



PREVIEW THE NEW ZELDA GAMES!

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Power Awards 2000

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Pokémon STADIUM 2

Heroic Strategies:

Alpha Chronicles: The First Mage

Paper Mario (Part 2)

Magi Station

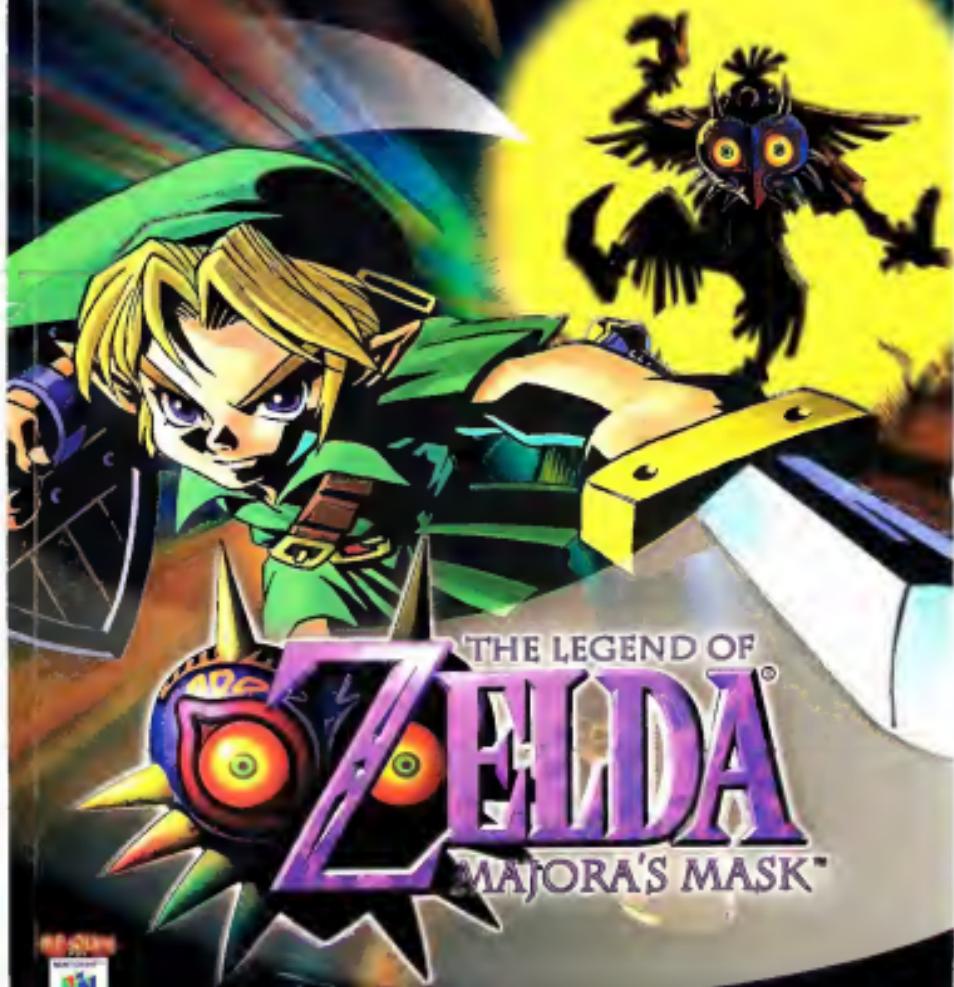
Warriors of Might and Magic

Toon into...

Mickey's Speedway USA for GBC

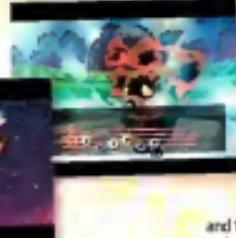
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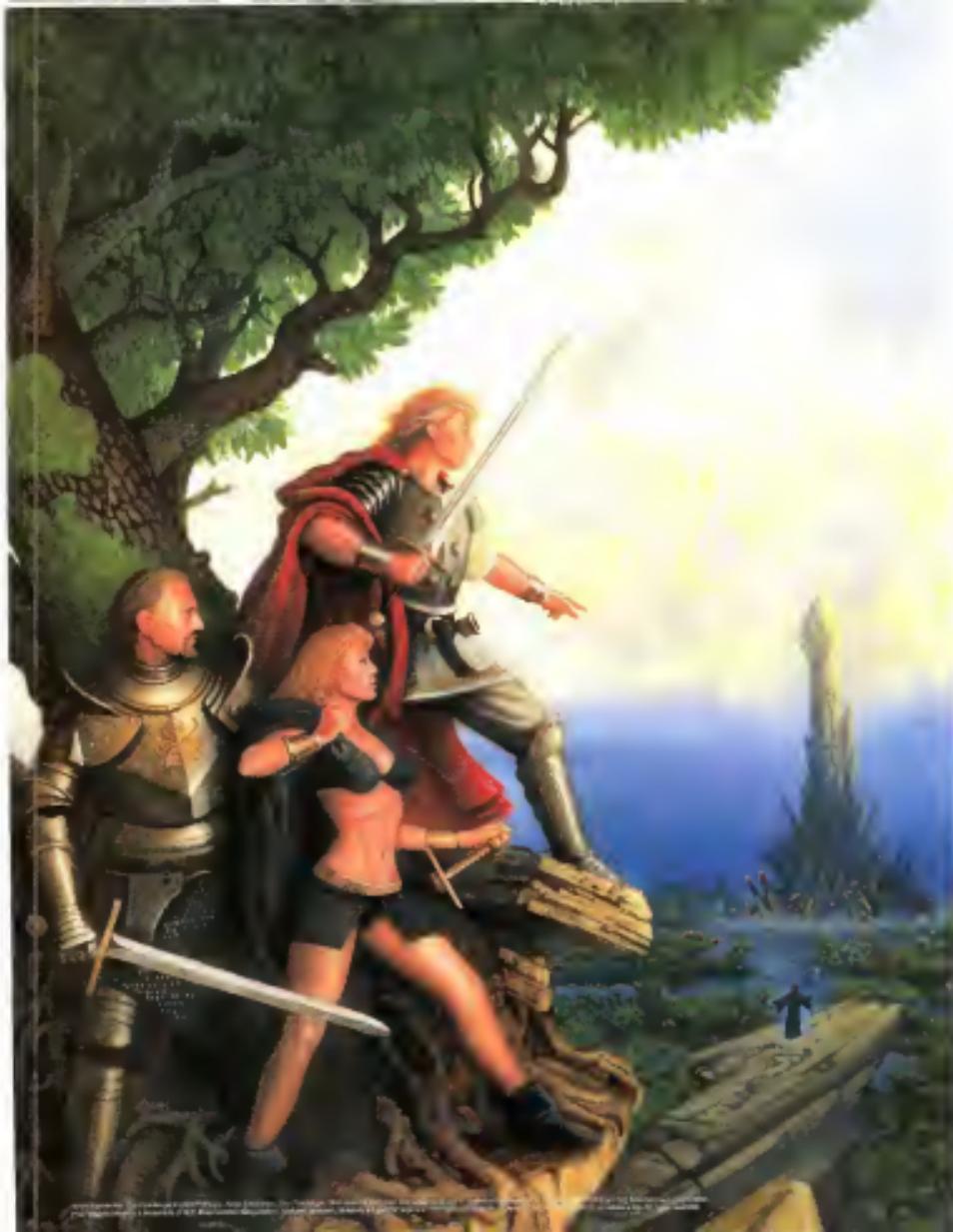
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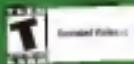
His Body Exists In The
Mundane World.
His Spirit Resides
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In Between Is Chaos.

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- Real-time 3D graphics in 256 colors
- Beautifully-crafted landscapes
- Unique blend of purchased items and hand-crafted combat
- Storyline written by Chris Klug, creator of the pen-and-paper game DragonQuest
- Up to 15 characters to add to Aldyn's party



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Pokémon STADIUM

2



Stadium Strategies 22



Experienced Pokémon Trainers know that the biggest challenge of a Pokémon battle is in selecting the right combination of combatants. Our 14-page review of the super Stadium sequel, *Pokémon Stadium 2*, takes the guesswork out of developing rental teams for both the Little Cup and the Poké Cup—strategies for 48 battles and an overview of the game!

Aidyn Insights

52



RPG fans rejoice! Aidyn Chronicles: The First: Magius is an epic 1984-style RPG with an involving story, a crowd of interesting characters, fair doses of magic and more than 30 magic spells. Our 18-page Aidyn Chronicles primer won't tell all, but it gives you the info you need to start hero Aidyn on his long journey.

Fast Friends

62



Mickey Mouse and his campfire pals are gearing up for racing fun with Mickey's Speedway USA for Game Boy Color. Our look at the cross-country thriller gives you the ultimate strategy tune-up with tips on every track and hints for unlocking the game's secrets.

Creature Feature

68



Dream Creatures is the world of Meg-Nation, a new Game Boy Color fantasy that has you guiding regular guy Terry Jones to his magical destiny. Our review of the game prepares you for the journey with Dream Creature recommendations and magic strategies.

CONTENTS

VOLUME 142 • MARCH 2001

GAME STRATEGIES

Pokémon Stadium 2	22
Paper Mario, Part 2	40
Aidyn Chronicles: The First Mage	52
Mickey's Speedway USA	62
Magi-Nation	68
Warriors of Might and Magic	84
Scooby-Doo! Classic Creep Capers	100

SPECIAL FEATURES

A Look at Link's Latest:	
The Legend of Zelda: Oracle of Seasons	50
The Envelopes, Please:	
2000 Nintendo Power Award Nominations	92

DEPARTMENTS

Player's Pulse	8
Game Watch	14
Nintendo Online	20
Classified Information	36
Pokécenter	78
Counselors' Corner	106
Game Boy a-Go-Go	110
Now Playing	122
Next Issue	128

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PLAYER'S PULSE

MOO!

ED MAST
Art by
Ed Mast



By Ed Mast

We were expecting a lot of letters on Nintendo Power's new look, but the sheer number still took us by surprise. One Monday morning, the Player's Pulse e-mail box had over 600 messages waiting to be read! Rest assured, we've read your comments and are taking them to heart. Read on for extended commentary on the new design choices.

RATING NOW PLAYING

I've seen the changes, and for the most part I have no complaints. It's good to change once in a while. The one I don't like is the Now Playing section. The idea of using stars is not good at all. Everything is too close in ratings. In the old Now Playing, you'd have a game with a rating of 99 and one of 83, but in the new system they'd both be a four!

Paul Olivino
Via the Internet



Your new rating system is much less accurate. If you're reviewing two basketball games and they both get four stars, you don't know which one to try. In the old system, game A might get an 8.9, while game B gets a 9.3. See what I'm getting at?

Richard Garfinkel
Via the Internet

The new rating system is terrible! The old system started at zero and ended at

10, but the new one ends at five. This causes ratings to be much less accurate. It's like trying to make a fine drawing with really thick crayons.

Heidi Anderson

Via the Internet

The Now Playing redesign easily received the most letters, so we're going to take some time and try to address all of your concerns. To start out, we don't think the new system is less accurate, and here's why. In the old system, it was almost impossible for a game to get a perfect score. Even fabulous games like Majora's Mask or Banjo-Kazooie would only get nine-point-something, and we felt that it was unfair to qualify games. As for Richard's point about subtle differences, in our view there's not much difference between an 8.9 and a 9.2. By rating both games four stars, it more accurately describes our belief that both games are of high quality and worth a look.

Pokémon Puzzle Challenge got five stars. Is that the same as getting a 10? Does that mean it's the best game ever for GBC?

Rich
Via the Internet



Here's how the new system works. If we give a game five stars, it means we think it's one of the best games in that genre. So PGC is simply one of the best Game Boy puzzle games out there. Is it better than *Hyrule: The Trials Quest*, which got four stars? Not necessarily, because it is rated as

an action game, not a puzzle game. To help gamers even more, we've extended the reviewers' comments section and listed more of their favorite types of games. So if Sojyo dislikes a puzzle game, that means it's not because puzzle games are his favorite type of game. We also try to stick the reviews—so if a new RPG comes out, we'll try to get in comments from Alan and Scott because they play a lot of RPGs and know the genre well. We won't always limit our commentary to reviewers who like that type of game, however. After all, other NPower staffers might have played the game a lot or have something particularly insightful to say. In general, look for the reviewer whose taste most closely matches your own.

I'm concerned by changes to the Now Playing section. We

LETTER OF THE MONTH



At the beginning of Majora's Mask, there's a tree that seems to be crying. And when you get the Mask of Scents from the Deku Butler he says, "My son has gone away." Well, at the end of the game you see the Deku Butler crying at the foot of the tree! Could the tree be his son?

Mr. Crash

Via the Internet

By gosh, you've got it! Zelda sources confirm that the tree is indeed the butler's son! Kudos to Mr. Crash, and major kudos to the Majora's Mask designers for giving us a game full of wonderful secrets.

—11—



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lose the emerges like Game Design and Hay Control. This information was valuable when deciding what game to buy. I don't care what score reviewers give a game, but I do want to know why a score is low, be it because of mediocre sound and graphics or frustrating play control.

Anonymous

Via the Internet

video games for a living—we are down at them every month and most of us play them in our spare time as a number of different systems. It's like movie reviews. You trust their opinion because they see hundreds of films every year, and they have a good idea of what works.

exercise in stagnation. We'll review the Power Charts once the new system come out and see if they warrant a comeback.



AND THE REST . . .

You guys have done a great job! The new look is great! I like how the Player's Pulse has more letters. I like the New Playing section and how games are being rated. You guys should have more new looks in the future. Great job, Nintendo!

Anonymous

Via the Internet

One of the best changes is to the Pokédex. It looks super awesome! And the picture border around Player's Pulse is an amazing idea.

Mike

Via the Internet



Anonymous wrote a great letter, and we're happy to address it. Our reviews still discuss graphics, play control and all other aspects of a game, but instead of assigning a numerical score we discuss it in the text. Rest assured, if a game has a clunky control scheme, someone will mention it. If you look at the Mega Man 6 reviews from Volume 14, you'll see that more than one person commented on the enemy camera movement. As for what score reviewers give a game, nothing has actually changed in that regard. The old system relied on our opinions just as much as the new system does. Remember that we play

I like that the comments in the New Playing section were more lengthy. They added more about the game than they usually do. Oh, and I liked the background, too.

Olivia Whitescarver
Leavenworth, TX

I can't believe you took the Power Charts out! That's one of my favorite parts of the magazine!

Dave Rader

Via the Internet

Another change that prompted some mail was the loss of the Power Charts. Why'd we do it? Simple—they rarely changed. Goldmine and Gourra, while great games, had a core of dedicated fans who always kept them in the top three, while the Game Boy chart had slowly become the Pokédex Charts. Nintendo is heading into a period of change, and with Game Boy Advance and the Nintendo GameCube coming up, the charts threatened to become an

I like the new layout. It seems like everything is easier to find except Game Watch. It didn't tell me when the games would be released (spring, summer, fall, etc.).

Anonymous

Via the Internet

I just got my January issue of NP, and I noticed that the Arena was missing. Where did it go? Did you forget to put it in or something? I just hope it was a mistake, because I really like the Arena, and a lot of NP subscribers will probably agree with me.

Robert Furr

Via the Internet

A lot of readers did agree with you, Robert, and that's why

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letters about the status of their beloved *Arino* column. Well, for all the high-score junkies out there, take heart—the *Arino* isn't gone forever. While we did decide to eliminate it as a monthly section and give more room to upcoming games and strategy articles, we'll still have periodic *Arino* challenges in *Player's Pulse*. Check out the February 2000 issue for our newest *Banjo-Kazooie* challenge, and then send us your best scores!

What's the deal with the *Online* section? All it does is list websites we already knew were there. Why not bring in our favorite online chat guests? NP tries with Mike Fentier. Game tips of the month from wasc (NO) Taylor. And Travis...uh, I'm sure he's useful for something.

Tim Pecakowski

Via the Internet
Observant readers may notice that Mr. Pecakowski is having a letter printed for the second month in a row. Well, normally never do such a thing,

but his suggestion is a good one, it's timely and we feel that he should get the credit he so richly deserves. Look for just such information in *Nintendo Online* this month. As for your question on the website ratings, we put them there because not all readers have every website bookmarked or memorized, and it is a good way to let them know what's out there. And a big thank-you to everyone else who wrote in with advice and opinions on our new look. *Nintendo Power* doesn't work without you!

tell me what it is.

Anonymous

Via the Internet

Well, if it was for a *Nintendo* system, it was either *Bubble Bobble*, *Bubble Bobble Classics*, *Bubble Bobble II*, *Bubble Gloop* or *Rainbow Island: The Story of Bubble Bobble*. Many of these titles made appearances on both the *Game Boy* and the *NES*.



TOIL AND TROUBLE

I've got a *Banjo-Kazooie* question. Why does Gruntilda want to be so pretty? Why doesn't she just use a spell? She's a wench, after all!

Alex McNeill
Wheatress, TN

Gruntilda using magic to make herself pretty? No one is that powerful.

Connie McKeithan
Fairfax, VA

Sound good to me! A great advantage to your plan is that Mario will never leave you for another gamer who offers him a multimillion dollar contract.



A RARE EVENT

During Social Studies, we were learning about Egyptian gods and goddesses. One name caught my eye: Sekhmet. Being an *Jet Force Gemini* fan, I recognized the name. Turns out that Sekhmet is the goddess of war who looks out for the sun god, Ra. She fights off enemies, her breath is the hot desert sand and she has the head of a lion! Is that weird or what?

Don Kelley
Auburn, AL

Good eye, Lisa. There are actually a number of Egyptian mythology references in

POWER CHART

This month you get a peek into the *Nintendo* Call Center. We get thousands of monthly calls from gamers wondering how to beat a level, find an item, or if they've missed anything special. Below you'll find the games our 900 and Power Line numbers received the most calls about in 2000.

YEAR 2000 STUMPERS

1. *The Legend of Zelda: Ocarina of Time*
2. *The Legend of Zelda: Majora's Mask*
3. *Donkey Kong 64*
4. *Pokémon Red, Blue & Yellow*
5. *The Legend of Zelda: Link's Awakening*
6. *Pokémon Gold & Silver*
7. *Perfect Dark*
8. *The Legend of Zelda: A Link to the Past*
9. *Super Mario 64*
10. *Jet Force Gemini*



BUBBLE TROUBLE

My brothers are making me mad. They keep saying there was a game called *Bubbles* something. Please

YOU'RE A WINNER!



Nathan York of Kennewick, WA, an NP reader since 1997, gets quite a surprise when he scored a Polaris snowmobile from the Player's Poll contest in issue 135. Nathan—who tells us his favorite Nintendo games are *GoldenEye 007* and *Pokemon Gold*—is quite the natty dresser, as you can see from his sport coat ensemble. We assume he'll slide into something more comfortable when he hits the trails . . . like maybe a parka and ski mask!



JPG, including snakes, who was the jackal-headed god of the underworld.



WHAT'S MY NAME?

Here's an idea for you: Let's ask *Pokemon* players what nicknames they've given to their *Pokemon*. It would be great to see how creative they can be! My *Lapras* bears the name "Stormrider."

Don Lewis
Parsons, GA

Your wish is our command. Check out *Write Away, Right Away* for a wild all-encompassing nickname bank!

IT'S THE END OF THE WORLD AS WE KNOW IT

I found something, NP KREW! In Majestic Mask, if you go to Remnant Ranch at night you can see two constellations. If you stand in

front of the barn and look up, you should be able to find Orion and the Big Dipper. This proves the dimensional connections posted at radiodjeda.com!

Robert McCutchan

Via the Internet

By character, you're right! It's a good thing that the search for The One was successful!



ARTWORK A-GO-GO

I wish to submit artwork, but I have no place to post with my originals. Do you accept electronic files? I know of your virus phobia, but I don't want my address revealed.

Melissa

Via the Internet

He didn't know *Majestic Mask*, but I'll answer the query to avoid a *Player's* blast: We would prefer that you submit artwork over the Internet. It's difficult to search files

your and resolutions, plus receiving huge graphics files every ten seconds would make our computers very, very unhappy. If you don't want your name or address revealed, simply attach a note to the art. We'll honor the request.

guys married or dating or what?

Conner

Via the Internet
The Nintendo GameCube will not play DVDs, Conner. There are a number of reasons for it, but basically we wanted to make the best gaming system we could and not concentrate on a lot of extras that could malfunction and/or dilute the unit's game play potential. Think about this: if the Nintendo GameCube played DVDs, your parents would use it until old and you'd never get to play a game! As for your other, on-question—some of us are married, and some are single! Anyways, And then there are a few people who spend all their time playing video games and think that's cool on trees.



YOSHI'S DANCE FEVER

I noticed that in *Yoshi's Story*, when you first turn it on and it shows the story, it sounds like the Yoshi's are saying "Ooo, at the airport," instead of "Ooo, who, oh was, ooo." And when you beat a level, it sounds like "Three airport!" Just wondering if you knew that.

Audrey Hess

Via email and mail

Oooo, shhhh, we love the airport. We have long lines and high prices and bad foodoo . . . yeah!

THE DVD DILEMMA

I have a question about the Nintendo GameCube. Will the main disc slot be big enough to play DVDs? Also, are any of you

readers are provided by:

James Ireland, Dallas, TX
Angela Bresnen, Quincy, MA
Chris Burroughs, Everett, WA
Michael Cavenagh, West Dept., NY
Steve Eads, Woodinville, WA
Mike Feltz, Bixby, OK
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WRITE AWAY, RIGHT AWAY



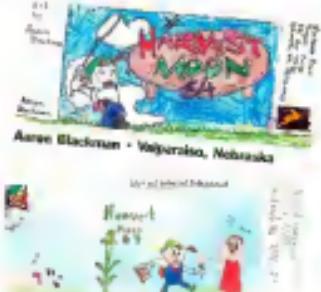
Don Lewis wants your *Pokemon* nicknames. An anonymous writer a few issues back mentioned having named the windmill guy from *Ocarina* "Bob." So what nicknames have you invented for your favorite characters? Funny, meaningful or just plain weird, we want to know. Send your responses to the address at the bottom of page nine.

ARTIST'S GALLERY

We've separated the wheat from the chaff at Artist's Gallery, and the result is a collection of Harvest Moon art that's sure to leave you smiling. Our next request is for an often overlooked theme: sports art! Send your most creative, bone-crunching pics to the address on the bottom of page nine—we'll publish the best of the best in our May issue.



Nick Nelson • Pittsburgh, Pennsylvania



Anne Blackman • Valentine, Nebraska



Bobby Moeller • Woodbridge, Virginia



Holly Bradley • Nebraska, Nebraska



Chad Robinson • Garland, Texas



Brian McGovern • Naperville, Illinois



Cody White • Cedar City, Utah



Heather Cottles • Mt. Pleasant, South Carolina



Christopher Marble • Tracy, California



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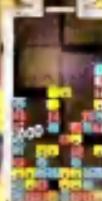
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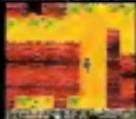
DR. MARIO 64

THIS MONTH

Mea Sheet



Indiana Jones and the Infernal Machine



The Legend of Zelda: The Living Tree House of Hylia



Mario Advance



Also this month:
I Wanna Dance
Animal Parade
Top Gun
Belka Power
Dragon Warrior III
and more...

SONIC RACES TO GAME BOY ADVANCE

Get ready, hold onto your controllers. Sega Corporation in Japan has announced its official plans to release Game Boy Advance titles both in Japan and North America. Three Sega titles have been confirmed at this time: ChuChu Rocket, Puyo Puyo and Sonic the Hedgehog Advance. ChuChu Rocket is slated to be released in March along with the system launch in Japan. Puyo Puyo is set to be released in Japan this summer. Sonic the Hedgehog Advance will arrive with a simultaneous release in Japan and North America. When asked if Sega might create games for Nintendo GameCube, as well, a Nintendo spokesperson stated that a confidentiality agreement exists and Sega has received development tools for Nintendo GameCube. Sega, however, has not announced any titles for GCN at this time.

As for the games, ChuChu Rocket is a futuristic game of cat and mouse. Players try to herd their ChuChus (or space mice) into spaceships before the KapuKapu get them. It's fast and pulsating and the original ChuChu was designed to work as a network title. A version of Puyo Puyo actually appeared on the Super NES as Kirby's Avalanche in 1995. It's an action puzzle game that requires players to align colored pieces that fall from above. As for Sonic the Hedgehog Advance, all we know at this time is that the game features Sega's mascot character.

So what does this mean for gamers? In a nutshell, it means more quality games are on the way for Game Boy Advance. From the early '90s to today, Sega has produced numerous hits for their own consoles. Sonic the Hedgehog, Virtua Fighter and dozens of other titles and licenses have been highly successful over the years. Sega's new emphasis on creating quality games for multiple platforms means that more gamers will get to play those games. After all these years, Nintendo Power is thrilled finally to have the chance to cover Sega games. We look forward to working closely with Sega to bring our readers the best coverage possible.



MARIO MAKES A HOUSE CALL

In the fall of 1990, Mario received an honorary degree from the Viralological Institute, donned a white coat and stethoscope and went to work eradicating viruses on the NES and Game Boy. Fortunately for serious game fans, Dr. Mario wasn't entirely successful at wiping out the nasty germs, and he's set to return this April to save the gaming world from a virulent plague that has struck the N64.

IS THERE A DOCTOR IN THE HOUSE?

If you've been feeling sick about the lack of new N64 games in general, and puzzlers in particular, Dr. Mario has cooked up a cure that will have you back on top of the gaming world in no time. The N64



version of Dr. Mario features the same virus-eradicating action as previous outbreaks of the game. Prescribing powerful medical capsules, Dr. Mario gives you the tools to wipe out the inflammation of multicolored viruses. If you stack four capsules and viruses of the same color, the entire stack will vanish, thus eliminating a potential cause of disease. Your job is to manipulate the capsules in such a way that they stack up on the proper viruses. If you let the stack reach the top of the beaker, you'll lose the battle. Over time, the pace of the action picks up until it becomes truly feverish.

TAKE FOUR AND CALL US IN THE MORNING

In previous versions of Dr. Mario, two-player simultaneous matches were the limit. But in the N64 Dr. Mario, four practitioners can consult on the care of virally challenged beakers at the same time. As a multiplayer game, Dr. Mario becomes a furiously fast mix of capsule spinning and placement with players dumping extra capsules on their opponents. You don't even need multiple players, because the computer will take the place of any missing human physician. There are

two-player matches, as well, and one-player vs. the computer matches. Cinema scenes link a series of matches where you play as Dr. Mario or Whirly in the Story Mode. The Puzzle Mode starts you off with a beaker full of nasty germs in hard-to-eradicate patterns. In the Vs. Computer Mode, you can pick from 13 characters at first and open up more characters as you progress. You can even set the difficulty and speed of opponents to create handicaps so players of differing skill levels can play against each other.

JUST WHAT THE DOCTOR ORDERED

If you liked Polka-dot Puzzle League, Tetris Attack or Tetris, you won't be immune to the charms of Dr. Mario for the N64. It's colorful, fast, engaging and packed into an amazingly compact capsule of just 32 Megabits. You won't need any medical insurance to help pay the bill, either, because Dr. Mario has a suggested retail price of just \$29.99. Now, that should be easy to swallow.

INCREDIBLE! A DOCTOR THAT MAKES HOUSE CALLS?

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

PART MAN, PART METAL, ALL GAME BOY

Max Steel: Covert Missions from Marvel Interactive and Tauris Games introduces the 3-D animated super



agent from the X-Men's X-Factor to Game Boy Color with a classy platformer that makes

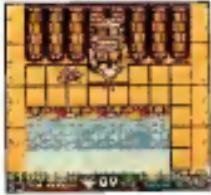
use of all of Max's N-tak probe-enhanced moves. Although you won't see the high-end graphics featured on the TV show, you will see the dangerous missions that lead Max into confrontations with the agents of the evil D.R.E.A.D. organization, which is committed to taking over the world in five years. You'll meet John Dread, Psycho, Arctic Bane and Virtuel while carrying out your missions. The missions send you off exploring mazes and battling D.R.E.A.D. operatives using weapons and Max's special powers. Max should have Max on duty and in stores by the end of March.



KEEPING UP WITH THE JONES

Indiana Jones and the Infernal Machine for Game Boy Color is a surprisingly faithful rendition of the N64 title from LucasArts. Scheduled for release by THQ later this spring, Indy has virtually all of the moves and elements found in the N64 game. He struts through similar stages, pulling blocks, flogging his whip, swimming in canyons and collecting treasure and Health Kits. The three-quarter perspective is less detailed than the 3D environments of the N64, but the game, like its predecessor, is packed with

panals, intrigue, combat and adventure. Indiana circles the globe in 15 stages to prevent the Soviets from gathering the pieces to create the Infernal Machine. Cinematic sequences help tell the story, and Hot Gear Studios, the developer of the game, has even managed to squeeze Indy's theme music into the 32-Megabit Game Pak. It's a truly ambitious project for GBC. THQ hopes to have Indy in your hands by April or May. Our look at an early version of Indy was cool enough to make us want much more.



A TITLE OF TERROR

THQ plans to release a game with such a long and horrifying title that consumers are sure to buy it just as they can blink in disbelief at The Simpsons' Night of the Living Tree House of Horror for Game Boy Color. If those same consumers manage to swallow their fears long enough to plug in the Game Pak, they'll

find a flashy Simpsons platformer in which they can play as Bart, Homer, Marge, Lisa and Maggie Simpson in six wacky levels. What's happening to the Simpsons? Their souls have been planted at the bottom of the Tree of Terror while their bodies are in Bart's treehouse above. Players must gather items and counter the

evil plans of Mr. Burns, who has become a vampire, and the citizens of Springfield, who turn into zombies. Somehow it will help the Simpsons' souls reunite with their bodies. Popular characters including Principal Skinner, Moe and Krusty also appear in the Halloween-themed game. With weirdness like that, who needs TV?



PROPER ADVANCES

This month's gallery is filled with more glittering graphics from the Game Boy Advance development teams at Nintendo Co. Ltd. We're concentrating on Mario Advance (still a tentative title) and F-Zero Advance—two of the Japanese launch titles that are likely to be among the first games released this summer when Game Boy Advance arrives in North America. We've also thrown in a few extra shots of Game Boy Wars Advance, a strategy war game that may also cross the Pacific sometime soon.



F-Zero Advance



Golden Sun Advance



Game Boy Wars Advance



Game Boy Wars Advance



Mario Advance GBA

ONE HUGE ADVANCE IN GAMING TECHNOLOGY.

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

LUFIA RETURNS

The day will soon dawn when RPG fans decide to discover that Nintendo's long-awaited epic, *Lufia: The Legend Returns* for Game Boy Color, is calling their names. The legend began in 1993 when Taito released *Lufia & the Fortress of Doom* for the Super NES. It grew stronger three years later when *Lufia II: The Rise of the Sinistrals* appeared. For five years the legend has slept, but now it is stirring. Nintendo is just completing the English translation and hopes to release the game this spring. NP's exclusive screen shots from *Nintendo Power* show highly detailed graphics of overworld and interior areas of the game. The battle system, said to be similar to the system used in *Lufia II*, allows you to use weapons, spells, items or your shield. As for the story, 100 years have passed since Doom Island sank into the



Top left

wells or running out of gas. Takeoffs and landings may be easy in the game, but you'll better bring along a good navigator to keep you on task.

