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Entertainment Software Rating System

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<input type="checkbox"/>	Teen
<input type="checkbox"/>	Adults Only
<input type="checkbox"/>	Mature
<input type="checkbox"/>	Rating Pending



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 Binson parts clan and search for the ancient power source known as the Mother Lode.

Wars Stories



Star Wars: Episode I - Battle for Naboo lets you control a fleet of different ships and speeders. From the most recent chapter of the Star Wars saga, focusing on the conflict at the Naboo home. The hole is strong in our 18-page strategy article that covers 11 of the game's 16 missions.

52 Tennis on Tour 100



The latest tennis-simulation has gone portable with *Mario Tennis* for Game Boy Color. Join us as we travel in the Royal Tennis Academy to fine-tune our tennis skills and explore the features of this GBC companion to *Mario's NBA: Tennis* collection.

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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 highlighted it for Venus, and Ganondorf . . . well, the less said there the better. Our heroes send a big thank-you for the surprise day off!

BIG-TIME BATTLES

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

Sami Kyrönst
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!

Maurice Van-Grenigen
Montreal, QC



In response to Volume 139's *Write Away, Right Away*, I would fight Ganondorf and whoop him Kung Fu-style!

Anonymous
Via the Internet

Would that be Shaolin-style Kung Fu or the dreaded Crouching Tiger?

If I was in combat with Dr. Zoidberg 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 automatically go to the second option.

Anonymous
Via the Internet

There's no reason to fear Dr. Zoidberg as long as you have Link's Sword and a few *Healing* 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.

Adrian Prasong
Via the Internet

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

Anonymous
Via the Internet

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

Windtak

Via the Internet

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

Ryan Roarty
Baldwin, MN



If I had a chance to take down the owl from *Tony 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 tires!

Theron 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?

Karen Lily

Via the Internet

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

EENY MEENY MARY MO

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—miscreants, questions, Peckster, and so forth. Then our Player's Pulse editor takes the huge stack of *PP* letters (not

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 places.



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 shrill 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 Higginson

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 stony 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?

Asparagus

Via the Internet
The ESRB rating 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're 13. 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!

Adri Giff

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.

Njih Hobson

West Bloomfield, MI
You can tell your buddy that he's wrong this time. The *perfect* 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 *Final Fantasy*



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 supertough 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.



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

Richard G. Gantman
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 hitting 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 Durkheim

Livingston, NY

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

actually breaks bricks with his sprained fist, and not his hand. Now, if you ask him about adding 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 purshasing a manly without a trial. This is an obvious sign of

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

Joseph A.B.
Via the Internet



All good points. Maybe someone should call a Hyrule parakeeping ferver to install some order and restore future political elections.

OH HOW RUDE! I NEVER...

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

Jeanjake

Via the Internet

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

Link had to shell out Rupees to pay for his bucket down.

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 ragtagy Nintendo.

Shane

Nave Scotia, Canada

We hate to stirring controversy, but we would be remiss in our duties if we didn't point out that you already can ride and race horses in both *Course 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 shift *east* to the East. There are actually games in Japan where you can train, ride and even breed your own racehorses, but they sure fai to be the light of day on other shores.

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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.

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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 *Wario's Disco Inferno*!



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GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS

MARIO ADVANCE

THIS MONTH

Mickey's Speedway USA (GBC)



Scary-Doo!



Energy Tennis



Mickey's 101 'A' Double



Also this month:

F-Zero Advance
Golden Sun
Rock 'n' Roll Skateboarding
V.A.T.S.
Animal Ranch

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, Kira Kuru Kuru-etsu and Napoleon. These 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 shots 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 it 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

One game. Watch this a real treat for Game Boy Advance fans this month—all new screenshots of Nintendo's first 15 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. *Tetris Advance* Mario Kart Advance will feature changing conditions for the first time. *Game Boy Wars Advance* is a strategy game. *Fire Emblem* extends the popular Japanese RPG series. The horse racing game will feature Mobile Adapter compatibility, and *Magical Vacation* from Brownie Brown is a tantalizing adventure from former Square Soft developers.

MARIO ADVANCE



Mario Advance should look familiar to veteran N64 players because it's based on Super Mario Bros. 2. The classic side scroller from 1993 features Mario, Luigi, Peach and Toad, each with special abilities that will help you defeat Wart and save the World of Dreams. *Mario Advance* also includes two multi-player games. The Battle Mode lets four players link and compete with just one Game Pak.

F-ZERO ADVANCE



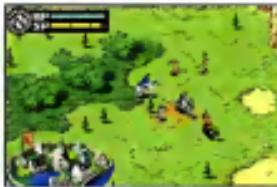
The best of futuristic racing will be splashed for Game Boy Advance. The action takes place 25 years after the events of the Super N64 game, and your characters, such as the indomitable Captain Falcon, have become the champion drivers. Four players will be able to compete with just one Game Pak, or a limited number of cartridges.

KURU KURU KURU-RIN



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

NAPOLEON



Resource management and strategy will occupy you as you recruit and Napoleon's soldiers in the field. It's 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: GARDEN



MAGICAL VACATION



FIRST PLAY

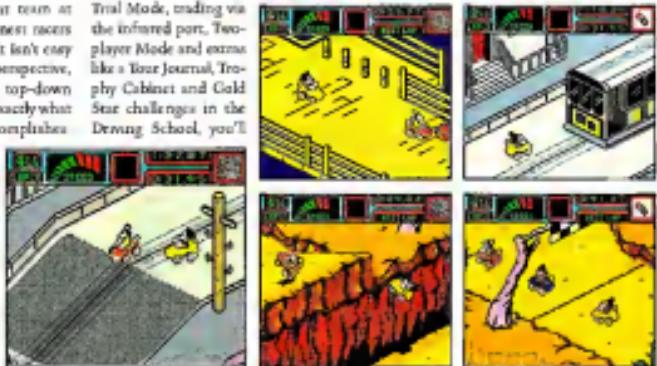
HANDS-ON PREVIEWS OF UPCOMING GAMES

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 Rave 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 weasely dognappers, 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 infrared port, Two-player Mode and extras like a Tour Journal, Trophy Cabinet and Gold Star challenges in the Drawing School, you'll

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

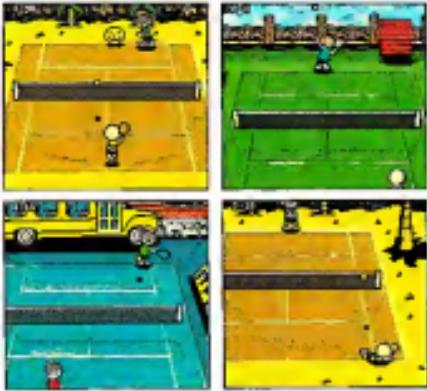


INFOGRAPHES COURTS MATCHLESS BEAGLE

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 Sepwah Corral, 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 stun 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. Stunt-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. Maneuvering 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 tiny 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 seriously easier to use than the N64 game's and cut-scenes and chapter breaks 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 *Disk 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 Ranch*. *Animal Ranch* is being created by a talented team, including Gaben Ito, who wrote the score for the PSX hit, *Parappa the Rapper* and *Um Jammer Lammy*. In the animal world, you begin the game as a pig whose only desire is to eat and become stronger. As you devour other animals, you'll gain strength and change shape into new animals. Your



Animal Ranch

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 Ranch* 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*, *Hevel: An American Tail* and two *Tiny Toons* games. Game Watch also has received word that Cewe 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 Dalmatino or Oddball as you try to rescue the spayed 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

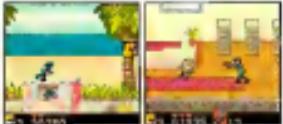


Disney's *102 Dalmatians: Puppies to the Rescue*

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 VLPS

Ubi Soft's *V.L.P. for Game Boy Color* gets right down to the thrills and chills of protecting important bodies in La-La Land just like in *Fairytale Andersen Leek's action series*. The remarkable thing about the game is that you do just about everything in it that Valkyrie and her fellow body guards do in the show: drive fast cars, chase down clues, have running shootouts with thugs and widdle guards with your purse. Separately, these gaming activi-



V.L.P.

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 developer put in a little taste of everything. Players also take on the roles of Tasha, Nikki, Quirk and, of course, Valkyrie herself while Kay 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 score-boarding controls. Game Watch looked at an early version of the game, and LEGO hopes to have the final released in the first half of 2002.

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 series 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 2002.

On the Nintendo GameCube front, Narstape, 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 *Dragon License*.

If you've been wondering what video games are selling in Japan, it seems that Castor Robo Va is tapping the N64 charts and *Tales of Fantasia* / *Nakiru Dungeon* is banishing *Dragon Quest III* on the Game Boy Color front. *DQ III* is winning the war with one of the most aggressive 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 follow on-screen instructions to maintain their schedule and get the train to the final stop on time.



Entertainment Beyond GBC



Unit-Soft



8 A.M. Entertainment



Mayco



Action Web



8 A.M. Entertainment



Crave Entertainment

NINTENDO 64

ARWYN CHRONICLES: THE FIRST MAZE
CONKER'S Bad Fur Day

MARIO PARTY 3
POKÉMON STADIUM 2

GAME BOY COLOR

ALBINS	MICKEY'S SPEEDWAY USA
ALIENS IN THE BARN	JOHN INCE
AMY HUNTING	HUNDRED
BATMAN: TOTAL CHAOS	SOUL GUY 00995
CHASERS OF NIGHT & MAGIC	CLASSIC CRISP CRISPS
DETERG'S LARVACON	THE SIMPSONS
ROBOT KARATE	SMOOTH THINGS
SHOOTIN' 65	T-SIDE
SECRET OF THE UNIVERSE'S	THOMAS HARTUNG
NEW GROOVE	THREE
DOOM'S MG GAME	TRY TOONS: RESTER'S CHALLENGE
DRAGON WARRIOR III	TOCA TOYS
EGG-TRAP	TOCA TOYS CAR CHAMPIONSHIP
CHIANTLE LESSONS	TOY STORY RACES
MINOLLES	V.I.P.
KIRBY'S TINY '99 TURNALE	MEMORIES OF NIGHT & MAGIC
LAIS-O-ALASKA 2	THE WORLD IS NOT ENOUGH
THE MUSCULATOR'S REVENGE	REAL WARRIOR PRIDE
LORAH: THE RISING OF A DILENT	ZEAL: TRIFORCE STARS
MERLIN	10 TILES

GAME BOY ADVANCE

AKALI'S ADVENTURE	MUR SEEDERS
BOOMERANG BOOM!	MOUNTAIN FESTIVAL*
CATSA'S PALACE	MONSTER HISTORY*
CASTLEVANIA: CIRCLE OF MOON*	MR. FUGI-MAN ADVANTAGE
EARTHWORM JIM	MARIO MUSICAL ARRANGER
F-ZERO	MAPLESEED
F-ZERO ADVANCE*	MARBLE 2000
FEELIN' AMERICAN S.A.L.	MARU RIZZ
FISH 'N' ROLLIN'	MFC: MAFIA ADVANTAGE
FLY FLINTSTONES	PAINTBALL
FORESTYS	POKEFEST
GARFIELD WARS ADVANCE*	POLECAT
GOBLIN SURF*	POKEY'S FURBLE
GOFL KASTA*	POKE RIBBON 2
HOUSE RACERS: BURBEE*	PO'DOGMAN KEN*
INFERNO 3-9	PO' SQUIT RAIL*
JOLLY ROLL	STAR COMMUNICATOR*
KARU KARU RIBBON-10*	STICKY GAMES*
LAMP IN THE TIME	TEKKEN ADVANCER
LEGO RACERS II	THAT TRUCK IS TITAN
LEAGUE OF GATES*	TOP GEAR GT*
MAGICAL WARRIOR*	SWEET AND THE MAGICAL JEWEL*
MARIO ADVANCE*	TRAIL VIN: RACIN'
MARIO KART ADVANCE*	WAKOONICER IN JAPAN
MINI-MAXX	

Mario Party 3



Nintendo

Pokémon Stadium 2



Nintendo

Nintendo

Online



Player's Choice Game Sites

Die **Welt der Spiele** ist ein interaktiver Bereich, der die Spieler mit dem Spielgeschehen verbindet. Hier können sie verschiedene Spiele ausprobieren, Rätsel lösen und sich über das Spielgeschehen austauschen. Ein weiterer Bereich ist der **Welt der Freizeit**, der verschiedene Freizeitaktivitäten wie Reisen, Shopping und kulinarische Entdeckungen anbietet.

FOE-FLATTENING FUN



papermario.com



QUICK BYTES

POWER PLUG



GBA UPDATE



WEBSITE NEWS



The author's Novellado games continue, specifically in their office. Today, our host has the two sets (borderless, relevant and problematic) that won the most votes in a Novellado Pollenium.com poll during the planning phase of Pollenium-related sites.



MARIOTENNIS.COM

The *Recruitment of Men*, issued in 1914, gives an exposition of the Men's Tennis rules and regulations. In the splash section, you can look at all men's doubles and men's singles titles. It includes a collection of shadowbox signed by the members of the Royal Tennis Academy. In the *Crane Bay* section you will spend much of your time looking at a collection of tennis cards, which are the cards used in the game of *Crane Bay*, a game in which the



When you see The MP Logo in Nintendo Power, it indicates that you can see a movie of the indicated game on nintendopower.com.



©2001 Nintendo
Game by Intelligent
Systems.

PAPER MARIO

TM



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 Heaven, King Koopa kidnapped its keepers, the Star Spirits, and scattered them to the corners of the kingdom. Banished by Bowser from Princess Peach's Castle, Mario must begin his search for the Star Spirits in friendly Goomba Village.

Map Key

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

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.



START

TO TOLD TOWN pg. 24

GOOMBA VILLAGE

Confront the King



Down the road from Goomba Village, you'll meet King Koopa and the Red and Blue Goombas. Target the Goomba Trap first, then 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 in the first few chapters of the game. You'll probably want to bring your Heart Points up first then 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 in kingdom paths. Nearly half of these are buried. Use the I Spy Badge and Super Boots to make them surface.

Valuable Gifts



You'll receive Star Pieces as rewards for favors or letters from Pantyshy. Check Outpost also offers them as prize prizes.

BADGE POWER

Badges can help you develop enemy-fighting 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 dead ends, treasure chests and not ? blocks.

Badge Exchange



Marlow, at Shroom Star Supply, and Rivel, in Best Town, both offer a selection of Badges. Marlow sells for Star Pieces. Rivel wants Coins.

HELP FROM YOUR FRIENDS

Eight fellow marioes 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-Bank or Ultra-Bank, 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.

GOOMBAARIO



The young Goombario has knowledge beyond his years. He can give you information about every location and enemy. He can also fight with a collection of hand-held attacks.

KOOPER



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

BONBETTE



This explosive blob of Bob-omb Bonbette allows you to break through walls with her rocket. Her high-flying attacks, including the powerful Shell Shock, are often a much-needed boost to your party.

PABAKARRY



Mid-carrying Parakarry can give you a lift over gaps. His high-flying attacks, including the powerful Shell Shock, are often a much-needed boost to your party.

BOW



Lady Bow can grab foes ghost with two-storm Shroom Attacks. In addition to skipping enemies around, she can scare them away and shield you from them.

WATT



By pulling Watt from a lantern in Shy Guy's Toy Box, you will gain a high-flying friend. You can light the way in dark areas and fight with electrifying attacks.

SUSHIE



Sushie is a Chup Chup with wide-ranging water attacks and a lightning sword. She can take you across expanses of water and even help you live for treasure.

LAKILESTER



The Lakitu that collects all of Sushie will give you a ride on his cloud over long distances. He can attack your enemies with Spines and gusts of wind.

ALL ROADS LEAD TO TOAD TOWN

Lead 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. Tessa T. will improve your fitness with her culinary skill there, and Merlin will offer you sound advice with his knowledge of your quest and his ability to see the big picture.



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 Bowser'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 Bridge 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 BOB'S BURGERS

Blooper Tito



Successively stronger Bloopers appear in these different tunnel locations. Watch for striking ink attacks.



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



The Super Blooper is massive and powerful. Using strength-boosting items and lots of help into the battle.

Blast Entrance



While the wall blocks your way to the Chests, place tiny notches along blast Strength Switch Bombs to make your way to the rear tunnels more easily.

TO TOAD TOWN pg. 24

Wheel and Deal with Rip Cheetah



Blasted to the depths of Toad Town Tunnels, Rip Cheetah is here in line+ up of goods for 64 Coins per item. Keep buying from him for items like the Puckles and the Banzai 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 smash over wide gaps. He's the first of several partners who will help you overcome obstacles in your path.



100 TOAD TOWN pg. 24

PLEASANT PATH



Drop and Switch



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

Fuzzy Fight



Fuzzies are stealing Koopa Shells. Help the Koopas retrieve their casters by trudging down the Thwomps.

The Old Shell Game



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



Star Piece Reach



There's a prize across the river for Use Kooper's Shell-tossing ability to collect it.



Toss and Collect



Shortly after you team up with Kooper, you can use him to collect an HP Field. Toss a Koopa Shell at an out-of-reach stamp.

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



1

2



100 TOAD TOWN TRAILER pg. 25

100 TOAD TOWN pg. 24

100 TOAD TOWN pg. 24

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 prisons, to blast through the weak walls.

