

GAME BOY ADVANCE

ZELDA—PREVIEW 2

THE ONLY OFFICIAL SOURCE



NINTENDO POWER

M. K. Hwang et al.

中大學生報 · 2010年1月號

GAME BOY ADVANCE ARRIVES!

100
100



April 01 Vol 145
10. 5000
Circula 55-05



98YNCL2Z-----AUTO'S 5-DIGIT 06361
MOTOROLA 6555V1 HOME 10P AUG01 830
DANIEL CHAMPAGNE 901
236 ROSS HILL RD 903
JEWELL CITY CT 06361-2308

HR STRATEGY!

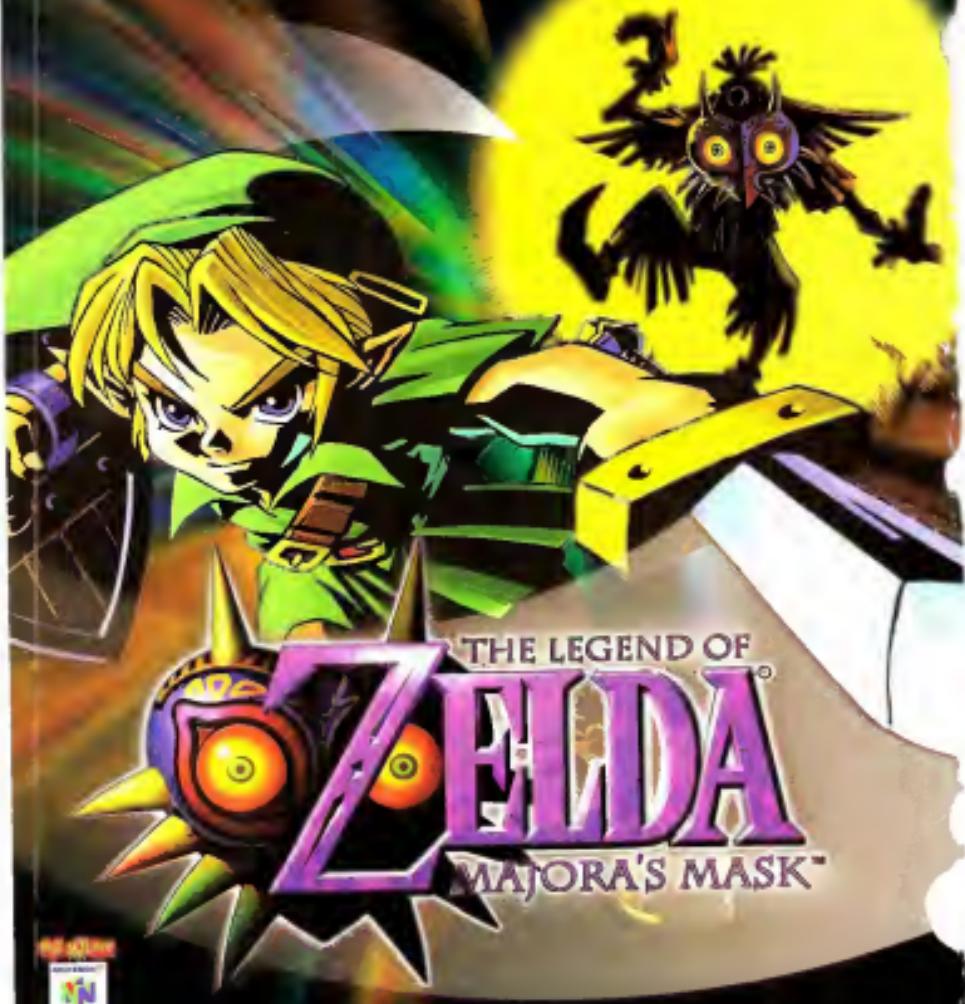
Dr. Mario 64

by Tilt 'n' Tumble

• Petzenhain Stadium 2

www.UTexasBands.com

Unmask the Power!



THE LEGEND OF

THE LEGEND OF ZELDA® MAJORA'S MASK™

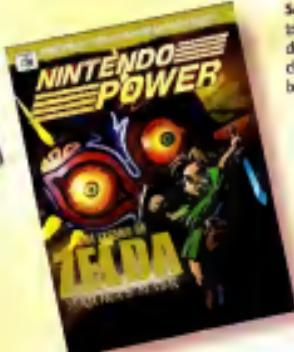


WITH THE SOURCE BY YOUR SIDE,
YOU WON'T BE A SCRUB FOR LONG.

Secrets of the
Skull Kid revealed!



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



In three days, the moon will crash into your world, and it's all because of that cursed mask the Skull Kid wears. Using his ocarina's time-travelling powers and the magic of several masks, our Hyrulean hero, Link, must relieve these 3 days leading up to the lunar landing until he can undo Majora's evil and untangle the events that are provoking doomsday.

Only the Source, *Nintendo Power* exposes all the secrets of *The Legend of Zelda™: Majora's Mask™* and keeps you from going on wild gizmo chases while the world falls down around your eyes.

Subscribe now and for only \$19.95 U.S. (\$22.95 Cdn), you'll get 12 jam-packed issues of *Nintendo Power Magazine*, including the huge January Bonus Issue and the subscriber-only Super Power Supplies Catalog. And if you order now, we'll sharpen the deal by throwing in a FREE* GIFT! Take your choice from:

- *The Legend of Zelda™: Majora's Mask™ Player's Guide*
- *The Legend of Zelda™: Majora's Mask™ Soundtrack CD*
- *Bonk's Rock™ Player's Guide*

swings of over 66% OFF the newsstand cover price and all the tests, movies, reviews and previews you need. You can't beat a deal like this in any dimension! So hurry. You're racing against the clock. Get *Nintendo Power* today and start saving the world before it's too late.

Save 66% off the cover price and get the
FREE GIFT* of your choice! Use the attached
order form or call toll-free:

1-800-255-3700

You may also subscribe via our website:

www.nintendopower.com

Visa and MasterCard accepted • Online orders not available in Canada

What if cigarette ads told the truth?





FORGET ALL THE HEALTH RISKS. If The Beautiful People Do It, It Must Be Okay!

1.2 mg of "Hey, I'm addicted!" 200 mg of "I'm cool, right?" and 2000 mg of "I'm high" dangerously so I must be sexy."

GAME BOY ADVANCE



The GBA Has Landed! 40

Game Boy Advance is here to stay. This month, the newest addition to the Game Boy family comes with a host of new features and technology, some of which may be familiar to you. For more information on games that will be hitting the GBA in March, turn to "Game Boy Advance" when *GamePro* "Game of the Month" highlights this issue. Get the goods on *Mario Advance*, *Phantom Hourglass*, and more!



Doctor's Advice

22



With your new Game Boy Advance, you'll be able to play the exciting new puzzle game *Block'N'Roll*. But the Mario 64-like puzzle action of *Block'N'Roll* can be a challenge. Here are some tips that will help you make the transition to this new and exciting puzzle game.

Party Planner

50



With the introduction of the Game Boy Advance, the newest and most popular handheld game console, you'll find that there's a new game for you to play. *Block'N'Roll* is a great game that will test your puzzle-solving skills. In this game, you can play with your friends and play the game together. Here's a guide to the best tips for playing *Block'N'Roll*.

Tumble Tips

70



With the introduction of the Game Boy Advance, the newest and most popular handheld game console, you'll find that there's a new game for you to play. *Block'N'Roll* is a great game that will test your puzzle-solving skills. In this game, you can play with your friends and play the game together. Here's a guide to the best tips for playing *Block'N'Roll*.

CONTENTS

VOLUME 143 — APRIL 2001

GAME STRATEGIES

Dr. Mario 64	22
Pokémon Stadium 2, Part 2	30
Aidyn Chronicles, Part 2	56
Kirby Tilt 'n' Tumble	70
Megi-Nation, Part 2	84

SPECIAL FEATURES

A New Era of Portable Gaming Begins	
Game Boy Advance Launches in Japan	40
Party Three-quel, First Look	
Mario Party 3	50
Link's Latest—A Look at Another New Zelda Adventure!	
The Legend of Zelda: Oracle of Ages	64
Do You Believe Everything You Read?	
Unclogging the Mystery of Project M	92
Game Boy Color Adventure Preview	
Indiana Jones and the Infernal Machine	100

DEPARTMENTS

Player's Pulse	8
Game Watch	14
Nintendo Online	20
Classified Information	52
Pokécenter	76
Counselors' Corner	94
Player's Poll Contest	98
Game Boy a-Go-Go	104
Now Playing	114
Next Issue	120

NINTENDO POWER

Editorial

M. Arakawa

Editor in Chief

Yoshio Fukushima

Managing Editor

Scott Prilland

Senior Writer

Jason Lueung

Art Work

Alan Averill

George Siford

Jennifer Villareal

Drew Williams

Editorial Coordinator

Peter Main

Dan Owren

Phil Rogers

Jacqueline Stary

Julia Tindale

Copy Editor

Jessica Jaffe Stein

Production Coordinator

Corinne Abgunag

Mayumi Colson

Machiko Ochiai

Art Director

Kim Logan

Editorial Designers

Jim Correch

Designers

Tim Gorret

Reberth Lano

Andy Myers

David Waterworth

Program Assistant

Chris Sheppard

Behind the Pictures Columnists

Jay Weigert

Van Williams

Design, Game Strategy and Software

V-DESIGN INC.

• Design by Art Director

Yoshihiko Orimza

V Design Inc.

• Art Director

Adam Crosswell

Oliver Crosswell

Matt Fisher

Brian Jones

Sonja Morris

John Rice

Deanne Rabb

Sarah Robinson

Layout Design

Griffes Advertising

Sales and Marketing Manager

Jeff Bafus

Advertising Coordinator

Malinda Miller

For advertising inquiries, contact

Malinda Miller, malinda@nintendopower.com

Editorial Production

Matthew J. Korn, matthew@nintendopower.com

Production

PLAYER'S PULSE

This month's Write Away, Right Away takes us back to school . . . old school, that is! We asked you to share your most memorable gaming moment, and while the N64 *Zelda* titles inspired the most trips down memory lane, older games like *Super Metroid*, *Super Mario RPG* and even *Bad Dudes* were right on its heels. Read on and keep that box of tissues handy.

PRECIOUS MOMENTS

I think the most touching scene in a game is in *Diddy Kong Racing* when you beat Wario for the second time and everyone throws you a big party.

J.P. Carroll
Via the Internet

Right after I read your question, I had to weep. This is the only time in my life I ever cried over a video game—*Luigi's IL*. The ending is so sad! I was about 12 when I first beat it, and I still cry every time I see it. I can't wait for the new *Luigi* on Game Boy Color!

Joshua Miller
Via the Internet

We can't wait either. Check out *Game Watch* for our exclusive preview.

The ending scene for *Chrono Trigger* was one of the most touching in Nintendo history. I mean, here are all these people you traveled, fought and laughed with who have to go back to different times where some will never see them again. Heck, it even brings Robo to tears... or oily drops, anyway.

Geoff
Via the Internet

There are many things in Majora's Mask that amazed me, but my favorite was when I reunited Ape and Kafe. It was sweet how they were talking about greeting the morning together even though they knew everything would probably be destroyed. I found it sad that they only got to be together for less than a day.

Karen Caputo
Concord, NH



The end of *Earthbound*! When the team breaks up, you read letters from



played it again and Mario and Boozer kissed! Hilarious! I had no idea there was more than one scene.

Steve Currie
Winona, MN
Mario's a lovable guy, but he doesn't return the smooch. Could it be that Boozer and Boozer have bad breath?



Jeff's friend, Terry, Ness's Mom and the kids at Polarstar Preschool. Furthermore, everyone you talk to on the way home wants to hear your stories, and some comment on how much you've grown up. Finally, you call your dad one last time and find out he'll be home in time for your birthday.

Jiggy
Via the Internet

I'd have to say the most, well, mushy moment would be when Mario and Bowser kiss in *Super Mario RPG*. Then I

Id say my moment is from Majora's Mask. It was sad to

LETTER OF THE MONTH



The best scene is in *The Legend of Zelda: Ocarina of Time* when Saria gives Link her Ocarina in the forest and he just runs off. My sister started crying badly when she saw it, and now she's always talking about it. I think Miyamoto just wants my sister to bug me for the rest of my life.

Zerg211

Via the Internet

No sibling strife intended. Mr. Miyamoto has often said that he wants his games to evoke a strong emotional response in the players. And judging from the number of letters we received about *Ocarina of Time*—and the Saria and Link scene especially—well my he succeeded.

—13—



NINTENDO POWER SOURCE

Your INSIDER power source to everything Nintendo.

www.nintendo.com

NINTENDO POWER SUBSCRIPTIONS, RENEWALS, BACK ISSUES, PLAYER'S GUIDES AND MORE
www.nintendo.com/consumer/magazine.html

SYSTEM SETUP, TROUBLESHOOTING AND REPAIR

www.nintendo.com/consumer/index.html

GENERAL QUESTIONS?
Try www.nintendo.com
or e-mail us at:
nintendo@nintendo.com

TALK TO A GAME COUNSELOR

For Help Playing Any Nintendo Game Title

1-900-288-0707
US \$1.50 per minute

1-900-451-4400
Canada \$3.00 per minute

(1-423-883-9716 TDD)
For hearing impaired callers, please call 1-800-837-2386. TTY users: Please call collect under toll-free number to obtain a telephone relay service.

POWER LINE

1-425-885-7529

Prerecorded Game Tips and Future Product Information

For complete information on the most popular games for the Nintendo systems, this card will ring three times, so be sure to get positioned close to where you can hear it. After you hear the three rings, turn off the power line, check out www.nintendo.com/consumer/gameplay/powerline.html

If you are unable to find what you need at our website, contact us at:

1-800-259-3739

1-800-422-1291 TDD

Mail to: Nintendo, Consumer Support
P.O. Box 970333, Redmond, WA 98073-9733
E-mail:
neopulse@nintendo.com

NINTENDO POWER

PLAYER'S PULSE

P.O. BOX 970333

REDMOND, WA 98073-9733

E-mail:

neopulse@nintendo.com

see German the Circus Leader cry because he can't be with his brothers since he's not good with horses. It makes me sad that some people are good at things that others aren't.

*Without
Via the Internet*

The most touching scene has to be in *WCW Revenge*. When you win a tag team match and the two players are gazing into each other's eyes with a look of love on their faces, it makes you want to cry.

*Anonymouse
Via the Internet*



Nothing says tenderness quite like a folding chair smashing your opponent's backside.

After you protect the milk from bandits in *Mayoral Mask*, Cremen gives you a mask. If you save it a second time, she gives you a big hug! I thought that was *sooo sweet!*

*Sabrina Oviedo
El Paso, TX*

The best scene in video game history is from *Final Fantasy VII*, where Edgar and Sabin are having a flashback to their parents' demise and must choose who will be heir to the throne. The scene was *sooo* sweet, and the music... wow. It was like watching opera, except I didn't fall asleep.

*Melissa Tressurillo
Mesa, Arizona, NJ*

My three-year-old daughter

loves to watch me play *Super Mario 64*, and she couldn't wait for me to beat the final Bowser. When I finally did and Peach gave Mario a cake for all his hard work, she broke out in tears. It was the happiest day in a Nintendo fan's life!

*Earl & Taylor
Via the Internet*

What about *Barbs-Toss*? It's sad how George and Mildred Icicle are both gomers. I mean, who would fry or bust open a friend just for the prize inside? I hope they're destined for the big ice-cube trap in the sky.

*Chuck Herrington
Huntington Woods, MI*

The best scene is from the ending of *Bad Dudes* for the NES, when the president asks you to go get a bugger. I laughed. I cried, it was touching.

*Jensen Meyers
Via the Internet*

*The Nintendo e-zine will serve *Bad Dudes* Burgers every Friday.*

The best and happiest scene I've ever seen in a video game was at the very beginning of *Star Wars Battle for Naboo*, when the big Naboo symbol falls on Jar Jar Binks. It was great!

*Heather Derrill
Coeur d'Alene, ID*

That explains everything. We were wondering why NP staffers kept pressing the reset button while playing *Battle for Naboo*.

The most touching and emotional moment is in *Super Metroid* during the final battle against Mother Brain. Just as Samus is about to meet her doom, a Metroid saves her by covering her and giving her its energy. Then Mother Brain takes it out with a fatal shot. I

was so angry and upset that I broke out the Super Metroids and blasted Mother Brain with her own medicine!

*Todd Wickboldt
Mesa, Arizona, IL*



No one who played *Super Metroid* could ever forget the Metroid's brave sacrifice. Thanks to all the readers who shared their memories quite personal tales of video game love and loss.

WHAT'S THE POINT?

I just finished playing *Ogre Battle* and I'm steamed. I thought I was the big hero, but Dustin told me I was being selfish and "barely cared about winning battles." Then the ending said "A great hero once led Paladins in revolution, but his name was long forgotten." What's up with that!! Of course I cared about winning battles! That's the point of the game! If I wasn't concerned I never would have finished the main story if all games ended like



that, people wouldn't buy them since they tell you that you stink once you beat them. Then you and your wife and kids would go bankrupt and get tossed in the gutter where you'll live off sewer suds and water while begging passers-by for a couple of extra bucks to buy a Winged Item or a Magic Mushroom or something. Then they just look at you funny and pass on. Hal New whose name has been forgotten!!

Alex Lester
Via the Internet

You'll be happy to hear that *Opp. Battle Gag Person of Lously Collier* contains six unique and different endings, so you still have a chance to claim fortune and glory.

INTENTIONAL FOULS

What was the name of the basketball game for the NES that had no fouls and let you tackle your opponent to get the ball? It was really cool, and I'd love to see it on the N64.

Adam Thio

Via the Internet
That's not much of a descrip-

tion, but our best guess is that you're thinking of *Arch Rivals: A Basket Brawl*, a game which lets you slug your opponent before making the ball every. If you're still harboring for a no-holds-barred basketball, may we suggest *Bill Laimbeer's Combat Basketball* for the Super NES.

LOVESEAT LACKING

How does Peach live in her castle? Bowser must have stolen all her furniture, since she doesn't have any. And there are no kitchens or bathrooms. Can you give me her address so I can send her some home appliance donations?

Adrienne Helford
Elk Grove, CA

Actually, Peach has solved her furniture dilemma in *Paper Mario*, as she now has beds, chairs and a complete working kitchen. She still needs a Nintendo 64 and Virtual Boy, however, as she'll have to hope for a mystery gift from Palamon Gold or Silver.

working people who design, create and market the games. Video games are like any other commodity—if no one pays for them, the folks who make them will go out of business.



NOT AGAIN AGAIN

There's an upcoming GBC game called *Kuru Kuru Kuru-sin*. Oddly enough, Kuru is a degenerative nerve disease contracted by touching the brains of deceased individuals. It's the human equivalent of Mad Cow Disease. If the game involves touching brains, I don't think there will be an audience for it.

Shayne Riley
Via the Internet

We thought we'd start with our share of "gross gaming stories" with that whole *Worms* episode in Issue 137. *Never fear*—*Kuru Kuru Kuru-sin* is an addictive puzzle and has nothing whatsoever to do with killing brains, contracting disease or anything like that. *Now if you'll excuse us, we're expecting a house call from Dr. Mervin!*



NO FREE LUNCHES

I found a weird website the other day. It had something called a "Game Boy Color Emulator" which let you play Game Boy games on your computer for free. Is this illegal?

Nick Bright
Via the Internet
Yes. Not only that, but it takes money away from the hard-



CHECK IT OUT!



Mona Bringer of Ellicott City, MD, sent us the following picture of her son's Game Boy Color. Seems he left it outside for almost two weeks—during which time it was run over by a lawn mower, chewed by a dog and soaked by a number of torrential downpours. Though they had little hope of ever playing it again when they finally found it, they're happy to report that the unit works just as well as ever. Now that's some sturdy construction!



A HEARTY QUESTION

Don Wario has a bad heart! One of my friends was talking about how bad Wario looks, and how much he seems to need a grapefruit diet. I think he has a bad ticker or is going to end up with one.

Ric Durkin
Albiontown, KY



While pudgy Wario doesn't possess the sleek, highly toned body of a professional athlete, he does keep in shape by playing tennis, shooting the occasional round of golf and chasing Mario across entire worlds. Besides, as we all know, Wario despises grapefruit.

PASS THE ANMO

In the September issue of *NE*, your review of *T.W.I.N.E.* has a picture of the Air Raid level that shows a machine gun on the wing of the refueling jet. I got the game, and it's not there. My cousin says it's not on his game either. Is it a glitch in our games, a typo in *NE*, or something else? Thanks a lot!

Jesse Burton
Via the Internet

No glitch, no typo. The machine gun was removed from the final version of the game after the September issue went to print.

A FEW ADVANCED QUERIES

I hope you're right when you say that Game Boy Advance will have the biggest launch library in video game history. I like a big selection. I was told by my older bro that two GBA's could link up with one game cartridge. That would save a lot of money for kids, and it would be awesome!

Joe Bucella
Via the Internet

We like big collections too, Joe. And judging by our GBA releases thus month, it shouldn't

disappoint. As to your other question yes. Some of the new GBA titles will allow more than one player to play using a single Game Pak—but only on certain media and/or levels. Other types of game play will still require each user to have his or her own copy of the game.

GRAPHIC CRIPES

This complaint goes out to Ayla Chronida. What kind of graphics are these? The people seem to be nothing but blocks with flattened faces. I don't care how much depth your game has, if its graphics aren't up to par, it doesn't mean a thing.

Kenneth Law
Via the Internet

Though Ayla Chronida has a number of rewarding features—such as a great combat system, totally customizable stats and a refreshingly deep plotline—it's graphics or nothing for Mr. Law. Take a peek at *Write Away, Right Away* to compare the difference.

OUCH IT BURNS!

I was studying chemistry at school when I saw a formula listed as H_2O_2 , or HOOH . Naturally, I thought of Hooh from *Pokémon Gold* and Silver! As it turns out, H_2O_2 is the chemical symbol for hydrogen peroxide.

Samara

Via the Internet

Just don't try to pac the leg.

bandage here on your wounds. That's all we ask.

UNDERWEAR? IT'S UNDER THERE

Hey Ganondorf, boxers or briefs?

Anonymous

Ganondorf actually wears form-fitting short and unders. The last time Link gave him a wedgie, he was out of *convention* for unders.



BORDERLINE PROVIDED BY

Julian Caudine, Milpitas, CA
Matthew Christensen, Las Vegas, NV
Angela Engs, San Antonio, TX
Robert Gosselin, Gurnee, IL
Terry Hayes, Bellingham, WA
Markie Henderson, St. Albans, MD
Lynn Johnson, North Central, MN
Lynn McNaull, Ramsey, NJ
Markie McNaull, Ramsey, NJ
Anthony Mazzoni, Somers, NY
Lisa Diane Morris, Dallas, TX
John Paul Morris, Somers, NY
Tanner Smith, NJ
John Smith, Chico, CA
Eric Valente, Mountain View, CA
Dawn West, Ft. Thomas, KY
Denny Wright, Indianapolis, IN

WRITE AWAY, RIGHT AWAY

Kenneth Law claims that games without amazing graphics aren't worth a dime. So what's the most important aspect of a game to you? Sound? Play control? The plot? And have you ever found yourself enjoying a game that is lacking in one of your favorite categories? Tell us! Send your responses to the address at the bottom of page nine.



ARTIST'S GALLERY

The latest Artist's Gallery is filled to the brim with your stunning pics, and it's convinced us that Nintendo Power has the most creative readers of any magazine out there. Don't forget to get cracking on art from your favorite sports titles—that's the theme for next month's issue.



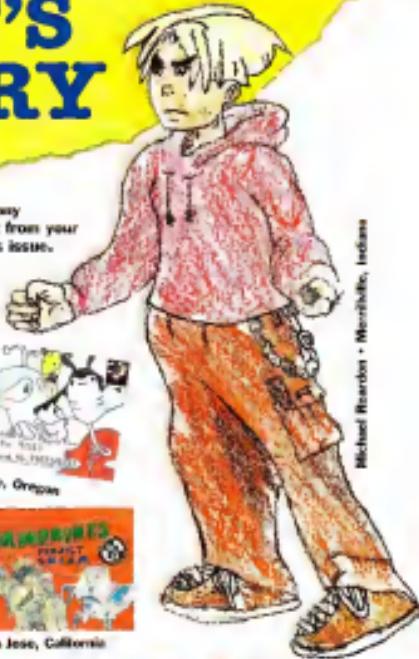
Norberto Gonzales • Colacico, California



Brittney Peticca • Eugene, Oregon



Stacy Krzywinski • San Jose, California



Michael Rieardin • Meridian, Indiana



Jessi Gilbert • Buffalo, New York



Darcie Basfield • Georgetown, Kentucky



Britt Ruth
Bendersville, Pennsylvania



Jenny Folk • Springfield, Oregon



Jessie Klinechmidt • Palmerston, Pennsylvania

EB

electronics boutique

www.ebgames.com



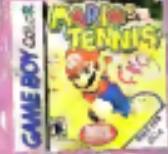
GAME BOY
COLOR

SPECIAL
PRICE!
ONLY

\$59⁹⁹

when you purchase
2 Game Boy Color
games valued at
\$19.99 or higher.

GAME BOY COLOR



nintendo 64 | new releases



EB

electronics boutique

FOR A STORE NEAR YOU CALL

1-800-800-5166

EB

SHOP BY PHONE

1-800-800-0832

GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS



LULIA: THE LEGEND RETURNS

THIS MONTH

From cell phones



NBA Hoops



X-Men: Wolverine's Rage



Dragon Hunter II



Also this month:

Magi-Planets 2

Aliens: Threedom Invader

Stuntin' Wheels

Motorway Scooter

Spider-Man 2: The Sinister Six

GAME BOY TAKES TO THE AIR

Game Boy officially entered the new millennium and took to the airwaves with a link to cellular phones when the Mobile System Gb went on sale in Japan. The Mobile System GB includes the Mobile Adapter Gb, a network-software cartridge dubbed the "trainer cartridge" and access to Nintendo's Mobile Data Center—a network created exclusively for Game Boy players in Japan. The adapter plugs into the Game Boy Color and most popular mobile phones. Once they're connected to the network, players can exchange game data, send and receive e-mail and even check out gaming information. The biggest news is that there are a ton of Pokémon options. Using the new Pokémon Crystal version, which has Mobile features built-in, players can trade and battle Pokémon remotely through their cell phones. They can enter the Battle Tower, as well, downloading Pokémon teams from champion Trainers, and battle against them off-line. If a player defeats the champion, the challenging

player will become the new champion Trainer that other players can challenge. The cost of using the network depends on what players do when they're connected. There is a small charge for entering the Battle Tower, the Japanese equivalent of about 10 cents. Logging onto the news site costs the equivalent of 90 cents, and entering a round of Mobile Stadium costs less than 20 cents. Nintendo will have more information on Pokémon Crystal and the possibilities for a North American network soon.



ONCE THEY'RE CONNECTED TO THE NETWORK, PLAYERS CAN EXCHANGE GAME DATA, SEND AND RECEIVE E-MAIL AND EVEN CHECK OUT GAMING INFORMATION.

THE LEGEND OF LUFIA GROWS

For well over a year, Natsume has been working on *Lufia: The Legend Returns* for GBC, and the result is a truly epic RPG in the grand tradition of *Final Fantasy III*. *Nintendo Power* received the first English language copy of the game in North America to bring you exclusive coverage this month in Game Watch and next month in a special preview. The adventure begins now.