DW III GALLERY

If you enjoyed seeing *Dragon Warrior I* and *II* on Game Boy Color, you'll love what's in store with *DW III*. Enix has provided *Nintendo Power* and you with the first screen shots of the upcoming RPG with translated English text. Enix also reports that *DW III* will feature a number of elements that weren't found in the original NES game, including larger, more detailed sprites, detailed castle and town images in the overworld, a cinematic prologue describing the story of Orthia, fully animated enemy and magic effects during combat, a detailed personality test to determine your character's class and course in the game, a monster medal collecting and trading feature that



Left: *The Legend Returns*

waves, and 12 heroes have appeared in the land to combat the growing darkness—among them are a Warrior, a Magician, a Princess, a Peasant, a Robber, a Wanderer and an Idol. They head for the "Tower of Judgment" together, in quest of something that they don't understand. All will become clear one day soon. Awaken, dreamer, awaken!

TITUS PUSHES THE ENVELOPE

Welcome to *Top Gun*, where the best U.S. naval aviators learn to fly with the very finest pilots in the world. As one of the best of the best, you'll take to the air in your F/A-18 Tomcat, flying missions at Miramar. This Game Boy Color title, although still in the early stages, takes a page from EA's *Series 1* series when it comes to graphics. You'll use missiles, bombs and guns to attack targets on the ground and fulfill your mission requirements. Pilots will have to keep their eyes peeled or risk slamming into canyon



Dragon Warrior III

or locks secrets and a new translation that captures the subtleties of the original Japanese text. And did we mention how nice it looks?

SEE VICKIE RUN

From the combat of 3DO's *Army Men* ages of games to the action of *Portal Runner*, Vickie has come a long way in a short time. The green-hatted wonder woman's new adventure places her in a side-scrolling platformer that mixes elements of *Tomb Raider* and *Castlevania*—

not a bad combination. Armed with a bow and arrow, a super jump and the occasional helping paw from a friendly lion, Vickie fearlessly enters castles, jungles, enchanted forests and spaceships, searching for a way home to save Sarge. The hoarding gurus at 3DO hope to make Vickie a gaming staple with the action series that debuts on Game Boy Color this spring.



Portal Runner

ADVANCE WARNING

With the Japanese launch of *Game Boy Advance* less than a month away, and with almost three million retail orders already booked, it seems as if *Game Boy Advance* will be off to the fastest start in video game system history. *Nintendo Power* has a couple of updates for you regarding the heir apparent to the handheld scepter. First, we need to make a correction to some information listed in the January bonus special; it seems that the battery life for GBA will be 15 hours instead of the reported 20 hours. These pretty graphics come at a slightly higher energy cost than originally anticipated by *Nintendo* engineers. And speaking of colors, *Nintendo of America* has confirmed that all three colors for GBA will appear in North America at launch. You'll find indigo, white and milky blue *Game Boy Advances* waiting for you on store shelves this summer.

THE WORD IS MORE BIRD AND OTHER NEWS

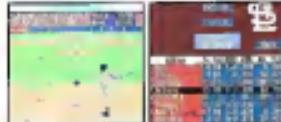
Not all is gloom and doom for N64 players seeking new experiences. *Activision* shared with *Nintendo Power* the exclusive news that *Tony Hawk* is headed to the N64 late this summer. We'll have more from *Activision* and the birdhouse ASAP.

GAME WATCH FORECAST



Gamerella Room

In other news, TDK Mediactive has acquired the rights to create a Game Boy Color game based on the upcoming SKG movie, *Shrek*. The list of new Game Boy Color titles in development doesn't stop there, either. Check out the following list. *Curious George's Adventures*, *Mary-Kate & Ashley's Winner's Circle*, *Batman: Chaos in Gotham*, *Extreme Wheels*, *Looney Tunes: Dizzy's Candy Quest*, *Commander Keen*, *Ultimate Surfing*.



High-Strung Major League Baseball 2002

Toy Story Racer, *Tenkou Raceway* and *The Land that Time Forgot*. To top things off, 3DO has just announced that *High-Strung Major League Baseball 2002* for GBC will be released this spring. Sounds like a grand old game.

ANIMAL FOREST

As an extra treat for the readers this month, NP presents a new screen shot of *Animal Forest* from Nintendo in Japan. The beautiful N64 game is really more like an ongoing event than a game, although there are tasks that players must perform. Enjoy.



Animal Forest

Mario Party 3



Nintendogs

The Legend of Zelda: Oracle of Seasons



Nintendogs

Mary-Kate and Ashley's Winner's Circle



Astebane

Toy Story Racer



Anticipation

Batman: Chaos in Gotham



Ubi Soft

Ultimate Surfing



Nintendogs

Mario Kart 64

DR. MARIO 64
MARIO PARTY 3

TOMY MARIO 2

GAME BOY COLOR

- MARIO: ALONE IN THE DARK
- ALONE IN THE DARK
- ARMED
- BATMAN: CHAOS IN GOTHAM
- COMMANDER KEEN
- CRUSADERS OF LIGHT & MAGIC
- CURIOUS GEORGE'S ADVENTURES
- DONKEY KONG'S GAME
- EDISON VERSUS II
- ESCAPE!
- EXTREME WHEELS
- GARFIELD LEGENDS
- GO-CARTS
- HIGH STRUNG: MAJOR LEAGUE
- BASEBALL 2001
- MARY-KATE AND ASHLEY'S WINNER'S CIRCLE
- MINI-MARSH
- SHIRLEY TEMPEST: THE TROUBLE WITH TIME
- THE LAND THAT TIME FORGOT
- ULTIMATE SURFING
- YIP-YIP
- THE WORLD IS NOT ENOUGH
- XXHOLIC: VENOMOUS PRINCESS
- YU-GI-OH! ORACLE OF AGES
- YU-GI-OH! ORACLE OF SEASONS

GAME BOY ADVANCE

- ARMED ASSAULT
- BOWMAN'S SECRET
- CAESAR'S PALACE
- CASTLEVANIA: CURSE OF INDUCT
- CIN-CHI RACER
- DAISYKIN ROLLER JPN
- F-18
- F-ZERO ADVANCE
- FLYING: AN AMERICAN TAIL
- FREE LUNCH
- THE FLINTSTONES
- FORSETI
- GARFIELD: GONE TO CATHERINE
- GARFIELD: MAJOR LEAGUE
- GARFIELD: RACING FRENZY
- GOONIE 3-D
- JOLLY ROLLY
- KIDS' FAVORITE BURGER-KID*
- LAND RACERS TIME
- LAND RACERS II
- LANDS: 100% IN TIME
- MARSHAL VACATION*
- MAX IN CHAOS*
- MARIO ADVANCE*
- MARIO KART ADVANCE*
- MARIO IN PLACE
- MEGAMAN X3
- MINI-GOLF FESTIVAL*
- MONSTER MURDER*
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- PAK-MU-MU ADVANCED
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Online Chat Hosts Tell All

A group of people are gathered in a room, with a large yellow Pikachu statue in the foreground. The Pikachu statue is positioned in front of a person sitting in a wheelchair. The room appears to be a backstage area or a backstage room, with various equipment and furniture visible in the background.

1996-1997: *Journal of the American Academy of Child and Adolescent Psychiatry* 35: 1311-1312.

The earliest addition to the class I ligase was the non-catalytic (non-NOM) domain (NOM domain). Monoglycan I cells express a deficiency of thymidine kinase (TK) (including non-functional genes) and lack the ability to synthesize DNA. This is in contrast to most of the other *lax* genes which encode functional enzymes.

For more information on the 2000
Olympics in Salt Lake City, visit the
Web site at www.saltlake2002.com.

Figure 1. A typical scene of a person carrying a bag.



POKéMON PREP

Pokémon aren't just cute, coddly critters—they're proud, fierce and feisty. In Pokédmon Stadium 2, you'll find the new Pokédmon from Pokédmon Gold and Silver Versions and the familiar Pokédmon from the original Blue, Red and Yellow games. Using a Transfer Pak, which you can purchase separately, bring in your own specially trained Pokédmon from any of those five games.

TYPE HYPE



Pokémon belong to classifiers called "types." A Pokémon's type determines how effective its attacks will be against other types of Pokémon.

ATTACKS & SNACKS



Rental Polkbooks have
powerful attacks. You
should attack for just the
right combinations of
Polkbooks and attacks.
Useful Barnes are
available, too.

POKéMON COMBAT CHART

OPPONENT'S POSITION TYPE

COMBAT CHART KEY:	Damage for + Attacker: $\# \oplus$	Damage for - Attacker: $\# \ominus$
CRITICAL HITS:	Damage for Critical-Hits: $\# \oplus \# \oplus$	Damage for -: $\# \ominus$
SPECIAL ATTACKS:	Attack Type/Fatkigue Type/Might: $\# \oplus \# \oplus$	

BATTLE BASICS

There are thousands of strategies for Pokémon battles. It's your job to pick the best team to match up against any combination that your opponent might use. When you're playing the Cups and Gym Leaders in Stadium 2, you'll learn which Pokémon you'll face, and that will give you an advantage in selecting teams.

DEFENSIVE MOVES



Defensive moves protect your Pokémon by raising their Defense or Evasion stats or by lowering the attack or accuracy stats of opposing Pokémons.

SWITCHING OUT



When your opponent has a real advantage, it's better to switch Pokémons than risk losing your current Pokémon. Bring one that's a better match.

RENT-A-POKéMON

Stadium 2 comes with built-in Rental Pokémons that you can use instead of importing your own. Create your team of Rental Pokémons based on the opponents that you'll face. As you progress in a tournament, write down all the Pokémons you encounter and look for Rentals that will match up well against them.

WHY BUY WHEN YOU CAN RENT?



ATTACK MOVES



Pokémons use Physical attacks and special attacks. The attack stats indicate the relative strength of regular attacks and Special attacks.

CRIPPLING ATTACKS



Some attacks can freeze, stun or paralyze an opponent so it can't fight back. Other attacks keep inflicting damage turn after turn.

ITEMS



Items may hold stones that power up certain types of attacks. You can give your Pokémons Berries that help restore status or HP.



BUILD A BETTER POKéMON



Pokémons with dual attributes such as Water- and Electric-type Pokémons match up better against more opponents than single-attribute types. Give your Pokémons moves that complement each other such as Hypnosis and Dream Eater.

RAISED POKéMON

Trainers always raise the best teams, because raised Pokémons can have higher stats for Attack, Defense, Special Attack, Special Defense, Speed and HP than normals. Raised Pokémons can have a better mix of attacks and moves, as well, making them more effective against more types of Pokémons. To create the ultimate team, however, you still need to know which Pokémons you'll face.

RAISED

#76 GOLEM

MOVE	LEVEL	HP
ATTACK	52	196
DEFENSE	50	196
SPECIAL ATTACK	64	196
SPECIAL DEFENSE	66	196
SPD	77	196
SPD	77	196
STRENGTH	100	196
ROCK THROWN	100	196
THROTTLE	100	196



#76 GOLEM

MOVE	LEVEL	HP
ATTACK	50	196
DEFENSE	50	196
SPECIAL ATTACK	61	196
SPECIAL DEFENSE	63	196
SPD	76	196
ROCK THROWN	100	196
ROCK SMASH	100	196



RENTAL



WHITE CITY

White City is where most of the action takes place in *Pokémon Stadium 2*. When you enter White City, you'll see a map of the town spread before you. Move the rotating Magneton cursor to select the Stadium, the Lab, the Academy, the Castle or other areas. There's something for everybody in White City. Now it's time to take a quick tour through the home of *Pokémon* competition.

1. STADIUM

The Stadium is where you'll enter the Cup tournaments such as the Little Cup, Poké Cup, Prime Cup and Challenge Cup. Each Cup is a test of your *Pokémon* Trainer skills.

LEVELS OF COMPETITION



In the Little Cup, you'll face *Pokémon* no greater than level 5. The Poké Cup is for *Pokémon* between levels 50 and 95.

Each Cup or battle has at least eight battles. You'll win extra lives by winning a battle without losing a single *Pokémon*.

3. MY ROOM

What does your room look like in 3-D? Plug your Gold or Silver Game Pak into a Transfer Pak and head to the My Room Mode in White City. You'll see all your special gifts in the room.

GO TO YOUR ROOM



You can change decorations such as dots, plants, pictures and game trophies that you've collected through Mystery Gifting.

5. POKÉMON ACADEMY

The Academy is divided into two areas—the Classroom and the Library. In the Classroom, you can see lectures and take quizzes about *Pokémon* training. The Library holds reference data.

KNOWLEDGE IS POWER



The Library has a categorized index to *Pokémon* Trainer. You can find complete stats, moves, matchups, items, contracts and Egg Groups.



2. POKÉMON LAB

Professor Oak helps you organize your *Pokémon* game, switching *Pokémon* between Game Paks and strengthening items. You can even check out a cool 3-D Pokédex with *Pokémon* that you can rotate.

ORGANIZE YOUR PAK



Managing your items, switch your *Pokémon* in and out, move *Pokémon* between Game Paks and check out all your moves, movesets and reward *Pokémon*.

4. GB TOWER

If you'd like to see the big picture when it comes to playing *Pokémon*, use a Transfer Pak and load your adventure into *Stadium 2*. When you go to the GB Tower, you can resume playing your game on the TV.

PLAY AT HOME

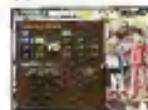


Pokémon Gold and Silver look even better on the big screen. The adventure is the same, but the view is easier on the eyes.

6. FREE BATTLE

Enter the Stadium to compete against your friends or the computer in the Free Battle. Up to four players can join in, and you can decide which rules to use.

JUST FOUR FUN



Create your own tournaments for four players. Use the rules from any Cup, or edit the rules to suit your taste. You can even play on teams.

7. MINIGAMES

The Minigame Mode was a hit on the first *Pokémon Stadium*, and the new minigames in Stadium 2 are guaranteed to win over even more fans. The games are one-player or multiplayer contests of skill for up to four players. The 12 games include racing, counting, climbing, catching and other challenges. They're easy to learn and hard to master.

GUSTY GOLBAT



Four Golbats fly and flutter as they chase a flock of hearts. Catch as many hearts as you can, and avoid the Magnemites and other Golbats.

FURRET'S FROLIC



Furter and friends are trying to hit the Prize Balls to score goals. The movement is simple, but the pace is frantic.

RAMPAGE ROLLOUT



Dugtrio is the star of the Rampage racing challenge. The race has three laps, and obstacles keep popping up to keep your rage rolling.

DELIBIRD'S DELIVERY



You must walk to the packages at the bottom of the screen and deliver them to the conveyor belt at the top for points.

TOPSY-TURVY



Hit the top path in this spin-off of *Turbo*. The object is to knock your opponent off, or the ring off, as you can.

BARRIER BALL



Imagine a four-sided Ping-pong match. Mr. Mime paddles multiple balls past its opponents while protecting its own goal.

STREAMING STAMPEDE



As various *Pokémon* stampede across the screen, you must catch as many as you can. Don't blink or you might miss the running number.

EGG EMERGENCY



As 100 Eggs fall from above, Charizard must catch them in his pouch. If you catch a Voltorb instead, be prepared for a shock.

CLEAR-CUT CHALLENGE



Pinear and Scizor compete to cut falling logs precisely on the 16th cut line. The closer your cut is to the 16th, the more points you'll score.

PICHU'S POWER PLANT



You'll get a charge out of Pichu's antics in the Power Plant. Place the electrodes and rapidly press the A or B Button to charge up your Pichu.

TUMBLING TOGEPI



Togepi tumbles down a 16-level set with obstacles. Avoid the spikes, logs and rocks and hit the arrows for boosts at speed.

EAGER EEVEE



Eevee's take on musical chairs involves take moves and removing from. When the bell shrugs lets to reveal fruit, race for the treat.

FIGHT TO THE TOP



Gym masters have to face off in the *Battle* and *Event* modes. Trainers, and none of them are pushovers. You've got to select a new team for every Gym.

The *Battle* Mode and *Event* Battle Modes round out the play choices for *Stadium 2*. One or two players can enter *Battle* Now! The *Event* Battle is for two players with mixed teams.

EVENT BATTLE



The *Event* Battle Modes is for two players which have entered their own teams into *Genes* Pakz One and Two.

8. GYM LEADER CASTLE

Gym Leaders from Johto and Kanto await your arrival at the Gym Leader Castle. You'll face 18 battles with the cream of the *Pokémon* Trainer crop. If you defeat Lance at the top of the Johto Castle, you'll move on to face the Trainers from Kanto.

MORE MODES

BATTLE NOW!



You'll launch straight into a battle with a team that is chosen for you in the *Battle* Now! Mode. It's for important but skilled Trainers.

MYSTERY/GIFT

The Mystery Gift grid is available for Mystery Gift exchanges every day. You can get cool prizes to put in your room. Pokéman dolls, wall posters, items and even an N64 console are yours for the taking.

THE LITTLE CUP

Just because the Pokémons in the Little Cup are at level 5 doesn't mean that the tournament isn't a challenge. In fact, the Little Cup provides one of the best challenges in *Pokémon Stadium 2*. Trainers have virtually no margin for error. Power picks the top Rental team and strategies for winning, but you could do better by building your own team from scratch.



LITTLE CUP

RECOMMENDED RENTAL POKÉMON

#21 SPEAROW

POKÉMON LEVEL 5

HP 18

GRILL PECK
MIRROR MOVE
FURY ATTACK
PURSUIT



#170 CHINCHOU

POKÉMON LEVEL 5
HP 22

WATER GUN
SUPPRESSING
SPARK
TAIL



#63 ABRA

POKÉMON LEVEL 5

HP 18

PSYCHIC
FLASH
THIEF
CONFUSE



#194 WOOPER

POKÉMON LEVEL 5
HP 21

SURF
RAZE
GRO
MIST



#65 MACHOP

POKÉMON LEVEL 5

HP 22

VITAL THROW
SCARY FACE
DRG
FORESIGHT



#231 PHANPY

POKÉMON LEVEL 5
HP 24

EARTHQUAKE
GROWL
HAIL
DEFENSE CURL



BATTLE 1-YOUNGSTER: BERNIE

BEST THIEF/PYTHON

GRILL
WING
THIEF
CONFUSE
SCREECH
ROAR
FIRE SPIN
FIRE SPIN



POKÉMON GYM

GRILL
WING
THIEF
CONFUSE
SCREECH
ROAR
FIRE SPIN
FIRE SPIN

POKÉMON

GRILL
WING
THIEF
CONFUSE
SCREECH
ROAR
FIRE SPIN
FIRE SPIN

POKÉMON

GRILL
WING
THIEF
CONFUSE
SCREECH
ROAR
FIRE SPIN
FIRE SPIN

BATTLE 2-PICNICKE: BUENA

POKÉMON

GRILL
WING
THIEF
CONFUSE
SCREECH
ROAR
FIRE SPIN
FIRE SPIN

POKÉMON

GRILL
WING
THIEF
CONFUSE
SCREECH
ROAR
FIRE SPIN
FIRE SPIN

POKÉMON

GRILL
WING
THIEF
CONFUSE
SCREECH
ROAR
FIRE SPIN
FIRE SPIN



Abra also could deal with most of Bernie's team, but Chinchou and Spearow add some punch to your attack lead with Abra.



Obviously, you'll want to lead with Machop in the second battle. Include Chinchou and Abra as backups.

POKÉMON STATS CHART

The stats chart shows the attacks available for every Pokémon that you rent or that you face in the game. You'll also see your total HP level and type and the item that it's holding.

Health and weakness

#172 PICHU



Experience level

LEV. 5
HP 18
ZAP CANNON TYPE

Attack

SWEET KISS TYPE
SWIFT TYPE

Type of attack

APACIFIC
BITTER BERRY TYPE

Item held

#231 PHANPY
EARTHQUAKE GRID

Recommended Rental Pokémons attack to use



All of Brian's
polymers can en-
hance your team, too.
Lead with Spontane-
ity, which is somewhat
protected by holding
the Little Berry.



After Psychic attack may be enough to beat Jester's target, but you may get a chance to use Whooper's Dog and Spaceman's Gold Pack, as well.



Phony rails over
Girik with the Pigmy
Earthquake attack
Abra and Weape can
help against Psychic-
Fee- and Elec-type
Pokémons.



Timapa could spoil your fun. Abra has the best chance to beat the Dragon- and Water-type Pokémons. Mewtwo and Spearow have little to fear.

BATTLE 7-TEACHER: TINA	
1219 BANBELL	1202 VENOMOTH
HP: 36 ATTACK: 10 DEFENSE: 10 SPECIAL ATTACK: 10 SPECIAL DEFENSE: 10 SPEED: 10 ABILITY: STICKY BAND	HP: 100 ATTACK: 100 DEFENSE: 100 SPECIAL ATTACK: 100 SPECIAL DEFENSE: 100 SPEED: 100 ABILITY: STICKY BAND
	
FEIN BANBELL	FEIN VENOMOTH
HP: 36 ATTACK: 10 DEFENSE: 10 SPECIAL ATTACK: 10 SPECIAL DEFENSE: 10 SPEED: 10 ABILITY: STICKY BAND	HP: 100 ATTACK: 100 DEFENSE: 100 SPECIAL ATTACK: 100 SPECIAL DEFENSE: 100 SPEED: 100 ABILITY: STICKY BAND
	



That's your speculation involving the Quick Attack move, but that's not much of a threat. Land with Dendrobium and hope that Trunks's and Scyred's *Elakos's Dynamic punch* could cause Phunny to become confused. Even so, Phunny may still end the job done.

Lead with Phony and use Earthquake if Arai, Magne or Kuro appear. If Phony's Berry hairstyle comes into play if the opponent's attack is strong. If Charbel appears, use Macho's Kit of Thrive. Chachau can handle Krieg and help wear down Charbel, Gatsu and Mugello if they appear while Chachau is not deployed. Likewise, you can use Macho's Kit of Thrive when Phony can't switch out.

THE POKé CUP

The Poké Cup is broken into four tournaments called Balls. Only Pokémon between levels 50 and 55 may enter the Cup. You'll need to choose the best team for each Ball. If you're going to use your own Pokémon, compare them to the teams that you'll face using the data boxes shown on the following pages. If you want to soar, you can't do better than Power's Poké Peks.



POKéBALL

RECOMMENDED RENTAL POKéMON

#64 KADABRA

LEV. 50
HP 125

PSYCHIC
KINESIS
THUNDERPUNCH ELC
REFLECT



#102 EXEGGCUTE

LEV. 50
HP 150

PSYCHIC
LEACH SEED
GIGA DRAIN
STUN SPORE



#75 GRAVELER

LEV. 50
HP 142

EARTHQUAKE
SANDSTORM
FOLKLUKE
SEEDSTORM



#195 QUAGSIRE

LEV. 50
HP 180

SURF
AMNESIA
DIG
SLAM



#82 MAGNETON

LEV. 50
HP 131

THUNDER
THUNDERWAVE
SWIFT
FLASH



#227 SKARMORY

LEV. 50
HP 146

STEEL WING
AGILITY
FLY
FURY ATTACK



BATTLE 1-BUG CATCHER: NELSON

#155 BEEDRILL



#163 SPINARAK



#164 CATERpie



#166 WEEDLE



#167 POKÉMON



#168 WENDEEY



#169 BAG



#170 BAG



#171 BAG



BATTLE 2-SWIMMER: BRUCE

#165 STELLIMMER



#166 YUNLIA



#167 SHELLMER



#168 PARAKAII



#169 WIBBLIN



#170 BAG



#171 BAG



#172 BAG



#173 BAG



#174 BAG



#175 BAG



#176 BAG



#177 BAG



#178 BAG



#179 BAG



#180 BAG



#181 BAG



#182 BAG



#183 BAG



#184 BAG



#185 BAG



#186 BAG



#187 BAG



#188 BAG



#189 BAG



#190 BAG



#191 BAG



#192 BAG



#193 BAG



#194 BAG



#195 BAG



#196 BAG



#197 BAG



#198 BAG



#199 BAG



#200 BAG



#201 BAG



#202 BAG



#203 BAG



#204 BAG



#205 BAG



#206 BAG



#207 BAG



#208 BAG



#209 BAG



#210 BAG



#211 BAG



#212 BAG



#213 BAG



#214 BAG



#215 BAG



#216 BAG



#217 BAG



#218 BAG



#219 BAG



#220 BAG



#221 BAG



#222 BAG



#223 BAG



#224 BAG



#225 BAG



#226 BAG



#227 BAG



#228 BAG



#229 BAG



#230 BAG



#231 BAG



#232 BAG



#233 BAG



#234 BAG



#235 BAG



#236 BAG



#237 BAG



#238 BAG



#239 BAG



#240 BAG



#241 BAG



#242 BAG



#243 BAG



#244 BAG



#245 BAG



#246 BAG



#247 BAG



#248 BAG



#249 BAG



#250 BAG



#251 BAG



#252 BAG



#253 BAG



#254 BAG



#255 BAG



#256 BAG



#257 BAG



#258 BAG



#259 BAG



#260 BAG



#261 BAG



#262 BAG



#263 BAG



#264 BAG



#265 BAG



#266 BAG



#267 BAG



#268 BAG



#269 BAG



#270 BAG



#271 BAG



#272 BAG



#273 BAG



#274 BAG



#275 BAG



#276 BAG



#277 BAG



#278 BAG



#279 BAG



#280 BAG



#281 BAG



#282 BAG



#283 BAG



#284 BAG



#285 BAG



BATTLE 5-TEACHER: MOLLY

#100 SLEEDER



#114 LEADEREE



#123 ARMED



LEVEL 31
HABITAT: POND
EVOLVED FROM: SLEEDY
EVOLVED INTO: LEADEREE
EVOLVED FROM: LEADEREE
EVOLVED INTO: ARMED

LEVEL 30
HABITAT: POND
EVOLVED FROM: LEADEREE
EVOLVED INTO: ARMED

LEVEL 30
HABITAT: POND
EVOLVED FROM: LEADEREE
EVOLVED INTO: ARMED

LEVEL 30
HABITAT: POND
EVOLVED FROM: LEADEREE
EVOLVED INTO: ARMED

#203 CAPROS



#239 MANTID



#118 NARIBED



Molly likes to use the Baton Pass to switch between Pokémon, and the tactic can make the battles seem to go on forever. Misdreavus's Shadow Ball works well against Kirlia, Girafar and Leafeon. Use Kricketo against Rhyperior and Hitmonchan's Ice Punch against Nidoran.

BATTLE 7-POKéFAN: BAXTER

#193 SUNFLORA



#193 LICKUL



#117 LANTILL



#210 MAGCARRAL



#210 LICKUL



#210 PINEAL



#210 MAGCARRAL



Lead with Hyperbeam and take on Lantill if it shows up first. Use Sunny Day to halve the damage from the Water attacks. Hitmonchan灿烂花 up well against Magcarral and Lickul. Kabibit is the backup. Use it to freshen off a Pokémon if Rayquor or Hitmonchan faints.



#170 DEGRAMAPERA



#247 PUP-MAMA



#247 KIRIN-MAMA



#210 MAGCARRAL



#210 LICKUL



#210 PINEAL



#210 MAGCARRAL



Lead with Hyperbeam and take on Lantill if it shows up first. Use Sunny Day to halve the damage from the Water attacks. Hitmonchan灿烂花 up well against Magcarral and Lickul. Kabibit is the backup. Use it to freshen off a Pokémon if Rayquor or Hitmonchan faints.



With an Iron Tail attack, Shedinja trashes the way against Pedito, who often brings out Paperenie to begin a match. If Tangrowth shows up, fight it with Charizard's Fire Punch. Avysor should use Sunny Day and Seismitoad if Orremanza appears. Orremanza is tough, but Charizard or Shedinja can handle its Normal- and Dark-type attacks.



ULTRA BALL

RECOMMENDED RENTAL POKÉMON

#64 KADABRA

LEVEL 50
HP 125

PSYCHIC
KINESIS
THUNDERPUNCH ETC
REFLECT



#195 QUAGSIRE

LEVEL 50
HP 180

SWIM
AMNESIA
DIG
SLAM



#75 GRAVELER

LEVEL 50
HP 142

EARTHQUAKE
SANDSTORM
ROLLOUT
SELF-DESTRUCT



#102 EXEGGUTE

LEVEL 50
HP 150

PSYCHIC
LEECH SEED
SEGA STRAIN
STUN SPORKE



#200 MISDREAVOUS

LEVEL 50
HP 145

SHADOW BALL
PAIN SPLIT
THUNDERBOLT
PSYSHINE



#227 SKARMORY

LEVEL 50
HP 146

STEEL WING
ABILITY
FLY
FURY ATTACK



BATTLE 1-BUG CATCHER: NELSON

#103 SEYAKI

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#105 BUTTERY

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#107 BECTY

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#209 SPINCY

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#211 HERACBY

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#217 PINSHY

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#219 HABRIO

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#221 PINSHY

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#223 PINSHY

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#176 HUGO S. TAN

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#202 HUPHAR

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#212 HUMSA

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#126 HUMANITY

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#205 HUMEST

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#206 HUMSA

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#178 HUGO S. TAN

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#202 HUPHAR

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#212 HUMSA

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

Use Dig and Surf to inventory Chester. Exeggcute is a good backup. Heromut may be the biggest problem. Use Leech Seed, then hit it with Surf.

You shouldn't have much trouble using the following Rental Team except in the seventh battle. Claude's Vaporeon is likely to take out two of your best Pokémons unless you're very lucky. There's no sure thing with Rentals.

#75 GRAVELER

LEVEL 50
HP 142

EARTHQUAKE
SANDSTORM
ROLLOUT
SELF-DESTRUCT



#102 EXEGGUTE

LEVEL 50
HP 150

PSYCHIC
LEECH SEED
SEGA STRAIN
STUN SPORKE



#200 MISDREAVOUS

LEVEL 50
HP 145

SHADOW BALL
PAIN SPLIT
THUNDERBOLT
PSYSHINE



#227 SKARMORY

LEVEL 50
HP 146

STEEL WING
ABILITY
FLY
FURY ATTACK



BATTLE 2-SWIMMER: BRUCE

#102 BAMBIS

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#102 WREATHER

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#102 WREATHER

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100



#102 MANTICORE

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100



#102 POTOFSM

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100



#102 EXEGGUE

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100



BATTLE 3-HIKER: CHESTER

#102 AEGISAMP

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#102 BRACOR

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#102 GRODOPHY

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#102 BULFETRIO

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#102 CLOPHTHIA

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

#102 MORYSKA

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

Mishmash's last battle in the fourth battle. If a Wreather appears, switch to Exeggute. Drapion should take care of Moryska using Surf.

#102 CLOPHTHIA

LEVEL 50
HP 100
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
SPEED: 100
STATS: 100
ITEM: 100

Mishmash's last battle in the fourth battle. If a Wreather appears, switch to Exeggute. Drapion should take care of Moryska using Surf.

BATTLE 5-BEAUTY: ALISSA

#24 MILITARY

#10 PLUTOV

#23 PERSY

MILIV
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
HEALTH: 100#211 MUSKARIN
FIRE 100
FIRE 100#100 LICHENY
FIRE 100
FIRE 100#200 KERASERIN
FIRE 100MILIV
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
HEALTH: 100#100 PLUTOV
FIRE 100
FIRE 100#100 PERSY
FIRE 100
FIRE 100#100 KERASERIN
FIRE 100PLUTOV
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
HEALTH: 100#100 PERSY
FIRE 100
FIRE 100#100 KERASERIN
FIRE 100#100 KERASERIN
FIRE 100PERSY
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
HEALTH: 100#100 KERASERIN
FIRE 100#100 KERASERIN
FIRE 100#100 KERASERIN
FIRE 100PICHU
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
HEALTH: 100#100 KERASERIN
FIRE 100#100 KERASERIN
FIRE 100#100 KERASERIN
FIRE 100**BATTLE 6-BURGLAR: JENSEN**

#171 TROPILAK

#222 DOOMLAR

#215 MAGALAR

TROPILAK
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
HEALTH: 100#100 DOOMLAR
FIRE 100
FIRE 100#215 MAGALAR
FIRE 100
FIRE 100#215 MAGALAR
FIRE 100DOOMLAR
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
HEALTH: 100#215 MAGALAR
FIRE 100#215 MAGALAR
FIRE 100#215 MAGALAR
FIRE 100MAGALAR
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
HEALTH: 100#215 MAGALAR
FIRE 100#215 MAGALAR
FIRE 100#215 MAGALAR
FIRE 100MAGALAR
ATTACK: 100
DEFENSE: 100
SPECIAL: 100
HEALTH: 100#215 MAGALAR
FIRE 100#215 MAGALAR
FIRE 100#215 MAGALAR
FIRE 100

Miliv might be able to get to Miliv by using Pin Spin, but switch to the Shadow Bell. Shadow Bell also starts a chance to hit.



