at a time. Excelsior!

WRAP IT UP

Spider-Man, Spider-Man, does he have a spider cod? And of course, number one on the list of things a spider can do is spinning webs, to give yourself unlimited webbing, make STICKYS for your code of choice.



MEET THE CAST

Input the code WHOSINTGM at the Cheat menu, then return to the game area called Character Viewer. You will have unlocked pictures and stats on everyone in the game, from the lowliest bank thug to Carnage himself.



CODES* SPIDKY HAVE NO NEED FOR YOUR CODES. I TOLD YOU BEFORE: THE GUY-THING-KIND WALK-INTO-KIDNAPING SUPERHEROES!



NO PROJECTOR NEEDED

If you ever want to see Spidey's toons movies, you'll have to ask him. But if you're looking for all the in-game slide presentations, try the code SMFSTORY.



READ THE PUNNIES

To access a collection that would make Stan Lee himself go on with any punch-in the code CLUTHWALL. You be able to look at all the collectible comics from the game.



I WANT IT ALL

Why mess around? Sure, you can enter cheats one at a time like a good general, or you can just get everything at one fell swoop. Use the password I RUBEV to open up every costume, all the levels and anything else a superhero might possibly need.



CHEAT

TURTLE

HELP ME

COV VEIW

LISTEN

RESULT

MAKES SPIDOEY INVULNERABLE

GIVES SPIDOEY FULL HEALTH (NOTE THE SPACE)

SHOWS ALL THE IN-GAME COMIC COVERS (NOTE THE SPACE AND MISSPELLING OF "VIEW")

OPENS A SOUND AND MUSIC TEST MENU

EXCITEBIKE 64

THESE ARE X-CITING



The codes just keep coming! A lucky reader from Anchorage, Alaska, sent us some Excitebike codes that we overlooked. To our surprise, there wasn't a snow or ice code in the bunch, but they let you become transparent and take punishment like a pro. You'll have to open the Cheat Menu first, so head for the Main Menu and press L, right C, bottom C and A simultaneously. Once you do, a special password screen will open. Enter the codes there.



To become invincible from the assault of others, enter **MOWER** at the password screen.



GHOST RIDERS ON THE TRACK

We've often been accused of being transparent, but not like this! To turn your rider into a ghost of his former self, type in **ALLRIDER** at the password screen.



SOMETHING'S NOT RIGHT

Tired of being old-fashioned track? Well, you're in luck. There's an entire shipment of radioactive dirt just waiting for you. Make your password **NUCLEAR** for techiest or nastiest.



DE BUG? IT'S IN DE HIVE.

And finally try inputting **IMAGINATION** at the password screen. You'll see all manner of secret progressions into finish across the screen as you race.



ASTEROIDS

ROCKY SPACE AHEAD



Even Asteroids is getting in on the Classified Info fun. Hook up with a new ship, or access the cheat menu with the following codes.



Make **CHEATMAN** your password to unlock a cheat menu, then press Select during a game play to bring it up.



To unlock the power of Excitebike ship, enter **PROJECTX** as your password.

CROC

YOU CHEATING CROC, YOU



And finally, we'll wrap up this month's dizzying selection with a scaly reptile. Croc is a nice little platformer for the Game Boy Color, and we've figured out how to give you access to every area and level. Enter **PCJHBFHJH** at the password screen to unlock it all.



Some of the later levels are pretty tough. Don't say we didn't warn you.

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION #27
P.O. BOX 97033
RENO, NV
89573-9733

POKÉMON[®] STADIUM 2

Catch all of your favorite Gold and Silver Pokémon in 3-D in Pokémon Stadium 2, the ultimate Pokémon battling and learning experience.

Like its popular predecessor, *Pokémon Stadium 2* features great Pokémon battles in superexciting 3-D. In your quest to battle 'em all, you'll take on dozens of Trainers in both the Stadium and Gym Leader Castle. You'll also battle your fellow classmates in the Pokémon Academy, where your knowledge of Pokémon is bolstered by

lectures and tested by quizzes, too. You can use the Transfer Pak (not included) to play *Pokémon Gold*, *Silver*, *Red*, *Blue* or *Yellow* in the Game Boy Tower and to transfer your own creatures in for battles within the Stadium, Gym Leader Castle and Free Battles. If you have the right Pokémon in your Game Boy game, you can use your own creatures in the Minigames, too!



Stadium

Battles make up the bulk of *Pokémon Stadium 2*, and there are many different types of battles in the game. Battles within the Stadium are set up in tournament form. The four tournaments have very different rules, and each will test your abilities as a Pokémon Trainer in its own way. Virtually unchanged from *Pokémon Stadium* are the Poké Cup, which is open to Pokémon between the levels of 50 and 55, and the Prime Cup, which is open to all Pokémon regardless of level. New to *Pokémon Stadium 2* are the Little Cup, which is open to Level-5

Pokémon that can hatch from Eggs and evolve, and the Challenge Cup, in which you don't get to pick your team at all. The computer gives you a team for the Challenge Cup, and the challenge is being able to use unfamiliar Pokémon effectively in battle. All of the cups except the Little Cup contain four sub-tournaments with eight battles each for a total of 32 battles per cup. The Little Cup has eight battles only. You can use your own Pokémon or Rental Pokémon in all of the battles except the Challenge Cup, which randomly assigns you six Level-50 Pokémon that do not appear as Rentals elsewhere and are not your personal Pokémon, either. If none of your Pokémon faint during a match, you will be awarded with a continue. After you complete all the challenges in the Stadium and Gym Leader Castle, you'll get to do it all over again with tougher opponents in Round 2.



The four cups present quite a challenge to Pokémon Trainers. What works in one cup probably won't get you far in another.



No matter which cup you're playing in, you'll always have a team of six Pokémon to choose from for each battle.



Pokémon from Gold and Silver look better than ever in 3-D, and battles in the Stadium are tougher than anything in Gold and Silver.



Gym Leader Castle

The Gym Leader Castle has far fewer battles than the Stadium—there are only 38 battles in all. Its matches are a bit different from the Stadium's as well. You can't earn any continues in the castle, even if you have a perfect round. The Trainers within each Gym are usually united by a liking for a particular type or particular types of Pokémon, which almost requires your team to be somewhat united by Pokémon type, too. You can use

your own Pokémon inside Gym Leader Castle, and your opponent's Pokémon will all be at the same level as your highest-level Pokémon. Level-50 Rental Pokémon are also available for use inside the castle. Make sure all of your Pokémon are around the same level, or you might inadvertently put yourself at a severe disadvantage. After you choose your team, keeping in mind the type of Gym you're battling in and your Pokémon levels, take a good look around each of the Gyms you visit—each has a beautiful, unique look unlike anything you've seen in the Stadium or the first game.



The Gym Leader Castle is very large and interesting, but with the right mix of Pokémon, you can take on any team.



The Gyms are very detailed—each Gym has its own distinct look, just as each Gym has its own Pokémon specialty.



The Trainers have plenty of personality and will talk to you as you battle. Sometimes, they'll even taunt you.





Pokémon Lab

Professor Oak has a Pokémon Lab inside Pokémon Stadium 2 where you can examine the contents of your Gold, Silver, Red, Blue or Yellow game with the help of a Transfer Pak (sold separately). If you don't have a Transfer Pak or a Pokémon game of any color, there isn't much to do inside the lab. If you do have one of the games and the Transfer

Pak, you can rearrange your items and Pokémon inside the lab far more easily than you can on your Game Boy. You can view a complete list of all the Pokémon and items you have on your Pokémon Game Pak first to help you decide what should go where. The lab allows you to trade Pokémon between several Game Paks, and features a searchable Pokédex.



Arranging and rearranging the contents of your Pokémon Game Pak are quite easy in the Pokémon Lab. You can save items and Pokémon to the Pokémon Stadium 2 Game Pak as well.



You can search the Pokédex by type to see which Pokémon you have from each group, or you can view the Pokédex by Old Pokédex number, New Pokédex number or alphabetical order.



Game Boy Tower



You're treated to a screen featuring your party when you load the game all at once. It takes much longer than loading it little by little.

Game Boy Tower also takes advantage of both the Transfer Pak and a Pokémon Gold, Silver, Red, Blue or Yellow game. Select the Game Boy Tower to play your game on your television using the Pokémon game, the Transfer Pak and the Pokémon Stadium 2 Pak. The Game Boy Tower works with Pokémon games but not related games like Pokémon Puzzle Challenge or Pokémon Pinball. It is not the same as a Super Game Boy. It takes a bit of time for your game to "load" onto the Game Boy Tower, and because of that you can choose to load the game little by little or all at once.



A border appears around the action when you play your Pokémon game with the help of the Game Boy Tower.



Minigames



Twelve all-new Minigames are a welcome diversion from the battles going on elsewhere in Pokémon Stadium 2. Many Gold and Silver Pokémon are featured in the Minigames area, and if you have a Pokémon game of any color in the Transfer Pak, one of your own qualifying Pokémon will participate in the Minigame instead of the generic computer-assigned

Pokémon. In addition to the Minigames, there is also a Pokémon Quiz you can take alone or with friends. Like all the Minigames, it can be played at Easy, Normal or Hard level, and Hard is extremely specific. When players tie in a Minigame, the winner is determined by a quiz question, so it pays to know your Pokémon stuff!



Clotho antilloglybeuff play a counting game that looks easy but can get very hard.



Soyther and Pinsir must cut the logs as accurately as possible.



Charsey catches eggs and dodges Voltorb in a fast-paced Minigame.



Mystery Gift



The girl from Goldenrod you'll Mystery Gift with is the same girl who told you all about Mystery Gift in Pokémon Gold and Silver.

The girl from the Goldenrod Department Store waits to trade Mystery Gifts with you every day. You can pick up items and decorate your room with the great stuff you get from Mystery Gifting. You need the Transfer Pak and Pokémon Gold or Silver to Mystery Gift with the girl. Select Mystery Gift from the opening menu, exchange gifts with the girl, then pick up your prize from Professor Oak in the Pokémon Lab and store it wherever you'd like.



Professor Oak will receive your Mystery Gift, and you can pick it up at the Pokémon Lab at your convenience. You can store your items at the lab, too.

My Room

My Room, near the bottom-left corner of the map, is a small house where you can check out what your room looks like in 3-D. The posters, beds, plants, carpets, game consoles and, especially, dolls are very detailed and add a personal

touch to the game. You can move in very closely to change the decorations around without having to enter your Game Boy Pokémon game. To see your room, you need the Transfer Pak and a Gold or Silver Game Pak.



You can view everything in your room at once, and you can move the view from side to side to see everything a little better.



You can see the attatching on the Pokémon dolls sitting on the table when you get a closer view to change your decorations.



Pokémon Academy

Earl's Pokémon Academy has improved greatly in Pokémon Stadium 2. Visit the Library to study up on Pokémon Eggs, types, moves, weaknesses, strengths and more. It's the perfect resource for nearly all of your Pokémon questions. The

Classroom has lessons, quizzes and battles to strengthen your Pokémon knowledge and put it to the test in battle. All Pokémon Trainers can benefit from the lessons and reference materials in the academy!



Study hard in the Classroom, take the quiz, then get ready to battle! There are three lesson levels to pass.



Look up everything you want to know about each Pokémon, from the moves it can learn to its weaknesses and strengths.



Detailed Pokémon lessons explain many concepts, including damage calculation in relation to Pokémon type and move type.

2 Good 2 Miss!

Pokémon Stadium 2's wide range of features should appeal to Pokémon Trainers of all levels—those new to Pokémon will appreciate the Pokémon lessons and quizzes and the silly fun of the Minigames, while the serious, experienced Trainers will dig the detailed Pokémon resources in the Library and the skill-testing Challenge Cup. Try to catch it when it appears in stores on March 26!



POKÉMON[®]

STADIUM

2





NINTENDO
POWER

DIRT DRAGSTER

[illegible]

DEBATING SERIES ■ ACE PRODUCTIONS ■ FALL 2003

HOW TO GET DESIGNED INFORMATION SYSTEMS TO WORK FOR YOU

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100

Ж.Б.

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5. **Findings**

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STAR WARS

EPISODE I

BATTLE for NABOO



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Rated
Violence

LucasArts and Factor 5 have fired up a new collection of starships and speeders for a full-fledged follow-up to *Rogue Squadron*. The Episode I-inspired shooter puts Naboo's fate in your hands. Blast off on the N64 and start sending Battle Droids to the scrapyard.

DESTROY DESPOTIC DROIDS

While Queen Amidala continues her diplomatic mission to Coruscant, freedom fighters are mobilizing on Naboo to battle the Trade Federation. As Lieutenant Garen Sylar, you'll need to defend your home planet against an army of relentless Battle Droids. If you fail, you may never see your family again.



HANGAR FULL OF FIREPOWER

Several missions in *Battle for Naboo* allow you to trade in one craft for another during a battle. In most cases, an important objective requires the change, but you can use hangars also to ditch damaged vehicles for fresh ones after a lengthy battle. Your vehicles are usually limited to two or three choices.



FLASH SPEEDER

Primary Weapon: Blasters
Secondary Weapon: Missiles



It isn't very fast, powerful or flashy, but the Flash Speeder is an excellent craft for close combat on city streets or ground support. It won't take many hits, however.

HEAVY STAP

Primary Weapon: Blasters
Secondary Weapon: Missiles



The Heavy STAP is a more robust version of the light speeder likes favored by the Battle Droids—which is not to say that it's robust. It's a good vehicle for chasing flyers and Aul Droids.

POLICE CRUISER

Primary Weapon: Blasters
Secondary Weapon: Proton Torpedoes



Used as a tracker for capturing N-1 pilots, the Police Cruiser is a good choice for tight air support missions. Its weapons and shields are not as powerful as those found on the N-1.

NABOO N-1 STARFIGHTER

Primary Weapon: Blasters
Secondary Weapon: Proton Torpedoes



The N-1 is the Royal Security Force's premier starfighter, a nimble and powerful craft for both space and air support missions. If you're going up against dual starfighters, you'll want an N-1.

TRADE FEDERATION GUNBOAT

Primary Weapon: Blasters
Secondary Weapon: Projectiles



Explore Nabook's waterways on the hulls of this formidable new generation of Trade Federation gun in the sun as you train your powerful twin blaster cannons at enemies on land, at sea and in the air.

FIGHTER OF THE FUTURE

NABOO ROMBER GUN SPEEDER



Future missions will feature appearances of novel vehicles, such as the Gun Speeder—a heavier, more powerful land speeder—and the Naboo Droider, which is exactly what it sounds like.

GRAB SOME INSTANT R&D



bonus

Some levels contain bonus power-ups that will enhance your vehicles' features. You usually have to deviate from your mission objectives to find the bonus power-ups, but they're worth the effort.



ESCAPE FROM THEED

The Trade Federation forces have overrun Naboo's capital city. Because there is no chance of defending the metropolis, Captain Kael has ordered all security forces to flee the city at once. Destroy any Trade Federation droids that get in your way.



1. RESCUE RUN



Little Droids have crashed Kael's planed down in the heart of Theed. Use your speed to find him, and destroy any droids you spot along the way.



Kael won't get far unless he's rescued, so help him out. Destroy the Destroyers, Afts and Rattle Droids that are threatening him, then blast the A-T to an escape for a technology bonus.

3. THEED CITY LIMITS



Use your radar to find your way to an open courtyard, then destroy the remaining Destroyers and Afts in your way. When you've finished, a chosen sequence will take you out of the city.

NEIMOIDIAN PLUNDER

As Rattle Droids spread like a plague across Naboo, Captain Kael and his ragtag troops set off for the relative safety of the swamps. Follow Kael through the fernlands on your Heavy STAP, stopping when necessary to help out the peasants.



1. CAPTAIN KLUTZ



Kael will encourage you to get into trouble right off the bat. Stay close to him as you cut head off the STAP-mounted Droids that patrol the area.

2. FARM AID



Respond to a distress call from a farmer under siege. When you arrive, you'll find a squad of Rattle Droids have made a home in the building. Destroy them quickly, then eliminate nearby Droids.

3. A BRIDGE NOT TOO FAR



Follow Kael down the road, protecting him as you go. You'll encounter heavy resistance from Afts and Droid Starfighters as you near a bridge and a barge, where you can catch a ship.

4. DON'T HIT THE SIREN



Hop into a Police Cruiser then light off the level without incident. You may need to pick off a couple of Droid Starfighters if they start harassing Kael's ship.

NABOO BAYOU

Traders in the Naboo swamplands may have valuable information for the alliance against the Trade Federation—if you can prevent Droid Starfighters and gunboats from silencing them. Use your Police Cruiser to cover the trading vessels until the coast is clear.



1. GUNNING FOR GUNBOATS



Trade Federation gunboats are lurking just around the bend in the bayou. Take your Police Cruiser on strafing runs to sink the gunboats before they do any permanent damage.

2. DROID DOGFIGHT



Droid Starfighters will try to finish off the civilian boats, so you have to knock them out of the sky. Locate them in your scanner then get behind them.

3. KAEI CLEANUP



You left Kael alone for two seconds, and now he's got Droid Starfighters on his tail. Get in close as you can before you pick them off, then fly to the right to destroy a gunboat.

4. CLEAR THE SKIES



A trader is trapped in a landing on the bayou and under fire by Droid Starfighters. Patrol the area around his island, destroying enemy starfighters and they trap coming.

SMUGGLER ALLIANCE

Move out of the swamps and into the mountains to search for a smuggler who can help you fight the Trade Federation. When you find him, he'll be the one who needs your help. You may get a nice reward if you lend a hand to some civilians along the way.



1. DOWN ON THE FARM



Wipe out a couple of droids. Droids are using a force field at this point. If you protect the speeder as it escapes, it will lead you to a bonus power-up. You'll need to wait a moment until the speeder leaves.

2. TANKS A LOT



AGS are taking chunks out of Baron the Kat's big transport ship with their blaster cannons. Move down a narrow canyon ledge, blasting AGS when they attack Baron.

3. BULLIES ON THE BRIDGE



Blast through the AGS on the bridge to eliminate the threat to Baron. Use up any weapons you have left—you can't take these with you to the next mission opening.