LET'S STORM THE CASTLE

The adventure actually begins in Potos Village, a sleepy hamlet where you live quietly.



practicing your swordplay until the day that a stranger appears. The stranger is a woman named Seena from Northland, a fortune-teller who has heard about your reparation as a fighter. At first, she's not impressed with you (go figure), but then she sees you in action when you have to save a child from a fire. That does it. She wants you to join her party. So the first twist in the *Lufia* story is that you join someone else's quest, not the other way around. It seems that Seena has heard that the four Sirius mauls (the bad guys from previous *Lufia* games) are back in action. Seeking the legendary home of the Sinistrals, Doom Island, she needs your help. Without a second thought, you join up, because that's just the sort of selfless hero you are. The game is full of story-driven drama that builds a sense of who the characters are and gives you direction in your quest.

A-QUESTING WE WILL GO

Once you hit the road on your *Lufia* adventure, expect lots of exploration, beast battles, building up of levels and acquiring information and items. All of that is pretty standard, but there's plenty of novelty for epic fans, too. *Lufia* features a huge arsenal of cool weapons, powerful magic spells, large parties of as many as nine characters and a vast array of items that range from simple concoctions like Charred Nost to Mystery Potions. If you're new to RPG gaming, you'll find that this trainer can teach you all about the unusual aspects of the game, like the fact that the floor plans of dungeons and towers will change every time you enter them anew.

HIDDEN GEMS

Lufia is filled with unexpected depths of play. In dungeons and towns, you'll find a speed-walk function that lets you tear around like a sprinter — a real timesaver.

And when you're in dungeons and towers, you'll have the use of two sword moves for cutting plants, freezing enemies and uncovering hidden passages and traps. You'll see your enemies in dungeons, as well, and you can avoid them or attempt to catch them off guard to enhance your attack. Even more interesting is the battle system itself. Part of the strategy is that you'll have to position your fighters on a three-by-three grid to maximize your power, and your characters can share Spiritual Force — an energy that allows you to learn ancient spells — if they're aligned properly on the grid. The menu system is designed to let players check all their stats with a minimum of button pushing. Sweet. The onboard mapping system is essential since each dungeon is never the same twice. Even the large text characters are a welcome feature of *Lufia*. It's one of the best structured RPGs ever.

A PLACE IN HISTORY

From comic episodes, melodramatic meetings, heroic battles and smutty plots, *Lufia* has it all, which is why it's destined to be a classic RPG for Game Boy Color. Natsume plans to release the game by early summer, so save some time — a lot of time when you return to the legend of *Lufia*.



DUTY CALLS THOSE WITH HONOR... AND A BIG SWORD.

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

SLASH TV

X-Men: Wolverine's Rage from Activision has a lot going for it for a GBC platformer. For starters, there's Logan, otherwise known as Wolverine, a favorite of the X-Men superheroes. Equipped with healing powers, supersenses and an adamantium-enhanced skeleton, Wolverine is a hard man to stop in the comics or in the game. He'll claw his way through sewers, across city rooftops,

past ninja enemies and into a high-tech laboratory, where Lady Deathstrike awaits with a molecular destabilizer that can turn his adamantium skeleton into liquid metal! Your goal is to destroy the destabilizer before it destroys you. Along the way, Wolverine will have to fight Cyber and Sabretooth, as well. There are six levels of side-scrolling, brawling action in all. If you need some extra attack strength, you can

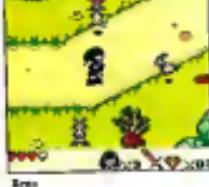
call on Wolverine's Brutal Rage, but that will deplete your health. If scratching your enemies isn't enough, you can unleash special attacks such as uppercuts and the powerful squat attack. Although Wolverine is known for his regenerative abilities, he is not immune to the many attacks of his foes. And you won't be immune to the action when *X-Men: Wolverine's Rage* is released later this year.



XENA AND HERC ARRIVE!

Two new adventure games are finally complete, and we have the finished games to prove it. *Xena* has created sharp graphics and *Zelda*-type adventures with lots of characters, items, bobbies and quests. The stories and adventures of the two games are completely different, and each character has signature fighting styles and weapons. Even so, players will be able to switch characters from one Game Pak to the other and open up new areas that weren't available to the

original character. The interaction between games is the icing on the cake. The mechanics of both games will be familiar to *Zelda* fans. *Salomoness* is your guide for getting started in both adventures and you'll interact with dozens of characters, including Olympians and evil bobbies. Both games should be available by the middle of May, and *Nintendo Power* will help you get started with a double review next month. The golden age of adventuring is here!



SALOMONESS:

WELL DONE, YOU HAVE

FOUND YOUR SWORD.

YOU WILL ALSO FIND

**...
...
...**

**...
...
...**

**...
...
...**

**...
...
...**

**...
...
...**

**...
...
...**

**...
...
...**

**...
...
...**

**...
...
...**

**...
...
...**

**...
...
...**

**...
...
...**

THE NBA ON GBC

Midway pounds out another winner on the hardcourt with NBA Hoops for Game Boy Color. The game features three-on-three action with a guard, forward and center for each team. Arcade-inspired turbo boosts give your players bursts of energy for racing down the court or skinning a spectacular dunk shot. Each player has eight rankings, including Power, Speed, Two-Point, Three-Point, Steal, Block, Dunk and Dribble, so you can choose the strongest lineup for your team. In addition to all the

NBA players, teams and locations, you'll find hidden courts and coaching tips. There's even a practice mode so you can work on your moves before taking the game to your opponents. Granted, there's not much competition right now for new handheld hoops titles, but Midway and the development crew at Torus Games created a solid, good-looking, arcade-style basketball game that's fun to play and not too outrageous.



DRAGON DREAMS

Proceeding under the assumption that a picture is worth a thousand words, your Game Watch editors started playing Dragon Warrior III for Game Boy Color even before we received an English version of the game. We didn't learn much about the story, which is similar to the original NES version in most respects, except that Enix has added some pretty cin-

ema scenes to help tell the tale. We did learn that the faster walking speed for getting around the world makes a huge difference. Dragon Warrior III is truly a zippy game. It's also full of great graphic detail and boasts a super soundtrack that will keep players tuned in. For now, here are some more screen shots to dream about.



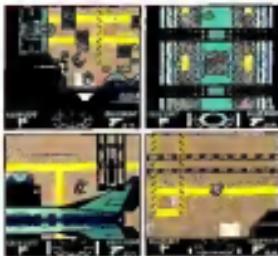
IT MAY NOT BE ADVANCED, BUT IT'S A DEFINITE STEP UP.

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

SPIDEY RETURNS

This spring, Spider-Man will swing into action on the GBC in the smacking side-scrolling sequel, *Spider-Man 2: The Sinister Six* from Activision. Tetus Games has created one of the most impressive superhero romps on any platform. The wow factor comes from great moves and graphics. Spidey clings to practically everything in sight, has awesome attacks for bashing thugs and swings through the city in search of Azur May, who has been kidnapped by Doc Ock. You'll find comic book touches such as storyboards and sound effects bubbles that accompany the fighting action. Super-Web power-ups give Spidey extra power for bashing bosses like Sandman and Kraven. It's a truly amazing Spider-Man game, and we'll have more on it next month.



Alives: *Thanasos Encounter*

marine, you'll have to kiss him goodbye and choose a new marine to fight with. With a variety of alien types and constante, decloaking dangers, *Aliens: Thanasos Encounter* should keep players sweating when it reaches earth next month.



Spider-Man 2: The Sinister Six

ALIEN CHEMISTRY

Imagine that you're returning to earth after a deep space mission when you discover a freighter drifting dead in space with acid-spewing aliens trying to implant the crew with parasitic cheerleaders. That's the scenario of THQ's Game Boy Color Adventure, *Aliens: Thanasos Encounter*. You have command of a squid of five space marines who must destroy all the aliens before the Thanasos reaches earth. Armed with a alien-spanking weapons and a motion-cracking device, you'll try to rescue the Thanasos crewmen and blast aliens. If an alien plants a face-bugger on your

MEGA MAN GOES TO EXTREMES

Contrary to some appearances, Capcom isn't focused exclusively on Game Boy Advance these days. *Mega Man Xtreme* a for Game Boy Color, expected in September, is also on the way. The game takes place after a mysterious incident in a reptoid factory. *Mega Man X* discovers a Maverick with a DNA Soul chip that allows it to take the DNA from other reptoids and reproduce them. *Mega Man X* and Zero must collect the DNA Soul chip to save the world from evil reptoid clones. Expect classic side-scrolling action, cool blasters and a high level of challenge from the latest *Mega Man* adventure.



Mega Man Xtreme 2

THQ ADVANCES

The list of Game Boy Advance titles grows this month with six titles headed your way from THQ. Many of THQ's favorite bishies are on the hit parade, including *Rocket Power*, *Rugrats*, *SpongeBob SquarePants* and *WWF: Jimmy Neutron* is also coming to Advance, as well as a new *Seaboy-Doo* adventure, *Seaboy-Doo* and the *Cyber Chase*. Our sources inside THQ tell us that even more titles are in the works, but that they can't reveal them just yet. We should have screen shots of all the games mentioned above in next month's *Game Watch*.

CRAVE JOINS THE CRAZE

The scooter craze hits Game Boy Color this spring with *Razor Freestyle Scooter* from Crave Entertainment. *Cowfish Interactive* has put together a fresh race and stunt



Razor Freestyle Scooter

combo game that tips its hat to *Tony Hawk's Pro Skater*. Riders can upgrade their ride with better shoes, pads, forks and wheels as they progress in the seven rounds of the *Championship Mode* and earn prize money. Riders can compete in *Racing* and *Trick Modes*, as well. There's even a *Multiplayer Mode* for two players armed with a Game Link Cable.

XTREME EXCITEMENT

Xtreme Wheels from Spike features colorful jumps, a stamina meter and smelly areas that will bag you down. It's a close cousin to *Extreme Bike* for the NES, but it has sharper graphics, and you use pedal

GAME WATCH FORECAST

power other than a motor in the three modes of play—Grand Prix, Time Trial, and Training.



EA Pro Wrestling

FURTHER GAMING ADVANCES

BAM! Entertainment is jumping on the Game Boy Advance bandwagon with seven titles for 2001. The first game, to be released on June 1st, will be *Fire Pro Wrestling* from Spike in Japan. The North American version may have a new title, but rest assured that it will be the same game with tons of wrestlers and moves. BAM! will follow up with a packed full release schedule featuring many of the publisher's top licensed products such as *Dexter's Laboratory* and the *Powerpuff Girls*. BAM! is adding a new sports series, as well, beginning with two titles, *Sports Illustrated 4K Football* and *Sports Illustrated 4K Football*. To complete the lineup, BAM! turns to the movies with GBA games based on two upcoming films, *Driven* and *Beets vs. Sever*. *Driven* is a racing game, and *Beets vs. Sever* is a first-person shooter.

In other Advance news, Natsime plans to publish four titles for GBA, and LEGO is ready to produce *LEGO Island 2: The Brickster's Revenge*, *LEGO Racers 2* and *Bionicle: Tales of Tohunga*. Kenco is planning on June 11th releases for *Top Gear GT Advance* and *Twenty and the Magic Jewels*, both of which are competitive games. Kenco also plans to release several more titles later in the year.



FIFA Pro Wrestling

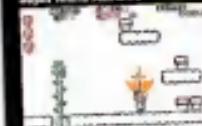
The Legend of Zelda: Oracle of Seasons



The Legend of Zelda: Oracle of Ages



Super Mario Advance



PlayStation



Ubi Soft



Capcom



Nintendo 64

MARIO PARTY 2

TOKI NARU 2

Game Boy Color

ARMED: TRAHAN'S ENCOUNTER	MIKE HOOPS
ALICE IN THE PARK	MONSTER SUMMER
AMF BOWLING	SHIMMERBOS
CRUSADER OF NIGHT & MAGIC	SHIVER
CURIOUS GEORGE'S ADVENTURES	THE SIMPSONS: NIGHT OF THE LIVING TIN ROBOT OF TURKEY
DRAGON'S LAW CHA	SPIDER-MAN 2: THE SPIDER SEA
DEAD OR WARRIOR 2	T-100
GOONIES	TOP MAN
HIGHWAY MAJIN	T.L.K.
LEAPIN' RAILROAD 2001	THE WORLD IS NOT ENOUGH
INDIANA JONES AND THE INFERNO MACHINE	U-REEL: VICEPRESIDENT'S RAGE
THE LAND THAT TIME FORGOT	VENA: VENGEANCE OF VENUS
LETA: THE UGLIAN'S RETURN	XTREME TROLLS
MAGA: MAM'S STRIKE 2	ZEEBIA: CRUSADE OF ABIES
	ZELAL: CHURCH OF SHADOWS

Game Boy Advance

ARMED: MARS	MONSTER FESTIVAL
ARMORED TALES OF TORUNGA	MONSTER MANIA
BOOMERANG STORY*	NAPOLION*
BOOMERON FIRE	NO BUTT 2002
CALIFORNIA PALACE	NO BUTT
CASTLEMANIA: CIRCLE OF MURK*	PAC-MAN ADVANCED
DEXTOR'S LABORATORY	PAC-MAN
DEXTON	PAC-MAN 2
DEATHWING: JIN	PAC-MAN 3
DESI VS. SEVER	PAC-MAN 4
E-ZERO	PAC-MAN 5
PEPPY: AN AMERICAN TAIL	PAC-MAN 6
REAL FIGHT	PAC-MAN 7
ROLL CIRCLE*	PAC-MAN 8
THE FORTRESS	PAC-MAN 9
PORTASS	PAC-MAN 10
GIANT RAY: THE LAST REMNANT*	PAC-MAN 11
GOLDEN SUN*	PAC-MAN 12
GRIMMASTER*	PAC-MAN 13
IRISH RACING BERRY*	PAC-MAN 14
IRON FIST 2.0	PAC-MAN 15
KNIFE INFERNO	PAC-MAN 16
LINK: INFERNO	PAC-MAN 17
LOONY RUM KUNG-FU*	PAC-MAN 18
LADY SA	PAC-MAN 19
LAND OF THE TURTLES	PAC-MAN 20
LAND OF THE TURTLES: REVENGE	PAC-MAN 21
LAND RACER II	PAC-MAN 22
LAND RACER IN TIME	PAC-MAN 23
MARVEL VACATION*	PAC-MAN 24
MAUL OF CHIEF*	PAC-MAN 25
MARIO RACER 2	PAC-MAN 26
MARSHAL MASTERS/INTERVIEWS	PAC-MAN 27
NEON IN BLACK	PAC-MAN 28

* ANNOUNCED IN JAPAN

Nintendo **ONLINE**

NP



Zelda.com Exploration Guide



QUICK BYTES

POWER PLUG



NEW SITES



COMING SOON



HIT LIST

From every game released by Nintendo last year to its dedicated websites, download locations, screen shots, strategies and educational forums, the Nintendo Cache is a treasure trove of those official Nintendo sites now available online. Visit the site at the start of January.

1. www.nintendo.com
2. www.n64.com
3. www.pikachu.com
4. www.supermariochallenge.com
5. www.s64.com



POKEMONSTADIUM.COM

With the release of the new game, *Pokémon Stadium*, the official site has been updated to reflect the new game's release. The site includes an updated download section, a new *Pokémon Stadium* section, and a new *Pokémon Stadium 2* section. You can now download the new game's data files, and even more than have the site site the most up-to-date information and strength. The top 1000 users will be featured on the website.



A NINTENDO WEBSITE LIST A

www.nintendo.com
www.pikachu.com
www.s64.com
www.supermariochallenge.com
www.n64.com
www.nintendo64.com
www.n64.com

www.nintendo.com
www.n64.com
www.supermariochallenge.com
www.n64.com
www.nintendo64.com
www.n64.com
www.nintendo64.com
www.n64.com

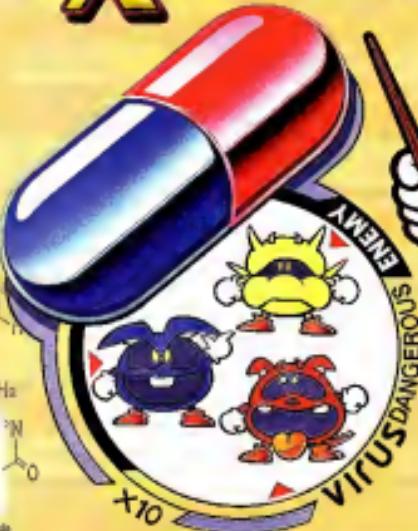
www.nintendo.com
www.pikachu.com
www.education.nintendo.com
www.n64.com
www.supermariochallenge.com
www.n64.com
www.nintendo64.com
www.n64.com



When you see the N64 logo next to a game or game preview in Nintendo Power, it means you can buy it on nintendo.com.

IT'S JUST WHAT THE DOCTOR ORDERED—
INFECTIOUS, FOUR-PLAYER PUZZLE FUN!

DR. MARIO 64



©2001 Nintendo



AN OUTBREAK OF FEVERISH ACTION

The N64's cool four-player capability is the best medicine it comes to curing boredom, and, for the first time since he earned his MD, Dr. Mario is making a house call as a four-player puzzle extravaganza. Forget about eating an apple a day—with its prescription of Tetris- and Pokeman Puzzle League-style play, Dr. Mario 64 is one physician you won't want to keep away.



WHAT'S UP, PLUMBER?

A cross between Tetris and Pokémon Puzzle League, all six of Dr. Mario's main modes send two-toned pills moving down.

Colored viruses infect your playing field, and you must position four colors in a row or column to eliminate the germs.



CLASSIC

Six years before *Tetris Attack*, there was Dr. Mario. To check up on the fleshy fun of the 1990 original, play the one-player Classic Mode.



STORY

Playing as either Mario or Wario, you'll unfold Story Mode's tale of stolen Megavitamin. You'll compete against the characters you meet in a race to erase the viruses.



VS. COMPUTER

One player can compete against any combination of three human- and CPU-controlled players. The first to eliminate all of the viruses in the bottle wins.



FLASH

Amid a plague of viruses, you must get rid of only the flu bugs that are flashing. It's harder than it seems, since penetrating the pile for choice viruses takes surgical precision.



MARATHON

As vitamins fall into the bottle, the stack of pills slowly rises. See how long you can last in the thick of Marathon Mode's endless out-break of viruses.



SCORE ATTACK

Race against the clock to wipe out the viruses while scoring as many points as you can. Win big by using combos (see pages 26 and 27).



IN THE WAITING ROOM

The 12 characters you meet in Story Mode are available for use in Multiplayer and Vs. Modes. Two additional characters will be available once you finish the game on Normal and Hard without using continues. Each character plays at a different skill level when controlled by the CPU, and Mario, Wario and Luigi are three of the top vitamin wranglers in the game.



WARIO



SPEARHEAD



INSEEDER



SILKY



APPLEY



JELLYDOR



OCTO



HELIO



LUMP



HAMMER-SOT



MAD SCIENTIST



RUDY

A BETTER PILL TO SWALLOW

When you stack at least four pills of the same color, you'll eliminate all viruses and pill segments linked in that chain.

Carelessness and inaptitude will bury the viruses under mismatched pills. Use the pointers below to avoid being a quack.

MATCH GAME

Frequently scan the area to familiarize yourself with all the color combinations in your playing field. If you always have a good idea of what you need and where you need to put it, placing vitamins will be more manageable than working in the ER.



IN THE WINGS

When figuring out where to place a pill, plan ahead by taking a quick peek at Mario in the upper-right corner of the screen. The good doctor will have your next vitamin on display, so take your following pill into account when making your move.



GARBAGE IN/OUT

By scoring combos, you'll drop pill segments there to load, depending on the size of your combos in your repertoire. Whenever you've really dumped "garbage" on you, run out the trash immediately before more mismatched pieces pile up.



PHARMACEUTICAL FABLE

In Stage 1 Mode, you'll encounter you as Mario or Wario in search of the prized—and stolen—Megavitamins that can cure the flu. Every step of the way, you'll encounter characters whom you must battle.



A LONG HOUSE CALL

The game begins at the start of the racecourse. The grumpy Mr. Schneeball has stolen Dr. Mario's Megavitamins, and Mario and Wario must capture one another to recover the valuable pills.



IN THE WOODS

In addition to the bugs, you'll have to deal with bears, or bears, like Weller. Who's who? Guess the answer in Stage 3, where Mario and Wario will have to outplay it to stay on the trail of the thieving Mr. Schneeball.



IN THE CLOUDS

The difficulty level determines how many viruses infect each stage. In Stage 4, you'll take to the sky to take on the likes of 24 viruses (Easy), 30 viruses (Normal) or 40 viruses (Hard).



FINDING THE CURE

In Stage 7 (or Normal) and Hard, you'll play a four-player match against Mario (or Wario), Dr. Mario (or Schneeball) and his friends. Once you've defeated them, you'll head to Dr. Mario's final office—Stage 8 (starting July).

CALL THE DOCTOR

Oct. 1985

Aug. 1989

Oct. 1990



After defeating the NES' Dr. Mario (left), the game makes its second trip to the 16-bit realm as a doctor. You've got insurance, but that's probably cause this isn't all the highlights of the Megabosses Kingdom.



His info as a doctor eventually explains why he plays Mario Ball, but where's Mario (left) this time to become a doctor? Find out in the second World.

The first sequel of Dr. Mario (as well as almost every other puzzle game out there) is played when Toadie debuts on Super Mario and takes the world like a contagion—well—minus the plague.



By adding target blocks to standard 16 colors to puzzles, Dr. Mario adds a unique spin to check-out puzzling. Two years after Toadie, Dr. Mario makes his first house call on the NES.

COUGHING UP MORE TIPS

As the saying goes, you should feed a fever. In Dr. Mario 64's case, you should feed it Megavitamins. By mastering pill placement and color coordinating, you'll be able to play a healthy game of germ warfare.

THE PRACTICE

Before you can become a doctor, you should see plenty of experience innumbing with the various modes of play. The secret of success will let you perfect your technique and help you gain your resilience.



HOOKED ON CLASSIC

Play Classic Mode to work on your basic skills to play on. Since it doesn't pit you against another pill giver, you won't have to mess with picking up pieces. Instead, you can focus on how to avoid getting up to no good.



HEAD-TO-HEAD

Test your little skills and see how well you stack up against real deal with Garbage 'n' V. Computer Mode. Play on four boards against fast and frenzied competitors like Truly in Items and try out efficient and effective techniques.



SCORING POINTS

Since the Grand Scale Attack rewards points for combos, you can measure how fast you can string together chains of matching colors by playing it. If you're ranking in points, you're having good combos.



GO THE DISTANCE

Knowing how to clear a path is the key to Dr. Mario 64, and Marathon Mode can help you hone your technique. Since the pills are constantly moving away by row, you must continually slide off the layers. Keep practicing until you can beat second nature.

IN THE BEGINNING

As soon as the countdown begins, determine where your first piece will be right at home. You have three seconds before the viruses start pouring in, so get off to a good start by making the right first move.



WHAT LIES BENEATH

Don't just work from the top—remember to work from the bottom, too. If too many pills have piled on top of a virus, build from the bottom. When you get rid of the pieces in the stack, we'll tell a few notches, giving you more room to move.



HALF AND HALF

If there's an omelet, try matching a matching vitamin to it. In the case of the red half, I will complete the right-colored stack, while the yellow half will fall to the yellowish below. Always try to match both halves.



EMERGENCY! EMERGENCY!

Dec. 1990



For the first time in the medical world, Dr. Mario uses up-to-date technology. The 3D interactivity allows physicians to use his office as a game to test players for their puzzle abilities.

Dec. 1994



Two puzzle games combined in one. Doctor Mario 64 is a 3D game that lets you use Mario's skills in a double decker board game-like fun for the player and the doctor.

Apr. 2001

DR. MARIO 64

For the first time in the medical world, Dr. Mario uses up-to-date technology. The 3D interactivity allows physicians to use his office as a game to test players for their puzzle abilities.

NINTENDO 64 DR. MARIO 64

A SECOND OPINION... AND A THIRD AND A FOURTH!

A great medical breakthrough, Dr. Mario 64's Multiplayer Mode is the perfect place to practice your skills. Whether you're playing a battle royal or a two-on-two Team Battle, the garbage

sent from combos will change everyone's strategies in a moment's notice. Be the one who's sending the garbage—not receiving it—by mastering the following combo techniques.

VERTICAL LIMIT

Don't just think horizontally—think vertically, too. In the example, a wormson would be located the vitamin capsule that the red is on the bottom. When it lands on the stack, the yellow half will fall to the yellow stack below and complete another match.



INTO THE GAP

Always be on the lookout for gaps between like-colored pieces. The natural thing to do is to stack pieces on top of others, but if you find a spot to fit, you may be able to eliminate multiple viruses in a single move.



CLIMBING UP

If you have foes piled on top of a virus, approach it from below by building a ladder. If it uses worms, try any color to create your tower, and aim just enough space to the rear, making certain it has to attack the germ's underside.



THE LAST GERMS

When you're down to only a few viruses, forget about getting fancy and matching up colors. Since you won't have to worry about mismatched pills during every turn, you can be sloppy. Concentrate on speed instead of organization.

SPIN DOCTOR

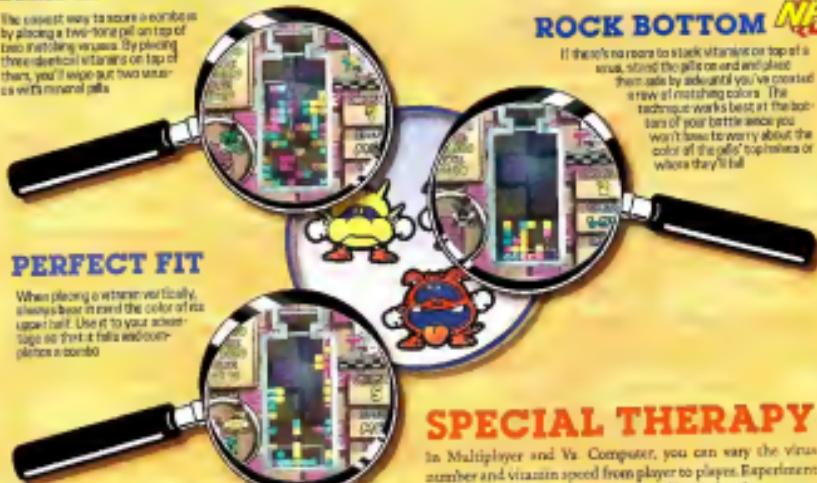
The A Button inverts the falling vitamin stackwise, while B rotates it counter-clockwise. Familiarize yourself with the A and B functions so you can spin your pills into position before it lands. Line 'em up correctly will help you position combos.

PILLS AND HILLS

If there have been plenty of emergency situations, follow your way down one side of the maze and hollow out the pile. Don't be there clearing out the entire top half—just create the routes you need to reach the viruses.

SIMPLE COMBO

The easiest way to score a combo is by placing a two-tone pill on top of two matching viruses. By placing three identical vitamins on top of them, you'll score just two viruses with three mineral pills.



PERFECT FIT

When placing a virus vertically, always bear in mind the color of its upper half. Use it to your advantage so that it falls and complements a combo.

ROCK BOTTOM

If there's no room to stack vitamins on top of a virus, stack the pills on and place them side by side and you've created a row of matching colors. This technique works best in the bottom of your bottle since you won't have to worry about the color of the pills' top halves or where they'll fall.

SPECIAL THERAPY

In Multiplayer and Vs. Computer, you can vary the virus number and vitamin speed from player to player. Experiment with different settings to put yourself at a disadvantage so you can test your combo-building skills.



CONTINUING EDUCATION

For more practice, play Classic Mode and have one view unstacked so the stage never ends. Using the vitamins that continue to fall, place them in different arrangements to work out different combo setups.



DIAGNOSIS: FUN!

More exacting than Tetris and a tad more laid-back than Team Fortress and Pokémon Puzzle League, Dr. Mario 64 is the wonder cure for puzzle fans who want feversish action and four-player thrills. Tetris has never gone out of style, and neither will Dr. Mario 64. The doctor is in. ☺

Patrick,
Wal-Mart
Customer

AT LAST, A WORLD YOU CONTROL.