Bug with Drawf in case Jensen uses Discard or Hypnotic, but switch to Quadrant Elder or Hypnotic. The Goliath is the spider.

BATTLE 7-BOARDER: CLAUDE

#215 ANBLAST

#105 ANBLAST

#105 ANBLAST



#105 ANBLAST

#105 ANBLAST

#105 ANBLAST



#105 ANBLAST

#105 ANBLAST

#105 ANBLAST



#105 ANBLAST

#171 KAWASAKI

#215 HYPERMIA

#215 ARCANINA



KAWASAKI

#100 KAWASAKI

#100 KAWASAKI

#100 KAWASAKI

#100 KAWASAKI

#100 KAWASAKI



#100 KAWASAKI

#100 KAWASAKI

#100 KAWASAKI

#100 KAWASAKI

#100 KAWASAKI

#100 KAWASAKI



#100 HYPERMIA

#100 HYPERMIA

#100 HYPERMIA

#100 HYPERMIA

#100 HYPERMIA

#100 HYPERMIA



#100 ARCANINA

#100 ARCANINA

#100 ARCANINA

#100 ARCANINA

#100 ARCANINA

#100 ARCANINA



Expect the toughest battles of the day. Anblast and Anblast are the toughest. Use Medivis with Thunder to your only hope, but it often fails.



Miliv gets the call against Hypermia and Kawasaki. Face Kawasaki with Kadabra. Anblast can't stand up to Quagmire's Surf or Oog.



MASTER BALL

RECOMMENDED RENTAL POKéMON

#22 FEAROW

LEV. 50
HP 150



#93 HAUNTER

LEV. 50
HP 130

SHADOW BALL GND
DESTINY BOND GND
GIGA DRAIN GTS
SPITE GND



#62 POLIWRATH

LEV. 50
HP 160

DYNAMICPUNCH MND SEADER
HYDRO PUMP HYDRO PUMP
DOUBLESLAP



#125 ELECTABUZZ

LEV. 50
HP 146

THUNDERPUNCH ELC
LEER NRM
SWIFT NRM
LIGHT SCREEN PST



#64 KADABRA

LEV. 50
HP 125

PSYCHIC KINESIS
THUNDERPUNCH ELC
REFLECT



#195 QUAGSIRE

LEV. 50
HP 150

SURF AMNESIA GND
DIG SLAM GND



BATTLE 1: POKéFAN, CARMEN

POKéFAN CARMEN

POKéFAN ALLISON

POKéFAN JESSIE

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

POKéFAN LUCAS

POKéFAN LUCAS

POKéFAN LUCAS

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

FEAROW LEV. 42

FEAROW LEV. 42

FEAROW LEV. 42



Your Rental squad shouldn't have much trouble here. Dungeons can't agar-fest match for Fearow, but three Surf attacks should do the job.

BATTLE 2: YOUNGSTER, WYATT

YOUNGSTER WYATT

YOUNGSTER WYATT

YOUNGSTER WYATT

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

POKéFAN WYATT

POKéFAN WYATT

POKéFAN WYATT

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

FEAROW LEV. 42

FEAROW LEV. 42

FEAROW LEV. 42



Fearow vs. Wyatt. If Dittany agrees, get it to transform into Electabuzz, then attack it with Quagsire's Surf.

BATTLE 3: FIREBREATH, CLIFF

POKéFAN CLIFF

POKéFAN CLIFF

POKéFAN CLIFF

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

FEAROW LEV. 42



Quagsire gets the lead role against Cliff. The many Fire-types can't stand up to Surf, though Electabuzz and either Fearow or Kadabra.

BATTLE 4: BIKER, DILLON

POKéFAN DILLON

POKéFAN DILLON

POKéFAN DILLON

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

LEAF LEV. 42
PETAL DANCE GND
CONFUSION GND
DARK PULSE GND
HYDRO PULSE GND

FEAROW LEV. 42



Use Fearow in the lead slot. It can take on Saur, Shinx and Blis. If you get it to transform into Electabuzz, then attack it with Quagsire's Surf.

BATTLE 5-1 TEACHER: MOLLY

TEAM CHARMANDER

TYPE: FIRE
LEVEL: 100
NAME: CHARMANDER
ITEM: FIRE STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM ME-MIAMI

TYPE: FIRE
LEVEL: 100
NAME: ME-MIAMI
ITEM: FIRE STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM LAPRAS

TYPE: WATER
LEVEL: 100
NAME: LAPRAS
ITEM: WATER STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM MOLTRES

TYPE: FIRE
LEVEL: 100
NAME: MOLTRES
ITEM: FIRE STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM ME-MIAMI

TYPE: FIRE
LEVEL: 100
NAME: ME-MIAMI
ITEM: FIRE STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM LAPRAS

TYPE: WATER
LEVEL: 100
NAME: LAPRAS
ITEM: WATER STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM MOLTRES

TYPE: FIRE
LEVEL: 100
NAME: MOLTRES
ITEM: FIRE STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



It's time for Electabuzz to lead the charge! Razza's Weather Bond should be used only when it is certain to last during the next turn.



Use Poliwrath's Headbump against Delibird. Against Hitmonlee, Hitmonchan, and Hitmonchan, Use Protect. Madmag will last a long time. Keep attacking!

BATTLE 6-POKEFAN: BAXTER

TEAM CHARMANDER

TYPE: FIRE
LEVEL: 100
NAME: CHARMANDER
ITEM: FIRE STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM ME-MIAMI

TYPE: FIRE
LEVEL: 100
NAME: ME-MIAMI
ITEM: FIRE STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM LAPRAS

TYPE: WATER
LEVEL: 100
NAME: LAPRAS
ITEM: WATER STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM MOLTRES

TYPE: FIRE
LEVEL: 100
NAME: MOLTRES
ITEM: FIRE STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM CHARMANDER

TYPE: FIRE
LEVEL: 100
NAME: CHARMANDER
ITEM: FIRE STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM ME-MIAMI

TYPE: FIRE
LEVEL: 100
NAME: ME-MIAMI
ITEM: FIRE STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM LAPRAS

TYPE: WATER
LEVEL: 100
NAME: LAPRAS
ITEM: WATER STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



TEAM MOLTRES

TYPE: FIRE
LEVEL: 100
NAME: MOLTRES
ITEM: FIRE STONE
EV'S: 100 HP, 100 ATtk, 100 DEF, 100 SP Attk, 100 SP Def



If you get the chance, use Fly on Haunter using Destiny Bond. Replace Haunter with Electabuzz if you think it might do better against Ferali.



When Quagsire is in the battle, begin by using the Special Defense with Aranura. Follow up with Sirex. You'll need a fast attack.

BRING ON THE BEST

Although you can win with the Rental Teams suggested in this article, you'll have greater success if you raise your own Pokémons to battle in each Cup and Ball. Use the charts of opponents to figure out the best possible matchups, then raise these Pokémons in your Game Boy game. Next month, Power will explore the Gyms your Leader Castle and Karla's Pokémon Academy. Happy training! ☺



classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

SPIDER-MAN™

THE WEB-SLINGER RETURNS

 Get ready for the second installment of secret codes for Spider-Man, straight from the good people at Activision to you. Simply enter them at the Cheat screen—which you can access from the Special menu—and watch the results. You can deck Spidey out in a variety of costumes or even open up a level select feature. Stan Lee would be proud of you.



If you want to fight crime as a black-clad symbiote Spidey, use the password SYMSPIDER. You'll also receive unlimited webbing.

FUTURAMA

 One series of the Spider-Man legend takes place in the distant future. To unlock the Spidey 2099 costume, make your password SPTWOKRPL. All your attacks will cause double the damage.



CLOAKING TIME

 A cloaked Spider-Man? It's true, and it's all yours if you enter the password CLOTEED in the cheat menu. You'll unlock the Spidey Unlimited costume, which you can cloak by pressing the right C Button. Don't forget the space between "Unlocked" and "ed."



AYE, AYE, CAPTAIN

 During one of Spidey's adventures, a robotic entity named Captain Universe granted him superhuman powers. Relive the shiny days by typing in POWCOMINE. The wicked cut-off lets Spidey change, never runs out of webbing and even makes you invincible.



IN A HURRY?

 Crews allow for ramming, and sometimes Spidey doesn't have time to make a full costume change. If your password is GTATWIFST, you'll see the Spidey mask on a spartan cost-clad Peter Parker. Since he lacks a utility belt, Duck Charge Spidey can carry only two web cartridges.



CODE

0A CLONE

RESULT

UNLOCKS BEN RILEY COSTUME (NO SPECIAL POWERS)

MISTERMJ

UNLOCKS PETER PARKER COSTUME (HOLDS ONLY TWO WEB CARTRIDGES)

SP10 INREQ

UNLOCKS SCARLET SPIDEY COSTUME (NO SPECIAL POWERS)

LVLSKIPPER

UNLOCKS THE LEVEL-SKIP FUNCTION IN THE SPECIAL MENU

READY 2 RUMBLE BOXING

CHERB GOOD

If you need to beef up your Ready 2 Rumble boxer on the quick, we've got the code for you. First, go to the Train Boxer menu and scroll to a cheap item. Then scroll left or right to an item you can't afford and press the A Button just before the screen stops moving. If you do it right, you'll get the more expensive item at the lower price. It even allows you to get the \$25,000 vitamine for a lousy 500 boxes.

TRAINING COMPLETE



If you can't find a black market for vitamine, cheating is a good alternative. Thanks to the reader who discovered the trick!



MERCY, MERCY ME

If you've seen satisfied with the wrestler selection in WWF: No Mercy, we have a surprise for you. If you press either left C or right C while highlighting certain wrestlers, a new character will pop up! Check out the chart below to see who you can nab.

HIGHLIGHT	TAP ▲ OR ▶ TO GET
TERI	DEBRA
MAE YOUNG	FABULOUS MOOLAH
TAKA MICHIKOKU	FUNAKI
IVORY	JACQUELINE
THE GODFATHER	THE GOODFATHER

Stunt Racer 64

THESE MAY STUNT YOUR GROWTH

Riding a skateboard around the Stunt Racer 64 track might seem a bit, well, dangerous. And it is. But it's also a whole lot of fun if you're doing it in the privacy of your living room. We've got that code, along with a couple other ones. Oh, and if you want to earn a quick million dollars, type in B, Z, Z, B, Up, bottom C, Z and Start on the second Controller during a race.

SKATING ALONG

If you're reconsidering for the aforementioned skateboard, start a new career and reuse yourself! BLOCKS it will be added to your garage, but you'll have to win at least one race before you'll get to use it.



MILK IT

Another hidden vehicle is the powerful milk truck. To use the milo juice machine, enter your name as MOO1000. The same rules apply about winning one race, but it's worth it—the milk truck and giant elixir are two of the best rides in the game.



OUTTA SIGHT

Check your vision at the door. Start a race and press B, Left, Up, Right, Right, Right, A, Start, Start, Z, Right, A, Up, Z, bottom C and then Start on the second Controller. Well, you've got really blurry graphics.



TOP DOWN

To view your car, just the entire race, from the perspective of a passing eagle, type in Up, Up, Up, A, Left, A, A, and then A on the second Controller.



STAR WARS EPISODE I: BATTLE for NABOO

THESE MIGHT JAR JAR YOUR MEMORY

It's taken weeks of trial and error, and a lot of frustrated gamers, but we've managed to track down codes for the excellent LucasArts title, Star Wars: Episode I: Battle for Naboo. If you remember previous Star Wars titles such as Episode I: Racer and Rogue Squadron, then you're aware that LucasArts has some of the best codes out there—they even put the Naboo Starfighter into Rogue before *Phantom Menace* was released! We haven't found any Episode II goodies yet, but rest assured we're working on it. Meanwhile, sit back, crank up the home stereo system and take out some Droids. Note that all passwords are entered at the Password section of the Options menu.



If you want a real challenge, try the code **AVAST I'M DONE**. The game will be much, much harder.

SHIELDS UP

Droids are in friendly territory when engaging in intergalactic dogfight. If you're looking to beef up your craft's defense, try the password **SHIELDA**. You'll be rewarded with super-strong shields.



COLOR CODING

Find all the same old blue-and-not-colored ships? Make your day a little brighter with the password **BLAZERD**. All year ships will be a pleasant shade of pink. Don't forget the question mark at the end.



YIPES!

And finally, why not take a peek at the people who made the fabulous game possible in the first place? **LOVEHUTT** is the key to go if you want to view a snapshot of the design team, their many groupies and other assorted hangar-oo.



POWERPUFF GIRLS Bad Mojo Jojo

SUGAR, SPICE AND CHEATS

It's not like the Powerpuff Girls need the aid of Classified Info. After all, they can fly, punch, kick and generally save Townsville with the best of them. But since we tracked down a code for their latest adventure, Powerpuff Girls: Bad Mojo Jojo, we figured we'd pass it along anyway: if you enter the code **CHENICALX** at the Password screen, you'll unlock the Buttercup icon. You'll be able to use the bow-headed beauty as a playable character.



You won't get any special powers, but Buttercup is a tough cookie in her own right.

Walt Disney THE JUNGLE Book

JUNGLE BOOGIE

We've got to admit it—Disney's Jungle Book for the Game Boy Color is a gorgeous game. Full of lush 3D scenery and clever puzzles, the platformer is a must-have for anyone with a GBC. Naturally, the best way to experience such a game is by carefully making your way through each stage so you can savor every moment. But if you'd rather just cut to the chase, use the password **BMHG**. It'll open up every level.



Ooo, ooo, ooo. We want to be like you—open—oo. Or at least be able to open a level select menu—oo, oo.



RUSH TO THE FINISH

We've doffed you with codes for San Francisco Rush 2049 in the last few issues, but someone apparently wasn't satisfied. Sometime between Christmas and New Years, a small, unmarked package appeared on the Classified editor's desk. Once security discerned it, we discovered that it contained a number of supersecret codes for everyone's favorite high-speed racing extravaganza. Flip the track upside down! Turn your car into a 200-mph land mine! Or just read on and find out how to do everything. You must open the cheat menu before any codes will work, so we've reprinted that code. Note that the code to open the cheat menu is entered while highlighting Options at the main menu; the others by highlighting that option in the cheat menu and quickly inputting the code. Did we mention you have to be fast?



TOPSY TURVY
Catch 10 seconds of air while you power around a track at 280 mph. UP/DOWN/DOWN! How good is that? Bring up the Track Orientation setting and hold L and R, then tap right C, left C, top C, bottom C and then Z. Bottom up!



MOVE YOUR OWN BUSINESS
It may not get good gas mileage, but you can't beat the Mine Car for preventing parking lot door stops. The code is in four steps: Highlight Car/Mines, hold L, tap Z, then release. Hold left C and bottom C, then tap Z and release. Hold left C and tap C, then tap Z and release. And finally, hold top C and right C, then tap Z and release. The small, yellow mines will be scattered around the tracks—usually next to a slow-lod—over your car will keep one on it so long as you touch it. Tap Z to see other drivers watch their cars explode!



It may not look like much, but your Mine Car will be the envy! destruction didn't even notice.

CODE

OPEN CHEAT MENU

HOW TO ENTER IT

HOLD + + + AND THEN TAP Z

RESURRECT IN PLACE

TAP Z + AND RELEASE.
TAP Z + AND RELEASE.

AUTO ABORT

PRESS , , , , , , , AND THEN Z

SUICIDE MODE

HOLD , TAP , , AND THEN AND RELEASE. THEN HOLD + , TAP , , AND THEN

SUPER SPEED

TAP Z AND RELEASE.
HOLD + , TAP AND RELEASE. TAP , THEN HOLD + , TAP AND RELEASE.
FINALLY, PRESS AND THEN

CAR COLLISIONS

PRESS + + + + AND THEN +

SEND CODES TO:

NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97093
REDMOND, WA
98073-9703



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Game by Intelligent
Systems

PAPER MARIO™

Bowser fights to keep control over the kingdom while Mario advances his effort to save the Star Spirits as our coverage of Paper Mario continues. Follow us from Flower Fields to Bowser's Castle.



MAGIC FROM THE STARS

Bowser's power over the Mushroom Kingdom comes from his possession of the Star Rod. When he stole the magical item from its place in Star Haven, he scattered its keepers, the seven Star Spirits, to the far corners of the kingdom. Last month, we took you to the places where five of the Star Spirits were held. This issue, we'll take you to the last two spirits and to the final battle in Bowser's Castle. We'll also import some advice on helpful badges and other must-have items. The adventure begins again.



Map Key

	Save Block		Lock
	Heart Block		Key
	Super Block		

RETURN TO TOAD TOWN

Your journey to any Mushroom Kingdom location starts in Toad Town. After you return from Mt. Loulou, you'll learn that the Flower Fields are in turmoil and that a Star Spirit is

rumored to be held there. If you've found four Magical Seeds, including the one on Loulou's Island, you can go to the Flower Fields from Minh Toad Town garden.

TOAD TOWN



TO BOWSER'S CASTLE CHAPTER 8



After you have saved all seven Star Spirits, you can leave Toad Town for Bowser's Castle via Shooting Star Summit.

TO FLOWER FIELDS CHAPTER 8



Once you've given all four Magical Seeds to Minh, a portal to Flower Fields will appear in her garden.

UNDERGROUND OPENINGS

The Toad Town Tunnels feature shortcut pipes to most Mushroom Kingdom towns, making them a convenient route for navigating the kingdom when you're doing favors for Koopa

Kroo, delivering lenses with Pumkaboo or looking for Chuck Quiamo. Once you have Lakilester on your side, you can open a passage from Toad Town Tunnels to Shiver City.

TOAD TOWN TUNNELS



TO SHIVER CITY CHAPTER 7



Once you defeat Lakilester, you can open a portal to Shiver City.



After your adventure in Flower Fields, talk to Merlin and his son. When you go underground, you'll need to reveal a line of invisible blocks. Peg them to make a bridge to the Shiver City pipe.

DARKNESS OVER FLOWER FIELDS

Flower Fields, once a peaceful land of sunshine and blooming buds, has become a gloomy place covered by a blanket of clouds—plants drooping and flowers fading, the creature responsible for the cloud

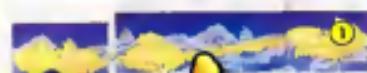
cover, Huff N. Puff, is also the keeper of the sixth Star Spirit. You will find him with the help of a misguided Lekku who calls himself "Spyle."

FLOWER FIELDS



11

12



A

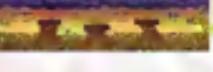
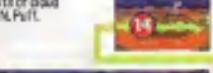
1



START



5



9

6

Bottle for the Bean



You'll be able to reach Huff N. Puff once you have a Magic Bean, cell and water. When you help Precious, the seed collector, overcome a Money Mole problem at her castle, she will reward you with the bean.



As soon as you have Precious' bean, cell and water, visit Huff N. Puff's castle and give her the bean.

Bringing with Berries



You can talk flower-like guards into letting you enter gated paths by giving them berries, as long as the berries match the color of the guards.

8

7

6

5

4

3

2

1

Flower Find



You'll get the Happy Flower Badge by letting these trees in the right order: middle, right, then left.

Dirt Cheap Soil



Plant the yellow plant near the crystal tree, will give you sand and look for nothing to stain.

Dangerous Crossing



The gaps between platforms in the swampy thicket vary in width. You can jump over some of them. You'll need a Parasol to carry you over the others. Press the A Button to stop when you reach safe land.

Landlocked Lily



Lily laments that her flower is dry. Talk to her to find out how to make the water return.

Help in the Hedge



To find Rose, the holder of the Water Stone, you must navigate a high hedge maze. Mew is completely obscured by the hedge. Bring along a Flying partner to keep track of the party's position.

Bargain with Beauty



Rose, the Rose Spirit, likes pretty things. If you can give her something more beautiful than her Water Stone, she will make a trade. Go to the Crystal Tree and collect a Crystal Berry for the blushing beauty.

Water from a Stone



Take the Water Stone to Lily. She will have you place it in a hole in the center of the spring. When the water pours forth, Lily will reward you with the Miracle Water for the Magical Bean.

Bog a Bubble Berry



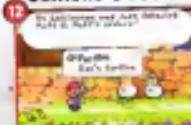
With water in the spring, you can collect a Bubble Berry. Use the berry to cross over a thorny area in the northwest.

Climb to the Sun



When you reach the end of the northwest passage, you can use Bomberette to climb the way to the top of the tower. There you will learn about the history of Hatt N. Puff from a down-right-cut Sun.

Befriend a Foe



After you have left with Littleester the Lizard, he'll join your cause and give you a few dangerous passages.

Puzzling Platforms



When you use the Spin Jump on a platform, all platforms of the same color will rise or fall. Follow the pictures to solve the puzzle.

NP

Crash the Cloud Machine



Hatt N. Puff's Puff Puff Machine is the source of the clouds over the Flower Fields. You can break it apart with a few swings of your Hammer after you beat the baddest puffin on.

Let It Grow



With the items that you have gathered, you can grow a nice big passage to the Gaudy Gob's home of nuttin' Puff.

Bad Weather Be Gone



Hatt N. Puff surrounds himself with Toh Puffs. Use Toh Puff's Sing Sarge to clear away the stuffy clouds, then get after the big one.

Hatt N. Puff surrounds himself with Toh Puffs. Use Toh Puff's Sing Sarge to clear away the stuffy clouds, then get after the big one.

MYSTERIES OF THE NORTH

Stories of a captured Star Spirit will lead you to Shiver City, way off a Trail in Farore's Isle. When you arrive at the snowbound burg, you'll walk around and encounter involving the town's mayor. Before you can move on to the Crystal Palace, where you'll continue your Star Spirit quest, you must uncover the truth about the mayor's condition.

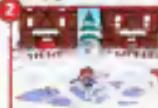


Detective Mario



When you enter the back room of the mayor's house, you'll find the mayor out cold on the floor. That discovery will lead to a chain of events that has you investigating the mayor's murder—prime suspect: Metal!

Break the Ice



You've been tipped off to a locked window. Break through the frozen pane to get the key.



Cross over Rooftops to Herringway's Room



Mystery writer Herringway may help you clear up the mystery of the mayor. Climb to the top of the winehouse, then hop over to Herringway's house!

Mystery Solved



Returning to the scene of the crime, you'll discover that the mayor is alive.

Monster Menace



On your way to Starborn Valley, you'll face a big beast with big bite.

Snowman Ensemble



Outfit one of the snowmen in the valley as the Pihakey Scout and another with the mayor's Maracas Bucket. A new path will open.

Jump Hold



You'll discover a button below a sheet of ice. Tornado-Jump the ice and let the button.

Seeing Double



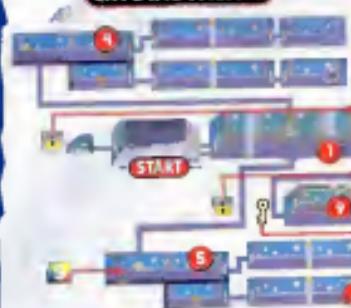
After you kick Kooper across a gap, he'll return with a double! Run up to you to find the real Kooper.

Crystal Palace Key



After using Kooper to break through a wall then walking through another, spinning a snowball, you'll discover the star-shaped key to the palace.

CRYSTAL PALACE



Elevator Floor



When you hit the switch, the floor will move, giving you access to the floor with the blue door.

Color Cue



Upon discovering the Blue Key, you will find that you can use it to open the blue door.

Mirror Move



One of the glass panels is missing. Walk through that hole to the other side of the room.

Breakthrough



By breaking through a wall panel in the floor, you'll discover a path to the P-Down, D-Up Design.

Fake Bombettes



After you blast through a wall with Bombette, Bombette doppelgangers will appear. You must blast out this impostor to win.

Seeing Red



Drop through the new hole in the floor, and follow the path to the Red Key.

Clear away Clubbas



There are three Clubbas and three blocking Clubba STAKS on the other side of the glass. When you defeat the Clubbas, the obstacles will disappear.

Revolving Door



Use Bombette to blast the switch while you run to the revolving panel.

Maria All-Stars



When you kick Koopa through a hole, the Koopa will return with several familiar characters. They're impeding Hammer, everybody except for Koopa.

Mirror Image



Use Koopa's reflected image to hit a switch on the other side of the glass.

Push and Drop



The Abino Dio statue hides a hole. Push the statue in the direction it faces.

Talk to the Animals



When you talk to the Albedo Dinos, they will turn to face you. Their reflected images will also turn. Position them so that you can move the statues onto the floor panels.

NP

Crystal King Crunch



The Crystal King first fights using Crystal Bits, then he creates two doubles. Use attacks that target all enemies to make sure that you are weakening the real Crystal King.

CASTLE IN THE SKY

Once you've saved all seven Star Spirits, return to Shooting Star Summit where the spirits will open the passage to Star Haven. From there, you'll ride a Star Ship to Bowser's Castle and the final showdown with King Koopa.

STAR WAY



1 Star Journey



The collective power of the Star Spirits charges the Star Tern, which gives you passage to Bowser's Castle.

2 Key Battle



When you reach the castle grounds, enter the dungeon first and fight a guard for the key to the main entrance.



STAR HAVEN



BOWSER'S CASTLE



4 Breakout



Shades of Koopa Bros. Far from home, Bowser tries to break out of the prison cell.

5 The Buddy System



You'll need the help of many friends to navigate the last-killed dungeon. You must survive with Ralsei, cross long, expensive lava with Lakitus, fly over gaps with Parakarry and pass through lava flows with Bow.

6 Lava Stop



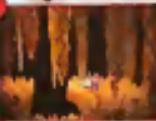
The blue switch controls the flow of the lava. After you clear away the guards near the switch, hit the switch to dry up the lava canal.

7 Key Retrieval



With the lava gone, you can double back to a room near the dungeon entrance and collect a key. Use it to advance to the next area.

8 Dungeon Darkness



The winding path through the dark corridor is extremely dark. Well, it's your best bet as a partner, though. Have her light the way!

9 Get Pushy



You'll find a large block against the wall. Move on the right side of the block and push it to the left to reveal a passage.

Jump the Jailer



A single Koopa guard resides in a small cell. When you defeat that guard, you'll earn a key that will allow you to move on.

Rest Area



Even in Bowser's Castle, you can find a place to rest and recuperate. Talk to the Toad with the red cap; then knock down



3

INSIDE BOWSER'S CASTLE



Water Puzzle



With the help of Sushie, you can navigate a series of rooms. Pull chains to change the flow of the water and continue to navigate until you find a key. Then reverse the process and use the key to go to the next area.

Door Prize



Dodge Bills



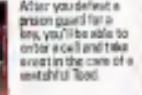
Bomber Bills attack in force. Jump over them or go transparent with Bowser's power.

Hidden Passage



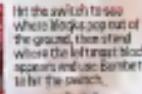
You'll find a block next to an open passage. Push the block, so that it covers the passage. You'll uncover a different passage. Go that way to find a key.

Prison Break



After you defeat a prison guard for a while, you'll be able to enter a cell and take away in the care of a mischievous Toad.

Pop Blocks



Hit the switch to see where blocks pop out of the ground, then stand where the left target block appears and use Bomber Bill to hit the punch.

Blue Clue



Use the pattern of the blue borders as your guide. If you run into a wall and down the stairs it's the only way to break an endless loop.

THE LAST BATTLEGROUND

When you emerge from Bowser's Castle, you'll discover Princess Peach's Castle, still on the plot of land that was uprooted with the structure. Peach is inside, and so is Bowser.

You're closing in on the final battle. Use Watt outside of the castle to find an invisible ? Block, then pop it to collect the Ultra Shroom inside. You may need it.



CONFRONT KING KOOPA

2-3 You'll fight Bowser in two locations. Your first battle takes place in the same room where Bowser flattened Mario at the beginning of the game. After you crack the power of the Star Rod using the Star Beam, you'll give Bowser a good run for his money. When Bowser gets fed up, he'll retreat to the top of the castle. That's when the real battle will begin. The epic struggle will even include a side battle between Peach and Kammy Koopa.

SUIT UP FOR SUCCESS

As you make your way through the adventure, you'll find a lot of helpful Badges and develop strategies for when and where to use them. The eight Badges listed below are especially helpful—and they are recommended for your journey through the advanced chapters that are laid out in this follow-up review. It's worth the effort to collect them all.

Spike Shield



Protected in Dry Dry Kakes, the Spike Shield Badge allows you to stamp a spike assault without taking damage.

Peekaboo



Use the Peekaboo Badge to reveal enemy Heart Points to locate—perfect for developing winning battle strategies.

Quick Change



Shake the ground three times in Morton's House for an item that allows you to switch partners without wasting a turn.

Mega Quake



Hammer震え a ground-pounding Mega Quake attack, destroying all ground enemies. You'll find the Badge at Bowser's shop.

Zap Tap



If you're equipped with the Zap Tap Badge, enemies will get hit with a jolt of electricity when they attack you.

FP Plus



The FP Plus Badge boosts your Heart Point maximum by five points for more attack-producing power.

HP Plus



The Heart-equivalent of the FP Plus Badge boosts your Heart Point maximum. Use it in battles with powerful enemies.

I Spy



When you have the I Spy Badge equipped, you'll get extra red visual clues whenever you're close to a Hidden Star Piece.

A HEALTHY DIET

Taco T. offers a full menu of helpful items, many of which restore both Flower Points and Heart Points. The more dual-purpose items that you carry, the more recharging power you'll

have out in the field. The Taco T. creations listed below are particularly useful. Have Taco T. make a full batch for you.

Big Cookie



Cake Mix plus a Goombar, Egg or any type of berry makes a delicious treat that restores 20 Flower Points.

Deluxe Feast



Big-A-Strange Leaf with a Whoochie Bump to get a dish that restores 40 Heart Points and 40 Flower Points. That's helpful!

Honey Ultra



By combining Honey Syrup with an Ultra Shroom, you can eat items that restores 50 Heart Points and 5 Flower Points.



THE WHOLE STORY

Even though the story ends with the big Bowser Brothaha, you might not have done all of the fun things that Paper Mario has to offer. The story just scratches the surface. You may want to collect all 160 Star Pieces or all 86 Badges, for example. Take a look at the blackboard in Mario's House for a list of your accomplishments.

A HERO FOR ALL SEASONS

WHAT'S BETTER THAN A NEW LEGEND OF ZELDA ADVENTURE FOR GAME BOY COLOR? WHY, IT'S TWO LEGEND OF ZELDA ADVENTURES WITH AN INNOVATIVE, INTERTWINING STORY AND CHARACTER SYSTEM, OF COURSE!

In spring, Navi sets to prevent the simultaneous releases of *The Legend of Zelda: Oracle of Seasons* and *The Legend of Zelda: Oracle of Ages*—two intertwining companions in the ongoing saga of everyone's favorite Hyrulean hero, Link. The games are a joint production of Nintendo and Capcom. This month, we take a look at *Oracle of Seasons*, in which Link is transported to a land that is lost in turmoil. There he discovers a new set of ability-gathering items, the Rod of Seasons, a device that gives him control over the forces of nature. By changing seasons into winter or by transforming spring into fall, Link can open new paths and forge ahead in his quest to restore order to the land.



The *Legend of Zelda: Oracle of Seasons* features appearances by iconic *Final Fantasy* and *Legend of Zelda* characters, along with the debut of several new friends.