HUTT'S RETREAT

Fly air support or ground support for Borvo the Hutt: the Hutt transport ship is headed for the N-1 manufacturing facility in the mountains. Blaster towers, AATs and Deed Starfighters will try to blast the large vessel out of the sky.



BORVO THE HUTT

The magnificent gangster commands a large transport vessel and a small fleet of sleek starfighters. His motives are suspect.

1. A FORK IN THE ROAD



You'll start the mission as a Flash Speeder, and you'll know the option of switching to a Police Cruiser at a later point just after the start. Your choice will determine the focus of your mission.

2. TRAILBLAZING



Regardless of the craft you choose, you must clear a path to the N-1 factory. A variety of Inlet Followers provides the warning around every corner to ambush you.

3A. THE LOW ROAD



The Flash Speeder restricts your movement to the valley floor, but its mission is probably easier than that of the Police Cruisers. Take out anything in your path as a race to reach the factory.

3B. THE HIGH ROAD



The Police Cruisers must keep an eye on Borvo's slow-moving transport as it hammers from one summit to another. Chase down an outway (or Deed Starfighters that intercept you) along the way.

4. SWING SHIFT

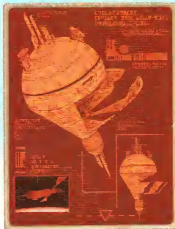


The factory is the mission's finish line for both vehicles. A carry-on mood of Aflie will also put some of Borvo, so you'll have to wipe them out before the big ship goes down.



DISRUPTION OF COMM 4

Your squadron of N-1 Starfighters must destroy a communication satellite in orbit around Naboo before resistance forces can attack the Trade Federation base on the planet. Three smaller satellites control the force field around the base.



1. SHRED THE SHIELD



The COMM 4 satellite's impenetrable shield requires you to destroy three shield generators in the vicinity. Use your accuracy to find the heavily defended generators. They may be tricky or blow you.

2. CROSSFIRE CHAOS



Send 400 fighters and blaster-equipped allies can make your life difficult when you get to the shield generators. Take out a few men when possible, then attack the generator itself in three.

COMM 4 SATELLITE

The COMM 4 is the main communications console for the Trade Federation's shield forces at their base on Naboo.

3. ROUNDS TWO AND THREE



Destroy the other two shield generators in the same manner as the first one. The third generator is at a different distance than the other two, so you may have to search for it.

4. TURRET TROUBLES



Don't worry about destroying the satellite itself. Instead, concentrate on the mobile turrets on the satellite's base ship. Once you've eliminated them, your comrades will finish the job.

GLACIER GRAVE

With the satellite out of commission, the Trade Federation's base in the frozen north is vulnerable to attack. Hit them where it hurts by taking out their run emplacements and air defense systems. You may be able to steal one of the federation's tough gunboats.



1. PLATFORM GAME



The platforms around the Trade Federation base are loaded with gun and missile launchers. Try to take out as many of them as you can before the double-detect your presence.

2. BLAST TO A BONUS



Take a detour into a side room across the cliffs to snag another advanced turbojetty launcher. Blast open the building's floor to reveal the power-up, then hustle back to the mission.



3. GRAND THEFT BOAT



A Trade Federation hangar contains a powerful gunboat that you'll use in the next two missions. A clear objective will get you the gunboat once you safely reach the hangar.



THE ANDREVEA RIVER

The Trade Federation is using Naboo citizens as slaves to further their nefarious plans for the planet. Use a stolen gunboat to liberate the Labor Camps along the Naboo River. The waterways are mined, so you should proceed downstream with caution.



1. MIND THE MINES



The Trade Federation has peppered the Naboo River with deadly, explosive mines. Blast them from a safe distance before you attempt passage. You'll find turnkeys beyond the mine.

A 2. GROWN OUT



You can take out two white gunstar boats with relative ease once you know where they are on either side of the shore. Your blasters have a longer range than the turrets.

B 3. GROUND CONTROL TO CAPTAIN KAEI



All Starfighters are ready to tear up the larger vessels, but never mind the turrets on the ground are staying them. Take out the white mine boats while avoiding the gun turrets.

SANCTUARY

It's difficult enough protecting your own hide while you fly through the heavily patrolled corners near the Northern Ruins, but your own safety is secondary to that of the rescued citizens. Fly cover for them as they run the gauntlet of Trade Federation forces.



1. SHIP TO SHORE



As guardian of the refuge ship camp, you'll need to destroy the A/Ts on shore before the citizens can find the harbor. Two cutscenes are getting the job done quickly.

A B 2. AIR IT OUT



Slam into the larger B, or crash to the M-1 base directly turn right out of the larger one, destroying the named cutscene. While the enemy prepares to zoom, save the speeders trapped in the city.

W 3. SECRET SERVICE FOR SPEEDERS



You should stay close to the speeders to protect them, but you should also chase wandering starfighters a safe distance to destroy them. Make a left turn to a laser port before the end.



SEARCH FOR CAPTAIN KAEI

Captain Kael's ship has been shot down somewhere over the Northern Ruins. Set off in a Flash Speeder to rescue him, but don't ignore your duties along the way. Trade Federation droids are attacking a valuable mining facility. Defend it before you continue on.



A 1. ENEMY MINE



The mining facility is dotted with gen torate and corvins, with ATRs. When you first arrive, concentrate on winning out so many threats are possible. It will give you points of need later.

2. SAFE HOUSE



Use the shield generator to stay alive in the mining area's hostile conditions. Destroy the nearby turret to turn off the generator until your shields are strengthened.



3. CARGO CRUSHING



From your position in the regenerator, you'll get a good view of the Trade Federation's cargo transporters spooling into camp. Let it wait for a ship, then zip out to blast them.

B 4. GOOD RIDDANCE



You can continue your search for Captain Kael after you destroy the third cargo ship. The Captain didn't far so well in your absence. Destroy the third bomber to finish the mission.

BORVO THE HUTT

Though you never trusted Borvo the Hutt, the extent of his treachery is shocking. The vile gangster has murdered Capasin Kael and enslaved your people. Hop in the cockpit of your N-4 to take revenge against the double-dealing monster.



1. BORVO'S BAD GUYS **NP**



A squadron of Warch's starfighters serves as an appetizer to the Hutt's main course. Destroy the targets before you go after the fighters. Pick a target, chase it down, then destroy it.

2. TREE PICKING



Before you go after the Hutt, do some exploring. To the left of the wide and massive desert is Yoda's land. You'll find a power-up among the trees that will improve your aim with the target.

3. HUTT-WARMING PARTY



Let's hope you've saved all your Proton Torpedoes for the master's big finale. Unleash on Warch's transport ship during a series of six flying runs, and don't forget the Hutt has plenty of targets in the area.

WHAT MORE DO YOU WANT? A MEDAL?

Any rookie can limp through the missions after enough practice, but it takes a skilled pilot to earn commendations from Queen Amidala. At the end of each mission you'll learn the performance requirements to get the next best medal, be it bronze, silver or gold. You can unlock three secret levels if you win the same medal in every mission—one level for each type of medal.

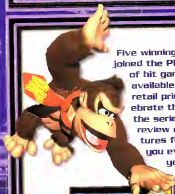


ROUT THE ROBOTS!

You'll have four more missions after you send Borvo the Hutt packing, culminating in a deadly showdown with the Trade Federation control ship in outer space. If you earn enough medals, you'll go head to head with the coolest character from the Phantom Menor: Jar Jar Binks. Just kidding—the real opponent owns a double-bladed lightsaber.



PLAYER'S CHOICE



Five winning N64 titles have joined the Player's Choice series of hit games, each title available at the suggested retail price of \$39.95. To celebrate the new additions to the series, the following review reveals special features for each game, giving you even more bang for your buck.





PERFECT DARK™



Mature 15+
Animated Violence
Animated Blood

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Joanna Dark's debut challenges you to save the world from aliens and suits. The N64 Expansion Pak, sold separately, is required for most game modes.

FOR YOUR EYES ONLY

If you have the Perfect Dark game for Game Boy Color, you can unlock the four cheats described below by linking to the

N64 game with an N64 Transfer Pak. You can also access those same cheats by completing certain solo missions.

Cloaking Device

The Cloaking Device makes you invisible to enemies. You can make it available by completing the G5 Building - Reconnaissance mission in 90 seconds or less. Once the cheat is unlocked, you can activate the Cloaking device from the Cheats menu.



All Guns in Solo Missions

Start the Solo Missions with every weapon in your inventory. You can unlock the cheat by completing the Skodur Ruins - Battle Shrine mission in five minutes and 31 seconds, or less, in Super Agent Mode.



R-Tracker/Weapon Caches

You can keep track of the relative location of enemies and weapons with a radar display in the upper-right corner of the screen by activating the R-Tracker. Complete the Skodur Ruins - Battle Shrine mission to make it available.



Hurricane Fists

Your legendary Hurricane Fists attack becomes available when you complete the dataDyne Central - Extraction mission in two minutes and three seconds.



More Secrets

Like most games from Rare, Perfect Dark contains a lot of cheats. You can enable the weapons from GoldenEye by winning all Golds on the firing range, and you can get the Super Shield by completing the Carrington Institute - Defense mission in one minute and 45 seconds.



POKÉMON® STADIUM



The ultimate test of your Pokémon battling skills features full-color, 3-D graphics of the original Pokémon. You can transfer captured Pokémon from Pokémon Red, Blue or Yellow to the game.

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CATCH 'EM ALL AND KEEP 'EM

For the most part, the Pokémon that you go into battle with in Pokémon Stadium are rentals or transfers (using the included N64 Transfer Pak) from Pokémon Red, Blue

or Yellow. You can also earn or, in one case, alter Pokémon with some major accomplishments. Those accomplishments and their rewards are detailed on this page.

Prize Pokémon

After you beat the Elite Four and Your Rival in a Gym Leader Castle, go to the Pokémon Lab and look for a red Poke Ball in the top-right corner. It will contain a randomly selected Bulbasaur, Charmander, Eevee, Hitmonlee, Hitmonlax, Kabbuto, Onix or Squirtle. You can transfer the prize to Pokémon Red, Blue or Yellow.



Amnesia Psyduck

With a lot of time and patience, you can earn a Psyduck that has learned the Amnesia ability. When you win a cup or beat the Elite Four and Your Rival with a team of Pokémon, those Pokémon are enrolled in the Victory Palace. If you manage to infect all 151 types of Pokémon into the Victory Palace, you will earn Amnesia Psyduck.



Surfing Pikachu

Recruit a team of Pokémon, including a Pikachu, to Pokémon Stadium, bring over not to capture them. When you win the Grand Prime Cup Master Ball challenge with the Pikachu in each battle, it will be able to learn Surf.



Speed Pokémon

Speed up your Game Boy games in the GB Tower to double or quad speed with the Doduo or Dodrio Game Boy. You'll earn Doduo by completing the Master Ball in the Poké or Prime Cup. Dodrio will be yours if you beat the Master Ball in both of those cups.



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Pokémon Snap

Take a trip to Pokémon Island and capture your favorite Pokémon in a variety of picture-perfect poses while cruising through seven different environments. It's the ultimate Pokémon photo safari.



HIGH SCORE SNAP SHOTS

Professor Oak grades each photo based on the size of the Pokémon in the shot, the Pokémon's pose and your photographic technique. He gives you bonus points if you have

more than one of the same type of Pokémon in the photo or if the Pokémon are doing something of special note. The photos on this page are high-scoring examples.

Pikachu Surprise

After you cross a Scyther out of the grass with Pester Balls near the end of the Bench course, two Pikachu will pop out and perform backflips on stumps for 1,100 special points.



Balancing Pikachu

Near the beginning of the Tunnel course you can get a Pikachu to balance on an Electrode for 600 special points. After you take a few warm-up shots, the Pikachu will perform.



Floating Pikachu

In the Cave course, you'll see a Zubat carrying a Pikachu. Hit the Zubat with an item to make it release the Pikachu. The Pikachu will float with balloons for 1,600 special points.



Flying Pikachu

After you free the Pikachu from the Zubat, wake up an Ardicano with the Poké Flute. The Ardicano will pick up the Pikachu and give you a shot at 2,000 special points.



Jigglypuff Sings

Koffing burns the Cave course, causing Jigglypuff to remain under cover. For every Koffing that you hit with an item in the course, a Jigglypuff will celebrate with song in a place near the end. Free three Jigglypuff and take their picture for a total of 1,200 special points.



Posing Pokémon

The best way to earn special points is to get Pokémon to pose for you. Use your special items, like Pokémon Food, Pester Balls and the Poké Flute, and be persistent. In the Rainbow Cloud course, it'll take six hits to break the Mew from its two-layered shell.



SUPER SMASH BROS.™



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Characters from your favorite Nintendo games get together for a wild brawl that is sure to be the hit of any video game party. Take control over Mario, Pikachu and others in a fun fight for up to four.

SUPER SMASH CHEATS

If you're in the know, you can make special events take place in the middle of Super Smash Bros. free-for-alls. None of the four cheats discussed on this page have

a major effect on game play, but they are a lot of fun to see before your very eyes. Give them a try and impress your friends.

Fighter Stance Bonus

You can make your character adopt a fighter stance, or even, by pressing the L Button. If you shift into a fighter stance just before you clear the stage, your character will be frozen in that stance when the Stage Clear message appears, giving you 100 extra points.



By pressing the L Button when the battle is over, you'll take on a fighter stance and earn 100 extra points.

Un-Costume Kirby

Kirby often copies other characters, taking on their costumes and abilities. If you want Kirby to return to normal, press the L Button to have Kirby take on a fighting stance. That will cause the pink puffball to take off the costume and return to classic Kirby looks and fighting moves.



When Kirby is in a fighting stance, pressing the L Button will cause Kirby to return to his classic look and fighting moves.

Saffron City Secret

In the Pokémon-themed Saffron City stage, a creature periodically pokes out from a building, attacking characters that are close. If you are in control of Captain Falcon, you can hit the character with a Falcon Punch and make it pop out of the other side.



Captain Falcon's power-packed Falcon Punch will send the pop-out Pokémon reeling.

Mew Cameo

Poke Balls occasionally drop into the arena and release Pokémon. If you've unlocked all four special characters in the game, one of the randomly selected Pokémon will be a Mew. You can make Poke Balls appear more frequently in the Vs. Options screen.



If you've unlocked all of the characters, a Mew will pop out of a Poke Ball.

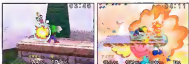
LATE ARRIVALS

At first play, eight different characters make up the pool of available super smash brawlers. You can coax four more characters into the fighting roster by accomplishing tasks

that are detailed on this page. Once the characters are available, they will remain available, even when you turn off the game and come back to it later.

Luigi

Marble brio appears when you complete the Bonus 1 Practice with each of the initial eight characters. Luigi's fighting style is similar to Mario's, only a little faster. The Luigi Cyclone is a multipunch crowd pleaser. Press the B Button and Down on the Control Stick to wind him up and let him go.



Ness

You can bring the star of Earthbound into the fray by completing the single-player game in Normal difficulty mode, using a stock of three lives and without continuing. Ness uses a baseball bat, a yo-yo and the power of his mind to take on his opponents. Press B and Down on the Control Stick to execute his PSI Magnet attack.



Captain Falcon

F-Zero racer Captain Falcon steps into the battle arena when you complete the game, on any difficulty, in 20 minutes or less. The 20 minutes include the time you spend in bonus rounds. The Falcon Dive is one of Captain Falcon's most devastating moves. Press the B Button and Up on the Control Stick to crash opponents.



Jigglypuff

Jigglypuff appears when you complete the single-player game in any difficulty mode. In addition to the usual context fighting moves, Jigglypuff has a pair of attacks that induce sleep in your opponents. One of these attacks has the Jigglypuff first asleep as well.



More Smash Hits

If you position Luigi close to a character and press the L Button, he'll smack the character for a weak hit while he takes his fighter stance. In team play, press the Start Button to steal an extra life from your partner once all of your lives are gone.





DONKEY KONG 64

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King K. Rool and his Kremlings are out to claim the DK Isles as their new home turf, but Donkey Kong and his pals are going to make sure that the reptilian raid fizzles fast. The N64 Expansion Pak is included with the game.

PRIMATE PACK

At the beginning of your adventure, you'll guide Donkey Kong through the DK Isles. As you progress, you will free

the other members of the Kong family and you will be able to switch control to those Kongs at Tag Barricade.

Donkey Kong

The leader of the Kong family is a Kremling-crushing master. Among the moves that Donkey Kong can learn from Cranky Kong's concoctions are the Taboon Blast, a move that flies the ape from DK Pads to a Barrel Blast Challenge, and the Strong Kong, a move that makes Donkey Kong invincible for a short period.

Diddy Kong

The little ape with a big attitude is an athletic, tail-whipping wonder. Diddy Pads allow him to spring high into the air. When Diddy hops into a Diddy Barrel, he can fly with the Rocket Barrel Boost. While flying with Diddy, you can use the A Button to thrust upward and the Z Button to hover.

Lanky Kong

The long-armed monkey with a goofy grin and suspenders can fill with hot air from Lanky Pads and float up to areas that are otherwise impossible to reach. He can get a Grape Shooter from Funky Kong and a Trombone from Candy Kong, which enables his Trombone Terror attack.

Tiny Kong

Tiny can whip her ponytails to fight off Kremlings. She can also twist them to fly like a helicopter. At Tiny Pads, she can transport from one place to another. When she enters Tiny Barrels, she can shrink, allowing her to fit into tight spaces. Her weapon of choice is a Feather Bow.

Chunky Kong

The big, but gentle, Chunky Kong has massive muscles and the ability to knock almost any Kremling off its feet with the powerful Primate Punch. You can make him turn invisible for a short time when you find a Chunky Pad. You can also make him grow larger when you direct him to a Chunky Barrel.



FAIRY PHOTOGRAPHY

When you guide Tiny Kong onto Fairy Island, you can meet a fairy and receive the Fairy Cam. Use the Fairy Cam to photograph the 20 Banana Fairies that are scattered

throughout the DK Isles. Each photographed fairy will refill all of your items. If you collect enough photos, you can enable special features in the Mystery Mode.