It's the world of Nintendo. And you can get there by heading to Wal-Mart, where all the latest Nintendo games and accessories are available at Every Day Low Prices. Hey, this is your world. Get ready to rule.

Nintendo



WAL-MART
ALWAYS LOW PRICES.
Always





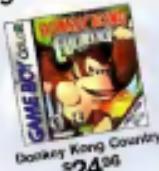
Pokémon Stadium 2
\$59.95



Pokémon Silver
\$25.75



Pokémon Gold
\$25.75



Donkey Kong Country
\$24.95



Mickey's Speedway USA
\$29.95



Pokémon Stadium 2
Player's Guide
\$12.95



Game Boy Color Systems
\$69.95



Pokémon Gold and
Silver Pokédex
\$12.95



Atomic Purple
\$99.95

ESRB Rating System
Entertainment Software Rating System

	Early Childhood		Everyone
	Teen		Mature
	Adults Only		Rating Pending

Pokémon STADIUM 2



© 1999-2001 Nintendo, Creatures Inc., GAME FREAK Inc.



Our second go-around with Pokémon Stadium 2's tough Trainers sent us straight to the Pokémon Academy for some serious studying. The battles are harder than ever in Pokémon Stadium 2, and you'll have a better chance of winning if you take a break from battling to study instead.

EARL'S POKÉMON ACADEMY

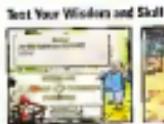


In Pokémon Stadium 2, you'll have the chance to enter the Academy and take Earl's enlightening classes, which cover everything from Move Counter to the Weather. Be sure to check out the Library—it's an amazing Pokémon reference. Gold and Silver info won't be in the Library until you've taken and passed all of Earl's classes, lectures and skill tests.

Lectures



Strive on Earl's lectures. You'll learn many interesting facts about moves, items, pokémons, Eggs and more! Earn points you after each lecture.



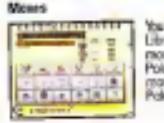
Test Your Wits and Skill

After you've completed all the lectures, you'll take a long quiz. If you pass, you'll be able to take the Skill test, which tests your knowledge in battle.

Items and Pokémon



The Library has info on every known item and Pokémon. Look up each Pokémon to see its evolutionary chain, what moves it can learn and more.



Moves

You can check the Library for info on every move, including which Pokémons can learn the move and which Pokémons learn it.



Type Matchups

The Library also has the most complete Type Matchups chart ever produced—it even allows you to see matchups for dual-types.



Egg Groups

If you're having trouble breeding Pokémons, check the Egg Groups section to figure out which Pokémons can produce eggs together.

BATTLE 2- GYM LEADER FALKNER

AZALEA GYM

Fearow will make quick work out of many of the Asales Gym's Pokémon. Watch out for Min and Lyn, who don't care for Blue-eyes the way the rest of the Trainers in the Gym do.

RECOMMENDED RENTAL TEAM FOR AZALEA GYM

BATTLE 1- BUG CATCHER CHAZ

BATTLE 2- TWINS MIN & LYNN

BATTLE 3: GYM LEADER BUGSY

4233-4234		ADULT STINK BUG		4235-4236		ADULT BEETLE		4237-4238		ADULT BEETLE		4239-4240		ADULT BEETLE		4241-4242		ADULT BEETLE
4233-4234		ADULT STINK BUG		4235-4236		ADULT BEETLE		4237-4238		ADULT BEETLE		4239-4240		ADULT BEETLE		4241-4242		ADULT BEETLE
LARVAE STINK BUG		ADULT STINK BUG		LARVAE BEETLE		ADULT BEETLE												
4233-4234		ADULT STINK BUG		4235-4236		ADULT BEETLE		4237-4238		ADULT BEETLE		4239-4240		ADULT BEETLE		4241-4242		ADULT BEETLE
LARVAE STINK BUG		ADULT STINK BUG		LARVAE BEETLE		ADULT BEETLE												
4233-4234		ADULT STINK BUG		4235-4236		ADULT BEETLE		4237-4238		ADULT BEETLE		4239-4240		ADULT BEETLE		4241-4242		ADULT BEETLE
LARVAE STINK BUG		ADULT STINK BUG		LARVAE BEETLE		ADULT BEETLE												

GOLDENBUD GYM

Goldeneed's Trainers like to use strong Normal-types, but not exclusively, which makes it hard to pick the perfect team to use against them. Go with diversity for a clean win.

RECOMMENDED RENTAL TEAM FOR GOLDENROD GYM

BATTLE 1: LASSEN DIS

OPTIMUS P. SPIDEY SPIDER	ROB MARSHAL	ROB MR. SPIDER	ROB FRANKIE	ROB WALKER	ROB TIGER
ROB SPIDER	ROB MARSHAL	ROB MR. SPIDER	ROB FRANKIE	ROB WALKER	ROB TIGER
ROB SPIDER	ROB MARSHAL	ROB MR. SPIDER	ROB FRANKIE	ROB WALKER	ROB TIGER
ROB SPIDER	ROB MARSHAL	ROB MR. SPIDER	ROB FRANKIE	ROB WALKER	ROB TIGER
ROB SPIDER	ROB MARSHAL	ROB MR. SPIDER	ROB FRANKIE	ROB WALKER	ROB TIGER

BATTLE 3- BEAUTY BITA

BATTLE 3: GYM LEADER WHITNEY

ECRU TEAK GYM

While you will find plenty of Ghost- and Poison-types within Ecruteak City, you'll also find plenty of Fire, Water, and Ice-type Pokémon. Once again, a diverse team is your best bet.

RECOMMENDED RENTAL TEAM FOR ECRUTEAK GYM

BATTLE 1 - MEDIUM HOLLY

BATTLE 2- SAGE TV

EXHIBIT 3. EXHIBIT LEADER MORTY

Clawwood Gym is home to some real brawlers, but the true danger comes from their attacks, including the KO moves Head Butt and Flounce and the confusion-inducing Dymonicpunch.

CLANWOOD GYM

RECOMMENDED RENTAL TEAM FOR CIANWOOD GYM

Chap-III 103



Home Drill: doesn't always hit, but when it does, it's a great longshot. It's unlikely that your entire team will fail to score a move, but it could happen. Just try again.

Comments



Dynamoponch has a
nasty side effect—it con-
fuses Pokémon. Give at
least one of your battlers
a Little Berry and wait
out the other bouts of
confusion.

A cartoon illustration of a pink pig and a green frog sitting together.

BATTLE 1- BLACKBELT NICK

RATTLE 2 - ROCKET GRUNT

BATTLE 3 - ROCKET EXECUTIVE

BATTLE 4 - ROCKET EXECUTIVE

WILD BOAR	WOLF	WILDEBEEST	WINGED HORSE	WINGED BEAR	WINGED HORSE
WILD BOAR	WOLF	WILDEBEEST	WINGED HORSE	WINGED BEAR	WINGED HORSE
WOLF	WILD BOAR	WOLF	WILDEBEEST	WINGED BEAR	WINGED HORSE
WILDEBEEST	WOLF	WILDEBEEST	WINGED HORSE	WINGED BEAR	WINGED HORSE
WINGED HORSE	WILDEBEEST	WINGED HORSE	WINGED HORSE	WINGED BEAR	WINGED HORSE

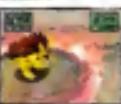
MAHOGANY GYM

Within the chilly interior of Mahogany Gym lurk many Ice-type creatures. But don't load your team up with Fire-, Fighting- and Steel-types. You'll need a few others on your side, too.

RECOMMENDED RENTAL TEAM FOR MAHOGANY GYM

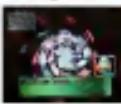
IRON DRAGGLAHL	IRON METRORILL	IRON EFFECT BLAZE	IRON MAGMAR	IRON GIGAROIDS	IRON GIGAROID
100% DRAGGLAHL	100% METRORILL	100% EFFECT BLAZE	100% MAGMAR	100% GIGAROIDS	100% GIGAROID
100% DRAGGLAHL	100% METRORILL	100% EFFECT BLAZE	100% MAGMAR	100% GIGAROIDS	100% GIGAROID
100% DRAGGLAHL	100% METRORILL	100% EFFECT BLAZE	100% MAGMAR	100% GIGAROIDS	100% GIGAROID
100% DRAGGLAHL	100% METRORILL	100% EFFECT BLAZE	100% MAGMAR	100% GIGAROIDS	100% GIGAROID

Properties of



Normally you wouldn't want your `Brand` types to be `Where` since `where` isn't specific to `loc-type`—but it's the best way to handle it.

Revolving Door



Like Jersheo, Skier Goss has no problem switching her Pokémons if the matchup isn't perfect. Try to encourage her switching, if possible.

1994-1995



You won't have much time or power to waste when battling Hitmanires against Unsung, so make time to make your Hi-Jump Kick more powerful.

BATTLE 1 - BOARDIN ALVIN

BATTLE Z - SKIER CARDS

BATTLE 3 - GYM LEADER PRYCE

KANTO GYM LEADERS

Once you've taken down Lance, a new area of the Gym Leader Castle will appear—Kanto Gym Leader Castle. There are eight Gym battles plus one extra battle in Kanto's castle. Because each Gym has only one battle, it's not quite as strenuous as Johto's castle.

“Hello, Honey! Come!”



After the Elite Four are beaten, you'll get a message saying you defeated the Jeton Gym Leader Castle. But would More Gym Leaders appear to challenge you? Are you up for it?



FOLLOW THE LEADER

Pokémon Stadium 2 is full of challenges, from the Pokémon battles in Gym Leader Castle to the more intellectual pursuits in the Pokémon Academy. Even the most dedicated Pokémon Trainers will spend many long hours trying to get through all of the difficult battles—but Trainers who persevere will be rewarded with Pokémon Powers and a whole new round of Stadium battles to attempt. ☺





His Body Exists In The
Mundane World.
His Spirit Resides
On A Higher Plane.



In Between Is Chaos.

In 1910, the first chronological RPG for N64, a young man embarks on a seemingly impossible journey to discover his destiny and find his destiny. Can he move off his celestial path, overcome his obstacles and find that which he has strayed about? "Or will he never find his way home?"

- Real-time 3D combat with 45° perspective and character-based camera.
- Unique blend of paper-based character and card-based combat.
- Soundtrack written by Chris Kline, previous to the popular paper game, *Dragon Quest*.
- Up to 10 characters add to Aldyn's party.



Acclaim Edition



THQ

www.thq.com

IT'S ARRIVED!



GAME BOY ADVANCE

IT MAY NOT BE FROM OUTER SPACE, BUT GAME BOY ADVANCE IS OUT OF THIS WORLD AND ITS IMPACT WILL BE FELT AROUND THE GLOBE BEGINNING MARCH 21ST—THE DAY THAT GBA GOES ON SALE IN JAPAN. WITNESS THE DAWN OF THE AGE OF ADVANCED GAME PLAY.

GAME BOY ADVANCE ARRIVES IN JAPAN



This month, Nintendo Power introduces you to the amazing Game Boy Advance with an in-depth look at the system and games. You'll peek inside the powerful GBA hardware to see what it can do with graphics and game play. You'll explore many of the first Japanese titles

from Nintendo and other publishers such as Konami, Capcom, Hudson Soft and Sega. You'll even get to check out some of the new games that are in development outside of Japan. Then, you'll focus on the next stop in the Game Boy Advance world tour—the system launch in North America. It's coming sooner than expected, on June 1st, just in time for a summer of advanced fun.

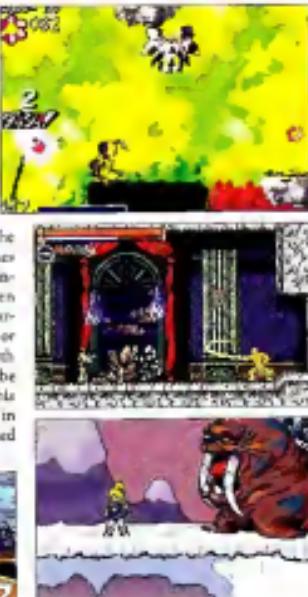


The Japanese Advertising campaign for Game Boy Advance featured the print ad shown here.



Advance Madness

Before the retail stores opened on March 2nd in Akihabara (the Japanese video game Mecca) and other locations around Japan, Game Boy Advance had rung up over three million retail orders. If that seems like a staggering number, consider that Nintendo Company Ltd. has predicted the sale of 24 million Game Boy Advance units worldwide in the first year. Japanese players lucky enough to snag one of the first few million units will have 22 games to choose from, including four from Nintendo. Another 25 titles have been announced officially for the Japanese market. Dozens of other titles have been, or will shortly be, announced for North America. In fact, some games will be announced for the first time later in this article. And dozens of other games are in development but haven't been announced at this time.



With first-generation titles like *Panzer*, *Castlevania*, and *Luigi's Mansion* on Game Boy Advance, the future looks very bright.

Mario Kart Advance was rumored to be a launch title, probably because it was shown at Spaceworld last August. (The actual release date will be later this year.)



Golden Sun, a beautiful RPG from Nintendo, will follow the Japanese launch by a few months. (It's scheduled to be released in May.)

Advanced Extras

When the first gamers pick up their GBAs and Game Paks in Japan, they'll snap up plenty of accessories, as well.

The Game Boy Advance Game Link Cable will be one of the hottest sellers. Many of the first games support multiplayer gaming, including four-player modes. In fact, games like *Mario Advance* have two multiplayer gaming modes. In the Single-Pak Mode, four players link up, and they'll use just one Game Pak. In the Multi-Pak Mode, each of the four players will have to have a Game Pak. The AC Adapter is likely to be another huge seller. Nintendo engineers tell us that the GBA gets about 15 hours per set of AA batteries, so the AC Adapter will be a money-saving investment in the long term. A little further down the road, GBA owners will be able to buy a new version of the Mobile System GBA. (You can read more about the Mobile Adapter in this month's *Game Watch*.) Plenty of other learned accessories should flood the market, as well.

JAPANESE LAUNCH GAME LIST:

ALL JAPAN-GP CHAMPIONSHIP

BOFU WA KOUKUU KANSEI-KAN
(I AM AN AIR SYSTEM CONTROLLER)

BOMBERMAN STORY

CASTLEVANIA:
CIRCLE OF THE MOON

CHU CHU ROCKET

F-ZERO ADVANCE

FIRE PRO WRESTLING A

KONAMI'S WAI WAI
RACING ADVANCE

KURU KURU KURU-RIN

MAIL DE CUTE

MARIO ADVANCE

MOMOTARO FESTIVAL

MONSTER GUARDIANS

MR. DRILLER 2

NAPOLEON

PHINEE'S GREAT
ADVENTURE

ROCKMAN EXE

SILENT HILL

STARCOMI (STAR
COMMUNICATOR)

TWEETIE'S
HEARTY PARTY

WINNING POST
FOR GBA

THE ADVANCE OF GAMING



At first glance, you might think that Game Boy Advance is all about technology. Actually, it's about fun. Nintendo engineers created Game Boy Advance to improve the quality of handheld games. The larger screen with its improved resolution and larger color palette is just one feature that Advance scores over previous Game Boy systems, not just because the screen is bigger, wider and sharper, but because players will be able to see more detail in the game environment. Characters may look more like real people. Monsters will look more frightening. Race car drivers will be able to see further ahead for a more realistic experience.

Advance's bigger leap in performance over previous Game Boys comes from the inclusion of the 32-bit RISC processor. Game Boy and Game Boy Color use much less powerful 8-bit processors similar to the Central Processing Unit (CPU) of the original Nintendo Entertainment System. The Super NES was equipped with a 16-bit CPU. A lot has been said about how easy it will be to port games for the Super NES to GBA. The truth is that GBA can run circles around the Super NES in terms of manipulating graphics. Even in the first generation of games for GBA we are seeing things that could never have been done on the old 16-bit platforms. In fact, some developers are already pushing the limits of the hardware to achieve 3-D environments and personalized sprites that look like high-resolution 3-D characters. In terms of game play, the faster 32-bit CPU of Game Boy Advance lets

designers pump more action onto the screen at one time. Authors can create greater levels of detail and realism. A vastly improved sound system creates realistic music and effects, particularly if players don headphones. The Left and Right Buttons add to the player's ability to control characters, vehicles and other game elements. And the Adapter Game Link Cable, with its built-in capacity to link up to four units, is set to revolutionize handheld multiplayer gaming.

Picture-Perfect

Beauty is in the eye of the beholder, it's been said, and if you happen to be holding a Game Boy Advance, the statement is certainly true. Game Boy Advance games will be viewed on the unit's 2.9-inch Reflective TFT color LCD screen. The screen area is approximately 40% larger than the original Game Boy screen, and the GBA screen is wider than it is tall, like a regular television screen. The image is not only larger, it's sharper, too. The resolution of the screen is determined by the number of pixels on the screen. A pixel is a small dot composed of one color, and pixels are measured in horizontal and vertical lines. Game Boy Advance has 240 horizontal pixels and 160 vertical pixels. The entire screen is composed of 38,400 pixels. Amazingly, that's about 10,000 pixels per square inch, which is actually better definition than some HDTV sets.

The sharpness and brightness of the Game Boy Advance LCD (Liquid Crystal Display) screen are the result of reflective TFT technology. TFT is short for Thin Film Transistor, which refers to the element used to control the colors of the individual pixels. TFT LCDs provide the sharpest display, fastest update and widest viewing angle of all LCD screens. The update speed is important because video game animation will look choppy, blurry and unconvincing if the rate is too slow. The viewing angle of the screen is particularly important for a handheld system. A wide viewing angle allows players to tilt and move the GBA unit while playing and still be able to see



Lots of characters can appear on the screen of the GBA at once, like four racers and a bunch of racers in Konami's Wacky Racing.



The Left and Right Buttons come in play in games like F-Zero Advance, where they allow drivers to make sharper turns.



The high level of detail seen in games like Mario Kart: Double Dash adds richness to the visual world and the gaming experience.

the screen clearly. As for the reflective nature of the screen, it means that you'll need an ambient light source to brighten the screen. An ambient light source is anything from the sun to a lamp. A backlit LCD screen would be more expensive, drain your batteries much faster and have a much smaller viewing angle.

As for color, the GBA has a palette of 32,768 colors to choose from. The screen displays up to 511 individual colors at one time during normal game play, but in the cinematic bitmap mode, Game Boy Advance can display 32,768 colors simultaneously. That's a lot of beauty to behold.



Silent Hill from Konami uses pre-rendered still images along with text to convey its story. Though very little animation, but the effect is still haunting.



Brains and Brawn

The brain, not to mention the muscle of the GBA, is a custom-designed 32-bit RISC processor. The CPU contains nearly 150,000 bytes of internal memory, speeding up calculations and improving graphics capabilities. The CPU runs the programs on the Game Pak, produces the graphics, receives feedback from the Control Pad and buttons, handles communications with linked GBA units and creates the sound and music. The original Game Boy and Game Boy Color used 8-bit CPUs, capable of handling data in 8-bit chunks. The Game Boy Advance handles four times the amount of data at the same time, and it runs faster. If you consider that the Super NES used a 16-bit processor and the PlayStation used a 32-bit processor, you'll begin to see how powerful Game Boy Advance is for a handheld gaming system. Game Boy Advance can reproduce any graphic effect from any Super NES game.



Unlike many GBC and GBA RPGs that use simplified battle systems, GBA RPGs such as *Monsters Guardians from Konami* will be complex and deep.



Kenji's Winning Post will have a network function that lets the Mobile System as players can see their steeds against the horses of other trainers.

Amazingly, it can also produce almost perfect representations of some N64 games. A demonstration of *Yoshi's Story* is

DEVELOPMENT UPDATE

The Game Boy family of gaming systems has spawned the creation of over a thousand titles so far this year alone. More than one million game systems have been sold around the world, and, at this time, that number of games have been sold to consumers. Developers in the video game industry can boast all they want about development support for their untested consoles, but when it comes down to the numbers, Game Boy Advance leads the way. At present, over 300 publishers and developers are hard at work creating Game Boy Advance games, most of which haven't been announced yet. The designers, programmers, and artists of those companies are working with 1,200 development kits (dev kits) to create the games. In fact, developers are demanding so many additional dev kits, like the one shown in the photo, that the numbers are sure to go much higher. Advance development is just heating up.



Included with every Game Boy Advance Development Kit, which is the hardware and software that Nintendo sends to licensed GBA developers. Game Boy Advance can display 128 characters on the screen at one time, it can rotate and scale characters better than the Super NES, and it can produce stunning special effects such as the transparency of glass or water. Already, Game Boy Advance developers around the world are leaping to create spectacular graphics and effects with the new hardware. One developer in Japan is working on a pretendered 3-D racing game that looks as good as a console 3-D racer. And a team in England is working on real 3-D shooters. The future advances are almost unlimited.

As Game Boy Advance is poised for the future, it is also set to enhance the past. One of the most impressive facts about the

Game Boy Advance CPU is that it contains the entire Game Boy Color CPU inside it. The embedded CPU is what makes all existing Game Boy and Game Boy Color games playable on Game Boy Advance. In practical terms, it means that you can continue to enjoy your collection of Game Boy classics without having to switch between Game Boy and GBA. It also means that you'll have lots of games to choose from. In addition to a large launch library of titles for Game Boy Advance, many of which are shown in this article, you'll have a thousand or more Game Boy and Game Boy Color titles that you can play. You'll even have the option to stretch original Game Boy graphics to match the wider dimensions of the GBA. Now, that's a boingy system.



ADVANCE GAMES: THE FIRST GENERATION

 New hardware systems may be exciting, but the real excitement comes from the games. The first wave of titles from Nintendo and other publishers for Game Boy Advance includes some familiar names and characters and plenty of original games and new heroes. In the next few pages, you'll see the games that are on their way for the Japanese launch of GBA, followed by a host of titles that are likely candidates for release in North America this summer.

Super Mario Advance

Save the World of Dreams from
Wart's Evil Plans

The classic Super Mario Bros. 3 action game has been updated for Game Boy Advance with enhanced graphics and sound. Fans of the original 1988 platformer for the NES will remember the battles with Bidoof, Moosier, Friggy and Clanggy, but the baddies may not look quite the same on the Game Boy Advance. Huge characters, giant vegetables, roasting

images and other special effects will make Super Mario Advance look and play like a whole new version of SM3D 3. The new look is packed into a 32-megabit Game Pak with 20 levels of jumping, stomping and block-busting fun. You'll also find multiplayer games based on the original Mario Bros. arcade game.

The Main Event

In the main adventure, players can choose to play with Mario, Luigi, Princess Peach or Toad. Each hero has



Enemies are scaled up to the GBA version of the game. If you miss with a veggie of this size, you should probably play Harvest Moon instead.



You'll also run into giant enemies like Shy Guy. You can pick them up and heave, too—they'll rotate as they fly toward your target.



These enemies show greater detail and more complex moves, such as scaling and rotating, than in the original NES game.



The gang is back for an updated adventure on GBA. When it was released in North America for the NES, the game was known as Super Mario Bros. 2.



Peach and the other playable characters are fast, clever and smart. Princess Peach, in fact, has the gift of flight.

special advantages of weaknesses in speed, acceleration and jumping distance. As in most classic Super Mario games, you'll collect traditional items such as mushrooms, keys and coins and special items, such as vegetables, which you throw at enemies. You'll face the wrath of characters such as Alfonso, Singgy, Snifit, Cobalt and Bob-omb as you make your way through sandy deserts, tropical fields, icy wastelands and dangerous castles.



Join in the Fun

One of the great things about Game Boy Advance is the ease with which you'll be able to play multiplayer games. It seems as if most of the early games from Nintendo have at least one or two multiplayer modes of play. In Super Mario Advance, one to four players can link up using the GBA Game Link Cable. In Single-Pak Mode, all four players can play using just one Game Pak, but they'll be limited to one level. A second multiplayer mode requires each player to have the game, and they'll have access to multiple areas. Super Mario Advance, which is still a tentative title for the North American market, should have loads of fun for every action fan.

F-Zero for Game Boy Advance

The Future of Racing Is Advanced

Nintendo's F-Zero series has always meant fast, futuristic vehicles competing on out-of-this-world courses. That hasn't changed as F-Zero shifts lanes to Game Boy Advance. You'll find yourself in the fast lane with a new cast of characters and rivals, a new collection of advanced



Based on the original Mario Bros. game, one to four players can join in the various competitive Classic and Battle Modes.

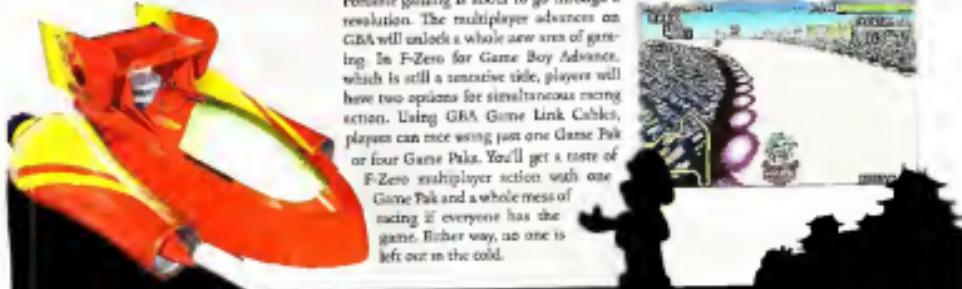


vehicles and a new circuit of challenging courses set around the galaxy. F-Zero for the Super NES made use of scaling and rotation features to create its sense of speed. Game Boy Advance's ya-hic, turbocharged performance will leave the Super NES game eating dust.

One to Four Drivers Wanted

Possible gaming is about to go through a revolution. The multiplayer advances on GBA will unlock a whole new area of gaming. In F-Zero for Game Boy Advance, which is still a tentative title, players will have two options for simultaneous racing action. Using GBA Game Link Cables, players can race using just one Game Pak or four Game Paks. You'll get a taste of F-Zero multiplayer action with one Game Pak and a whole mess of racing if everyone has the game. Either way, no one is left out in the cold.

F-Zero multiplayer action with one Game Pak and a whole mess of racing if everyone has the game. Either way, no one is left out in the cold.



JAPAN ADVANCE



In addition to Nintendo's first-party titles, games are on the way from most of the major publishers in Japan. Nintendo Power has gathered the latest screen shots and information on the launch titles, but with over 200 screen shots, plus descriptions of the games, we can't fit them all to show them all. To catch even more of the shots, head to nintendopower.com. You won't want to miss a single photo of a single pic.

MOMOTARO FESTIVAL

Publisher: Hudson Soft
Release date: March 21st

Hudson Soft's RPG is based on a popular character from Japanese folk stories. In the game, players guide the young hero, Momotaro, through adventures filled with humor and lots of mischievous challenges.



ALL JAPAN GT CHAMPIONSHIP

Publisher: Konami
Release date: March 21st

Konami's realistic racer features GBA, GameLink Cable and Mobile System compatibility. Drivers move from the GT300 class to the challenging GT500 class. Race conditions change during races, and players can create custom courses.



ROCKMAN EXE

Publisher: Capcom
Release date: March 21st

Capcom has a new twist on an old favorite. In Rockman EXE, the blue buster known as Major Man in North America must fight his way in a virtual world using a GBA. Once players send special computer waypoints to Rockman,



PINOBEE'S GREAT ADVENTURE

Publisher: Hudson Soft
Release date: March 21st

Probase, the robot whose creator was kidnapped before completing his insectile invention, must rescue his master to make Pinobee's world. The storylines tell the story's gory, gory, side-scrolling levels. Expect a big buzz on this one.



TWEETY'S HEARTY PARTY

Publisher: Konami
Release date: March 21st

The Looney Tunes character race to save Tweety Bird before he turns to stone. Players can link up with the GBA GameLink Cable or hook up over their GBA with the Mobile System to play a wild island brawl of tag-maze.