Key Collection



Find a Koopa and Bob-omb pair to chat for twice the time to earn a key and the right to move on.



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

START

Fire Fly



There are two retching flame bars in the chamber. Jump over the flames and keep moving.

Fall for the Trap



Exit Strategy



When you order the red dungeon character, the carts rise out of reach. Fight off the enemies to make them drop.

Stairs Down



Push the cart over the spurs to produce a switch. Hit the switch to make the stairs drop.

Double Switch



As you make a path over the cells, 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 Barrage



Bullet Bills shoot from the Koopa Bros. Bullet Stars. 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 Penkarry, the mailman, to join your team.



Meet the Mailman



Penkarry has lost three letters on Mt. Rugged. If you find and return his letters, he'll join your team.

Shell Shuttle



A letter needs to be transported between two short pillars. Use Kooper 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

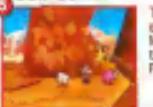


High Note



One of Penkarry's missing letters is near the peak of Mt. Rugged. You'll have to climb to the top on a spring.

Low Letter



There is a glen near the eastern edge of Mt. Rugged. Head there to find the last of Penkarry's letters.

START



Special Delivery



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

Battle with Buzzar



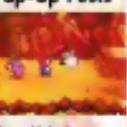
You can either neutralize Buzzar or take on the telepod terrain. If you fight, defend yourself as best you can, then attack with stingers and Penkarry's Shell Shot.

7



8

Pop-Up Pests



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

TO DRY DRY DESERT

TO DRY DRY RUINS

TO DRY DRY JUNGLE

DRY DRY DESERT TREK

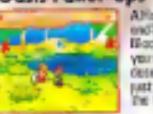
Dry Dry Desert is an expansive and dangerous frontier. If you follow the path from Mt. Rugged, walking directly to the east, you can make your way to Dry Dry Outpost without incident. When you have the Pulse Stone, you can use it in the desert to find Dry Dry Ruins.

Getting Carried Away



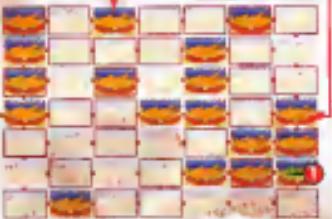
The swirling winds of Dry Dry Desert will lift you to remote desert areas. It's a good way to get lost.

Oasis Power-Ups



START

Altair Block and Stinger Block insert the Desert Oasis just south of the Outpost.



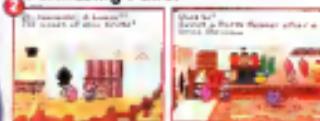
DESERT TOWN DISCOVERIES

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 Moustafa and collect the items that you need to find the ruins.

DRY DRY OUTPOST



Purchasing Power



After you give a Lemon to Shiek and buy items in the order that Shiek will reveal, you'll travel across to Dry Dry Outpost's easternmost building.

Meet Moustafa



This mystical master of the desert will give you the key to Dry Dry Ruins.

Backalley Magic



By jumping over a stack of barrels, you can reach higher for a power-giving magical spell.

Rise of the Ruins



The Pulse Stone Unleashes Energy as you get closer to the site of the ruins. When you reach a rock with a Pulse Stone-shaped hole, use the stone to infuse the name into

TRIALS OF TUTANKOOPA

The once-buried ruins are home to a collection of hostile creatures including poisonous Polkey Marmies and Stone Chomps. By

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

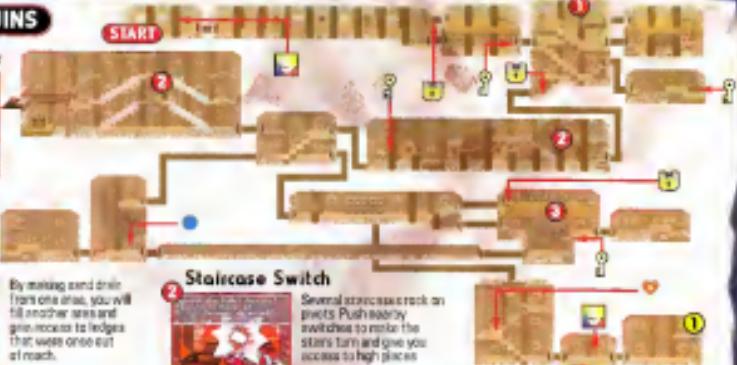
DRY DRY RUINS

Partner Power



You'll call on the abilities of your partner's set. Partner can carry you across gaps in the ruins.

START



Sand Flow



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

Staircase Switch



Several staircase rock on pivots. Push nearby switches to rotate the stairs to gain access to high places.

Writing on the Wall



When you write the sand from a sleepless chamber, you'll find a clue on the wall that will help you track Tutankoopa.

NP

Tutankoopa Appears



The magical Koops of Dry Dry Ruins fights with a sword, Spikes and a powerful Chomp. Chomp has with damage and silence attacks.

LOST AND FOUND IN THE FOREST

The path to Taboo, Blubba and the next Star Spirit winds through the maze of Forever Forest. There, you will battle Forest Fairies and Piranha Plants as you look for signs that will lead you out of the woods...



FOREVER FOREST

Forever Forest Path



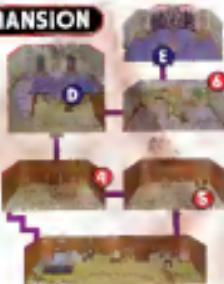
By taking the exits that stand out from the others, you can find your way through Forever Forest to the ground of Boo's Mansion. Look at each intersection carefully and try to interact with the rocks and flowers. Unigal reactions mark the exits that you should take.

FOREST HAUNT

Lady Bow and her band of Boo's haunt Boo's Mansion on the edge of Forever Forest. By exploring the mansion and outwitting the ghostly inhabitants, you can avenge a meeting with Bow and learn the whereabouts of a Star Spirit.



BOO'S MANSION



For the Record



A band of Boo's play keep-away with WII-FIT BOO in one of the mansion's secret floor chambers. You can get the invader by hitting the Boo that hasn't

Musical Lure



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

Use Your Weight



String off the layer fabric to grab the chandelier and reveal a secret passage, then use the weight to hold the passage open

Get Boots from Boos



The ghosts of Boo's Mansion like to play parties. They hide the Super Boots in there. When you find the Boo with the boots, you can use them to pull off the powerful Spin-Jump.

Get the Picture



Use the Spin-Jump to land through a secret platform in the floor, then fall through the hole to the top of a bookcase for access to Boo's Portrait.

One-Way Entry



Once you walk from an basement room to the next, the door will disappear. You must move fast to avoid

Meet Lady Bow



The head Boo has captured the wandering Star Spirit. Once you release the spirit, if you have the key, you can visit Taboo, Blubba

HOST-GULPING FRIGHT

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

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

GUSTY GULCH



Access Denied



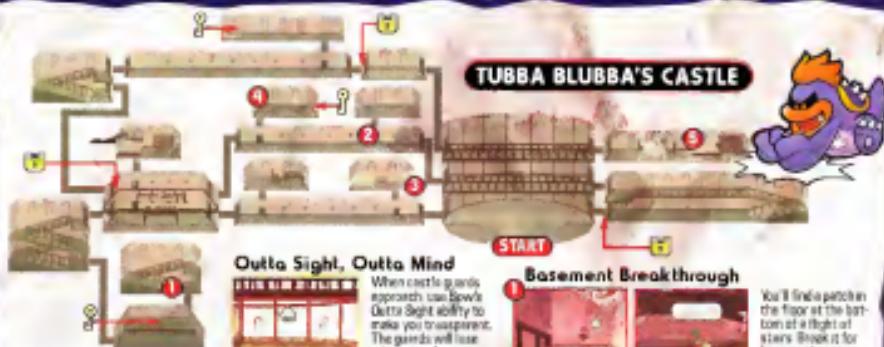
Windy Mill is locked. Before you can enter the mill, you must unlock Tubba's Castle.

CREEP THROUGH THE CASTLE

Stealth is key in exploring Tubba Blubbah'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.

START

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 well. Fight the enemy, then blast through the well.

Badge Flight



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

Grab the Key and Go



When you enter Tubba's chamber, you'll find that the boar is asleep and the key to Windy Mill is in a treasure chest. Get the key, then get out.

Mill Secret



Do you have the key to Windy Mill? You can enter and discover the secret of Tubba's invincibility.

Heart Attack



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

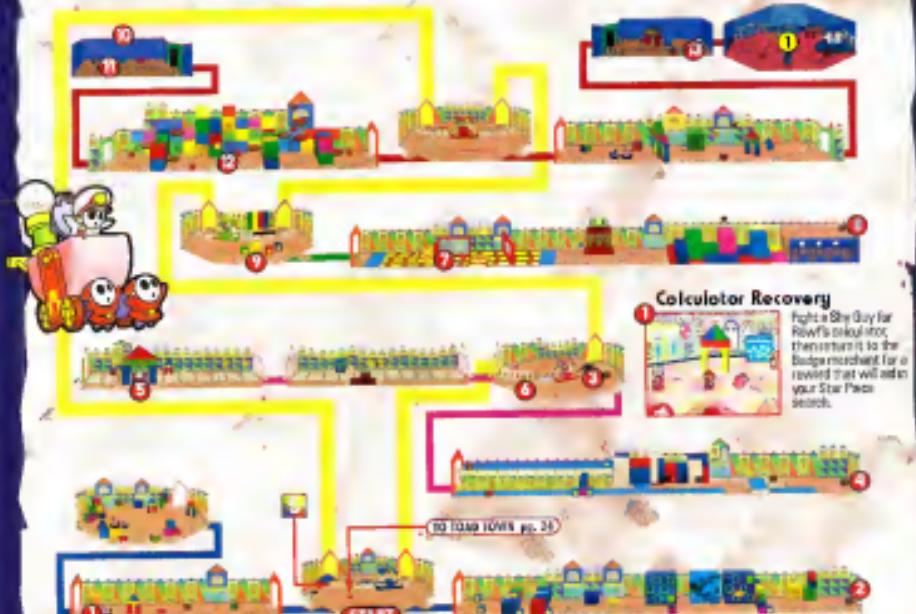
SHY GUY CRIME SPREE

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

hidout 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



Toy Box Bounce



When you Spin-Jump off the spring launcher, you can launch to the top of the books and continue your Toy Box search.

Pass the Train



When you **boss** the toy train into 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.

Capture the Key



The Stompsum Key is at the end of the path, just off Main Station. Take it to the closest shop in Town Town. That will give you access to the New Town.

Mail Bag Delivery



[View the study results](#)



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

Find the Frying Pan



Buya T's Frying Pan is at the end of the path, east of Pink Station. When you take it to the Toad Town she left, she'll give you a coin in return. If you need another cake, you can bring her Cale Mix.

Galloping Gourmet



When you take a coin to Gourmet Guy, he will offer you a gift out of the way, allowing you to cross the track and collect the Crookbook.

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



Sky Guys have left an important clue in the form of the Mystery Note. You can get the motivation of Green Shikko Usablewix's power of transparency to slip through the net on the conveyor path to the treasure.

Panakory and the Dictionary



When you reach the moving blocks east of Green Station, use Panakory to fly to solid land. Then, you'll find Rusa T's Dictionary.

Mystery Solved



When you take the Mystery Note to Rusa 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 invisible when shrunked in darkness. Hit his lantern to add light on the blocks, then shrink him to split him apart.

Free Watt



Your new pet, Watt, is invading! Launch Guy's lamp at the lamp to set her free.

See Secrets



By holding Watt, you can see otherwise invisible T-Blocks.

Tumblin' Wall



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

General Guy Declares War



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

ISLAND-HOPPING ADVENTURE

After your Toy Box battle, you'll discover a whale with a stomach ache in Toad Town. When you help the whale overcome the hurt, he'll offer to take you anywhere. Kolondo, the treasure hunter, will convince

you to head to Lavalava Island. There, you'll find Yoshi's, hostile plants and a Star Spirit hidden in the nose of a volcano.



Beach Battle



Not long after you land on the island, Kolondo will be attacked by Piranha Plants. He needs help.

Heart Plants



Hunt Piranha Plants that produce Hearts. You'll be prepared for a fight.

Plant Path



You're accustomed to shaking plants for points. Sunshines are part what you check there.

Get a Lift



After you hop onto the springy purple plant, press the Z Button to spinblast into the air.

Meet Sushie



Your search for the Ferocious Five in Jade Jungle starts with the discovery of their lair. Sushie Shakes her out of her tree to welcome you to her home.

LAVALAVA ISLAND

Fearsome First



After you fight a group of Four M. Bushes, you'll uncover Red Toad behind some foliage. Send him off 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. Swap them with Sushie to save the Yoshi tribe.

Plant Attack



Yellow Yoshi is surrounded by a pair of Piranha Pinheads. Right them off and beware of poisonous rocks.



Dozing Yoshi



Purple Yoshi is across a small stretch of water from Yoshi Village, sleeping soundly in a tree. Hit the tree to bring her down to the ground.

Raven Reward



As a reward for saving the Ferocious Five, the toad leader will give you the Jade Raven. Use the toad to unlock secretions Jade Jungle.

The Power of Water



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

The Raven Leads the Way



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

PLAYING WITH FIRE

Mr. Lava is home to fiery blends 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 Kokondoo's treasure and a captive Star Spirit.

1 Lava Leap



2 Dam the Lava



3 Bridge the Gap



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

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.

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

MT. LAVALAVA

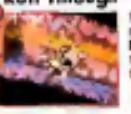
START

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 Bounce to get 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 challenge stones crash through.



7 Fire Fight



The Lava Tentacle and its Lava Bots put up a good fight. Use a shield, Parachute, and Lakitu's Sweet attack to avoid their attack in 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 Koopas himself, Bowser. Next month, we'll take you through Howser 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.



E
EVERYONE
E
CERO

Learn the Ropes

You'll 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, handle more than your share of robots bent on your destruction. Make sure you become comfortable with the Buster Gun—it will be essential to your continued survival.

Apple Market



Once you flee the robot, your airship, the Flutter, 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 his last is a nearby cave. Talk to his frantic wife and offer your assistance.

Save a Shopkeep



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

A Fine Reward



There are areas of the cave you can't reach until you get a span ladder, so swing 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 Roll at the main entrance.

I, Robot



The first few levels in a map. As soon as it begins, run 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 arms.



Card Games



By this time, the policeman whom you met when you crash-landed will have finished presenting your ID Card. Use it at Apple Market's northern door and head for City Hall (Sand), Roll's grandmother, and meet you there.

Meet the Bonnes

It is not quiet in the Kaitolox region. There's a group of barrel-ponies called the Bonnes on the loose, and they'll stop at nothing to claim the treasures of Kaitolox 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. There, and you won't know which one has the key. Attack the Yellow 'Bot first, however, because it needs to receive the key more often than the others. If you run low on energy, grab a soda from the pop machine.

Blue



The Blue 'Bot is the fastest of the bunch. Lay down some Spanish Moves 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 and the bottle, but pick up any life-giving energy cubes first.



Miss Tron's 'Bot

Parous 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 Canister from the Junk Store.

Turning Circles



Miss Tron's 'bot will often spin in place. This is the best time to attack. Look on red fire as long as you can, then quickly roll to the right or left when she stops 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 especially 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 side machine when times are tough. It will fill your energy to the max, but you can use it only once.



You Can Fight (at) City Hall

Considering that planes embitter bitterly, 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 Bunker Gun accordingly. Be sure to use the Range Counter, because you'll never hit the flyers without it. Once you take out the flying machine and the construction equipment they drop, you'll meet another member of the Bonus family.

Bomb "Baby" Bonne



The next time two fierce attacks hit all at once, wait for him to float in front of you, then run between his legs and try to hit him to attack. If you can stay under him, you'll win the game.



You'll get TV news updates about City Hall's woes, but ignore them for now. Take out the flying bats first, then ever concentrate on the machine gunners.

The Yass Plains



Once things are back to normal in town, talk to the mayor and head north to the Yess 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 Yucca Flats Cave, you'll find a Cannon Kit. If you take it back to Hell, the B's make you a Power Basher. Also ask Beta the monkey about shields the next time you see her—he'll give you a free sword kit.



Crush Teasel Bonne



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

Item Development

Cannon Kit - Power Buster

The Power Gunner is your second special weapon, and it's much more powerful than the Splash Mine. It works like a rocket launcher but has a slow rate of fire. You can purchase upgrades that allow it to fire faster from both

Bell will be so happy with your victory, she'll reward you with a pair of Walker 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 sooty area with some of the game's toughest 'bosses'. You'll need to track down three keys to retrieve a *Mega-Man* 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've all been left in the up position. Bring these down to earth with a quick shot from your shot gun.

The First Key



You find they await you on a ledge near the entrance. Go straight to the fire ledge, turn around and shoot a bridge. Cross the bridge and jump across the remaining gap. Once you fight off the bull 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 smash it with the ice breaker, 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 use 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 break down the Spring Set, Bell will be able to construct a pair of Jump Springs. They allow *Mega-Man* to leap 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

There's possibly the best item attachment in the game, the Vacuum Arm won't damage enemies or open locked doors, but it will allow you to suck up Zennies from a distance. You'll find the parts inside garbage cans scattered throughout town—use it in the Apple Market, use it in Densetrove and use it in Dytrone. Once you strap the Vacuum Arm on and try it out, you'll be amazed at how quickly the Zennies disappear!