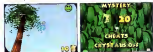
Keep Krusha

After you successfully photograph 15 Banana Fairies, you can select tough Krumpling Krusha in Battle Mode. Krusha is as big as Chanley and every bit as powerful. His orange grenade launcher will definitely put him on the Battle Mode trip.



Unlimited Items

If you manage to find and photograph both Banana Fairies in each level and the four faires that freely roam the DK Isles, you'll earn an unlimited supply of collectible items including coins, ammunition, oranges, film, Crystal Cocoanuts and Music Energy.



PLAY THE CLASSICS

A pair of video game classics make appearances both in the Adventure and the second-hour game in the Mystery Menu.

Menu that is accessible after you photograph six fairies. Certain accomplish counts will make the games appear.

Donkey Kong

The original Donkey Kong game from 1981 appears in the Frantic Factory. If you beat the game twice, you'll get a Nintendo Coin and be able to play it from the Mystery Menu.



Jetpac

With 15 Banana Medals, you can visit Chanley for the chance to play one of Rare's first games. Score 5,000 points, then take the Rare Coin to play the game from the Mystery Menu.



Happy Ending

There is a very hard to get special ending for the game. To see the alternate ending, you must complete the game with 201 Bananas, 20 fairy photos, 10 Crowns and all of the medals. Only a very dedicated DK player will accomplish this feat.



CROWD PLEASERS

For incredible, lasting fun and value, you can't go wrong with any of the Nintendo 64 Player's Choice titles. Every Nintendo 64 fan is bound to find something to his or her liking in the series. Each game is packed with a load of fun features and tons of extras, including hidden cheats and more great secrets.

MAGI NATION™

Enter a new realm as you explore Magi-Nation, the brand-new GBC game from Interactive Imagination.

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Meet the Developers

Recently, Nintendo Power had a chance to sit down with the minds behind the brand-new game company, Interactive Imagination. It was a unique chance to get inside the heads of a development team and learn exactly how much stress, sweat, tears, and raw creative energy go into the creation of a video game. The team is led by former Nintendo employee Greg Gaidhardson (son of Greg who is the Executive Producer) and Dig Donaghdson (Patrick McEwan, Interactive Imagination's former top-notch designers from the biggest names in games,

including Nintendo, Sega, Microsoft, Spark Interactive and Square Soft). They have been hard at work on a new gaming series called Magi-Nation, and the response has been overwhelming. A trading card game, Magi-Nation Dual, was released in October and is already showing up in tournament play around the country. The Game Boy Color RPG, known simply as Magi-Nation, should be released around March—and fortunate Nintendo Power readers can get a world-stopping sneak peek right now.



A Vast New World Full of Wonder...

"We set down with an initial concept and tried to make it as complete as we could. Then we went over it to figure out what works and what doesn't. The franchise, the concept behind Magi-Nation, is really based on the world itself."

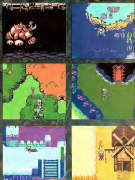
—Patrick Meehan, Technical Director for *Legend of the Blue Sea*

Over the iterations, we have paid to every element of Magi-Nation, and it shows in the graphics. A brilliant combination of strategy and creature-collecting



Some of the exotic elements, especially the graphics, are truly breathtaking. Check out the wonderful light textures in the game.

elements with an unusually deep story line, the game opens with a teenager from Earth by the name of Tary Jones entering a cave on a dare. Once inside, he quickly becomes disoriented and falls down a shaft, only to emerge in the strange world of Magi-Nation. The universe is populated by Magi, powerful magicians who are able to summon both strange and frightening Dream Creatures. But all is not well in Magi-Nation, and Tary's arrival sets off a number of terrible events—including illnesses that befall community leaders and dark Shadow Creatures that spew forth terrible monsters that roam the land. As Tary Jones, you will have to master the ways of the Magi, collect the fantastic Dream Creatures and defeat the evil Cere Magi if you ever hope to return home.

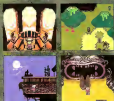


With 18 Dream Creatures, 40 towns and 24 unique places to track down, Magi-Nation will keep even experienced RPGers playing for a long time.

Limited Only by Your Magi-Nation

You'll wander through six regions in the Magi-Nation landscape, including the forests of Noroon, the deep waters of Gwether and an underground kingdom known only to the Underworld. You'll also pass through the six known regions of land, and the other places too secret to mention. You'll discover different Dream Creatures that correspond to each region, as well as relics and items that can't be located anywhere else. When asked how they created some of the more incredible Dream Creatures, lead concept artist Stuart Dufferin had this to say: "We broke it, the world, into six regions

and then we went through and took elements from each region that would either compromise creatures entirely—like the Acbill, which is simply leaves and wood—or we created other creatures like the Carillon, which is an elephant that's actually made of leaves and wood. [The result] is a world that seems alive in every turn."



Interestingly, the game is limited that it's already developed up to a dozen Magi-Nation regions, but the others are reserved for now.

A big part of Magi-Nation is making a world with characters and places that feel real.

—Patrick Meehan



Combat and Dream Creatures

"We're just using one resource system. It's just one kind of energy—what you call hit points, magic points, all of it. So we had to take 33 creatures and make them

all different and unique. We couldn't just take a creature and change its magic points around a little bit. That was a hurdle, but it paid off because it made the

game so much simpler."

—Matt Hickory

"It turned out really elegant, too."

—Dylan Mayo, Continuity and Editing

Summoning the Dreamers

It was important for *Magi-Nation* to be accessible to all skill levels, so Interactive Imagination designed a battle system where you have only one resource—energy. Many uses energy to summon Dream Creatures or even cast spells of his own, but only if he gets Tony's time to *Magi-Nation* comes to a bad end. It makes for battles that are easy to wage yet require thoughtful strategy.



TONY
LEVEL 17
HP 1114
MP 1114
ATK 1114
DEF 1114
SPD 1114
INT 1114
WIS 1114
LUK 1114
CHA 1114
FAT 1114
CON 1114
STR 1114
AGI 1114
PSY 1114
MAG 1114
RES 1114
SUN 1114
MOO 1114
TUE 1114
WED 1114
THU 1114
FRI 1114
SAT 1114
SUN 1114

As Tony's experience level goes up, he also has supply of available energy.



TONY
LEVEL 17
HP 1114
MP 1114
ATK 1114
DEF 1114
SPD 1114
INT 1114
WIS 1114
LUK 1114
CHA 1114
FAT 1114
CON 1114
STR 1114
AGI 1114
PSY 1114
MAG 1114
RES 1114
SUN 1114
MOO 1114
TUE 1114
WED 1114
THU 1114
FRI 1114
SAT 1114
SUN 1114

Dream Creatures also gain experience and can even hold relics or learn new attacks.



Battles are optional, unless you're trapped inside a Shadow Gopher.

An Intro to the Battle System

Once you defeat a Dream Creature, it will leave behind a small part of its essence, called *Antimatter*. If you collect enough of one creature's antimatter, take it to a Ringmaster, who will use it to forge a ring. You can then use the ring to summon the creature in battle. The battle system is almost identical to the card game, and it contains a huge variety of attacks and magical spells.



Dream Creatures will appear as flashes of light. Simply touch one to begin.



You can summon up to four creatures at a time, as long as you have the proper stat rings.



Each attack has its own call screen animation. There are over 200 such screens.



Background soundtracks will change based on your location, even in the battle screen.



Defeat the creature, and you'll see the Antimatter floating out. Just to be clear.

The game has a bunch of different endings, which you affect. There are lots of chances to take different paths.

—Greg Richardson, *son of*

It's a Secret to Everyone

"Sometimes you'll see an area that looks really interesting, but you have no idea how to get there. But then, at a later point in the game, maybe several hours later, you'll receive an item and suddenly it becomes clear how to get there. That kind of explanation is what we tried to do in this game—drawing a little influence from what Zelda has done in the past."

—Josh Lytle, Level Designer and Tester



Not all final secrets everywhere in *Magi-Nation*, so exploration is a must.



Some abilities, like swimming and flying, have to be learned over time.



Even the Overworld map hides some hidden surprises, if you know where to look.

Meet the Locals

A cast of hundreds awaits you in *Magi-Nation*, and if you know the card game, you'll see some familiar faces. As Patrick McEwan said:

"I'd say [there are] about 20 iconic characters that people will be making casual games out of. A lot of the game is actually driven by the bad guys, because they're very proactive. They attack towns and hideout and do all this crazy stuff."



Like most meetings, they're made fun by [Lytle] and it's a little bit odd.



With such a large number of characters, you'll always be meeting new people.



Meet *Magi-Nation*'s most iconic characters, and you'll see some familiar faces and new ones quite funny.

The Relic System

"I thought the relic system was really cool, because it allows you to personalize your questing. There's only one of each relic in the game... as tracking these down can be as much fun as finding the Dream Creatures themselves."

Dylan is the first level designer and many of the game's subtle touches come from his hand. As in many RPGs, most items for sale in shops generally point toward in one way or another, and relics will grant new skills or allow you to increase your power dramatically.



You can find relic items in relics in the card and video games, but actually they were 1 from between the two.



Some relics are in plain view, but you will need to search carefully to find them all.



Relics are the backbone of *Magi-Nation*, and there's a lot of interesting lore.

Speak of the Magis

Joining us for some specific questions were: G. G. Richardson von Dr. Patrick Meehan, E. J. Ito "Eashy," Miya, Matt Holberg, Josh Lytle and John Winkler, who works with scene design and color.

NP: Which came first, the video game or the card game?

PM: Yes, (laughter) The franchise, the concept of Magi-Nation, was developed around the world. The design for the video game was the first thing we wanted to do. It just so happened... the card game came out first.

NP: What, in your minds, makes a video game fun to play?

GR: I think just getting really deep into it satisfies some emotional need or desire in a player. And so what makes it fun is something that's going to satisfy, whether it's solving puzzles or blowing something up or playing with things as fundamentally as ice or fire/guns.

JL: I wanted to allow the player to interact with the environment but not make it difficult to interact. We impede their process in a way that makes it fun. In our game, there are two different modes of play. There's the exploring collection kind of mode, where you go hunt for the creatures you want, and you can do this for hours. But at any time you can switch and start going through the story again, and that's a huge part of our game.

TW: We have a lot of humor, too. Because it's a game with this much story, character is important.

NP: It's funny, by the way. There's humor to even the type of change you do in an

IP: ...like searching because "and panning over items."

PM: A lot of that came at the end of production. Because I think if people go to the trouble to explore the world, they should get something for it—even if it's a punny joke.

NP: Is it tough to create a world from scratch?

PM: You know, you sit down and say "I'm making a world today!" Well, we have a room of 20 people who all want a world, so how do you organize that and bring it to fruition? Making the world really tough once we knew how to go about making it.

NP: Have you thought about making a game for the Nintendo GameCube? GR: [We've] inquired by the GameLink to Nintendo GameCube. We've got the team and the wherewithal to just start off—it's just a matter of time and money and whatever the consumers want.

If players get into Magi-Nation, we're really going to support them by creating more games and listening to their opinions.

—Patrick Meehan



Magi-Monster Hunt has a lot of similarity with its GBC cousin. The original edition of Magi-Monster Hunt will even be updated to allow speed more closely with the video game.

Pure RPG Heaven

While RPG aficionados may sure as love Magi-Nation, the game is so well designed that it should appeal to any number of gamers. The play board is right, the graphics are stunning and the overall quest is both fun and rewarding. It has the collection fun of a Pokémon game, a well-thought-out storyline, story. Appropriate for seasoned vets as well as beginners, Magi-Nation should be

at the top of every GBC owner's wish list come March. With a GBA title already in the works and the possibility of sequels and prequels, it's no wonder that the glib people at Interactive imagination have such pride in their creation—because we, the type of game they are launch on every series. Think of the Mario games. Think Dragon Warrior. Then think Magi-Nation. ♣





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The Final Countdown

Our Pokémon Gold and Silver special coverage ends this month with the last set of names of Pokémon you can catch or raise in Gold and Silver. From their similar looks, it's not surprising that Larvitar becomes Pupitar, which in turn evolves into Tyranitar, a big, bad Rock-and-Dark-type creature.

Slugga and Magcargo share a lineage, too. You can probably guess which Pokémon uses Up-Grade to become Porygon2, but it's not as obvious that Octillery evolves from Remoraid. Unlike the others, Misdreavus is a solitary Pokémon. It has no evolutions, and it's the only pure Ghost-type Pokémon.



Larvitar



Magcargo



Porygon2



Octillery



Pupitar



Tyranitar



Misdreavus



Slugga

Pokéchat

Hey you, Pokéfan! The Pokécenter is your Pokémon answer service. Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: Where can I find Dig in Gold and Silver? It's supposed to be in the National Park, but I don't see a gap in the fence!

A: The gap is pretty well hidden. Go to the upper right of the park and look for the kid ascending near a small section of the wall. Look to the kid's right—the gap is right next to him. Walk through the gap, then left, then straight down. Dig is nestled between some trees.

Q: I am in Blackthorn City, but I can't find Waterfall. Where is it?

A: Waterfall is lying out in the open in the Ice Path you had to travel through to get to Blackthorn. The Ice Path's slippery floor and boulder-pushing puzzles are tough, and you probably missed Waterfall while you were trying to make it through the cave. The easiest way to pick up Waterfall is to fly back to Mahogany Town, hike over to Route 44, then reenter the Ice Path. After you pass the first slippery floor, walk to the right past the steps to the smaller slippery floor. Waterfall is to the right of the small slippery floor.

Q: When does Onix evolve? How about Scyther? I've been training them for a long time!

A: They don't evolve by level; they evolve when you have them hold Metal Coat, then trade them to another Game Boy over the Game Link Cable. Onix will become Steelix, and Scyther will become Scizor.

Q: Is it possible to get more than one King's Rock or Metal Coat?

A: It is possible to get more than one King's Rock or Metal Coat. Wild Poliwag, Slowbro, and Slowpoke might be carrying a King's Rock in Gold and Silver. Wild Magnemite might have Metal Coat in Gold and Silver. You can try catching a number of the Pokémon until you catch one that's holding the item you're looking for, or you can try using Thief when you're battling the Pokémon. You can pick up one Metal Coat from the old man on the S.S. Aqua ride to Kanto, and you can pick up one King's Rock from the researcher in the Slowpoke Well.



Q: How do you get past the trees that you can't cut and the boulders you can't move?

A: Generally speaking, you can't get past those obstacles, unless there is another way in. Some areas are unreachable.

Q: How do I get the map card of Kanto?

A: You don't have to get another map card. When you bring up the map in Kanto, you will see the map of Kanto. Bring up the map in Johto—you will see Johto. The Pokédex map also shows both areas.

Q: Is there grass on Route 44? Lickitung is supposed to be there!

A: Yes, there is grass there, and yes, Lickitung is there, too. Route 44 is very short and there doesn't appear to be grass, but if you Surf through one of the pools of water in the middle of the route, you will end up in a small patch of grass where you can find Lickitung and a Max Revive.



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 questions.



Is there an easy way to catch Pokémon?

When you put together your catching team, use Pokémon that have attacks that put opponents to sleep or paralyze them, so that you can carefully chip away their HP without taking a lot of damage. New attacks, like Mean Look, Spider Web and False Swipe are very helpful—Mean Look and Spider Web prevent the opponent from running away, while False Swipe always leaves the opponent with one HP, making it very weak but still able to be caught. Use the best Poké Balls you can afford, and have Rust whip up a few of his special balls. Good Luck!



Gengar can use Hypnosis and Hypnosis!



False Swipe is a good attack to use when catching Pokémon.

Why won't Bulbasaur make a good dinner?

In Hey You, Pikachu!, Bulbasaur tells you everything it needs to make a good dinner, except that you need to give it four ingredients for dinner, not three. If you want the meal that Bulbasaur is planning, remember the ingredients that it tells you and be sure to send one of each to Bulbasaur. If you double up on one of the ingredients on the list, you should be just fine. You can also improve something for the fourth ingredient, but it might not work out—try reading each vegetable's description for clues about whether or not it would make a good match for the rest of the dinner.



Bulbasaur gives you an almost-complete list of ingredients.



Pikachu can help Bulbasaur make a delicious meal.

How can I find Suicune, Raikou and Entei?

There is no one place to find the mysterious creatures that run from the Burned Tower when you get too close. Try using Max or Super Repel in a grassy area that has low-level Pokémon in it, then run around the grass—if any Pokémon attack you while the Repels are still working, it will be one of the three. You can try using one of Kari's Fast Balls on the Pokémon, but it will still probably take a few tries before you catch all three. If you manage to get a few hits in on one of the creatures before it flies, it won't heal the damage, so you can begin where you left off when you encounter it again. With a lot of patience, the three bizarre Pokémon can be yours!



Use Max Repel in a grassy area inhabited by low-level creatures.



Suicune can be caught with a lot of patience and a lot of luck.

What's the fastest route between Johto and Kanto?

That depends on where in Kanto you are and how far you've gone in the game. The easiest way to travel between the two is to use the train. After you talk to Copycat on the top floor of her house in Saffron City, go back to the Pokémon Fan Club in Vermilion City to get the Clefairy Doll from the boy in the club. Take it back to Copycat. She will give you the Pass, which allows you to take the train to and from Johto whenever you like! A shortcut you can use after you've reached Silver Cave exploits the fact that Silver Cave is actually in Johto. Fly to Viridian City, then bike over to the Pokémon League Reception Gate and through to Route 28. Speed through about half of Route 28. When you're near the Pokémon Center, you can fly to anywhere in Johto.



The train is an efficient way to travel to and from Kanto.



Silver Cave is in Johto, but you'll approach it from Kanto.

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.

A creative Pokémon Trainer from Phoenix, Arizona, Brian Cook, sent in a unique Pokémon team. Brian thinks that only one Pokémon type can be used for an interesting mono-type team, and that's Normal-types. Brian says he chose many of the attacks for accuracy over power, which is definitely a solid team-building technique. Slow and steady often can win Pokémon battles. Of course, most of the team shares a weakness, but that's a given with this type of team.