WINNING POST

Publisher: Konami
Release date: March 21st

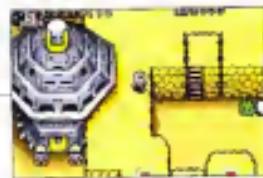
Konami racing games have been big news in Japan for years, and Konami's doing that Winning Post! will get off to a fast start when it's released in the USA in March. Players not only race their steeds—they lead and train them, as well.



BOMBERMAN STORY

Publisher: Hudson Soft
Release date: March 21st

Bomberman's adventure on the planet Farmania features beautiful alien scenes and explosive action with plenty of puzzle. Fans of the Bomberman series will look forward to the four-player mode.



CASTLEVANIA: CIRCLE OF THE MOON

Publisher: Konami
Release date: March 21st

This side-scrolling action is hauntingly reminiscent of Alvin's Castlevania classics. As a vampire hunter armed with a ring and lots of lily face, ghosts, demons and Dracula himself in a dark castle filled with dead traps.



SILENT HILL

Publisher: Konami
Release date: March 21st

The tact adventure that became a PSX hit in Japan roles changes on Game Boy Advance. Pinpointed graphics and steady music enrich the GBA's plot, and cinematic sequences throw the GBA's strengths into mode.



STARCOMI (STAR COMMUNICATOR)

Publisher: Konami
Release date: March 21st

One of the most ambitious titles for GBA's Konami Starcomi. The game combines e-mail functions within an RPG. You can exchange e-mail over the Mobile Synergy as well as befriend Starcomi, a cute character in the game.



DODGE BALL FIGHTERS

Publisher: Atska
Release date: Spring 2001

Atska hopes to get after it with Dodge Ball for Game Boy Advance. The hit may not be enough in the game, however, since players must reduce their opponents' HP to zero to win.



MAIL DE CUTE

Publisher: Konami
Release date: March 21st

Konami introduces a new style of adventure game in which game characters interact with players by sending them messages. If you do well in a quiz, you'll move ahead in the adventure.



MR. DRILLER 2

Publisher: Konami
Release date: March 21st

In Nintendo's puzzle game sequel, Mr. Driller scores points by digging through the colored blocks to reach prizes worth big points. It's classic arcade action that looks great in its new home on Game Boy Advance.



CHU CHU ROCKETI

Publisher: Sega
Release date: March 21st

The DC hit looks great on Game Boy Advance. The first platformer published in North America. Your job is to save your space mesa before some mean space biffies turn the into space-show.



WAI WAI RACING ADVANCE

Publisher: Konami
Release date: March 21st

Wai Wai Racing means Wacky Racing in trade-speak. The wackiness comes through loud and clear in Konami's signature characters, the 16 courses and the many points to launch at your opponents. Mario Kart-style.



FIRE PRO WRESTLING ACE

Publisher: Spike
Release date: March 21st

Spike's wrestling series gets a grip on the handheld world for the first time. Players can wrestle with 200 characters or create their own. Each wrestler has cool signature moves, as well.



MUGEN KIKOU ZERO TOURS

Publisher: Media Ring
Release date: To Be Announced

In Media Ring's GBA title for Game Boy Advance, everyone dresses up in animal costumes. Friends can join your party, and if you hook up with a wild Game Link Cable, you can open a ridiculous dungeon.



BRING IT HOME



Japan is just the first stop on the Game Boy Advance world tour. The next launch is right here in the U.S.A. and Canada on June 11th. Some of the titles that will be released at launch are fairly certain, and others may be subject to change. The games shown in this article are quite likely to be available on or soon after June 11th.

CREATURES

Publisher: Conspiracy Entertainment
Release date: June 11th

Conspiracy Entertainment has big plans for its newest pet title. Players raise creatures known as Norms and Grizzlies, teaching them right from wrong and eventually creating a family Conspiracy plan to create a GCONversation at will.



IRIDIUM 3-D

Publisher: Mapesa
Release date: June 11th

Mapesa's 3-D space shooter features smooth action (averaging 60 frames per second) for an eye-popping experience. You'll fly from world to the home of the Indian Empires, fighting mechanized fighters and bosses in seven stages.



FIEVEL: AN AMERICAN TAIL

Publisher: Konami
Release date: March 21st

Game Boy Advance is the perfect format for *Fievel—The Fieveloid*, a musical from the movies. The purrmer will lead Fievel from his home in New York to the Wild West as he collects pieces of a musical map while seeking his lost friend.



EARTHWORM JIM

Publisher: Mapesa
Release date: June 11th

Shiv's original *Eartworm Jim* platformer for the Super NES returns with state-of-the-art graphics for Game Boy Advance. Jim, a meowved by ergonomic super suit, sets off to save the galaxy from the evil machinations of Pig-grow



FORTRESS

Publisher: Microsoft
Release date: June 11th

Fortress is an original puzzle game that combines a patch of Tetris with a spritely of *Templer*, then tosses the devil's 11 commandments for fun. Players build castles out of Tetris-like blocks then blast away at the enemy's fortress.



PITFALL: THE MAYAN ADVENTURE

Publisher: Microsoft
Release date: June 11th

Another classic from the Super NES, *Pitfall: The Mayan Adventure*, is slated to arrive with the launch of GBA. Harry jumps, climbs, swings and fights through 10 levels in the treasure-rich jungles and temples of South America.



SUPER STREET FIGHTER II

Publisher: Capcom
Release date: August 2001

The game that began the fighting craze is being joined to Game Boy Advance this summer. Super Street Fighter II is the Super NES in a racing shell. The characters, the moves, even the two-player VS Mode have returned.



MEGA MAN BATTLE NETWORK

Publisher: Capcom
Release date: July 2001

Mega Man BN may arrive by the launch of GBA in June, although currently it is scheduled for a July release. Players assume the role of Neton, a computer operative who works with a cyber version of Mega Man to stop crime.



FINAL FIGHT

Publisher: Capcom
Release date: July 2001

Street Fighter may not start with Final Fight in the arcade and on the Super NES. The GBA version of this classic includes the arcade-versus-Retro stage, which was on the Super NES game. And two players will be able to slay all



LADY SIA

Publisher: TDK Mediactive
Release date: August 2001

The original story in TDK's beautiful, surreal action adventure involves a warrior princess named Sia who protects her kingdom by fighting the cruel Tzun henchmen. Her adventure progresses through 16 levels in four worlds.



BREATH OF FIRE I

Publisher: Capcom
Release date: September 2001

Capcom has re-imagined one of the greatest adventures from the Super NES era. The story takes Ryo, the last member of the Light Dragon clan, on a journey to save the world. He is helped along the way with a diverse party of warriors.



RAYMAN

Publisher: Ubi Soft
Release date: June 2001

Ubi Soft is set to showcase the power of Game Boy Advance with its stunning reproduction of the PS1 version of Rayman. The game features 60 stages and has a mode where Rayman replaces all of his great moves, including his helicopter glide.



A SUMMER OF FUN

June 11th is just a few short months away, and portable gaming will never be the same once Game Boy Advance arrives here. The games look great, the system is truly revolutionary, and its price will leave you with enough cash to start building an Advance library. Enjoy the future. ☺



MARIO PARTY 3



Y'all want this party started, right? Mario's video board game is back, so shuffle on over to the bash of the year!

Threemendous!

Mario's third party doesn't officially get started until May 3, but we're taking an advance look at the N64 game. The party planners at Nintendo and Hudson Soft come up with 70 all-new minigames and plenty of new game boards to party down with. There's also a new two-player Dual Mode, which allows players to hire partners to win the games!



classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

BANJO-KAZOOIE

BANJO-KAZOOIE SECRETS REVEALED!

Ever since the release of Banjo-Kazooie, gamers everywhere have been wondering about the Rare adventure's cryptic secrets. What's the skinny on the Ice Key? Or the rumored secret eggs? Well, grab a backpack and hang on, because we've got info galore headed your way. All of the codes are entered at the sand castle in Treasure Trove Cove, and you'll need to drain it first. Look for a ledge with a bucket above the castle, then face away from the bucket and fire two eggs into it. Once the castle is drained you can input letters on the floor made by performing a Beak Buster on each one. Some of the cheats, like the Ice Key, will show a brief cutscene while others will simply make a strange noise to let you know you've entered it correctly. The first seven codes will unlock six special eggs, the Ice Key and a memo called "Stop 'n' Swoop"—but they work only if you've already been to those levels. We haven't been able to find a use for the items yet, but rest assured we'll keep trying. As for the other codes, they will open up more doors, remove walls and open all the levels. Be very careful with any cheats that aren't egg- or key-related, however; if you use more than one, Grunty will erase your game! Even if you quit the game and restart, you'll still be limited to the two cheat codes—so you'll want to save them for a time when you're really stuck. Note that you will need to enter the word "cheat" before each code, but it isn't necessary to use spaces. And finally, we'd like to offer up a big congratulations to the two readers who first clued us in to Rare's treasure trove of cheats.



Enter the codes by performing a Beak Buster on each letter. You'll hear a "meep" while drawing the word "cheat" but no sounds for the other letters.



WARNING:

DON'T GET GREEDY, MY LITTLE CRETIN, OR I'LL SHOW YOU A CODE THAT MAKES YOU TROTTER LIKE MORE THAN TWO OF MY SECRET TRICKS AND I'LL ERASE YOUR GAME FOR KICKS THE ONLY EXCEPTIONS ARE EGGS AND THE KEY, SINCE THEY WON'T HELP YOU WALLOW ME!

CODE	RESULT
DON'T YOU GO AND TELL HER ABOUT THE SECRET IN HER CELLAR	OPEN A CASKET IN GRUNTY'S CELLAR AND FIND A BLUE EGG
OUT OF THE SEA IT RISES TO REVEAL MORE SECRET PRIZES	RAISE SHARK FOOD ISLAND AND FIND A PURPLE EGG
A DESERT DOOR OPENS WIDE ANCIENT SECRETS WAIT INSIDE	UNLOCK THE ROCK WALL GATE IN GOBI'S VALLEY AND GET THE DARK BLUE EGG
AMIDST THE HAUNTED GLOOM A SECRET IN THE BATHROOM	REVEAL A GREEN EGG IN MAD MONSTER MANSION'S SECOND FLOOR BATHROOM
THIS SECRET YOU'LL BE GRABBIN IN THE CAP-TAINS CABIN	REVEAL A RED EGG IN THE CAPTAIN'S CABIN IN RUSTY SICKET BAY
NOW BANJO WILL BE ABLE TO SEE IT ON NABNUT'S TABLE	REVEAL A YELLOW EGG IN NABNUT'S HOUSE IN CLICK CLOCK WOOD
NOW YOU CAN SEE A NICE ICE KEY WHICH YOU CAN HAVE FOR FREE	REVEAL THE ICE KEY INSIDE THE FREEZEZY PEAK ICE CAVE
THEIRS NOWHERE DANKER THAN IN WITH CLANKER	OPEN CLANKER'S CAVERN
NOW INTO THE SWAMP YOU CAN STOMP	OPEN BUBBLE GLOOP SWAMP



CODE	RESULT	CODE	RESULT
THE JIGGYS DONE SO OFF YOU GO INTO FREEZEZY PEAK AND ITS SNOW	OPEN FREEZEZY PEAK	THEY CAUSE TROUBLE BUT NOW THEYRE RUBBLE	REMOVE ALL BREAKABLE WALLS
GOBIS JIGGY IS NOW DONE TREK ON IN AND GET SOME SUN	OPEN GOBI'S VALLEY	BOTH PIPES ARE THERE TO CLANKERS LAIR	REMOVE TWO PIPES BY CLANKER'S CAVERN
THE JIGGYS NOW MADE WHOLE INTO THE MANSION YOU CAN STROLL	OPEN MAD MONSTER MANSION	SHES AN UGLY BAT SO LETS REMOVE HER GRILLE AND HAT	REMOVE THE GRILL INSIDE THE WITCH STATUE NEAR BUBBLE GLOOP SWANIP
WHY NOT TAKE A TRIP INSIDE GRUNTY'S RUSTY SHIP	OPEN RUSTY BUCKET BAY	YOU'LL CEASE TO GRIPPE WHEN UP GOES A PIPE	REMOVE THE LARGE PIPE NEXT TO CLANKER'S CAVERN
THIS ONES GOOD AS YOU CAN ENTER THE WOOD	OPEN CLICK CLOCK WOOD	ITS YOUR LUCKY DAY AS THE ICE BALL MELTS AWAY	REMOVE THE ICE CUBE IN FRONT OF THE FREEZEZY PEAK JIGSAW PUZZLE
THESE GO RIGHT ON THROUGH NOTE DOOR TWO	OPEN THE SECOND NOTE DOOR	GRUNTY WILL CRY NOW THAT YOUVE SMASHED HER EYE	BREAK THE EYE OF THE GRUNTY STATUE NEAR MAD MONSTER MANSION
NOTE DOOR THREE GET IN FOR FREE	OPEN THE THIRD NOTE DOOR	YOU WONT HAVE TO WAIT NOW THERES NO CRYPT GATE	REMOVE THE CRYPT GATE NEAR MAD MONSTER MANSION
TAKE A TOUR THROUGH NOTE DOOR FOUR	OPEN THE FOURTH NOTE DOOR	THIS SHOULD GET RID OF THE CRYPT COFFIN LID	REMOVE THE COFFIN LID IN THE MAD MONSTER MANSION CRYPT
USE THIS CHEAT NOTE DOOR FIVE IS BEAT	OPEN THE FIFTH NOTE DOOR	THE GRILLE GOES BOOM TO THE SHIP PICTURE ROOM	REMOVE THE GRILL IN FRONT OF THE RUSTY BUCKET BAY JIGSAW PUZZLE
THIS TRICKS USED TO OPEN NOTE DOOR SIX	OPEN THE SIXTH NOTE DOOR	ONCE IT SHONE BUT THE LONG TUNNEL GRILLE IS GONE	OPEN A TUNNEL THAT LENDS TO THE CLICK CLOCK WOOD JIGSAW PUZZLE
THE SEVENTH NOTE DOOR IS NOW NO MORE	OPEN THE SEVENTH NOTE DOOR	DONT DESPAIR THE TREE JIGGY PODIUM IS NOW THERE	MAKE A JIGGY PODIUM APPEAR IN CLICK CLOCK WOOD
WEBS STOP YOUR PLAY SO TAKE THEM AWAY	REMOVE ALL SPIDER WEBS	UP YOU GO WITHOUT A HITCH TO THE WATER LEVEL SWITCH	RAISE THE WATER LEVEL NEAR RUSTY BUCKET BAY



Ames, Shark Food Island Arises
and over the Africa East



What's a Green Tag in here?



Malberts had the Yellow Egg the whole time! That's nutty.



The Iron Key revealed

HARVEST MOON 64

HEAVY MEDALS

 The medals won from betting on dog and horse races in Harvest Moon 64 will buy an up-and-coming farmer loads of useful gear, including a new dog house and extra stamina for your horse. But securing the precious prizes has always meant putting your hard-earned cash on the line. Well, no more. To bet on the races for free, head to the Town Square and talk to the Mayor's Wife. Place your bets as usual, but instead of selecting the "OK" icon when you're finished, press the B Button until you are back at the playing screen. You'll receive medals if your chosen animals win or place, but you won't lose any money in the process!

WE LIKE THESE ODDS

 The horse races take place on the Dibbet Spring and the 30th of Fall. The dog race occurs on the 18th of Winter. You won't be allowed to bet on any race in which one of your own animals is participating.



Buffy

THE VAMPIRE SLAYER

STAKE YOUR CLAIM

 It's a good day for vampire hunters, as Classified Info serves up codes for two of the better games in the genre. We'll start off the fun with Buffy the Vampire Slayer, the new GBC game from THQ. Input the following codes at the Load Game screen to open all the levels. Level 1—gMDWVY. Level 2—XTM4P7. Level 4—jBVPLZ. Level 5—gD6FoS. Level 6—tSCNBy. Level 7—G8TICQZ. Level 8—BNPZXp.

LEAPING LEVELS

 It takes a whole lot of punching, locking and stale trying to reach the finale of Buffy the Vampire Slayer, but now you can save the town of Sunnydale while barely lifting a finger.



BLADE™

SINK YOUR TEETH INTO CODES

 While we're on the subject of the undead, we've reminded that last last year Activision teamed up with Marvel Comics to produce Blade, a surprisingly well-crafted action title for the Game Boy Color. As Blade, vampire hunter extraordinaire, you scour the dark city's mean streets for fanged night-crawlers to exterminate. And for any of you who feel the hunting was a bit too challenging, we have a tasty treat. If you enter the code 912aNB8BT751G at the Password screen, you'll be transported instantly to the game's ending sequence!



 Whymuck around with stakes and garlic when you can view the final scene with ease!

Pokémon

Gotta catch 'em all!

KEEP ON TRUCKIN'

 Bad codes never sleep, and unfortunately for them, neither does the Code Cop. We've been getting a number of reports about an abandoned vehicle near the S.S. Anne in Pokémon Red, Blue and Yellow. Some trainers have apparently sensed that Mew is hiding under the pickup truck and can be claimed if they use Strength to shove it out of the way. Well, we can report that there is no truth whatsoever to the rumour. My partner and I showed that truck until our arms were throbbing, and there had a towtruck haul it off—there's nothing under there but some old oil stains. Maybe the powerful Psychic-type simply prefers luxury import models.



 MISSING MOVE
The truck may be trapping, but don't waste your time.



STAR WARS EPISODE I BATTLE for NABOO

STAR WARRIOR

Logan's always seem to slip some creative codes into their games, but Star Wars Episode I: Battle for Naboo takes the cake. Apparently the design team has been watching a lot of DVDs, because it included a secret track of audio commentary for every stage. Members of the team were philosophical about level design, programming challenges and anything else that crosses their minds. It's one of the most creative uses of cheat codes we've encountered in a long time, and it's also a unique chance to learn about the game design process. We've rounded up a few codes of the game play variety, too, and have included them below for your droid-blasting pleasure.



! Input the code TALKTIME at the Passcode menu to hear the developers' secret commentary.

CODE	RESULT
LEG&FIVE	OPEN ALL STAGES UP TO LEVEL 15
OVERLOAD	GIVE ALL SHIPS MAXIMUM STATS
KOOLSTUF	OPEN AN ART GALLERY IN THE OPTIONS MENU
WAKEUP	OPEN A MUSIC TEST IN THE OPTIONS MENU
EWERDEAD	DESTROY ALL CRAFT (INCLUDING YOURS) WITH ONE HIT
PATHETIC	GET INFINITE LIVES (NO MEDALS CAN BE WON WHILE THE CODE IS ON)
DRJEKYLL	MAKE WATER CHOPPY



WITNESS DEITY DOINGS

One of the choicer masks in *The Legend of Zelda: Majora's Mask* is the Fierce Deity's Mask. Unfortunately, you've been able to use it only in boss battles. Until now, that is... because we've discovered a trick to let you wander all over Termina in Fierce Deity mode! First, you must put on the Bumby Hood, warp to the third day and go to Sakon's hideout in Diana Canyon. Once there, slow down time, approach the hideout and look at the door—you will see a small crack on the right-hand side. If you run and roll at the crack, you will eventually slip inside. (If you get through but fall into the water, climb back up and try again.) Once you're inside, wait to make an attempt to save the stolen Statis Mask. During the race you will gain temporary control of Kafei. While you're controlling him, bring up the menu and replace the Bumby Hood with the Fierce Deity's Mask. When you control Link again, he will have no choice but to don the new mask. If you manage to complete the race, you'll appear at the entrance to Sakon's hideout as the Fierce Deity! Turn around and dive into the water, then take the right-hand tunnel. It will lead you to the Southern Swamp. From there you can visit Clock Town, explore the landscape or just introduce the natives to your Great Fairy Sword!



 The crack can be tricky. You may need to roll it a number of times before you'll be able to see inside.

Once you enter Clock Town, you won't be able to leave. You'll also need to dash if you want to enter buildings.

SEND COPIES TO:
NINTENDO POWER
CLASSIFIED INFORMATION (C.I.)
P.O. BOX 87033
REDMOND, WA
98073-8733

The journey through H2o and THQ's AIDYN Chronicles continues as our hero, Alaron, frantically searches for a cure to his poisoning. Grab a Chaos Sword and join Nintendo Power as we guide you through the next leg of your quest.

AIDYN CHRONICLES

THE FIRST MAGE



Animated
Violence

© 2001 THQ Inc. AIDYN Chronicles: The First Mage, THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. Developed by K3D Entertainment Corporation, H2O Entertainment is a trademark of H2O Entertainment Corporation. All rights reserved.

The Rise of Chaos

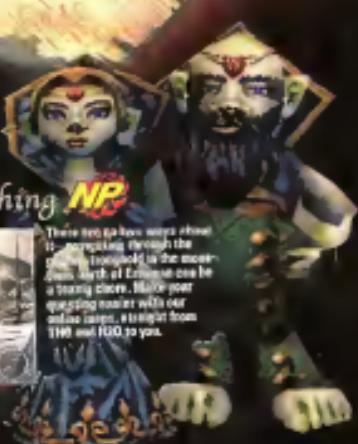
Last month, we introduced you to AIDYN basics such as combat strategies, experience point distribution and teammate selection. We also walked you through the quest up to the mountainous peak of Eremont. This month's coverage will take you deep into the heart of AIDYN, where you'll encounter challenges and monsters beyond imagining. But if you're still having trouble in the goblin stronghold, take heart. We've posted new maps at our website, [nintendopower.com](http://www.nintendopower.com).

Goblin Smashing

NP



These two go-hons were about to penetrate through the goblin stronghold in the mountains. North of Eremont can be a treacherous place. Make your questing easier with our added maps, a visit to THQ and H2O, to you.



[nintendopower.com](http://www.nintendopower.com)

A Few Loose Ends

The powers of Chaos grow stronger by the day, and there's little time to waste if you hope to overcome the evil. Though Tzoxain, the king of Ercowan, has instructed you to meet Andes at the Wizard's School in Talewak, delay briefly before setting out. You still need to meet with some of the locals, do a little shopping and decide on the future makeup of your party.



The House of the Mirari Sisters



If you speak to Driene after leaving Castle Grawnor, you'll recall her telling you to visit her Emancipation friends, Dizzen and Zurene. To find them, leave Tzoxain's castle and locate the small bridge to the north.



Cross the bridge, turn right and follow the path until you see a ladder on your left. Click the ladder, head north and climb the next ladder on your left—you'll be at the sisters' front door.



Becan

Becan has decent fighters with a high Damage stat, so if you're short on heroes and heroes, he makes a solid addition to the party. With the exception of the Ranger skill, however, Becan's abilities are pretty much what Andes can already perform.

Sticks and Stones



The Mirari sisters will escort you to a great forest to the west, across the river to the town. Talk to Veraca, a Mirari elder, to receive Stormbreaker—a branch of wood that can calm even the fiercest of storms. Once your conversation is finished, explore the village to find a pair of traders. Purchase a Staff of Life if you ever need it.

Heroes Stay Free



The keeper of Ercowan will offer you a free room in exchange for your services to the town. In the rest of the fan you'll find Driene, a Mirari elder who has given up the ways of the world for the ascetic life of a sheepherder. He'll join your party with a little coaxing. Stand behind the purple glass sculpture in the lobby for a pair of Woolshear Gloves.

The Road Warriors

The road to Tolewak is fairly straightforward—and many signs point the way—but as you travel you'll encounter a number of enemies. If you fought all of the goblins on your previous quest, the battles are very winnable—but be especially wary of Bandit Busters. They use magic and have high stats, so take them out quickly. You should also spend time searching the surrounding countryside for treasure.

Hidden Headgear



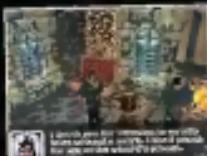
The road to Tolewak winds around a forest that contains a cave with a Wizard's Hat inside. Follow the road and you'll see a clearing on the right. Walk through the clearing and you'll see a scattered looking patch of earth. If you're lost, look on the map for a circular opening in the otherwise dense forest.



Godric

Godric, the mad eldritchist, is waiting at the Wizard's School, giving you a limited chance to add him to the party. He knows Elemental magic, which gives him many powerful offensive spells, but he remains most useful in physical combat.

Back on Inn



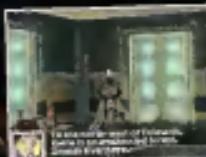
Godric
The Innkeeper's son at Tolewak has a number of long and boring tales to tell. If you chance to his ways with out a pug, he'll teach you good sense at the Wizard's School. Enter the middle room of the left to see a short cut-scene with Dreams.

Regarding Guarding



The first guard at the Wizard's School demands to know your name—call him a know-it-all to pass. The guard at Astrid's Inn won't let you in until you mention Horace. If you have enough experience and gold, the professors will teach you new spells.

The Root of the Problem



Andie is a powerful wizard, but even she can't heal your poisoning without Andie assistance. After healing you out, she'll instruct you to enter the woods behind her school and find a salamander called Andisworth Root. Though she tells you it grows in the NW, it's actually in the NE—and it won't grow at all until you speak to Fleekers, the Dryad Queen.



Into the Woods

You need to find Pandara before the Amaranth can be yours, but the enchanted forest is a confusing mass of tangled paths and switchbacks. Talk to other Dryads for assistance, but think twice before engaging them in combat—the winged ones are fierce warriors. Saying kind and complimentary words will help, but don't declare that they have a wild look in their eyes or you'll be attacked in force.

Pandara's Rocks



To find Pandara, follow the school's river west until you come to a break in the trees just past a cushiony pitch. Enter the break and walk until you reach a large, mossy boulder, then follow the path on your left until you're facing SW. Once you are, walk straight. You'll enter a rock-filled glade where Pandara awaits. If you're wandering in circles, go to www.ign.com/power for a QuickTime movie of the trip.



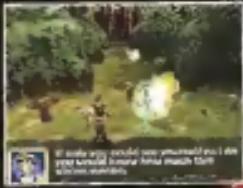
Hide and Spell



Once you speak with Pandara, she'll make the Amaranth Root grow. Leave her glade and walk through the woods to the far southwest corner, where you'll see a black tree surrounded by mushrooms. The Amaranth is at the tree's base. Once you've secured the magical medicine, have Thoma use her thinking skills on the tree to get some gold, then return to Pandara. If you can't find her glade, leave the woods and follow the path you used the first time.

Making Melodies

Class Is in Session



If Pandara could see you now, she'd be appalled. You're wearing the worst song I've ever heard. If you think she'll still love you, she'll cover her ears in disgust—but try it. Eventually your rusty voice will wake her up, and she'll give you a magical award.



Return to Andra with the Amaranth Root. Once she realizes she can't care less, you'll be sent to Pint Solid to locate a missed note. Creeping through the vines on a small island, or you'll need to char a beast. Before you go, however, through the school's extensive library if you have the time. Once you're ready to leave, take the sunlit bridge out of town.



Spells Chart

As you progress through the game, you'll be able to master different and more powerful kinds of magic. Below is a chart that describes some of the best spells that you can learn. Note that there are four schools of magic and you must be of a school to use its spells. The exception is Alaxor, who can cast any spell if his Wizard skill is high enough.