DIRT DRAGSTER



NEW POSITION

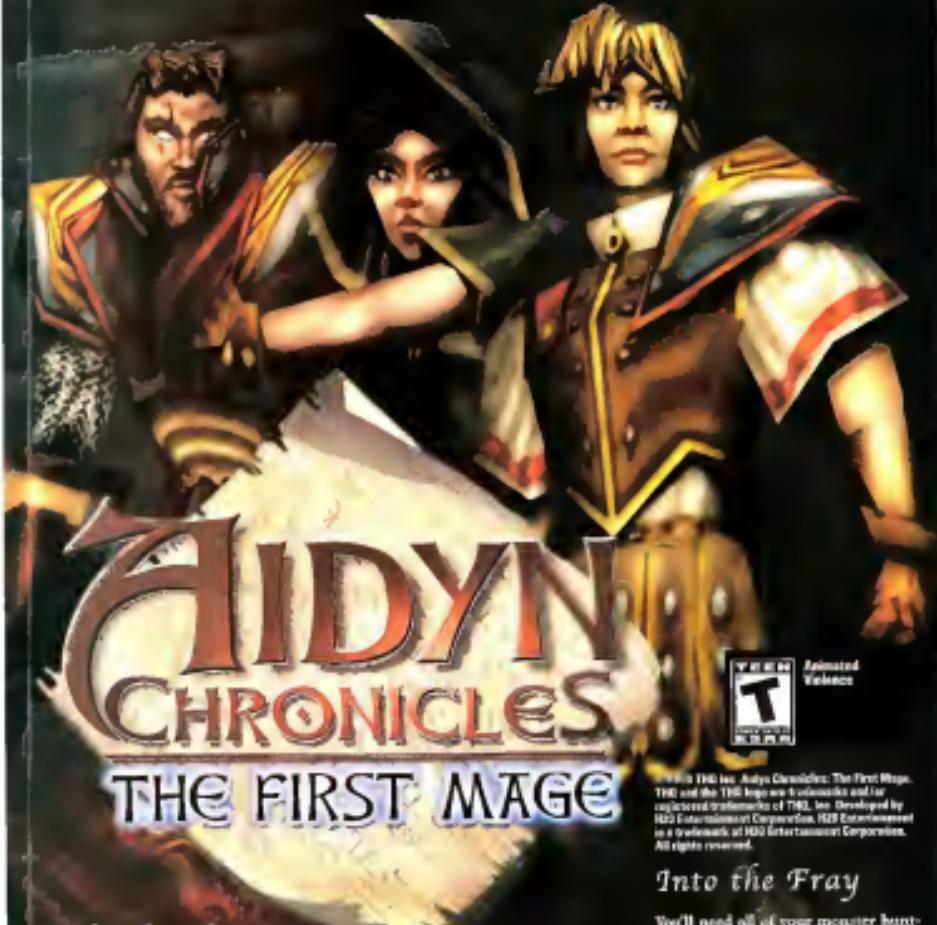
MINIATURE SERIES • RACE POSITION • 2005 POSITION
JOHN PLATA DESIGNED WORKING POSITION • POSITION OF
POSITION • POSITION OF POSITION



REDLINE

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GENERAL MANAGER: DUSTIN LEE • DESIGNER: DUSTIN LEE • MANUFACTURER: TIGRA • IMPORTER: DK • DISTRIBUTOR: CSE



At long last, the wait is over. THQ and H2O's stunning RPG has finally arrived on the N64, and we've got the strategies to guide you on your journey through the vast land known as Aidyn.



Animated
Violence

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Into the Fray

You'll need all of your monster hunting, spell casting and adventuring skills in perfect working order to take on the challenge of Aidyn Chronicles: The First Mage. *Nintendo Power* delves deep into the game this month, and our guide is essential reading material for any first-time visitor to the wild lands of Aidyn. We'll give you all the info you need to develop the perfect team of goblin-crushing heroes.

The Adventure Begins

After watching a magnificent cinematic scene that introduces you to most of the main characters, you begin the game as Alaron—a squire in the service of the king of Gwernia. It seems that Alaron has left the safe confines of the castle in search of a local farmer named Kendall. Use the opening scenes to get used to controlling Alaron, moving the camera and reading the map and compass.

Locating Treasure



Large, glowing treasure chests dot the landscapes all across Ardy. You won't be able to see one until you've almost run right over it, however, so you'll need to do a bit of exploration. Don't forget the first of the beginning—there will be plenty of time to search later.

Ambush!



Continue to search the woods for Kendall. After a brief chat with a pair of friendly Miasai traders, you encounter a goblin beside. Since you're not armored to the teeth, you should try a couple of swipes of the heftie—but try to put up at least a token resistance.

Transport Portals



At the northeast corner of the woods, near Brycia's trail of lights, is a mapmaker's portal. Once you've touched a tail of portals, you can use them to cross great distances. The single one won't be of any use to you yet, but walk through the beam in the middle to activate it.

Hats off to You



If you move northwest through the woods, you'll stumble across Kendall's large, flappy hut. It gives you an extra point of armor but removes a point of health should you choose to do it. Watch out for Gwart bats and bats along the path.

The Healing Touch



Alaron everywhere from the attack to find himself inside a hut. The owner, a healer named Brycia, tells Alaron that he has been poisoned beyond her ability to cure. She'll need you back to the castle, providing a trail of glowing lights to lead the way. Be sure to learn the Air Shift 1st spell from her, but not Strength—you'll get it for free soon.

Dear Diary...



You can locate Alaron's travel journal in the main menu. Important information about zones and places can be found in it, as well as notes about possible side quests. You will be alerted each time a new entry is made.



Inside Castle Gwernia

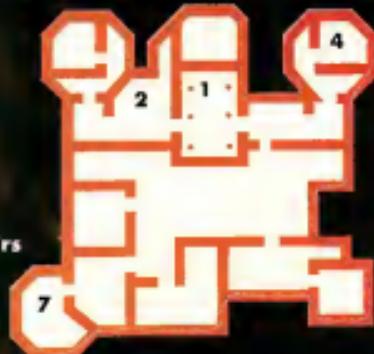
Upon returning to Castle Gwernia, Alaren is chewed out by Abrecan, the captain of the guard, and ordered to meet the king. Believe it or not, Castle Gwernia is one of the most

confusing areas in the entire game. Keep an eye on the map below—essential people to speak to and necessary rooms to visit are marked.

Key

1. King
2. Abrecan
3. Brenna
4. Rheda
5. Godric
6. Gabrian
7. Trishern
8. Bowden
9. Library
10. Storage Room

Downstairs



Main Floor



Catapults



Storage



A Quest from the King



To find the King, follow the red doorway that leads downstairs to a set of double doors. Go through the doors, pass over a brick floor and turn left. Once you reach the throne room, the King will send you on a quest to find Trishern, King of the Mirk. It is highly advised that he own his own palace, but you must find a suitable party to accompany you.

Searching All Corners



You can open up some barrels and crates to find treasure—but if it's booby-trapped, well until Gwern the thief picks your party before attempting to steal it, you'll have a much better chance of success. Also look for small sacks of gold or herbs on the ground.

Choosing a Party

A well-balanced party is crucial to your success. You can take up to three additional members, one of whom, strong-willed Breanna, will join your team regardless. As a result, once

you've chosen your other two members the third will vanish and you'll be unable to ask his or her assistance. Talk to people throughout the castle before making any decisions.

Abrecan



Captain of the guard, knight and extraordianarily talented fighter, Almocca is a well-known addition to any adventuring group. Though he's known as a stability as an aerial and mobile to learn magic, he's still with weapons and high stats make him an attractive choice. Seriously consider Almocca, as you won't get very far without him.



Rheda

Rheda is a wizard in the Nursing school and also possesses some skill with both pole and sword weapons. Nursing magic focuses mostly on defensive spells. They're useful, but don't expect to blast enemies with fireballs. Since Rheda will join up anyway and Abrecan is a must, you should decide between Rheda and Godric for your final teammate.

Brenna



Though initially weak, Brenna can pick locks, open walls and doors with stealth, and once you've raised her stats, her bludgeoning can deal devastating damage. Don't take her to port, though—pick the other two members and leave the castle. She'll meet you at the port, and if you tell her it's too dangerous she'll give you a Guard. You can join up anyway.



Godric

Godric is a healer to have on the journey. He'll go to with fancy sayings and strange observations, but he's the second-best fighter in the bunch. Though his Alchemy and Blacksmith skills can come in handy, his almost total reliance on spell casting and poison-making items such as herbs and saplings can be problematic.

Find Trahern's Sword

Trahern, the castle weapons master, has misplaced a valuable sword. If you manage to track it down, he'll let you take it on the quest. If you wait until all of your party members are chosen before speaking to him, they will each receive a special item.

Trahern



Trahern's shop is in the far corner of the castle's ground floor. Look for a pair of doors growing close together, then go through the left-hand door on the path facing you. He's waiting behind another door.

Bowden



You can use Trahern's sword if you first get a key from Bowden or the wizard. Go through the second-left door with a mouse over it, walk straight to the library. Then go up. Ask Bowden about expensive items to get the key.

Storage Room



The storage room is in the basement of Bowden's tower, beneath the library. The sword is in a chest along the wall. Be sure to search the remaining boxes for additional weapons.

Once you leave for Enromen, you'll encounter a number of terrible traps. Another hurdle is just staying on the right path. It can be easy to get lost, so stick to the main road as

much as possible and head east if you find yourself disoriented. Exceptions to the roadway rule, where there's a tempting treasure or special side quest that's just too good to pass up, are listed below:

Drive the Innkeeper Batty



The local innkeeper in the town at the foot of Castle Gwennin has bats in his cellar. Be downstairs and take care of the winged monstrosities, then slip through the crack in the wall for a battle with a goblin. Search the cave for a Strength Potion.

Homeward Bound



Along the way to Enromen you'll see a settlement. Turn right and walk until you come to the remains of Aloron's village. Search the wreckage for herbs, spices, a Ring of Healing and a Hope that adds to your statistics.

Camping Leftovers



As you leave the village, look to your left. You'll see a small path leading up from the break. At the top of the path is a campsite and a chest. Inside the chest is a Chaos Sword. It's very powerful, but you must gain Strength before you'll be able to use it.

Return to the Witch



Swing back by Grisella's place on your way. She'll tell you a terrifying story and give you the spell of Strength. If you go west from her house, you'll encounter a friendly guard who'll give you directions to the Enromen road.

Spell Chart

There are over 30 spells in *Aldyn*, and we've listed the ones you'll encounter in the early stages. There are four schools of

magic, and you must be of a school to use its spells. The exception is Aloron, who can cast spells of any school.

Name	School	Min. Rank	Dam.	Range	Description	Restrictions
Air Shield	Elemental	1	0	Im/Weak	All friendly entities within range add 1 block to their Armor.	None
Strength	Elemental	1	0	Im/Weak	Target gains 2 PS (Strength) for each Rank of the spell.	None
Endurance	Nursing	2	0	Im/Weak	Target gains 2 EN (Endurance) for each Rank of the spell.	None
Sense Aura	Nursing	3	0	Im/Weak	The target of the spell reveals its current statistics. The amount of info revealed depends on the Rank.	None
Weakness	Nursing	2	0	Im/Weak	Target loses 2 EN for each Rank of the spell.	None

To Battle!

You'll spend a good deal of your time locked in mortal combat, so it's a good idea to learn some basic strategies first. Unless your energy is low, you'll want to fight as often as possible. Experience points, special items, weapons, armor and gold are all obtained as spoils of battle. If you are weak, camp to regain energy.

The Movement Circle



Since all combat is turn-based, you'll have plenty of time to devise your strategy. Characters can move freely on the battlefield within a certain radius. The higher a character's dexterity, the more ground he or she can cover in a turn. Heavy armor or weapons, however, will reduce the movement circle.

Take Cover



Physics play an important role in combat. Hiding behind a rock or tree will make you harder to hit and provide cover for members armed with throwing or blade weapons.

Heal Thyself



There are two ways to heal using the Healing skill and drinking potions. Since skills drain Stamina, you're better off with potions. Also note that characters who perish do not recover, so avoid early defeat.



Gain the High Ground



Fighters who occupy the high ground are shielded and a rarity because, as always, most cover your party to the tallest hilltop in sight. If you stand up on a mountain, you'll often gain the high ground as seen on the Merlin's Peak.

Backstabbing Thievery



Thieves are multi-talented, and you should never be without one—especially since they get a massive damage bonus when they attack from behind. A great strategy is to give an entire party members the Thief skill as you can. Even if it's just at Level 1, you'll still get a bonus.



Find Your Aspect

A character's Aspect is the time of day or night he or she fights the best. Most characters fight best in the daytime, and most creatures do better at night, so plan your adventuring and camping times carefully. Only characters of a certain Aspect can wield some weapons.

Skills and Stats

One helpful feature of *Aldyn Chronicles* is that you can divvy up experience points any way you like—but what should you focus on? The chart below shows some of the more useful skills and stats to keep in mind as you gain experience.

Dexterity

Dexterity is vital; its importance cannot be overstated. It affects the size of your combat movement circle, dodge and strike capabilities, and the number of attacks you can perform per turn. Boost the stat as quickly as you can, especially for clever folks like Abrecan.

Intelligence

Intelligence is very important for magic users and item masters but not as important for a journey fellow like Abrecan. It affects your skill with missile weapons, however, so if a character uses a bow, you'll want to keep his or her Intelligence fairly high.

Stamina

Stamina is used to power special skills such as healing and Troubadour. It's also drained if you pick locks, cast magic spells or take damage in combat. Keep a close eye on Stamina on your trek through the wild—you'll want to snap up soon as it gets low.

Strength

Strength affects the amount of damage dealt by hand combat weapons like swords, axes, poles and daggers. It also increases your chances of a successful strike (like Break the Sword skill) and a high Strength rating to make her practically unstoppable.

Missile Weapons



At least one of your party members should be armed with a missile weapon. Throw weapons are decent, but they lack the firepower and accuracy of a bow. Abrecan makes a good archer—he already knows Missile, and it keeps him away from direct combat.

Mighty Abrecan



Abrecan's value in battle is legendary. Don't worry about magic or trickery; with his just plain bludgeoning and those heavy armor and helmet, he can straightforwardly beat your enemies. You'll need to teach him the Heated skill if you want him to use an axe, but it's worth it.

Thief

Thief has already been mentioned, so just be sure to give it to anyone who can learn it. To steal stuff, visit shopkeepers and such to train. Skills can then be improved on the Liquid of Conflict or at shops. It takes less experience to level up in shops, but it costs gold.

Healer

Healer is a useful skill since the user reaches a high enough level, but at the early stages of the game it's not very useful. If you teach characters the Healer skill, be sure to give them plenty of Stamina to go along with it.

Troubadour

One of the more obscure skills is Troubadour. It is a musical skill that allows the user to sing for a tune, causing his friends to battle with ferocity and enemies to shun in terror. It takes a lot of energy, but a skilled Troubadour is handy during tough battles.

Stealth

If you are low on energy you can sneak by enemies rather than engage them. Your chances of success rest upon your Stealth. It is based on the character with the highest rating, so you need to focus on only one person. Many types of enemy will raise or lower Stealth.

Diplomat

To make a good impression, one must have a silver tongue and a soft touch. Diplomat will school your character in these arts, making NPCs (non-player characters) more likely to give you useful advice. Again, only one party member needs this skill.

Foremaster

Your Foremaster skill will determine the amount of useful information you can glean by reading books, scrolls and other ancient writings. It's practical for magic users, but certainly not necessary for a successful campaign.

Merchant

The higher your Merchant skill, the more likely it is that shopkeepers will give you better prices on purchased items and pay more for what they sell them. Boost one character's Merchant skill quickly, as it will save you much gold in the long run.

Wizard

To increase and cast the power of magic successfully, you'll need to have a high Wizard skill. Many spells cannot be cast unless you reach Level 5 or more, so if you have a magic user you'll need to boost it with all due haste.

Warrior

Warrior determines your effectiveness in straight combat and also determines how often you score critical hits on your enemies. If a character ever picks up a weapon, he or she should have a Warrior rating of at least two—so if you find one you can ignore it.



To Erromon is Human

Upon reaching the Mirai city of Erromon, you'll need to search out the man the king and beg a boon of him. His castle is at the far end of the village. Take some time to explore your new surroundings, talk to locals and buy and sell equipment. Your main source of gold is from selling weapons and armor plundered in battle, so keep the best for yourself and dump everything else.

Shopkeepers



Before settling on buying anything, visit five or six different shopkeepers and see who has the best price. Also plunder a pile of gold on the top floor of the hotel.

Spelunking



Hiding behind the Mirai village is a vast network of caves. They're actually not a whole lot there other than a few great stones, but be sure to find the Portal—it's located behind Eder's house.

Don't Change Weapons in Midstream



The arsenal of weaponry in *Aldyn* can be mind-boggling, and you can spend as much time as you want swapping arms between characters. A better strategy is to find one type of weapon that a character has been messing with and stick with it.



Going Up?



Ladders are scattered throughout *Aldyn*, and they're often quite high. Be sure to climb every ladder you see—there's usually some treasure at the other end.

In Txomin's Court

Once you speak with the Mirari king and his courtesans, he'll send you on a long and dangerous quest to rid his land of the goblin menace. In exchange, he'll promise to cure your poison. Despite the fact that some members of the party feel His Majesty is less than trustworthy, head north up the stream bed to clog in some goblin threshing.

Get the King's Ear



Though he's all ears on the outside, the king of the Mirari has a devilish plan in mind for you. Since you need his aid, however, you'll have to perform his task. Once the conversation is over, explore his castle to learn a little about your new employer.

Goblin Tents Snowy Chests Grappling with Goblins



You can find goblin tents and shanties scattered throughout the snowy mountains. Once you take out the occupants, search the tent for treasure.



You'll also find a number of chests lying half-buried in snowdrifts. You'll need to crawl for from the best on path to access them all.



Goblins usually attack in packs, and they have a clear leader. If you can take out the leader, usually a Hobgoblin or Goblin Sergeant, the other troops will quickly become disheartened. Be wary of Hobgoblins, as they can and will use magic.



Finding Your Way

The compass is your best friend in the snowy, goblin-infested mountains, especially since everything looks alike—white and steep. RPGers who enjoy making maps of games would be well advised to break out the rulers and graph paper. It will be a big help.

A Suspension of Disbelief

NP



Your adventure will be over once you slay the golden leader, and finding him can be a chore. To locate him, follow these steps: As you first approach the polearm master, you'll see a tent. Take the first right you see after the tent and go up the steps. Bear left when you come to a cliff and cross a snowy ledge. You should see a long suspension bridge in the distance. Cross the bridge, look down and left and look for a tent with ragged flags. If you're having trouble, go to [nintendo-power.com](http://www.nintendo-power.com) for a QuickTime movie of the journey.

Kitarak's Challenge



The polearm master, Kitarak, is a swarthy night. Ignore his searching right. Ignore his taunts all of your examples or die. Once you've slain the golden leader, you can return to Everstone—but the more golden leaders you take out, the more experience, armor and weapons you will receive.

Oathbreaker



Zembla is as good as his word. If that word is "hate." Rather than helping you, the two-faced king will send you off to the wizard school in the country town of Teleneck. There, he assures you, you can find someone who will care what side you.

A Change of Pace



Before you leave, visit the Inn one more time. There you'll find a human singer named Breezie, who will offer to join your group. You don't have direct control over who comes and goes, so if you want, have to give up "I have to leave" already behind. The choice is up to you.



On to Glory

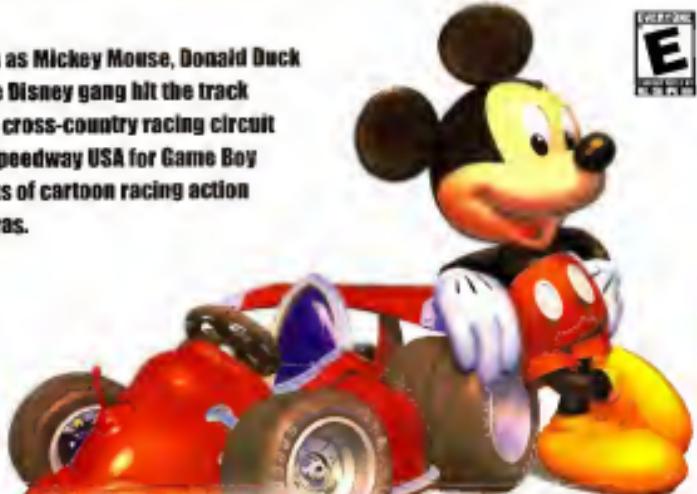
You have only begun to scratch the surface of Aodyn. As you continue, you'll battle demons, sail on the high seas, explore old lighthouses and meet an increasingly amazing cast of characters. If you have the patience to savor with it, especially through the often-maddening first few hours, *Aodyn Chronicles* will immerse you in a world never before seen on the Nintendo 64. RPG players have cried for an N64 game for years, and THQ and H2O have delivered with a title that can bring a smile to the face of even the most hardened goblin slayer. ♦



Rev up for fast fun as Mickey Mouse, Donald Duck and the rest of the Disney gang hit the track running for a new cross-country racing circuit tour in Mickey's Speedway USA for Game Boy Color. It's 20 tracks of cartoon racing action with all of the extras.



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MICKEY'S SPEEDWAY USA

START YOUR ENGINES ↑

The wily Weasels have created a commotion by taking possession of Mickey's pet, Pluto, and Pluto's diamond-studded collar. Developed by Rare, in cooperation with Disney Interactive, and published by Nintendo, Mickey's Speedway USA for Game Boy Color challenges you to save the day by racing cross-country and tracking down the Weasels. Special features include driving school courses, time trials and a collection of postcards from your adventure that you can print using the Game Boy Printer.



Mickey Mouse enlists the help of his pals to race across America and help him track down the pesky Weasels. With every racing victory, Mickey will be one step closer to saving Pluto.

LEARN TO DRIVE



When you're not racing cross-country or challenging another Mickey's Speedway USA player to a Game Link race, you can take driving lessons from Professor Ludwig von Drake or learn how to

navigate the curves and shortcuts of the circuit courses in Time Trial Mode. If you achieve record-breaking times in driving lesson challenges or time trials, you can unlock new options.

DRIVER EDUCATION



In Professor von Drake's Driving School, you will take a series of driving challenges that test your mastery of driving fundamentals. He offers five lessons in all.



If you earn gold stars in each of the professor's five challenges, he will give you the ultimate challenge—take the test again while towing a trailer.



NO, I DON'T WANT TO TRY. THIS ISN'T WHAT I CAN DO AT MY FRIENDS' BIRTHDAY, GREEN.



BY GOSH, IN THE THREE TIMES THAT I RACED MY FRIENDS EVER,



THIS IS THE BEST RACE I'VE EVER HAD SINCE THE

A variety of accomplishments, like getting a gold trophy in every circuit, will earn you the chance to take a series of road driving challenges designed by Huey, Dewey and Louie.

ROADSIDE ATTRACTIONS



Time trials allow you to test your skills in circuit courses without the stresses of competition. With every new circuit that you open, the courses in that circuit will be available to you in the time trials.



The Tour Journal of mosaics of places and characters from your trip that you can print using a Game Boy Printer.



If you have Mickey's Racing Adventures for Game Boy Color and a second Game Boy Color system, you can unlock a secret track in Mickey's Speedway USA. Choose the Game Link option and transfer data from the Racing Adventures part of the to the Speedway game.

DRIVE WITH CHARACTER



Each of the six characters in the game pilots a race with one of three sets of options. The cars that Mickey and Donald drive are well-balanced. Goofy and Pete use heavy cars with high top speeds. Daisy and Minnie drive cars with excellent handling that pick up speed quickly after stops and curves.



MICKEY



GOOFY



MINNIE



DONALD



DAISY



PETE

WEIGHT



TIRES



ACCELERATION



TOP SPEED



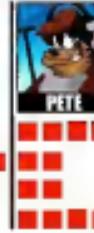
MINNIE



DONALD



DAISY



PETE

RACING MODES

1 BEGINNER
3 EXPERT

2 NORMAL
4 TIME ATTACK

You can race the Speedway circuit in four different difficulty modes. Beginner and Normal difficulties are available from the start. As you play the game and

demonstrate superior racing ability, Expert difficulty and the Time Attack Mode, which pits you against the clock, will become available to you.



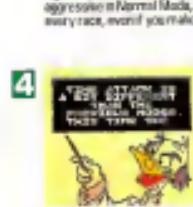
In Beginner Mode, you should have little difficulty in keeping up with the other racers until you've practiced a few times in time trials. You can unlock the first three of the game's five circuits at that level.



When you choose Normal difficulty, you can open all five racing circuits. Your racing rivals are better drivers and more aggressive in Normal Mode, but you should be able to podium every race, even if you make a few mistakes.



After you complete the cross-country race in Normal difficulty mode, you'll earn the chance to race at the Expert level. Your racing rivals are nearly flawless in Expert Mode. A single mistake could cost you the gold.



If you beat the gold star time for every track in the time trials, you will have the chance to play the game in Time Attack Mode, where you'll race against Expert opponents and the clock at the same time—the ultimate driving challenge.



DEVELOP A WINNING STRATEGY



Before you compete in the first set of courses, try to develop your skills and memorize the tracks in time trials than take these skills to the circuit and leave your competitors in the dust.

Strong driving skills and a knowledge of the twists and turns of the tracks will give you a good chance to collect the checkered flag in every race.

BEGIN WITH A BOOST



You can get a big burst of speed off the starting line if your timing is perfect. Hit the A button to accelerate at the moment the race begins. You'll pull out ahead of the rest of the racers and draw from a position of power.

CORNERING IS KEY



When you learn to navigate curves and sharp corners, you'll be able to cut your track times dramatically and send your race car on your opponent's. Try to remember the sequence of the track so that you can anticipate every corner.

PICK UP POWER ON THE ROAD

Six different types of power-ups give you a riding edge. Be sure to pick them up and use them while the time is right. Good use of power-ups could mean all the difference between fourth and first place.



Carpet Spritzer
Get a quick burst of speed.



Shield Shell
Protect your car from attacks



Paint Splatcher
Leave a slippery puddle of paint



Magna Flyer
Knock out opponents with a flying flyer



Stormy Weather
Slow down opponents with a storm cloud



Baseball Checker
Make a close competitor spin out of control

TRAFFIC TROUBLES

1 LOS ANGELES
3 YOSEMITE

2 GRAND CANYON
4 SAN FRANCISCO



The first Traffic Troubles race takes you to Los Angeles for a beach and downtown battle. The trickiest section features two ramps and two 90-degree angles. If you catch air and you're at an angle, press up on the Control Pad to straighten out.



The twists and turns of this Grand Canyon course are very sharp. You should be able to hit them without slowing down. If you don't have enough speed for the long jumps, don't worry. You'll clear them automatically.



You race through the forest of Yosemite. It includes many single, sweeping curves. There's one long straightaway at the end, with a trip through a hollowed-out tree. If you have a Carpet Spritzer, that's where you should use it.



The San Francisco wrap-up to your race through the American Southwest is a brief course with 10 curves and hills. Midway through, you'll encounter a cable car in the middle of the street. Squeeze left or right to maneuver.

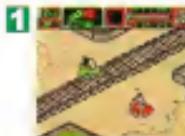
MOTOR WAY MANIA

1 SEATTLE

3 YELLOWSTONE

2 MONTANA

4 UTAH



Tall buildings sometimes obscure your view of the streets of Seattle. Don't let that keep you from staying on-course. Drive along the tree-trunks for a shortcut that will greatly increase your chances for victory.

The most dangerous curves of the road-bound Yellowstone course are near the beginning of each lap. Once you reach the long straightaway there is a perfectly obscured by a curve bank. It should be smooth sailing to the end.



You'll find little reason to slow down your drive through the natural setting of Yellowstone. The curves are gentle and there are several straight sections throughout the track, particularly before and after the pacers.



Indy Motor Way Mania finds its Utah takes you over hills, through rocky tunnels and around some pretty intense curves. Stay on the outside of the track and look for three shertrots. The last one requires some tight timing.

FREEWAYPHOBIA

1 MILWAUKEE

3 NEBRASKA

2 COLORADO

4 TEXAS



The Milwaukee raceway course is quite possibly the steepest course in the game. A quick start and good navigation around the first set of curves are crucial. You won't have much time to catch up if you mess up early on.



Your long Colorado mountain trek starts with an easy zig-zag section followed by a long straightaway. You will encounter a few tight turns, but most of your ride will be a full-throttle thrill.



While the country roads and capital paths of Nebraska may be flat, they do feature a lot of tight corners and two sets of ramps. The controlled 10-100% intersections are perfectly timed.



The Freewayphobia circuit winds up in Texas with a long and wacky course that includes two big dips and a particularly tough section at the end of every lap. Try to keep from bouncing off the sides of the track.

VICTORY VEHICLES

1 GULF COAST

3 INDIANAPOLIS

2 LOUISIANA

4 BOSTON

1



2



The Louisiana race is a short and fast layoublast. You'll encounter a steep incline, a wooden bridge, and a curved section, but the track's part is a gritty patch that looks like a lead in a curve. Don't be deceived.

3



Much like the Milwaukee race track, the Indianapolis course is extremely short and fast. It features one long, straight stretch, some easy curves and a pair of short inclines. A Turbo Sprinter would come in handy.

4



Like San Francisco and Seattle, Boston is a dangerous city street track that is filled with 90-degree turns. After you practice the course, you may be able to cut some time by preparing for corner turns.

FRANTIC FINALE

1

SMOKY MOUNTAINS



The Frantic Finale opener features tight curves and some slick sections over a frozen river. Watch out!

2

FLORIDA EVERGLADES



The long race through the Florida swamp features abrupt curves and three jumps. Don't get too fast.

3

DAYTONA BEACH



Part racetrack and part beach course, the Daytona tour includes a narrow wing merge that could throw you off.

4

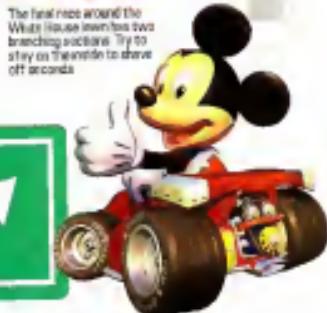
WASHINGTON D.C.



The final race around the White House involves two branching sections. Try to stay on the inside to shave off seconds.

THE FINISH LINE

Mickey's Speedway USA for Game Boy Color is a full-featured computer racing title. If you have the N64 game and an N64 Transfer for任天堂, you can transfer a hidden character—Donald's nephew, Huey—in the N64 game for more fun fun.



Straight from Interactive Imagination to you, the land's newest RPG rockets onto the Game Boy Color, and we've got an exclusive walk-through crammed with maps, tips and secrets!



Welcome to Magi-Nation

The world of Magi-Nation is a wild and mysterious one, filled to the brim withondrous danger, love in spirit-animals, glorious treasures and camp villages. As our hero, the shaggy-haired yet undroppable Tiny-Jim, travel far, explore and collect the mysterious Dream Crystals from jaded hills and mighty, ever-wavering landscapes of fire, water, forest and ice. If you're up to it, choose the color of the land.



Enter the Cave, Man

The local mafias in Tony's new hometown of Devil George spend most afternoons hanging out by a cave on the outskirts of town. After he is challenged to enter the cave and find a

crystal, a sudden earthquake sends Tony spiraling downward to a strange new land. Jagok for the aforementioned crystal in the upper-right corner of the cave.

You Can't Go Home Again

Tony's long fall ends with a splash on the shores of Magi-Nation. There's no rest for the brave and resourceful, however, as he'll immediately face off with the diabolical duo of Kang and Zet. Double trouble and triple ugly, they make Tony's hometown bullies look like cream puffs.