Persian



- Thunderbolt
- Slash
- Gubblebeam
- Hyper Beam

Tauros



- Fire Blast
- Earthquake
- Ice Beam
- Stomp

Kangaskhan



- Dizzy Punch
- Submission
- Rock Slide
- Surf

Chansey



- Psychic
- Softboiled
- Rest
- Bed

Clefable



- Psychic
- Submission
- Blizzard
- Meltdown

Dodrio



- Drill Peck
- Agility
- Tri Attack
- Hyper Beam

Brian's team is not diverse by type, but it is pretty diverse if you consider attack types only. He's included powerful, reliable attacks of 10 different types on his team. No matter what types your Pokémon are, your team members should have diverse attacks and attack types. Brian's team might seem vulnerable to a team of Fighting-type brawlers and Ghost-type apparitions, but he's safeguarded himself with two Pokémon that can use Psychic, which will handle all but the toughest fighters and ghosts. Brian might want to add a Dark-type attack or two to take care of a diversely appointed Medreavus (or a pesky gang of Psychics, for that matter) if he decides to use his team in Gold and Silver or the upcoming Pokémon Stadium 2. The two Submissions of Brian's team will help when battling other Normal-type Pokémon. Brian's Dodrio is the only member of the team to have another type. The Flying-type addition makes it susceptible to Electric-type attacks, but it's an acceptable exchange for also making the Pokémon stronger against the Fighting-type that is the Normal-type's greatest enemy.



Brian used a Persian in Stadium so much, he trained one to be just like it. Persian is very, very fast, which allows it to attack first much of the time. Thunderbolt is a solid Electric-type attack that has very good base attack power and near-perfect accuracy.



Chansey's Softboiled seems like a natural for the egg-pouch Pokémon. It restores half of Chansey's HP—and Chansey has a lot of HP. Brian has Rest on his Chansey, too, which seems a little odd, even if the two restore HP differently.

Hot off the Press

Check Hot off the Press to find out what's new in the world of Pokémon every month. Learn about the lat-

est and upcoming Pokémon games, cards, TV shows, movies, toys, souas, events and more right here!

Game Boy Goes Gold-and Silver!



The Gold and Silver Limited Edition Pokémon Game Boy Color hits stores on March 5. Pictures don't quite do the shiny Game Boy Color justice—its case is a very cool reflective material that plays with light, making the Game Boy look gold when you hold it one way and silver if you hold it a different way. The Gold and Silver Limited Edition Pokémon Game Boy Color features pictures of Pikachu and Pichu decorating the edges of the screen. The Limited Edition Game Boy Color is similar but not identical to the special Gold and Silver Game Boy Color available in Pokémon Centers in Japan. It has a suggested retail price of \$79.95 and is the perfect complement to your Pokémon Gold or Silver Game Paks!



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

Send questions, comments and art to:

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The Dragonlands beckon to adventurers and would-be rulers. If you have the courage and wisdom of a true hero, seek your destiny in 3DO's *Heroes of Might and Magic II* for Game Boy Color. Glory awaits!

HEROES II

OF MIGHT AND MAGIC®

Heroes Wanted

Although you can't trade a kingdom for a horse in *Heroes of Might and Magic II*, from 3DO and *Knorr Wonder*, you can use your horse to create a kingdom. Strategy fans will discover marvelous countries filled with mythical beasts, mischievous people, monumental structures and magical artifacts. The expanded sequel includes a new Campaign Mode with seven missions and 24 action-packed scenarios in the Scenario Mode. Everything a would-be hero could want is in the following review.



Building Heroes

Heroes don't begin life as great warriors and rulers. They grow from humble beginnings. Expanding upon the potential they have as Knights, Warlocks, Clerics, Beastmasters and other types of folk, heroes must gain experience in battle, wisely build armies and explore the unknown. The following basic tips will guide your initial steps for building a hero worthy of your efforts.

Explore the Unknown



Darkest lands are unexplored beneath a cloak of night until you draw nigh. In every moment, you will venture boldly into the unknown, searching for enemies, resources and treasure.

Recruit an Army



Heroes don't stand alone. You'll want to bring a powerful army of soldiers and beasts into battle. Recruit new troops to your castle and place them at the command of a hero.



Conquer Thy Enemies

While not quelling, you'll encounter heretrix forces. Heroes lead many armies while others armies are unfettered. Use the power and 8 Button to measure the strength of foes before challenging them in battle.

Explore the Unknown

Your kingdom will be built with rock, wood and gold as much as with the spirit of your heroes in battle. You must collect seven elements from mines, mills or the wilderness and use the resources to construct training centers, castles and temples.

A lack of materials can mean defeat. Explore near to bring home the goods.



Mercury



Wood



Ore



Crystal



Sulfur



Gems



Gold



The Stockpile

You'll need a lot of resources to build all the infrastructure required to raise powerful armies. It's best to spend your resources developing one castle as much as you can before building up secondary towns and cities.

Basic Training

The following two pages cover basic strategies for building armies and winning scenarios and campaigns. The table below shows a few of the units available, and what it takes to build their training facilities. The first steps in any game are to gather nearby resources and build training facilities and the manor, which gives you an infinite bonus. After that, build the Magic Guild for learning spells and the tavern for recruiting new heroes.

									
Crystal	Gem	Gold	Winery	Sulfur	Wood	Gravel	Mines	Lumber	Growth Rate

	Hut - Ghouls		GR	
18	400	8		
	Cottage - Dwarves		GR	
20	5	3,500	10	
	Dug - Lizardman		GR	
2	1,000	12		
	Tavern - Recruits			
5	500			
	Pit - Buzbaks		GR	
5	5	2,000	3	
	Meadows - Pagust		GR	
20	2,000	14		
	Glade - Unicorns		GR	
20	5	3,500	4	
	Archery - Dendroids		GR	
20	5	3,500	5	
	Magic Guild - Spells			
5	5	2,000		
	Stables - Centaurs		GR	
10	5	1,000	16	
	Shepherd - Build Shop			
20				
	Homestead - Elves		GR	
5	5	200	9	
	Hive - Serpent Flies		GR	
5	2	1,000	3	
	Cave - Cyclopes		GR	
5	5	1,000	5	
	Statue - Income			
20	5	3,500		
	Cave - Cyclopes		GR	
20	20	3,500	7	



Weekly Planner

Your training centers generate new units once a week after the seventh day. The first day of the week is the time to build new units, and you should build the maximum number.

Material Resources



Resources may be abundant as many, but they're always needed to build new tech and units in the Gargua Padlock. Change the battle Settings if you want to earn a higher score.

Training Centers



You won't be able to build some training centers until you've built a few types of centers. Build only the centers you require to produce the units you want. Spend the need resources on other centers.

Recruiting an Army



You can hire units from two types of towns, and you'll pay a penalty for mixing three types. A well-balanced army will contain several flying, archery and ground units.

On the Battlefield



The type of units, their numbers and the strength of the hero determine who's stronger. The HP of all surviving units will be restored after a battle.

Morale Boost



You'll earn morale from battlefield successes and states. High morale will give you a better chance to get enough hits during an engagement. Raise your morale skill quickly.

Skill Upgrades



Early in the game, the most valuable skill upgrades are the offense, armor, archery and morale skills. Major talent skills and Potions won't be as much of a difference until later in the game, so work on them last if you have the chance.

Never Surrender!



Always save your game before battle, and gauge the strength of enemies before engaging them. You should never surrender or flee. If you do, you'll lose valuable units and horses.

Spellbinding Magic

You'll use magic in battles for offense and defense and in the Overworld to see the unknown. By increasing your knowledge of Mysticism and Wisdom, you will increase your level of magic and the number of spell points you can cast. Although useful, magic will seldom decide a battle.

The Book of Spells



Spells are kept in a spell book that's available at Magic Guilds for 500 pieces of gold. Every hero should have one. When your hero's at a lower level, they will learn the spells that are within their level of knowledge.



Scenario: Thermal Vents

The scenario called Thermal Vents is of medium difficulty. Players begin by customizing the scenario—choosing the richness of their resources and the intelligence of their enemies. When the action starts, you'll be one of four rulers competing for resources in a mountainous region with several islands. Your goal will be to wipe out the CPU players by any means possible.

Lumber Mill

Once put on fire, the Lumber Mill will produce two units of wood each turn.

Wreckage

If you sail out to the wreckage of ancient ships, you might discover some valuable treasure.

Camera

When you reach a Tower, you'll automatically gain a wider view of the world map.

Dragon's Castle

The Rogues will join your army—for a price. You can recruit more Rogues after a few turns.

Well

Exploits depend on Spell Points by visiting a well. Move the Hero here to the well and drink up.

Shrine

Each shrine contains just one spell, and each hero must visit the shrine to learn the magic.



Obelisk Obsession

Now stately obelisks are scattered around the entire country side. Each monument contains a piece of a secret map that will lead you to a powerful artifact. Once you've gathered all the pieces, seek out the actual location and dig for the artifact.

Archers in the Wild



Archers and some other troops such as Lizardmen can attack from a safe distance. Just be careful. Archers won't pose much threat. Heroes, with high military skill levels, are another story.

Castles and Towns



Enemy Castles

The extra defenses of a castle will take their toll on a besieging army. If you defeat the enemy forces, you'll win the castle with all of its facilities intact.



Towns

Some towns are surrounded by castle walls. You may have to build the infrastructure from the ground up to make it a productive position. If you build a castle, it will increase population as well as defense.

Trouble in the Land

Rough Terrain



Rough terrain such as the low fields surrounding the volcanoes will slow down your heroes so they can't travel as far per turn. But rough terrain has no effect on combat.



Battle for Resources



The three CPU rulers will try to secure as many cities, wells and other resources as possible. You'll have to fight them to the death. Strengthen your new heroes by battling the weak, unaffiliated armies near your home estate. Suppress enemy cities at first and take enemy-controlled mines and ports.

Ship to Shore



Once you've built ships, you'll travel much farther with every turn. Use ships to transport your armies quickly and discover new territories and islands.

Witch's Hut



Witches teach heroes new skills such as Pathfinding and Archery. When a hero's level is raised, you'll have the choice of increasing one of two skills. Try to achieve the highest level of knowledge in every skill.

Archery	Increases the damage done by the hero's range attacks. Novice: +10% damage, Advanced: +20% damage, Expert: +30% damage.
Armorer	Reduces the amount of damage a hero's things will take in combat. Novice: -10% damage, Advanced: -20% damage, Expert: -30% damage.
Ballistics	For slings, the length number of catapult shots, damage and accuracy are increased. Novice: Takes a extra damage, hit count 2 shots + extra damage, Expert 2 shots + more damage.
Intelligence	Adds a bonus to the hero's maximum spell points. Novice: +20% maximum, Advanced: +30% maximum, Expert: +30% maximum.
Leadership	Speeds the hero's power to recruit. Novice: 1 recruit, Advanced: 2 recruits, Expert: 3 recruits.
Logistics	Shorts the hero's food and wood cost. Novice: +10% resources, Advanced: +20% resources, Expert: +30% resources.
Luck	Increases the hero's lucky attack. Novice: +10%, Advanced: +20%, Expert: +30%.
Mysticism	Increases the number of spell points the hero regenerates each day. Novice: 2 spell points/day, Advanced: 3 spell points/day, Expert: 4 spell points/day.
Navigation	Increases the hero's movement on water. Novice: +10% movement, Advanced: +20% movement, Expert: +30% movement.
Offense	Increases the amount of damage the hero's things will do in battle. Novice: +10% damage, Advanced: +20% damage, Expert: +30% damage.
Pathfinding	Reduces the movement penalty of the hero near rough terrain. Novice: Reduces penalty 20%, Advanced: Reduces penalty 30%, Expert: Reduces penalty 30%.
Wisdom	Allows the hero to learn spells beyond the first level. Novice: 1st and 2nd levels, Advanced: 1st through 3rd levels, Expert: 1st through 4th levels.



Hydra Danger



The multiple heads of the Hydra will look out for attackers on every side, inflicting damage. It's best to stay clear and attack the monster with projectiles from a distance.

Rogue's Solony

For 100 pieces of gold each, you can recruit Rogues from the circle of rogues. But you'll be better off saving your gold for strong units such as Gargons or Hydras.



Fallen Knights

The shall converge certain powerful flying dragons. You may find treasure if you defeat the dragons, but you may also be cursed for disturbing the graves of the heroes who fell before you.



Mummy's Dearest

Mummies are found in pyramids, guarding treasures and a curse. Ignore the curse and go for the gold. The Mummies are fairly tough opponents, though, so send in a veteran hero.

The Campaign

The new Campaign Mode gives players one great advantage—they get to keep their starting hero in every campaign. Campaign heroes will retain their levels of achievement and artifacts, but get their armies. You'll have to amass new armies and recruit new secondary heroes during each of the seven increasingly difficult campaigns. Welcome to the Dragonlands.

Artifact Focus



Artifacts are objects that add to your strength. If one of the main heroes finds a powerful artifact, pass it to the leaders who can keep it in the next campaign. The mastery of an artifact focuses a will through which you begin a new campaign.



Super Heroes

You'll begin your quest by choosing a hero from a list of 40 recruits. Build your hero's skills and experience levels as fast and as high as possible. Following the first campaign, you'll recruit several new heroes and strengthen them in battles with nearby unaffiliated armies.



Your Enemies Abound

Up to three foes will compete with you for resources on your quest into the Dragonlands, uncovering artifacts, and seeking a way to restore the Dragon City. Unlike in the Scenario Mode, players can't choose the difficulty of the Campaign Mode.

Campaign 2: Desert Gate

The first campaign, *Beachhead*, is a training mission with a single opponent. In the second campaign, you'll face two opponents on separate islands. After securing the resources on your home island, you'll have to build ships and seek out the enemy. If you move quickly—within the first two months—you should reach the first opponent before it has amassed much strength.

Artifacts

Hope Bank	Increases your unit skills
Flamingo's Blade	Increases your attack and defense by 6
Staff of Archery	Increases your power and knowledge by 6
Prism of Wisdom	Increases all four primary skills by 3
Crown of Excellence	Increases your luck and morale by 6
Sabre of Mysticism	Increases your power and knowledge skills by 2
Amulet of Capital	Increases your power by 3
Ring of the Spellfinder	Increases your power skill by 3
Scales of Strategy	Increases your morale by 3
Medallion of Daring	Increases your morale by 3
Sabers of Resilience	Increases your morale by 3
Sledge of Excellence	Increases your morale by 3
Stone of Luck	Increases your luck and morale by 3
Headdress of Shattering	Increases your attack skill by 3
Ring of Protection	Increases your attack and defense skills by 3
Amulet's Wish	Increases your defense skill by 3



The Islands



Enter the dragons to breathe your view of the world. You should spot the shores of some of the other islands and along the shores, looking for cities, resources and enemy heroes.

Shipping Out



There are two ways to set sail. You can build a shipyard then buy a ship to carry an army across the sea. Or you can find an opponent's ship and steal it when it's empty.



Whirlpools

If you sail into a whirlpool, you'll end up somewhere far away from a second whirlpool. Use the swirling whirlpools to send armies quickly into battle.

Classic Playmobil figures are the latest toys to come to life on screen, appearing in a new Ubi Soft adventure on Game Boy Color that's perfect for young gamers.

HYPE™

THE Time Quest



A Walk through History

The visual details and vast landscapes of each level in Ubi Soft's time-traveling escapade will impress even the most experienced gamers. But the simplicity of the game makes it best suited for a young audience. Below are the weapons available in the adventure.

Sword



Hype starts the game equipped with a sword, which he can use for close-range combat.

Fire Sword



Hype is granted the fire spell at the start of the second era, and it gives him the ability to launch fireballs.

Bow & Arrow



The well-known tool is also available from the start and is handy for hitting far-off targets.

Ice Sword



In the third era, Hype will receive the ice spell, allowing him to freeze enemies with deadly results.

Barrels



You can use barrels as platforms, or you can pick them up and throw them at enemies.

Lightning Sword



The lightning spell gives Hype the power to zap his enemies. It is an experience in the fourth and final era.



©2000 Ubi Soft Entertainment

Living up to the Hype

In the land of *Terras*, nobody is better known than the valiant knight, Hype, who is single-handedly responsible for the peace and prosperity of the village. But an attack by Burnak, the Black

Knight, has cast a dark shadow over the town. Hype was sent back in time, giving *Terras* little hope. Now he must travel through four eras and return to battle Burnak.

The Evolution of a Town

At the start of each era, spend some time strolling through *Terras* to locate the important shops. The town will grow as time goes on, but the same stores will remain open.

Weapons Shop



You can purchase 10 arrows for 10 Plastyks, but in all likelihood, you will find more than enough ammo throughout the levels. Save your money for more important expenditures, such as passwords.

Village People



The inhabitants of *Terras* will help point Hype toward the eldest man, Gogood, who's responsible for helping Hype advance through the eras. Don't be surprised to find the villagers a little paranoid.



Rest Stop



At the Rest Shop, a password costs 20 Plastyks. You should buy a password after completing each level. If you happen to struggle on any one level, reload the game using your most recent password.

Healing Shop



For a charge of 15 Plastyks, the Healing Shop will restore your energy. You have only three lives, so return to the Healing Shop after finishing each level. Be sure to have enough money on hand.

Pick-Ups

The surroundings are loaded with treasures, particularly Plastyks, so be sure to stock up. It's important always to have enough money to buy energy and passwords after completing each level.

Plastyks



Plastyks, more commonly known as coins, are the currency of *Terras*. In this town, money can buy health, weapons, passwords and, arguably, happiness.

Arrows



The bow and arrow will help you defeat bosses and advance past certain levels. Each one of the pick-ups adds 15 arrows to your arsenal.

Hearts



A heart will fill one of your empty energy meters. If you're in full health and come across a heart, remember its location for future reference.

UBI Key



The unique UBI Key allows you to use the Burnak Boy Colorband link to exchange secret levels with a friend who owns another UBI Key-enabled game.

Stars



After receiving spells from Gogood, collect stars to fill slots for the special awards. You can accumulate up to 30 slots of time, ice or lightning.

Hype Head



Each Hype Head is worth one extra life. Grab the rare item whenever you see it, since you start the game with only three lives.