Name	School	Rank	Dam.	Range	Description	Restrictions
Earth Smite	Elemental	6	4	1m/Rank	The target of this spell is struck by a large clash of earth and crushed.	Must be human sized or smaller
Exhaustion	Neutrality	2	8	1m/Rank	Target loses 2 strength for each rank of the spell.	None
Mirror	Neutral	6	0	1m/Week	Effectively reflects the next few spells cast on the target.	None
Web of Starlight	Star	3	2	1m/Rank	Target is enclosed in a glowing web and will take damage each round in which it is stuck.	Must be human sized or smaller
Wall of Bones	Neutrality	5	6	1m/Rank	Any single target within range is surrounded by a wall of bleached bones and cannot attack, cast spells or move.	Target needs a True Name
Clumsiness	Star	2	6	1m/Week	Target loses 2 Dexterity value for each rank of the spell.	None
Stupidity	Wisdom	2	0	1m/Rank	Target loses 2 Intelligence for each rank of the spell.	None
Brilliance	Wisdom	2	0	1m/Week	Target gains 2 Intelligence per rank of the spell.	None
Teleportation	Wisdom	6	0	2m/Week	Castor teleports to a chosen point on the battlefield within range.	Castor only

A Port of Import

Much like the journey to Tidewalk, the road to Port Solid is littered with monsters and bandits. Once you reach the Port Solid bridge, you'll need to talk down an overeager knight-in-MAILing named Asturo. You'll return to him in a bit, but be sure to explore both the beaches to the left and dusky cliffs to the right for gold, weapons and other treasure.

A King's Ransom



Before you reach the Port Solid bridge, but after you've walked right of the beach, turn right and explore along the tree line. Watched deep in the darkness is a chest that contains 2,000 pieces of gold.

Slay the Ogres



Ogres can be an imposing sight, but since they are so slow and bulky, a hero with high dexterity can take them out before they do much more than growl. They usually carry lots of gold, heavy armor and powerful weaponry, too.

Arriving at Port Said

For a town that makes its living by the ocean, the denizens of Port Said are surprisingly unwilling to help you charter a boat. The merchants usually pay pretty good money for your plunder, however, and you can find powerful weapons like the Heartseeker Bow for a decent price. Be sure to visit the bandit merchant in the cellar of the first house on the right.

Beam Me up, Alaron

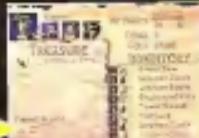


Take a look at the post card inside the gates to Port Said. If you enter the water you'll locate a treasure chest with a Teleportation Spell inside. It's quite handy, but you must be a level-8 Wizard to know where to use the spell.



You'll find the sassy Keelin in the Port Said docks. She's a roguish thief who can pilfer riches and break into treasure chests. She's also a High Aspect, which means she can use magical abilities that others can't. Keelin, with level-four magic as her only power, makes a good addition to any crew.

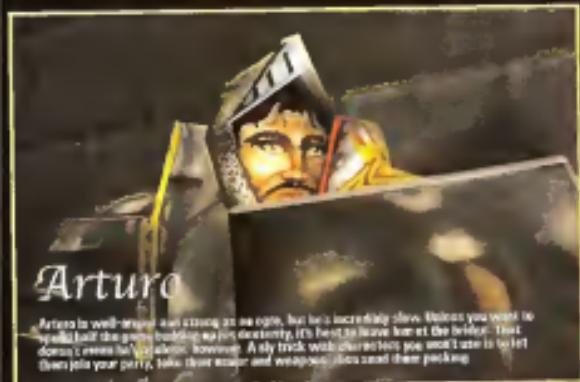
Fire up the Lighthouse



Ross won't be able to leave Port Said until the lighthouse is repaired, so get moving. First, find a path behind some bushes and to the house with a health in the cellar. Follow the path to a cave where you'll find the Lighthouse Scroll.

Leave now, take the left branch of the road (the one with no sign) and make your way to the lighthouse. Upon arrival, go to the top floor and use the scroll to light the flame. Search a cage under the lighthouse for gold.

Bounty Hunting



Arturo

Arturo is well-known even crossing the ocean, but he's increasingly slow. Unless you want to keep him just the great building you're currently, it's best to have him be the Sheriff. That doesn't mean he's useless, however. A silly trick with the others you won't care to tell them join your party, take them easier and weapons like a sword these packing.



Talk to a merchant near the docks in Port Said. He'll tell you if you have solved the town's Arturo problems. If not, return to the early night and convince him to tell the townsfolk again. Whether or not Arturo joins your party, the merchant will give you gold as a reward.

Sail Away

Once the lighthouse again burns brightly, you'll be able to sail to Cradwagh's Island. Haggie with the sailor on the dock until he agrees to take you for 400 gold. Along the way a fierce storm will strand your party on an uncharted island. It's a desolate and spooky place, but summon your courage and explore.



Them Bones



One of the most powerful spells in the game is Wall of Bones, a Necromancy spell that traps its victims behind a barrier of skeletal bones. You'll find a Wall of Bones Wood on the island. Follow the coastline until you see a Winged Horse atop a hill, half-buried in sand, in a chest with the wood inside. It holds only five charges, and you'll need one very quickly—so use it wisely.

Meeting Marquis



You can't defeat the creature Marquis with meager weapons, but a single blast from the Wall of Bones Wood will freeze him in his tracks and grant you an instant that lets you control him. Perhaps you're meant against?

On to Cradwagh's Island



Once you've cleared the Chaos Temple and defeated Marquis, return to the boat and continue on to Cradwagh's Island. Upon arrival, make your way to the center of the island, where you'll find the victim and bring attacked by Chaos Monsters. You like too late to save his life, so push up his body and bring it back to Tolmek for a proper burial. Remember to explore the caves on his island before you go.

At the Funeral



Return to Tolmek and tell Arion the grim news, then proceed through the house to a large, glass-covered house where old friends have gathered to pay their respects to Cradwagh. Listen to the eulogy, then file out for the fine town of Tornant.

Even More Magic

We've taken you almost halfway through the massive world that is Aldyn, and the rest of the journey will be up to you. You'll continue the quest by battling against powerful spells, evil necromancers and even dragons while you learn new and unbelievable spells like Crushing Death and Wraith Touch. Additionally, there are five more possible party members that you haven't even discovered yet. Battle on, brave Arion. And may the wind of victory be always at your back. ☺



You found the Ocarina!



Sweet Potato

The Ocarina Inspired by the Legend of Zelda® is now available!

Easy to Play ~ a well-tuned and finely crafted musical instrument.

Includes a *Songbook* and *Tutorial* with simple finger notation for many songs and fancy tricks, plus *Lullabies*, *Serenades* and *Minuets*!

Made from high-fired *Ceramic* in 3 styles:

- *Sweet Potato* (active +1)
- *Extended Range Sweet Potato* (active +4)
Includes Extended Range Songbook plus Regular Songbook I
- *Roku Pendant Ocarina* (with necklace)

You can also order:

- *Silk Carrying Case*
(padded, whipper, handle and embroidered dragon)
- *Songbook II*
(25 songs from Beethoven to the Beatles)



Hear them and order online at:

www.songbirdocarina.com



Pendant Ocarina



Pricing Info:

Sweet Potato Ocarina.....	\$39.95
Extended Range Sweet Potato.....	\$49.95
Roku Pendant Ocarina.....	\$24.95
Silk Carrying Case.....	\$5.95
Songbook II.....	\$2.95

Shipping Info:

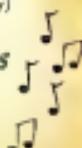
Shipping & Handling.....\$5.00
(Please allow 2-3 weeks for delivery.)

Priority Shipping.....\$10.00
(When available, allow 2-4 days for delivery.)

Songbird Ocarinas

410 Anacapa St.
Santa Barbara, CA 93101
(805) 899-4042

Hours: 9-5, M-F Pacific Time



A HERO FOR ALL AGES

THE LEGEND OF ZELDA SERIES AND HYRULE'S HERO, LINK, RETURN TO GAME BOY COLOR THIS SPRING WITH THE SIMULTANEOUS RELEASE OF TWO AWESOME ADVENTURES DEVELOPED BY NINTENDO AND CAPCOM. LAST ISSUE, WE TOOK A FIRST LOOK AT THE LEGEND OF ZELDA: ORACLE OF SEASONS. THIS ISSUE, WE FOCUS ON ITS COMPANION, THE LEGEND OF ZELDA: ORACLE OF AGES.

Using the power of the Triforce, Link travels to the land of Labrysia, where a sorceress has taken control over the will of the demons for her own evil intentions. The struggle takes place in one land over two time periods: Link's present and an age of hardship 400 years in the past. Link harnesses the power of the Harp of Ages to pass through time and face off with the sorceress, Veran, in both the present and the past. He is in for the challenge of all time—Link must protect history, defeat Veran and restore order to Labrysia.



© 2001 Nintendo

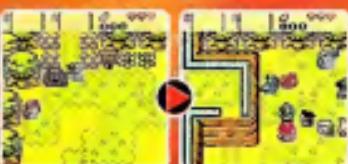
Oracle of Seasons and Oracle of Ages are the result of a collaboration between game developers from Nintendo and Capcom. The Japanese website *Kit no sei no Himitsu no kichi* recently conducted an interview with Nintendo's renowned *Shigeru Miyamoto*, Capcom game producer *Yoshiaki Okamoto* and Capcom director *Yoshiyuki Yamashita* about the process of making two new Legend of Zelda games at once. Following are excerpts from that interview.





HISTORY REWRITTEN

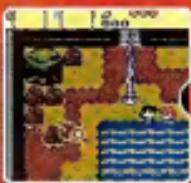
With her eight arms controlling the land of Labryna, Venus, the Sorceress of Shadows, plans to change the past so that she can rule over the present. The power that she needs is in the hands of Neysa, the Sorceress of Ages. As the adventure begins, Link travels to Labryna and unknowingly leads Venus to Neysa. When Venus takes control over Neysa's mind, they both disappear into the past. With the present-day Labryna begins to change, reflecting a shift in the land's history. Link must travel to the past and right Neysa's wrongs before the Sorceress of Shadows can take over completely. On his quest, Link will uncover the Sleep of Ages and the eight bewezes of Time—items that will give him the power to fight the evil Sorceress. The past and present of Labryna are in his hands.



When Link arrives in Labryna, Venus tricks him into leading her to a hidden grove, where Neysa, the Sorceress of Ages, is sleeping.



Venus takes over Neysa's mind and opens a portal to the past. Then, she takes Neysa to another time in the history of Labryna.



After Venus changes history, some things in the present change to reflect the land's new past. Natural events occur, creatures disappear and cities reappear.



DISCOVER LABRYNNA

The land of Labryna is vast and mysterious. As you guide Link through his quest, you will face the changing blents of the eight bewezes of Time in a wide variety of scenes: rugged, mountainous terrain, the Bearia Woods, the Nausa Plains, Cawood, and the land of the dead, the Caverns of Time. You'll discover many characters, both good and bad. Familiar characters include the young Queen Sheikah of Hyrule and Toad from *Majora's Mask*, Minerva, Sheik, and Neysa, the most mysterious and enigmatic member of Neysa's crew who has absolute faith in Link's ability to do good on over the course of your adventure. You'll also come across many other characters along the way.



Question: The Capcom team started by developing the games on its own. At what point did you decide that you needed more input from Nintendo?

Mr. Okamoto: The members of our team weren't agreeing over the direction that game development should take. I thought that we should produce a new version of the first *Zelda* game (released for the NES in the U.S.) for Game Boy Color. Then, if it went well, we could move on to the next stage (making a more ambitious game). But my people wanted to skip that first phase

and create their own *Zelda* game from the beginning. Mr. Miyamoto actually creates the game's premise (story and characters) after the initial game play is designed. If the action part of the game is solid, the scenario can be developed from there. We started by using the Capcom scenario creation company, Big Ship, to create the scenario first. Then we created maps and started developing the game. I don't believe that worked.

Mr. Miyamoto: (Laughs) That didn't work!



TIME IS YOUR TOOL

To save the Sorceress of Ages and bring peace back to the land, you will travel back and forth through time by playing Nagara's Harp of Ages. When you play the Harp of Ages in some areas, a magical whirlwind will appear. Enter the whirlwind to make time shift from past to present or present to past. That ability to travel through time will help you explore remote parts of Libryanna. If you move a stone to redirect the flow of a stream in the past, for example, you can return to the present to discover that what was once a difficult-to-cross lake has become an easily navigable field. You can also plant seeds in the past and return to the present to find trees and vines that you can climb to reach high places. The cause-and-effect relationship between the past and the present is the basis for many of the game's challenging puzzles.



Early in your travels through Libryanna, you will find the Harp of Ages in the basement of a house.



Play the harp in certain parts of the land to make a magical whirlwind appear. That whirlwind is your key to the past.



RESTORE POWER

As you explore the land, you will enter dungeons where you will take on the agents of Verma and get one step closer to your battle with the Sorceress of Shadows herself. With every dungeon victory, you will recover one of the eight Essences of Time. Those prizes give strength to the Makin Tree of Libryanna, and help it grow, restoring power to the land. After you have collected all of the Essences of Time, you will earn the power that you need to face off with Verma.



The Makin Tree gets strength from the Essences of Time and helps restore power to the land.

Mr. Okamoto: Using this system, the team had to redo both the scenario and the maps several times to make all the elements fit. During that process, we realized that, since the Game Boy Color screen is narrower than a TV screen, the player might scroll the screen to the left and right to see the whole room. That created some difficulties in game play development. If you see a crack on a wall, you know that you need to use a bomb to break through. But, if you can't see the crack because all of the walls in the room aren't visible at once, you could miss it. That led to

more difficulty in developing the maps.

Question: So, you asked for Mr. Miyamoto's help about a year after you started the project. Is that right?

Mr. Okamoto: Yes, I would say it was more of an SOS signal.

Mr. Miyamoto: (Laughs) Not just a call for help.

Question: Did you have to start from the beginning after that?



HELPFUL TRIO

Three local residents of the River of Ages who join up with you in Oracle of Ages. As you explore the land, you will find Kafei, the long-eared Marsh, the winged bear; and Dimitri, the Dodo-like, each in need of your assistance. When you give them a hand, they will return the favor by helping you in difficult situations. Each character has a unique attack and one above a common obstacle that you cannot clear on your own.

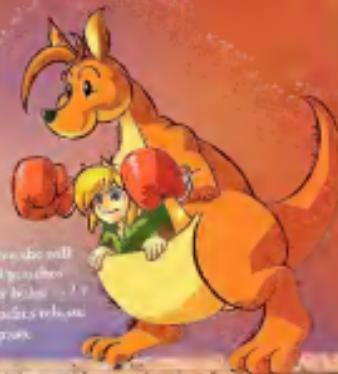


DIMITRI

Mr. Okamoto: Dimitri is a dragon that lives in the waterfall and can fly upstream, through waterfalls and over land. He can use his power to swim across the River of Ages in one gulp.

MOOSH

Moosh, a blue polar bear with wings, has a power-up attack that shakes the ground and destroys all of the enemies in the area. You can ride on Moosh's back as the bear flies over gaps that are too wide for Kafei to jump. The only obstacle that stops Moosh is deep water.



RICKY

Mr. Miyamoto: The Kangaroo can run very fast, leap over obstacles, and use powerful punches. She can carry you over holes and across gaps in the land. Ricky's growling punch can release a powerful gust of wind that can push through tall grass.

Mr. Okamoto: No. The basic programming was done. We were able to power in the right direction from there. At that point, I asked Mr. Yamashita to join the project and I started to use Mr. Miyamoto's name when talking to the development staff. Everyone worked harder if I said "because Mr. Miyamoto is telling us."

Mr. Miyamoto: Even if it wasn't that important?

Mr. Okamoto: It didn't matter how important it was. When I said "Mr. Miyamoto said so," they said, "Yes, yes. We'll

do it!" My people really threw themselves into their work when I said the name "Miyamoto."

Question: So, that was effective?

Mr. Okamoto: Yes. It was very effective. They don't care when they hear "because Mr. Okamoto said so."

Mr. Miyamoto: Thank because Mr. Okamoto is always serious. (Laughs)



NATURAL POWER

In both *Oracle of Seasons* and *Oracle of Ages*, you will find five types of Mystical Seeds that can help you fight enemies and explore the game world. Ember Seeds contribute the source of fire at their core. By tossing an Ember Seed, you can light a torch or light an enemy with a ball of flame. Gale Seeds allow you to travel quickly to any of seven locations, whereas Mystical Seeds grow. When you use a Pergam Seed, you will have the ability to run very fast for a short time. You can use the pungent power of a Scent Seed both to attract and to attack certain enemies. Mystery Seeds have unpredictable powers. You won't know what they do until you use them.

Hour 107-1 Scent



You can use a Scent Seed to wrap to any Mystical Tree.

Hour 107-1 Ember



Ember Seeds can be used to light torches and burn obstacles.



METAL MAGIC

Among the magical items of Holodrum (the setting for *Oracle of Seasons*) and Labeyrna are dozens of rings. Each ring will grant you a different type of power. One ring increases the power of your sword. Another ring slowly regenerates your health. A collection of rings allows you to disguise Link as different creatures, such as Gaurax and Moblins. When you find a ring, never take it to a jeweler before you can realize its power.



Rings give you a variety of powers. You can carry up to five rings at once.



Mr. Okamoto: Yes, that's nice.

Mr. Miyamoto: I think I understand their enthusiasm. They played Mario and Zelda games when they were growing up, and now they are in the position to develop those games. This is very special for them. I really appreciate their efforts.

Mr. Okamoto: But I didn't expect so much enthusiasm.

Mr. Miyamoto: They don't want to be embarrassed by video products.

Mr. Okamoto: Mr. Miyamoto can always see the big picture. There were some issues that we could not see clearly from the beginning. After we started to produce a three-title concept, where players would reach the same goals no matter in which order they chose to play the games, it was difficult for us to recall all of the problems in making three linking games. When Mr. Miyamoto said, "Wouldn't it be simpler to create two titles, instead of three?" we said, "You're of course!" He really saved us. Then, we moved in the direction of the two-title concept. To be honest, I think that it would've been impossible to develop three titles like that.



ORACLES CONNECT

In last month's *Legend of Zelda* column, we explained that *Oracle of Seasons* and *Oracle of Ages* would feature special linking features. When you complete one of the games, you will receive a password that you can enter into the other game. The password allows you to move the second game with fine focus, though first three, and it also increases the overall game difficulty level. We have also learned that you will earn passwords to the second game as you play. You will receive one into the first game to continue your adventure, that you'll be able to use to be able to collect when you finish the first game for the first time.



PREPARE TO PLAY!

Whether you start by playing *Oracle of Seasons* or *Oracle of Ages*, you are in for a rewarding journey with two all-new *Legend of Zelda* adventures. You can play the game as stand-alone games or as connected quads, each telling one-half of a long story. Both games feature solid game play, intriguing characters, rewarding battles, and the ability to expand a possible survival factor (the passing of seasons or the progress of time). Your adventure awaits!

Even now (with two titles releasing simultaneously) we are working very hard to prevent program bugs.

Mr. Miyamoto: When the concept is to develop two games that link together, it is easier if both titles work under the same basic program. But for this project, we had to link two completely separate programs. One reason for launching both titles at the same time is that it's more fun for players. Another reason is that we can test them together. If we released the titles separately, it would be more difficult to match the second game to the first game.

Question: Did you ever consider combining both games into one big adventure if memory size allowed?

Mr. Okamoto: We wanted to go in a different direction from the big serious story games like *Final Fantasy*. This is an action-oriented RPG, it's a "lighter" style, kind of like a weekly TV drama (as opposed to an epic film). We knew that we could use the same basic style as the existing *Zelda* games and make two really fun games. We also liked the possibility of having multiple endings and the replay value that you get from two linking games. I knew that we could project a fun, entertaining style with multiple titles.

KIRBY

Tilt 'n' Tumble

TM

©2000 HAL Laboratory, Inc.



Teetering on the Pink



Kirby is gaining momentum in a new Game Boy Color title from HAL Laboratory and Nintendo. The heroic pink puffball must tumble through troublesome memory to recover stolen stars scattered across the sky by the nefarious King Dedede. There's an added twist to the tale, however. The innovative game requires you to tilt and turn your GBC to make Kirby move.

Tilt Response Technology Tips

After you set a neutral position at the beginning of the game, you can move Kirby around as if he were a ball being spun atop of the screen. You can always Kirby tilt a star with a single tap. Don't throw the GBC too much, though, or you won't see the screen.



Stage 1: Big Sky Country

Once you get the hang of the control scheme, you should have an easy time with the first level. Concentrate on collecting stars and star pieces. Star pieces are easier to find, but you'll need a bunch of them to receive a reward. Read the tips below for each step from the bottom to the top.



LEVEL 1-1

Red Star



Grab the Red Star in the upper right-hand corner of the goal area before you finish the level by jumping on the goal. Your percentage score in the game reflects the number of Red Stars you've collected.



Try jumping to the center of the goal for more points. The closer you get to the center of the target, the greater the point total. A bull's-eye will earn you a 1-Up.



Board between the bumpers on the narrow walkway to earn a 1-Up. Be careful not to fall to the left or the right in the process, or you'll go over the edge.



Brush through the cracked blocks beyond the first gate to find a Blue Star. When you complete the level, you'll be able to play one of the bonus games.



It's the game to make a sliding door open, then get to the Warp Star for a journey to a bonus area. Jump on the ? Plate to make Yellow Star Pieces appear, then quickly collect them.



A bevy of bumpers can help you stock up on extra lives, known as 1-Ups. Hit the bumpers several times to become invincible, then destroy them to collect 1-Ups.



LEVEL 1-2

Red Star



You should have a little time left on your Metaball icon as you reach the final line. Head straight on with the corner of the goal to earn a 1-Up or some extra points.



There are many items to collect at the end of the course, but you'll run out of time if you try to collect everything. Shoot as many Bontchi-Borts as possible.



Red Star

Find two Air Balloons at the first U-Block you encounter, then grab the balloon to extend your flight time. You'll be able to pick up the Red Star near a platform to the right.



You can make short balloon flights from platform to platform on the lower part of the course. If you use the Warp Star, you'll bypass the area and proceed to the goals.



Warp Star

From down to the Warp Star platform on the lower left-hand side of the course. Jump to the left-hand side of the platform when time the hand grab, and you'll receive Star Pieces and 1-Ups.



LEVEL 1-3



The last part of the course has extremely narrow, zig-zagging paths. Make sure you tilt the GBC straight and slightly forward. Lean into the last jump to the goal to get extra points!



You can leap between clouds on the rotating platforms to grab the Red Star Power Star floating in the air. Remember that you can control the speed of rotation by tilting the GBC.



A Microphone part beyond the goal will allow you to destroy enemies for double points. You would receive 100 points for jumping over them. Be careful not to fall over the edge.



The Warp Star will take you to a platform filled with enemies and various items. You can grab the Invincibility, Candy, then collect Star Power or attack them with impunity.



Go through the three Jump Pads so fast as you can to make yourself invincible, then destroy the bumpers on the next platform to collect a Red Star and a Warp Star.



LEVEL 1-4



You can leap over walls in the grid near the end of the course by using Jump Holes located in each square of the grid. Remember that you can't control the direction of your jumps from the road. Jump Holes:



The Blockbot is in the center, is standing on top of a ? Hole that contains a Microphone. The Blockbot in the upper right-hand corner is hiding away to the locked gate.



It's easy to miss a cache of items in the lower right-hand corner of the screen. If you aren't careful, flip to double when you want, then shock up before moving on.



Two Big Blobs will block the path if you roll over their sweepstakes on the floor. Be sure to roll over all four before any of them pop back up.



Jolt the Blockbot on the right-hand side out of its hole then pick up the hidden Red Star it leaves behind. Bumping it won't hurt your health.



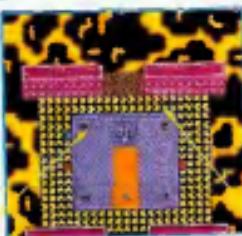
After a successful hit, the Orbiter will spin wildly around the area. Use the other blocks to stay out of its way.

Orbiterate the Boss

When you reach the finish line of the fourth course, you'll be warped automatically to the boss area. The Orbiter will then pursue you around the enclosed area.



Use the square Jump Holes in the four corners of his head area to reach each of the three Unbreakable Eggs. You'll need to break three to defeat the springy Cyclops.



After a successful hit, the Orbiter will spin wildly around the area. Use the other blocks to stay out of its way.

Stage 2: Tilt 'n' Tunnel

The second level adds several new challenges to the mix, like underground tunnels and sliding Jump Pads. You'll also find the enemies to be much more aggressive and stubborn than their mild-mannered counterparts on the first four courses.



LEVEL 2-1



You'll need precision timing to collect two moving Red Star Pieces while avoiding a moving bumper. A bad jump may send you over the edge.



Jump in the ? Hole to reveal Blue Star Pieces along a treacherous corridor. The hopping enemies will jolt you off the edge if you aren't careful.



Three quick jumps will render you invincible so you can destroy the diagonal bumper. Collect the blue Star underneath it to play a bonus game.



Plan to turn the long bumper red, then bounce on top of it to become invincible. You'll destroy the bumper once you turn invincible, revealing a Red Star.



Roll into a hole in the floor to reach the Warp Star in the lower right-hand corner. After you've warped, grab the Invincibility Candy then smash through blocks for items.



Avoid the patrolling blasters by rolling into holes in the mesh flooring. Don't try to attack them unless you're invincible or you have a power-up.



LEVEL 2-2



The ? Hole at the end of the course will activate a hold of Yellow Star Pieces. Collect as many as you can before time runs out then jump into the goal.

Red Star



A Jump Pad with a rotating directional arrow can propel you to a higher level, but you need perfect timing to make the jump. Your reward is a Red Star.



A roll of the die—accomplished by hopping a frost of it—will decide whether you go left or right. You'll want to go left—unless where the Red Star is located.



A lift will disappear then materialize in a gap between platforms. Make sure you board the lift after it materializes, or you'll fall from the clouds.

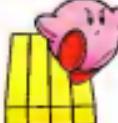


Warp Star

There are two Warp Stars to the same area, depending on the direction you go. Hop on the escanaut in the menu and then ride to the right for two-Ups.



There are moving blocks in the level that require delicate timing and patience. Tilt toward a solid wall if you're having trouble staying on the platforms.



LEVEL 2-3

Warp Star



The Warp Star platform is directly above the upper-left corner of the grid. After you reach the warp area, proceed to the lower-left corner of the platform to grab the Immobility Candy, then scroll through the blocks.



Jump right at the second junction then move to the right side of the path. Jump left at the next junction, then hop on the bottom to fly to the Warp Star.



Head up the center path until you reach a spined enemy, then jump over it just before it reaches you. Repeat the process if you encounter other enemies.



Red Star



Slide your cloud to the first junction on the grid then jump to the right. Line up the cloud with the path underneath it, then jump down to the Red Star.



Jump up to get past the bumper in your way, then continue until you reach the end of the cloud's circuit. Tilt slightly to the left, then jump to switch the platform.



The clouds on the course move along preset circuits, making it tricky to jump between them. You can control their speed by hitting the GBC.



LEVEL 2-4



Four ghosts will slowly float in a circular pattern, so aim and release a remote. Walk away. Wait for the last ghost to be in possession of the power, then jump in and behind them.



Tilt left and right to move the sliding gates out of your way. It will take some delicate maneuvering to keep the open and roll past them at the same time.



Carefully time your jumps. First slide to the left to the next, if you miss a jump, the Blest Boards will send you tumbling back to where you started.



By destroying the right bumper, you'll explore a Jump Pad. Use it to jump to a second Jump Pad to the right, then proceed to the Red Star in a small alcove.



Avoid landing on the cloud after you blast off the cluster of Boost Pad blocks. Become invincible by bouncing off the Bounce Pads then destroy the right bumper.



Ghosts will appear randomly in the sliding. Jump Relics, so look before you leap. Keep in mind that some of the Jump Pads will send you back instead of forward.



Roll over six floor switches to move the Blackboards out of the way. Wait until the ghost is out of the way, then do a quick circular roll. The switches may back up if you aren't fast enough.

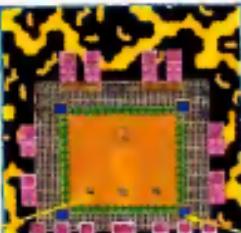


Pounding Headache

Your second boss battle will be complicated by collapsing floor panels and a dangerous ledge. A tunnel under the floor will give you a safe place to hide when the Oberstevo starts pounding the ground.