Moving on Uptown

To reach the Uptown area, use the elevator in front of the Zonk. Once you're in Uptown, you can aid a struggling orbita, 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 Zonk. You'll also get the Mystic Gun and Zeusabre if you come in first in both events.

Beast Hunter

Who wants to be a dogcatcher? The object of Beast Hunter is simple if a bit unusual: Kick balls and stuff an animal at a robotic dog that's chasing around a harried sheepherder. 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 shoot across the screen. If you can hit the glowing ball, you'll receive a power-up that doubles your current power. You can't do this twice, though, as the blinding dog is quite speedy.

A Kicking Frenzy



Every fifth ball is actually a fluffy puppy dog. If you connect with it, you'll receive a power-up that lets you to stuff the dog quickly by constantly bouting the balls—just make sure you aren't within your line of sight. Also note that hitting the running dog will knock your posts.

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 at a given time limit. It's not as 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 off your time if you pop them, so you'll need to avoid shooting them at all costs.

Ready, Aim...



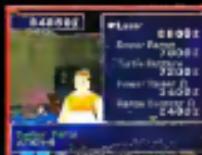
Try to hit red balloons when they bunch together. You don't need much power; as a reminder of your attacking, Buster Gun parts with a Rapid Fire attachment or two.

Roll's Ye Olde Fix-It Shoppe



Once you're rolling in the Zonk from your game show winnings, visit Roll's and upgrade your Special Weapons. It's best to focus on one or two that you use often and work on leveling them 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 West Plains—you can reach it once you have the Jeep Springs equipped!



Water Wars

Once Captain Gato has been conquered, head upstairs and go to the Boat Shop at the edge of the water. 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 lost its merchandise strictly by a mysterious group of pirates. You'll have to deal with a gruff owner—who looks vaguely familiar—and some sleepless dockworkers before they'll let you near the remaining vessel.

The Right Tools



Roll needs the Reflector from the Captain Gato to get the boat up and running. If she does, the boat's owner will give you the cash as a reward.

Blast the Torpedoes



You'll be attacked by a number of small robots 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 ship. The Super Beam is involved.

Full Speed Ahead



Just when it appears like you're home free, a nasty purple robot surfaces behind you. Don't try to shoot it; just focus your fire on the missiles it launches in your direction.



The Big Boss Boat Battle



It seems that all of the missing boats were used by Tora to construct his floating fortress. Blow off its arms 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 Great Grenade.



The Lake Cave

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

Key It Up



Like at the Carlton Gate, you'll need to locate three keys before you can claim the Refraction. 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 bunch of nasty 'bots.

Run Like Crazy



You'll pass through two large passageways with nothing on either side. Don't try to fight the robots—just run straight through and save yourself a beating.

It's Quiet . . . Too Quiet



Once you locate all three keys, the crystal is yours. It won't be long until you're home, though, don't get it! There's a laser robot waiting for you, so run back to Roll and power up the robot to face the bots.

Another Day, Another 'Bot



Equip the Laser and Super 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 Roll connects the Joint Plug to an Adapter Plug, you'll be able to attach three upgrades at a time to your Starter 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 going store.





The Sub Gate

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

Fix a Flutter



Push the Red Button to Roll so he can open the Router. Be sure to search the area well, as you'll find the Bemis Subgatetech hidden somewhere within its walls.

It's a Secret



At the far end of the Sub Gate, south of the area where you find the Antique Bell, there's a room with a secret panel in the ceiling. Clear the room of pesky baddies, then use the Grand Grounder to blow the panel right.

First Floor: Angry Baddies



The generator's control panel will operate the elevator, but you'll still need to knock down these 10 Cuds before you'll be able to open the block gates on the island surface. Turn on the power, then start looking.

Three Little 'Bots

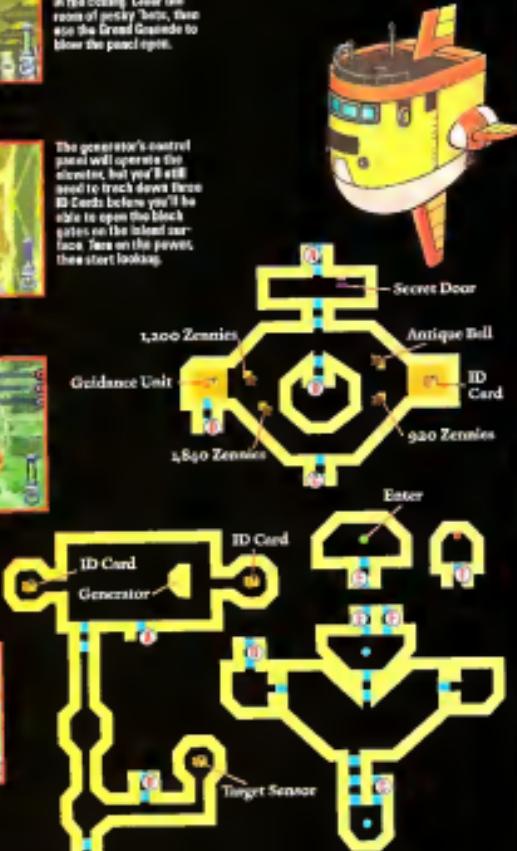


As soon as the elevator opens, you'll be attacked by three Bemis Subgatetech. Run the elevator quickly or you'll be trapped inside and turned into robot fodder. Once you get in the open, use the Grand Grounder to give the Fluts what-for.

Raise the Gates



Once you knock down the three ID Cuds, return to the main control room over the entrance and turn on the panel. You'll open up the entrance to the Main Gate. Once inside the main gate, the generator opens the 3 on the surface in Uptown, Downtown and the Oil City.





Back to the Forest

Head for the forest, but watch for the *Bombaro*'s full-court aerial assault. The Ja-pow-sound robots that fly at you aren't so tough, but Miss Tron has constructed a flying airship that would make even a B-52 bomber feel in tennis. Set your *Buster Gun* for high energy and attack ratings.



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 won't open until you destroy every enemy in the area. You must do the same to win the other keys, also.

Dreamer Key



Go behind the caterpillar's 'bot and about the hatch where it spews. Ignore the enemies if it doesn't unless they attack you, then grab the *Dreamer* Key.

Watcher Key



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



Tron's Airship



First, activate both of the airships, then the wings, then the shield on the front. If you have the *Grand Grounds*, toss it on the wings. You can also take out the cannons on either side.

A Final Battle



You'll need really strong attacks and arrows to have a shot at Mega Man. Just focus on finding special weapons like the Shining Laser. He's warned—he is 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



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 Cheato Pages. If you're confused about where to enter them, head for the Jade Snake Temple near Wumpa's Wigwam in the Mayan 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 Hoot, use the code CHEATO.JUSTINBING1SPECIAL. 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 Jak and Daxter if you want to get anywhere.



MORE HONEY, HONEY

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



Eggs and Feathers

To give Banjo extra egg-carrying capacity, launch eggs at the code CHEATO.MESTRINGS. Note that we've also included the codes for double egg and feather carrying capacity, in case infinite supplies aren't sufficient.



NO MORE VERTIGO

If you're Specialising Honeydew when you fall off high cliffs, make use of the code CHEATO.FOOHLLAFL. Once it's activated, you won't take damage when you plummet from ledges by perches.



CHEAT

CHEATO.SUPERBANJO

RESULT

MAKES BANJO FASTER

CHEATO.SUPERBADBOY

MAKES ENEMIES FASTER

CHEATO.XOBEKUJ

UNLOCKS MUSIC TEST AT JOLLY ROGER'S JUKEBOX

CHEATO.PLAYITDAIN-
SON

UNLOCKS ALL THE REPLAY
MINIGAMES

CHEATO.YOGIJUTEG

MAKES SIGNS AT JIGGYWIGGY'S TEMPLE
GIVE HINTS

CHEATO.SGGE

DOUBLES EGG-CARRYING
CAPACITY

CHEATO.SREHTAEG

DOUBLES FEATHER-
CARRYING CAPACITY



WORLD CUP

PAGE FOR SUGGESTIONS

There's been a lot of attention paid to the great race Bush 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.

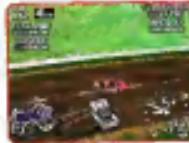
INSTANT REPLAY

WorldGamer Championship is a bit silly with the raygun credits, which tests the number of times you can retry a track. Since that can become frustrating if you're having trouble, enter the following code instead: Z, Right, Z, Right, Right, Start, Z, A, Right, Z, and then Start. That will be recentered once you run out of credits.



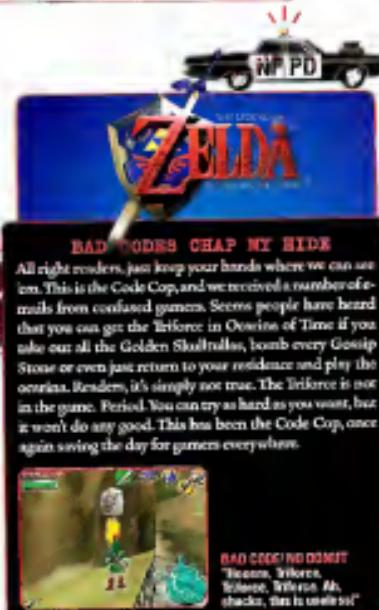
BITTER'S - KEY VIEW

While it's always nice to view your auto from the cheerleader's perspective, sometimes a hard-liner needs to get in there. To view the proceedings from a sky-high camera, press Up, Up, Up, A, Left, A, A then A during a race.



WHEN RUBBER

If you're tired of the same old back-skid marks, press B, Left, Up, Down, Right, Right, Right then Down while you're zooming around the track. Your skid marks will become a brilliant shade of red.



BAR TOPPS CHAP MY SIDE

All right readers, just keep your hands where we can see them. This is the Code Cop, and we received a number of emails 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 overworld. 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 CODE? NO DONUT!

**Dave
Murr**
The Sportsman's
Friend

TRICKED-OUT GODZILLA

This is a memo 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 tricks, and now we've got the mother of all cheat codes to go along with it. If you want to unlock every level in the game, go to the password screen and enter in **RoKZB911CTCQH1**.



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

SPIDER-MAN™

SPIDY 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. Explosive!

WRAP IT UP

 Spider-Man, Spider-Man, does whatever a spider can. And of course, number one on the list, if there's a spider can do is sleeping webs. To give yourself unlimited webbing, make STICKYSPIDER 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 weakest baddie to Carnage himself!



NO PROJECTOR NEEDED

 If you ever want to see Spidey's home movies, you'll have to sit back. But if you're looking for all the in-game slide presentations, try the code SMASSTORY.



READ THE FUNNIES

 To create a collection that would make Stan Lee himself green with envy, punch in the code CLOTHWALL. You'll 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 gamer, or you can just get everything in one fell swoop. Use the password TURBLEEV to open up every costume, all the levels and anything else a superhero might possibly need.



CHEAT

TURTLE

HELP ME

COV VIEW

LISTEN

RESULT

MAKES SPIDEY
INVULNERABLE

GIVES SPIDEY 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 GH

THESE ARE X-CITING

The codes just keep coming! A crazy 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 invisible from the sounds of others, enter **MEWEE** at the password screen.

■ GHOST RIDERS ON THE TRACK

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



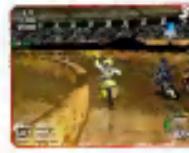
■ SOMETHING'S NOT RIGHT

Tired of boring old snow tracks? Well, you're in luck. There's an entire subplot of radioactive dirt just waiting for you. Make your password **NOTCOLD** for bad-moderating.



■ DE BUG? IT'S IN DE HIVE.

And I really try legit **IMAGINONNOW** at the password screen. You'll see all manner of weird programmer info flash across the screen as you race.

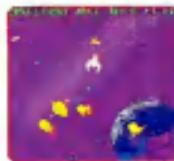


ASTEROIDS

classified
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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 CHEAT001 your password to unlock a cheat menu, then press Select during a game-play to bring it up.



To unlock the powerful Excisor 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 **INQUIRERHIDE** 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:
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Pokémon[®] STADIUM 2

Catch all of your favorite Gold and Silver Pokémons 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 supercool 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

Pokémons 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 Pokémons 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 30 and 55, and the Prime Cup, which is open to all *Pokémon* regardless of level. New to *Poké-*



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

mon 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-30 *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.



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 continuations 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 intimidating, but with the right mix of *Pokémon*, you can take on any team.

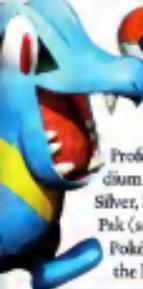


The Gyms are very detailed—each Gym has its own distinct look, just as each Gym has its own *Pokémon* specialty.



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 it features a searchable Pokédex.



Arranging and rearranging the contents of your Pokémon Game Pak are quite easy in the Pokédex. 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

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.

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!



Cliff's and Iggy's Buff play a counting game that looks easy but can get very hard.



Soyther and Pinser must cut the legs as accurately as possible.



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



Mystery Gift

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.



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.



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 stitching 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







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STAR WARS EPISODE I BATTLE for NABOO



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authorization.



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 Gavyn Sykes, 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.



HEAVY STAP

Primary Weapon: Blasters
Secondary Weapon: Missiles



The Heavy STAP is a renamed version of the light assault bikes favored by the Battle Droids— which is not to say that it's amateur. It's a good vehicle for chasing droids and AAT tanks.

NABOO N-1 STARFIGHTER

Primary Weapon: Blasters
Secondary Weapon: Photon Torpedoes



The N-1 is the Royal Naboo's people's favorite starfighter, a nimble and powerful craft for both space and air support missions. If you're going up against dead starlighting, you'll want an N-1.

FIGHTER OF THE FUTURE

NABOO BOMBER - GRAN SPEEDER



Future missions will feature specialized combat vehicles, such as the Gran Speeder—a heavier, more powerful land cruiser—and the Naboo Bomber, which is exactly what it sounds like.

FLASH SPEEDER

Primary Weapon: Blasters
Secondary Weapon: Missiles



It's not very fast, powerful or flashy, but the Flash Speeder is an excellent craft for close combat or city assaults or ground patrols. It won't take many hits, however.

POLICE CRUISER

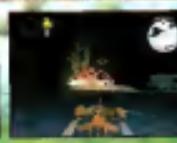
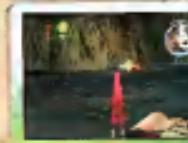
Primary Weapon: Blasters
Secondary Weapons: Plasma Torpedoes



Used as a trainer for aspiring N-1 pilots, the Police Cruiser is a good choice for flight or support missions. Its weapons and shields are not as powerful as those found on the N-1.

TRADE FEDERATION GUNBOAT

Primary Weapon: Blasters
Secondary Weapons: Proton Projectiles



Explore Naboo's waterways at the helm of this broadside gun galley! You'll enjoy fire in the sun as you train your powerful twin blaster cannons at would-be foes, then sail in the air.

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

Trade Federation forces have overrun Naboo's capital city. Because there is no chance of defending the metropolis, Captain Kad 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 Captain Kad pinned down in the heart of Theed. Use your assault rifle to find him, but don't let any droids you spot block the way.

2. RESCUE RUN, THE SEQUEL



Kad won't get far unless he's rescued again. Destroy the Droids, AT-ATs and Battle Droids that are harassing him, then blast the AT-AT above for a technology bonus.

3. THEED CITY LIMITS



Use your radar to find your way to the open country. Here, you must destroy the remaining Destroyers and AT-ATs in one go. When you've finished, a certain sequence will take you out of the city.

NEIMOIDIAN PLUNDER

As Battle Droids spread like a plague across Naboo, Captain Kad and his ragtag troops set off for the relative safety of the swamps. Follow Kad through the fenslands on your Heavy ST-7, stopping when necessary to help out the peasants.



1. CAPTAIN KLUTZ



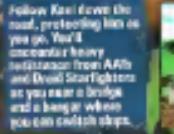
Kad will struggle to get into shape right off the bat, so try to make use of the ST-7-mounted Battle Droids that patrol the area.

2. FARM AID



Look for a distress call from a farmer under siege. When you arrive, get rid of a squad of Battle Droids before flying off to the training bay to fix quickly, then eliminate incoming threats.

3. A BRIDGE NOT TOO FAR



4. DON'T HIT THE SIREN



Hop into a Police Cruiser that lags off the level without incident. You may need to pick off a couple of Droid Starfighters if they start harassing Kad'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 blocking them. Use your Police Cruiser to cover the trading vessels until the coast is clear.



1. GUNNING FOR GUNBOATS



Trade Federation gunboats are touring port areas, civilian boats docked on the bayou. Take your Police Cruiser on shielding runs to strike the gunboats before they can lay claim to things.

2. DROID DOGFIGHT



Droid Starfighters will try to finish off the civilian boats and lay possession to them. Locate them and get rid of them.

3. KAIL CLEANUP



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

4. CLEAR THE SKIES



A trader is trapped in a holding on the bayou and needs him by Droid Starfighters. Patrol the area around his shield, destroying nearby Starfighters and they may come.

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



We've got a couple of Battle Droids here to take a free hand of Master pilot. If you protect this spaceship as it escapes, it will lead you to a home—provided you'll need to wait a moment until the speed is back.

2. TANKS A LOT



3. BULLIES ON THE BRIDGE



Kais are taking chunks out of Ronto the Hutt's big transport ship with their blaster cannons. Move down a narrow canyon ledge. Neutralize Kais when they attack Ronto.