The Village of Torras

1st Era

After being transported to the past, Hye finds himself lost among the chickens and sheep of the old Torras. After chatting with a few villagers, head northeast to find the alchemist, Gogoud, who will instruct you to collect three sacred objects. Each object is at the end of a level.

The Forest

At the start, immediately go left to pick up an extra life. In each level, your journey ends as soon as you collect the desired object, so be sure to explore the area beforehand.

Peaky Varmints



The dark bars tend to blend into the background, so look closely before making any sudden leaps. You can jump on ground animals and use them for level-ups or simply deal them a swift swipe of the sword.



Passages



Be sure to explore. Look for subtle entrances into the trunks or through dark leaves. Passages will lead to secret areas with tons of coins, as well as herbs and arrows.

Vine Climbing



What would a forest be without vines to climb? If you can find a way up, there are plenty of coins available in the higher areas of the level. Watch for flying bats as you climb.



The Manor

Take a left at the start to collect the UBI Key. The level can be difficult at first, so don't spend much time roaming around at the expense of your health.

Creepy Crawlers



Sneak down to allow the scurrying rats and spiders dropping from the ceiling. Once again, the bats can be hard to see. Beware of quick-striking birds that are perched high above.



Slip, Slidin' Away



To reach the top of the manor, jump out of the long slide down the first ledge. You'll find a series of slides with coins. While sliding, don't worry about creatures on your path; they will not harm you.

The Fortress

In Torras, head north and cross the bridge to find the standard that leads to the fortress. Before finishing the level, reach the top of the fort and play among the clouds to collect coins.

Man-to-Man Combat



The most level features fierce enemies who can damage you from long range. Carry your bow and collect lots of arrows. You will need arrows to complete the level and defeat the boss at the end of the era.

Hidden Treasures



Several levels contain hidden treasures, but you must go out of your way to uncover the valuables. Since it is a fairly easy level, try traveling the entire surroundings.

Riding Zatila

After collecting all three objects, Gogoud will lead you to a magical time portal where you'll ride the dragon, Zatila, to reach the final boss and the next era.



While you ride Zatila, the screen will scroll automatically, forcing you to dodge the hanging rocks. Use Zatila's fire to fry any creatures that try to harm you. Get to the end of the portal to face the boss.



Granslak

Be ready to run when you face Granslak. He will walk forward then backward. Swing your sword as his legs come closer to a complete stop. Each successful hit will make him shorter. Watch out for falling debris and the flying mice.



The Village of Torras

2nd Era

The population has increased over time, which has resulted in more human enemies for Hyrule to contend with. In addition, the

terrain is a bit more treacherous and loaded with pitfalls. Be sure to pay for energy after completing each level.

The Field of Courage

The level is aptly named, because it takes a lot of courage to go sliding down hills without knowing what lies below. Shed your fear and get ready to take several leaps of faith.

Harmless Foes



The enemies in the level are relatively harmless. You will come across some Koopas; you can easily destroy, as well as the typical array of Thanglets. The spikes will likely cause you the most trouble.

Danger above and Below



The drops of water are safe to touch when they're hanging from the ceiling but not once they start falling. As you jump from rope to rope, be sure not to slip into the pits of spikes on the ground below.



The Keep

Head north and cross the bridge to find the entrance to the keep. Once you're inside, you will face ghosts and skeletons,

but you should be able to progress quickly through the level. Explore and gather coins if you're short on change.

Ghoulish Goblins



Surprisingly, there are quite a few living knights among the dead in the keep, but they can be defeated easily. Floating ghosts will surround you from jumping, so use your arrows to knock them down.

Regenerating Skeletons



If you're already dead, can you die again? Apparently not if you're a walking skeleton. Use your sword to disable the skeletons for a short time. Also, watch for bombs reaching out from the ground.

Flip the Switch



You must open some of the level's gates by flipping a switch located in a different area. Once you find the concealing switch, return to the previously locked entrance and walk down the passage.



The Village of Bandits

The rich underground of the village is packed with coins, so be sure to explore the entire area. To complete the level, you must travel deep beneath the soil.

Who Let the Dogs Out?



Large canines are among the obstacles in the village, but they are old and slow and pose no real threat. The bandit thuglucks are plentiful but still no match for Hyrule and his powerful weapons.

More Acrobatics



Once again, Hyrule will be swinging and jumping from ropes, with deadly spikes protruding from the ground below. Whenever possible, scout out the area before making the decision to perform long leaps.



Jozzlan

Jozzlan might easily be mistaken for one of those oversized character balloons in the Thanksgiving Day parade, but he uses his size to crush opponents. As he prepares to jump, run forward and crouch down. Then fire away as soon as he lands.



The Village of Torras

3rd Era

Science, technology and religion have infiltrated Torras in its third era, forcing Hype to fight his way through dangerous

laboratories and a well-protected monastery. Remember to collect enough coins to purchase health and passwords.

The Space Lab

As the levels become more complex, take advantage of Hype's ability to look up and down by pressing the Control Pad while

standing still. Doing so will allow you to see what dangers are planted above and below. One wrong step could be costly.

Mad Science



What's in the water or that mess out so deadly? Nobody knows, but you should be cautious around the single droplets. Some knights will be wandering around, but they're easy targets. Watch for rats on slopes.

Around the World



Hype can jump onto the silver and gold spheres that look like hanging planets. Use the planets at the beginning to collect coins and again near the end to reach the flag on the roof of the laboratory.

Through the Wall



To the west, jump on the globe and into the wall to uncover a hidden patch of coins. If you need money to restore your health or get a new password, be sure to find the hidden treasure.

The Laboratory

Go to the middle of town to gain entrance to the laboratory. Notice that bookshelves can be used as ladders. Bats and

other obstacles are extremely difficult to see in the dreary surroundings, so move slowly and always look before you leap.

Chemical Poison



Move methodically, because heavy traps could send you falling in a vat of horridly green liquid. Stay away from clouds of gas puffing out from under the ground.

Money in the Walls



At the start of the level, go to the far right and climb the bookshelves to the top of the lab. Slip through the crack in the wall at the northeast corner and drop down to collect a pile of coins.



The Monastery

The Monastery has very few pitfalls or enemies, but it's a complex maze involving lots of locked doors and long ladders. Equip yourself with a firing weapon to combat the strategically stationed archers. The jewel is at the top of the Monastery.

Step Barrel



Don't destroy the tiny barrel in front of the open door, because it can be used as a step and into the passage, which leads to valuable items.

Bounce Around



Since this level contains a multi-ride of floors, you may want to save time by jumping up and down the ladders. Climbing each one is slow and tedious.

More Treasures



There are several rooms filled with coins that you can uncover by spinning gears and entering passages. Watch at the power, go right and follow the ladder down before reaching



Rajoth

Rajoth will jump toward you and fire lightning out of his eyes. If you stay at the far left of the screen, he usually won't reach you. Dodge his thunderbolts and aim several shots at his head as soon as he finishes firing. Use fire or ice if you run out of arrows.



The Village of Torras

4th Era

The final stage of Hype's adventure will prove to be the most challenging. After slipping and sliding through the Lost City, Hype

must climb the tower and defeat Barnak without the luxury of stopping to restore health or buy passwords.

The Lost City

With a plethora of hills to jump down and tunnels to toboggan through, the Lost City feels more like a waterslide theme park. Travel deep underground to find the jewel that leads to the tower.

Slippery Slopes



While the Lost City is filled with plenty of fruit and treasure, there are numerous hazards that should not be disregarded. Deadly snakes and sharp spikes are sometimes placed at the bottom of long slopes. Be prepared to jump as you reach the end of a speedy ride down a slick tunnel!



Making It to the Top

Before entering the tower, be sure to restore your energy and purchase a password. You must reach the top and finish off Barnak without a return trip to Torras. Carefully navigate the tower. You'll need plenty of energy to defeat the Black Knight.

Familiar Foes



All the nasty bugs, gnomes, and nothings, that Hype has faced throughout his long journey are in the tower. Trust the mice you did before.

Think Fast



You must travel beneath the tower before you can reach the top. Slide down the water hole, but be prepared to jump to avoid snakes along the way.

Jump and Slide



Sharp spikes are planted at the bottom of some hills. Whenever possible, jump across treacherous areas. Sliding can be dangerous.

More Money



Instead of going straight to the top, visit a few treasure rooms. The coins won't do much good since your adventure is nearly over.



Barnak, the Black Knight

Time for revenge! To defeat Barnak, you'll need to study his pattern of movement and his hits on the appropriate moments. Study the screen shots below before facing the final boss.



Barnak will begin the battle by unleashing a tornado, either high or low. Dodge the funnel and get ready for his next move. As Barnak jumps toward you, run behind him and fire away.



He will leap again, landing in his original spot. Shoot as he hits the ground. Watch out for the green glow and the many falling swords. His pattern gets faster each time he repeats.



Barnak should have known better than to mess with Hype. The tower's saved, and the party can begin again!

All Hyped Up

The villagers will be ecstatic after Hype defeats the evil knight and restores peace and prosperity to the plastic town of Torras. Who would have thought that one little Playmold man could stand up and defend an entire community? Hype may not be accustomed to getting any recognition outside of his little corner of the toy shelf, but after this adventure, he might want to think about finding an agent.



PLAYER'S POLL CONTEST

U2 can C the Future at E3

And Win a
Game Boy Advance!



TM

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Grab your racket, hit the court and net yourself the secrets to tennis tenacity and the Transfer Pak perks of Mario Tennis for Game Boy Color.



A GRAND SLAM

Even if you're as fuzzy on how to play tennis as the game's little green ball, you'll still have a smashing time on the GBC court. Mario Tennis for N64 proved to be a fast-paced blast that all gamers could get into, and the GBC version of the racket-whizzing slantfest serves up just as much fun. Mario Tennis hits hard with arcade-style excitement spiced up with RPG-style character building, and the Pak sports secret features that you can exchange with its N64 counterpart. The bulls in your court—find out what all the racket's about.



PICK YOUR MATCH

Mario Tennis serves up a little bit of everything to cater both the fiendish and casual tennis fan. The game features Linked Play as well

as three main modes of competition: Exhibition, Mario Minigames and the RPG-style conditioning regimen of the Mario Tour.



Exhibition

The quick way to the hit the day, Exhibition Mode allows you to play a Singles or Doubles Match using a handful of the Mushroom Kingdom smashers. Linked Play is the head-to-head version of Exhibition, and both modes will let you determine the number of games and sets, skill levels of the players and makeup of the court. The four types of court (Hard, Clay, Grass and Composition) will affect your speed and the ball's bounce, so experiment with different surfaces to keep yourself on your toes.

Parameters



Players



Difficulty



Court



Mario Minigames

Practice your aim in the minigames that put a shooting gallery spin on tennis. Each of the nine minigames uses a different character, and only Luigi, Baby Mario and DK's games are accessible at first.

Shooting Star



In Luigi's game, a star will appear somewhere across the court. Return the ball so it hits the spot to earn points. Bunkies in more points, hit several and consecutive targets.

Target Shot



As Baby Mario, return Wario's servo to the ball lands in the highland area of the court. Bunkies correct space in each drop zone, and if you use them and hit your mark, you'll win bonus points.

Banana Bunch



Always hungry for bananas, DK must try to whack his ball into the banana patches that slide along the back wall. The game ends as soon as you miss a volley, so aim in a continuous rally.



Mario Tour

The Mario Tour enrolls you at the Royal Tennis Academy. Playing as either Alex or Nina, you must explore the campus, playing matches, tournaments and minigames to develop your skills and earn the Experience Points that'll make you worthy enough to face the ultimate pro, Mario.



Alex

Only two newbies have been accepted to the Academy: if you choose to play as Alex, you'll be able to develop his skills. All of them risk in the game most except for his Dash and Stride abilities.



Nina

Each character is ranked on Spin, Power, Control and Speed. Both Alex and Nina sport traits in almost every category. In tennis, the balls are extra point in Placement (a subcategory of Control) and Reaction (a subcategory of Speed).

Singles or Doubles



Once you've enrolled at the Academy, you can choose one of two CPU-controlled doubles partners. Good teams are allowed, so pick the player who complements your playing style.

Experience



By participating in matches, training and minigames, you'll earn Experience Points which you can distribute between yourself and your partner to boost personal abilities.

ORDER IN THE COURT

Tennis isn't simply about hitting a little ball back and forth. Just like the sport in real life, Mario Tennis emphasizes technique. And just like the N64 version, Mario Tennis throws out enough

smashing moves to rival Pete Dinkster. The button combos for the maneuvers are the same as the ones used in the N64 game, making it especially easy for Mario Tennis vets to have a ball on GBC.

Service with Some Style

With some practice, you'll be able to deliver service better than a waiter who's desperate for a big tip. Scoring a service ace is the sign of a true pro, and you'll have to launch the ball using different styles to catch your rival off guard. The ball will leave a colored trail depending on the type of serve you make. Refer to the color-coded serving styles below.



Power Topspin



Power Slice



Power Smash

Serving



Press A or B to toss the ball up, then press A, B or both buttons to serve. If you hit A, you'll add topspin and cause the ball to arc high and long before it bounces. Tapping B results in a slice, which serves the ball on a low trajectory. To smash the ball, press A and B simultaneously.

Returning



The ball always serves to the kitty-corner side of the court. Your wily rivals will often try to serve it close to the sidelines of your service court, so corner yourself in the box so you're not too far from either edge.

Lob and Drop Shots

You can simply tap A or B to hit a basic return, but simple shots won't net you an easy win on the courts. Good technique will help you hit the ball far from the reach of your opponent, and both lob and drop shots will do the trick.

Breaking the Lob



A lob shot will send the ball sailing high through the air, so use the return when your opponent is close to you. Lob by pressing A and then tapping B. If you use it in a tight situation, the ball will fly over your opponent's head.

Dropping In



The drop shot is a deceptive shot that falls shorter than you'd think. If your rival is far from the net, use the drop shot to ping the ball just behind it. Press B followed by A to get the ball on your opponent's back just enough to get to sink the ball to the other side.

● Lob Shot

● Drop Shot



Slices and Topspins

The same button combos in Mario Tennis for N64 work in the GBC version, so hitting both A and B at the same time will enable you to smash the ball. To slice the ball so it revolves with reverse spin, press B and then tap B again. To whack a high-flying ball with forward spin, add topspin by hitting A twice.

● Topspin

● Slice



Slice It Up



The slice flies in low and stays low, making it the perfect no-nonsense shot that can seal straight past opponents. Use it to nail the ball in a corner far away from your rival.

Top It Off



Both the slice and topspin are effective ways of hitting the ball beyond your opponent. The appeal of topspin is that it's difficult to dive after since it flies high and bounces high.

SCHOOL GROUNDS

As a student at the Royal Tennis Academy, you'll have access to the school's facilities, like its dormitory, cafeteria, archives and training

center. More tennis action awaits you across the shore from school, but you must first prove that you're a class act on the court.

Dorm Room



Your doubles partner is chilling in your dorm room. Whenever you want to play doubles match, head back to your pad and ask your pal to tag along.

Academy Main Building



The main building of the school houses the top coaches and the records of its students. Your stats are on file in the school's computer, and you can ask one of the faculty members to fill you in on your progress.

Restaurant



The Approved Williams' exclusive lounge in the school's cafeteria, talk to the students and other people on campus to learn tips on tennis.

Training Courts

You begin your schooling as a Junior player, and you can join the Varsity Squad once you've earned enough Experience Points and victories. Experience Points improve your Spin, Power, Control and Speed, so rack them up at the Training Courts before competing for a class ranking.

Junior Practice



The Training Courts are located on the east side of campus. Wait there to perfect your service, stroke and netplay techniques. If you can clear your coach's misgivings, you'll even a star. Even if you don't successfully clear the activity, you'll still win Experience Points.

Senior Practice



Once you've beaten the top-seeded player in the Junior Class, you'll gain Senior Class status. If you visit the Training Courts as a Senior, you'll have the chance to participate in a second, more difficult round of service, stroke and net play minigames.

Varsity Practice



By winning all of the Senior Class matches, you'll land a spot on the Varsity Squad. As a member of the school's elite team, you'll unlock the third and final round of training challenges.



Training Center

The Academy is a state-of-the-art facility complete with a high-tech Training Center. Using its automated tennis machine is an easy way to earn Experience, so venture east of the Courtyard to visit the facility.

Tennis Machine



The robotic ballserver will spit out balls for you to return. You begin by playing at Level 1, which requires you to return 5 balls in a row. You'll need some Speed, so make sure that you've increased your fast-guess with Experience Points beforehand.



Wall Practice



In the Wall Practice Room, panels with arrows on them slide along the back wall. The exercise requires you to increase accuracy by hitting the ball against the wall. If you hit the target panel, the ball will fly in the direction that the arrow's pointing.



JUNIOR CLASS

The Royal Tennis Academy is open to gifted players only, and you'll miss quite a racket on campus since you've been accepted at midterms. You've got a lot of catching up to do with half the school year already gone, so practice and train to build up your Experience Points before competing in the Junior Tournament.

4th Place



The first Junior ranking you'll be able to compete for is fourth place. Talk to the coach at the Junior Class Court to match up against the fourth-ranked contender. She plays with no real technique, so winning should be a breeze.

2nd Place



The second-place player is fast, so work on boosting your Speed rating before competing. Once you're up to speed, play smart. If you lose her there, you can really slow the ball behind her.

3rd Place



The first to win two set games sets will secure a third-place ranking. Don't by playing for back and keeping your rival in the center of the court as you can snare the ball to either side of him.

1st Place



The top-ranked character of the Junior Class is a big hitter and a slow runner. Because of his size, he can't react as quickly as most of his classmates, nor can he cover easily from diving saves. When in doubt at serving, though, and you'll move to the head of the class if you can return his hits beyond his limited reach.



SENIOR CLASS

With a first-place win in the Junior Class games, you'll earn Senior status plus plenty of Experience Points to boot. Don't forget to distribute some to your Doubles partner even if you're playing Singles Matches, since you'll want to build both characters simultaneously.

4th Place



Like the other low-ranked players in the game, the fourth-place competitor in the Senior Class plays with basic techniques. Use crosscourt shots to keep him on the run.