Use the same technique that you used in the first boss battle. Wait in a Jump Pad until the Oberstevo approaches then jump onto its eye. When you score a hit, the boss will start pounding the platform, causing more collapsing floor panels.



The tunnel under the mesh floor is the best place to be when the Oberstevo starts pounding on the floor. Pop back out when it's vulnerable to attack.

Blue Star Bonus Game Bonanza



If you find a Blue Star during regular play, the Bonus Star menu will appear when you finish the course. Success will earn you 1-Up!

Do the Kirby



Watch Kirby's dance moves then reproduce the sequence using the Control Pad. If you make two mistakes, the game will end. Try to clear the levels.

LESSON 9

Kirby's Burst-a-Balloon



Hit your BBC to pop three balloons over balloons as they float up. You'll have a limited number of arrows to do, but you can shake the BBC to release. Get bonus points by hitting all the balloons as they appear.

Kirby's Hurdle Race



Kirby's Hurdle Race is a button-masher that requires you to hit a Button repeatedly and flip the BBC to jump the hurdles. It's difficult, like driving pants while thinking.

Kirby's Roll-a-Rama



You'll need to roll two separate Kirby's to eliminate them on the screen. It's much more difficult than it sounds. Tilt the BBC very gently to roll the Kirby into the holes.

Kirby's Chicken Race



Play a game of chicken with a chicken. Hold down the indicated buttons that shake the BBC to run your chicken. Don't shake too hard, though, or you'll go over the cliff.

Full-Tilt to the Finish

You'll have barely built up a head of steam by the end of the second level—there are many more exciting courses in front of our tire-wheeling friend. There are many more dangers ahead, too, like slippery ice, deep water and cannon-firing enemies. With a little luck and a lot of balance, you'll be able to unseat King Dedede and put him out of the star-stealing business once and for all. ☺





Pokéchat

Pokéchat is on the first page of the Pokécenter this month so that we can bring you the

Pokémon the Movie 3 preview. We didn't want to miss an opportunity to answer your Pokémon questions!

Q: Why did the *Pokémon Comic* disappear then reappear?

A: With Gold and Silver on everyone's mind, it just seemed time to move up to the *Johno Journeys*. But all good things must come to an end, and this issue features the last issue of the *Pokémon Comic* in *Nintendo Power*.

Q: How do I get False Swipe? It sounds very powerful!

A: False Swipe is a powerful tool for catching Pokémons, but its base attack power is only 40. It always leaves a Pokémon with 1 HP, but that doesn't mean it will automatically take it down in 1 HP. It slowly chips away at a Pokémon's HP but always leaves it with (at least) 1 HP so you can catch it. Spearow, Paro, Scyther, Scizor, Fiercesti, Cubone and Mewtwo can all learn the move, either by leveling up or as an Egg Move. There is no TM for False Swipe.

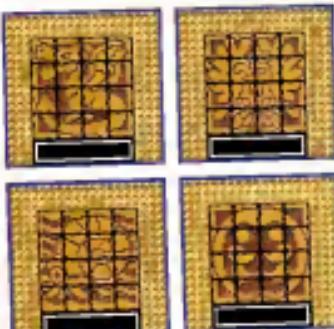
Q: Why are there spots for Mew and Mewtwo in Gold and Silver's Pokédex if you can't catch them in Gold or Silver?

A: There are spots for all Pokémons in Gold and Silver's Pokédex, even though you can't catch every Pokémon in either game. You can have all the Pokémons in Gold and Silver, however, by trading between the games and Red, Blue and Yellow, and by getting hidden Pokémons such as Mew from *Nintendo*.

A: Any Pokémon can hold the Light Ball, but only Pikachu can use it. It doubles the power of Pikachu's Special Attack. The Pikachu Professor Oak gives you in *Pokémon Yellow* is holding a Light Ball. Trade the Pikachu to your Gold or Silver game to get it.

Q: Can you show the solutions to the puzzles in the Raint of Alpha? I just can't figure them out!

A: Sure. Pretty tricky, huh?



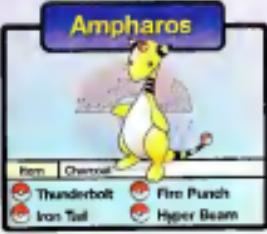
Q: Can any Pokémon use the Light Ball?

pokemon.com

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.

Anne May Perez sent in an admirably offense-heavy team to the Pokécenter and she was worried that it wouldn't be good enough to make it into the Colosseum, but that's not really an issue. We're looking for teams that will allow us to explain something about team building, battle strategy, move combos, stats, battle styles, Pokémon types and other Pokémon essentials—we're not looking for perfection. Any team that works for you is good enough!



Last month's *Pokémon Trainer* liked using Rain Dance to make his water attacks stronger and Thunder much more accurate. Similarly, *Anne May* likes using *Sunny Day* to brighten up *Solarbeam* by making it usable every single turn without charging up. *Sunny Day* also multiplies the power of Fire-type attacks by 1.5, prevents freezing, halves the power of water attacks, reduces Thunder's accuracy to 50%, and doubles the healing power of *Moonlight*, *Synthesis* and *Morning Sun*. That's a lot! *Anne May* is using *Sunny Day* to power up *Solarbeam* and *Hemethrower*. If she wishes, she can banish a new *Bellsprout* to have *Synthesis* in addition to *Sunny Day* and *Solarbeam*, then she can raise it into a *Vileplume*. Since *Giga Drain* is the mere sort of Grass-type offensive move as *Solarbeam* (though it does suffer a little of *Vileplume*'s HP as it does damage), she could trade it for *Synthesis*, which could restore HP twice as fast with *Sunny Day*. We're sure *Anne May* doesn't send *Sakuna* in while the sun is still shining brightly, because some of its attacks will be diminished by the sunny weather.

CHARCOAL	1800
PONG BALL	1800
POTION	1200
SUPER POTION	1200

The item your Pokémon is holding doesn't have to match the Pokémon's type. Items like Charchelic will multiply the power of a specific type of move; in this case Fire-type, by 11, giving those types of moves a small boost. Ampharos will already do very well with the Fire, Peach, and Charchelic moves it can learn—punch,

Help the Charcoal Maker's apprentice round up his Farfletchids like Forest, then get back to the Charcoal Maker's house in Azalea. lavaa to pick up Charcoal. You can also buy Charcoal in Azalea Town's Poké Mart if you'd like more than one and don't want to restart your Gold or Silver game.

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 How do I catch Pichu in Puzzle Challenge?

The formula for catching Pichu is simple, but actually doing it is pretty tough. Start a game on **National** difficulty or higher, then have a match that lasts longer than four minutes before you battle **Clair** in Blackthorn City. You'll be challenged by a Trainer named **Pekifer**. If you beat her, she'll give you her Pichu. To accomplish the feat, you'll need to keep yourself from causing too much damage to the other player. If you clear the blocks in groups of three, you'll keep your board clear but you won't hurt your opponent. As the board moves faster, it gets harder.



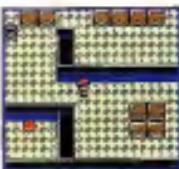
Keep the game going for more than four rounds. It's tough.



Pichu is very happy when it wins a battle.

How do I get the items in the basement?

The first time you visit Goldened City's Department Store, you'll be able to reach only a small part of the basement because of the boxes blocking your way. If you walk around the small ones, you'll see lots of items lying around just out of reach. After you've saved the Radio Station Manager from Goldened City's Underground, you can climb up stairs that lead you to a different part of the basement. You'll pick up items one or two as you do, but there may still be items left. The secret is to return to the basement several times on different days. Eventually, the workers will move the boxes blocking your way, and you'll be able to pick up the items.



With patience, you'll reach every
area in the basement.



You'll come up the screen after you review the Station Manager.

How do I raise a Hiltmonster?

The first step toward a Himmomarp is getting a Tyrogue. You can get one from the Karate King training in Mt. Mortar, or you can breed one with Hitmonchan or Hitmonlee and Ditto. Next, you must carefully raise the Tyrogue. When it has level 10, check its stats. If Attack and Defense are the same, it will evolve into a Himmomarp when it reaches level 40. If its Attack is higher it will become Hitmonlee, and if its Defense is higher it will be a Hitmonchan. To ensure your Tyrogue becomes Himmomarp, feed it Iron to raise its Defense, or Potions to raise its Attack. You might have to stop its evolution with Ra's few times until you've earned an Iron/Leek's stats.



Prologue: Attack and Defense

When it reaches level 20, it reaches out a hand to you.

Can I control what I get through Mystery Gift?

Yes, if you're giving with your Pokémon Friends a GS. Otherwise, it's out of your hands. When you Mystery Gift with your Pokémon Friends a GS, the item you get depends on the number of Pokémons you send. If you send 1 to 99 Pokémons, you'll get Misty. For 100-499 Pokémons, you'll get a Berry. For 500-999 Pokémons, it's a Bitter Berry. If you want a Great Ball, send 100-300 Pokémons. For a Max Revipel, try 400-499 Pokémons. Send 500-999 Pokémons for Elixer. A Miracle Berry is your gift for 600-699 Pokémons. A Gold Berry is the prize for 700-999 Pokémons. You'll snag an Elixir for sending 800-899 Pokémons, and a Revive for 900-999 Pokémons. Finally, for 999 Pokémons, you'll get Rare Candy.



**Bare Candy takes a lot of
Waites, but it's worth it.**



Mystery gift with your Pokémon Gold or Silver for prizes!

Pokémon THE MOVIE 3

Pokémon the Movie 3 hits theaters April 6, and the *Pokémon* center is celebrating with four picture-packed pages of *Pokémon* movie goodness! *Pokémon the Movie 3* is really two movies in one—a short feature starring Pikachu and Eevee, plus a thrilling adventure starring Ash, Pikachu, Misty, Brock, Ash's Mom and a little girl named Molly. Molly's imagination and the Unknown create many amazing things.



Molly and her father read about Pokémon like Embo and Unown. Molly's father flies away from home, which makes her very sad and lonely.



Molly makes Eevee to bring her another to complete their family. Eevee kidnaps Ash's mom, Dora, so she can introduce it to Molly and make her happy.



Molly tries to catch the legendary Pokémons, Trixie. Her dad catches them to be the rarest creature to make the five-year-old Molly laugh.



Ash, Pikachu, Misty and Brock decide to sneak to the crystal-covered estate that Molly's imagination has created to rescue Ash's mom.



Molly's dad is an archaeologist searching for Unown. When he finally finds them, something so mysterious makes him disappear.



Ash and Totodile break through the strange crystal wall that is covering the surrounding area to find Ash's mom.



While playing with the other children, Molly sees something that has disappeared. She invades the Unknown. The Unknown creates Eevee from Molly's imagination.



Ash and Eevee, having to free his mother. Pikachu can't stand up to the mighty invisible Pokémons created by the Unknown and Molly's imagination.

POKÉMON



Making Their Silver Screen Debut!

One of the cooler parts of *Pokémon the Movie 3* is that a lot of new *Pokémon* are making their debuts in animated form. If you've always wanted to see the *Pokémon* in action, you've gotta catch 'em on the big screen in April!



Kingdruon



Phanpy



Smeargle



Flaaffy



Mawile



Cincinno



Pichu



Cleffa



Machimoni



Lugia



Greninja

Poké Stars

While many Pokémon are featured in *Pokémon the Movie 3: Unown and Entei* play very big roles. While it's not really explained, it seems that the Unown use their psychic abilities to turn people's thoughts and emotions into reality. The Unown feel Molly's loneliness and create Entei to keep her company. Molly's a very young girl, and she thinks that her father has somehow become Entei and come back to keep her company. Molly wishes she were living in the happy, magical land of the book she and her father were reading, so the Unown create a crystalline fairyland for Molly and Entei to inhabit.



The Unown have great stories of *happiness* which they use to turn Molly's strong, confused emotions and storybook fantasies into reality.



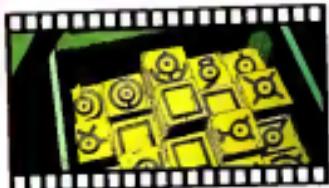
The Unown sense Molly's sadness, so they bring Entei to her. Molly mistakes the Pokémon for her father, remembering that he pretended to be Entei when they played together.



The Unown sing about *happiness* as they use their power to make Molly's dreams a reality. They start by turning Molly's beautiful dreams into crystal palaces.



The legendary Entei used a great power to keep Molly safe and to make her happy. He stays Delta Relic away from Ash because Molly asks for dreams.



Somewhere, the Unown are summoned by touching the *Wet* stone with their symbols. Or are the symbols the Unown? Perhaps Molly's page would know the answer...



Entei is not bad, but wants to protect Molly. While Entei might be just a figment of Molly's imagination, in the end, it proves to have a real heart.

Battle On!

Some of the most exciting scenes in *Pokémon the Movie 3* come from the amazing *Pokémon* battles. There are several exciting bouts in the movie—Ash, Brock and Misty each have their turn dueling other Trainers and their tough *Pokémon*. Fan-fave Charizard even gets in on the action, taking plenty of heat battling Eevee! Cherenard sees that Ash is in trouble on a TV newscast, so it leaves Charizard behind and flies to Ash's defense. Ash shows no fear and flies with Cherenard while he's attacking Bidoof. It doesn't get much hotter than that!



Lilo, a friendly Jolteon Pokémon Trainer, uses Goodull in a battle against Ash. You can see another Pokéstar around her neck. Lilo lends her Pokégear to Ash later in the movie.



Ash's Tepig may be small, but it's got lots of spirit! Ash thinks he's a really great Trainer, but does he have what it takes to beat Lilo?



Brock's Vulpix tackles a match against a strangely grown-up version of Molly Ho! Pokémon seem pretty invincible, but Brock is really great with Pokémons, right?



Ash and Charizard haven't always gotten along very well—it briefly listened to Ash for the longest time. Ash kept working on his training skills until Charizard respected him.



Cherenard attacks Eevee from the air. Eevee can't fly, naturally, but it can move like lightning. Cherenard is very, very strong, but Eevee is legendary.



Charizard proves to be a giant and loyal friend to Ash when it comes to Ash's side to help him save his mother. Ash bravely gets tossed through the air with his Pokémons.

POKÉMON



Alipom



Gardevoir



Shuckle



Teddiursa



Marowak

Pichu Power

Pichu and Pika is the funny, *Pokémon*-centric short feature that stars a lot of new-to-animation *Pokémon*. Ash, Misty and Brock leave their *Pokémon* at a rooftop park in a big city, warning them to be careful and stay out of trouble. But *Pikachu* is always getting into silly situations, this time with the help of the *Pichu* brothers. If you'd like to see more of the animated action, be sure to catch *Pokémon the Movie 3* in theaters on April 6!



Houndour



Smoochum



Magnemite



Electivire



What's new with the Dark-type *Pokémon*? *Houndoom* takes a strong dislike to *Pikachu* and the *Pichu* brothers, and a chase ensues. What a mess!



Smeargle loves to paint anything and anything. But how does a change of color of the paint, and doesn't it get awfully dirty?



The *Pichu* brothers get *Pikachu* to come along with them on a journey through the city to meet their friends. Ash, to be young...



The *Pichu* brothers have plenty of inner-city *Pokémon* pals! We're not sure that the *Pokémon* are native to the city but their Trainers probably are.



Some morning *Muk*'s make life hard for poor, precariously perched *Pikachu*. The tentacle-making Dark-types are just as pesky as *Houndoom*.

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

Send questions, comments and items to:

Nintendo Power
P.O. Box 97052
Redmond, WA 98073
pekecenter@nintendo.com

THIS SPRING
THE UNKNOWN SPELLS ADVENTURE

Pokémon 3 THE MOVIE

APRIL 6

EN TO E



FREE
with every purchase
POKÉMON 3 THE MOVIE

With the introduction of the Pokédex, the
Pokémon world has never been more mysterious.
Pokémon 3: The Movie is the first film to feature
the Pokédex, and it's the first time ever that the
Pokémon world has been seen from the point of view
of the Pokédex. It's a whole new way to experience
the world of Pokémon.

www.pokemon.com

America Online Keyword: **pokemon**



See the all-new animated short film
"Pikachu & Pichu."
Featuring dozens of pokémon in their first ever
animated appearance.

The battle rages on for the people of Interactive Imagination's Magi-Nation for the GBC, as their struggle against the unspeakable evil of the Shadow Magi rushes to a shocking conclusion.



A World of Trouble

Just enough we traversed yet, though, the first two signs of *Never-Nation*,
yanking us from the forested groves of Park Neopain to the hunger-filled
desert of the Underneath. This month we'll take you the rest of the way—
including the tops of Cald, the woods of Degbie and the skies of Adeloria.
We'll even show you the access areas where you can find *Neverland* the most
powerful weapon you've ever seen in the game.



The Enemy Returns

Though you destroyed the second Shadow Geyser located in the Underneath, the folks who live there aren't out of harm's way yet. They're about to be paid a

visit from Moring, an extremely powerful Magi and the brainpower behind Karg and Zet. Fight his evil the best you can, but don't be surprised when you fail.

The Fall of Tony Jones

He didn't become the leader of all that is evil and nothing overnight—it took years of dimension-travel and preparation. A young idiot like Tony has no chance against the practiced-hands of a master Magi who can summon mighty Dream Creatures, manipulate and even transform people into worms.

Mashed by Moring



Moring's appearance in the Underneath is a bad sign for Tony. Though you may struggle valiantly, it's ultimately a battle that can be won—no matter how powerful you may be.

Back to Gia



You'll be saved from Moring's wrath by your friend, Vincie, who helps your worms and allows you to save. Still, set for this after you do too.

Attacked Again



Just when things can't get any worse, they do. A second attack leaves Tony—stomping and transforming the would-be hero to a kingdom known as Cold.

Fire It up

The Fery Cold is home to the grumpiest citizens in all of Magi-Nation. Time after time they demand your aid, only to reward you with yet another difficult task. You'll need to eliminate

another Shadow Geyser and keep your honesty intact before you'll gain their trust. Townsfolk aside, Cold contains a couple of pesky Dream Creatures that you should secure quickly.



Hidden Hydros

There's a secret cave that contains these red Magi. Head to the entrance to the tunnels. Walk to where the mountain geek touches the red lava wall and move down until it's time to enter.

Under Siege

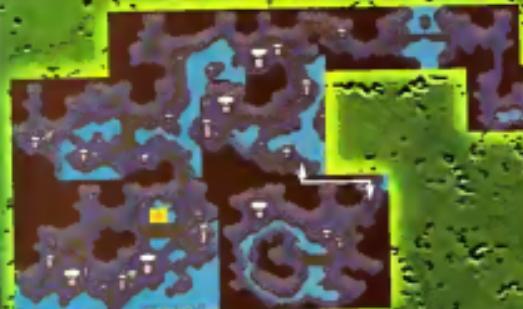


Upon arriving in Cold, you'll find yourself thrown into the role of hero once again. The entire town has been overtaken by a group of ready Shadow Magi, and Tony is the only person strong enough to stop them. Move through the larger town and knock out every Magi you encounter.

Vulkan's Viaduct



The road to the third Shadow Geyser contains an unpredictable gap in the middle. Thick down-Volks, Cold's most terrible traps, is safety the problem? If so, he'll build a bridge if you secure a Lava Arbol for him. You'll find one in the nearby Lava Vent.



Hidden Hyrens



By strapponing the vertec, you'll warp to a secret area of the Lava Tube where you can battle Cave and Muun Hyrens. You'll need to fight a few Hyrenes to gain their Infused Armita.

From
Cold

Lava Tube

Water
Silverback
Kroo
Dekkan

• Lava Bohemian
Rads

From
Cold

Find a Fireball



The hidden door in the Lava Tubes tough to open. Stand at the left-hand side of the closed door face from the left, then press the A button when moving back and forth. Once inside, click on walls to find a hidden switch. If you're patient, the Fireball spell will be yours.

From
Cold

Best Dock

A Bridge Not Far Enough



When a Lava Arribal plus previous workbooks when the bridge collapses. No need idea will require you to find the area known as Broto and then leaves a relic called Agarita docks (Grab a key from Azteca's house)—it's on the right-hand side of the first landscape—instead for the Best Dock, accessible from the Lava Tube.

- The icon indicates recommended—Dread Creatures. You'll want to collect the glow and allies.

- Lava Vent
- Out
- Lava Mt
- Hellfire arribal
- Lava Arribal



Ball Away



The Pennyman drives a hard bargain, charging 100 Amulets for it and every trip. Pay to get away, but don't, took out any money for the return trip. An in-game note says: "no-prize solution will prevent loss once you secure the jumping boost."

Finding the Vault



You'll meet a local named Deulus inside the chartered boat shop up front. Though he seems friendly enough, he knows nothing about the *One-Eyed Vault*—where the boats are supposedly kept. Enter the nearby house, and search the bookshelf to reveal a secret staircase.

Blu's Clues



Use the map on the right to find your way through the confusing Ora the Tunnel. Once you've found the Vault, talk with a board-game named Blu. As he's been guarding the Vault for most of his life, he'll surename Blu happy to let you plunder it so he can embark upon a new career.



To Ora the Tunnel

Ora the Tunnel

- Knock
- Shoot
- Open
- Drill

How Soap Is Made



Your journey back to Goldbergs with a twist: named Gold. Once he drops you off near Gaby's house, go to the Jezabels' ranch on her farm. If you wish to make a return trip by air, you'll need to deal with the Pennyman again. Tony can talk down the price to 50 Amulets, but if you try to go one lower, he'll raise the cost permanently.

Lava Leaping



Amulets/Boosts allow you to leap over a lava flow in the farm of King's power to Gold. You'll need to find every rock and enemy of both the Lava Shells and the Tonadoes, as areas are packed with Writers of Life (magma), you find them.

A Geyser Advisor

The third Shadow Geyser is a tricky maze of blocks, lava pools and lightning bolts. The battles aren't very difficult, but you'll want Tony to be around level 30 just to be on the safe

side. Don't forget to get a *Time Balancing* ring made before you attempt the geyser. Also, consider taking along an *Arbolt*, which can learn useful healing spells.



The Core

Cold Geyser

Shredder Core Gelly
Nail Giger

Boogie Down



Explore Cold's victory party before accepting the offer to see a surprise. If you haven't returned Ashgar's Key, the party will be your last chance. Otherwise, Celdina—including the Penguins—won't speak to you anymore.

The Old Switcheroo



Lava must flow through the geyser before Tony can reach the Core, but with block the way. Switches that open it will only lower a well, but those that remain intact may be used to move and lower wells as many times as necessary.

It's a Block Party



The Invader's drop, so Tony can use blocks to leap from one level to the next. Align blocks with an arrow's trajectory, but can't space them more than two blocks long this agent or you won't clear the jump.

A Woman Scorned



As you near the end of the gauntlet, a mysterious woman named Whirlwind will appear out of the shadows and sharpen her 90-machete in Tony's ear. Don't ponder her motives for long, however—you'll discover what she wants soon enough.

Crush the Core Keeper



The final Core Keeper is none too friendly. Use the Cave to spell to lower his defenses. First, unlock your most powerful Dream Creatures. The Flame-Peyser spell is also effective, but it hurts all creatures on screen, including yours.



The Shadow Knows

Without warning, evildoers will interrupt Tony's party, kidnap the scruffy Magi and throw him into a dangerous known as the Shadow Hold. The Hold is basically one enormous maze,

and it is optional—but the key to curing Orwin's mysterious ailment depends on a crucial item found within its massive stone walls.

Lost in the Shadows

NP



If you don't want to battle through the Shadow Hold, retrieve your belongings and leave—but you must first pass some switches before the way will open. If you do stay in it, make your way to the upper level and search the Hold's huge and packed-with rocks and items.

Shadow Hold

Warp
Suladic
Kitch
Black Figure

Core Grid
Core Prism
Jing-Jack

Orothe Opens

Upon leaving the Hold you'll meet Qiu once again. He'll teach you how to swim and take you to Orothe City. Once you can stay afloat, spend time exploring the waterways of Magi-Nation for secrets—starting with the Seer's house.



To Shadow Geyser



Just When You Thought It Was Safe



Blue leaf-gift of the Orothean Bolt allows Tony to swim through hostile waters. Stay on your toes—the fourth Shadow Geyser is deceptively short, but Orothe itself is immense.

Whirligig



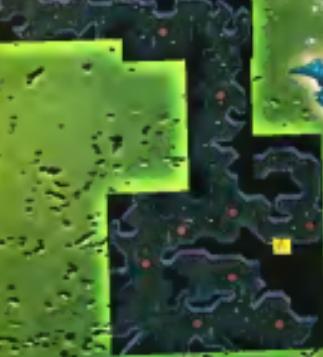
You'll find a whirlpool down inside the Orothe Tunnel. Entering this whirlpool will transport you to the last of the Geyser. You'll want to swim fast and use it as a捷径 (shortcut) as the last section is tough.

Clear the Coral



The Orothe Tenebrai who live atop you will defend their barrier in the Coral. You'll get a couple of forearmable items there, but once you smash the barrier, the only way to return is by swimming back to the whirlpool—so be sure to grab everything first.

From Orothe



From Orothe

Ransack the Ruins



You first find a Berry Scroll in the Ruins before you enter The Fourth Shadow Geyser. There's also a Water of Life scroll and an Entangle spell being in the Ruins' watery depths. Once you've found the scroll, return to Orothe City and show it to the Historian. The townsfolk won't care what you do, so be sure to release your naga made first.

Coral
• See Jile
• Raska
• Raska
• Raska

The Ruins
• See Jile
• Raska
• Raska
• Raska

A Watery Grave

Your battles are straightforward in the fourth geyser, but reaching the Core Keeper can be quite a challenge. Trial and error will be the name of the game as whirlpools suck you down while mighty currents pitch you sideways into blocks.

Orothe Geyser

Yehora
Shadow book
Bright Head
Treat



Main Level

Entrance

Lower Level

The Core

Twist and Shout



Whippos in the sky? Drag your feet down the road. The main goal is to get past 90 stages in the middle floors of the King's castle oceans of the lower level.

Warrada's Return



Warrada is back, and she's a deal for you. If you will abandon your quest and let go of your love and friends, she'll allow you to live with your life. You can take her up on the offer and get the Dark Giga-Whirlwind fight—but you'll have to fight her again if you change your mind.



455,204

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

1,211

UNCLOGGING THE MYSTERY OF

PROJECT M

TECHNOLOGY HAS PRODUCED MANY MODERN MARVELS, BUT THE GREATEST WONDERS MAY BE JUST AROUND THE U-BEND. IMAGINE TRAVELING TO CHINA OR THE NORTH POLE IN THE BLINK OF AN EYE—USING A WARP PIPE INSPIRED BY NINTENDO'S OWN MARIO!

4/01/01 THE FIRST HUMAN TEST!

On April 1st of this year, scientists from the Schiebernick Institute and theoretical futurists from an undisclosed Japanese business concern are scheduled to undertake the first long-range test of Project M. Until the institute announced the test at the beginning of the year, Project M was shrouded in mystery. But now, by studying the scant documentation provided to the media, one can safely conclude that it is a tube-based transportation system designed to propel individuals between two distant locations. It appears the conveyance takes place instantly—effectively “warping” the traveler to a new location.



THE IDEA SOUNDS PLUMB LOCO!

If the “warp plumbing” concept sounds familiar to you, there’s a good reason. For years, Nintendo’s beloved Mario has been using a similar transportation system to move between areas in games like Paper Mario and Super Mario Bros. The coincidence is all the more striking when you consider that the material used in the pipe construction—cynically referred to as “Substance N” in the press materials—is bright green, much like the pipes in the Mario games.