Blow through the Kais on the bridge to eliminate the threat to Ronto. Use up any missiles you have left—you won't take these with you to the next mission anyway.



HUTT'S RETREAT

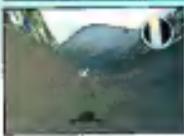
Fly air support or ground support for Borvo the Hutt's transport ship as it heads for the N-ti manufacturing facility in the mountains. Blaster forests, AT-ATs and Droid Starfighters will try to blast the large vessel out of the sky.



BORVO THE HUTT

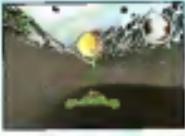
The mysterious gangster commands a huge transport vessel and a small fleet of sleek starfighters. His motives are suspect.

1. A FORK IN THE ROAD



You'll start the mission in a Fresh Speeder, and you'll have the option of switching to a Police Cruiser at a hangar just after the start. Your choice will determine the focus of your mission.

2. TRAILBLAZING



Regardless of the craft you choose, you must clear paths to the N-ti factory. A variety of Fresh Federation vehicles are waiting around every corner to ambush you.

3A. THE LOW ROAD



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

3B. THE HIGH ROAD



The Police Cruiser must keep up with Borvo's slow-moving transport as it bounces from one mount to another. Crash down to destroy any Droid Starfighters that interrupt you along the way.

4. SWING SHIFT

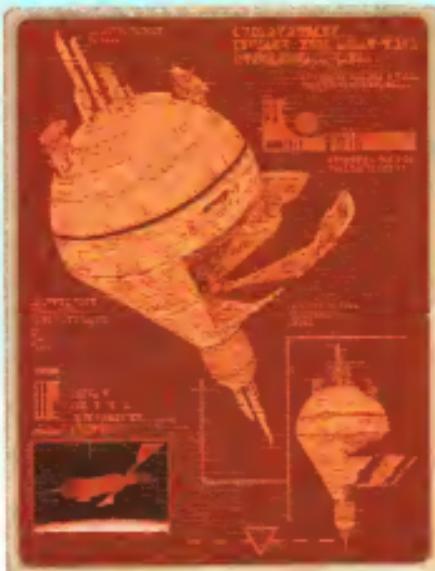


The factory is the end of the road for both vehicles. A memory recall of AF-6 will take part of Borvo, so you'll have to wipe them out before the big ship goes down.



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.



3. BOUNDS TWO AND THREE



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

4. TURRET TROUBLES



Don't worry about destroying the satellite itself. Instead, a missile cargo on the missile carries the satellite's best shot. Once you've eliminated them, your satellites 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 gun 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 barrels. Try to take out as many of them as possible before the droids detect your presence.

2. BLAST TO A BONUS



Take a dip into a red energy source to charge another advanced technology bonus. Blast open the building to reveal the power-up, then head back to the mission.

3. GRAND THEFT BOAT



4. GRAND THEFT BOAT



A Trade Federation hangar contains a powerful gunboat that you'll use in the next two missions. It's clear this sequence will get you the gunboat, so once you safely reach the hangar,

THE ANDREVEA RIVER

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.



A. MIND THE MINES



This Trade Federation has prepared the Naboo River with deadly mine fields. Wait them down before you attempt passage. You'll find it's best to bomb them.

A.2. GROWN OUT



You can take out two white generator boxes 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 KAEEL



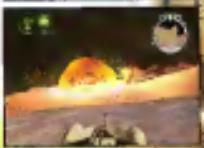
It's like fighters are ready to tear up the labor camp, but one- and multi-battalions on the ground are stopping them. Take out the single恩多 batter-ies while avoiding the gun turrets.

SANCTUARY

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



1. SHIP TO SHORE



As guardian of the refugee ship convoy, you'll need to destroy the AT-ATs en route before the enders can find the human. Concentrate on getting the job done quickly.

2. AIR IT OUT



Start into the hangar then switch to the N-1 immediately turn right out of the hangar then destroy the hangar entrance. While the enemy prepares to move, save the speeders trapped in the city.

3. SECRET SERVICE FOR SPEEDERS



You should stay close to the speeders to prevent them from getting away. Turn also close, avoiding headlights and darkness to destroy them. Make a left turn to a house just before the end.

SEARCH FOR CAPTAIN KAELE

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. ENEMY MINE

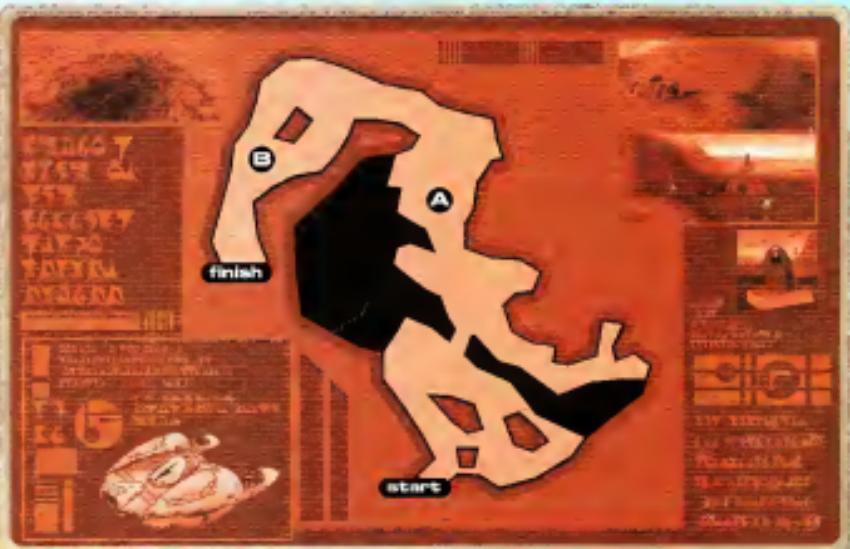


This mining facility is dotted with gas vents and crawling with AT-AT. When you first arrive, concentrate on wiping out as many threats as possible. It will give you pieces of metal later.

B. SAFE HOUSE



Use the shield generator to stay alive in this mining area's health-critical zone. Destroy the nearby terrain than sit in the regen zone for until your shields are strengthened.



3. CARGO CRUSHING



From your position in the regeneration zone, you'll get a good view of the Trade Federation cargo transports periodically moving into camp. Lie in wait for them, then zap 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 fair so well in your absence. Beware the droid breakers on 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 Captain Kal and enslaved your people. Hop in the cockpit of your X-4 to take revenge against the double-dealing monster.



1. BORVO'S BAD GUYS

NP

A squadron of Jarin's starfighters comes as an appetizer to the mission's main course. Destroy the banners before you go after the fighters. Pick a target, chase it down then intercept.

2. TREE PICKING



Before you go after the Hutt, do some exploring to the left of the indicated mission direction. You'll find a grove of trees that will improve your starship's torpedoes.

3. HUTT-WARMING PARTY



Let's hope nothing ruined Jarin's Pretoa Targeting for the mission's big finale. Unlike on previous transports, ship damage during a series of star fighter runs, as well as hull damage—there are plenty of resources 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.



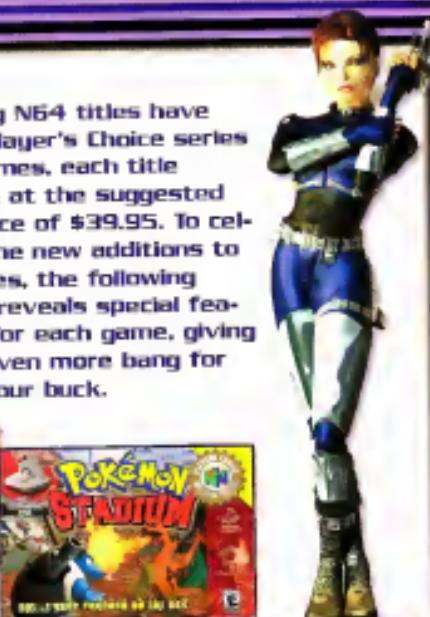
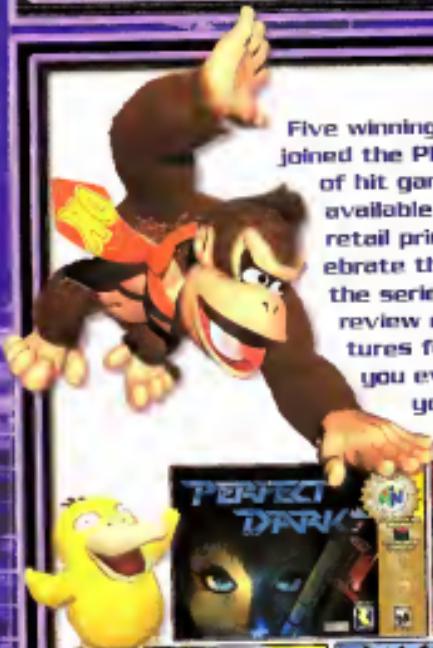
ROUT THE ROBOTS!

You'll have four more missions after you send Barriss 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 Menace: Jar Jar Binks. Just kidding—the real opponent owns a double-bladed light saber. ♪



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



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.



Mature 10+
Advanced Violence
Advanced Blood

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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 Skelar 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 Skelar Ruins - Battle Shrine mission to make it available.



Hurricane Fists

The Hurricane Hurricane fist attack becomes available when you complete the dS2Dyne Control - 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. These 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 Poké Ball in the top-right corner. It will contain a randomly selected Bulbasaur, Charmander, Eevee, Hitmonchan, Hitmonlee, Koffing, 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, these Pokémon are enshrined in the Victory Palace. If you manage to induct all 151 types of Pokémon into the Victory Palace, you will earn Amnesia Psyduck.



Surfing Pikachu

Choose a team of Pokémon, including a Pikachu, to Pokémon Stadium, bring sure to register them. When you win the Round 2 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 Pokémons in the shot, the Pokémons pose and your photographic technique. He gives you bonus points if you have

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

Pikachu Surprise

After you catch a Scyther out of the grass with Pester Balls near the end of the Beach course, two Pikachu will pop out and perform backflips or stamps for 1,500 special points.



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.



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.



Flying Pikachu

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



Jigglypuff Sings

Koffing haunt 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 Pokémons 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

Fighter Stance Bonus

You can make your character adopt a fighter stance, or wait, 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 one 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.



With Kirby as a human, you can unlock a classic Kirby by pressing the L Button and adopting a fighting stance.

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.

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 pokéon Pokémon sailing.

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 have 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

Mario's bro 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 multi-punch cross 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.



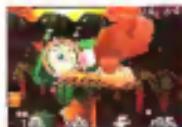
Captain Falcon

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 crush opponents.



Jigglypuff

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



More Smash Hits

If you position Luigi close to a character and press the L Button, he'll smash 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 reptil-
ian 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 Bunch.

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 corrections are the Tubaon Blast, a move that flings 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 Rocketbarred 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 Tremor attack.



Tiny Kong

Tiny can whip her ponytails to fight off Kremlings. She can also twirl them to fly like a helicopter. As Tiny Pad, 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, burly gent, 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 Kremling Krusha in Battle Mode. Krusha is as big as Charly and every bit as powerful. His orange grenade launcher will definitely put him on the Battle Mode map.



Unlimited Items

If you manage to find and photograph both Banana Fairies in each level and the four fairies that frosty roost the DK Isles, you'll earn an unlimited supply of collectible items including coins, ammunition, oranges, film, Crystal Coco-coconuts and Music Energy.



PLAY THE CLASSICS

A pair of video game classics make appearances both in the adventure and survival-hunting games in the Mystery

Mode that is accessible after you photograph six fairies. Certain accomplished players will recall the games appearing.

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 Charly 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 Banana coins, 20 fairy photos, 10 Crowns and all of the medals. Only a very dedicated DK player will accomplish that 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 themes and many 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 figure exactly how much stress, sweat, tears and raw creative energy go into the creation of a video game. The team talked by former Nintendo employee Greg Richardson (a Guy—who is the Executive Producer) and Doug Polk (a guidance councilor). Interactive Imagination also features big-name designers from the biggest names in games

including Nintendo Sage, Microsoft, Spark Interactive and Square Soft. They have been hard at work on a new gaming series called Magi-Nation, and the sequels 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 sat 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 *Magi-Nation* Innovation

Over 100 regions have paid to every element of *Magi-Nation*, and it abounds in ingenuity. A brilliant combination of strategy and creature-collecting



5 of the 60+ unique, dynamic, special, interactive environments are truly breath-taking. Check out the wonderful light textures & environments.

elements with an unusually deep story line, the game opens with a messenger from Earthly the name of Tony 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 Tony's arrival sets off a number of terrible events—including illness that befalls community leaders and dark Shadow Layers that spew forth terrible monsters that roam the land. As Tony Jones, you will have to master the ways of the Magi, collect the fantastic Dream Creatures, and defeat the evil Coss Magi if you ever hope to return home.

With 60+ Dream Creatures, 40 Magi and 24 unique Relics to track down, *Magi-Nation* will keep even experienced RPGers playing for a long time.



With 60+ Dream Creatures, 40 Magi and 24 unique Relics 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 realms in the *Magi-Nation* landscape, including the forests of Noros, the deep waters of Cossack and an underground kingdom known only as the Underlands. You'll also soar through the air, across waters of lava, and visit 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 found anywhere else. When asked how they created some of the more incredible Dream Creatures, lead concept artist Matt Gifford 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 complement creatures entirely—like the arboll, which is simply leaves and wood—or we created other creatures like the Calotina, which is an elephant that's actually made of leaves and wood. [The result] is a world that seems alive at every turn."



Interestingly, Gifford mentioned that it's already developing a dozen Magi for the next release, but the others are secret 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—that's your hit points, magic points, all of it. So we had to take 18 creatures and make them

all different and unique. We couldn't just take it as is 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 McElroy

"It turned out really elegant, too."

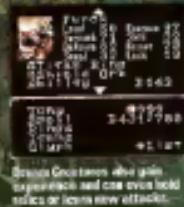
—Dylan Mayo, Continuity and Scoring

Summoning the Dreamers

It was important for Magi-Neton to be accessible to all skill levels, so Interactive Imagination designed a battle system where you have only one resource—energy. Tony uses energy to summon Dream Creatures or even cast spells of his own, but once it's gone, Tony's time in Magi-Neton comes to a bad end. It makes for battles that are easy to win yet require thoughtful strateg



As Tony's experience level goes up, so does his supply of available energy.



Dream Creatures who gain experience and can even hold statis or items in new attacks.



Battles are optional, unless you're trapped inside a Glitter Grotto.

An Intro to the Battle System

Once you defeat a Dream Creature, it will leave behind a small pool of its essence, called Animite. If you collect enough of one creature's Animite, take it to a Kingmaister, who will use it to forge a ring. You can then use the ring to summon this 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 bring it.



You can summon up to four creatures at a time, so long as you have four different rings.



Each ring has its own cast of unique abilities. There are over 200 such essences.



The background essences will change to fit in your location, even in the little corners.



Defeat this creature and take the Animite. No card battles need to be their way.

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

—Greg Richardson von Oy

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 expansion is what we tried to do in this game—drawing a little influence from what *Zelda* has done in the past."

—Josh Lyle, Level Designer and Tester



Now it has secrets everywhere in Majora's Mask, so exploration is a must.



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



Explore the Overworld map looks for hidden surprises, if you know where to look.

Meet the Locals

A zone of hundreds awaits you in Majora's Mask, and if you know the card game, you'll see some familiar faces. As Patrick Meahan said:

"I'd say [there are] about 200 main characters that people will be making official names out of. A lot of the game is actually driven by the bad guys, because they're very passive. They wreck towns and hide up and do all this nasty stuff."



Like most monsters, they're quite fond of bread and a little bacon.



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



Most Majora's Mask player characters have unique personalities and are always a little crazy.

The Relic System

"I thought the relic system was really cool, because it allows you to piece-together your characters. There's only one of each character in the game... so tracking those down can be a much fun as finding the Dream Creatures or characters." —Dylan Mayo

Dylan is the lead 3D programmer and lead designer of the game's subtle weather cones from his hand. As in many RPGs, most items for sale in shops generally restore status in one way or another, and relics will grant new skills or allow you to increase your power dramatically.



TOKU
3,250
ITEM
DUNGEON

You can find these local relics in both the card and video games, but actually they're 1-train-line between the two.



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



Cheats and the landscapes of Majora's Mask, and there's really something interesting inside.

Speak of the Magis

Joining us for some specific questions were Greg Richardson von Oy, Patrick Meacham, Dylan "Earby" Miyu, Matt Hollings, Josh Lyle and John Winkler—who works with scene design and more.

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

PM: Yes, (laughing) 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 mind, makes a video game fun to play?

GH: 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 blasting something up or playing with things as fundamental as life or magicks.

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

JW: We know people will enjoy, too. Because this is a game with this much story, character is important.

NP: It's funny, though, that there's humor in even the type of choices you do in an

RP, like searching backyards and naming over stories.

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 corny joke.

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

PM: You know, you sit down and say, "You're 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 was so tough, once we know how to go about making it.

NP: Have you thought about making a game for the Nintendo GameCube? GfC (We're) inspired by the GBA link to Nintendo GameCube. We've got the team and the wherewithal to pull that off—it's just a matter of time and money and whatever the customers want.