3rd Place



Adding power to your returns will be vital to your point. To guard up your hits, press and hold the first button in this combo until your character flashes, then release the button and complete the sequence.

2nd Place



As you move up the Academy ladder, the competition will get stiffer. Even if you lose, you'll win Experience Points for playing, and you can use them to bolster the underdeveloped skills that might have cost you the game.

1st Place



At midterms, your rival is particularly susceptible to smash-and-lob. If those don't work, you can always try improving your racket and shoes. As a player of Senior status or above, you'll be able to boost your Power, Control and Speed by improving your equipment at the Royal Courtyard in the Training Center.



VARSITY

By unseating the top player in the Senior Class, you'll earn the right to compete against the elite Varsity Squad. The Varsity

Courts are located on the west side of the Courtyard, just south of the Senior and Junior Class Courts.

5th Place



The Varsity players are on the team because they're the school's best and brightest. If you're having trouble in the first match, play the Training Center games to earn Experience.

4th Place



The fourth-place match is the Varsity competition that really matters. If you manage to swing the tide from its power hitter, you'll locate a member of the school's traveling team. Only as a member of the team will you be able to leave campus to compete in overseas competitions like the esteemed Island Open.



ISLAND OPEN

The Royal Tennis Academy is a closed campus, but the traveling team is allowed to leave the school grounds. Your Varsity victory guarantees you a place on the touring team, and you'll set off for the Island Open to represent your school.

Flying High!!



After a short airplane trip, you'll touch down at a great place where you'll play a ladder competition to be the survivor of the Island Open. You'll have your reward in a maximum of four matches.

1st Match



The first three matches take place on grass courts. It's new terrain to the Academy's students, so keep in mind that the ball will barely bounce off the turf.

2nd Match



Unleash plenty of power-up shots to outplay the islanders. When you're powered up, your character will flash, and you'll be locked in place. To reset back to normal, hit Select.

3rd Match



Play the whole court. If you trap yourself close to the net or in a corner, you'll leave much of the court unprotected. Stay yourself in the center of the court while returning a shot.

4th Match



The final Island Open match rages on familiar ground—the Hard Court. Since you've trained and competed on that sort of a surface before, you'll be used to the strong bounce of the ball. Use it to your advantage to set up smash-or-serve surfaces that will help you win your title!

MARIO'S WORLD

As the Island Open champ, you'll nab exclusive access to the supreme court—the playfield of Mario and friends. If you're playing Singles, you'll be able to compete against Mario. If you're playing Doubles, you'll volley against Peach, too.





N64 TRANSFERS

If you have the N64 version of Mario Tennis and an N64 Transfer Pak, you can insert your Mario Tennis GBC Game Pak and upload Alex and Nina to your N64 game, as well as their Doubles partners, Huggy and Kato. You can download data from the N64 game, too, enabling you to unlock four additional Mario Minigames in your GBC game.

Transferring Data



Using the N64 Transfer Pak, you can exchange data between the N64 and GBC versions of Mario Tennis. The data from either game will unlock new things in the counterpart game, so you'll have a more fluid-playing section to sort out with.

New Minigames



The GBC's Mario Minigames feature nine different wacky versions of tennis. Three of the games are unlocked at the start, and you can unlock the Mario, Yoshi, Whigup and Bowser minigames by importing those characters from the N64 game. If you beat a minigame and transfer your victory data back to the N64, you'll unlock new N64 courts.

New Characters



The Island Open and Mario's World aren't the only places off court where Alex, Nina, Huggy and Kato can compete. If you transfer the characters from your Game Boy Color game into your Nintendo 64 game, you'll be able to play them in Mario Tennis for N64.

HIDDEN MINIGAMES

Like Venus and Serena Williams in a doubles match, Mario Tennis for the N64 and GBC play well together. Both games have similar

mechanics, and only by transferring data from the N64 version will you be able to unlock four of the GBC's secret minigames.

Fruit Fantasy



By transferring Yoshi from the N64 version of Mario Tennis, you'll be able to play the dinky fruity target game. Lob the ball into the moving targets to score points. The fruits carry different point values, and Yoshi's favorite fruit—the red one—is worth the most.

Treasure Box



Wario loves hunting for treasure, and his personal ringer has him walloping with Whigup in the hopes of snatching the ball into some valuable coins. The game's over if you don't return the ball into the high-lighted zone or end some treasure, in previous settings is required.

Medallion Match



In Wario's minigame, a formation of 11 Medallions appears on Luigi's court. As the only balls, rally with Luigi while aiming for as many Medallions as possible. The more you hit in a single return, the more bonus points you'll score.

Two-on-One



Bowser's one tough tennis player, so it'll take two villains to take him down. Playing as Bowser, you'll be double-teamed by Venus and Whigup. You'll have to cover a lot of ground to keep the ball in play, and power-up shots will be your ticket to outwitting the duo.

GAME, SET, MATCH!

The pros at Camelot have done it again. The developer's N64 version of Mario Tennis was a veritable smash with its fast-paced action, and Mario Tennis for GBC recaptures the same exhilarating feeling. Topped off with great RPG-style character building and excellent minigames, Mario Tennis serves up limitless replay and action that's ground-slam fun.



Mess With The Best
Go Down
Like The Rest.



- THREE CONTROLLABLE CHARACTERS, WITH UNIQUE ABILITIES AND WEAPONS
- INNOVATIVE COMBAT SYSTEM
- FAMOUS CHARACTERS FROM THE SHOW USE MYTHICAL TERRIFICALLY VOICED RIFLES TO EXPLORE IN FANCY GARDEN



COUNSELORS' CORNER

Your Questions—Our Experts!



BANJO-TOODIE

HOW DO I DEFEAT TARGITZAN?

You shouldn't be surprised to learn that a boss named Targitzan resides in an area called Targitzan's Temple—especially since he'll keep talking to you as you make

your way to his Really Sacred Chamber. The spinning totem fires darts at you while you shoot targets on the sides of his body segments. When you shoot all the

targets on a segment, it will explode—allowing the segment above it to drop into place. When all the segments are gone, Targitzan will self-destruct.



Take cover behind barricades as Targitzan fires deadly darts at you. The Rapid-Fire Jiggy in the room makes it easy to hit the totem's targets.



After you eliminate one of Targitzan's segments, he'll send his Meggie minions after you. Shoot them on the move to avoid their club attacks.



After you shoot the last segment out from under Targitzan's head, he'll activate his Secret Self-Destruct. Stand clear, then collect the Jiggy.

HOW DO I REACH THE JIGGY BEYOND THE QUICKSAND?



A Jiggy awaits you on a pedestal inside Mephitis Temple's Prison Compound, but you shouldn't just walk up and grab it. It's protected by a quicksand moat

filled with vicious Dragandas that will throw you back onto solid ground if you forge ahead into the muck. What you need is a pair of Wading Boots—and

you'll find them on a platform overlooking the quicksand. Climb to the top of the prison cell then Grip-Grip to the boons jump down then run to the Jiggy.



Grip-Grip along the ledge near the top of the prison cell until you reach a small platform with Wading Boots.



The Wading Boots will allow you to run without being thrown through the quicksand. They appear for a limited time, so hurry to the Jiggy.



Someone was thoughtful enough to leave another pair of Wading Boots on a ledge below the Jiggy. Use them to get back across the quicksand.

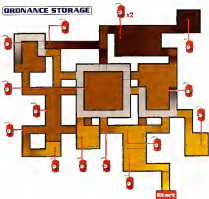
WHAT'S THE FASTEST WAY TO FIND ALL THE TNT?

The Ordnance Storage holds the toughest challenge you'll face in Glitter Gulch Mine. A puzzle of impervious TNT is running rampant through the corridors of the mine. Help our Bullion Bill by rounding up all the dynamite with your Beak Bayonet move before they go kaboom. The easiest way to find all the dynamite is to use the map shown at right. Pick a path through the maze of tunnels and ramps, eliminating the TNT as you go. It's very easy to get lost in the mine, so keep track of your position on the map.



Watch out for annoying Billy Bobs that pop up from the ground. You can fire eggs at them, but be careful not to hit the dynamite.

ORDNANCE STORAGE



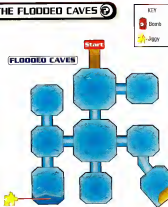
HOW DO I FIND MY WAY IN THE FLOODED CAVES?

After you Detonate the TNT in front of the entrance to the Flooded Caves, you'll be able to dive into an underwater network of pipes that leads to a Jiggy. The area isn't large, but it can become confusing if you make a wrong turn. If you panic, you may run out of air before you can retrace your steps to the start or find the room with the Jiggy. Use the map at right for quick navigation.



The Jiggy in the Flooded Caves is guarded by several Billy Bobs, so be ready to fight when you hop onto dry land.

FLOODED CAVES



THE WORLD IS NOT ENOUGH

WHERE DO I FIND DR. WARMFLASH?

With all the bullets flying around in MI-6 headquarters, it's apparent that you'll need to find a doctor at the end of the

King's Ransom Stage. Injured personnel in the Vault need medical attention, so you'll have to backtrack to Dr. Warm-

flash's office at the end of a short hallway on the same floor. Protect her from terrorists as she follows you to the Vault.



The fighting isn't over once you reach Dr. Robert in the Vault. Go finish a doctor.



Turn right as you exit the Vault, left at the end of the hallway, then right to reach Dr. Warmflash.



The good doctor is a spring duck for terrorists. Be sure to clear the way for her.

HOW DO I RESCUE HOSTAGES IN THE UNDERGROUND UPRISING?

Rescuing hostages on the Underground Uprising level is relatively simple—just eliminate any terrorist standing near sta-

tionary hostages. The trick is making sure you don't overlook any hostages on the way to the bomb, and that you don't elim-

inate a hostage during a rescue attempt. Rush toward guards then shoot them before they can execute hostages.



It's easy to forget about the area to the left of the ticket booth at the start. Rescue the hostages at the bottom of the escalator.



The hostages behind a barricade will be executed if you don't move quickly to save them. Pick your shots carefully to avoid deadly accidents.



There are hostages on two boarding platforms. Keep moving forward—stopping only to target guards—and two hostages as your progress.

HOW DO I REENTER THE VILLA WITHOUT ALERTING GABOR?

Watch Darts are the key to reentering the villa. After you use your silenced pistol to shoot the lock off a gate in front of your

balcony, switch to Watch Darts as your main weapon. Shoot guards on your way to the guard house, then shut down the

security camera controls with the Data Scrambler. Once the cameras are off, you can safely make your way past Gabor.



Use the Data Scrambler on a control panel inside the guard house to turn off the security cameras.



Hide behind corners and shrubbery to sneak past guards, or shoot them with darts.



Avoid the man in the long coat—that's Gabor—as you enter the villa door (beyond the pool area).

DONKEY KONG COUNTRY

WHERE ARE THE BONUS AREAS IN JUNGLE HIJINX?

Rambi the rhino can access both secret areas in the Jungle Hijinx portion of the Kongo Jungle. Smash into the first wall

you reach to open a 1-Up Balloon area. Run quickly through the bananas to reach the Balloon before it flies away. The second

bonus area is at the bottom of a cliff under the letter G. It contains an Animal Token barrel game.



Make Rambi charge into the first wall to the right after your transformation. A door will automatically open.



The 1-Up Balloon is in the cave walls there for only a few fleeting moments. Jump to grab it.



Drop down to the bottom of a cliff under the letter G to find the second bonus area.



Get three animals of the same type to open another bonus area where you can earn extra lives.

HOW DO I DEFEAT GNAWTY?

Gnawty, a giant beaver, is the final test you'll face in Kongo Jungle before you move on to Monkey Mines. Presence is

required when dealing with the beaver—you can't just go on the attack. Jump on his head then back away for a few seconds

before you attack again. Gnawty will be momentarily invulnerable—and dangerous—between jumps.



Look at the size of that beaver! Good Don! He is limited by Gnawty's grith. Attack patiently.



Jump on Gnawty's head then quickly run away. The beaver will punish you if you immediately attack again.



Wait for Gnawty to go on the prowl again, then pounce on his head. Run away after each attack.



After five successful attacks, Gnawty will be out of commission. We'll see him later in the game.

Q&A FAST FACTS

Stack? Pick up the phone and give our counselors a call.

Or write to: Counselors' Corner, P.O. Box 51823, Redmond, WA 98073-5723

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

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In Canada Call:
1-800-451-4400

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Worklock

Q: How do I deal with Worklock?

A: Beating a Worklock with a low health level is a Worklock. Simply. When you connect him again, he will have full health.

Q: Why can't I build my own robot?

A: You probably collected items, gold and/or fuel.

Q: Why are Digger and buildings shown at the end of a mission?

A: You can build custom armies with remaining Digger or buildings from a mission.

Boost Wars: Transmetal

Q: Do hidden characters have different moves?

A: No.

Q: What's the most powerful item?

A: Your robot form is more destructive than other forms. It also has more long-range attacks.

Q: Can I transform back into a robot?

A: You can return here once your small energy bar recharges.

Rocket: Robot on Wheels

Q: Why doesn't the Summoning Pad work?

A: You can't summon a vehicle until you've found the actual vehicle elsewhere.

Q: How do I perform special moves?

A: You must give you an upgrade before you'll be able to perform more moves. You'll need to defeat Tiger Tanks before he'll give you an upgrade.

GAME BOY a GOGO

THIS MONTH

- Return of the Ninja
- Test Drive 2001
- Tom and Jerry in Mouse Attacks!
- Antsmorphs
- Sgt. Rock on the Frontline
- Action Man: Search for Base X
- The Wild Thornberys Rambler
- Power Spike Pro Beach Volleyball
- Bust-a-Move Millennium
- Mary-Kate and Ashley Pocket Planner

GEAR UP WITH OUR
GRAB BAG OF GROOVY
GAME BOY GAMES!



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REENTER THE DRAGON

From Nintendo, the developer behind the classic Ninja Gaiden series that began on the NES, comes a similar side-scroller that's in keeping with the franchise's classic ninja roots. Return of the Ninjas puts the doled warriors back in action, and, this time around, it's a pair of all-new characters. Playing as either Tsuchigao or Saperi, you'll sneak and fight your way against the Iga Clan that is bent on regaining a war. You'll adventure with only a sword and throwing star at first, and, if all goes well, you'll ultimately uncover all the ancient Shurubi tools and magic that will help you restore peace to the land.



NINJA ITEMS

With a tap of the B Button, you'll slash with your sword. To toss a throwing star, press and hold it until the red meter at the bottom of your screen begins to fill up. If you release it when both red dots light up, you'll throw at maximum power.

Shinobi Tools



Tobi
In addition to your two attack weapons, you'll earn special Shinobi Tools, like the Tobi, which will allow you to sneak on the sly.



Ninja Sandals
Crouch while wearing the Ninja Sandals to build up your jumping power, then spring into action to catch more air.



Kabuto
The Kabuto is a Shinobi helmet. If you wear it, you'll be able to bob your head through thin portions of the ceiling.



Mantis
Use the Mantis to glide. While free-falling, press Up on the Control Pad to control your speed.



Mizugumo
Walk or swim by using the Mizugumo. To ponder, break into a dive by pressing Down.

Health Items



Food
Health and magic items often appear in place of selected enemy Gobbo up load to restore your health.



Power
Magic spells require Power, and the red oval icon will maintain your ability to cast one spell.

Magic Spells



Fire Ball
Your current spell appears in the lower-right corner of the screen list. Select to cast the spell, like the Whirling Blades of the Fire Ball.



Lightning
Spells are perfect for attacking multiple enemies clustered in one area. Use Lightning when enemies are close together!



Storms
To call forth a magical avalanche, cast the Storms Spell, which should damage every enemy in the vicinity.



Tornado
Summon the helix or to blow away nearby enemies. The magical wind will carry away any enemy in its path.

STAGES

Both TobiGogo and Seyun handle similarly, and your adventure won't change depending on the character you choose. Whether you use the male ninja or the female one (or switch characters between stages), the five worlds will have the same level of challenge.



Stage 1

The first stage begins in your village and leads you through jungle and waterfalls. Slash enemy rings and beware of dogs and snakes. Dogs will charge you, while ready to jump or grab them with a sword swipe or throwing star.



Stage 2

Before reaching the ridge hideout, you must hit the red lanterns so that you can jump on them. Use them to reach the roof, then journey through the corridor, slashing/heading to evade the booby-trapped graves. Beyond the boneyard, you'll reach a swampy air doghead.

Trading Cards



When you finish a mission, you'll earn a virtual trading card that depicts a special event. The game features stacks of Shinobi cards, and you can swap them with friends by using your Game Boy Color's built-in infrared port.



Stage 3

Cosmuous Stage 3 envelops with fire. If you climb to the bottom of the first rope you come across, you'll descend to the molten core of the orb. Avoid the superheated surface and rely on your projectile attacks to assault enemies.



Stage 4

Stage 4 takes place on a ship. Back the boat by dropping into the lower level and walking into the black doorway. On the other side, defeat the two soldiers, then head to the crates on the right to slip on the Tobi and crawl on the ceiling.



Stage 5

In Stage 5, the pink soldiers on patrol can detect you unless their backs are to you. As soon as you spot an examination point above one of their heads, dive without hesitation, because the soldier's sensor will vanish and he'll go behind you.

Using Stealth



The way of the ninja emphasizes stealth. At the end of each mission, you'll receive a letter grade that ranks your stealth performance. One of the suggestions that affects your grade is the number of times an enemy detects you indicated by a "T" above your foe's head. Keep that score low by using sneak attacks.



©2000 Infogrames

TEARIN' UP THE STREETS

The latest edition of Infogrames' Test Drive series is the 2000 model, which rolls out a fleet of sports cars on zigzagging roads paved like pretzels. Set in Italy, China, Greece, Las Vegas and other cosmopolitan areas, the high-speed rubber burning appears at a bird's-eye view. While many other GBC top-down racers end up being lemons, Test Drive 2000 turns out to be a pretty sweet ride. The excellent handling will make you want to rack up plenty of miles—not just because it'll earn you cash that you can spend on new cars, power-ups and upgrades, but because the drive will prove to be a fun one, too.