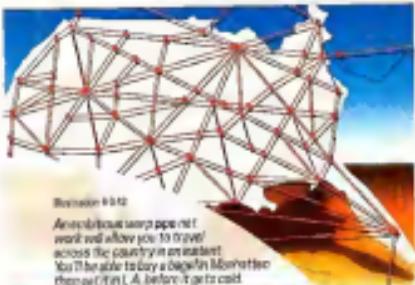
Because there is no obvious propulsion system in the basic design of the pipes, it is probable that the mysterious substance is the key to warp pipe transit. Apparently, Substance N allows travelers to vanish into one end of the pipe and reappear instant later at the other end. Don’t let the technology frighten you—many people don’t understand how cars work either, but they use them every day!



“Few people ever dream that one day we’ll be able to travel through space like Mario and Luigi,” said Dr. Schiebernick. “I’d say it was one of the most difficult things I’ve ever done.” said Dr. Schiebernick, president of the Schiebernick Institute.

WARP PIPES MAY ELIMINATE SERIOUS PROBLEMS LIKE SEA SICKNESS, ROAD RAGE AND WORLD HUNGER.





Burrstone 18.42

Anabolous warp pipes will work and allow you to travel across the country in minutes. You'll be able to buy a flight of Monkees then catch L.A. before it gets cold.

THE EXPERTS ON PROJECT M:

FOUR INITIAL TESTS WITH MONKEYS AND MONKEYS COULD HAVE GONE BETTER, BUT WE'VE GOT THE KINKS WORKED OUT. OR IF NOT, THERE IS VIRTUALLY NO CHANCE WE'LL LAUNCH ANY MORE TEST SUBJECTS INTO SPACE!

—DR. GABRIELLE MILLINING

"DEINTEGRATION ROUND SO NEGATIVE! WE PREFER THE TERM 'MOLECULAR EMANCIPATION' ANYWAY. IT WOULDN'T BE THE FIRST PRODUCT TO HAVE SIDE EFFECTS."

—DR. CRISTOF VON SHEPARD

"ONCE YOUR TOP LAYER OF SKIN HAS PEELLED OFF, IT'S REALLY NOT THAT BAD."

—TEST PIPER TYNN GARRITY

"THE JUNCTIONS ARE PROBABLY THE BIGGEST TECHNOLOGICAL HURDLES WE'RE FACING RIGHT NOW. ONCE WE SEPARATE SOME OF OUR TEST SUBJECTS FROM EACH OTHER, WE'LL KNOW MORE."

—JOSIE SINFELD, PH.

"JUST ABOUT EVERY ATTORNEY I KNOW IS EXCITED ABOUT PROJECT M. IT'S GOING TO BE A BIG MONEY MAKER FOR US."

—AL KARILL, ESR



Burrstone 18.43

Warp pipes are different from conventional plumbing used to transport water and waste. DO NOT attempt to warp through conventional plumbing.

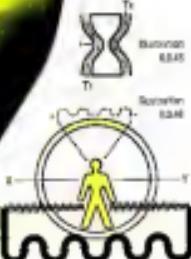
SEVERAL THOUSAND POINTS OF LIGHTS!

A vast network of interconnected pipes is closer to reality than you may think. For months, Schubnack Lumber workers have been tearing up roads all over North America to lay warp pipe. Up until the big announcement, an elaborate "fiber-optic cable" cover story was established to explain the work. If everything goes as planned on April 1st, a human test pipe will bounce through the network at the speed of light, stopping at a handful of American cities. In his photonic form, the test pipe will be able to squeeze through one-inch sections of warp pipe with ease.

Burrstone 18.44



Re/View: I have the most respect for Mario. If you can get him to travel through a warp pipe, Re/Viewers must use smelling salts and bandages to revive him. It may take days after a pipe journey. Once they stop glowing, the monkeys usually make a full recovery.



The "electron rifle" effect, shown in the diagram above, causes travelers to "red shift" toward the target end of the warp pipe. Using Schubnack's gear theory, researchers have determined that travelers reach speeds of 300,000 km per second. Re/Viewers have confirmed their results.

WAKE UP, YOU'RE LATE FOR SCHOOL—IN CHINA!

If the test is successful, Project M will dramatically change the way we live our lives. Your next school field trip may be to Africa. The entire world may need to learn a common language, the Latin. A Chicago crook may disappear into the Siberian tundra only seconds after committing a robbery on Michigan Avenue. If you think such things sound ridiculous, you aren't alone. Nay-sayers claim Project M will never work, that "warp pipes" and "photonic warps" are nonsense terms with no basis in sound science. Pipe advocates may have the last laugh, however. Come April 1st, they plan to make their pipe dream a reality. 

COUNSELORS' CORNER

Your Questions—Our Experts!



PAPER MARIO

HOW DO I GET PAST THE FOUR TOADS IN TOAD TOWN?

Four Toads at the eastern edge of Toad Town will refuse to move when you try to get past them. The problem is that they aren't Toads at all and you'll need the

wizard, Merlin, to expose their true identities. Visit Shooting Star Summit, learn the Action Command then visit Merlin's house. After your initial introduction,

stand next to Merlin then talk to him. If you've already confronted the four Toads, Merlin will investigate the matter and quickly open the path for you.



The oddly colored Toads near the eastern exit in Toad Town won't move on their own. You'll need help from Merlin to get past them.



Merlin will let you in his house until you've visited Shooting Star Summit. Be sure to stand next to Merlin, or he won't be able to get past the Toads.



Merlin's magical lightning blast will expose the Toads as the Koopa tires. They'll scamper away, opening the path to Koopa Village.

HOW DO I BREAK THROUGH THE CRACKED WALLS?



Several essential and valuable items are behind cracked walls, and you won't be able to penetrate the walls until you have Bombette at your disposal. You'll find

Bombette by purposely falling into the trap at the top of the spiral walkway. You can ignore Bombette with the bottom C Button. She'll walk several steps in whatever

direction you are facing then explode. If she explodes near a crack in the wall, the blast will open a doorway to new areas and rooms.



You won't get very far in Koopa Bros. Fortress without help from Bombette. Some keys are sealed off behind cracked stone walls.



Meet up with Bombette in her cell then back-track to all the cracked walls you discovered on the way there.



Face a crack in the wall then press the bottom C Button. Bombette will walk up to the crack then explode, opening a doorway.

HOW DO I ENTER DRY DRY RUINS?

Although Dry Dry Beans is your ultimate destination in the second chapter of the game, your quest first goes to Dry Dry Outpost to pick up a key item: the Pulse Stone. Stop off at the oasis in Dry Dry Desert on the way to the outpost to pick up some Lemons and Lemies. When you reach the outpost, you'll run into a mysterious mouse named Shiek. If you give

him a Lemon, he'll send you to Little Mouser's shop. Buy a Dried Shroom then a Dusty Hammer from Little Mouser to prove your allegiance to Moustafa. He'll tell you where to find the elusive mouse's hideout. Go outside and climb up a pile of crates to the roof. Walk along the rooftop to the second-floor entrance to Moustafa's home. Once inside, you'll dis-

cover that Shiek is actually Moustafa. He'll give you information about Dry Dry Rain then hand over the Pulse Stone. As you journey through the desert, the stones will pulse more rapidly when you approach an exit that leads to the oasis. You'll eventually reach a rock with a Pulse Stone-shaped hole in it. Place the stone in the hole to make the rains appear.



Stop off at the oasis on the way to Dry Dry Outpost to pick up Lemons and Lemies.



We need to source them from the Little Mouser's Shop.



Buy the Dried Shroom then the Dusty Hammer to find out about Moustafa's hideout.



The closer you get to Dry Dry Rain, the faster it'll rain.



The closer you get to Dry Dry Rain, the faster it'll rain.



Revisit the Dry Dry Desert then go all the way north and west until you reach a rock market.

HOW DO I REACH THE BOSS IN DRY DRY RUINS?

You'll need three stones to open the path to Tatlakoopis in the Dry Dry Ruins. Each stone is protected by stone chomps that are relatively easy to defeat if you

possess the Super Hammer. Once you have all three stones, you'll need to place them on three of the five Chomp stones above Tatlakoopis' chamber. The correct

order—pyramid, space, diamond, space, crescent—is shown on a sizable array of stones in an adjacent room. Proper placement will open a staircase to the boss.



You can use the Super Hammer to smash a Stone Block in front of the Pyramidal Stone. You won't get away without fighting a Stone Chomp.



Break the sand out of a room near the Chomp Stones to see another set of stones that reveal the correct placement of the stones.



After the three stones are placed on the stones, a staircase will appear in the room. Go down three flights of stairs then head right.

THE LEGEND OF ZELDA: MAJORA'S MASK

WHAT'S THE BEST WAY TO DEFEAT WIZROBE?

Wizrobe is an exasperating enemy you'll need to fight twice inside Snowhead Temple. His tactics are the same each time:



Keep moving until after Wizrobe attacks then target him with your bow and spin.

He'll magically shift between pedestals, spin then deliver an icy blast that can freeze you in place. He's vulnerable only

while he's spinning. Either use the Bunny Hood to attack him with your sword, or target him with your Hero's Bow.



Eventually, he'll use decoys to try to fool you. Use your map and compass to find the real Wizrobe.



In the second battle, Wizrobe will appear on moving platforms, requiring you to use the bow.

HOW DO I DEFEAT GOHT?

After you unfreeze him with a Fire Arrow, Goht will run a counterclockwise route around the base chamber until you smash



During a Ganon-Roll, chase Goht around the perimeter of the East Chamber. When you catch it, move side to side to cause damage.

Goht is impervious. You can get Goht's goat by repeatedly going at him with a Goron Roll. As long as you smash the pots in your



Goht may stop periodically to hurl lightning bolts at you. Swove to either side to avoid the bolts and keep moving.

way, you should have plenty of magic to maintain your roll. Be careful to avoid the lightning bolts, bombs and spikes.



Goht, with his fiery bombs and those spikes so sharp from the ceiling. Be patient as you fight the monster—you'll eventually wear it down.

HOW DO I UPGRADE TO A GILDED SWORD?

To upgrade to a Gilded Sword, you must first upgrade to an Adult Waller by depositing 200 Rupees at the bank in



You must win the spring race at the Goron Race track to injure Gold Dust.

Clock Town. After you defeat Goht, buy a Razzor Sword upgrade from the mountain Smithy for 100 Rupees. Return the next



The Mountain Smithy will make you wait a day for your new Razzor Sword.

day with Gold Dust so he can forge a Gilded Sword. Leave your sword with him overnight for each upgrade.



Give your Razzor Sword and your Gold Dust to the Smithy so he can create a Gilded Sword.

HOW DO I REACH THE BOSS ON THE VOLCANO'S BASE?

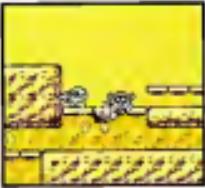
You'll be on a roll if you find the way to the base in the Volcano's Base. From the start of the level, head right until you

reach the second ramp. Start your roll at the top of the ramp then jump at the last possible moment. You'll roll through a

narrow opening below a segmented floor. Jump up through the segmented floor then hop a ledge to reach the base.



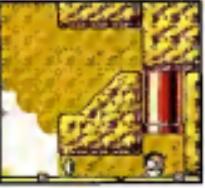
Start at the top of the encampment then jump up before you reach the pipe is down the first step.



Jump up through the segmented floor while you roll to reach the top level above the narrow tunnel.



Jump the first step you come to in the top level then roll over the ledge and straight ahead.



If you don't attempt any jumps after the step on the top level, you should hit the tunnel to the base room.

HOW DO I REACH THE SILVER KEY ON THE GRASSLANDS?

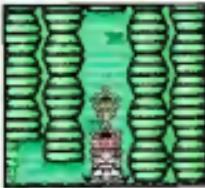
Two propeller-driven enemies will try to snatch you as you make your way to the smashing machine on the right side of

the silver key room. Charge past them one at a time, get flamed then go left. While flamed, you should jump into

the helicopter enemies to avoid capture. Jump up the steps then walk off the second to last step to float to the key.



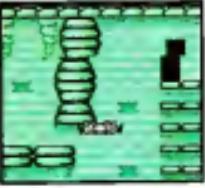
Charge underneath the helicopter enemies to avoid getting snatched. Remember to pause between runs.



If you stand under the machine on the right side of the room, you'll be squashed by a wedging parasite.



Jump as you pass underneath the helicopter enemies. They'll bounce harmlessly off the top of your head.



Stand one step below the top step then move—don't jump—left to float to the key.

Q&A FAST FACTS

Stack? Pick up the piano and glue on a compass or a cell. Or write to: Counselors' Corner, P.O. Box 67003, Redmond, WA 98073-9733.

Banjo-Totem

Q: How do I break the underwater door?
A: You need to use the Tide Torpedo move to break through underwater barriers.

Q: Is there a way to make Honda Wario's magic work in more than one world?
A: Only the Dragon Transmigrator can be used in more than one world.

Q: I'm pressing the control buttons—why can't I perform a move?
A: You must first have a move from Jumpin' before you can execute it in the game.

Batman Beyond

Q: How do I have a gauntlet?
A: You can't issue. You must switch to one string.

Q: Which suit is the best?
A: Each suit has its weaknesses and strengths. The Detective Suit is the most resilient one.

Q: Why can't I jump on certain ledges?
A: Some of the jumps on the game require you to use the Winkle Suit.

In the USA Call:
1-800-298-0707

10¢ per minute. Callers under 18
must have permission to call.

In Canada Call:
1-800-451-4400

10¢ per minute. Callers under 18
must have permission to call.

Mickey's Speedway USA (GBC)

Q: How do I get a boost from the starting line?
A: You must hit the A/Turbo just as the lights turn green. It makes practice.

Q: Can I use the Tiresel Pet with the game?
A: Yes. You can use the Silver Key Green Pet to open Gates as a playable character in the Nitro Green Pet.

PLAYER'S POLL CONTEST

**MAKE THE
CUT**

AND WIN
A CUSTOM

**RAZOR™
SCOOTER!**



Razor

ENTER TO WIN!

GRAND PRIZE 25 WINNERS

**Each of the 25 first-place winners
will tear up the road on a cool new
Razor™ scooter.**

Each winner will also receive a Razin-Es-style scooter Game Pak. You can practice moves on your Game Boy Color!



SECOND PRIZE
25 WINNERS

Second-place winners will each receive a Razor Freestyle Scooter Game Pak, a Razor T-Shirt and a Razor Evolution video.



THIRD PRIZE
50 WINNERS

Back by popular demand! Each third-place winner will scoop away with a Nintendo Power T-shirt. It's sharp!



YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU
DON'T SING IT UP

Fill out the card and
send it in! We'll tally
your vote for the power
charts and enter you
in the contest!

Official Response Rates

NOTIFICATION NECESSARY PREVIOUS TO NPL. NPL members, 1000+ of whom are U.S. firms, B.I.U./Commodity Research Institute, 1000, New York, Pennsylvania, Boston and Milwaukee who are not employees of International Resources, Inc. ("I.R.I."), or its subsidiaries, have been advised similarly not to engage in certain Gold futures trading. To cover under 101 and the Fingers Gold entry fees or premium fees, as well as, telephone numbers and "Broker Descriptions" are presented, and will be sent to you in a subsequent

WILHELM FÖRSTER
PLAYERS POLL VOL. 163
2013

INDIANA JONES

and the
INFERNAL MACHINE

AFTER FINDING THE LOST ARK, THE TEMPLE OF DOOM AND THE HOLY GRAIL, YOU MIGHT THINK THAT INDIANA JONES WOULD TAKE A REST. NOT THIS ARCHAEOLOGIST, HE'S OFF

AGAIN IN A RACE AGAINST THE SOVIETS TO TRACK DOWN THE PIECES OF THE INFERNAL MACHINE, AND THIS TIME THE ACTION IS CAPTURED ON GAME BOY COLOR.

ON GAME BOY COLOR.

© 1999 Lucasfilm Ltd. & Lucasfilm Ltd. All rights reserved.

NO SCREEN TOO SMALL

Nothing stops Indiana Jones from fulfilling his self-appointed mission to stop the Soviets from using the ancient artifacts he uncovers to bring about world domination. Indiana Jones: The Temple of Doom is a Game Boy Color adventure that captures the action and depth of the movie in a portable package. In the same style, *From the Campgrounds of Utah*, to the skin gear, with his Soviet counterparts on the trail of an ancient mystic boomer, brain-teasing puzzles and armed Soviet tanks stand in the way of Indy's success. But the hero of game and screen revolutionaries, swinging on his whip, collecting precious artifacts, outwitting evil geniuses and saving the world from an infernal fire worse than anything he's ever faced before. The development team at NextGen managed to bring it all home with pixelated graphics, intricate puzzles and frantic action. Be bold, onto your hats as *Indiana Jones and the Infernal Machine* goes.



HIDE 'N' SEEK

Indy's adventure begins in 1947 when he meets Sophia Hopwood, an agent in the newly formed CIA. Sophia informs Indy that the Soviets, under the direction of Gennadi Valdikov, are searching for something at the site of ancient Babylon. As he explores Babylon and other archaeological sites, Indy learns the true nature of the Soviets' quest. From there, the race is on to collect the four missing parts of the Infernal Machine. Within each area, Indy also digs up treasure that he trades for Medical and Peloton Kits at the end of the stage. In many areas, he must find and use special tools or items that play important roles in solving puzzles.



Some items, such as the cap found in the Treasury of Shalakka, are part of a puzzle. In this case, the cap activates a clock mechanism in time, the clock mechanism runs, and a finger that strikes the bell is the Soviets.



Stayng alive long enough to solve each puzzle is a big part of the game. Indy can lose a life from falling, drowning, being hit or losing HP from attacks. You'll be able to replay each level using the keyboard coordinate feature, and you can keep off the game and resume play later using save points.

NO DIGGING REQUIRED

Indiana Jones seldom has to dig for artifacts and treasure, but there are times in the game when even the heroic Dr. Jones must stoop with a spade to uncover some booty. Most of the time, you'll find him sweating to move a block, climbing up a stone wall, swinging across a chasm with his whip, swimming through shark-infested waters to reach a wreck or paddling down an icy river in search of a legendary temple in the Himalayas. It's all in a day's work for a dedicated archaeologist.



You have to be careful when it comes to unloading a load of teeth. The angle of the perspective can make it easy to trip up. Indy, you'll find the coins scattered around the floor, so you're in the right spot.



There are many necessities to push crates and boulders around, such as wrestling a step up to a ledge or a heavy object to place on a switch. Floating is hard work, too. Pulling the cart in Soft Mode is a better way to travel. As for swimming, Indy is a champ, but he can't hold his breath forever.

TOOLS OF THE TRADE

Indy makes use of many items. Some items, such as Medicinal Herbs, are used on the spot. Medical and Poison Kits can be stockpiled for times when you really need them. Be sure to always collect and store until the end of the stage. Then there are the items you use, such as keys, artifacts, mechanical tools and the powerful parts of the Infernal Machine. These items help you progress in the game, sometimes in dramatic fashion. Indy also carries a pistol with endless rounds of ammo.



An artifact that appears in the top box of Indy's inventory is used in the current stage. For instance, you might have to place an idol into your inventory box a wolf-herd. The final parts of the Infernal Machine have special axes, like Acolyte's Mace, which helps Indy to defeat.

All of your items appear on the talk-pane which you can access by pushing the Start button. You can collect up to five Medicinal and Poison Kits and 10 treasures. In addition to the Head, Helm and Pistol, Indy can collect up to three other items. The pistol initially contains weapons in the game.

ROAM AROUND THE WORLD

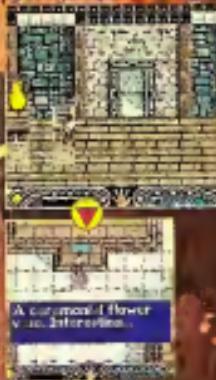
Home is where the action is, according to Indy. During his adventure, he'll find himself in every corner of the globe. Most of the 26 stages of Indiana Jones and the Infernal Machine are large, open levels that contain many areas and secrets. A few, such as the Tien Shan River and King Sol's Mines, take the form of mazes through tunnels. You'll find all the areas that were in the N64 game, but each location has been re-created with its own challenges on GBC. You can spend hours in some areas figuring out the intricate puzzles.



Some of the N64 areas will recognize names such as Machu, Noah's Ark, Disney Valley, Russian Borders, Polynesia, Valentine and Vil Pefrikine, the Soviet frontier, but they won't recognize most of the new map layouts in the GBC version. It's a bonus new world for you and Indy to explore.

WHAT'S THIS DO?

Puzzles are the heart and soul of the game. Whether Indy has to figure out how a clockwork mechanism works, how to reach a seemingly inaccessible ledge or how a strange hieroglyph in a stone wall fits into the overall puzzle, he (and you) will have a lot of thinking and experimenting to do. Anything unusual, such as a crack in a wall or a design in a tile, often means that it's part of a puzzle. The solution could be as simple as using an item to open a passage or as complex that it takes a dozen steps to complete. Next month, *Nintendo Power* will unlock many of the mysteries. For now, consider a few of the conundrums that you'll face in the game.



While Indiana is trying to locate his two puzzle pieces, he comes across a message from the ancient Egyptian priest Maat-Bastet. Can Indy figure out what Maat-Bastet is trying to tell him? She's a puzzling character, and her voice blends with water. Are the two artifacts somehow connected?



During the course of the game, Indy will come across a few placing pieces that don't quite fit. In addition to using a compass, he must spin them in a ledge so he can attach them. Only at the end of the game will you be able to find the answer to the mystery of the diamonds.



COMING SOON

Indiana Jones and the Infernal Machine for GBC has almost as much depth as the recent N64 game and far fewer control problems. If you liked a sprawling tale of daring-do wrapped around a knotty mental challenge, Indy will fill the bill nicely. THQ hopes to release Indy by the end of March, so it may be available by the time you read this preview. Next month, *NP* will dig even deeper into the intricacies of the Infernal Machine and show you the way to the Artherium and beyond.



Game Boy a·GO·GO

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

THIS MONTH

- Batman: Chaos in Gotham
- Max Steel: Covert Missions
- Mary-Kate and Ashley: Winona Circle
- Blue's Clues: Blue's Alphabet Book
- Disney's Toy Story Racer
- The Dukes of Hazzard: Racing for Home
- Tiki Teri
- Ultimate Surfing



CRIME SPREE PUNCHOUT

Based on the best animated Batman TV series, and featuring a variety of play styles, *Batman: Chaos in Gotham* delivers a punch that will hit home for many fans of the Caped Crusader. The game, published by Ubi Soft, includes six big side-scrolling, action-packed stages that will have you fisticuffing with the likes of Mr. Freeze, the Joker and Poison Ivy. It also includes a trio of vehicle-based stages that allow you to blast off with the Batmobile, Jet Wing and Batcycle. Classic Batman baddies have busted out of jail. It's up to you to round them up.



nintendopower.com

CAPED CRUSADE

Breaking loose from Blackgate Prison and Asylum Asylum in a defiant act of villainy, the most dangerous minds of Gotham have taken the city by storm. Only Batman and Biggs have what it takes to put the loathsome mob back behind bars.

LEVEL 2: It's No Laughing Matter



LEVEL 4: A Vengeful Plan



LEVEL 6: 2+2 Equals Two-Face



BAT GADGETS

Batman's utility belt is packed with gadgets that will give you the power to pursue your enemies. A circular pickup engulfs the items. Press the Select Button to cycle through the gadgets and press the A Button to use them.

Punch

Your most reliable weapon is your own strength. You'll be able to glow through meat and meat with your fist attack.

Batarang

When villains are out of reach, you can hit them with a collection of Batarangs.

STUN Bomb

You can freeze your enemies temporarily with the blast of a STUN Bomb. Press A to plant a bomb then again to detonate.

LEVEL 1: Diamonds and Ice



LEVEL 3: Thru the Garden of Evil



LEVEL 5: Next Stop, Danger!



Race through Gotham with Wheels and Rockets



Between side-scrolling, enemy-pounding action sequences, you'll have a chance to ride some powerful vehicles. Whether the Joker walks driving the Tricar, fire a fiery rocket while piloting the Jet Bike and go up against a host of motorcycle enemies with Batarangs or the Batcycle, you'll also be able to take control over the batpod if you locate the Batarang Key.

Grapple

If you're up against a sheer wall or cliff, you may be able to reach the top with the help of the Grapple device.

Health Pickup

When you're low on energy, a heart-shaped health pickup will be a welcome sight. Collect it to reenergize your crime-fighter.



©, ™ and © 2000 Metacore, Max Steel™ and © 2000 Activision Productions, Inc. All rights reserved.

ACTION TO THE MAX

Loaded with advanced strength and speed, and bound to his need for Transphaskin Energy to stay alive, Max Steel is a man with a mission. You can join him for more than 20 long missions of undercover action in Max Steel: Covert Missions from Metacore Interactive. As an agent of N-Tek Corporation, Max needs the globe to combat the likes of John DeSoto and his D.R.E.A.D. Cartel in the interest of stopping global terrorism. As you guide him through his goals, you'll fight countless agents of D.R.E.A.D., collect powerful weapons and put Max's powers to the test.



READY FOR WAR

While walking your way through the missions, you'll pick up a powerful arsenal of high-tech weaponry. You'll do well by knowing the power of your weapons and selecting the right firearm for every combat situation.

Fist



Activate Turbo Power and watch as your fists can punch through certain metal blocks.

Plasma Rifle



While capable of severely damaging targets, the Plasma Rifle sometimes overheats.

Rocket Launcher



While the Rocket Launcher is slow to fire, it is also incredibly destructive.

Laser Pistol



Take down security guards and stalk enemies with a single Laser Pistol shot.

Sniper Rifle



The Sniper Rifle is great for picking off targets with maximum accuracy—a deadly combination.

Bolt Gun



The N-Tek developed Bolt Gun is a semi-taped bolt with advanced shorts.

HELP IS ON THE WAY

Max needs Transphaskin Energy to use his advanced powers. He must also recharge his health when damaged. You can pick up three types of items to help him stay healthy and powerful. It's good practice to keep both health and energy maxed out.

First Aid Kits



First Aid Kits come in two sizes. The smaller one restores some health. The larger one restores full health.

Transphaskin Energy Containers



The cost for enhanced power is a need for Transphaskin Energy Containers repeat seconds after you collect them.

Extra Life



If Max's health batteries run, you'll lose it all to resume. Collect as many Extra Lives as you can find.

N-Tek Power Modes

Normal Power



Press the Select Button to go to a screen where you can choose weapons and power modes. In Normal Power Mode, Max's power and speed are only slightly enhanced.

Turbo Power



N-Tek Turbo Power Mode charges Max's body with superhuman strength and speed, giving him the ability to blast through steel barricades with his fists. Transphaskin Energy is required.

Stealth Power



Like Turbo Power Mode, Stealth Power Mode requires Transphaskin Energy. In Stealth Power Mode, Max can slip by some enemies unnoticed and make enemies attack when they attempt to fire at him.

LOAD UP ON AMMO

Every mission area is loaded with ammunition for weapons that are also in the area. Explore every path for hidden rounds.



Laser
Pistol



Plasma
Rifle



Sniper
Rifle



Rocket
Launcher



Bolt Gun

HEAD OFF D.R.E.A.D.

The D.R.E.A.D. Cartel is involved in terrorist activity all over the world. If they can establish dominance in just a few key areas, they might be able to realize their goal of global domination. You've got to make sure that it doesn't happen.

Save Your Shots



You'll encounter a lot of enemies as you go, and you may find assassination hard to come by at times. So, save, and to use up more ammunition than you need to do the job. If you're out of ammo, you'll have to resort to stealth skills and hand-to-hand combat.

Campaign 1: Rescue and Reconnaissance



Mission 1

D.R.E.A.D. forces have hatched a plan to hit an important target in the American Southwest. Your first goal in stopping their scheme is to rescue Agent 1, the agent who can give you more information about enemy actions.