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

—Patrick Meacham

PURE RPG HEAVEN

While RPG newcomers are sure to love Magi-Nation, the game is so well designed that it should appeal to any number of gamers. The play control is tight, the graphics are stunning and the overall quest is both fun and rewarding. It has the telltale feel of a broken-down legend, and is well-written and diagnostic when appropriate. For seasoned veterans as well as beginners, Magi-Nation should be

at the top of every GBC owner's wish list. —Mike March. With a GBA title already in the works and the possibility of sequels and prequels, it's no wonder that the good people at Inventive Imagination have such pride in their creation. It's because it's the type of game that can launch an entire series. Third of the Magi games? Think Dragon Warrior. Then think Magi Nation. ■



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GOLD VERSION



POKEMON
SILVER VERSION



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



Pokécenter

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.

Sligmas 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 *Oscifly* 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



Sligmas

Pokechat

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 puzzles. 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 standing 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, take over to Route 44, then retrace 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 Pak 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 Poliwhirl, Skewers, and Slowpokes 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 Pokémons until you catch one that's holding the item you're looking for, or you can try using Thief when you're battling the Pokémons. 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.



ELM

Is there an easy way to catch Pokémon?

When you put together your catching team, use Pokémons 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 Kurt whip up a few of his special balls. Good Luck!



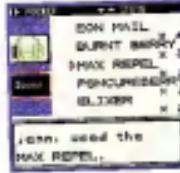
Bulbasaur can learn Mean Look and Hypnosis.



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

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 Pokémons in it, then run around the grass—if any Pokémons attack you while the Repels are still working, it will be one of the three. You can try using one of Kurt's Fast Balls on the Pokémons, 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 flees, 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 Pokémons 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.

Why won't Bulbasaur make a good dinner?

In Hey Yo, 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 lot, you should be just fine. You can also improvise 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 incomplete list of ingredients.



Pikachu can help Bulbasaur make a delicious meal.

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 Copeon on the top floor of his 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 Copeon. 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.

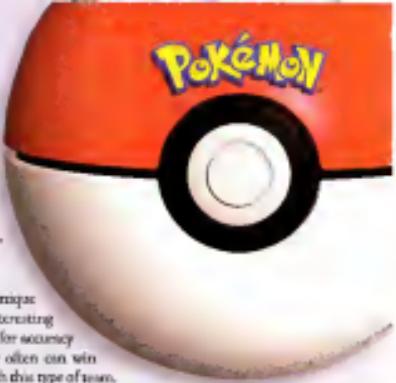


Silver Cave is in Johto, but you'll approach it from Kanto.

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-type. 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
- Bubblebeam
- Hyper Beam

Tauros



- Fire Blast
- Ice Beam
- Earthquake
- Stomp

Kangaskhan



- Dizzy Punch
- Rock Slide
- Submission
- Surf

Chansey



- Psychic
- Rest
- Softboiled
- Bide

Clefable



- Psychic
- Blizzard
- Submission
- Metronome

Dodrio



- Drill Peck
- Tri-Attack
- Agility
- 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 Psyche, 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 Mudbringers (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 baulking 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.



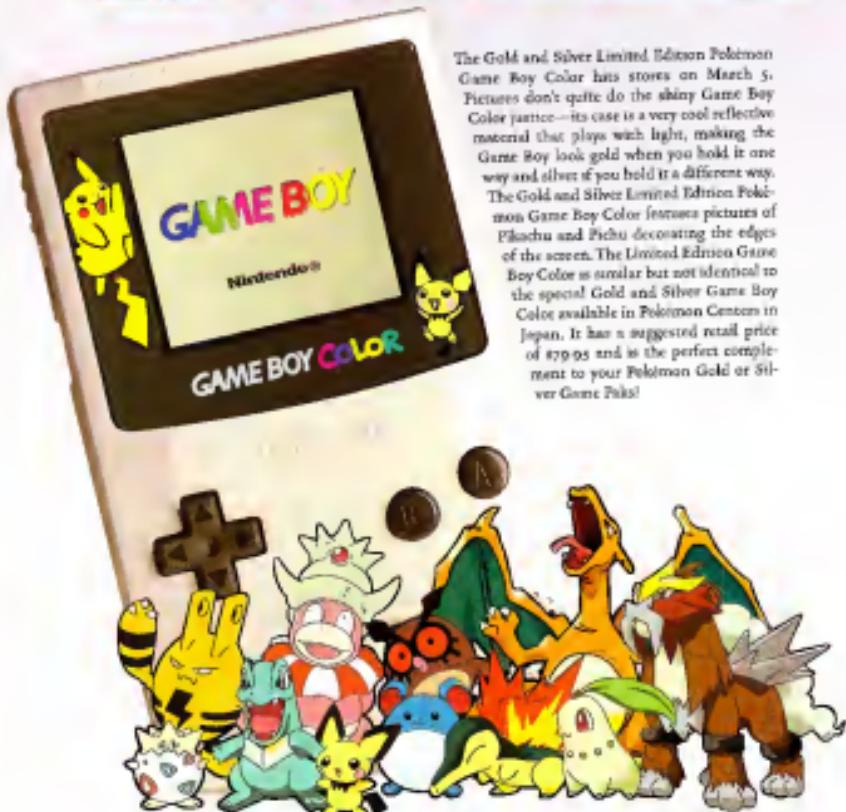
Chansey's Softboiled seems like a natural for the egg poached Pokémon. It restores half of Chansey's HP—just Chansey has a lot of HP. Brian has Rest on his Chansey, too, which seems a little odd, even if the two restore HP differently.

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 latest

and upcoming Pokémon games, cards, TV shows, movies, toys, tours, 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—it's 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 Parks!

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

Send questions, comments and art to:

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KEYCO



GAME OF
COLOR

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 home in *Heroes of Might and Magic II* from 3DO and Koei Wonder, you can use your horse to create a kingdom. Strategy fans will discover marvelous countries filled with mythical beasts, mysterious people, monumental structures and magical artifacts. The expanded sequel includes a new Campaign Mode with seven missions and 25 action-packed scenarios in the Scenario Mode. Everything a would-be hero could want is in the following screens.



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



Recruit an Army



Discover lands are scattered beneath a cloak of trees until you draw sight. In every measure, you will venture boldly into the unknown, searching for enemies, resources, resources and resources.

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



Conquer the Enemies

While out questing, you'll encounter horrific forces. Heroes lead their armies while others serve as unshielded. Use the cursor and B button to increase the strength of foes before challenging them to battle.

Explore the Unknown

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

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



Wood



Mercury



Ore



Sulfur



Crystal



Gems



The Stockpile

You'll need a lot of resources to build all the fortifications required to raise powerful armies. It's best to spend your resources on key resources as much as you can before building up secondary houses and outposts.

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 step in any game is to gather nearby resources and build training facilities and the stables, which gives you an income bonus. After that, build the Mage Guild for learning spells and the sewer for recruiting new heroes.

Resource	Crystal	Gum	Gold	Mud	Sulphur	Mood	Ice	Mines	Armies	Growth
Hut - Goblins	GR									
10	400									
Dweller - Lizardmen	GR									
2	1,000									
Pit - Berserks	GR									
5	5	2,000								
Globe - Unicorns	GR									
20	5	3,500								
Mage Guild - Spells	GR									
5	3	2,000								
Shipyard - Build Ship										
20										
Hive - Serpent Flies	GR									
5	2	1,000								
Statue - Income	GR									
20	5	3,500								
Cottage - Dwarves	GR									
20	5	3,500								
Tavern - Recruits	GR									
5	500									
Meadows - Pogost	GR									
20	2,000									
Arches - Demidroids	GR									
20	5	3,500								
Stables - Centaurs	GR									
10	5	1,000								
Homestead - Elves	GR									
5	5	200								
Golf Nest - Rocs	GR									
5	5	1,000								
Cave - Cyclopes	GR									
20	20	3,500								

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 or rare, but they're always needed to build more facilities or to the longer Pathbook. Change the Initial Settings if you want no earn a higher score.

Training Centers



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

Recruiting an Army



You can recruit units from two types of towns, and you'll pay a penalty for moving them across. If you've advanced to every hill station, several Viking, archery and ground units.

On the Battlefield



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

Moral Boost



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

Skill Upgrades



Early in the game, the most valuable skill upgrades are the defense, mining, archery and morale skills. Magic-based skills and Pathfinding won't make 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 prepare the strength of morale before engaging them. You should never surrender or flee, so if you do, you'll lose valuable units and heroes.

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.

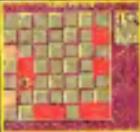
The Book of Spells



Spells are kept in a spell book that's available on Mage Quests for 100 pieces of gold. Every hero should have one. When your hero completes a Mage Quest, they will learn the spells they are within their levels 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 treacherous region with several islands. Your goal will be to oust the CPU players by any means possible.



Clerical Obsession

When clerical obelisks are scattered around the volcanic country side, each monument contains a piece of a scroll map that will lead you to a powerful artifact. Once you've gathered all the pieces, work out the actual location and dig for the artifact.



Archers in the Wild

Archers and some other troops such as lancers can attack from a safe distance. Don't mind Archers won't press much threat. Heroes with high archery skill levels are another story.

Castles and Towns



Enemy Castles

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



Towns

Spicer towns are understand by the walls. You may have to build the infrastructure from the ground up to make it a productive town. Once it has a castle, it will increase population as well as income.

Trouble in the Land

Rough Terrain



Bottle for Resources



Ship to Shore



Rough terrain such as the lava fields surrounding the volcanoes will slow down your heroes so they can't travel as far per turn. Difficult terrain has no effect on capture.

The three CPU rulers will try to recruit as many allies, units and other resources as possible. You have to beat them to the goals. Strengthen your new heroes by battling the weak, unaffected orcs near your home castle. Upgrade enemy castles at first and take enemy-controlled cities and pillars.

Once you've built ships, you'll travel much faster with every turn. Use ships to transport your heroes 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.



Rogues' Solitary

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 Gorgons or Hythas.

Archery

Increases the damage dealt by the hero using archer units. Basic: +10% damage, Advanced: +15% damage, Expert: +20% damage.

Armorer

Reduces the amount of damage received by the hero. Beginner: 10% less damage, Advanced: 20% less damage, Expert: 30% less damage.

Ballistics

Increases the health number of catapult units, damage and accuracy are increased. Basic: +10% health, Advanced: +20% health, Expert: 2 times + max. damage.

Intelligence

Adds a bonus to the hero's maximum spell points. Basic: +10% maximum, Advanced: +15% maximum, Expert: +20% maximum.

Leadership

Gives the hero a bonus to morale. Beginner: +10%, Advanced: +20%, Expert: +30%.

Logistics

Allows the hero to do load movement. Basic: +10% movement, Advanced: +20% movement, Expert: +30% movement.

LUCK

Reduces the hero's basic attack. Basic: -10%, Advanced: -20%, Expert: -30%.

Mysticism

Decreases the number of spell points the hero requires each day. Basic: -2 spell points/day, Advanced: -3 spell points/day, Expert: -4 spell points/day.

Navigation

Increases the hero's movement on water. Basic: +10% movement, Advanced: +15% movement, Expert: +20% movement.

Offense

Increases the amount of damage the hero does when in hand-to-hand combat. Basic: +10% damage, Advanced: +20% damage, Expert: +30% damage.

Pathfinding

Reduces the movement penalty of the hero over rough terrain. Basic: Reduces penalty 20%, Advanced: Reduces penalty 10%, Expert: Reduces penalty 50%.

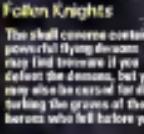
Wisdom

Allows the hero to learn spells beyond the hero's level. Basic: +1 level, Advanced: +2 levels, Expert: +3 levels.

Hydro Danger

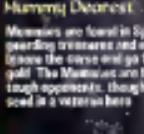


The multiple waves of the Hydro will lash out at attackers on every side, inflicting damage. It's best to stay clear and attack the monster with projectiles from a distance.



Fallen Knights

The skull contains certain powerful flying demons. You may find them if you defeat the demons, but you may also be cursed for disturbing the peace of the heroes who fell before you.



Humming Bees

Bees are found in Sylphines, guarding treasures and a castle. Once the castle is gone for the gold, the Bees 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 not 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 Facts



Artifacts are objects that add to your strength. If one of the main heroes finds a powerful artifact, pass it to the lead heroes who can keep it in the next campaign. The contents of an artifact location will change when 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 final campaign, you'll recruit several new heroes and strengthen them in battles with nearby and distant enemies.



Your Enemies Abound

Up to 100 foes will compete with you for resources in your great city, the Dragonlands. Encountering artifacts and creating a way to appear the Dragon City Update in the Reserve Mode, players can 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	
Book of War	Increases your combat skills
Assassination Blade	Increases your attack and defense by 5
Staff of Archmagi	Increases your power and knowledge by 5
Book of Wishes	Increases all four primary skills by 5
Book of Invention	Increases your luck and morale by 5
Book of Mystery	Increases your power and knowledge skills by 2
Amulet of Calm	Increases your power by 2
Ring of the Spell-Weaver	Increases your power skill by 2
Scout of History	Increases your morale by 1
Medallion of Daring	Increases your morale by 1
Padlock of Resistance	Increases your morale by 1
Forge of Invention	Increases your morale by 1
Book of War!	Increases your luck and morale by 2
Book of Shattering	Increases your attack skill by 2
Book of Protection	Increases your attack and defense skills by 1
Insatiable's Veil	Increases your defense skill by 4



Enter the islands to broaden your view of the world. You could spot the shores of some of the other islands. Send along the patrols, looking for enemies, resources and enemy heroes.

Shipping Out



There are two ways to act fast. You can build a ship and then buy a cargo to carry an army across the sea. Or you can build 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 safe road. Use the whirling whirlpools to send enemies quickly into battle.

Campaign 3: The Heartland

Your third campaign will bring you to the rich heartland where you'll face three opponents. Beginning in the northeast corner of the map, you'll travel along roads, encounter Rogues and discover many artifacts. You'll also find whirlwind worms that take chips from one area to another.

Texas Turnpike



You'll find four different types of towns in HOMMEE, each with its own set of fighters and assassins. One type produces Cavaliers, Swordselves, Archers and Griffins. Another town produces Gorgons, Hydras and Serpent Bites. The third type produces Grotto-Kings, Dyras and Cyclopes, and the final type produces Gladiators, Elves and Mastiffs.

Read This



Your horses will travel farther on the road than off it. Move quickly along the road system with minor halts to reapply your front line ankles with fresh sets.

第16讲

Campaign 4: Dragon Dawn

Your fourth campaign is critical because it is your chance to create an alliance with Dragon City. If you find the Paramount Blade, a lost artifact, then the people of Dragon City will back you, you'll gain the ability to create Dragons for your armies. The challenge of the three opponents is greater, and the rewards are heavier than in previous campaigns.

Ultimate Artifact



The Ultimate Artifact is revealed in a map that is placed together by visiting skeletons. If you collect all the map pieces, you'll see where to dig for the artifact.

Directions in Computing

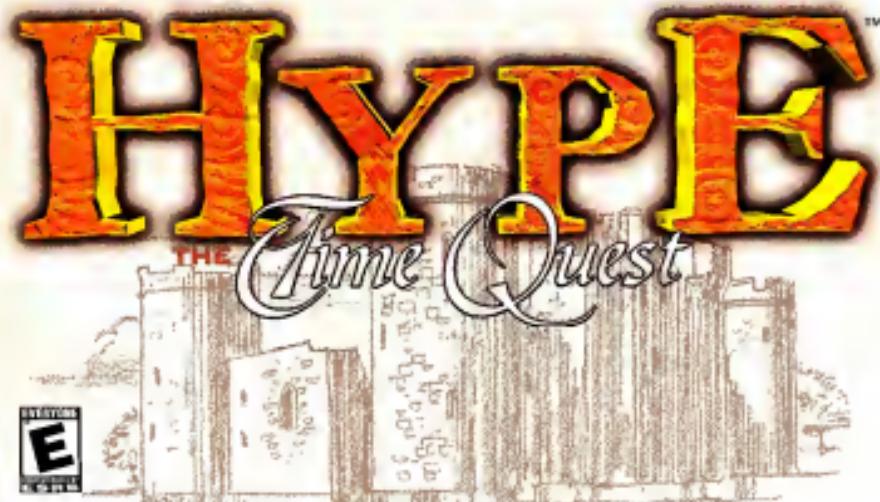


Arrows that appear during battle allow you to position units strategically so that they don't block other units or face undue damage. The position of a unit doesn't add to its strength.

Have at You

Heirs of Might and Magic II has an unusual interface for Game Boy Color derived from point-and-click type computer games. Once you get beyond the initial oddities, HOMM II will draw you into a world with depth and color. With new units, snazzy graphics, clearer menus and greater challenges, HOMM II is also a big step beyond the original GBC title, like a bit of symmetry here or there. 

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.



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



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

Bow & Arrow



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

Barrels



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

Fire Sword



Hypo gains the fire spell at the start of the second era, and it gives him the ability to launch fireballs.

Ice Sword



In the third era, Hypo will receive the ice spell, allowing him to damage enemies with deadly icicles.

Lightning Sword



The lightning spell gives Hypo the power to zap thunders in appearance in the fourth and final era.