LIFE IN THE FAST LANE

In addition to the Two-Player Game Link Cable Mode, Test Drive 2001 hits the road with three modes of play. By finishing the races, you'll win money that you'll be able to use to unlock hidden cars and special abilities, like Invisibility.



Single Race

Play Single Race to test out a course. At first, only the Germany 1, Sydney 1 and Washington, DC courses are available. By winning Tournament Mode races, you'll unlock new tracks, like Paris, New Orleans, Hollywood, the Redwoods and Montreal.



Tournament

The game features six main Tournaments. You must start the competition by winning the first cup—the Street Cup—before you can access the next cup. To win a Tournament, you must place first in every race in the group. The Street Cup is the easiest of the Tournaments, sending you through a two-lap run in Germany 1, Sydney 1 and Washington, DC 1. From there, the legs and difficulty will increase.



Cop Chase

In the Cop Chase, you don't want to let the lead car behind the wheel of a police car. You must pass cars, ride up on them and then sound your siren by hitting B. In doing so, you'll issue a "citation." The more citations you deal before the race ends, the more cash you'll make in for upgrades.

Race for Power-Ups



By finishing a Tournament race, you can win points for power-ups. A first-place win will earn you five points that you can apply toward acquiring your Acceleration, Invisibility, Inaction and Nitro Boost ratings. The 10 points from your first win is a nice, but your supply won't replenish after the competition.

Courses



Germany 1

Every region features two entirely different tracks. Germany 1 is the first in a pair of German courses. The trickiest part of the course is the fork that cuts through the middle of the oval course. Merging on and off it is a tight but worth it.



Sydney 1

The first Australian course features ramps that can launch you over opponents. If you decide to catch up, be careful where you land. Landing piggy-back on another car will most likely flip your car over, and recovering from the crash wastes a time.



Washington, DC 1

In the US capital, keep your forward-leaning instinct to make the drive a white-knuckle ride before entering the race, boost your Inaction and Acceleration to help you navigate the tight corners quickly.



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OF MICE AND MENACE

He shares the same first name as a talk show host, and Jerry the mouse's life is filled with just as much fighting and domestic disputes. Always at odds with Tom the cat, Jerry fights his feline foe in a house stocked with platformer thrills, complete with loads of collectible items, zany power-ups and minigame challenges. NewKidCo's Tom and Jerry in Mouse Attack! nicely blends classic side-scrolling action with equally classic cartoon characters. The end result is a cat-and-mouse game full of animated antics and fiery action.



AIN'T MOUSE-BEHAVIN'

Collect the gold items, like Musical Notes and Capsakes, that are strewn about the area. Locked doors that contain crucial power-ups will open only if you've gathered up enough collectibles.



By paying the toll (gold collectibles that is posted above the power-ups doorway, you'll unlock a room that houses a minigame challenge. Win the minigame to earn an important power-up, like a Gem that helps you glide or a Bomb that blasts open cracked surfaces.

STAGES

Tom and Jerry in Mouse Attack! spans five stages: the Lounge, Kitchen, Garden, Toy Room and Attic. Every stage sends Jerry on a new rescue mission, and every area ends with a boss battle. Your power-ups won't work in the big showdowns, so plan your attacks accordingly.

Garden



Signs with arrows on them point to important places you need to visit. Usually, they'll lead to the end of the level. When you spot an arrow sign, like the one in Stage 3, follow it.

Lounge



The first area requires you to travel across a couch and up some shelves. The Rocket power-ups will help you reach higher ground, and you'll receive exactly enough for your trip.

Toy Room



The loud-and-better of any platformer is traveling by jumping. It's a little case with Mouse Attack!, and you'll have to bounce your way up the floating blocks in Stage 3's Toy Room.

Kitchen



In the Kitchen, navigate the kitchen to collect the gold Capsakes until you have enough to enter the power-up door. After snagging the Bomb power-up mode, use it to blast the stack of plates.

Attic



The trick to playing Tom and Jerry is knowing which power-up is right for the situation at hand. In the Attic, a Rocket ride will help you blast through the cracked rafters.

When the Cat's Away . . .



You can enjoy a minigame challenge as many times as it takes you to win the power-up. All stages. Every minigame is different, including a Whack-A-Mole-style pin-throwing competition, a water-skiing challenge and a drag race.



When you win a minigame, you'll nab three buildings of a special power-up. The power-ups you win will help you through specific rooms in the level, so don't waste them in the wrong spot. Leave the game to select a power-up, then hit it while playing to use it.



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THE BEAST WITHIN

Like written beasts, fans of K.A. Applegate's *Animorphs* have gone wild for her books and TV show, and fans will surely be rabid for Ubi Soft's adventure game spin-off. As a shape-shifting *Animorphs*, you'll have the power to transform into any animal you touch. The body-squishing aliens, the Yeerks, are your enemies, and you must explore the city to battle enemies and capture other powers that will help you fend off the interstellar invaders. The catch-'em-all aspect of the game adds a touch of Pokémon flair, but Ubi Soft has morphed it into an all-new animal so *Animorphs* never loses the feel of its sci-fi story and characters.



TAMING THE ANIMALS

Animorphs isn't about building the levels of your menagerie of animal powers. Instead, the game is about finding the right animal that will help you solve puzzles and reach new areas.



Collect Animorph Powers

The *Animorphs* have the ability to morph into any animal they meet. By defeating animals in battle, you'll win their power. You can have only five animal transformations at a time, so keep at least one power (morph like the bat) along with ones that will give you access to special areas (like the snake).



Talk to the People

People will often give you clues to your next destination if you talk to them. Keesha talks to people only when you're in human form, and you must never morph in the presence of people. If you do, your secret will be revealed and the game will end.



Watching like a Hawk

In addition to talking to people, you'll of course talk to the animals. Tobias, trapped in hawk morph, will guide you on your missions, dispensing helpful advice along the way. Seek him out frequently. On Mission 1, he'll make his perch at the Mall.

MORPHING MISSIONS

Just like Scholastic's books and the TV show, *Animorphs* the game focuses on multiple characters. In each of the adventure's five missions, you'll play as one of the main characters—Cash, Jake, Marco, Rachel, and Ax.



Mission 1: Save the Animals!

The game begins with you playing as Cassie. In a mission to save the animals imprisoned by an evil, sinister force, the snakes in the Mall transform into morphs, then slither through the cracks in the Zoo Gardens wall just south of the mall entrance. At the Zoo, double the four new transformations.



Assemble a strong team of morphs, including a lion, skunk, hippo and dog, then battle the Yeerks inside the house. Follow the Zoo sign pointing west to the second lab, free the animals, then use the bat morph to navigate the pitch-black safe house. On the other side, battle the alien. After the space creature has defeated your bat, bring a porcupine, which will do the most damage.



Games Animals Play

Animorphs is bigger on inventing fun, puzzle-solving than it is on a 3D-style battle-and-collecting. After all, you can't work with known enemies to the end of the world in *Animorphs*. It keeps the action low. As the bat, you must fly past the lion where to reach the skunk—lost in the maze of the cat. If you snuck three times, your flight will end.



Mission 2: Destroy the Kandorra

The Yeerks seek the Kandorra to survive, and the Andalites seek to control them on the Kandorra. The school's location has disappeared. Begin your search by playing as Jake and right-clicking to the nearby Centerville Site marked "Danger." In human form, rob Chapman's parking pass, then head for the School.



Visit Chapman's office at the School. When you enter, the door is locked. Head to the bathroom to battle an alien for a key like to unlock the room in the library where the principal will give you Chapman's address. As the mouse, use the cat away from Chapman's perch. Finish the tale off as the dog, then end the home using your newly acquired lefty morph.



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OUR ARMY AT WAR

After serving in a DC Comics tour of duty that began over 40 years ago, Sgt. Rock has been drafted by Ray Area Multimedia to wage his war on Game Boy Color. The sentimental and seemingly unstoppable GI returns for guns-blent action as you strap on his helmet to Rambo your way through war-torn Europe in World War II. Just like his larger-than-life comic, Sgt. Rock on the Frontline explodes with gritty action, and the gang-ba heroism perfectly lends itself to BAM! arcade-style shoot-'em up. There are no Purple Hearts—only high scores—so arm yourself with some boot camp brawlings to be all that you can be.



THE SPOILS OF WAR

Sgt. Rock is a one-man army, so he'll be able to plow past most enemy soldiers armed with his maximum of two weapons. He's also a soldier of fortunate circumstances, so he'll amass upon ammo dumps and vehicles that he can commandeer.

FRONT LINE FIGHTING

Using A to lob grenades and B to fire your gun, charge your way to your final destination—the top of the screen. You can't backtrack once an area has scrolled off screen, so pace yourself so you don't pass up vehicles, hostages and bonus barrels.



Mission 1, Area 2

Blackbirds will turn your task into a scrap metal, as immediately blast all explosive-laden soldiers. At the enemy base, lob grenades at the stronghold's fire cannons.



POW Rescue

In Mission 2, soldiers armed with bazookas fire stationed behind sandbags and will try to blow you to smithereens. Your bullets can't penetrate the barricades, so toss grenades over the sandbags to blast your sheltered enemies.



The POWs are the bound soldiers despond in green uniforms. You can't accidentally harm them with friendly fire, so don't be afraid to use force to accede the immediate area before walking over them to free them. Each hostage you rescue will earn you 500 points.



Tank, Track and Gunboat

To be more resistant to bullets, commandeer a ground-riding vehicle. Hit A to hop on it to fire. You can't collect power-ups while driving a vehicle, so drive over your goals and quickly tip A twice to cut and reenter your vehicle.

Red Barrels

Select barrels for points. Gray barrels will earn you 30 points, while red ones will earn you 50 plus a weapon power-up or point bonus.

Under the Gun

TIME BONUS

3:25

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The game is over if you fail to complete a mission in under 3 minutes and 50 seconds. If you manage to bludge through the front lines before time expires, you'll earn a Time Bonus that will increase you for every second you have to spare. Play through each mission quickly, but don't breezily pass up red barrels, time-wasting of them cost the point bonuses that are well worth your time.



Destroy the Enemy Factories

In Mission 3, you'll troop through the jungle to destroy the enemy's factory. In addition to enemy soldiers, you'll have to target crocodiles and snakes that are waiting to make you a casualty of war.



Unlike other vehicles, the gunboat boasts two weapons: Hit A to launch grenades and B to shoot bullets. If you're distracted while piloting your watercraft, you won't lose your vehicle—you'll simply restart at the helm of it. At the base clearing the next fire grenades at all the soldiers pouring out of the entryways.



Only on land will you be able to collect the power-ups contained in the red barrels. The most powerful one is the Army Helmet, which will render you temporarily invincible. As long as you're limboing, you'll shrug bullets off, so use this vulnerability to charge ahead recklessly to your goal.



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ACTION'S HIS FIRST NAME

Forget about superheroes—when there's trouble somewhere on the globe, the world of international crime fighting can rely on the extreme sports star, Alex Mann. Known as Action Man, Alex experiences a jolt of supercharged energy when his adrenaline is pumping, enabling him to overcome almost every obstacle. His superhuman feats of death-defying derring-do appear wacky on his computer-generated TV series for Fox Kids. On Game Boy Color, his exploits will look even overdone as you guide him through jungles, ruins, ruins and mines in Search for Base X.



LOUDER THAN WORDS

The action takes place over four environments. Highlight an area on the Stage Select screen, then hit Select to view the mission briefing. The Jungle and Ruins contain three missions, while the Snow Mountain and Mines contain two.



Jungle

Action Man knows no fear, so don't be afraid to hop into the Jungle's eye-kickin' Action as you leap, crawl, and pump. You'll be able to keep your head above the surface. Dash across the rock, blaring robot swarms as you go until you can leap aboard a floating platform.



Mission 2 requires you to locate the secret entrance to the cave, and once you've found it, you'll be able to move on to Mission 3 of the Jungle. Mechanical pods that lay robot armies will exceed your expectations calling, so blast them before they can activate and attack you.



Snow Mountain

Snow-blistered robot turrets cover the mountain. Watch for small, floating platforms—when you approach, they'll drop and transform into small cannons. Larger robots also guard the area, like the mechanical sentry waiting by the first gap immediately after clearing it, crouch-and-shoot.



The new items you earn by completing a mission will make it easier to reach new or secret areas in a level. By using the Sonic Exploder Grenade you earn after completing Mission 1 in the Jungle, defeating the armored robot perching the top of the Snow Mountain ledge will be a breeze.

Prepares for Action



Before each of the game's 10 missions, you can suit up for Action Man in a comic, doing your or my own suit you earn after completing a mission. You can also outfit Alex with two weapons at a time. He begins with only his EMF gun and long sword, and you'll earn new gear with every new mission you complete.



Ruins

At the Ruins, the ruins that adorn the landscape will erupt into battle when you approach. The first floor is a high one, and you'll be safe from it if you run up close to the stairs. If you crouch-and-shoot, you'll be able to take a safe shot at it.



To access certain areas, you'll need the right suit for the job. You'll earn new outfits, like the moon-piercing ClimB Suit, by successfully completing certain missions. The Dive Suit is one of the two outfits you'll begin the game with, and it's just the get-up that'll get you through the secret ruins' underwater regions.



Mine

If you don't feel the sting of the Mine's scorpions, you'll surely feel the wrath of the robots and other snags that have been trapped in the subterranean area. Floating robots lower by the one's lantern. Also carefully or you'll turn out the lights and make it impossible to see enemies.



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CALL OF THE WILD

The *Animorphs* aren't the only ones who can talk to the animals. Eliza Thornberry, star of Nickelodeon's "The Wild Thornberrys," has the gift of gabbing with critters, too. Since her father's the host of the nature show, "Nigel Thornberry's Animal World," Eliza and her family get to rumble across the world to observe all creatures great and small in their natural habitat. In Mattel Interactive's six-world adventure, *The Wild Thornberrys Rambler*, you'll get to play as Eliza, Nigel and the rest of her family (along with simian, Darwin) through uncharted lands that they all know are best kept that way.



IT'S A WILD WORLD

Away to get his paws on the Gold Schmeitzer Award for Greatest Nature Documentary Ever in the History of the World, Nigel takes the Thornberrys to the Galapagos, Amazon, Savannah, Congo, Himalayas and Outback to film nature at its best.



Episode 1: Born to Be Free

In her Galapagos Island adventure, Eliza must free the imprisoned animals from poachers. Climb the tree trunks to reach the caged animals, and hit B to release them. Check the tree to the left of your starting point, and the ledge below you to find the trapper cages.



Episode 2: Monkey Business

As Darwin, find the five pieces of Marlene's video camera that have been scattered across the South American rain forest by machete-wielding marauders. Scatter the treats to attract them for prizes, and beware of the snakes that resemble vines.



Episode 3: Beetle Mania

Wild boy Dorian loves to eat beetles. With his family away, he's free to scamper about the African veldt in search of criticky, crunchy sustenance. Entertain Dorian's hunger by moving over the bugs and steering clear of the predators in the Savannah.



Episode 4: Converge Rally

As daughter Debbie, drive the camera through Amazonia's hunt for lost silents put out by the band she thinks is perfect for the documentary's soundtrack. You must find time to live off the 60s, depending on which difficulty level you're playing.

Two-Player Board Game



If you and a friend both have a copy of *The Wild Thornberrys Rambler*, you can hook up your GBGs with the Game Link Cable to play head-to-head in a globe-trotting board game. Play as any of the main characters and roll the die to hop across countries.



Players take turns rolling the die. With each roll, the player will receive a message that will reveal the latest predicament poor Thornberry has gotten into. The news you receive will determine how many spaces you move on the board.



Episode 5: You Ain't Seen Nothin' Yet!

In her hunt for the shaggy-haired coonpony, Marlene must first photograph all of the animals of the Himalayas before she'll be able to lure the Yaks out of hiding. Climb up piles of rocks to reach higher ground, and sprint out of sight by walking and tapping B to snap pictures, hit the A button.



Episode 6: Down and Outback

After losing the waterpocket falcon to a raven, Nigel's whole family to lower him into the crevasse as he can retrieve the tapes. Move left and right to avoid animals and obstacles during the descent, and press A or B to reach out and grab the tapes as you pass by them.



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READY, SET, SPIKE!

Even when it's not summer, you'll have a chance to hit the warm sand—bumping, setting and spiking in *Power Spike Pro Beach Volleyball*. Officially licensed by the Federation of International Volleyball, *Power Spike* features 20 pros from all over the world, including the sport's premier superstar spiker, Gabrielle Reece. Whether you're a volleyball fan who digs the real-life players and exotic locales, or an arcade enthusiast who's looking for Mario Tennis-style milking, Infogrames' day at the beach promises to serve up one hot sports game. And better yet, you won't end the day shaking sand from your shorts.



GABBY ON GAME BOY

She helped popularize the FIVB and she's the star of the game, but Gabrielle Reece isn't the only power spiker under the sun. All 20 of the game's players are big-name volleyball pros.



Men's Teams

While the teams aren't cast, you can pit a men's team against a women's team. Among the male players is the Brazilian team of Pato Fereira and Guilherme Marques.



Beachfront Property

Power Spike Pro Beach Volleyball takes you on a whirlwind tour of the beaches of the world. The game sets up nets in Los Angeles, Osaka, Rio de Janeiro, Toronto and other jet-setting locales.



Women's Teams

The game sports four US partnerships, including, of course, Gabrielle Reece's team. In *Power Spike*, she's paired with fellow American pro, Linda Hasty.

SHIFTING SANDS

You can serve the ball in three different modes of play: Single, Championship and Versus. A bevy of moves is at your disposal in all modes, and you'll need to use them all to avoid floundering like a 90-pound weakling on the beach.



Championship Mode

Championship Mode is the main way to play in the international competition. You'll play two-on-two volleyball against a ladder of rival teams until you snag the trophy or lose a game.



Special Moves

Conquer the sand by using moves other than just bumping the ball. The players can dig and jump, and the most effective one-two punch is the set-and-spike. Jump and move in for the kill when the ball's high in the air.

Head-to-Head Competition



In *Versus Mode*, you can compete against a friendly computer using the *GBA* and *Power Spike Game Boy* into the *Game Link Cable*. Since all matches are two-on-two, both players will have a CPU-controlled partner taking out left the screen.