The First Battle



Meet Edon



You don't need a translator to know that Kang and Zet's new arrival markings spell trouble. Luckily for you, the crystal that you grabbed earlier contains a hook, a powerful Dragon Chakra. He'll emerge to scare off the baddies.

Your first friendly encounter is with a local dragon named Edon. Accept his gift of a translator bracelet, then follow him to the forest, strung out of Wasteland.

From the Tunnel

Seer's House

Wasteland

The Glade

Hidden Forest

The River

The Forest

The Tunnel

The Witch

Gila Place

Wise Path

Secret Places



Mag-Nation is full of secret places and rooms. Once you've lost of Wasteland, return to the River and look for two chaotic buried series trees in the top-right corner. Always a surface of rocks, even if they seem to be open.

Lend a Hand



Drewn's friends is growing worse by the hour. Though weakened, he commands you to search out a Seer who lives by the lake. Head north from Wizl Naram and into the nearby woods, then north until you reach his home.

An Alarming Development



The Seer has a body-trapped chest in his living room, just in case way neighbors happen to drop by. Once you set it off, you'll be able to speak to the man himself. He'll pain you straight to Drewn, but be sure to return to his house and get a Brewspell from the chest.

Oh Magi, Where Art Thou?

Since the Seer's hyped advice was fairly useless, you'll need to discover some answers on your own. Head south from the Seer's residence and follow the trail across south to the over-

land map until you reach The Forest. Lurking somewhere nearby is Gia, a healer and wise woman who may know how to cure Drewn's illness.

Block Rocking Beats



You'll encounter a number of blocks immediately upon entry into the woods. Kick the top-middle block out of the way to reveal a secret staircase—with treasure inside, naturally.

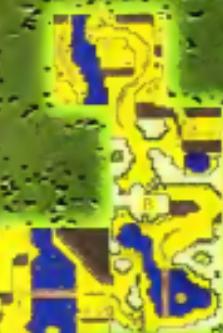


From Wizl Naram

The Forest

Fabbage • Winc
Jabell • Wizar
Gawerk
With
Tribbit
Blocks
Leaf Chago

Wavve Path
Blocks • Pits
Knot
Shutter
• Bisperine
Rabbit



The Runaround



Let's Go Backtracking



Once you steal a key from a town called the Cog, return to the locked door near Gia's red sprout. You'll find blocks inside, but you'll need to do some block-kicking first.

To The Woods

Unless you're looking for a fight, you can avoid the long way home. Once you've cleared this blocks and moved with Gia, head through the brush for a short cut to the overworld.



Mapping Your Progress



Once you're in the woods, go left for three screens and then down. If a strange woman appears and begins to mock your button skills, you're on the right road. Keep heading left until you emerge in the wasteground.

Eidan Seek



Seven Eidan had been working for Gai all along. After the two of you talk, look around Gai's sprawl, admire the mighty wood-burning stove and take a curious pack inside the "Storage Shed."

Water in a Haystack



Once you're back in the Overworld, run to the windmill. There's a bag of bones inside the rail, as well as a large haystack to play in. Search the stack carefully to locate a Water of Life.



Finding a Mentor



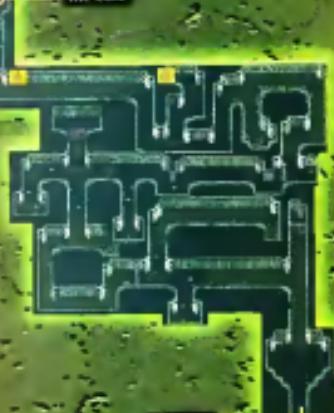
Seterra out to be the woman who harbored you on the road to her house. After a brief chat, she'll give you a Con Stylx then instruct you to return to the Mud Nursem Shadow Geyser.

Darkening Shadows

Winning your first geyser battle is no easy task. Enemies attack without warning, and they'll come in large numbers.

You'll need Tony to be around to level up to mudstone. Track down a Whispering Fan—it will be a big help.

The Core



Entrance



Shadow Geyser

- Black Lava
- Shadow Blinc
- Dark Bling
- Old Yoda
- SHR

Switching Over



Scattered around the geyser are a number of wall-mounted switches. Pressing them will cause walls to crumble, allowing you to passage through the geyser.

A Bone to Pick



At the far northern end of the geyser, you'll find a bone protruding from the wall. Apparently it's a bad-earning bone, because pulling it out will weaken the wall enough for it to crumble once you activate a lever to the right.

The Wrath of Togoth



Togoth guards the Shadow Geyser, and his resistance consists mostly of Black Aggravated Kobs. Try to eliminate his overlords as quickly as possible, because the geyser has three or four out at once, it will be difficult to take them all down. Use your energy wisely.

Onward and Downward

Once the Vash Naroom Shadow Geyser has fallen, the locals embrace Tokey as the chosen one foretold in prophecy. While the mantle of savior rests somewhat uncomfortably on his bony shoulders, don't let it prevent you from continuing to save the day.

Grab a Glove



Resting on the soil where the player used to be is a small cave. Look around and you locate a chest. You'll need to take its contents to Ga.

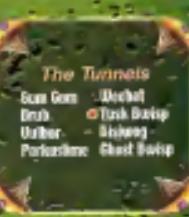
Back to the Furnhouse



From the Furnhouse

Click the play button to return to the Furnhouse.

It's a good thing Tokey is sharp, because he's doing a lot of... waiting. Ga, who seems busy, tells you to go see him instead. He will loan you a pair of Crystal Gloves, which allow you to travel through earth.



The Tunnels

Sun Gora	Deckall
Brata	Tusk Bop
Uther	Blakid
Parkettine	Ghost Twin

From the
Waves

To the Underneath

Holy Hallosis



Barrier Blasting



If you leave a left from the cage entrance, you'll see a rock stacked in the well. You can blow it open once you get a Blast Urs, but hold off—powerful creatures will make short work of you.

Tunnel Terror



Shortcuts



This tunnel is a great place to develop your Dream Creatures and build up your experience quickly. Remember that your energy gauge is recharged every time you go up a level.

There is a surprisingly easy-to-skip-off the main tunnel. But once you get a pair of jumping boots you'll be able to leap. The path beyond leads you to a town called Goldfield and past the Shadow Geyser.



What Lies Underneath

The Undemouth is a small bedroom community composed primarily of mud, mushrooms, and fungal kinetics. You'll dis-

cover a number of new *Dream Creatures* within its rocky boundaries, as well as the second Shadow Geyser.

Sisterly Love



Your first stop should be at the house of a twin named Uli. She'll tell you about her sister, Gruk, a world-renowned mushroom forger who's been having recent trouble with insomnia.

Meeting Motash



Head over to the town elder's home and pay your respects. The elder, Motash, will tell you all sorts about the town and its people. Be sure to examine her botanical books.

You've Got a Ticket to Buy



You'll find the Scrub in his shop in the southern end of the Undemouth. He works like Who-o-Mole, and ticket won from the geyser can be used to buy items from a new store in the Undemouth.

In the Basement



Gruk's home, which is to the far west of Uli's tower, has a problem with moths in the basement, and they're causing her insomnia. Give her a hand and see what's going on.

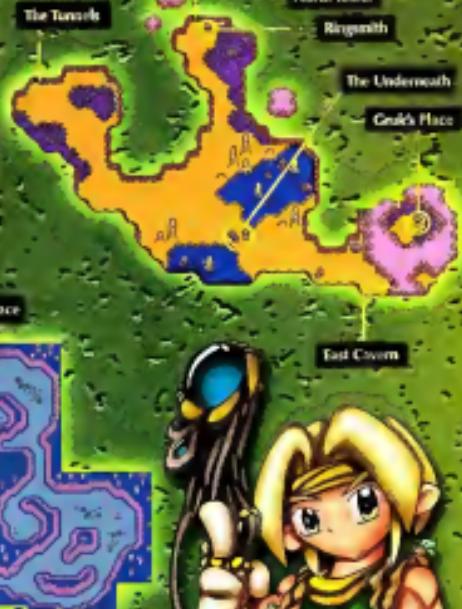
East Cavern

- Cove Reduct Fermentation
- Glint Kerflit Fermentation
- Gliss Gloop
- Task Dung
- Shovel

A Handsome Ransom



While you were busy in the basement, Gruk was kidnapped by King Zitz. Return to town and talk to Gruk. You'll receive information on her whereabouts, as well as an oliveosome after a fast-paced fight against Gagga, the local badgator.





Ringing True



Grate is held in a tower in the north. You must a Ringsmith on the way, and it will be smart to get enough metal to make Tusk Bell. And Dave Rudolf rings. The barge is very strong, while the Hawker's borrowing ability is invaluable during Magi-battle.

Into the Tower



Kong and Zed have set up an ambush for you, but don't worry. Their super hard-hitting will once again get in the way of their pathetic intellect. Moon so enlighten to reach the poor bastards.

What's Shaking?



Once you've saved Grate and ensured the double strength of Boog, you'll return to town to find time for another cause. Of course, it signals the formation of a gang, so strap on the traps and go to Grate's old house.

Spelunking Fun

The second Shadow Geyser is significantly more complex in design than the first, and it contains a number of nasty crea-

tures. You'll need to keep a close eye on the map below if you want to emerge in one piece.



Shadow Geyser
Grate
Shaggy
Black Barge
Dem Drag

Use Your Imagi-Nation

Two geyser down and two to go, and the forest battles are far from over. We'll have more Magi-Nation, going round-robin way next month, but in the meantime, track down Dream Cee's map, make all the maps you can, and search every nook and cranny for the low-sellable items of choice and importance. Gamers, take note! Magi-Nation is an incredibly fun and well-designed adventure that everyone should play.

Switching Over



You can raise and lower walls by pressing on switches with the vertical symbols. Most are triggered by a tap on the wall, so if you need to lower the first wall before you'll be able to raise the second, and so on, then that lowering just well repeat another, and vice versa.

Mugged by Mug



The boss of the geyser, Mug, is one tough character. Have your Cisco Radar on arrow as soon as you can—he'll avoid attacks and jump Mug from attacking Tony directly. You'll need to have both pointed to about level 20 to obtain a realistic chance against the boss.



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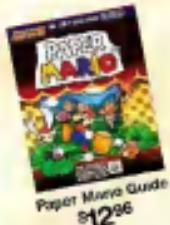
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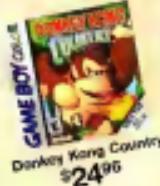
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ESRB Rating System

Entertainment Software Rating System

Early Childhood

Everyone

Teen

Mature

Adults Only

Rating Pending



Pokecenter

Hide and Seek

Pokémon Gold and Silver have been out for a few months now, and plenty of Pokéfans have finished the game and are ready to round out their Pokédex collections. With that in mind, we've put together a miniguide for catching some of the harder-to-find Pokémons in Gold and Silver. If you're not

done with the game yet, you might be interested to know that many of the most asked-about Pokémons are located in areas you'll reach near the end of the game. There are lots of Pokémons in Gold and Silver, and the most important thing you need to have to catch them is patience!

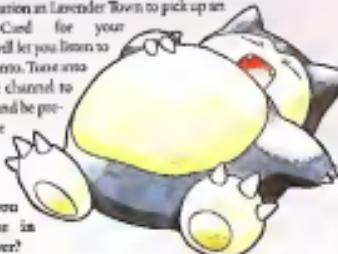


Pokéchat

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

Q: How can I wake Snorlax in Gold and Silver?

A: You won't be able to wake the large Pokémon when you first encounter it. After you've freed the mice at the Power Plant, head over to the Radio Station at Lavender Town to pick up an Expansion Card for your Pokédex—it will let you listen to the radio in Kanto. Tune into the Poké Flute channel to wake Snorlax and be prepared to battle the sleepy behemoth.



Q: How do you get the bike in Gold and Silver?

A: When you reach Goldenrod City, take a right just past the roof of the Department Store and walk all the way around the store until you get to the small shop just to the right of the store. It's the Bike Shop, and its owner will ask you to ride around on a bike to advertise the shop's wares.

Q: Where is Fly in Gold and Silver?

A: You can't find Fly; you have to earn it. After you defeat Canwood City's Gym Leader, Chuck, his wife will run after you and present you with HM 04, Fly.

Q: What's the difference between Explosion and Selfdestruct?

A: The biggest difference between the two very similar attacks is the base power—Selfdestruct's base damage is 200, while Explosion is 150. Otherwise, they're nearly identical. They're both Normal-type attacks that make the attacker faint. Even the group of Pokémon that can learn Explosion is almost identical to the group that can learn Selfdestruct. Incidentally, Explosion has the highest base attack power of any Pokémon attack.

Q: What does Splash do?

A: It doesn't really do anything, unless you're playing the manicure Magikarp's Splash on Pokéman Stadium, where it has a career.

Q: Where is the Sun Stone?

A: It's the prize for winning the Bug-Catching Contest held in the National Park every Tuesday, Thursday and Saturday. Try catching the highest-level Pokémons possible, and pay attention to the Pokémons and levels that tend to win each contest. When you've got a Sun Stone, you can use it to evolve Gloom into Bellsprout, or Sunflora into Sunflora.

Q: Some of my Pokémons have the Pokérad! Is it a bad thing?

A: No, not at all. The Pokérad will not harm your Pokémons. Eventually, all of your Pokémons will shake off the curious condition, but before they do, you may try taking them into battle to see what happens.

Q: Which Pokémon can learn Milk Berry?

A: Gulp! The attack Milk Drink was erroneously called Milk Berry in the first Official Nintendo *Pokémon Gold and Silver Player's Guide*. Milkurn is the only Pokémon that learns the move, which it starts to learn at level 19. In battle, the move restores half of Milkurn's base HP. Try using it outside battle, where it can donate HP to the other Pokémons in your party.



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

Can Pokémon hatch knowing extra moves?

Yes, they can. A Pokémon that hatches from an Egg can inherit moves from its parents, but there are certain restrictions. If the baby can learn a TM and its father knows it, it will hatch knowing the move. If the baby can learn a move by leveling up and both parents know it, the baby will hatch knowing the move. There are also moves called "Egg Moves," which are special moves inherited from the father. One official way to know what the moves are is to consult each Pokémon Egg Moves Box, which will be available in the upcoming Pokémon Stadium 2.



It's friendly with Umbreon.

A male Umbreon and a female Pichu hatch from an Egg.



The baby Pichu has TM moves when it hatches from father.

Where Is Manil in Pokémon Puzzle Challenge?

You might have noticed that you have a lot of empty boxes next to your Chikorita, Cyndaquil and Totodile. The boxes are used to store the Pokémons you win from Trainers that appear after you've accomplished certain tasks. Manil is one of the Pokémons you can catch under these special circumstances. Start a single-player game in the Challenge Mode on Normal or higher. Before you reach Blackhorn City and battle Clair, you must manage to complete a four-chain in battle. After you win that battle, a Trainer named Swimmer will challenge you. When you defeat Swimmer, he will hand over his Manil. If you don't complete the four-chain before reaching Clair, Swimmer will not appear.



Complete a chain of four or more before you reach Clair.



If you win the last battle with Swimmer, Manil will be yours!

How Is Damage Calculated?

Damage calculation is complicated, because the amount of damage an attack does depends on the attack's type, the type or types of the attacking and defending Pokémons, Critical Hits and, in Gold and Silver, the weather!

Basic damage calculation takes into consideration the attack's type versus the defending Pokémon's type. That is the information that you'll find in the combat chart in Player's Guides and the manual that is packed with the game. The plus sign or circle means an attack's power will be doubled when used against that particular type of Pokémon. A minus sign or triangle means the attack's power will be halved. The equal sign or X means the attack will have no effect. If a Pokémon is the same type as the attack it is using, the power is multiplied by 1.5. If the attack scores a Critical Hit, the effect will be doubled again.

In Gold and Silver, the weather can also affect some types of attacks. Sunny Day multiplies the power of Fire-type attacks by 1.5 and halves the power of Water-type attacks. Rain Dance increases the power of Water-type attacks by 1.5 and cuts the power of Fire-type attacks in half.

Remember, too, that an attack's base power also comes into play. Powerful attacks like Aeroblast and Psychic can be made unbelievably powerful when used under the right circumstances, but even at regular strength, they're hefty hitters. You can find out an attack's base power from either of the Pokémons Gold and Silver Player's Guides from Nintendo Power, or from the Library in Pokémon Stadium 2.

Magcargo is a Fire-and-Rock-type. What happens if it battles an Azumarill that's using Rain Dance then Waterfall, which scores a Critical Hit? The equation goes like this: 80 (base attack power) \times 1.5 (attack type and Pokémon type match) \times 1.5 (Rain Dance + Hydro Pump) \times 2 (Water vs. Fire) \times 2 (Water vs. Rock) \times (Critical Hit) $=$ 1,440 points of damage! The attack's base power was multiplied 16 times—even a weak move like Water Gun would work wonders when powered up like that!



Be careful when using dark-type Pokémons.

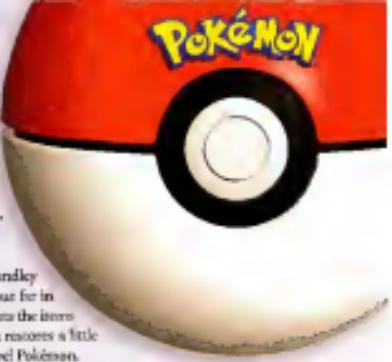


Never kill off all Pokémons from Rain Dance.

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.

Like many Pokémon Trainers appearing in the Colosseum before him, Kurt Handley e-mailed his team to us at pkconquest@rimundo.com. Unlike all of the Trainers that we in Colosseum, his team features three Pokémons from Gold and Silver. Kurt's team also has the items his Pokémon are holding, and one thing is for sure—Kurt loves Leftovers! The item restores a little bit of HP to Pokémon during a battle, and its effects are more noticeable on lower-level Pokémon.



Raikou



Thunder Rain Dance

Starmie



Thunderbolt Surf
Thunder Wave Recover

Umbreon



Mean Look Confuse Ray
Toxic Rest

Machamp



Item	Leftovers
 Cross Chop	 Earthquake
 Rock Slide	 Light Screen

Snorlax



Earthquake Curse
Double-Edge Rest

Dragonite



Thunder Wave Fire Blast
Haze Wing Attack

Kurt's team uses new Pokémons from Gold and Silver, and it also uses lots of new moves from Gold and Silver. Raikou and Scizor are meant to work together—Raikou's Rain Dance benefits both Pokémons in different ways. For Raikou, Rain Dance makes its Thunder attack hit every time. For Scizor, Rain Dance increases the power of Surf by 50%. Speaking of good combinations of moves, Kurt's Umbreon uses Mean Look and Toxic together to make sure that the paloalto effects of Toxic have time to work their magic on a Pokémon. One interesting combo Kurt might also want to try is a move-and-item combo. Snorlax naturally does very well with Rest because of its high HP—but if Kurt gave Snorlax a Mint Berry to hold instead of Leftovers, he could get all of the HP-renewing benefits of Rest without having to wait for Snorlax to wake up! It also seems that Kurt has spent some time breeding to get certain moves onto his Pokémons. Blazic is one of Dragonite's Egg Moves, and Light Screen is one of Machamp's. We'd love to hear how master breeder Kurt managed to get both Rock Slide and Light Screen onto Machamp!

A small, colorful cartoon character logo, possibly a bird or a squirrel, with a large orange belly and a blue head.

SHORLAX
✓SHORLAX
◆ ◻ ◻ ◻

You can pick up more than one Leftovers. The wild Snarlex (Gold and Silver) is always holding Leftovers, and another Leftovers is staying near a garbage can in Cobble City. Snarlex and Charable traded in from Red, Blue or Yellow might also be holding Leftovers.

ms. 201. 172 v
LAW-SHOP
/AMPHAROS
40 

There is only one way to pick up a Miracle Berry, and that is through Mystery Gift. Talk to the girl in the Goldstar Department Store to open the Mystery Gift function on your Goldstar Silver game, then use your Game Boy Color infrared port to Mystery Gift with other players.

Hot off the Press

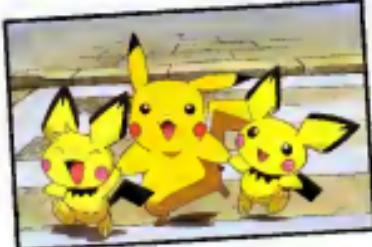
Check Hot off the Press to find out what's new in the world of *Pokémon* every month. Learn about the latest and upcoming *Pokémon* games, cards, TV shows, movies, toys, tours, events and more right here!

Pokémon the Movie 3

Pokémon THE MOVIE 3

Pokémon the Movie 3 heads into theaters on April 6, 2001—and we've got the info on what to expect! Like the first two movie extravaganzas, *Pokémon the Movie 3* is two movies in one. A *Kanto* adventure starring Pikachu and Pichu gets things started right, while the main feature starring Ash, Misty, Brock, Team Rocket, Ash's mom and *Mystic* leaves the excitement going. In addition to Pichu, *Eevee* and the mysterious *Unknown*, both

movies feature many *Pokémon* from *Gold* and *Silver* appearing in animated form for the first time. As if that weren't enough, you'll also get a very special Neo *Genesect* *Pokémon* Trading Card Game card featuring *Eevee* when you go to see the movie! Check out next month's *Pokécenter* for more on *Pokémon the Movie 3*.



Poké Read-a-Rama

To celebrate the release of *Pokémon the Movie 3*, Nintendo and Kids' WB are sponsoring a national reading program that encourages kids in grades 1 through 6 to read a bunch of books for the chance to win some really great prizes. Every school that registers before March 2, 2001, will be entered in a random drawing to win the premiere of *Pokémon the Movie 3* in their school auditorium, \$500 for the school's library and a *Pokémon Stadium 2 Game Pak*. The school that reads the most books per student gets to appear on TV as the host of a Saturday of the Kids' WB! and wins its own private screening of *Pokémon the Movie 3*, a \$5,000 library donation and a *Pokémon Stadium 2 Game Pak*. For information about more great prizes and plenty of details about the Poké Read-a-Rama, head over to kidswb.com/pokeradrama.



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

Send questions, comments and art to:

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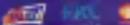
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WARRIORS of Might and Magic

ALLERON'S TALE

Once a well-respected leader, a Captain of the Guard, the disgraced warrior Alleron, wears the Mask of the Accused for the crimes of casting dark magic. Forging ahead in a world of demons, dragons and mystics, Alleron must face his accusers and fight for justice so that he may remove the mask and have his status as a hero restored.

WEAPONS

You'll start empty-handed in a dungeon cell, but you'll soon discover a wide variety of weapons including a Shortsword, Bow, Longsword and Morning Star.

ITEMS

You'll make use of items that heal your wounds and help you survive dangerous predators. They include the Dark Cloak, Magic Book and Healing Potion.

SPELLS

There is much power to be had in the knowledge of magical incantations. As you collect spell scrolls, you will learn new ways to incapacitate your enemies and further your goals.

SPELL COMPONENTS

You will have to collect certain enchanted substances to cast magic spells. To cast the spell of Sleep, for example, you must have the Sleepstone. To cast Frost, you must possess the Snowflake. The magic of Light requires that you have a Stardrop. You'll find these items, and more, as you explore.



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THE STRONGHOLD

Your adventure begins as a prisoner in a dungeon that is under siege. In the midst of the confusion, you can escape from the

cell, collect weapons and fight the forces of evil leader Ragloth. Be very careful as you leap across the dungeon's gaps.



As the stronghold weakens, a fellow warrior opens your cell and gives you his shield. Jump across a gap to collect a key, then use the key to enter a nearby cell. There, you will find the Shearwood.



Stop for a moment after you walk through doors so that you can be sure not to fall off narrow ledges. The Sleep spell is useful in a treasure chest at the end of a long hall. Collect it, then continue your quest.



After passing blocks to open a door to one room, you will find a switch that makes a floating staircase disappear in another room. There, you find a bag of coins. With the shield, you can cast the Sleep spell.



Shearwood

START

END

2

3

1

4



A giant skeleton warrior threatens Daria, a plump friend. Defeat the soldier with quick jabs at the Shearwood. When the enemy is gone, you'll be able to move on to the diagonal exit. Watch for falling rocks!

THE CITADEL IN THE CLOUDS

Raglo leads you to the floating Citadel, a safe haven from the wrath of Ragloth. There, you will meet Daria. She will ask you to travel to a monastery to collect and protect an ancient book. She'll give you 100 gold pieces and send you on your way.



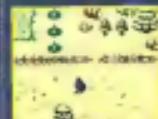
Touch the fountain at the center of the Citadel to restore your magic power. In other levels, you'll discover that characters perform the same magic-restoring function.



You'll meet Daria in the northern section of the Citadel. Speak with her to learn about an ancient tome that must be kept from the hands of Ragloth.

THE POISONED WELL

After you leave the citadel, you'll enter a snowbound forest. The monastery is to the west. When you reach the monastery, you'll discover that the residents are sick from poisoned water. The only chance to save the people of the monastery is to find the antidote.



The forest is covered with snow and populated with hostile creatures. As soon as you venture in the forest, walk to the west to find the monastery.



A monk at the main gate of the monastery will tell you about the poison's problem that has caused over the complex. Before you can start, you must find an antidote.



Rey is the path to the north will change as you approach. When it turns sharply, back up quickly and let it pass. Then move forward when the crates is out of the way.

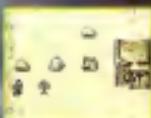


You'll discover a treasure chest on a plot of land surrounded by water. By jumping over a narrow section of the stream, you can reach the chest and collect its contents: 50 gold coins.



EVERFROST GLACIERS

As you travel, you will discover that a traveler who may be able to cure the curse of the monastery has recently passed through town and is in search of the legendary Ice Temple. You must find that person.



Isola is a small village with a church, a shop and a helipad; a person who will point you in the direction of the Everfrost Glaciers is to the east.



When you arrive in the area of the glacier, go directly north. You'll discover a Longwood. Be sure from there to find first-dipped ambers.



The entrance to the Ice Temple is surrounded by a line of spikes that pop up from the ground. Park a rock north of the spikes to make them drop.



THE ICE TEMPLE

The Ice Temple is the massive lair of the Frost Giant. Much of the temple is flooded. Dangerous currents will carry you to damaging whirlpools if you aren't quick to avoid them. As you

explore, you'll find a Shortbow, a new spell and the potion that will give you admittance to the monastery. Before you can collect the potion, though, you must fight the Frost Giant.



After you wade through the first set of rooms, you'll come to a large room with flowing water. Direct your path through the room so that you drift to the treasure chest that holds the Shortbow.



Be sure to collect and hit the switch on the west end of the room. That will cause floor spikes to drop elsewhere, clearing the path to the treasure section of the temple.



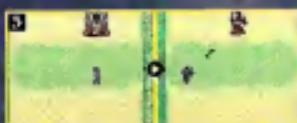
On the east side of the temple, you'll find the key to the Frost Giant's chamber. Press a switch to make the spikes drop, then use a switch with the floating lanterns and collect the key.



The chamber in the south east corner of the Ice Temple holds the Frost spell scroll. With the Frost spell and the snowballs, you will be able to freeze the water near the Giant's chamber.

Giant Battle

The powerful Frost Giant moves left and right and tosses freezing snowballs straight down. Try to step one step ahead of the giant and counter his attacks with diagonal Shortbow shots.



Since you can't cross the ice to reach the Frost Giant, you must rely on the power of the Shortbow to take the giant fall. Avoid the giant's snowballs and hit him with diagonal shots.

MONASTERY WELL

By defeating the Frost Giant, you will earn the Warhammer and the healing potion that will set things right at the monastery. Returning to the monastery, you must add the potion to the water supply.



Immediately after you defeat the Frost Giant, you will return to the monastery. There, the monk will say that you have the healing potion and will admit you onto the complex grounds.

Explore the upper sections of the monastery on both sides of the complex. On the west side, you'll find 50 gold pieces. On the east side, you'll discover leather armor.

The monastery well is in the middle of the complex. By climbing down into the well, you will enter the extremely dangerous, the only route to the monastery's water supply.

CATACOMB DUNGEON

The level of difficulty increases as you enter the catacombs under the monastery. After you survive encounters with many vicious enemies, jump over a collection of wide gaps that for-

turn crumbling rocks at their edges and avoid countless floor spikes, you'll take on the Water Elemental. If you fail, you'll start again from the beginning of the dungeon. That's harsh!



In the northeast corner of the dungeon, you can peddle some of the blocking obstacles out of the way. When you reach the switch, you'll cause the spikes to sink, allowing southern access.



The path to the Sheep Metal scroll includes a narrow section with deadly spikes. Use the Freeze spell to stop the spikes and stay away from the edges. You'll need a key to reach the scroll.



Once you've found a total of three keys and the Sheep Metal scroll, you'll be able to reach the room that holds the Fleas of Metal, the component required for using the Sheep Metal spell.



With the Sheep Metal scroll, you can conjure a ball of metal that will fly in any direction and land it. Use it to push a switch on the side of a spike barrier.

THE WATER ELEMENTAL

After you survive all of the wide gaps, evil creatures and agiles of the dungeon, you will take on the Water Elemental, a huge mass of swirling liquid. Use the Freeze spell to stop the Elemental for a moment, then attack.



By using the Freeze spell, you can suddenly stop the Water Elemental in its short time. When the Elemental is in that stationary state, use the Freeze spell again to land it.

CORANTHA IN TURMOIL

The monastery has a pure water supply once again, but its library is locked and the Dwarven High Priest, who has one of

the two required keys, is missing. Your journey takes you to Corantha in search of the priest and his key.



Arriving in Corantha, you will discover that the town has turned and the High Priest has vanished. A citizen will give you the Speed scroll to help you in your search. Be ready to Dwarven.

Barkwood is the lair of the Darters. By finding boots in the northern woods, you'll have the items that you need to activate the Speed spell. Which enables you to keep up with the Darters.

Before you can meet with the Commander of the Darters to discuss the whereabouts of the priest, you must run an obstacle course. Use the Speed scroll to go around once, clockwise.

Your meeting with the Commander of the Darters will become a battle. Use the Speed spell to evade the Commander's attacks and counter with arrows or Warhammer blows.

You'll find that the High Priest is a captive of the Darters. In capturing the Darters' city, you'll be able to trade him a thread for a friendly in the south woods and items of an evil plot in the northeast.

DASHERS' SECRET BASE

Your journey takes you to the Dashers' Secret Base, where agents of Ragloth are scheming to steal the book from the

monastery. Travel east to a hedge maze in the woods, then go to the center of the maze to gain entrance to the base.



After you use the Sleep Metal scroll to put the key on the first floor, solve the tile puzzle to reach the second floor. That will give you access to the Morning Star and the Fire scroll.



With the magic of the Fire scroll, you can burn through plant life. Use that magic to gain access to the Dark Chamber in the area of the first floor.



Before to the southeastern section of the first floor and go east. After you collect the key in the southeastern section of base, enter the command room. There, you'll find the Lieutenant's Key.



Use the Lieutenant's Key to enter the Lieutenant's Chamber. With the power of the Fire Spell, you will be able to burn away the wall in the chamber and move on to your battle with the Lieutenant.

OUTWIT THE LIEUTENANT

A leader of the Dashers' base has the same fighting style as the Dasher Commander. For Dashers, neither is very fast, though the Lieutenant does have brief fits of speed. Use the Speed spell to avoid his attacks.



By using the Speed spell, you will easily be able to avoid the Lieutenant's attacks. Look for an opening and converge with a Morning Star hit or a slash from the Shadowbow.

■ CORANTHA ■

With the Library Key in hand, you will return to Corantha to discover that Ragloth's forces have blocked the road to the monastery. The only way to the complex is through a dangerous underground passage.



By talking to the priest in front of the temple, you'll discover that the forces of Ragloth have blocked the road to the monastery. You are the only way there is through an underground passage.



You can enter the Corantha mines by climbing into the well. The mine is a dangerous arena and filled with traps, but that won't stop you from getting to the monastery.