Living up to the Hype

In the land of Torms, 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 Barnak, the Black

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

The Evolution of a Town

At the start of each era, spend some time strolling through Torms 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 arrows throughout the levels. Save your money for more important expenditures, such as passwords.

Rest Stop

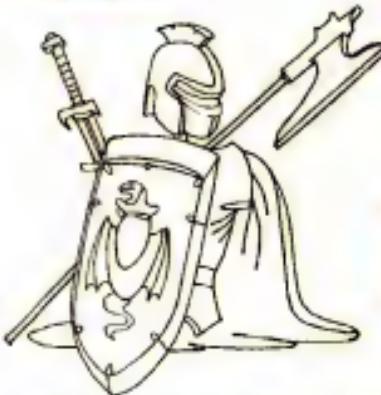


At the Rest Stop, a password costs 20 Plastyks. You should buy a password after completing each level. If you happen to struggle on any one level, remember the game saves your most recent password.

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.



Village People



The inhabitants of Torms will help point Hype toward the schemer, Gogood, who is responsible for helping Hype advance through the eras. Don't be surprised to find the villagers a bit perplexed.



Pick-ups

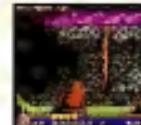
The surroundings are loaded with treasures, particularly Plastyks, so be sure to stock up. It's important always to have enough money to buy energy and passwords after completing each level.

Plastyks



Plastyks, more commonly known as coins, are the currency of Torms. In this town, money can buy healing 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 mettles. If you're at full health and come across heart, remember it's low-tier for future reference.

UBI Key



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

Stars



After retrieving spells from Gogood, collect stars to fill him for the special swords. You can accumulate up to 30 stars of fire, ice or lightning.

Hype Head



Each Hype Head is worth one extra life. Grab the rarest ones whenever you see it, since you're the game without three lives.

The Village of Torras

After being transported to the past, Hype 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.

Pesky Varmints



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

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



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

Slip, Slidin' Away



To reach the top of the mountain, jump off at the first ledge. You'll find areas filled with care. While sliding, don't worry about creatures in your path; they will not harm you.

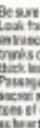
Granslak

Be ready to run when you face Granslak. He will walk forward then backward. Swing your sword at his legs each time he comes to a complete stop. Each successful hit will make him shorter. Watch out for falling debris and the flying mace.

1st Era



Passages



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

Vine Climbing

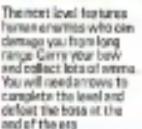


What would a forest be without vines to climb? If you can find a vine up, there are plenty of coins available in the higher areas of the level. Watch for flying bats as you climb.

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



Hidden Treasures



Several levels contain hidden treasures, but you must go out of your way to uncover the valuable. 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.



The Village of Torras

2nd Era

The population has increased over time, which has resulted in more human enemies for Hype 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 knights you can easily destroy, as well as the typical array of flying bats. The spikes will likely cause you the most trouble.

Danger above and Below



The traps of Hype 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 step into the pits of spikes on the ground below.

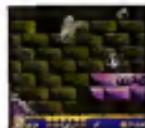


The Keep

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 prevent 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 hands 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 correct flip switch, return to the originally locked entrance and walk down the staircase.



The Village of Bandits

The earth 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 slow and pose no real threat. The bandit thuggishness are plentiful but still no match for Hype and his powerful weapons.

More Acrobatics



Once again, Hype will be swinging and jumping from ropes. With deadly spears protruding from the ground below. Whenever possible, step out the tree before making the decision to go for the long swing.



Jozzlan

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



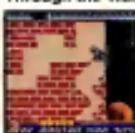
What's in the water that makes so deadly? Nobody knows, but you should capture around the urge droplets. Some knights will be wandering around, but they're easy targets. Watch for nets on slopes.

Around the World



Hype can jump onto the silver and gold spheres that look like hanging planets. Use the plasma at the beginning to collect coins and again near the end to launch the flag on the road at 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 your knight 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 the theodolite, because hasty steps could send you falling into a vat of harmful green acid. 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 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.

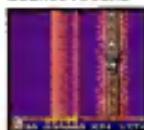


Step Barrel



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

Bounce Around



Since the level contains a multitude 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 opening gates and entering passages. When at the jewel, go right and follow the ladder down before finishing.

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 skipping 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.

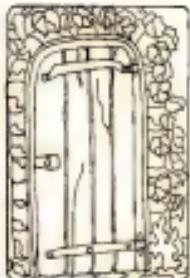
The Lost City

With a plethora of falls to jump down and tunnels to scurry 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

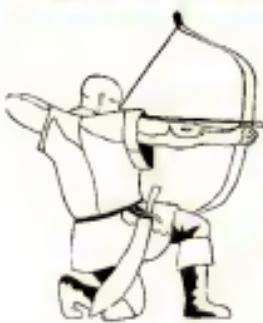


While the Lost City is filled with plenty of fast and furious fun, there are numerous hazards that should not be disregarded. Carefully analyze and sharp spikes are sometimes planted at the bottom of long slopes. Be prepared to jump as you reach the end of a speedy ride down a slick tunnel.



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 rusty face, hammer, and hammer, that Hype has faced throughout his long journey are in the tower. Treat them like 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 over and enemies 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 over.

Barnak, the Black Knight

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



PERCE HRS RETURNED

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 safe hits the ground. Watch out for the green glove and the many falling swords! His pattern gets trickier each time it repeats.

Barnak should have known better than to mess with Hype. The town is 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 Playmobil 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 a agent.



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Five winners will each receive one

Game Boy Advance on its release date and the release of one Nintendo launch title.

THIRD PRIZE

Fifty winners will be transported to the cutting edge of fashion when they each receive a **Nintendo Power T-shirt**.



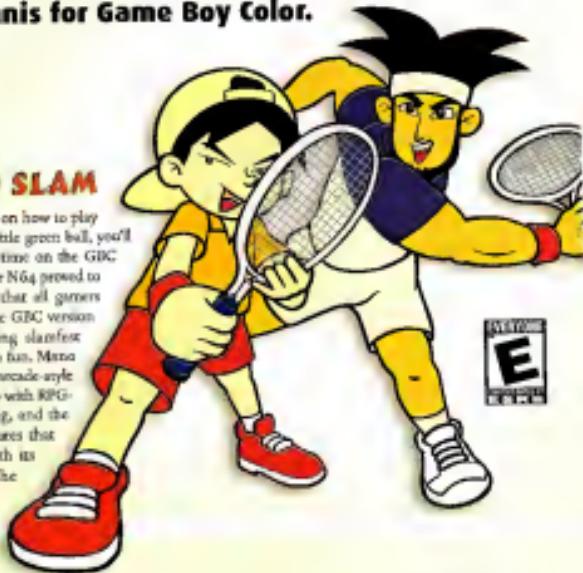
©2001 Nintendo/CAMBLOT

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-whacking slamfest 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 balls in your court—find out what all the racket's about.



PICK YOUR MATCH

Mario Tennis serves up a little bit of everything to count both the fanatical and casual tennis fun. 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 hit the ball, Tchibiman 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
A screenshot of the Exhibition Mode menu. It shows a 3D model of a tennis court with a net, and various icons for player selection and match settings.	A screenshot of the Player Selection screen showing Princess Peach and Mario as selectable characters.
Difficulty A screenshot of the Difficulty selection screen with options like "Easy", "Medium", and "Hard".	A screenshot of the Court selection screen showing options for Hard, Clay, Grass, and Composition courts.

Mario Minigames

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

Shooting Star



In Luigi's game, after will appear somewhere across the net. Return the ball so it hits the star to earn points. Take as many points, hit straight and consecutive targets

Target Shot



As Baby Mario, return Wario's serves so the ball lands in the highlighted area of the court. Buttons appear in each drop zone, and if you use them and hit your marks, you'll win bonus points

Banana Bunch



Always hungry for bananas, DK must try to whack the ball into the banana bunches that slide along the back wall. The game ends as soon as you miss a volley, so maintain 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 novices have been recruited to the Academy, so if you choose to play as Alex, you'll be able to develop his skills. All of them rank in the basement, except for his Dash and Strike abilities.



Nina

Each character is ranked in Spin, Power, Control and Speed. Both Alex and Nina earn 100 points in almost every category. In Spin, both the bounces and the placement of the ball earn an extra point. In Power, a character's Control and Reaction is a subcategory of Speed.

Singles or Doubles



Once you've enrolled at the Academy, you can choose one of two CPU-controlled doubles partners. Once teams are selected, 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 thwacks out enough

smashing moves to rival Pete Sampras. 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 serves better than a winter 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 or B at both buttons to serve. If you hit A, you'll add topspin and cause the ball to be high and long before it bounces. Tapping B results in a slice, which serves the ball in a low, tight path. To smash the ball, press A and B simultaneously.

Returning



The ball is always served to the kitty-corner side of the court. Your rival will often try to serve it close to the baseline of your service court, so corner yourself in the late 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. Tapping A and then tapping B. If you use it in the right situation, the ball will fly over your opponent's head.



Lob Shot

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 play the ball just behind it. Press B followed by A to get the drop of your opponent with just enough oomph to click the ball to the other side.



Slices and Topsins

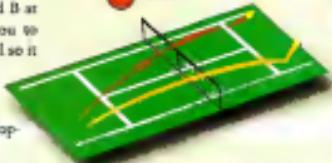
The same button combos in Mario Tennis for N64 work in the GBC version, so hitting both A and B at the same time will enable you to smash the ball. To slice the ball so it revolves with reverse spin, press B and then tap B again. To whack a high-flying ball with forward spin, add topspin by hitting A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



Topspin



Slice



Slice It Up



The slice flies in low and stays low, making it the perfect no-nonsense shot that can sail straight past opponents. Use it to roll the ball in a corner faraway 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 courts.

Dorm Room



Your doubles partner is chilling in your dorm room. Whenever you want to play doubles with, 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 Agassized Williams sandwich lounge in the school's cafeteria. Talk to the students in the area to learn tips on tennis.

Training Courts

You begin your schooling as a Junior player, and you can join the Variety 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, strike and net play techniques. If you can clear your coach's minigame, you'll win 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, solo or team round of service, strike and net play minigames.

Varsity Practice



By winning all of the Senior Class matches, you'll earn 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

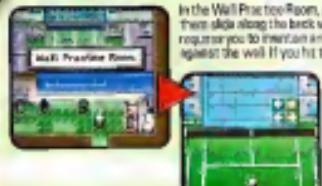
The Academy is a state-of-the-art facility complete with a high-tech Training Center. Using its automated tennis trainers is an easy way to earn Experience, so venture east of the Courtyard to visit the facility.

Tennis Machine



The robotic ball-server will spit out balls for you to return. You begin by hitting it to Low 1, which requires you to return it to the same row. You'll need some Speed as make sure that you've increased your fast-power with Experience Points beforehand.

Wall Practice

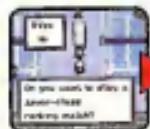


In the Wall Practice Room, pencils with arrows on them slide along the back wall. The exercise requires you to insert an arrow by hitting the ball against the wall. If you hit the serving panel, the ball will fly in the direction that the arrow is pointing.

JUNIOR CLASS

The Royal Tennis Academy is open to girl players only and you'll miss quite a racket on campus since you've been accepted at mid-term. 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 a fourth place. Talk to the coach at the Junior Class Court to match up against the fourth-ranked junior. She plays with no real technique, so winning should be a breeze.

2nd Place



The second-place player is fast, so work on improving your Speed rating. Once you're up to speed, play them. If you lose to them, you can easily slow the ball with a high slice.

3rd Place



The first to win two sets will secure a third-place ranking. Do it by playing far back and keeping your ball in the center of the court as you can smash the ball to either side of him.



1st Place



The top-ranked champ of the Junior Class is a big player and a slow runner. Because of his size, he can't react as quickly as most of his classmates, nor can he recover easily from diving saves. Here an aim at serving, though, and you'll have to outlast 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.



2nd Place



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

4th Place



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

3rd Place



Adding power to your returns will allow you the right. Touch up your hits, press and hold the first button in a combo until your character flashes, then release the button and complete the sequence.

1st Place



At midcourt, your ball is particularly susceptible to smashes and lobes. If these don't work, you can always try improving your racket and above. As a player of Senior status or above, you'll be able to boost your Power, Control and Speed by improving your equipment 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 beam because they're the school's best and brightest. If you're having trouble in the first matchup, 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 win the title from the power WiFi, you'll become 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!!



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 likely be sent off the court.

2nd Match



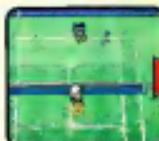
Unless you've got plenty of power up shots to supply the students, when you're powered up your character will flash, you'll be locked in place. To revert back to normal, hit Select.

3rd Match



Play the whole court. If you trip yourself close to the net or in corners, you'll leave much of the court unprotected. Statute yourself in the center of the court after returning a shot.

4th Match



The final Island Open match takes place on familiar ground—the Hard Court. Since you've trained and competed on that sort of surface before, you'll be used to the strong bounce of the ball. Use it to your advantage to set up unique opportunities that will help you ace your final.

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, Harry and Kao. You can download data from the N64 game, too, enabling you to unlock four additional Mario Minigames in your GBC game.

Transferring Data



New Minigames



The GBC's Mario Tennis game features nine of ten minigames variations of tennis. Three of the games are unlocked at the start, and you can unlock the Wario, Yoshi, Waluigi and Bowser minigames by importing these 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



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法庭 in the counterpart game, so you'll have even more tennis-fighting action to sort out with.

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 GBC version of Mario Tennis, you'll be able to play the game from any target game. Use the ball to hit the moving targets to score points. The fruits carry different point values, and Yoshi's favorite food—the melon—is worth the most.



Treasure Box



Wario loves hunting for treasure, and his personal rampage has him vying with Waluigi in the hopes of snapping the old into some valuable coins. The game's over if you don't return the ball into the high-lighted zone or end some treasure, so precise timing is required.

Medallion Match



In Waluigi's minigame, a formation of 16 Medallions appears in Luigi's court. As the feisty badie, rally with Luigi while trying 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-tapped by Wario and Waluigi. You'll have to cover a lot of ground to keep the ball in play, and power-ups will be your ticket to subduing the duo.

GAME, SET, MATCH!

The pros at Camelot have done it again. The developer's N64 version of Mario Tennis was a surefire 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 grand-slam fun. ☺



Play with the best
GO DOWN
Like the rest.



• THREE CONTROLLABLE CHARACTERS
WITH THREE ABILITIES AND WEAPONS

• INNOVATIVE COMBAT SYSTEM
• HAWK'S CHARACTERS FROM THE SHOW

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



COUNSELORS' CORNER

Your Questions—Our Experts!



BANJO-TOOIE

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 power behind boulders as Targitzan fires deadly darts at you. The Rapid-Fire Fugus in the room make it easy to hit the totem targets.



After you eliminate one of Targitzan's segments, he'll sacrifice Meggie to distract you. Shoot them on the move to avoid their club attacks.



After snatching the last segment out from under Targitzan's head, he'll activate his Sacred Self-Destruct. Stand clear, then collect the Jiggy.

HOW DO I REACH THE JIGGY BEYOND THE QUICKAND?

A Jiggy awaits you on a pedestal inside Marphiem 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 over looking the quicksand. Climb to the top of the prison cell then Grip-Grab to the boots, jump down then run to the Jiggy.



Climb Grip along the ledge near the top of the prison cell until you reach a nearby platform with Wading Boots.



The Wading Boots will allow you to run unhampered 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 behind the Jiggy. Use them to get back across the quicksand.

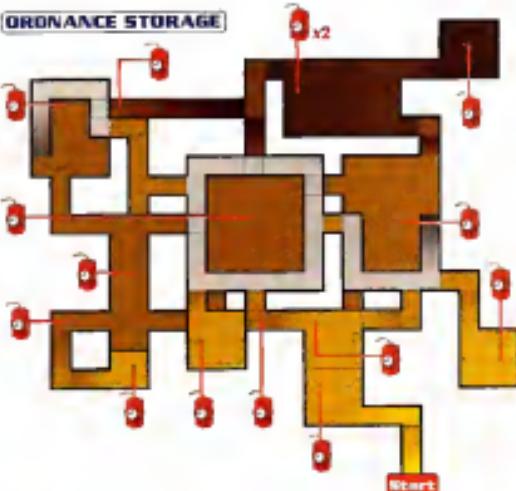
WHAT'S THE FASTEST WAY TO FIND ALL THE TNT?

The Ordnance Storage holds the toughest challenge you'll face in Glitter Gulch Mine. A passel of impudent 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



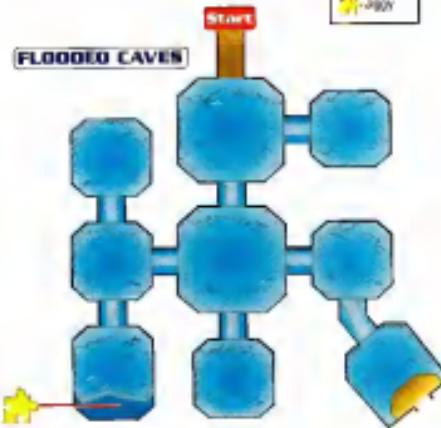
HOW DO I FIND MY WAY IN THE FLOODED CAVES?