Single Match

In *Power Spike's Single Match*, you'll play one full game of volleyball. Remember that you must alternate hits with your partner and always keep track of the ball's color.



Secret Moves

By progressing through Championship Mode, you'll unlock secret moves that will allow you to unleash power plays, like po spikes and digs.



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INTO THE 21ST CENTURY

Not to burst your bubble (then again, that's what Acclaim's puzzle is all about), but Bust-A-Move Millennium essentially serves up more of the same fun and frantic bubble-blasting action that the venerable series has delivered year after year. And that's not to say that there's anything wrong with more busting and moving, since Bust-a-Move has always been an engrossing experience. Moreover, the Millennium edition is not only the first version that's exclusively for Game Boy Color (the candy-burst bubbles are meant to be seen in all their sweet glory), but it's also the first version that's Game Link compatible for two-player competitions.



Story Mode



The object is to shoot bubbles into the swirling formation so that three or more like-colored bubbles connect. When you achieve a match, the bubbles and all spaces they support will fall. In Story Mode, you'll puzzle against twelve requests.

Endless Mode



Endless Mode is a one- or two-player mission station for puzzle's who want to go the distance to see how many rows of bubbles they can clear. In One-Player Mode, you can play on a field that's either eight or 12 bubbles wide.

Challenge Mode



In Challenge Mode, you must fit every bit as slowly lowering field of bubbles to fill up your power meter. Every row of bubbles you pop will fuel your meter. You turn on to the next puzzle when your meter tops out.



©2000 Quantum Entertainment
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DAILY DOUBLE

Successful twin teen stars Mary-Kate and Ashley Olsen seem to have their busy lives together, so a Pocket Planner endorsed by them should surely help kids their age juggle the things that keep them occupied day after day—like schoolwork, chores and matters of the heart. With Acclaim's Poki, the GBC becomes a personal digital assistant, making it an easy and affordable way for schoolkids to keep track of appointments and other things. Plus, with your daily schedule organized, there should be room for fun, and the Pocket Planner provides it with a minigame, a crush detector and a fortune-teller.



Things to Do, Places to Go



The planner has a scable memory, so you can enter pages upon pages of birthdays, telephone numbers, messages, appointments and the personal e-fit on your current crush. The organizer also has a digital clock and calendar will help keep you on schedule.

Send G-Mail to Friends



G-Mail is how you can send messages to other Pocket Planners via the GBC's infrared port. The G-Mail portion of the Poki allows you to draft a brief note to a pal. You can either type in your own personal note or select from a database of prewritten messages.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES **FEBRUARY 2001**



PAPER MARIO

This is in. Mario goes for flat-out fun.

The game looks like it's for young audiences, but don't let its Yoshi's Story aesthetic lead you into thinking Paper Mario is just for little kids. Sure, the game isn't terribly difficult, but it manages to provide satisfying fun almost every step of the way. If you've ever been a fan of Mario, Super Mario will deliver the fun you expect from him.

Nintendo touches all the game, from its worlds of lands and Koopas to the invisible blocks and puzzles that you must punch or hammer to uncover secret power-ups. Even the RPG system of leveling maintains the Mario feel by letting you interact in the turn-based fights (a well-timed Controller tap will determine the strength of your attack or defense). Surprisingly, Paper Mario is only the second true

Mario adventure for the N64. It looks flat, but, not surprisingly, it never falls flat. It's classic Mario.

COMMENTS: *George*—Full of character and a whole lot of fun, PM is a game that both action and RPG fans can enjoy. It's not an incredibly challenging game, but it is ultimately very satisfying.

Jason—A clever charmer that I wouldn't mind playing all over again. It gets dull at times since you have to jump-start each chapter by completing a hokey side quest, but the uneven pacing gets back on track once the fun battling and adventuring portions of the story lock in. *Jean*—The only thing stopping me from giving this game five stars is that some parts—most notably the side quests—are very tedious. That's not to say that it isn't fun and even delightful in places, because it's actually very enjoyable.

Chris—Despite Mario's new look, this is a Mario game through and through. I'm pleased with the game's length, and in the end, I wasn't tired of playing it.

4½



- Nintendo 64 (N64)
- 1 player
- Nintendo Game Boy Advance
- 9 party members
- 8 chapters

CHRIS ★★★★★
JASON ★★★★★
JAN ★★★★★
JOHN ★★★★★
JILL ★★★★★

EVERYONE Game overlord
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STAR WARS: EPISODE I: BATTLE FOR NABOO

4

Squad save the queen.

Not so long ago in this very galaxy, Nintendo released *Rogue Squadron*, a Star Wars dogfighting blastfest set amidst swarms of enemy fighter squadrons and tangles of comfuser. With *Star Wars Episode I: Battle for Naboo*, LucasArts strikes back, launching a shoot-'em-up that smartly tries to recapture the wall-to-wall action of the original, complete with event-triggered objectives and orders to escort fleets, protect ships and, of course, search and destroy. To set itself apart from *Rogue*, Naboo includes some land- and water-cruising levels, but sacrificing the freedom to fly in a nimble Naboo Starfighter so you can hover around in a Trade Federation gunkout isn't anything that will keep the intensity of the action sky-high.



Naboo is at its best when the action isn't grounded, and the heated aerial missions rise to the occasion to compensate. Flight won't be disappointing—despite its slight case of acrophobia, Naboo manages to soar with fairly consistent thrills and a first-rate package of action, audio and graphics.

COMMENTS: *Alan*—It takes the best elements of *Rogue* and improves them while leaving the core intact. It misses the five-star score only because some of the ground-based missions are slightly tedious. *Andy*—This is a solid action game with plenty of challenges and rewards for success. Aside from the vehicles and voice samples, there's little that makes you feel like you're in the *Star Wars* universe. For that, I blame the dash backgrounds and dry cinematics. *Drew*—The ground-based missions are, with a few exceptions, uninspired, but Naboo does *Rogue* one better by providing some outer space missions.



- LucasArts/256 Megabit
- 4 player
- Available on multiple platforms
- Translates well into multiple languages
- 15 reviews

ALAN ★★★★★
ANDY ★★★★★
DREW ★★★★★
JASON ★★★★★

TEN
T
Associated
values.



MEGA MAN 64

3

Finally, the Blue Bomber debuts on N64.

Based on Mega Man Legends, which was released over a year ago for a system that shall remain nameless (Etrn: no initials are PSX), the long-overdue Mega Man 64 is being created by Capcom as the "enhanced" version of the adventure. Spaced up with better graphics and double the areas to explore, Mega Man's first N64 outing is loaded with adventure elements (talking to townsfolk is a big part of the game). MM64 doesn't quite fit the classic Mega Man action mold, but it still packs in the action (like a simplified Jet Force Gemini) along with the Blue Bomber's trademark mow-and-munch weaponry.

Roady cut scenes with spoken dialogue add cinematic verve, and chatting up villagers never bogs down the game. Where the game does stumble,

however, is with its play control—with every little step you make, the sword-happy camera overcompensates, making it look like you're playing while yachting on choppy seas. Apparently, the camera wasn't one of the things that was "enhanced." Nevertheless, once you get used to the oscillating camera, you'll find a quick-draw action-adventure game worthy of the Mega Man name.

COMMENTS: *Drew*—Mega Man hitches and pivots like a forklift as you move, sending the camera into nausea-inducing spins. *Jenni*—Tran Bunnies' cut scenes are a boost. The game looks great and is varied and challenging, even if much of the challenge comes from the odd way you move around. You do get used to it, eventually. *Samia*—The game's departure from the series, which is good because it's something different but bad because it's not the platform action we've come to know and love. *Jul*—It's excellent, but it needs more confrontational situations.



- Capcom/256 Megabit
- 4 player
- Available on multiple platforms

ALAN ★★★★★
JANNI ★★★★★
JONI ★★★★★
JUL ★★★★★
JULIA ★★★★★

CRITICAL
E
Associated
values.





MARIO TENNIS

Court is in session, and Mario's presiding.

A treat for anyone who owns or enjoys Mario Tennis for the N64, Camelot's GBC version sports the same grand-alarming moves and head-biting action as its partner Pak. In the game's main mode of racket widding—the Mario Tour—you'll enroll as a prestigious tennis school with the hopes of landing a spot on the moving Vanity Squad. By playing matches and participating in minigames (like target shoots and marathon milks), you'll net experience points that you can use to boost your speed, power and technique. The RPG framework works as a great motivator to keep you hitting the court match after match, and your sharp CPU competition will always keep you on your toes.



For more amazing surprises, Mario Tennis unlocks secret characters and courts in the N64 version when used with the Transfer Pak. Even without its kinship to the N64 version, Mario Tennis stands on its own thanks to swift action, pro controls and unique spins on the sport of racket whacking.

COMMENTS: *Andy*—If you have the N64 version, you have to get the GBC version. The two games complement each other very well. Play control is perfect and the story line really gets you into the game. So far, I've put in 22 hours, and I'm still playing it. *Jill*—Very fun. It's like Pong with personality! *Drew*—Fresh off its excellent Mario Golf GBC effort, Camelot serves up another fantastic GBC sports game. All the RPG elements and lightning-quick game play you'd expect are there, and, as with Mario Golf, you can transfer your players into the polygonal wonderland of the N64. *Jeoni*—Most game players will appreciate Mario Tennis even if they're not very fond of sports titles.

5



- NEW! GBC Playable
 - 1 of 2 best tennis games
 - GBC exclusive
 - Game Link compatible
 - Transfer Pak compatible
- GUN ★★★★★
 GUNS ★★★★★
 GUNS ★★★★★
 JAIL ★★★★★
 JAIL ★★★★★
 JAIL ★★★★★



TOM AND JERRY IN MOUSE ATTACKS!

Look what the cat dragged in.

Squandering out another high quality game suited for novice gamers, NewKidCo has yet again successfully captured the cartoon high jinks of Tom and Jerry in a cat-and-mouse game that's never short on variety. Mouse Attacks! has you playing as Jerry, scampering up household obstacles like bookshelves and plumbing to thwart Tom's latest scheme. By gathering collectibles along the way, you'll be able to use them to unlock doors that lead to minigames. Completing the side games, like the water-skiing challenge or cream pie shootout, will earn you a power-up like rockets or bombs. The new items are your keys to reaching new areas, and you should never use them in the



wrong spot—if you run out of an item when you need it, chances are, you'll be stuck unless you restart the level and earn the power-ups all over again. You won't run into that problem often anyway, since the game does a good job of leading you along. Besides, the zany antics and diverse minigames outline any possible flaw in NewKidCo crowd-pleasing gem.

COMMENTS: *George*—Playing minigames to collect items makes this more than just another side-scroller with a character horse. Clever design. *Andy*—The tasks and challenges are truly inspired, which makes this game worthwhile. Even the music is spot-on. *Drew*—Mouse Attacks! rises just above the rubble of similar GBC platformers with its solid minigames. *Chris*—It's innovative, and the game play is well balanced for all age groups. *Jason*—The action is as unpredictable as the classic cartoons and just as much fun. Never a dull moment.

3½



- NEW! GBC Playable
 - Fun!
 - GBC exclusive
 - 5 stars
- GUN ★★★★★
 GUNS ★★★★★
 GUNS ★★★★★
 JAIL ★★★★★
 JAIL ★★★★★





ANIMORPHS

Ubi Soft unleashes beastie boys and girls.

Popularized in Scholastic's books and Nickelodeon's TV series, the *Animorphs*—humans with the power to transform into any animal they touch—seem like the perfect fit for the Pokémon formula of collecting creatures and assembling them into fighting teams. It would have been easy to make *Animorphs* just another trendy game that relies on the collect-'em-all angle to carry its weight, but Ubi Soft took the time to create a full-fledged action-adventure game that merely (and effectively) uses menagerie-building as a key to fun puzzle solving. Playing as Chase, Jake, Marco, Rachel and Ax, you must battle animals in turn-based bouts to tame the strange beasts. Refreshingly, the RPG-style

fighting is only a small aspect of the game.

True to K.A. Applegate's stories, the game's emphasis is on adventure and transforming into animals, not building up levels or other RPG aspects. Certain morphs will gain you access to certain places—a feline form will get you into a cat fancier's home and a bat morph will unlock a dirty lit side-scrolling minigame. Finding the right way to use your morph is the main tactic, and Ubi Soft has used shape-shifting wisely to create a clever adventure that feels like a unique *Animorphs* experience and not like a Pokémon rip-off.



COMMENTS: *Drew*—*Animorphs* manages to remain faithful to the spirit of the license. *Jill*—The graphics could be so much better. *Alan*—It's a different spin on collecting games. *Jason*—*Animorphs* is a hodgepodge of sneaking, adventuring, battling and side-scrolling action, and every element manages to work while conveying the feel of the books and show.



- UBI SOFT Presents
- 3 stages
- GBT adventure
- 5 animals
- Over 15 morphs

ALAN ★★★★★
 ARI ★★★★★
 JASON ★★★★★
 JILL ★★★★★
 JILL ★



HEROES OF MIGHT AND MAGIC II

Out with ye olds, and in with ye not so olds.

Whisking players into medieval fantasy worlds populated by just about every mythological creature and renaissance fair character ever cast in power, 3DO's *Heroes of Might and Magic II* is a PC mainstay for fans of *Dungeons & Dragons* and sword and sorcery role-playing. *Heroes of Might and Magic II* is based on the PC version of the game, and 3DO has managed to shrink the sizable adventure while preserving the computer game's feel and strategy.

Dedicated gamers who like to spend time exploring the countryside, building character attributes and managing resources to buttress their armies will find a substantial adventure in *HOMMII*. If you're looking for instant arcade gratification,

though, you'll probably have a hard time sitting through the game's grueling negotiation system, turn-based battles and unnecessarily scripts.

Might and Magic II isn't a far cry from the original (it essentially offers new spells and maps), so the been-there, done-that sequel is like bagging a great expansion deck instead of scoring a whole new set of cards.

COMMENTS: *Alan*—A large game with tons of possibilities that is completely undone by a wonky system of controls. *Chris*—I appreciate how ambitious this game is with all the different classes and spells and the number of flexible scenarios that you can play. It just has too many flaws, such as a terribly slow pace (like having to camp every 30 seconds) and confusing game setup. *Scott*—With patience, the awkward interface gives way to a surprising depth of strategy gaming, particularly in the new Campaign Mode. Even so, *HOMMII* won't convert many action fans.



- 3DO's Might and Magic
- 3 stages
- Strategy game
- 1 mission

ALAN ★★★★★
 CHRIS ★★★★★
 NICK ★★★★★
 ARI ★★★★★
 JASON ★★★★★



MMI: extended playtime.



RETURN OF THE NINJA

The creators of *Ninja Gaiden* return with another.

It's not called *Ninja Gaiden*, but you can expect the same sort of side-scrolling journey that Nintendo developed years ago in the popular NES series from Tecmo. Over a decade after its introduction, Gaiden's formula—hopping onto rooftops, climbing ladders, hitting bad guys and using power-ups and spells—seems a bit run-of-the-mill when revived into *Return of the Ninja*. The special items, like magical shoes that allow you to cling to the ceiling like Spider-Man, spice things up, as does the game's most unique aspect: stealth. Since you're a ninja, you must be like the wind or you'll lose points if you're detected or blow a sneak attack.



Slinking around can be pretty fun, but too much of it makes for an uneventful game. Confrontation is what puts the action in action games, and some gamers will surely find *Return of the Ninja* to be a little too tame. If stealth sounds like your cup of tea, *Return of the Ninja* may be for you—the game loads up a decent challenge, and the virtual trading cards you earn by finishing missions are nice rewards you can trade via the GBC's infrared port.

COMMENTS: *Drew*—It's a better-than-average side-scroller in the mold of *Bionic Commando*. The hit detection could use a little tweak here and there, but the game play is smooth and satisfying overall. *Sam*—The spells and tools are cool and make the game interesting. It's just nothing new. *Joan*—The performer thrills and spells are pretty standard, while the main characters are graceful. *Chris*—I found it to be entertaining at first—I like how much they split up the stereo sound, but there's a big lack of action.

3



- *Ninja Gaiden* sequel
 - 1 player
 - GBC infrared
 - 5 stages
 - Unlimited capability
- ANY ★★ ★★
 CHRIS ★★★★★
 JOAN ★★★★★
 JEFF ★★★★★
 ALL ★★★★★
 NOLA ★★★★★



SGT. ROCK ON THE FRONTLINE

An old comic book GI marches onto GBC.

Recalling a silver-age DC Comics war hero, *Bay Area Multimedia* has also enlisted an equally dated and frequent style of game play to use as the basis of its flag-waving shooter *Sgt. Rock*: pure full-stream-ahead, blast everything-in-sight action, and if you're setting your sights on an arcade experience, BAM's battonic war game is a modest and immediately fun Pak to target.

The top-view game sends you swooping through enemy territory armed with a gun and grenades. The setup is similar to JDC's *Army Men* series for GBC, except that it doesn't handle like you're wearing two left boots. Instead, *Sgt. Rock*'s play control handles like a finely tuned fighting machine, so



aiming while running and driving vehicles you've commandeered (like a tank, truck and gunboat) never feels like corporal punishment. The atmospheric missions lack depth, so the major objective is to shoot your way to the top of the screen and the top of the high score list. Everything about the war game is deeply entrenched in '80s arcade shoot-'em-ups, and for its war-torn, aging genre, *Sgt. Rock* on the Frontline turns out a decent tour of duty.

COMMENTS: *Andy*—Run, shoot, run, get in tank, shoot, yadda, yadda, yadda. Good play control but tired concept. *Jason*—*Sgt. Rock* isn't exactly the hippest or most timely character to build a game around. And while the game play isn't anything revolutionary, it provides some decent time-killing fun nonetheless. *Chris*—The worst thing about this game is that there are others just like it that are 10 years old. The AI is rough at best—the bad guys sometimes will run right by without noticing you.

2



- *Ninja Gaiden* sequel
- 1 player
- GBC infrared
- 3 vehicles



Kidnapped victims

What if cigarette ads told the Truth?



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Rugged, Macho-looking Dead Guy.

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