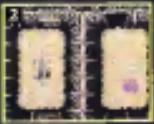
■ CORANTHA MINES ■

The mines of Corantha are dangerous and quite difficult to navigate. You'll encounter many fierce enemies there, along

with clouds of poisonous gas and deadly holes. Your best bet is to get through the mines is to avoid enemies altogether.



After you collect the key in the southern part of the mines, make your way to the west side and start on your way to the northwest corner. As you go north, you'll encounter the first of many traps.



On your way up the west-side of the mines, you'll come to a room that is filled with poisonous gas. Use the Speed spell to run along the same pattern as a sliding panel on the floor to open the door.



The dungeon key will give you access to a room that contains the Magical Chain Mail. Before you can acquire that powerful protection, you must fight a dangerous guard.

THE CORANTHA MINES



The vine-like vines over the center of the mine feature a collection of traps and hazards. When you clear the area, you'll be able to collect the key to the chamber of the Dwarf King.

DEFEAT THE DWARF KING

The dwarf leader of the Corantha Mines will put up a good fight. His attacks are sharp and strong. Use the Speed spell to avoid contact with the king as best you can and counter his attacks with the Morning Star.



Use speed and power to combat the Dwarf King. When you defeat him, you'll earn passage out of the mines and possession of the Magic Dwarf King sword.

■ RAGLOTH ESCAPES ■

After you survive the dangers of the Corantha Mines, you'll make your way to the monastery where Ragloth awaits your arrival. When you confront the villain, he will escape with the ancient book.



The messenger will face a danger much more dangerous than a poison gas attack: it's the wrath of Ragloth. The villain will disappear briefly, then make his escape.



Ragloth has a strong knowledge of magic and the value of magical artifacts, like the ancient book in the monastery. He will stop at nothing to protect it.

■ RAGLOTH'S AIRSHIP ■

With the help of a fellow warrior, you will be able to infiltrate Baglooth's airship so that you can crack down Baglooth and regain

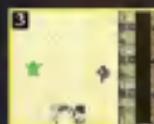
possession of the book. While the aleship does not feature the deadly drops of some dungeons, it is still very dangerous.



The ship's engineers are locked in holding cells. You'll learn that the chief engineer is less important than anyone that will help you reach Captain Scorch. You find the four corners of the ship.



You may have been able to get away without collecting every key and opening every door at some arenas, but navigation of the ship requires that you find all door-access devices.



You'll finally find Mookis, the chief engineer in the final cell that you unlock. He'll have information about how to disable the security laser beam, then that will enable to upgrade the control room.



By zig-zagging through the control rooms, you will be able to reach the main power switch and gain access to Egoneth's chamber. The final battle awaits.

■ FINAL BATTLE ■

You've come a long way. The villain, Bagloth is all that stands between you and redemption. To defeat him, you must use all of the warrior's skills that you have developed and the strength of your most powerful spells. Be evasive and hit him hard.



An has been the case in
your other battles with
enemy leaders, the Speed
spell is very useful. Use it to
get away from Fangatha
quickly, then use offensive
castles to weaken him.



When you move around Egieloth quickly, you should be able to get him from behind. Use your most powerful weapon and continue to attack his weak areas until he fails to do more.



THE END?

With Ragloch out of the picture, you will return to Durin with the book in hand. But the battle will continue. Be prepared for a plot twist and more fighting.



■ AN UNFORGIVING CHALLENGE ■

The action-adventure companion to the Might and Magic series is very challenging in the way that defeat often comes quickly and without warning. Deadly drops, damaging attacks and a few sneaky items make the game very difficult indeed. You must persevere to be successful. ☺



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NINTENDO POWER

AWARDS NOMINATIONS

May We Have the Envelope, Please...

With the new millennium well under way, it's finally time to take a nostalgic look back at the games of 2000. The N64 saw the best releases of its long and fabled history last year—but which games are the best of the best? It was also the year that Game Boy Color really came into its own, and we need your help to pick out the greatest games from its massive catalog.

ON CARDS OR COMPUTERS, YOU MAKE THE CALL

We don't want to mess with diehard chads or the Supreme Court. To provide definitive winners for the 2000 Year in Games, Nintendo Power will give you two fool-proof ways to vote for your favorite games. Either mail your favorites on the Power Poll Card ballot or go online to www.nintendopower.com. The winners will be announced in Volume 124.

TOP OF THE HEAP

BEST OVERALL GAME

There can be only one real winner, and we'll give you complete freedom to pick any game released in 2000 for either platform.

Will it be an N64 masterpiece like *The Legend of Zelda: Majora's Mask*, or will *Pokémon* end the competition? Pick five winners from the game list on pg. 99 then write their numbers in ranking order on the space provided on the Power Poll Card ballot.

THE PLOT THICKENS

BEST STORY

A compelling story can cast a spell on you, immersing you in an alternate universe for hours on end. This year's nominees have stories that range from intergalactic warfare to a standard animal revenge plot. Which of them keeps you raving to the screen?

1. Banjo-Tooie (N64)
2. Indiana Jones and the Infernal Machine (N64)
3. Harvest Moon 2 (Game Boy)
4. The Legend of Zelda: Majora's Mask (N64)
5. Metal Gear Solid (Game Boy)
6. Ogre Battle 64: Person of Lordly Caliber (N64)
7. Perfect Dark (N64)
8. Starcraft 64 (N64)
9. The World Is Not Enough (N64)

BETTER MOUSETRAPS

MOST INNOVATIVE

The nominees in the following category bring something new to their respective platforms this year. In some cases it's a new twist on a tried-and-true genre, like Perfect Dark; in other cases it's a brand-new idea at the core of a game, as in Hey You, Pikachu! What's new to you?

1. Excitebike 64 (N64)
2. Hey You, Pikachu! (N64)
3. The Legend of Zelda: Majora's Mask (N64)
4. Metal Gear Solid (Game Boy)
5. Perfect Dark (N64)
6. Rush 2049 (N64)
7. Star Wars: Episode I: Battle for Naboo (N64)
8. Tony Hawk's Pro Skater (N64)
9. WarioWare (Game Boy)

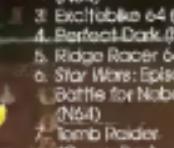


EYE CANDY

BEST GRAPHICS

Everybody likes compelling game play and innovative design, but let's face it, looks count for a lot in the world of video games. Gamers often drool over the seductive polygonal curves in the latest movie or the hypnotic explosions that dress up a hot-new shooter. Anything catches your eye?

1. Banjo-Tooie (N64)
2. Disney Presents: Tigger's Honey Hunt (N64)
3. Excitebike 64 (N64)
4. Perfect Dark (N64)
5. Ridge Racer 64 (N64)
6. Star Wars: Episode I: Battle for Naboo (N64)
7. Tomb Raider (Game Boy)
8. Uru: The Shadow of Oblivion (N64)
9. The World Is Not Enough (N64)



HIGH-SCORING SCORES

BEST MUSIC

As with a movie score, the best kind of game music blends together perfectly with the action on screen to enhance the player's experience. Music that might drive you crazy on an elevator might get your blood pumping when you have a Controller in your hand. Choose the game that strikes the right note.

1. Banjo-Jojo (N64)
2. Excitebike 64 (N64)
3. Indiana Jones and the Infernal Machine (N64)
4. Kirby 64: The Crystal Shards (N64)
5. The Legend of Zelda: Majora's Mask (N64)
6. Perfect Dark (N64)
7. Ridge Racer 64 (N64)
8. Star Wars: Episode I: Battle for Naboo (N64)
9. Tony Hawk's Pro Skater (N64)



BLOCK-ROCKING BLEEPS



BEST SOUND

Whether it's the spine-tingling rumble of a V8 engine or the piercing shriek of a cartoon animal, high-quality sound is in high demand. Many games make a lot of noise, but few are truly atmospheric in their attempts at audio authenticity. Pick up your ears and pick from the following titles.

1. *Banjo-Kazooie* (N64)
2. *Indiana Jones and the Infernal Machine* (N64)
3. *The Legend of Zelda: Majora's Mask* (N64)
4. *Mickey's Speedway* (N64)
5. *Perfect Dark* (N64)
6. *Ready to Rumble: Round 2* (N64)
7. *Ridge Racer 64* (N64)
8. *Star Wars: Episode I Battle for Naboo* (N64)
9. *The World is Not Enough* (N64)



MAY WE HAVE YOUR SHORT ATTENTION SPAN?



BEST GAME PLAY VARIETY

Quantity over quality isn't necessarily a good thing, but a combination of quantity and quality is a great thing. The nominees for Best Game Play Variety stand out from more single-minded titles with their voluminous amounts of value-added game play. Pick the Pak with a mind of possibilities.

1. *Banjo-Kazooie* (N64)
2. *Excitebike 64* (N64)
3. *The Legend of Zelda: Majora's Mask* (N64)
4. *Mario Party 2* (N64)
5. *Mario Tennis* (N64)
6. *Perfect Dark* (N64)
7. *Pokémon Stadium* (N64)
8. *Rugrats in Paris* (N64)
9. *Rush 2049* (N64)



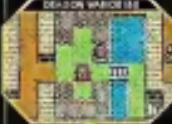
mighty minis



BEST MINIGAME/RODEO

If you think you're seeing double, don't bother rubbing your eyes. Many of the nominees for the previous category also got the nod for Best Minigame/Mode. Our gaming experts got out their microscopes to isolate the tiny triumphs that sometimes steal the show from the main competition.

1. *Banjo-Kazooie: Mayan Kickball* (N64)
2. *Banjo-Kazooie: Seaweed or Peril* (N64)
3. *Excitebike 64: Hill Climb* (N64)
4. *The Legend of Zelda: Majora's Mask: Beaver Brothers* (N64)
5. *Mario Party 2: Torpedo Targets* (N64)
6. *Mario Tennis: Swinging Bowser Court* (N64)
7. *Perfect Dark: Cooperative Mode* (N64)
8. *Pokémon Stadium: Sushi Go-Round* (N64)
9. *Rugrats in Paris: The Movie: Bumper Car Mayhem* (N64)



FAST-TWITCH FURY



BEST ACTION GAME

Action titles hold the soundbites for this video game industry by competing for pocket change in the arcade jungle. The battle has since shifted to consoles, and this year's nominees are handing it out to deserve the fastest, flashiest feather of the new millennium. If you don't have the time, start saving your quarters.

1. *Perfect Dark* (N64)
2. *Army Men: Sarge's Heroes 2* (N64)
3. *Kirby 64: The Crystal Shards* (N64)
4. *Looney Tunes: Duck Dodgers: Starring Daffy Duck* (N64)
5. *Tom and Jerry: Tales of Fury* (N64)
6. *Turk 3: Shadow of Oblivion* (N64)
7. *Vigilante 8: Second Offense* (N64)
8. *World War 3* (Game Boy)
9. *The World is Not Enough* (N64)

GREATNESS WITHOUT GRASS STAINS

BEST SPORTS GAME

The year 2000 provided a wide world of sporting experiences that went well beyond the standard aims and athletic goofiness of yesteryear. Will the Hawk soar above the competition this time around, or will Mario sweep up another ace? It's up to you, sports fans.

1. All-Star Baseball 2001 (N64)
2. Madden NFL 2001 (N64)
3. Mario Tennis (N64)
4. Mia Hamm Soccer 64 (N64)
5. NFL Blitz 2001 (N64)
6. NFL Quarterback Club (N64)
7. PGA European Tour (N64)
8. Tony Hawk's Pro Skater (N64)
9. WWF: No Mercy (N64)

PARTY PLATFORM

BEST MULTIPLAYER

With four-controller ports and no waiting, the N64 is a party waiting to happen. A veritable cornucopia of communal fun hit the store shelves in 2000, so it won't be easy to pick a winner. Whichever side you choose, you're bound to have a blast when you get together with your friends.

1. Banjo-Kazooie (N64)
2. Bomberman 64: The Second Attack (N64)
3. Excitebike 64 (N64)
4. Mario Tennis (N64)
5. Perfect Dark (N64)
6. Pokemon Purified League (N64)
7. Pokemon Stadium 2 (N64)
8. Sam and Jerry in Race of Fury (N64)
9. Viva Pinata: The Second Clutter (N64)



NINTENDO
POWER
AWARDS
NOMINATIONS



POKE BALLS VS. PIKESTAFFS

BEST RPG/STRATEGY GAME

In case you haven't been paying attention, the 200-pound gorilla of role-playing games is now a caddily electric mouse—not a dragon or a wizard. We know all you dungeon masters out there won't roll over without a fight, but you shouldn't be thunderstruck if the factory favorite wins this category.

1. Dragon Warrior I & II (Game Boy)
2. Harvest Moon 2 (Game Boy)
3. Heroes of Might and Magic (Game Boy)
4. Ogre Battle 64: Person of Bravery (N64)
5. Pokemon Gold and Silver (Game Boy)
6. Starcraft 64 (N64)
7. Warlock (Game Boy)
8. Wonders of Might and Magic (Game Boy)
9. Worms Armageddon (N64)



WHITE LINE FEVER

BEST RACING GAME

There has never been a shortage of racing titles for the N64 or Game Boy, and there has never been a better year for excellent adrenaline-charged thrills than 2000. If you have a need for speed, keep reading to see the Mayor's Poll-Cards to ways the checkered flag for your favorite racer.

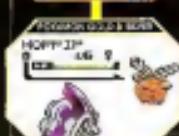
1. Crash Nitro Kart (N64)
2. Excitebike 64 (N64)
3. Hydro Thunder (Game Boy)
4. Indy Racing League (N64)
5. Michael Schumacher Formula 1 (N64)
6. Ridge Racer 64 (N64)
7. Rush 2049 (N64)
8. South Park: B历y (N64)
9. Stunt Racer 64 (N64)



THE GREAT UNKNOWN

BEST ADVENTURE GAME

The best adventure games create the illusion of infinite space and infinite possibilities. We're not naming names, but the title for best adventure game will probably come down to a battle between two high-profile 2000 releases. Bear with us while we try to link the prize to the most worthy nominees.



1. Banjo-Kazooie (N64)
2. Bomberman 64: The Second Attack (N64)
3. Crystals (Game Boy)
4. Indiana Jones and the Infernal Machine (N64)
5. The Legend of Zelda: Majora's Mask (N64)
6. Metal Gear Solid (Game Boy)
7. Scooby-Doo! Classic Creep-Capers (N64)
8. Spider-Man (N64)

GOTTA PICK ONLY ONE

BEST POKÉMON GAME

With the release of no fewer than six new Pokémon-themed titles—soon if you count both *Pokémon Gold* and *Silver*—the race is on to see which has reached a fever pitch in 2000. Which of the nominees do you find super-duper, and which should earn a spot in the Poké Ball?



ENDEARING ENIGMAS

BEST PUZZLE GAME

Several diabolically delightful challenges won over the legions of puzzle freaks with their perplexing piles of pixels and polygons. Try to unscramble a winner from the following list of mind-benders. You'll have to wait for two new issues of *Nintendo Power* to find out if you were right.

1. Bust-a-Move Millennium (Game Boy)
2. Dragon Dance (Game Boy)
3. Microsoft Puzzle Collection (Game Boy)
4. Majestic Tetris Challenge (Game Boy)
5. Ms. Pac-Man Maze Madness (N64)
6. Pokémon Puzzle Challenge (Game Boy)
7. Pokémon Puzzle League (N64)
8. Puchi Carat (Game Boy)
9. Ral Attack (N64)



1. Hey Yugi! *Pokemon* (N64)
2. *Pokémon Gold* and *Silver* (Game Boy)
3. *Pokémon Puzzle Challenge* (Game Boy)
4. *Pokémon Puzzle League* (N64)
5. *Pokémon Stadium* (N64)
6. *Pokémon Trading Card Game* (Game Boy)

FREED FROM THEIR CELS

BEST GAME BASED ON A CARTOON

Cartoon licensing got loony last year as many of your favorite cartoon characters showed up on your Game Boy and N64. We've put together a Sunday morning lineup of the best compromised combination of animation and action. Which of them will get the highest rating?

1. *Disney Presents: Piglet's Honey Hunt* (N64)
2. *Heffy's Donald Duck: "Goin' Quackers"* (N64)
3. *Disney's Tarzan* (N64)
4. *Looney Tunes Collector's Alert!* (Game Boy)
5. *Looney Tunes: Duck Dodgers Shaving Daffy Duck* (N64)
6. *Mickey's Speedway USA* (N64)
7. *Rugrats in Paris: The Movie* (N64)
8. *Scooby-Doo! Classic Creep-Capers* (N64)
9. *Tom and Jerry in Rats of Fury* (N64)



TOOLS OF THE TRADE

R COOLEST WEAPON/POWER-UP/MOVE

Badass is something that game developers often strive to achieve, but usually not when it comes to weapons and power-ups. Who wants a wimpy little machine gun when he can use alien technology to shoot through walls or transform into a demigod? Which of the following picks powers you up?

1. Banjo-Kazooie: Clockwork Kazooie Eggs (N64)
2. Kirby 64: The Crystal Shards: Refrigerator Kirby (N64)
3. The Legend of Zelda: Majora's Mask: Fleaice Delly's Mask (N64)
4. Perfect Dark: Farsight XR-20 (N64)
5. Perfect Dark: Laptop Gun (N64)
6. Spider-Man: Web Dome (N64)
7. Tom and Jerry in Rats of Fury: Branding Iron (N64)
8. Turok 3: Shadow of Oblivion: Vampire Gun (N64)
9. The World Is Not Enough: Watch Laser (N64)



NINTENDO POWER AWARDS NOMINATIONS



THE GOOD, THE BAD AND THE EVEN BADDER

S BEST NEW VILLAIN

Things would get pretty boring if games had nothing but heroes in them. It's good to have some bad guys around, even when they force you to restart a level or search for a better weapon or move. Hold your nose while you pick a winner from best of the worse.

1. Banjo-Kazooie: Lord Waa Fak Fak (N64)
2. Banjo-Kazooie: Mingy Jongo (N64)
3. The Legend of Zelda: Majora's Mask: Majora's Wrath (N64)
4. Mario Kart: Waluigi (N64)
5. Perfect Dark: Hovercopter (N64)
6. Perfect Dark: Mt. Blonde (N64)
7. Pokémon Gold and Silver: Rival (Game Boy)
8. Spider-Man: Vondoom (N64)
9. Turok 3: Shadow of Oblivion: Oblivion (N64)



ODDBALL OVERACHIEVERS

T STRANGEST NEW CHARACTER

It takes something special to stand out from the crowd of bizarre characters in the Nintendo universe. Last year's nominees came from all walks of life—or simulated life—but they all share a willingness to defy the norms in their appearance and/or actions.

1. Banjo-Kazooie: Humba Wumba (N64)
2. Bomberman 64: The Second Attack (N64)
3. The Legend of Zelda: Majora's Mask: Tonga (N64)
4. Mario Tennis: Waluigi (N64)
5. Perfect Dark: Dr. Carol (N64)
6. Pokémon Gold and Silver: Sabluu/Entei/Salucine (Game Boy)
7. Pokémon Trading Card Game: Imakun? (Game Boy)
8. South Park Rally: Solidom Mission (N64)
9. Tony Hawk's Pro Skater: Officer Dick (N64)

LOST IN THE SHUFFLE

U LOST OVERLOOKED GAME

Despite good reviews and superior game play, worthy games flounder on store shelves every year. There is a surprising number of well-known names among the nominees, but many games simply took a pass on them. Would you put any of the following games at the top of the list?

1. Captain Toad (Game Boy)
2. Disney Present's Tigger's Honey Hunt (N64)
3. Ms. Pac-Man Maze Madness (N64)
4. Puchi Garai (Game Boy)
5. Mage Racer 64 (N64)
6. StarCraft 64 (N64)
7. Tom and Jerry in Rats of Fury (N64)
8. Tomb Raider (Game Boy)
9. Worms: Armageddon (N64)



SWEET RIDES



COOLEST VEHICLE

Your mouth is now湿润 in fine for a trip to the grocery, but it may not be your choice for a bombing run over Naboo. Pick your favorite tilted-out ride from our list of nominees. The only required qualification is coolness. Don't worry about handling.

1. Banjo-Tooie: Washing Machine (N64)
2. Crash Bandicoot: Forklift (N64)
3. Perfect Dark Hovercopter (N64)
4. Ridge Racer 64: Blinky the Pac-Man Ghost (N64)
5. Ridge Racer 64: Galaga Ship/Car (N64)
6. Rush 2049: Winged Cars (N64)
7. Star Wars: Episode I: Battle for Naboo: Naboo Bomber (N64)
8. Stunt Racer 64: Milk Truck (N64)
9. Vigilante 8: Second Offense: Grubb Dual Loader (N64)

WHAT'S IN A NAME? EVERYTHING!



WORST UNRULY OR ANNOYING GAME TITLE

Whatever happened to pithy game titles like "Pong" or "Astroids"? Many of the games released in 2000 had titles that read like blooming contracts or high school research papers. Which of the nominated titles requires the most red ink?

1. Austin Powers: Welcome to My Underground Lair (Game Boy)
2. Battlezone 64: Rise of the Black Dogs (N64)
3. Disney's Donald Duck: "Goin' Quackers" (N64)
4. Kirby 64: The Crystal Shards (N64)
5. Looney Tunes: Duck Dodgers Stormin' Batty Duck (N64)
6. Ogre Battle 64: Person of Lordly Caliber (N64)
7. Star Wars: Episode I: Battle for Naboo (N64)
8. Walt Disney's World Quest: Magical Racing Tour (Game Boy)
9. Walt Disney's The Jungle Book: Mowgli's Wild Adventure (Game Boy)

YOU AGAIN?



BEST SEQUEL

Unlike movie sequels, video game sequels are often better than the original entries that spawned them. Did any of the nominees take a series to the next level or just deliver more of the same thing? Are you eager for another return visit or a breath of fresh air?

1. Army Men: Sarge's Heroes 2 (N64)
2. Banjo-Tooie (N64)
3. The Legend of Zelda: Majora's Mask (N64)
4. Mario Party 2 (N64)
5. Pokémon Gold and Silver (Game Boy)
6. Ready 2 Rumble: Round 2 (N64)
7. Rush 2049 (N64)
8. Star Wars: Episode I: Battle for Naboo (N64)
9. Jak 3: Shadow of Oblivion (N64)



NAUGHTY BITS



GUUILTY PLEASURE

We know that most of our readers would never play a game for any reason other than the satisfaction of accomplishing the game's main objectives. Try to imagine what's less noble game enthusiasts would do in some of the following games, then decide what they person would find enjoyable.

1. Banjo-Tooie: Driving the Van down enemies (N64)
2. Disney Presents: Piglet's Honey Hunt: Pooh Stick (N64)
3. Excitebike 64: Purposefully riding over the cliff (N64)
4. Rayman: Piggie's Walking on Pukko (N64)
5. Mario Tennis: Returning the ball into an opponent's face (N64)
6. Midway's Greatest Hits: Volume 1: Root Beer Lapper (N64)
7. Perfect Dark: Meerscha (N64)
8. Pokémon Stadium: Battling Magikarp (N64)
9. Rush 2049: Out-of-control drift racing (N64)

CARTOON
NETWORK

SCOOBY-DOO!TM

Classic Creep Capers



FEELIN' GROOVY? GET ON THE CASE WITH THAT '70S SHOW.

Long before the *X-Files* surfaced, four meddling kids and their dog were cracking prehistoric mysteries with just enough time to spare for on-the-job Scooby Snacking. The *Scooby-Doo* cartoon debuted over 30 years ago, and while the gang's groovy threads

might not have stood the test of time, their show certainly has. In THQ's *Classic Creep Capers*, Scooby, Shaggy, Velma, Fred and Daphne go ghon-busting to solve a Game Boy Color whodunit loosely based on the 1970 episode, "Nowhere to Hyde." Just like the show it was based on, *Classic Creep Capers* is filled with Shag and Scoob's bumbling high jinks, Velma's flyaway glasses, Fred's hokey-trapping and Daphne's unique ability to get captured. Rub-a-dub—it looks like it's time to do some meddling.

INTELLIGENT
E

THOSE MEDDLING KIDS...

When the Mystery Machine sputters out of gas in front of Jellifil Laboratories, the gang stumbles upon the son of the original Dr. Jellifil. Like his father, the young Jellifil has taken to experimenting, and he fears his alter-ego Mr. Hyde (or perhaps the ghost of his dad) may be responsible for the recent rash of jewel heists.



BUILDING A MYSTERY



Press Select to change characters. If an object and its name appear at the bottom of the screen, you can press A to interact with it. Tap A while pushing the Control Pad toward the eye, mouth or hand icon to check, look, speak, touch or grab/sack the item. Hold HLB to view your inventory.

SHAGGY & SCOOBY

You can play as Fred, Daphne, Velma or the team of Shaggy and Scooby. The former assembly-line and friendly dog team up in the mission in front of Jellifil's mansion. Use the pair to investigate the Lab to try to stop the ghost of Mr. Hyde.



VELMA

The brains of the operation, Velma can find a clue a mile away—no matter how far she's been lost. She's good at deciphering codes, but play as Fred or Daphne first.



FRED & DAPHNE

Each character has unique certain areas. Fred and Daphne decide to go east for clues upstairs in the mansion. Tap A to interact with the door handle, tap D to open it. Once you hear the ghost's voice, tap A to interact with the door handle again. The ghost will trap across the upstairs hallway.

BOOOOOOOOO!

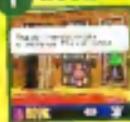


Once Fred or Daphne sees the ghost of Mr. Hyde, follow him into the library room. Approach the far-left door, then select the Find icon. When you find Daphne will be teleported to the cellar.

CHAPTER ONE: IT'S A MYSTERY!

IT'S A MYSTERY!

1 BOOK 'EM, VELMA



To unlock the lab entrance, you must decipher a code at the keypad. The symbols that appear in the mission are parts of the code. Velma can decipher the symbols if she has the book of poems from the library.

2 SYMBOLS DOWNSTAIRS



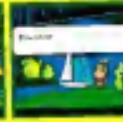
Daphne can interpret the seven symbols that unlock the lab entrance. Place Daphne and check the Symbol above the Mansion entrance, the Library door and behind the sofa on the Kitchen's Fridge.

3 SYMBOLS UPSTAIRS



Upstairs, use Velma to check the two symbols above the platform at the top of the stairs. Also check the symbol above the ball room door and in the lab for room under the stairs behind the curtain.

4 UNLOCK THE LAB DOOR



Once Velma has checked all seven symbols, match her orange keycards to the lab entrance. When you activate the keypad, don't push in the code to open the locked door and start Chapter 2 of the game.

CHAPTER TWO:

"BOO'S CLUES!"



1 FRED ENTERS THE LAB



You begin playing Chapter 2 as Fred, who's been thrown into a cell by a Shaggy look-alike. Fred can check a few things in his cell, but he won't be able to find a way out. Leave it to Shaggy and Scooby to do the work.

SHAGGY?

3 FOLLOW THE SCENT OF FOOD



After you speak to Helga in her room, head to the bathroom. The meaty room atop the stairs will be unlocked. You'll smell foodie there, and when you approach the led inside, you'll fall through a trapdoor.

5 THE MOVING LIBRARY



By pulling the levers, you will have power of the library, which is a point selector that reveals a secret room. All that movement will cause Velma to lose her glasses, and they're perfect for your disguise. Remove her glasses, then grab the red book on the left to move the room. When you exit, you'll enter the attic where you'll find a lab coat and key.

CHAPTER THREE:

"CHEMO-SABOTAGE!"



JEEPERS!

1 GETTING IN WITH THE GET-UP



With the lab entrance unlocked, Fred sneaks in only to be captured by a robot guard that's a dead ringer for Shaggy. Meanwhile, Velma's busy in the library, so do your sneaking as Shaggy and Scooby.

2 SHAGGY & SCOOBY ENTER LAB



Switch to Shaggy and Scooby, then enter the lab. When the cowardly robots see the robe-Shaggy, they'll pause and fear—but not without a fight. Since the robots like live fire, Shaggy can do some fireballing to distract them.

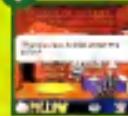
ZONKS!

4 CHEESE AND ELECTRICITY



The trapdoor drops you into the cheese cellar. Activate the robot, which will smash it to the wall and shatter into shards. Use a star to slice the cheese, then fire it. Pelt the traps left in the corridor. Two doors open down from there, so shut off the power to the elevator there. After using the key to open the Wains, turn the broken back on, pull the levers, then go upstairs.

6 THE CLEANING LADY



The boy from the attic unlocks the toolbox hidden under the pillow in Helga's room. You can't open the toolbox while Helga's around, so give the cleaning lady something to do to get her out of the room. Helga hates a mess, and you can make one in the study room, the bathroom. And you can wash the laundry there, too. When she's out, use the key to open the toolbox, then use the key to open the toolbox when she leaves.

The toolbox contains the final piece you need for your disguise—a fake mustache. When you approach the lab entrance, Shaggy will automatically throw on his disguise and waltz into the building.

The second door inside the lab is the cell Helga needs to talk to Fred. Behind the first door is the mad scientist's room where Daphne is locked up. You can enter the room, but the robot won't let you grab the key that's inside. Use it in the dimension to find a way to distract the Shaggy android.

2 KITCHEN PATROL

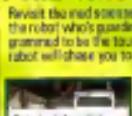


Enter Shaggy and Scooby's favorite haunt—the kitchen. Find the fridge for the cow extract, the table for the dining room, and the broken clock room door. The smoothie is missing, but the gang should be able to solve the problem. Like, no唠叨!



THIEVES!

6 TRAPPING THE ROBOT



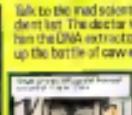
Visit the mad scientist's room and grab the robot who's guarding the area. Not programmed to be the touchy-feely sort, the robot will chase you to the doors marked 1, 2, 3 and 4. Enter any door to reveal the sequence; then enter the second door that Shaggy entered to trap the robot.

8 THE LOCKED MANSION DOORS



The key to the mad scientist's locked doors—the clock room door next to the kitchen and the upstairs room next to the kids room. Behind the locked clock room door you'll find the pan you'll need to get down the bogus leg—alright, the mad scientist's required. In the room next to the kids room, you'll find the tablet you'll need for the doctor's second update.

9 THE DOCTOR HAS A COW



Talk to the mad scientist to get him the experiment key. The doctor will then ask you to grab him the DNA extractor. Using the labels, fix up the bottle of cow extract so that it has DNA extract. When you give it to the doctor, he'll use it and make sure that it's in a can. When he ingests every morning, you'll be free to talk to Gaphne.

3 TRY OUT THE FREEZER



Enter the first door east of the lab doors marked 1, 2, 3 and 4. Put the sausage into the freezer, then hit B to view your inventory. When you select the stool, it'll use the load wiper to fix it. Exit the room and use the opened stool towards the hallway lights. Double click light twice—once to turn it off and again to turn it on. You'll be able to light the fourth light you uncrew.



4 SHEPPING LIGHT ON THINGS



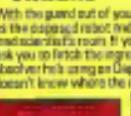
You're in the dark as to why the light you've nabbed can glow even when it's not screwed into a fixture. We can enlighten you, so visit her in the library and show her the light bulb you plan to use. From off she says in the yard must be someone powering the light—as well as those pesky robot guards in the lab.

5 OR WHAT'S BEHIND DOOR NUMBER...



Whenever the light doesn't glow, the robot guards won't have power either. First find the secret room by entering one of the lab doors marked 1, 2, 3 or 4. Remember the second door you see Shaggy enter—according to what the lab told you, that's the door you should enter.

7 DOCTOR'S ORDERS



CHAPTER FOUR: "JAILBREAK!"

1 SCOOBY'S PEDICURE



The workstation has a key-shaped slot. When you use the printer, Scooby will fashion his claw into the shape of a key. Take Scooby to the cell to jail Fred's half-brothers out of jail.