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 appropriate that you'll need to find a doctor at the end of the

Ring's Benson 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 find 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 sitting 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-

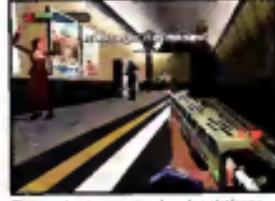
inate a hostage during a rescue attempt. Rush toward guards, then shoot them before they can execute hostages.



It's easy to forget about the area to the left of the ticket booth at the start. Rescuse the hostages in the bottom of the escalator.



The hostages behind a barricade will be executed if you don't move quickly to save them. Pick your starts carefully to avoid deadly accidents.



There are hostages in two boarding platforms. Keep moving forward—slipping only to target guards—and free hostages as you progress.

HOW DO I REENTER THE VILLA WITHOUT ALERTING GABOR?

Watch Darts are the key to retentering 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—it's Gabor—as you enter the villa door beyond the pool area.

DONKEY KONG COUNTRY

WHERE ARE THE BONUS AREAS IN JUNGLE HILJINX?

Rambi the rhino can access both secret areas in the Jungle Hiljinx portion of the Kongo Jungle. Smash into the first wall

you reach to open a *I*-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 change into the first wall to the right after your transformation. A door will automatically open



The *I*-Up Balloon in the cave will be there for only a few floating moments. Jump to grab it.



Drop down to the bottom of a cliff under the letter G to find the second bonus area.



Hit three barrels 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 boss you'll face in Kongo Jungle before you move on to Monkey Mines. Practice 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 head! Don't be intimidated by Gnawty's Girth Attack patiently.



Jump on Gnawty's head then quickly run away. The beaver will pursue 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 on a commission to return later in the game.

Q&A FAST FACTS

Stack? Pick up the phone and give our customers a call! Or write to: Gameloft, Inc., P.O. Box 37833, Redmond, WA 98073-8733.

Warjacket

Q: How do I beat my Mission?
A: Return a Wizard with a low health level to a Wizard Temple. When you capture him again, he will be full health.

Q: Why can't I build any more units?
A: You probably maxed out forces, gold and/or fuel.

Q: Why are design and buildings shown at the end of a mission?
A: You can build custom bases with remaining designs or buildings from a mission.

Beast Wars: Transmetals

Q: Do hidden characters have different names?
A: No.

Q: What's the most powerful beast?
A: Your robot beast is more distinctive than other beasts. It also has more fire-breathing attacks.

Q: Can I transform back into a robot?
A: You can transform back into your usual energy for recharges.

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

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Rocket: Robot on Wheels

Q: Why doesn't the Summoning Pad work?
A: You can't purchase a vehicle until you've found the vehicle elsewhere.

Q: How do I purchase special vehicles?
A: Today will give you an upgrade before you'll be able to perform new moves. You'll need to collect Timber Tokens before it'll give you an upgrade.

Game Boy a Go-Go

GEAR UP WITH OUR
GRAB BAG OF GROOVY
GAME BOY GAMES!

THIS MONTH

- Return of the Ninja
- Test Drive 2001
- Tom and Jerry in Mouse Attack!
- Animorphs
- Sgt. Rock on the Frontline
- Action Man: Search for Bass X
- The Wild Thornberrys Rambler
- Power Spike Pro Beach Volleyball
- Bust-a-Move Millennium
- Mary-Kate and Ashley Pocket Planner



REENTER THE DRAGON

From Natsume, 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 Ninja puts the cloaked warriors back in action, and, this time around, it's a pair of all-new characters. Playing as either Tokidojo or Sapiro, you'll sneak and fight your way against the Ig Clan that is bent on reuniting 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 Shambô 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 B 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

Tabi



In addition to your two stack swords, you'll earn special Shinobi Tools, like the Tabi, which will allow you to walk on the ceiling.

Mieji Sandals



Great for those wearing the Ninja Sandals to build up your jumping power, then spring into action to catch them off.

Kabuto



The Kabuto is a Shinobi helmet. If you wear it, you'll be able to bop your head through the portions of the ceiling.



Mieji

Use the Mieji to glide. While free-falling, press Up on the Control Pad to control your speed.



Mizugumo

Walk on water by using the Mizugumo. To go under, break into it by pressing Down.

Health Items



Food

Health-boosting magic stars often appear in place of a decimated enemy Gobbie. Eat food to restore your health.



Power

Magic spells require Power, and the red swirl 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. Hit Select to cast the spell, like the whirling flames of the Fire Ball.



Lightning

Spells are perfect for attacking multiple enemies concentrated in one area. Use Lightning when enemies are close together!



Storm

Spew forth a magical avalanche, cast the Storm Spell, which should damage every enemy in the vicinity.



Tornado

Surround the twister to blow away nearby enemies. The magical wind will carry away any enemy in its path.

STAGES

Both Tsukkage and Syuuji 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 over fields. Watch enemy ninja and keep an eye on dogs and snakes. Dogs will charge you, so be ready to jump or greet them with a sword swing or throwing star.



Stage 2

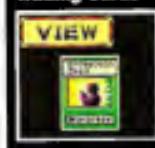
Before reaching the ninja hideout, you must hit the red lanterns so the red dots you can jump on them. Use them to reach the roof, then journey to the sunken cemetery, slashing/heads/ones to dispose the body-trapped graves. Beyond the cemetery, you'll reach stage's stronghold.



Using Stealth

The way of the shinobi emphasizes stealth. At the end of each mission, you'll receive a letter grade that ranks your shinobi performance. One of the categories that affects your grade is the number of times an enemy character you targeted by a "T" above their head. Keep that score low by using stealth moves.

Trading Cards



When you finish a mission, you'll earn a virtual trading card that depicts a special power. The game features stacks of Islands cards, and you can swap them with friends by using your Game Boy Colors built-in friend port.



Stage 3

Conquer Stage 3 and move with ease. If you climb to the bottom of the first rope you come across, you'll descend to the inlets care of the area. Avoid the superheated surface and only your projectile attacks to assault them.



Stage 4

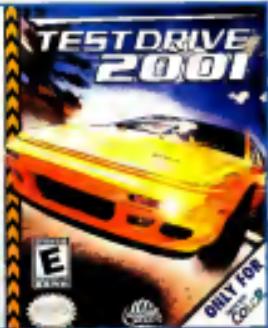
Stage 4 takes place on a ship. Back the boat by leaping into the lower level and walking into the black doorway. On the other side, defeat the two soldiers, then head to the crates on the right to slip on the Tabi and crawl on the ceiling.



Stage 5

In Stage 5, the pink soldiers on patrol can detect you when their backs are to you. As soon as you spot an incoming soldier above one of their heads, do an attack kick, because the elusive warrior will vanish and reappear behind you.

GAME BOY COLOR



©1999 Infogrames

TEARIN' UP THE STREETS

The latest edition of Infogrames' Test Drive series is the 2001 model, which rolls out a fleet of sports cars on intriguing 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 2001 turns out to be a pretty sweet ride. The excellent handling will make you want to kick 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.



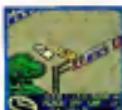
LIFE IN THE FAST LANE

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 Invincibility.



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 Nürburgring.



Tournament

The game features six mini-Tournaments. You must start the competition winning the first stage—the Street Cup—before you can access the next stage. To win a Tournament, you must place first in every race in the circuit. The Street Cup is the easiest of the Tournaments, sending you through a two-lap run in Germany 1, Sydney 1 and Washington, DC. From there, the laps and difficulty will increase.



Cop Chase

In the Cop Chase, you don't want to take the lead. Behind the wheel of a police car, you must pursue racers, roll up on them and then sound your siren by hitting B. In doing so, you'll issue a "citation." The more tickets you dole before the race finish, the more cash you'll make 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 upgrading your Accelerator, Speed, Drift and Nitro Boost ratings. The 2 Bonus Stars per race in a race, and your supply won't replenish after the competition.

Courses



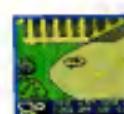
Germany 1

Every region features two entirely different tracks. Germany 1 is the first of 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 tight but worth it.



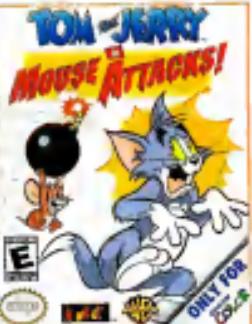
Sydney 1

The first Australian coastal features ramps that can launch you over opponents. If you decide to catch one, be careful where you land. Landing piggyback on another car will most likely flip you onto your side, and recovering from the crash is a waste of time.



Washington, DC 1

In the US capital, keep your turns and corners tight because the driver is a white-knuckle ride. Before entering a corner, boost your Nitro and Acceleration to help you negotiate the tight corners quickly.



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AIN'T MOUSE-BEHAVIN'

Collect the gold items, the Musical Notes and Cupcakes, that are strewn about the area. Locked doors that contain crucial power-ups will open only if you've gathered up enough collectibles.



By playing the tall (gold) collectibles that are posted above the power-ups, obviously, you'll unlock a room that houses a mini-game challenge. When the challenge is over, you'll earn a special power-up, like an Umbrella that helps you glide or a Boomer that blasts open cracked surfaces.

STAGES

Tom and Jerry in Mouse Attacks! 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 center of the level. When you spot an arrow sign, like the one in Stage 1, follow it.

Lounge



The first area requires you to travel across a couch and up some shelves. Use the Rocket power-up to help you reach higher ground, and you'll move exactly enough for your trip.

Toy Room



The broad-and-better of any platformer is traveling by jumping. That's the case with *Mouse Attacks!*, and you'll have to believe your way up the five fire-breathers in Stage 1's Toy Room.

OF MICE AND MENACE

it 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, many power-ups and mini-game challenges. *NewKidCo's Tom and Jerry in Mouse Attacks!* neatly blends classic side-scrolling action with equally classic cartoon characters. The end result is a cat-and-mouse game full of animated antics and frantic action.



When the Cat's Away . . .



You can replay a mini-game challenge as many times as it takes you to win the power-up of choice. Every mini-game is different, including a Whack-a-Mole-style game, a race competition, a water slingshot challenge and a darts game.



When you win a mini-game, you'll get three helpings of a special power-up. The power-up you win will help you through specific areas in the level, so don't waste them in the wrong spot. Once the game is over, select a power-up, then hit F1 while playing to use it.

Kitchen



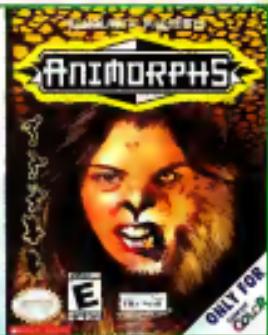
In the Kitchen, navigate the plumbing to collect the gold Cupcakes until you have enough to enter the power-up zone. After snagging the Boomer power-up inside, use it to blast the stack of plates.

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 ceiling.

GAME BOY COLOR



©2000 Scholastic Inc.

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 want. By defeating animals in battle, you'll gain their power. You can have only five animal transformations at a time, so keep a list of your power morphs (like the list) along with areas that will give you access to specific areas (like the stink).



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—Cassie, Jake, Marco, Rachel and Asta.

Mission 1: Save the Animals!

The game begins with you playing as Cassie on a mission to save the animals imprisoned by an evil scientist. Start the game in the Zoo to acquire its morph, then slide through the cracks in the Zoo. Goblins will pat you down or the real entrance. At the Zoo, double the fun with transformations.



Assemble a strong team of morphs, including alien, elephant, hippo and dog, then battle the bat inside the lions' den. Follow the Zoo sign pointing west to the secret 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 in your lion, which will do the most damage.

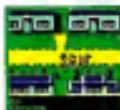


THE BEAST WITHIN

Like-wanted books, fans of K.A. Applegate's Animorphs have gone wild for her books and TV show, and fans will surely be roared for Ubi Soft's adventure game spin-off. As a shape-shifting Animorph, you'll have the power to transform into any animal you want. The body-snatching aliens, the Yeerks, are your enemies, and you must explore the city to battle the animals and capture critter powers that will help you fend off the interstellar invaders. The catch-'em-all aspect of the game adds a touch of Pokémon flavor, but Ubi Soft has morphed it into an all-new animal as Animorphs never leaves the feel of its sci-fi story and characters.



INTERACTIVE GUIDE: THE YEERK'S HIDDEN LAIR



Talk to the People

People will often give you clues to your next destination if you talk to them. You can talk 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 also have to speak talk to the animals. Tobe, trapped in his hawk morph, will guide you on your missions, dispensing helpful advice along the way. Seek him out for hints. On Mission 3, he'll track the perch at the Mill.

Games Animals Play



Animorphs is bigger on adventuring and puzzle solving than it is an RPG-style battling-and-collecting game. Missions, like the dark with bonus leading to the cell scientist in Mission 5, keep the action high. As the last, you must fly past the fire wire to reach the laboratory maintained at the cell. If you reach three times, your flight will end.



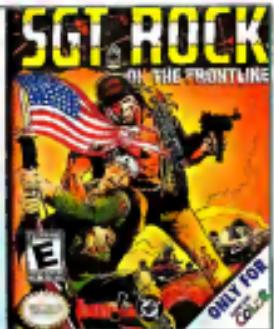
Mission 2: Destroy the Kandrona

The Kandrona need the Kandrona rays to survive, and the Andalite chick that cast mini-misinfo on the Kandrona pool's location has disappeared. Begin your search by playing as Jake and helping him to the nearby Construction Site marked "Danger." In human form, chop Chapman's parking pass, then head for the School



Visit Chapman's office at the School. When you've proven that his room is indeed lead to the recesses to battle an alien for a key. Use it to unlock the room in the library where the mentor will give you Chapman's address. As the mentor, use the cat away from Chapman's porch (from the "feline off" as the cat, meow at the home using your newly acquired kitty morph.

GAME BOY COLOR



Sgt. Rock and all related characters, names and images are trademarks of DC Comics 1999. © 1999 Bay Area Multimedia, Inc. (BAM!)

OUR ARMY AT WAR

After serving in a DC Comics town of duty that began over 40 years ago, Sgt. Rock has been drafted by Bay Area Multimedia to wage his war on Game Boy Color. The sentimental and seemingly unstoppable GI remains for gun-slingin' 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 he has recruited periodically leads itself to BAM!'s arcade-style shoot-'em up. There are no Purple Hearts—only high scores—so arm yourself with some boot camp boshing to be all that you can be.



Red Barrels

Blast 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.



Tank, Truck and Garboat

To be more resistant to bullets, commandeer a green enemy vehicle. Hit A to hogtie and B to fire. You can't collect power-ups while driving a vehicle, so drive over your goals and quickly tag A twice to exit and reenter your vehicle.



Under the Gun

TIME BONUS

3:25

016750

The game is over if you fail to complete a mission in under 3 minutes and 52 seconds. If you manage to blow through the front lines before time expires, you'll earn a Time Bonus that will increase by 10 for every bonus level you have to score. Play through a mission as quickly, but don't break your own red barrels, because that will void your bonus.

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 back-track 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

Rockets will turn your tank into scrap metal, so immediately blast all explosive-arming soldiers. At the enemy base, lob grenades at the strengthens fire embers.



POW Rescue

In Mission 2, soldiers armed with bazookas are sheltered behind sandbags and will try to blow you to smithereens. Your bullets can't penetrate the barriers, so toss grenades over the sandbags to blast your sheltered enemies.

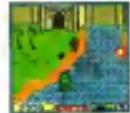


The POWs are the bound soldiers dropped in green brackets. You can't accidentally harm them with friendly fire, so don't be afraid to use fire to clear the immediate area before walking over them to free them. Each hostage you rescue will earn you 500 points.



Destroy the Enemy Factories

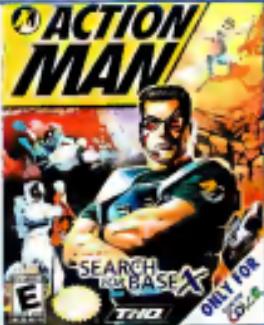
In Mission 3, you'll blow through the jungle to destroy the enemy's factory. In addition to enemy soldiers, you'll have to target crocodiles and snakes that are waiting to make you a casualty of war.



Unlike other vehicles, the garboat booms two weapons: Hit A to launch grenades and B to shoot bullets. If you're defeated while piloting your watercraft, you won't lose your vehicle—you'll simply restart at the halfway point. At the base clearing the most fire grenades will hit the ankles passing 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 invincible and invulnerable. As long as you're healthy, you'll be bulletproof, so use the vulnerability to charge headfirstedly to your goal.



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ACTION'S HIS FIRST NAME

Forget about superpowers—when there's trouble somewhere on the globe, the world of international crime fighting can rely on the extreme sports star, Alex Man. Known as Action Man, Alex experiences a jolt of supercharged energy when his adrenaline is pumping, enabling him to overcome almost any obstacle. His superhuman feats of death-defying daring-do appear weekly on his computer-generated TV series for Fox Kids. On Game Boy Color, his exploits will look into overdrive as you guide him through jungles, tundras, mists 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 Tundra 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 thickets! As long as you keep moving and jumping, you'll be able to keep your head above the surface. Dash across the muck, blasting robot sentries 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 pads that try robot sentries will descend from the secret cave's ceiling, so blast them before their cargo can activate and attack you.



Snow Mountain

Snow-blanketed ridge tunnels cover the mountain. Watch for small, floating platforms—when you approach, they'll drop and transform into small canopies. Larger robots also guard the area, like the mechanized 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 Exoplug, you made you earn after completing Mission 1 in the Jungle, defeating the enormous robot perched on the top of the Snow Mountain's ridge will be a breeze.