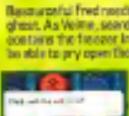
2 FRED FREES DAPHNE



As Fred, enter the kids' room and follow the trail to reach the workshop. Grab the key that's stuck in the printer, then escort Daphne from the lead screen's operating table.

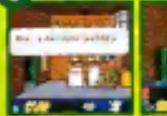
CHAPTER FIVE: "THE PLAN"

1 VELMA SEARCHES THE LAB



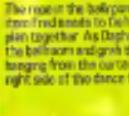
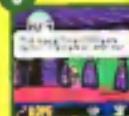
Brilliant! Fred needs help to solve the ghost. As Velma, search the lab room that contains the key to the trap. In Chapter 5, Velma will be able to pry open the stuck cabinet to find the key. Walk back to Fred and show him the key. Then switch to Shaggy and Scooby.

2 SHAGGY & SCOOBY IN THE BASEMENT



Fred needs "something slippery" to trap the ghost. Since from the Weather will work. Add a slip to the towel (it will already be in your inventory) to seek out the suds.

3 DAPHNE GETS A ROPE



The rope in the balcony is the final piece Fred needs to build while they're together. As Daphne, enter the balcony and grab the rope hanging from the ceiling on the right side of the dance floor.



CHAPTER SIX: "FINALE!"

NP



Once Velma raises the block and drops the towel down the chute, the gang will catch the theiving villain in their usual lousy, comicalized way, just like in a vintage episode of *Scooby-Doo*, the ghost would've gotten away with it, too, if it weren't for those meddling kids, that dog—and NP.

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COUNSELORS' CORNER

Your Questions—Our Experts!



THE LEGEND OF ZELDA: MAJORA'S MASK

WHERE IS WOODFALL TEMPLE?

Woodfall is a polarized bog adjacent to the swamp. You can access it through a cave to the right of the swamp waterfall. After Kafeera Gabeera teaches you the

Song of Seating to the left of the waterfall, use petal power to fly over to the Woodfall entrance. The temple will not be visible when you first enter the bog.

Negotiate the various ramps and enemies until you reach a flag-awakened platform, then play the *Spirits of Awakening* to make the temple rise from the water.



The *Spirits of Awakening* is the key to finding Woodfall Temple. A monkey will teach you the tune after you save him from the Deku King.



Mid Scrabs and Hinoxes guard the banks and ramps that lead to the platforms. Use bubble attacks to knock them out.



Stand on the platform with a Deku King on it, then, as a Deku, play the *Spirits of Awakening* to make the temple appear.

HOW DO I DEFEAT THE FROG RIDING THE TURTLE?

The Boss Key in Woodfall Temple is protected by a strange and deadly duo: a crazed frog riding on the back of a Snapper. The attack will ricochet around the

room until you unseat the frog. Dive into a Deku Flower then time your leap so you'll shoot out when the Snapper is above you. While the Snapper struggles

to right itself, remove your Deku Mask then target the frog on the ceiling with your Hero's Bow. Repeat the process three times to defeat them.



It's impossible to defeat the frog while it rides around on the Snapper's shell. Pop out of a Deku Flower to unseat the frog.



Quickly remove your Deku Mask, then target the frog as it cracks across the ceiling. You'll have only a few moments to get a shot off!



After you've unseated the frog, the creature will immediately jump back on the Snapper. Put your Deku Mask back on before they can attack again.



HOW DO I STOP THE GORON BABY FROM CRYING?

After you acquire the Goron Mask, a crying baby in the Goron Shrine will become your central concern. He isn't your baby—he belongs to the Goron Elder. The Elder has gone missing during the freak cold snap that is slowly freezing the Gorons out of existence. You won't have to go far to find him, but it will take some complicated maneuvering to talk to him. If you search for him on the first or second day, he'll be frozen inside an unusually large snowball at the base of a platform. On the third day he'll be in a boulder near the frozen stream, in front of the Mountain Smithy. Loosen him then go back to Darmish's Grave to scoop up some Hot Springwater in your bottle. Dive off the ledge outside the grave as Link then transform into a Goron when you're on solid ground. Roll as fast as you can to the Elder's location, punch the snowball then pour the water on the deafbeat dad. He'll teach you part of the Goron lullaby to pacify the son. The baby will teach you the rest of the song when you play it for him.



Once you thaw out the Goron Elder, he'll be more forthcoming about why he quit his job. Purchase large snowballs to soothen frozen adults.



Scoop up some Hot Springwater near Darmish's grave. It will stay warm for only a short time, so you'll need to hustle back.



Dive into the icy water below Darmish's Grave then transform into a Goron as soon as you're on solid ground. You can roll faster than you can walk.



Thow out the Goron daddy so he can teach the Goron baby. He'll teach you the ending, so you can get a wacky Goron to sleep.



WHERE ARE THE CHEATO PAGES IN GLITTER GULCH MINE?

As in all of the worlds in Banjo-Tooie, there are three Cheato Pages in Glitter Gulch Mine. One of them is on a ham-

above the mine entrance, but you won't be able to reach it until you learn the Springy Step Shoe move in Terrydactylard. You'll

win the second page by defeating Canary Mary in a race twice. The third page is on top of a tank in Water Storage.



Once you've learned the Springy Step Shoe move, you can leap to the Cheato Page.



Canary Mary will give you a Jiggy if you defeat her once, then a Cheato page if you win twice.



Climb to the top of a tank in Water Storage to find the third Cheato Page.

HOW DO I WIN THE CACTUS BELL JIGGY?

You should have exactly two pounding attacks at your disposal by the time you reach the Cactus Bell in Windyworld: the

Bill Drill and the Beak Buster. You'll need three attacks to knock the banner all the way to the bell at the top of the pole. It's a

good thing you've also got some Grenade Eggs. Blast the stonewall pad then use the two moves to ring the bell for a Jiggy.



It's probably best to wait and fire a Grenade Egg in the last step toward ringing the bell. You'll have limited time to complete the process.



Stand on the pad at the base of the Cactus Bell, then execute a Bill Drill and a Beak Buster in whatever order you prefer.



If you complete all three steps quickly enough, the bell will ring. Climb to the top of the pole to claim your Jiggy.

WHAT'S THE BEST WAY TO DEFEAT LORD WOO FAK FAK?

You can easily defeat the cranky lord of the deep if you follow a few simple rules. Most importantly, you should transform

into a Submarine for the battle. You can beat him as Banjo and Kazooie, but it isn't required—and it's relatively difficult.

Keep moving and stay above him while you fire torpedoes at his glowing boils and eyes. Try to remain in aiming mode.



Lord Woo Fak Fak fires a powerful blast from his glowing appendage. Keep moving to stay safe.



The glowing hot targets can be double. Take a few shots then move around for another goes.



After you've hit his basic hit, open his eyes to see your attack. Shoot them six times to win.

WARLOCKED

HOW DO I DEFEAT THE HUMANS IN THE SAND CANYONS?

Don't waste your time stationing a small army around the Giant Spider on the Sand Canyons level—your best defense

is to go on the offensive. Generate as many Warriors as you can—it's worth it to build an extra brewing pit—then

lure units on the Human barracks. When the Humans can't generate more troops, they are easy to defeat.



Build two brewing pits and an empty Human barracks to the south of your Human barracks to go winning.



Generate Warriors as fast as possible. You'll be able to overwhelm the Human barracks guards.



There are three barracks to knock out: two in the southwest part of the map and one in the northwest part.



Span around a cliff to the north of the Humans' base. You'll find the west side of the base unguarded.

WHAT'S THE BEST WAY TO COMPLETE BURNING BRIDGES?

Send your two prosecuting Warriors up to attack a tower to the north of your base then have them dismantle the two

barracks. Create no fewer than four Skeletons then have them accompany a Goblin to the northwestern bridge. After

the bridge is repaired, have the Skeletons destroy the Dragon, Rescue Chef Zog then assemble troops for the big battle.



Humans will harass you until you destroy the two barracks north of your base. Do it quickly.



You must sacrifice Four Skeleton Archers to destroy the Dragon on the western bridge. It's war!



Clear out the northwestern castle before releasing Zog. Send him to the bridge then start creating troops.



Once you have a sizable force of Warriors and Skeletons, repair the bridge then attack the Humans' base.

Q&A FAST FACTS

Stack? Pick up the phone and give our counselors a call.

Or write to: Counselors' Corner, P.O. Box 27033, Redmond, WA 98073-9733

Wario Land 3

- Q: What level do I go to next?
A: Return to the hidden caves in the Temple in the North World. You'll find your ticket to go.
- Q: Does it matter what time of day it is when I start a level?
A: Yes. You won't be able to find some jewels if you make them at the wrong time of day.
- Q: Do I get anything for defeating all the jewels?
A: Yes. You'll unlock a new Attack Mode.

WWF: No Mercy

- Q: Can I create my own Wrestlers?
A: Yes. Create them in the Smackdown Hall.
- Q: How do I grab a weapon from the crowd?
A: Stand next to the crowd, press the Control Pad toward it then press the left C-Button.
- Q: How do I perform a reversal?
A: Press the R-Button at the exact moment your opponent attacks you.

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Vigilante: 8 & Second Offense

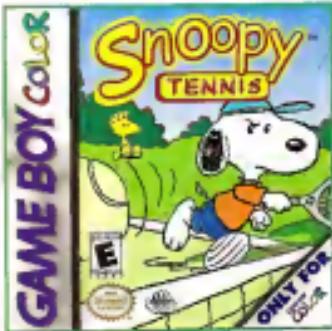
- Q: My car is upside down. How do I flip it over?
A: Move the Control Stick to the left and right until the car rocks itself over its wheels.
- Q: How do I execute a "Whammy"?
A: Hit an opponent with two weapons at the same time. The Machine Gun cannot be used as one of the weapons.

Game Boy a Go Go

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

THIS MONTH

- Snoopy Tennis
- Disney's 102 Dalmatians: Puppies to the Rescue
- Ultimate Fighting Championship
- Disney's The Lion King: Simba's Mighty Adventure
- Inspector Gadget: Operation Mad Kestas
- Dexter's Laboratory: Robot Rampage
- SpongeBob SquarePants: Legend of the Lost Spatula
- Formula One 2000
- Tech Deck Skateboarding
- LEGO Island 2: The Brickster's Revenge
- Toy Story Adventures: Buster Saves the Day



HAPPINESS IS A SMASH ACE

After 50 years in the funny pages, Charles Schulz's beloved Peanuts gang debuts on Game Boy Color to deliver service with a smile on the tennis court. Infogrames' two-player Snoopy Tennis risses a racket, hitting hard with a high-strung, high-speed smashfest sooning the plucky beagle, Charlie Brown, Woodstock, Linus and eight other Peanuts granddames. The ping-ponging game play rages hotter than Lucy's temper—and—Good grief—the action can get pretty fast. It's enough to make you feel like a blockhead, but hang in there. If there's one thing Charlie Brown's shown, it's that winning is never easy.



BEAGLE BATTLE

Unlike Mario Tennis for GBC, Snoopy Tennis doesn't serve up a story-driven adventure mode. Instead, Infogrames' fast and furious tennis game emphasizes pure, speedster fun and arcade-style action. Normal Mode is the basic way to play.



Normal

The basic rules of tennis apply in Normal Mode. To serve the ball, toss it into the air by pressing A or B, then hit either A or B a second time. To return the ball, press A to slice it and travel in a low-flying path. If you tap B to hit the ball back, you'll lob the ball in a high-flying path. To dive after a shot, double-tap A or B.

GOOD GRIEF, NICE SERVE

Though Lucy loves to peek the football away from Charlie when he's about to kick it, she won't try to smash his tennis ball when he's about to serve or return it. Still, the Peanuts gang has a lot of sneaky tricks in store—especially in Special Mode.



Special

In Special Mode, random power-ups appear on the court. While keeping the ball in play, dash to a power-up and spin on things on the temporary boost of speed. Power Hitting or another quirky whackery that will help you measure distance in the court.



Power Up

By holding the P power-up, you'll temporarily tap the ball in mid-air. Use the downtime to get yourself into position.



Crazy Ball

If you collect the streak of three tennis balls, you'll cause the ball to change its flight path in unpredictable ways.



Happy Returns

With the smiley face, you'll temporarily double your rival's serve if she can't swing at the ball.



Reverse Direction

Avoid the green arrows. If you step on them, you'll reverse your controls and let it Wright and vice versa.



Power Hitting

To hit a smash, you'll need the lightning power-up. Spin it up to smash the ball with a boost of power.



Points Race

In Points Race Mode, you'll have one minute to rally and score as many points as you can. The task is nothing in pants: Just follow up your serve with a killer return. Serve the ball into the far corner, then return it out of your rival's reach by slicing it to the opposite corner.

The Peanuts Gallery

At first, only the eight characters pictured below are available. To compete against and unlock the four remaining players, you must play the game in Championship Mode.



Snoopy

Serve	----
Speed	----
Stroke	----
Volley	+



Franklin

Serve	-
Speed	-
Stroke	-
Volley	++



Charlie Brown

Serve	-
Speed	---
Stroke	---
Volley	-



Sally

Serve	----
Speed	----
Stroke	+
Volley	++



Lucy

Serve	++
Speed	-
Stroke	---
Volley	----



Peppermint Patty

Serve	-
Speed	---
Stroke	---
Volley	++



Linus

Serve	---
Speed	---
Stroke	-
Volley	----



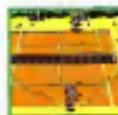
Schroeder

Serve	----
Speed	----
Stroke	+
Volley	----

Working for Peanuts



Depending on who you play as in Championship Mode, you'll unlock certain characters and events. Only by winning the Championship as Snoopy will you unlock all four Killers events and the secret characters: Mr. Blue, Mr. Potato, Forest and Woodstock.



Sudden Win

Putting the heat on, the Sudden Win scenario awards the match to the first player who can win by a spread of two games. Though a winner can emerge from Sudden Win after only a pair of games, it's more likely you'll be playing neck and neck in a marathon match.



Squash

Normal tennis rules apply in Squash Mode, except that you can bounce the ball off the sidewalls that have been added to the court. Rebounding the ball off a sidewall makes things totally unpredictable, so try to return as many hits onto it as will be possible.



Championship

While Normal, Squash, Points Race, Sudden Win and Squash are available to one or two players using the Game Link Cable, Championship Mode is a solo game only. The eight-match competition pits you against most of the Peanuts gang in wild locales like the Beach, Forest and Australia.



©1998 Disney

SEE SPOT RUN

If every dog has its day, then Disney's dalmatians have 102 of them in store in Activision's *Puppies to the Rescue*. Well, maybe the game won't keep you busy for 102 days in a row, but the side-scrolling puzzle-platformer is surely worth spending some time with. Inspired by the Disney film, *Puppies to the Rescue* unleashes Domino and Oddball in 17 stages filled with fetching graphics and Crayola's cutt-awesomeness. The nutty dog-slepper has locked up the pups' 100 brothers and sisters along with their mother and father, and it's up to you to sniff out the key hidden in each area and unlock the cages to free all 102 canines.



MOMENTS OF PAWS

You can take either Domino or Oddball for a walk through each level to sniff out the hidden key and free the captured dalmatians in the area. If you're a lucky dog and finish the game, you'll win two passwords that unlock a pair of hidden minigames.

Factory Floor

In this level, you must locate the key that unlocks the cages. Once you've found the key, you must approach every cage in the area to free the unshackled dalmatians. The number of cages you must free appears in the lower-right corner of the screen. Live 1 continues right.



Basement

The Basement is rigged with capacitors that create electrical surges. The electricity shoots between the spheres planted on the ceiling and floor, so carefully cross them while their charge has died down to avoid getting a shock.



Inside Machinery

Your bark is definitely worse than your bite, mouse! To eat enemies, if you hit the B button, you'll bark and all nearby enemies will temporarily freeze. Bark whenever you need to get past the robot guards, and work your way to the top-left corner where you'll find the key.



Cafeteria

The key floats in the top-left corner of the area, and you'll need to take a few elevators to reach it. Turn on deactivated elevators by flipping switches. The switch at the bottom of the Cafeteria—the second switch you'll come across—will activate the lift you'll need to ride.



The Bone Collector



Whenever an enemy touches you, you'll be stunned. You can be stunned for three in a row before you'll be incapacitated. One part of your Paw Meter will turn red each time you're stunned. To fix your Paw Meter, collect the Bear's bones in the level. A white bone will restore 10% of your meter, while a gold Super Bone will restore all of it.

Baddie Brothers

Horace and Jasper Backback are Level 5. One of the brothers holds the long and it's shoving the second brother you can't. During the rolling barrels that tumble through the warehouse, the baddies will each bop you by barking at him and spinning ten-five times.



Shipping Room

Cymbal-slapping meerkats will try to flatten you on your way to ban the pups locked in the Shipping Room. Escape their grasp and get a lift to the out-of-reach spot by going the handles once you've tripped their switch.

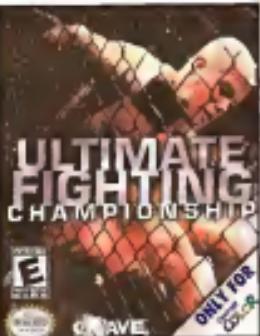


Garage

One brother has locked up eight deliveries in Level 7. To free them all, you'll need to ride an elevator that has been deactivated. To turn it on, head toward the roof where you'll find the clever switch. Flip it on by hitting B.



GAME BOY COLOR



CRUISIN' FOR A BRUISIN'

Never about costumes, flashy entrances or backstage politics, the Ultimate Fighting Championship is about pure fighting, and it's bad to the bone. The Savage pay-per-view spectacle mixes multiple styles of fighting and martial arts, including kickboxing and Greco-Roman wrestling. All fights break out in the Octagon, which allows for full 3-D movement in the UFC's ultimate sprawling ground. While it seems like it would be a bosh to be able to fight anywhere in the eight-sided ring, your freedom to roam also makes it difficult to land hits. Unless you're directly in line with your opponent, you'll be swinging at air. Fighting in the UFC is definitely a brutal experience.



©2000 Cross Entertainment Inc.

FIGHT CLUB

Whether you like wrestling holds, punching, kicking or a little bit of everything, you'll find the style you're looking for. UFC boasts eight of the sport's top contenders, including Pedro Rizzo and middleweight champ, Tim Ortiz.



CHUCK LIDDELL
RECKLESS
6'2" 199 LBS



EUGENE JACKSON
FREESTYLE
5'8" 195 LBS



JOHN WAYNE PARR
FREESTYLE
6'0" 199 LBS



TITO ORTIZ
SUBMISSION FIGHTING
6'2" 199 LBS



FRANK SHAMROCK
SUBMISSION FIGHTING
5'10" 192 LBS



JOHN GOODEN
WRESTLING
5'10" 252 LBS



GUY MEZGER
SUBMISSION FIGHTING
6'3" 199 LBS

NO HOLDS BARRED

Ultimate Fighting Championship Boxes its gaming muscle with four different ways to settle a fight. Though the game is for one player only, the tough CPU fighter will give you plenty of punishment regardless of the mode you choose to bruise in.

Training

Big John's Training Mode will help you get a feel for 3-D fighting. Move your cell phone when you're lined up with your opponent at just the right distance. Big John's a regular will make you to land a specific move ten times in thirty seconds before he'll let you try out the next move.



Vs.

If you don't want to get too black and blue, ease yourself into Vs. Mode. The single-fight mode allows you to choose your opponent. Try out Vs. Mode to see what type of thives work against which type of fighter.



Matchups

UFC features three difficulty levels. You can also change the skill level by pitting your trainer against a computer whose fighting style is the opposite of yours. The diverse fighting styles mix up the action, so you'll be able to bully a submission fighter with following moves as long as you don't step too close.



Tournament

In Tournament Mode, you must pound out victory after victory in the qualifying rounds until you reach the Championship. Use a variety of moves in rapid succession to knock your opponent against the shiny-link fence. If you can score a submission before five minutes link up, you'll win the match.



Survival

Survival Mode is a seven-round fight that pits you against all of the other Ultimate Fighting in the game. If you can make it through all seven without losing, you'll have the Survival Champion title in your hat.



©1998 Disney

A MATTER OF PRIDE

Inspired by settings and scenes from Disney's animated film, *The Lion King*, and its made-for-video sequel, *The Lion King II: Simba's Pride*, Activision's platformer puts you on a 2D-level journey to become king of the jungle. Playing as both a cub and an adult lion, you must scour the Pridelands for collectibles in sub-snail levels and flee from stampeding animals in top-view chases. Adding an even more variety, developer Tetus Games added four wild Timon and Pumbaa minigames, including a bug-catching romp and a natty rally. *Simba's Mighty Adventure* packs in four-heated action, and all of it makes for a rip-roaring time.



THE WATERHOLE

THE MANE EVENT

During the lion's share of the game, Simba explores the African veldt in search of collectibles. Stars are among the most important items, since every 100 you collect will help you maintain the Circle of Life by naming you an extra lion.



Pounce on Zazu

Animals will pounce on you if you walk in their—even if you're scared them off by pressing Start to roar. Attack animals by jumping on them. You also must pounce on Zazu to talk to him at the end of the level. He'll laugh when he's far from you. Pounce when he touches down.



The Waterhole

Crocodiles live in the streams you must cross. Use their all-stomping-thrusts to cross the water, and be sure to jump on them only after they've snapped their mouths shut. They'll hurt you if you're standing on them when they open wide.



Elephant Graveyard

Avoid becoming a permanent resident of the Elephant Graveyard by dodging the stampeding elephants. The logs you walk along are also dangerous, since large spikes stick out of them. Carefully jump over the holes in the logs to avoid getting buried by the encroaching logs.



Stampede

Level 4 is a chase level. Run toward the top of the screen dodging bushes and stampeding animals. Jump over the logs by hitting A, and follow the trail of Stars as you flee. If you pass certain, you won't be able to turn around to catch 'em, so avoid collisions to stay on track.



Simba Finds Nala

In Levels 1 through 4, you play as young Simba. Beginning with Level 5, you play as adult Simba. While you'll be stronger, the enemies you encounter will be tougher, too. Most enemies will require two punches to defeat. Hop onto the palm trees to land them down and find Nala.



Defeat Scar

In a battle that's heated by the roaring fire that's scorching the jungle, you must defeat the wily lion, Scar. The battle takes place on a sand island surrounded by fire. To defeat him, repeatedly claw at his face and he backs off the edge of the arena and falls into the flames below.



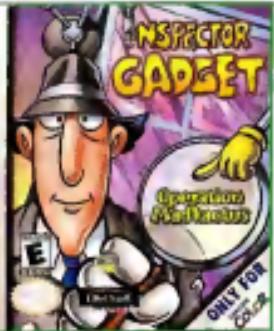
Save Kiara

In the second chase level, you must race past the stampeding crocodiles to save your daughter, Kiara. You swim through the water and over the light brown banks, but you can't cross the dark brown land masses. Collisions with crocs are tough to avoid, too, so make a mad dash for any hard-thrashing bugs you spot in your path.

Bonus Games



In addition to playing as Simba, you'll also play as Timon & Pumbaa. You can play their minigames separately, or you can embark on the main adventure by collecting the five Animal Trophies that are hidden in each level. If you find them, you'll have a chance to earn Stars by playing Pop, Shoot, Wag On!, Catch the Willyas and Rockin' Rock.



©2001 Ubi Soft Entertainment

Go, Go, GADGET!

Nearly 20 years after he set his telescoping, cybernetically enhanced legs in his cartoon TV series, Inspector Gadget is back on the case investigating Operacion Mad Kactus. Ubi Soft's platformer showcases the bumbling, bionic—and more than a few brainy—antics of the brain-blocked Sherlock and all his classic gizmos, like helicopter blades that pop out of his hair, sais that sprout on his feet when he slides down slopes and an inflatable trench coat that puffs up in water. He's been engineered with almost everything he'll need to crack the case. Too bad they couldn't give him a clue, too. But that's where the character-switching fun of playing as nice Penny and her dog Brain comes in.



DR. CLAW'S MAD PLAN

The evil Dr. Claw has been sensorizing customers of the suspicious Happy Kactus Company on Awoo-Iwoo Island. Substage his plan with the help of Gadget, Penny and Brain. Hit Select while standing on land to choose and change your characters.

The Beach



Exit Arrows

The red arrows point to the exit. Reach it by playing as all three characters. Only Gadget can use his special controls, like the Rubber Arrow. Brain is the expert at double jumping, and only Penny can zoom underground and back into computers. Use her to dive to the Rubber Arrow supply to the left of the start.



Life Bonus

Hidden in every level is one Life Bonus. The bugs are usually tricky to find and collect, and the bonus in World 1 is tucked far at the end of a tall, narrow tunnel. Brain is the only character who can squeeze into tight passages, so play as the dog to get your paws on the prize.

The Jungle



Floor Panels

Flashing white panels on the floor will activate secret air bubbles if you jump on them. Hop onto the floor panel in World 2 to summon a Life Bonus. The bug will appear high in the pipeworks above, so use Brain to double-jump to it.



Hidden Platforms

Flashing floor panels can also activate floating platforms at lifts. The platforms are often the only way to reach the exit, so make sure that you're jumping on every floor panel in the area.

Question Marks



Inspector Gadget can't think of what detective job there is he'd need seven helpful hints in his life. Dr. Claw's plan will tell you on the minutes leading to each level, while the question marks that dot the landscape will supply you with more specific tips. Jump and walk into a question mark to find out what you need to do next.

The Reservoirs



Accessing the Minigame

At Penny, dive into the pool and swim to the underwater computer with the glowing bookmark on its screen. By hitting it, you'll play the electrical current minigame. Before the time expires, pass the short circuit segments to connect the two electrodes. When you've bridged them together, hit Select.

The Plasma Heart

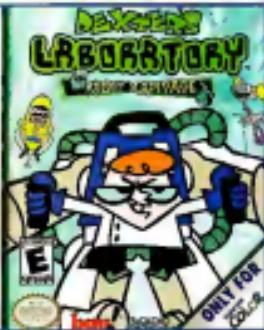


Helicopter Gadgetonus

In World 2-3, the water level rises to fill the tower. Jump from platform to platform toward the exit at the top of the tower before the flood overtakes you. Begin your escape as Brain, since he can jump the highest. Diving to the top of the floating floor panels to activate the elevators that'll help you make a quick getaway.



When you reach a Helicopter power-up, switch characters and play as Inspector Gadget. Fly up your Helicopter on the Character Select Menu, then soar as high as you can. When you're Helicopter power up spatters out, switch back to Brain and jump your way to the top until you find another Helicopter power-up.



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SMALL-FRY SCI-FI

As the Cartoon Network's resident boy genius, Dexxer uses about half his brain power tinkering with new inventions and the other half concocting ploys like his sister in Bay Area Multimedia's Robot Rampage. Dexxer isn't rolling with Dex Dex, instead he's harding agamemnuchival. Mandark, who's taken over Dexxer's secret lab and hidden the control codes that operate his megalide robots. As Dexxer, you must ride elevators and escalators securing the lab floor by floor. If the concept sounds familiar, it's because Taito licensed the rights to its '80s arcade classic, Elevator Action, and BAM! has turned the fave into a smart, fun thriller perfectly suited for a goofy bratwie like Dexxer.



I have programmed
Dexxer to destroy your lab.

ELEVATOR ACTION

It's had enough that Dexxer must keep his high-tech lab a secret from his parents. Keeping it safe from Mandark is even tougher. At least Dexxer can pass the day looking smugly dressed in one of two robotcostumes or his usual lab getup.



Stage 1 - Collect Codes

This takes you need to collect are hidden behind some of the red doors. You can ride inside or on top of an elevator (just don't ride to the ceiling to reach the different floors). You can also jump down an elevator shaft. You'll find a key if you fall more than two floors.



Stage 2 - Collect Codes

The number of codes you must collect appear in the center of your status bar at the top of the screen. If you reach the end of the level before finding all of the codes, you'll teleport to the door that conceals the code.



Stage 3 - Collect Keys

In Stage 3, you must pocket the hidden keys. Like the codes, they're hidden behind the red doors marked with a picture of a lock. Explore the entire area by riding the escalators. To board one, stand on the white stripe on the floor at the foot of it, then press the Control Pad in the direction you want to go.



Along the way, you'll also pass by an elevator marked with picture of a robot. Behind those doors are weapons. Enter the doors you board an escalator—by standing on the white line stripe painted at the foot of it. Behind the door, you'll receive a healthkit or a random weapon, like a new blaster or berpis.

Red Warp Chutes



Booms rooms are completely sealed off from the rest of Dexxer's laboratory. To reach the enclosed areas, you must hop into a red chute. The chutes will transport you to other chutes, and they're usually your ticket to Robot Rampage's more elusive items and gear.



Stage 4 - Collect Discs

Dark or jump to avoid a robot's attack. Robots will pop out of the blue doors and follow you down the halls. They'll often hitch a ride on an elevator or escalator, so shake out the elevator shaft or stairwells to ambush them.



When you're in an elevator, you can control where it goes by pressing Up or Down on the Control Pad. You can also jump or shoot across an empty elevator shaft to attack mechanical monstrosities that are stationed on the floor side.



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SOAKING IT ALL IN

Outfitted with nearly pressed trousers and a hopelessly optimistic outlook, SpongeBob SquarePants stumbles through life happily finding that things are always looking up. Maybe the sea sponge isn't as clueless as he seems—his hunkily-dory Nickelodeon cartoon continues to make a big splash, and THQ has mapped him up to be the next GBC hero. In Legend of the Lost Spatula, SpongeBob abducts news that the legendary Golden Spatula is supposedly hidden somewhere on the ocean floor. The proud spatula will surely earn him his dream job of master fry cook, and venturing past marine meemies should be no problem. You just have to remember who's wearing the pants in this game.



UNDER THE SEA

Flooded with gallons of goodness, Spangellyfish and other sea creatures patrol the water. You can't see them when they're swimming overhead, so be careful when jumping between platforms above. Before hopping to a higher level, make a quick jump up to spot out the ones above.



Knapazio Jungle

Spangellyfish and other sea creatures patrol the water. You can't see them when they're swimming overhead, so be careful when jumping between platforms above. Before hopping to a higher level, make a quick jump up to spot out the ones above.



The Carnival

Like in earnest, SpongeBob's time at the Carnival sends the square clamming around in high flying seats of cheering and the upper reaches of the area by bountiful of sprightly sea creatures and landing on flying time in the left corner of the area, you'll find a chest containing pearls.



The Undersea Desert

Since he's hairy, SpongeBob can scratch himself to quick out of danger. In the Undersea Desert, red snapping mantis are eaten by your host. Squat out of danger and model a close shave by pressing Down on the Control Pad when danger swoops by.



Jellyfish Fields

To leave the surface, bounce off the spring sea anemone located between the broken chest pieces. Three jellyfish swim in the regions above, be ready to swim sideways if your descent is sending you belly into the path of danger.

Treasure Chests



The ocean floor is littered with sunken treasures. If you find a chest, walk up to it and press Up on the Control Pad to check out the booty. Most chests contain one pearl, some even contain a pair of pearls to replace the ones that the unscrupulous mermaid might have snatched off you.



Recover the Hat

In every world, SpongeBob has a set of goals to accomplish. To 60% in your objectives, press Select. Finding certain items is the basis of your goals, as you'll have to do some swooping to find target items, like the hat you must recover.



Get the Jelly

Conversing with the marine life will clue you in to the whereabouts of your goals. When you're standing next to a friendly character, he or she might talk valuable information—like where to get the jelly—if you press Up on the Control Pad to speak.



Find the Sharks

Never shoot anirical ruthlessness, Legend of the Lost Spatula captures the spirit and humor of the cartoon with its exasperating and goals such as finding a pair of shorts. Hit the sheets and check out the marine life on the block to find the Skivvies.