Prepare for Action



Before each of the game's 16 missions, you can set up Action Man's home, diving gear or your car until you score after completing a mission. You can also outfit Alex with two weapons at a time. He begins with only his EMP gun and long knife, and you'll earn new gear with every new mission you complete.



Tundra

At the Ruts, the dips that deform the landscape will erupt fireballs when you approach. The fireballs in a high arc, and you'll be safe from it if you run up close to the grotto. If you cautiously approach, 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 mountaineering Climber Suit, by successfully completing certain missions. The Div 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 deepest, darkest underwater regions.



Mines

If you don't feel the sting of the Mine's scorpions, it's surely lost the wrath of the robots and other scorpions that have taken over the subterranean area. Floating robots hover by the ceiling beams. Aim carefully as you 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 ramble across the world to observe all creatures great and small in their natural habitats. In Mattel Interactive's six-world adventure, *The Wild Thornberrys: Rawr!*, you'll get to play as Eliza, Nigel and the rest of her family (along with Eliza's, Darwin) through untamed lands that they all know are best kept that way.



IT'S A WILD WORLD

Away to get his paws on the Gold Schweitzer Award for Greatest Nature Documentary Ever in the History of the World, Nigel takes the *Thornberrys* to the Galapagos, Amazon, Sonoran, 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 injured bird from a birdcage. Climb the tree trunks to touch 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 broken cages.

Episode 2: Monkey Business



As Darwin, find the five pieces of Merlene's video camera that have been scattered across the South American rain forest by machete-wielding monkeys. Scale the trees to access them in parts, and beware of the snakes that resemble vines.

Episode 3: Beetle Mania



Wild boy Domon loves to eat beetles. With his belly every, he's free to scamper about the African savanna in search of creepy-crawly sustenance. Exterminate Domon's hunger by running over the bugs and staying clear of the predators in the Savanna.

Episode 4: Conserve Rally



As daughter Debbie, drive the caravane through Africa on a hunt for lost artifacts put out by the band she thinks is perfect for the documentary's soundtrack. You must find three to five of the CDs, depending on which difficulty level you're playing.

Two-Player Board Game



Take advantage of the board game's interactive features to make your game more fun.
 Number 4...

If you and a friend both have a copy of *The Wild Thornberrys: Rawr!*, you can hook up two GBCs with the Game Link Cable to play head-to-head in a hot-trotting board game. Play as any of the animal characters and roll the die to hop across continents.

Players take turns rolling the die. With each roll, the player will receive a score tag that will move the latest predator out. Thereby has gotten into. The tags you receive will determine how many spaces you move on the board.



Episode 5: You Ain't Seen Nothin' Yet!

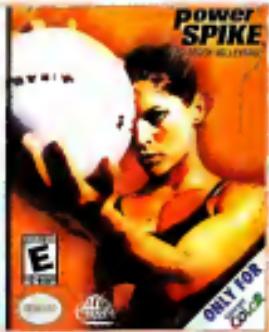
In her hunt for the disappeared zoysphere, Merlene must first photograph all of the animals of the Himalayas before she'll be able to leave the *Woo* out of feeling. Climb up piles of rocks to reach higher ground, and sprint out of sight by walking and rappelling. To snap a picture, hit the A button.



Episode 6: Down and Outback

After losing the videotaped footage in a ravine, Nigel works his family to lower him into the crevasse, as he can retrieve the tapes. Move it 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.

GAME BOY COLOR



©1999 Infogrames
©1999 Infogrames, Inc.

GABBY ON GAME BOY

See 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 real, you can pit a man's team against a woman's team. Among the male players is the Brazilian team of Pena Tereza and Guilherme Menezes.



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, Canada, Rio de Janeiro, Toronto and other jet-setting locales.



Women's Teams

The game sports four US partnerships, including, of course, Gabby Reece's team. In Power Spike, she's paired with fellow American pro, Linda Hatley.

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.



Head-to-Head Competition

In Versus Mode, you can compete against a friend by connecting your GBCs and Power Spike Game Paks via the Game Link Cable. Since all matches are two-setters, both players will have a GPD-controlled partner doing out half the moves.



Championship Mode

Championship Mode is the main way to play. In the intercontinental competition, you'll play two-on-two volleyball against a ladder of real teams and you using the trophy to lose a game.



Single Match

In Power Spike's Single Match, you'll play one fall game. Remember that you must outlast the other with your partner and always keep track of the blue-ball career.



Special Moves

Complement the spud by using moves other than just bumping the ball. This payoffs can dive 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.



Secret Moves

By progressing through Championship Mode, you'll unlock secret moves that will allow you to unleash power plays, like pro spikes and diga.

GAME BOY Color



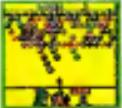
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Story Mode



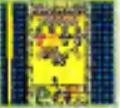
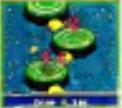
The object is to shoot bubbles into the incoming formation so that three or more like-colored bubbles connect. When you do this, the bubbles and all pieces they support will fall. In Story Mode, you'll puzzle against the clock.

Endless Mode



Endless Mode is a one- or two-player marathon for puzzle pros who want to go the distance to see how many bubbles of bubbles they can clear. In One-Player Mode, you can play on a field that's either eight or 17 bubbles wide.

Challenge Mode



In Challenge Mode, you must race the wacky at a slowly lowering field of bubbles to fill up your power meter! Every row of bubbles you pop will fuel your meter. You'll move on to the next puzzle when your meter tops out.

GAME BOY Color



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Things to Do, Places to Go



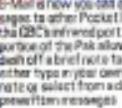
The planner has a sizable memory, so you can enter pages upon pages of birthdays, telephone numbers, messages, appointments and the personal info on your calendar crush. The organizer's internal clock and calendar will help keep you on schedule.

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 Akihiro's Pad, 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 decorator and a fortune-teller.



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 Pad allows you to dash off a brief note to a pal. You can either type a year's worth of 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 us 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, Paper Mario will deliver the fun you expect from him.

Marioque touches all the game, from its worlds of Islands and Koopas to the invincible blocks and particles that you must punch or hammer to uncover secret power-ups. Even the RPG system of leveling maintains the Mario feel by letting you increase 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 feels flat. It's classic Mario.

4½



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 bumbling and adventuring portions of the story lock in. **Jesus**—The only thing stopping me from giving this game five stars is that some parts—most notably the side quests—are very ridiculous. 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.



Materials (2D) **PC, N64**

- 2 player
- Roleplay/Adventure
- 8 party members
- 8 chapters

Reviewed on N64

GENRE ★★★★★



STAR WARS: EPISODE I: BATTLE FOR NABOO

Squad save the queen.

Not so long ago in this very galaxy, Nintendo released *Rogue Squadron*, a *Star Wars* dogfighting blockbuster set amidst swarms of enemy fighter squadrons and tangles of crossfire. With *Star Wars Episode I: Battle for Naboo*, LucasArts strikes back, launching a space-cumup that smartly tries to reapture 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 gunboat isn't anything that will keep the intensity of the action sky-high.

**4**

Naboo is at its best when the action isn't grounded, and the heated aerial missions rise to the occasion to compensate. Flight fans looking for more *Rogue* style fun won't be disappointed—despite no slight case of amnesia, *Naboo* manages to soar with fully consistent thrills and a fine-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 dush 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/Magnus
- 4 players
- Highly detailed graphics
- Exciting Starfighter battles
- Solid missions



TEEN
Violence



MEGA MAN 64

Finally, the Blue Bomber debuts on N64.

Based on *Mega Man Legends*, which was released over a year ago for a system that still remains mysterious (Hm, no initials are PSX), the long-overdue *Mega Man 64* is being touted by Capcom as the "enhanced" version of the adventure. Spruced up with better graphics and double the areas to explore, *Mega Man 64: N64*, coming in loaded with adventure elements (walking to towns is a big part of the game), *MM64* doesn't quite fit the classic *Mega Man* action mold, but it still picks up the action (like a simplified Jet Force Gemini) along with the Blue Bomber's trademark arm-and-mach weaponry.

Kooky cut scenes with spoken dialogue add dramatic verve, and charting up villages never bogs down the game. Where the game does stumble,

however, is with its play control—with every little step you make, the swivel-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-paced action-adventure game worthy of the *Mega Man* name.

COMMENTS: **Drew**—*Mega Man* dashes and pivots like a foildi as you move, sending the camera into nausea-inducing spans. **Jens**—Train Battles! cut scenes are a hoot. 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 use to it, eventually. **Sonja**—The game's a departure from the series, which is good because it's something different but bad because it is not the platform action we've come to know and love. **Jill**—It's excellent, but it needs more confrontation situations.

**3**

- Enhanced graphics
- 4 players
- Enhanced action



EXCLUSIVE
Violence

MARIO TENNIS

Court is in session, and Mario's presiding.

A must-have for anyone who owns or enjoys Mario Tennis for the N64, Camelot's GBC version sports the same grand-slashing moves and hard-hitting action as its partner Pak. In the game's main mode of racket whacking—the Mario Tour—you'll attend a prestigious tennis school with the hopes of landing a spot on the traveling Varsity Squad. By playing matches and participating in minigames (like target shooting and marathon milking), 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.



5

For more smashing fun, 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. The 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. *Bill*—Very fun. It's like Pong with personality.

Drew—Fresh off its excellent Mario Golf GBC effort, Camelot serves up another fun-filled 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. *Tom*—Most game players will appreciate Mario Tennis even if they're not very fond of sports titles.

TOM AND JERRY IN MOUSE ATTACK!

Look what the cat dragged in.

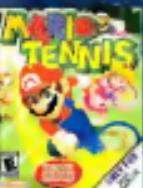
Squeaking out another high-quality game suited for novice gamers, New Kid Co. has yet again successfully captured the cartoon high jinks of Tom and Jerry in a cat-and-mouse game that's never short on variety. *Mouse Attack!* has you playing as Jerry, scampering up household obstacles like bookshelves 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 waterdrinking challenge or cream pie shooing, 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



3 1/2

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 artics and diverse minigames outline any possible lull in New Kid Co.'s crowd-pleasing game.

COMMENTS: *George*—Playing minigames to collect items makes this more than just another side-scroller with a character license. Clever design. *Andy*—The trials and challenges are truly inspired, which makes this game worthwhile. Even the music is spot-on. *Drew*—*Mouse Attack!* sits just above the table of similar GBC platformers with its solid minigames. *Chris*—It's innovative, and the game plays well balanced for all age groups. *Jason*—The action is as unpredictable as the classic cartoons and just as much fun. Now's a dull moment.



- Ages 6-12/13+ Required
- 1 to 4 players simultaneous
- GBC exclusive
- Game Link compatible
- Transfer Pak compatible



EVERYONE



- Ages 6-12/13+ Required
- 1 player
- GBC exclusive
- 5 stars



EVERYONE





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 monster-building as a key to fun puzzle solving. Playing as Cassie, Jake, Max, Rachel and Ax, you must battle animals in turn-based bouts to tame the savage beasts. Refreshingly, the RPG-style



3

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 dimly 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.



- 3D/2D Morphing
- 1 player
- GBA graphics
- 5 missions
- Over 45 morphs



COMMENTS: *Drew*—*Animorphs* manages to remain faithful to the spirit of the license. *Jill*—The graphics could be so much better. *Alex*—It's a different spin on collecting games. *Jason*—*Animorphs* is a hodge-podge of sleuthing, adventuring, turn-based and side-scrolling action, and every element manages to work while conveying the feel of the books and show.



HEROES OF MIGHT AND MAGIC II

Out with ye olde, and in with ye not so olde.

Whisking players into medieval fantasy worlds populated by just about every mythological creature and renaissance fair character ever cast in power, 3DO's *Might and Magic* 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 shank the stately 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 castles will find a substantial adventure in *HOMMII*. If you're looking for instant arcade glorification,



3

though, you'll probably have a hard time slogging through the game's grading recognition system, turn-based battles and user-unfriendly menus.

Might and Magic II isn't a far cry from the original (it essentially offers new spells and maps), so the *beem-them, done-them* sequel is like bagging a great expansion deck instead of scoring a whole new set of cards.



- 3D/2D strategy
- 1 player
- GBA graphics
- 4 missions



COMMENTS: *Alex*—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.

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 Natsume 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.



3

Striking 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 lacks 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 *Battle Commando*. The hit detection could use a little tweak here and there,

but the game play is smooth and satisfying overall. **Sony**—The spells and tools are cool and make the game interesting. It's just another new *Jewel*—The platformer thrills and spills are pretty standard, while the main characters are graceful. **Chris**—I found it to be exhilarating at first—I like how much they spin up the stereo sound, but there's a big lack of action.

SGT. ROCK ON THE FRONTLINE

An old comic book GI marches onto GBC.

Recruiting a silver-age DC Comics war hero, Big Area Multimedia has also enlisted an equally dazed and confused style of game play to use as the basis of its flag-waving shooter. *Sgt. Rock* is pure full-man-ahead, blast everything in-sight action, and if you're setting your sights on an arcade experience, BAMF's bidimensional war game is a modest and mindlessly 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 3DO's *Army Men* series for GBC, except that it doesn't handle like you'd wear two left boots. Instead, *Sgt. Rock*'s play control handles like a finely tuned fighting machine, so



2

aiming while running and driving vehicles you've commanded (like a tank, truck and garbage) never feels like corporal punishment. The simplistic missions task 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.



- **REVIEWER'S RATING:**
- 1 player
- GBC or GBC
- 5 stages
- Intersystem compatibility



SGT. ROCK



- **REVIEWER'S RATING:**
- 1 player
- GBC or GBC
- 2 vehicles



ALSO PLAYING THIS MONTH

EDUCATIONAL GAMES

- Action/Strategy
- 1-4 players simultaneous
- GPC exclusive
- Game Link compatible

BAM or just a frantic 20-Tetris, and this game is a copious you-to-his-a-life shooter. Since you must reach a bullet into matching clusters to eliminate them, while the century version of the game duels like every other entry in the series, the GBC version adds a two-player GameLink Mode. Playing hand-to-hand makes the game even more unpredictable than before, and the two-player option is reason enough for you to replace ray after BAM game in your GBC collection.



4½

MARY-KATE AND ASHLEY'S PACKET PLANNER

- Action/Strategy
- 1-2 players simultaneous
- GPC exclusive
- Game Link compatible

It's not as close as you might think—the Olsen twins' Packet Planner game isn't to be a truly nifty and practical organizer. Not so to mention the game, Packet Planner is meant to serve as a personal digital organizer for kids, and it succeeds.



4

POWER SPIKE VOLLEYBALL

- Action/Strategy
- 1-2 players simultaneous
- GPC exclusive
- Game Link compatible

Even if you're not a volleyball fan, you might dig Power Spike. Sporting 26 pro players, including California bikini volleyballer, this is one sun-soaked GBC fast-paced ball action. The shock change includes a wealth of moves, a ball carrier that helps you judge where the ball will land, and vibrant, inspiring back-and-forth play. By winning matches, you'll unlock special moves, and that dazzling sunset should keep beach bums playing switch after match.



3

ACTION MAN: SEARCH FOR BASE X

- Action/Strategy
- 1-2 players
- GPC exclusive
- Game Link compatible

Two of the Fox Kids TV series will get a spin-off from Action-Man's GBC video catalog. Among platform action and shooting, Search for Base X features the things action heroes are looking for: special outifts, bullet-blasting, and loads of weapons. Like the show, the game uses three mission levels, and Search for Base X is challenging even on its easy difficulty level. Hidden areas and tough enemies will require more than the AMP factor to keep you in one piece.



2½

THE WILD THING/BERNIE'S HUMMERS

- Action/Strategy
- 1-2 players simultaneous
- GPC exclusive
- Game Link compatible

Compared to the Nickelodeon TV show, The Wild Thing is an GBC a disappointingly tame and actionless. The cartoon's quirky personality shines in the Park, but the simplistic auto-pilot steering of six freshwater arcade-style games (inset) involving racing against the clock, collecting items, and impossible two-player board games—transforms what should've been a wild expedition into a tree-killer that could be an ending and species.



2

KEY



★★★★★ Two thumbs up! ★★★★ Be miles! ★★★ Half! ★★★★ Sweet! ★★★ Not so hot. ★★★ Missed!

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game. To contact the ESRB, call 1-800-322-2774.



CRITICAL MASS

Each game's overall score is an average of all of the critics' scores. To describe their unique personal tastes, each of NPD's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:



JONIE:



ANDY:



JILL:



CHRIS:



OLIVER:



SCOTT:



SARAH:



JASPER:

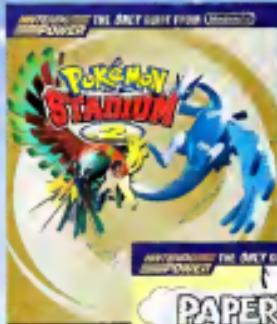


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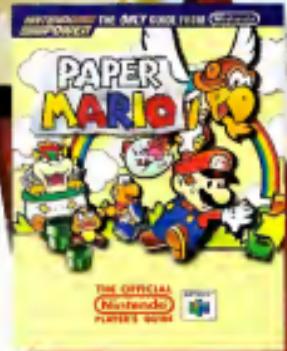


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