Find Four Oven Knives

You never know what surprises lie in the colonies. Spangellyfish might be a little fatigued, so maybe it's a good idea that someone decided to hide the knives in the whirlpool regions to take shortcuts on your searches for items like the four oven knives and anchors.

GAME BOY COLOR

FORMULA ONE 2000

OFFICIALLY LICENSED PRODUCT



ONLY FOR
COLOR

©1998 Midway Interactive

ROAD TRIP

You can drive a manual or automatic transmission. While an automatic is easier to drive, a stick will give you greater control around corners since you can downshift. Take a few spins using both setups to see what suits you.



Quick Race

If you don't want to waste a second tailoring your need for speed, pull into the Quick Race. The single race mode allows you to compete in the race of your choice with minimal setup.

Championship



Practice

In Championship Mode, you'll race in the F-formula that takes you to the international raceways. For each stop on the circuit, you can get a feel for the course without competing for rank by racing around in a Practice Race.



Qualifying

The first important race of Championship Mode is the Qualifying Race. How well you perform determines your starting position on the course when you race in the Grand Prix.



Grand Prix

If you've won the Qualifying Race, you'll start in the pole position. If you finished behind someone, you'll start somewhere else in the pack of 22 racers. Playing catch-up, though, isn't very hard if you can master overtaking rivals on outside corners.

START YOUR ENGINES

Officially licensed to drive with F-1 tracks, cars and drivers, Formula One 2000 burns rubber all over the globe, taking you to Monaco, Montreal, Indianapolis and other pit stops on the worldwide racing circuit. Take a day at the races rolls out the sun game play, allowing you to go under the hood to adjust your car to your liking. In the garage, you can adjust your ride's gear ratio, tires and fuel capacity. On the road, you must deal with real drivers, weather conditions and twists and turns that could send your car into a spin. Aimed to please F-1 fans, Formula One 2000 provides a user-friendly ride that even casual race fans can enjoy.



Circuits

France - Magny-Cours



After familiarizing yourself with a course by rolling through a few Practice Races, go to Car Setup and tweak your vehicle so it can handle the conditions. In the French course, you'll have hilly turns to conquer, so use shift gears.

Japan - Suzuka

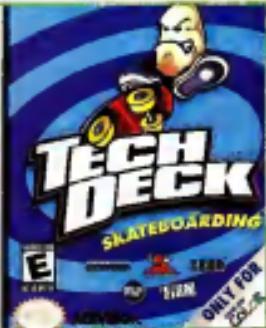


Experiment with your car's front and rear wings. Lower your wings to maximize your speed for courses that have plenty of straightaways and only a few tight turns. If you need a little more braking power, raise your wings.

Monaco - Monte Carlo



Your car's gear ratio affects your acceleration. The shorter your gear ratio is, the faster you'll be able to accelerate and the longer it'll take for your brakes to respond. Optimize your gear ratio if braking power and control are more important than recovering from a slow down.



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CAN YOU DIGIT?

All fingers on deck! Tech Deck is the premier fingerboard manufacturer that brings single-handed miniaturized skateboarding and popularized it into a stunt-based sport of manual dexterity, and Activision has brought the pocket-sized revolution to Game Boy Color. Tech Deck's hot toys boast real, licensed designs, and Tech Deck Skateboarding for GBC wheels out 60 decks done up with wicked designs that you must unlock by snagging all of the skateboards planted in the course. Stunting out tricks will extend your time limit, so you'll be able to have handfuls of fun riding the ramps.



FINGER TRICKIN' GOOD

The big names in skateboarding, like Birdhouse, have courses dedicated to them, and you can roll through the courses in a freestyle trick mode or in one of the timed skateboard collecting modes.



Free Play

If bunting out tricks is what you're after, you'll like the Free Play Mode. All courses are available for use to explore, and there's no time limit, so you'll be free to figure out the button combos that achieve the stunts



The Firm

The game's main mode of play takes you from course to course in search of the hidden decks. The Firm gives you 30 seconds to find each board. The map of the course that appears before the round will display the deck locations.



Zero

Many of the decks you must collect float high above the half-pipes. To grab them, start your run so you'll roll over the board's shadow. When you catch on, your flight path will take you straight to the Tech Deck.



Flip

The time you have to collect decks decreases course by course. By the time you reach the Flip course, you'll have only 30 seconds to gather the boards. Use the ramps, rails, and ledges in the area to pull off tricks that'll earn you extra seconds.

Unlock Tech Decks



In each course, you'll complete 10 runs. Each run will earn more tokens for you to collect. If you can grab all of the boards listed before the time limit expires, you'll unlock one of the 10 secret Tech Decks, based on an actual board design.

Birdhouse



On the Birdhouse course, fly high off the ramp and grab the ride to extend your time to the maximum of 60 seconds. You'll earn a time bonus for every second it takes to land, so keep the finger motion fast.

Toy Machine



Playing around in the Toy Machine course is for the kids at play. The toy-themed park features a variety of ramps and plenty of jumps. Use them to build enough speed to collect the decks that float high in the air.



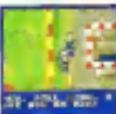
©1998 LEGO Ideas

BRICKSTER'S ESCAPE

Delivering pizzas is far from an exciting job, but it takes a climactic turn when Pepper is sent to deliver a pizza to the Brickster in prison. Always a slippery one, Brickster pulls a fast one and breaks out of his cell.

On the Loose

With pizza in hand, head north across the docks to reach the Brickster's prison cell and deliver his food. After he escapes, head west from the prison to the beach, then go south where Nick Brick will capture you and order you to pursue this escaped convict.



Road Block

Stay close on the Brickster's tail, you must talk to the innkeepers and help them out. At the road block, Bill Ding tells you he needs a pizza. Visit the gas station below for a pizza from Nelly Stevens, then give it to Bill. When he has the tool, he'll be able to open the road that the Brickster took to escape.



Banger Below

Beneath the surface of the island are dungeons. You can stumble into the mess by falling into a hole that will open up at key points during your adventure. Activate switches in the proper order and find keys in treasure chests to open the locked doors and confront new enemies.

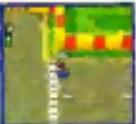


Voyage to Adventure Island

The Brickster managed to escape in a helicopter, and you must follow him to the next island. You don't have a way to fly there, so grab water instead and hop in the raft that's waiting for you at the docks in the south end of town.

BUILDING BLOCK PARTY

While puzzle games have been the foundation of previous LEGO Game Boy games, LEGO Media's latest Pak is an all-out adventure. LEGO Island 2: The Brickster's Revenge continues the jaded's story that first unfolded as a PC game. In the GBC sequel, Brickster manages to escape his cell, and a newly depurated pizza delivery boy must track him down. The building blocks of adventure games—chasing up townspeople, recovering lost items for folks, wandering through dungeons and solving puzzles to unlock doors—make up the bulk of the game play, and the simplicity and fun toy world atmosphere make it the perfect outing for beginning explorers.



Fled Johnny

As a delivery boy, Pepper learned to find remote locations. As a deputy, Pepper will have to use those skills to hunt down running people and objects that will help him get one step closer to finding the elusive Brickster.



In the Jungle

The Brickster loves to trust Pepper. As long as you're receiving messages from the escapee, you'll know you're on the right track—unless you've travelled somewhere as far and exotic as the Jungle.



King's Castle

Like the LEGO boys, LEGO Island 2 features a long universe of storybook environments. At the King's Castle, Pepper will enjoy a medieval world where he must prove that chivalry is alive and well.



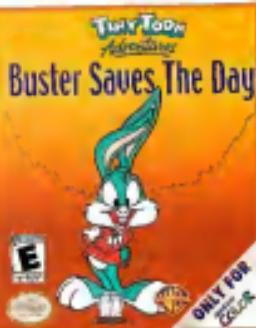
Castle Maze

A man of action, Pepper must fend off enemies on his pizza-bouncing blaster, the pizza Chuckie. He'll also have to rely on his brains, too, since LEGO Island 2: The Brickster's Revenge adds puzzle elements, like the Castle Maze, to the adventure.



Trading Cards

Hidden throughout the worlds you explore are virtual trading cards that feature depictions of the various LEGO characters. Grab the cards you find on your travels to complete a full deck of 96. The cards you find are random, so you might collect multiples of the same card. With the GBC's infrared port, you can trade cards with a friend who also has this game.



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TINY TOON, BIG ACTION

With his friends captured by Montana Max, Buster Bunny must use the day and free his fellow Tiny Toons from Acme Acres' richest and meanest kid on the block. Conspiracy Entertainment's arcade-style rabbit romp, *Tiny Toon Adventures: Buster Saves the Day*, sends the rabbit on a rescue mission spanning 40 levels of enemy-peeling action. From the classrooms to Max's mansion, Buster must shoot ricocheting fireballs at bouncing baddies and capture them before they defeat. The pinballing action sounds simple, but the multi-level arenas and wacky power-ups will keep your hare hopped and the fun level fast and frantic.



BUSTER, MOVES

Each of the game's levels is set in a different location, and all 20 of them contain four stages each. To clear a stage, you must use your sole weapon, Buster's fireball, to put all of the enemies on ice so you can safely capture them.



Racket Shot

Buster can jump up and pass through walls and floor to reach another platform, but he can't jump down or sideways to pass through a wall or floor. Even if you can't get close to an enemy, you can still blast it by using a racket shot. Buster's fireball will bounce off the walls.



Deep Freeze

It takes a few seconds before your frozen enemies can move, but they'll start to flash when they're thawing out. Make sure enemies can't find you during your pulse by freezing as many enemies in the area as you can.



Snatch Them Up

After you've frozen an enemy, run up to it and collect it. If you're not fast enough, it will de-frost and start bouncing around the area. To prevent the deep freeze or transform moving targets into rolling clocks, rob the clock (power-up) that temporarily stops time.



The Black Hole

If a black hole appears in the area, it will spit out more enemies for you to freeze and pick up. Stay clear of the black hole, since it's difficult to predict when and where it will spit out enemies. Usually, it will launch the enemies directly at you.

Spaceships



Always pull the spaceships that hover around the land. When you pull one, it will give you a helpful power-up, like a trap or shakers that give you suspended and allow you to run across small gaps. The power-ups disappear if you don't collect them swiftly, so be quick like the bunnies you are.



Super Buster

The space ship turns into random power-ups, and one of the best ones you can get is the Super Buster, which will render you temporarily invincible. The Super Buster's shielding power-up is perfect for high-risk crossings like enemies trapping charged guitars or on short platforms.



Returning Fire

Some enemies fire back at you, so be light on your feet and ready to hop out of the way. Stay out of the range of projectile launching enemies and fire a trademark hooded shot shot that you launch from a safe distance.



Robo-Taz

In the final stage, Max's Robo-Taz looks like it's part of the background scenery, but it's actually the enemy that you must attack. Dodge the fireballs it spits out and pull its eye, nose and mouth region with your fireballs until the health meter at the bottom of the screen empties out.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES **MARCH 2001**



POKÉMON STADIUM 2

Gold and Silver gladiators go to battle.

The desire to be a Master Trainer continues, and *Pokémon Stadium 2* delivers everything a *Pokéfan* would want to see in a sequel. With tougher battles, better-looking graphics and a stadium full of extras, *Pokémon Stadium 2* is a pro's game that's tilted in favor of *Pokémon* soldiers who play using the Transfer Pak (players can upload their personally trained characters from *Pokémon Gold*, *Silver*, *Red*, *Blue* and *Yellow*). If you opt to play using the gench-trained Rental *Pokémon*, good luck, because they've already been trained at a disadvantage to add an extra challenge.

New attacks, new *Pokémon* and new strategies enter the stadium, along with the gench exhaustive library of reference materials (every *Pokémon* chart

you'll ever need for all versions of the game are included). If all that doesn't keep you busy, you'll likely spend the rest of your time playing the 12 new minigames. Similar to *Mario Party*, the game lets you compete in the arcade-style games—like an Egg-catching competition and the Furret volleyball match—to win coins, and Stadium 2 allows you to transfer your winnings to *Gold* or *Silver*'s *Pokémon Game Corner*.

COMMENTS: **Oliver**—The search option in the new Pokédex makes getting a team together much easier. **Scout**—Everything has been stepped up a notch in the second Stadium game—better graphics, more options and the inclusion of *Gold* and *Silver* *Pokémon*. For anyone who loves *Pokémon Stadium 2* is a must-have. **Jenni**—If you think that *Pokémon* games are easy, this will change your mind. Professor Oak himself would have a tough time defeating the talented Trainers in Stadium 2.



• *Mario Kart 64* (WiiWare)

• 5 to 6 people simultaneously

• *Master Professor Mode* for use with *Pokémon Gold*, *Silver*, *Red*, *Blue* or *Yellow*

• 12 minigames

• **WII** ★★★★

• **GENII** ★★★★

• **JENN** ★★★★

• **BLUSH** ★★★★

• **ROBIE** ★★★★

• **STRENGTH** ★★★★★

• **VIDEOPAW** ★★★★★





ALDYN CHRONICLES: THE FIRST MAGE

3

THQ unravels an adventure of epic proportion.

Tested by THQ as the "first true RPG for the N64," Aldyn Chronicles: The First Mage mixes 3-D adventuring with spell casting, experience building and turn-based fighting. Since the fights break out in 3-D, you'll be able to move (within a zone of varying size depending on your character's ability) into a more strategic offensive or defensive position. Success in battle will help you hone your characters' unique skills, and your four party members will be able to improve and bolster them with the new abilities that they can learn from masters they meet along the way.

Your journey sprawls over whooping—but graphically underwhelming—scens of medieval settings. THQ's adventure is ambitious in size and vision, and

if you're a dedicated gamer willing to stick with a slowly unfolding story, you'll find a many adventure that vibrantly fills the RPG void.

COMMENTS: **Jessie**—Too many of the characters talk like fads. **Drew**—RPG fans will lap this stuff up like unicorns tears from an aerk fearing gobbler. On the other hand, the clunky fighting system will make you long for a pair of dice and some graph paper. **Chris**—This game is worth more time than most gamers are going to give it. **Alan**—Experienced RPGers who can get past the first extremely painful hour or so will be pleasantly surprised by the depth and playability of Aldyn. This game is huge in size and hours of game play, but it has serious failings like the lack of a decent mapping system, the inability to select members of your party (the game chooses who leaves when a new member joins), angular graphics and unhelpful/unconvincing spells.

**THQ/256 Megahertz**

- 3D graphics
- creature-type combat
- turn-based RPG
- 4 to 10 characters playable at a time

**TEEN****Age 13 and up**

DISNEY'S THE LION KING: SIMBA'S MIGHTY ADVENTURE

4 1/2

Activision takes you to where the wild things are.

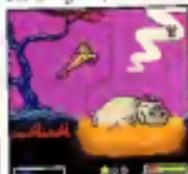
In a jungle of carefree GBC platformers, Activision's expedition emerges as one of the king's. Sure to be a source of pride for developer Tropos Games, Simba's Mighty Adventure runs with solid fun and tricky growling. The game features characters from both Disney's *The Lion King* and its made-for-video sequel, *Simba's Pride*, and you'll set out to tame the wild in search of collectibles as either young or adult Simba. While it may sound like another cookie-cutter platformer, *Simba's Mighty Adventure* does a bang-up job with the familiar GBC genre, revivifying it with moody laid-out levels and game play that actually rewards you for gathering up collectibles. Bonus Timon and Pumbaa maneges, like their unis or bug-catching

game, become available if you can claw your way to all five Aeroid! Pieces hidden in a level. Other side extras include a two-player Game Link Tag Mode.

Simba's Mighty Adventure does falter at times in the play control department, since hopping onto trees requires you to posture onto the exact right spot. Aside from the game's occasional lack of feline prowess, it consistently delivers worthwhile thrills across all 10 levels of side-scrolling fun and bulldog-like chases.

COMMENTS: **Jessie**—The *Lion King* succeeds where other similar-minded platform games for GBC

fall. It's a good-looking, engaging, light-hearted romp and nothing fails forced or out of place. Everything about the game works perfectly with the story line, epic and atmosphere of the movies that inspired it. **Jason**—Simba's adventure is tragically hard to put down. The varied levels, peppy maneges and great papaya make for a satisfying stay in the jungle.

**Activision/Billboard**

- 2D platforming
- 3D environments
- GBC console
- Game Link connection
- 10 levels, 4 variations

**EVERYONE****Age 10 and up****EVERYONE****Age 10 and up**



SNOOPY TENNIS

You play a good game, Charlie Brown.

If Mario Tennis for GBC is Venus Williams, then Snoopy Tennis is Serena, because Infogrames' excellent grand slammer is as close as any real can get to matching its near-perfect game. The sultry action in Snoopy Tennis is that good, and the ultra-realistic sound effects, lovable characters and game variations (like Squash, which allows you to ricochet the ball off the sidewalls, and a mode that plays power-ups onto the court) round out a great package worth netting.

While it lacks the RPG and explore-and-adventure aspects that Mario Tennis put on the sport, Snoopy Tennis serves up equally hard-hitting tennis intensity that some would even argue is superior to



GAME BOY



Mario's. The controls are as smooth as Snoopy himself, and you'll need them to beat Charlie Brown, Lucy, Linus and the rest of the Peanuts characters who can play an all-out mean game. Sadly, Snoopy Tennis will likely be overshadowed by Mario Tennis, and most gamers will want only one tennis game. Snoopy Tennis is the perfect argument for getting two.

COMMENTS: *Andy*—It can't match the depth of Mario Tennis, but it's a fun game with solid sound effects and a polished finish. *Scott*—It's fun to see the Peanuts characters in a game, but why tennis? I'd much rather have a dogfight with Snoopy piloting his Switch Canine against the Red Baron. Are you listening, Infogrames? *Drew*—Snoopy Tennis would be a good game even if the players were stick figures, but the presence of the beloved Peanuts characters gives a boost to the fun factor. *Chris*—I can see people enjoying this more than Mario Tennis—it's more challenging, and the various modes are more creative.



MAGI-NATION

Only in your dreams can your Magi-Nation run this wild.

A collect-em-all RPG, Magi-Nation is an enchanting quest fashioned for teen gamers. Magi-Nation follows slacker hero Tony Jones into a fantasy world where his search for Deman Creatures soon turns nightmarish—and not just because he bears a frightening resemblance to a Backstreet Boy. Strange and evil creatures lurk everywhere in the lush and beautifully illustrated worlds, and Tony must summon the creatures he's captured to battle them. Magi-Nation is firmly rooted in fantasy gaming and card dueling (Magi-Nation decks are already mouthable), and the unique card battle system that allows you to draw different creatures one at a time for battle will make this suspiciously debut from



GAME BOY



Interactive imagination is a trait and appealing choice for older RPG fans and card game veterans.

COMMENTS: *Scott*—RPG players will enjoy the richness of the environments and the depth of the new world and its characters. It's not just a Pokéman rip-off; I can't wait for another installment. *Alas*—Beautiful. It's a ton of fun, extremely challenging and filled with secrets. It's the best RPG I've ever played on GBC. *Drew*—Magi-Nation is an RPG with a streetwise edge. Dude, you'll be shocked when you see its sweet graphics, but you may like suddenly realize that there's nothing new behind all the design and attitude. It's a decent game, though. *Jeffrey*—Aside from the great use of color, the game looks and plays pretty much any other quest and RPG on GBC, while lacking the unfocused charm of, say, Harvest Moon. *Oliver*—This is for those who think Pokémania is too easy. I enjoyed the humor and secrets I found throughout the game.



GAME BOY



• Infogrames/Infogames

• 1 to 2 players simultaneous

• GBC exclusive

• Game Link compatible

• 12 characters

AWAY

CORE

INN

ALL

RETI

EVERYONE



GAME BOY



• Infogrames/Infogames

• Infogames

• 1 to 2 players simultaneous

• 1 player

• GBC exclusive

• Over 80 creatures

AWAY

RETI

INN

ALL

RETI

EVERYONE





MICKEY'S SPEEDWAY USA

Hang on to your mouse ears—it's gonna be a gooty ride.

While it's supposed to be the counterpart to Mickey's Speedway USA for the N64, the GBC version of the game plays and feels more like a sequel to Rare's previous Disney driving game—Mickey's Racing Adventure for GBC.

Focusing on the N64 racer's power-ups and lengthy, snaking tracks, MSUSA for GBC works like a well-oiled machine thanks to its MBA mechanics. The action appears as a three-quarter view rather than a behind-the-car view, and being able to see your relative position to rival drivers and upcoming bends helps you gauge when and where you should activate the wacky power-ups you've snagged along the way. It would've been nice to be able to explore



certain areas on foot and play mini-games to unlock courses like you could do in Racing Adventure, but Speedway USA is purely about driving. Its trickier tracks help make up for the sorely missed features, while the pictures you can print, e-mail messages you can exchange via the GBC's infrared port and N64 secrets you can unlock with the Trainer Pak make Mickey's latest road trip an E-dictor ride.

COMMENTS: Chris—Rare released a similar Mickey game over a year ago that beat the right, red sheets off this one. This has weak play control, which translates quickly into frustration. George—

It's fun, fresh and challenging with some pretty cool options, like a driving school that challenges you to complete a series of timed driving tests. Oliver—It has hints of RC Pro-Am (also from Rare) and offers more than your typical GBC racing game. Andy—I miss the extra bonuses that were found in Mickey's Racing Adventure, but the actual races are more exciting in this game.

3 1/2

GAME BOY COLOR

- Headbanging Mickey
- 7 or 24 tracks
- Infrared port
- GBC exclusive
- Trainer Pak, GBC Printer compatible

ART	★★★★★
GRAPH	★★★
GAME	★★★★★
ALL	★★★★★
EASE	★★★★★



SCOOBY-DOO! CLASSIC CREEP CAPERS

Zoinks! Like, it's as good as a Scooby Snack.

Successfully presenting everything that the N64 version of the Classic Creep Capers set out to do, Scooby-Doo! for GBC provides a madcap mystery starring the Cartoon Network's goofiest sleuths. Investigating a whodunit as Shaggy (accompanied by Scooby), Velma, Fred or Daphne, you must wander from scene to scene in search of clues and ghost-busting items. Each of the characters is restricted to entering certain parts of the haunted manor and laboratory, so you must alternate characters and mix and match items to solve the caper. Devoid of jumping and running, the game's setup cleverly mimics the show in a fun format for players, and everything about it is charming—

using a sponge to repair a broken stool makes for far-out Scooby fun, and stumbling upon a cameo by fellow He-Man/Barthom fave, Speed Buggie, will have you shouting "jinkies!"

Aside from the jewel robbery the Scooby gang's investigating, the only crime in THQ's game is that it's noticeably absent. Like a Scooby Snack, the game leaves you wanting more, and, hopefully, THQ will rectify with a multi-caper sequel.



COMMENTS: Andy—All the appeal of the N64 version, with none of the play control problems. Alan—it's reminiscent of Maniac Mansion in game play, style and feel. Oliver—it's like playing an episode of Scooby-Doo. It's too short, though—I wanted more mysteries to solve. Jim—Slow, Boring. Too much editing—thence "reading" games. Chris—This is one of the better Game Boy games I've played in a while. The puzzles are challenging, and the screen text is great. I hope that more of this genre is seen in the future.

3 1/2

GAME BOY COLOR

- Mystery Mania!
- 1 player
- GBC exclusive
- 4 playable characters

ART	★★★★★
GRAPH	★★★★★
GAME	★★★★★
ALL	★★★★★
EASE	★★★★★





TECH DECK SKATEBOARDING

Activision lets your fingers do the riding.

It seems like a strange idea: using your fingers to zoom around on a pocket-sized skateboard, doing out-plies and other tricks off miniature halfpipes. If fingerboarding sounds funny, it's even goofier than the footing of a klipkater when it's converted into a GBC game. In Activision's fingerboarding game, licensed by Tech Deck—the foremost producer of the heady toys—you play as a disembodied fingerbit. Really. When it's a video game, skateboard freestyle seems whether it's a finger or person doing the riding, so most of the middle-fingered appeal of the tiny sport is lost in Tech Deck Skateboarding. Besides, Tech Deck is no Tony Hawk's Pro Skater 2.



GAME BOY COLOR



ACTIVISION'S MIGHTY

- 1-4 PLAYERS
- GBC EXCLUSIVE
- \$39.99
- 60 Tech Decks

AMY
CHRIS
JASON
ANDY
DREW

EVERYONE
E
COMPUTER
PC/MAC/PS2/PS3

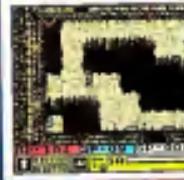
COMMENTS: **Chris**—The play control is inaccurate and unresponsive. The game itself is incredibly boring. The only thing keeping this game alive is the idea of a finger riding around on a three-inch skateboard. That's funny. **Andy**—The play control is awkward, and, apparently, the designers don't know the difference between a Show It and a Head Flip. Compared to Pro Skater 2, this game falls way short of par.



WARRIORS OF MIGHT AND MAGIC

It might not be so magical after all.

Though the Might and Magic series has traditionally been a real-time strategy/role-playing game, 3DO has reworked Warriors into an action-adventure for the GBC. The end result is a slapdash adventure in the vein of Lirik's Awakening or a swordfight on the run like old-school Gauntlet, but it lacks the personality, seal and meaty fun these types of sword-and-sorcery games usually offer. If you square really hard, you'll be able to see that your character is a warrior whom you must arm with a sword, bow, spell or other weapon to battle enemies roaming the dungeons. In reality, your biggest enemy is the sensitive play control, which makes it all too easy to fall off ledges (and you'll have to



GAME BOY COLOR



- 1-4 PLAYERS
- 1-4 STAGES
- GBC EXCLUSIVE

AMY
CHRIS
JASON
ANDY
DREW

EVERYONE
E
COMPUTER
PC/MAC/PS2/PS3
Animated violence.

restart the entire level). If you do make it across those churning gaps, you'll eventually find that the battles can be fast, fury-bred and possibly embarrassing.

COMMENTS: **Sonja**—This game seems unfinished. The game play is very linear and is neither difficult nor interesting. **Sonja**—I enjoyed the races, traps, enemies, weapons and bosses. Even the music seemed adventurous. On the flip side, your purchasing power is weak and the magic could have been more varied. **Drew**—It's a relatively bland swords-and-spells adventure. **George**—Where this game goes so terribly wrong is in its execution. The hit detection is downright bad, making much of the jumping and fighting portions frustrating. **Chris**—With inaccurate weapons and difficult jumping, this game is simply no fun. **Andy**—Even though there's practically no margin for error, this game has a nostalgic charm that reminds me of gaming's good ol' days.

ALSO PLAYING THIS MONTH

INSPECTOR GADGET: OPERATION BAD KACTUS

- GBA, GBA SP, NDS
- 1 player
- GBC exclusive
- Infected prod capability



Blow-dian the '80s cartoon detective, who lost a bionic gene for almost every action, like Gadget's mind-expander, has you playing as Gadget, Penny or Brain to thwart Dr. Claw's latest scheme. Each character has unique abilities perfect for certain jobs, like a Helicopter Hat that can fly you out of a quickly closing room. If you're looking for a fast-and-sloppy—not frustratingly challenging and difficult—platformer, go with G-B, since he's built up Operation Mind Kactus.



4

DISNEY'S 102 DALMATIANS: PUPPIES TO THE RESCUE

- DS, GBA, GBA SP
- 1 player
- GBC exclusive
- Infected prod capability



In yet another instant Disney platformer from Activision, 102 Dalmatians provides 17 levels of spotted doggy fun that's even spottier. Considered by pulling and clawing, Puppies to the Rescue has you playing as Disney's Dodger II in search of the level's key that can free your fellow canines Cruella has caged. While the memory and color-matching challenges you'll face by finishing the game are far from being beaten to the bone, the fast and slightly歪曲的 puppy rescue is a hoot.



3½

DEXTER'S LABORATORY: ROBOT RAMPAGE

- GBA, GBC
- 1 player
- GBC exclusive



If having the same "Elevator Action" can give you fond arcade memories for you, then you won't want to give the short GBAW's remake of the splitting GBA classic. As the Cartoon Network's Dexter, you must ride elevators and scale stairs from floor to floor in your lab to beat and brain-fry Dexter's rampaging robots. Like GBAW's 80s Rock remake of Frontline, Robot Rampage is a nice repackaging of a vintage, cult game. It may not be genius like Dexter, but it's pure, simple fun.



3

SPONGEBOB SQUAREPANTS: LEGEND OF THE LOST SPATULA

- GBA, GBA SP
- 1 player
- GBC exclusive



This adventure starring the缝纫-pants-and-skin-orange-as-as-goofy-as-SpongeBob McSquarepants on screen, but it's not as fun. To its credit, the game is long and filled with varied objectives that most platformer-style games don't feature. Where the sponge ends like a stone is that the levels should've been tightened up a tad so that the hopping and ducking action wasn't so god-awful and cumbersome. It's no toller-outer rate, but Legend of the Lost Spatula is just silly enough that it can be fun.



2½

TINY TOON ADVENTURES: WUSTER SAVES THE DAY

- GBA, GBA SP
- 1 player
- GBC, GBA



Saving the day as Buster Bunny, you must pelt bouncing bodies with your ricochet-ing frisbees so you can safely capture them. Conspiracy Entertainment deserves kudos for transforming a cartoon character into something other than a top-down top-down platformer. Buster Saves the Day is an original arcade-style concept, but come up with a better title this year—\$10.99 is way too much for a game that's barely fun. If nothing else, it's a decent diversion for beginners and big Tiny Toons fans.



2½

KEY



★★★★★ Critical Hit

★★★★ Good

★ Mediocre

★★★★★ Superb!

★★★★ So-so

● Excellent

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assign one of the following ratings to reflect the appropriate age group for the game. To contact the ESRB, call 1-800-877-3774.



Early Childhood



Everyone



Teen (13+)



Mature (17+)



Rating Pending

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.

ALIVE:



AWFUL:



DIRTY:



FRESH:



DIRTY:



DIRTY:



DIRTY:



ALIVE:



DIRTY:



DIRTY:



DIRTY:



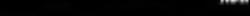
DIRTY:



DIRTY:



DIRTY:



GAME BOY ADVANCE



Which isn't round and selling
around the world for a cause?
With my business partners
and I, I'm going to bring in
through all my clients you play
with your Geek. Buy.

**NINTENDO POWER
BACK ISSUES**

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Figure 10.10: *Darkness at Noon* (1946) and *White Heat* (1948). The former, directed by Mervyn LeRoy, stars Marlene Dietrich as Tom, the widow of a dead gangster, who becomes involved with a gang of Communists, while the latter, directed by Raoul Walsh, stars Marlene Dietrich as Tom, the widow of a dead gangster, who becomes involved with a gang of Communists.



PLUS!

- POKÉMON STADIUM 2, PART 2
- THE LEGEND OF ZELDA: ORACLE OF AGES PREVIEW
- MACH TOWER, PART 2
- TOY STORY 2: THE VIDEO GAME
- LURIA: PREVIEW
- MILES DE HAZARD: TRADING FOR HOME

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Wolfe, M. (1997). *Women, men, and the family*. New York: Basic Books.

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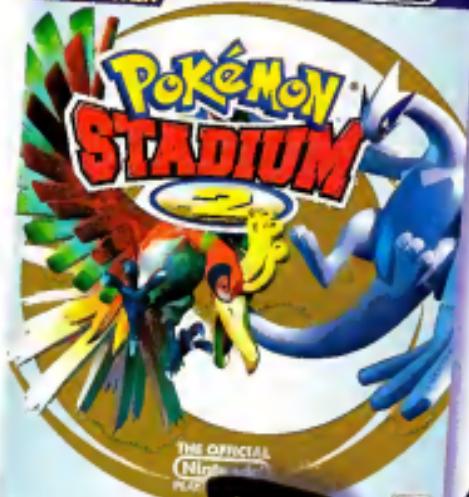
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Nintendo

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