Mission 2

The D.R.E.A.D. target is Hoover Dam. Three bombs have been placed within the dam structure. You must find and disable all of the bombs in a very short time. If even one of the bombs is detonated, the dam will be destroyed.

Campaign 2: Underwater Offensive



Mission 1

With the Hoover Dam scans out of the picture, you can launch a strike on the dam that targeted the dam. You'll enter its base by going underwater. You must trigger three switches to open the hatch.



Mission 2

Your goal is to destroy D.R.E.A.D. island base. You'll be able to carry out this mission by placing bombs in two subterranean central locations. The base is a complex maze of halls and chambers. Advance carefully and prepare to fight.

Take to the Water



For underwater missions, Max dons a wetsuit and tanks and carries a harpoon. You'll need that protection as you face water-dwelling agents of D.R.E.A.D. and a force of Max-destroying sharks.

Take to the Air



Max has access to an M225 Attack Jet for missions that require air combat. The jet can take off and land vertically for maximum maneuverability. It's equipped with a missile that is powerful enough to take down any airborne enemies.

Campaign 3: Air Raid Antarctica



Mission 1

Thanks to a tracking device planted by Max, an Psycho500 getaway vehicle, M-Tek Intelligence has discovered an enemy base in Antarctica. You'll have to use building a switch to knock them down. You've got to fly them and stop them.



Mission 2

The bomber is located in a hangar hidden deep within the D.R.E.A.D. Antarctic base. Bloody forces are using a device that they stole from M-Tek. You must recharge the device then plant explosives near the bomber to take it out.

Campaign 4: Escape and Defend



Mission 1

Captured by D.R.E.A.D. forces, you must escape before the enemies have a chance to move the M225 jet to another location. You'll start by pushing your way out of the cell, then you'll navigate air vents to explore the base.



Missions 2 & 3

You'll make your escape to the N-Tek Bell 200 Black in Mission 2 to find that it's overrun by D.R.E.A.D. agents. In Mission 3, your goal is to defend the base by eliminating the attacking agents. There are a lot of enemies, and health and armor pickups are at a premium.

Campaign 5: The Final Assault



Mission 1

D.R.E.A.D. forces have retreated from the Dot Oro base, and they've taken an N-Tek agent, Rachel Leeds, with them. You must rescue Leeds before the enemies can get N-Tek secrets from her.



Mission 2

With Agent 1, Leeds safe and the location of the D.R.E.A.D. base revealed, your mission is to infiltrate and destroy enemy headquarters. It's loaded with power, so enemies and plenty of dangerous traps. Move cautiously, conserve items and fight hard.

mary-kateandashley
WINNERS CIRCLE

© 2002 Quaker Entertainment Group, Inc.
© 2002 Activision Entertainment, Inc.

SELECT A HORSE

You'll begin with a selection of four horses. Their talents vary. Some have better speed and agility; others have a more even temperament and are more responsive. Choose the horse that best fits your experience and riding style.

SATIN



That's speed that you need. Satin is a good choice, but his temper can get in the way.

SPARKLE



Sparkle is slow but responsive. He could be a good choice when you begin playing.

SPUTNIK



Sputnik is a fast, but not responsive, horse. He's not a good choice for a beginner.

DOLLY



Dolly is a good all-around horse, but she's not exceptional in any one area.

Earn Bonus Horses

By completing challenges that let characters pet horses, you'll earn the chance to ride a stable full of new horses.



Elvis is not ugly, but he's very fast.



The muscular Scarper is a good jumper.



Once he gets going, Babe is a fast horse.



Storm is the best all-around horse.



Enter a New Tournament

After you complete all the challenges, you'll unlock a bonus tournament that includes these new events—Creepy Hollow, Grave Digger and Trick or Treat.

HORSEPLAY WITH M-K & A

Mary-Kate and Ashley ride into the winner's circle with the first-ever horse riding Pak for Game Boy Color from Quaker and Activision. You can guide either of the charismatic twins through a three-tournament, nine-event equestrian competition. Begin by selecting a horse and an outfit, then grab the reins and start competing. As you make your way through the events, your horse will improve and your bedroom wall will fill up with ribbons and trophies. By completing a series of additional challenges, you can earn new horses and even unlock a bonus tournament for more equestrian fun.



GO FOR THE GOLD

Every event tests your ability to take your horse over jumps and around obstacles. You must attempt every jump. The penalty for a fault is minimal. If you finish with the top time consistently, you'll earn blue ribbons and gold trophies.



A Collection of Courses

Every event takes place on a different course. Courses range from dusty fields with a Southwest theme to manicured championship arenas. Some courses are short, with closely wrapped jumps. Other courses are endurance tests with a lot of twists and turns.

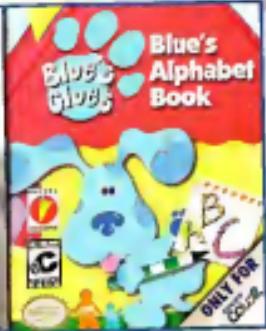
WIN WITH STYLE

Once you get a feel for the controls, you'll be able to vault to the top of the standings with ease. Start each event by pressing and holding the B Button until you've built up enough speed, then release the button and focus on course navigation.



Guide and Glide

The key to calling off a perfect round is to hold steady control. Tap the Control Pad to turn 45 degrees at a time and try not to oversteer. You'll always have time to make quick turns—around tight areas. When approaching a jump, press the A Button when you're a full length away from the obstacle.



© 2000 Viacom International Inc.
© 2000 Mattel, Inc. All rights reserved.

GET A CLUE WITH BLUE

Nickelodeon favorite Blue stars in a collection of activities designed to help young children recognize letters and objects. It's Blue's Clues Alphabet Book from Viacom and Mattel. While helping Steve find the missing pages of his Alphabet Book, you engage in several simple puzzle games. Upon completion of each game, Blue gives you a hint that helps you decide where a page is hidden. After you collect three clues, the location is revealed. If you do well, the activities become slightly more challenging on repeated plays. The game features bright, colorful graphics, playful music and a handful of spoken phrases.



ALPHABET ACTIVITIES

The main menu screen shows Blue surrounded by her pals. You can single out one of Blue's buddies to practice that character's activity or you can participate in three activities in a row by selecting Blue. Each activity is fun and easy to learn.

Musicaline

Music and letters match in Musicaline with Silvertone Driveway. When Steve plays a series of notes on the xylophone, you must match the tune by playing the same notes. Letters that correspond with the notes appear at the top of the screen so that you don't have to remember the tune.



Catch the Letter Leaves

In Catch the Letter Leaves with Baby Bear, lettered leaves fall from the top of the screen. You control a lettered basket at the bottom of the screen. The object is to match letters by catching the right leaves. Every time you make a match, the letter in the basket will change.



Snacktime

Letters and shapes mingle in Snacktime with Mr. Salt and Mrs. Pepper. Blue has to a page in a book that shows one of three letters or shapes. You must select the correct object and place it on a plate. After a match, new letters and shapes come into the picture.



Alphabet Soup

Letter recognition and spelling come into play in Alphabet Soup with Poppy. When a letter floats to the surface of Blue's soup bowl, you must match that letter to your bowl by pointing it with a spoon. The activity continues until you spell a full word.



Beach Book Skidoo

Letters drop into a sandcastle in the sand in Beach Book Skidoo with Stoyel and flea. You must push the letters through the castle to the water. The activity continues until you push all of the letters of a word through the castle.



Bubble Burst

Bubble Burst with Slippery Saus is a classic memory-testing game. Several soap bubbles appear on the screen. When you pop a bubble, it reveals a letter. The object is to pop another bubble that holds a matching letter. You must remember where the letters are placed.



FIND THE PAGES

The Blue's Clues challenge is to discover where the pages of Blue's Alphabet Book are hidden. When you complete an activity, Blue will give you a clue that points to a page's location. Every clue will bring you closer to the hiding place.

Clues Point to a Location

After Blue gives you clues about a page location, Steve draws a picture that illustrates the clue. The illustrated clues appear together in the top of the screen. When you have three clues, you must think about where that page is hidden.



Put It All Together!

Blue's Clues Blue's Alphabet Book combines several tasks in an educational package for players who are learning about letters, words and matching objects. It provides both structured and free-form activities in a variety of ways to play.





©1999 Disney ©2000 Pixar

TO THE FINISH LINE AND...

Beyond! Remember the road chase in the final scene of Toy Story? Well, Woody, Buzz Lightyear and company are taking to the streets again in Disney's Toy Story Racer from Activision. In addition to Woody and Buzz, the game features Bo Peep and Mr. Potato Head. Race locations include Andy's house, Pizza Planet, the streets of Andy's neighborhood and the route between Andy's house and Sid's house. The game's nine courses are very straightforward, and your race always stays on the track. As you make your way to the finish line, you can collect items that help or hurt your chances.



TWO WAYS TO PLAY

You can select from four different characters and race on the field in two different racing modes—Quick Race and Tournament. As you advance through the tournament, you'll open up new courses for the Quick Race Mode.

Quick Race

Select your character, select the course and take off for a three lap, go-for-broke race! It's a great way to prepare for Tournament play. You'll start with one course selected per location, and more courses will become available as you make your way through the Tournament.



Tournament

The Tournament covers nine courses in four major locations. After the first practice race, the last-place finisher from each race will be eliminated from the tournament and will be replaced with an alien or soldier. Your goal is to get that place or better every time.



POWER UP OR DOWN

A collection of nine items can either power up or power down your vehicle. Power-up items include the Instant Thrustie Star, the Time Bomb Clock and the Invulnerable Horseshoe. Other items slow down or stop your vehicle temporarily.



You can get speed, time, traction and durability boosted if you collect the right items. If you collect the wrong items, you could also forfeit for a few seconds. You can use round Bey-Berk tokens in Tournament Mode. Collect 30 of them to bring back an eliminated character.

Unlock Tournament Courses



There are many new courses in Andy's house, Pizza Planet and the street. In Quick Race Mode, you'll unlock a collection of new courses per location. As you unlock new courses in Tournament Mode, you can then select those courses for single races.

Race through Familiar Locations



Andy's House

The tournament begins in Andy's room and quickly splits out onto the extra-house, sunroom and down stairs. You'll drive through doorways, over garage and up onto Andy's bed. The biggest challenge is parking after drivers. Try to park them quickly on the slate of exterior.



Pizza Planet

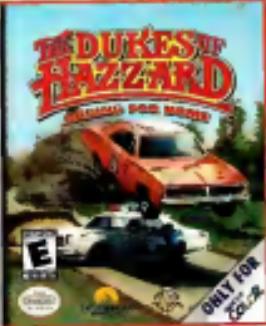
The first race in Pizza Planet features a ramp that takes you an ride over the tabletop. The rest of the race takes place on the floor, under tables and chairs. Two other restaurant courses have upsimilar features.



The Street

The game includes a collection of four races on sidewalks and streets. Since you can't stray off of the track, even 90-degree turns onto sidewalks are easily negotiable. The streety concludes on a single course between Self-service and Andy's house.

GAME BOY COLOR



©2000 Southpeak Interactive LLC. All rights reserved.

RIDE WITH THE DUKES

Jump into the General Lee and get ready for a wild ride with The Dukes of Hazzard: Racing for Home from Southpeak Interactive. You'll race through the roads of Hazzard County with Roscoe P. Coltrane hot on your trail in 27 fast-paced missions. They range from a run around the fairground track to a full-on getaway from the law as you fly over jumps and skid around curves. Helpful items include nitro boosts, wrenches for repairs and dynamic arrows that allow you to blast away barriers. The boys are back, and they're on Game Boy Color.



RUN AND GUN

The Dukes have never seen eye-to-eye with the law. They've always found themselves in one pickle after another, with Roscoe hot on their trail. You've got to help them outwit and outrun the sheriff, and keep them out from behind bars.

Mission 1: Fairground Race

The game begins with a ran around the Hazzard County Fairgrounds. Your mission is to survive two laps around the course with the General Lee intact. If the car is damaged, you can give it a quick repair by collecting items in pickup.



Mission 2: Find Uncle Jesse

The second mission introduces the greater Hazzard County area, where most of the missions take place. Uncle Jesse has been kidnapped on his way to making a important payment. You've got to find him in a hurry.



Hazzard County Races



If you want to take a break from your escapades, you can join in on a collection of races through Hazzard County. Within every race, you can choose one of several cars to drive. More races and car selections unlock as you progress through the game.

Mission 3: Hot Pursuit

The kidnappers are hiding Uncle Jesse's truck near a garage in back-country road. When you arrive, they'll put the pedal to the metal. Your mission is to track down the truck and stop the kidnappers. A couple of collisions with the General Lee should do the trick.



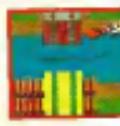
Mission 4: Race to the Bank

Uncle Jesse is safe, but the money he's got is still outstanding. You've only a couple of minutes to get to the bank before it closes. Press the Start Button to bring up the map, and use it find to the bank in the middle of town.



Mission 5: Run from the Law

The bank run was too close for comfort. The only way the Dukes can avoid more situations like that is to pay the mortgage outright. And the only way to do that is to win the return Dermid Race. On your way to signing up for the race, you've got to get away from the sheriff. Start your engine!

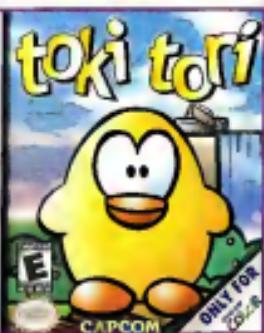


Mission 6: Fairgrounds or Best

There are police barricades on the way to the fairgrounds. You can get through them by blasting them with a dynamite arrow. You'll find one in the garage where the kidnappers were hiding in Mission 2. Set the arrow, blast the barriers and race to the fairgrounds.



GAME BOY COLOR



© Two Tribes

GRAB AND GO

The object of the game is to advance through rooms and collect eggs. You can jump over short obstacles and use a limited number of learned moves. Every room plays like a puzzle. If you get stuck or run out of time, you can restart the room and try again.



Forest Falls

The first of our worlds contains a total of 185 eggs. One of the moves that you'll learn in the Forest Falls world is the Freeze Move. It allows you to freeze an enemy in an ice cube. Since ice cubes can become obstacles, you must think before you freeze them!



Another move that you will learn is Forest Falls Teleport. Using the Teleport move, you can warp to a location of your choice. You can warp in any of four directions, but the distance is set, and you can't warp into obstacles. The Teleport is particularly useful for getting around frozen enemies.



Creepy Castle

There are 86 eggs in the Creepy Castle world. There, you'll learn moves like Brick Switch and Ghost Trap. In Level 13, you'll begin at the top of a tower with no apparent escape route. The only way to proceed is to swap to the right of the tower and fall to the ground ledge.



When you encounter a ghost at Level 3, you can create a Ghost Trap to make it fall to the ledge below. The ghost will have trouble that you can tell though, too. Use the Eyes to sit it down, then watch the movement of the ghost and fall as it floats to the right. When you land, run to the left and keep moving.

SCRAMBLED EGG COLLECTION

Easy to learn and fun to play, *Toki Tori*, from Capcom, challenges you to gather a collection of eggs in a series of obstacle-filled rooms. As you progress through the rooms, you'll earn moves that will allow you to clear away enemies and reach new areas. Using the basic flys move, you can pause the game and scroll over the room while formulating your egg collection strategy. Other moves allow you to create bridges, make traps, warp and more. You must clear every room within a time limit. Your best times for each room are noted in case you want to try for a better time.



All the Right Moves



The biggest challenge in playing *Toki Tori* is learning which moves to use and when to use them. You may have as many as five different moves at your disposal at a given time. While you learn a move, you'll have to use it for a specified training level. This will help you quickly learn the circumstances for every move.



Slime Cave

As you attempt to collect the 115 eggs in Slime Cave, you will encounter many gaps in the path. You'll learn that you can cross some gaps by covering gap-filling areas. Another way to cross gaps is to use one of the best moves that you learned—Bridge Builder.



As you progress through the levels, you'll encounter an increasing number of enemies. Since you can't jump high enough to get over enemies, you'll need other moves to deal with them. The Snot Sucker is particularly useful enemy-elimination tool. You can use it like a vacuum cleaner to pull enemies from the path.

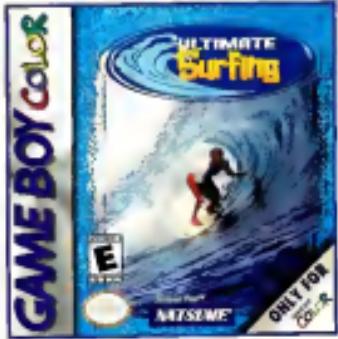


Bubble Barrage

In the Bubble Barrage world, you'll earn moves that relate to water. The Bubble move gives you the ability to turn into a bubble for a few seconds and float to new areas. By standing in bubble streams, you can recharge your Bubble worthy. You'll find 181 eggs in the world as well.



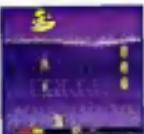
Enemies float up and down throughout the Bubble Barrage world. When freezing them, you must make sure that they stop in a place where they will be out of your way. If a frozen enemy becomes an obstacle, you may have to restart the level and try again.



©2000 Nintendo Inc.

TAKE THE ULTIMATE RIDE

Travel to six top surfing spots worldwide and go up against a crew of fierce competitors in Nintendo's Ultimate Surfing. The game is a side-scroller that challenges you to ride alongside one continuous wave from start to finish. As you go, you've got to recharge your stamina, avoid obstacles and try to pass other surfers without getting tangled up. You can collect power-ups for a boost and perform tricks for extra points. There are six surfers to choose from. If you want to go head-to-head with another player, you can use the Game Link Cable and select the Mukogami Mode.



CATCH A WAVE

The game begins in Hawaii, where the water is clear and blue. You can practice all of the courses in Freestyle Mode, then switch to the Grand Prix tournament to compete.



Freestyle

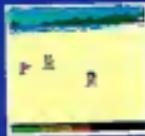
In Freestyle Mode, you can select any of the six courses and check them out without the pressure of competition. You can perform tricks anywhere and perfect your style. The only catch is that if you wipe out, your ride is over. Sorry!



Grand Prix

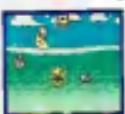
The Grand Prix competition challenges you to go up against a field of five other surfers and put your skills to the ultimate test. To win, you've got to finish ahead of the other surfers and earn points for tricks in designated sections of the courses.

Take a Break on the Beach



If you collect special gold discs in the Grand Prix, you can take a break from surfing between events and participate in two different beach games. You can take target practice with a flying disc or engage in a foot race where the goal is to capture a flag in the sand.

Ultimate Surfing Locations



California

After you learn the basics in Hawaii, you'll move on to the challenges of the California Surf. The California course includes rocks and coral. The best way to keep from wiping out on the rocks is to stay near the crest of the wave.



Australia

Australian beaches are among the most popular in the world because they provide a lot of thrills. When you ride the red waves of the Australian course, you've got to stay alert and avoid a collection of sea creatures.



South Pole

Not known as a surfing hot spot, the South Pole may seem an unlikely candidate for a wave-riding competition. However, you'll be able to take on the cold waves in Ultimate Surfing. Be sure to avoid the icebergs.



Japan

The Land of the Rising Sun is also the land of the massive waves. Japan's stormy courses are wind-swept and unpredictable. Obstacles on the courses include oil slicks and floating debris. Hold on! It's going to be a wild ride!



Brazil

The Grand Prix ventures up in the low light of the Brazilian night. As you ride the wave, from left to right, you've got to keep an eye out for floating driftwood and schools of jellies.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES

APRIL 2001

DR. MARIO 64

Is there a plumber in the house?

After saving the princess, driving a kart, and taking swings at golf and tennis, Mario is making a house call as a physician in a doctor-up version of *Tetris*. His latest operation, *Dr. Mario 64*, is a faithful update of the 1990 puzzle game for the N64 and Game Boy, which was one of the earliest attack-build-ups to build upon *Tetris*'s classic formula. Dr. Mario added colors to blocks and viruses to characters, refocusing strategy on specific locations—where you build and whence is more important than keeping the fill level to a minimum. *Dr. Mario 64* doesn't mean with the original prescription, adding only slightly tweaked modes along with a funny and forced story mode and a four-player competition. *Dr. Mario 64* is fine, managing fun for solo puzzlers.

but it's not *frantic* enough to be a great head-to-head experience. The garbage you dump on your opponents is minimal, and *Tetris Attack* (which was reboon as *Pokémon Puzzle League* last year) is better at intensifying the pace of brain-bending blockbusting. *Dr. Mario* bridged the gap between *Tetris's* evolution to *Tetris Attack*, and *Dr. Mario 64* plays very much like a transitional game stuck between the two extremes. It almost seems instantly outdated with the faster, more varied PPL on store shelves, but *Dr. Mario 64* is still a nifty, little game in its own right. It's a surefire prescription for fun if you're looking for more restrained, calculating puzzle action, and its head-to-toe bargain price is just what the doctor ordered.

COMMENTS: *Jean*—While not as challenging or habit-forming as *Pokeman Puzzles*, it has an old-school charm. *Oliver*—Self as addictive as ever, but it could have used some new game play variations. *Sophie*—I love it!



DR. MARIO 64



- **Reinforcement learning**
- **Policy gradient**
- **Actor-critic**

A row of five five-pointed stars, likely representing a rating or a set of achievements.

10



BLUE'S CLUES: BLUE'S ALPHABET BOOK

4

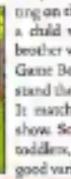
How do you spell "good entertainment?" Blue knows how.

Lovable Blue and her owner Steve appear in their first GBC game, which is a wonderful tool for helping preschoolers recognize letters and objects. Candy-colored graphics and characters like Poppin', Pail and Shovel will make kids feel right at home, while six cheery activities will transform learning into a fun and inviting experience. Spoken dialogue by Steve and yips from Blue will encourage youngsters to help Slippery Soap uncover letters in a memory game, match patterns played on Side Table Drawers' alphabet xylophone and catch matching letters into Baby Bear's basket.

Like any good teaching tool, Blue's Alphabet Book is meant to be played by children while an adult is

guiding them, and every adorable game is set up simply so children—as well as parents who may not be very game savvy—will be able to get the hang of things quickly and easily. Education has never been more cute or fun, and Manual Interactive has created a doggone good educational game that effectively uses repetition in a variety of fun ways. It's as sharp as the smart show it's based on.

COMMENTS: **Oliver**—The graphics are very easy on the eyes, and if you've forgotten your ABCs, this game is very helpful. **Jenni**—No, you won't want to play this if you don't watch "Blue's Clues" while sitting on the edge of your seat, but if you have a child who loves the show or a younger brother who's always running up your other Game Boy games because he doesn't understand them, this game should be a perfect fit. It matches the kid-friendly theme of the show. **Scott**—Definitely a learning tool for toddlers, Blue's Alphabet Book provides a good variety of letter recognition exercises.

**GAME BOY COLOR**

- Manual's Manual
- 1 player
- GBC exclusive
- 8 activities



THE DUKES OF HAZZARD: RACING FOR HOME

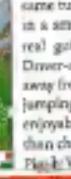
4

Yeeeeeeeeeeeeeeeeeeeeeeeeeee-hawwwwwwwwwwwwwwww!

Over 20 years after the souped-up General Lee began burning rubber through the backroads of down-home Hazzard County, the good ol' Duke boys are kicking up more dust in a GBC line-down of fast-paced racing and chasing. And talk about southern hospitality—South Park's hang-up job of a smash-'em-up game serves up heaping helpings of everything from a bevy of cars to diverse locations and objectives. The game's longer than any pile of pants Daisy Duke has ever donned, and all 45 missions are a hoot-and-a-half with goals ranging from memory real cars until they're totaled, fleeing from the law and good old-fashioned racing. Whether you're behind the wheel of the General Lee, Boss

Hogg's Cadillac, Daisy's Jeep or any of the other dozen vehicles, you'll have a blast racing up the dirt roads and town streets. Great, realistic controls allow you to fish-tail and launch off ramps, while cool features like crossbows allow you to blast away barricades. Rosco and other drivers will pursue and run your car successfully conveying the thrill of the chase. It's pure Dukes of Hazzard high jinks, and it's everything that Vigilante 8 for GBC should have been.

COMMENTS: **Alan**—I was surprised by how good this is. The cars handle realistically—if you turn or fall speed, you'll slide out of control, but the same turn taken with a little less gas results in a smooth curve. **Chris**—This game is a real goofy pleasure. I especially like the Driver-style chase sequences, like getting away from Rosco or ditching Boss Hogg by jumping over the river. **Jenni**—Quite the enjoyable little driving game. It's more fun than chasing a greased pelican through the Black Woods, I reckon.

**GAME BOY COLOR**

- Dukes of Hazzard: Racing for Home
- 4 players
- GBC exclusive
- 27 missions
- 10 vehicles



Most intense vehicles. No violence or alcohol involved.

KIRBY TILT 'N' TUMBLE

Let's get ready to tumble.

Expect to see *Tilt 'n' Tumble* rolling onto year-end lists that honor the innovative games of 2000. In the first "Tilt Response" video game, you can guide silly-poly Kirby around pinball obstacle courses by holding your GBC at different angles. Kirby will roll downhill when you slant your GBC, and by quickly flicking the system up, you can make Kirby hop. You steer Kirby exclusively by tilting your GBC up, down, left and right, so the Control Pad functions only as a pinball-start camera.

It's all in the wrist, when it comes to mastering *Tilt 'n' Tumble*. By angling your GBC, you can move sliding walls and other obstacles out of your way. The motion-sensitive technology goes beyond



nowhere since it makes up all of the game play's twitchy tests of dexterity, nerves and reflexes. Struggling to angle your GBC just right so you don't roll Kirby off a narrow bridge is a blast and a fun feat to try to pull off—especially when each level is a race against the clock. *Tilt 'n' Tumble* comes highly recommended—not just for its must-set technology, but for the fun pinball action that is perfectly up to par with the amazing innovation.

COMMENTS: **Drew**—Kirby's innovative motion control and well-designed levels are wonderful to behold, but you'll have difficulty beholding them

without a perfectly positioned light source. **Score**—There's a reason video game pros use Controllers. Sorry, Kirby. **Jesse**—*Kirby Tilt 'n' Tumble* is a refreshingly different way to approach handheld gaming, and it presents a unique challenge. **Alan**—A creative and engrossing game and a stunning example of why Game Boy continues to be the most versatile platform on the market.

4

GAME BOY COLOR



• **Wii** **GameCube**

• 1 player

• GBC hardware

• 8 levels, 5 minigames

• Tilt Response

Technology

AM

GENRE

MM

MM

ESRB

REVIEW BY **MARK MCGEE**

TOKI TORI

Eggheads wanted.

For a company better known for its action and fighting hits, Capcom can hatch a pretty sharp puzzle game. *Toki Tori* is a smart brainbreaker starring an egg-shaped bird. In each multi-level area, you must climb your way up ladders, across gaps and past enemies to collect all of the eggs.

The concept is simple, but Capcom's bird game is a bear (and a moderately enjoyable one, too). Getting from point to point requires you to manage the limited power-ups you've taken under your wing—like bridge panels and freezing rays—and wisely place them in the few spots that are perfect for them. Every ingenious level is cleverly laid out, and there isn't much room for error, so a misplaced power-up

or wrong turn can prevent you from reaching all the eggs. The order in which you gather up the goods is crucial, since your Bridge Builders, Sleds and other items are available in scarce quantities. You can't double-back without wasting items, so much of the problem solving requires sly planning and lots of trial and error.

Toki Tori is a tricky and fine-tune puzzler that's set up like a platformer, and the charming presentation gives the brain-busting game more personality and charm than you would normally find in a thinking person's game. *Brains, good looks and personality, too*—*Toki Tori* is a dream date of a game to get to know.

COMMENTS: **George**—A good combination of action and puzzle solving. It can be a real head-scratcher in the later levels.

Jesse—The game is an endearing, little puzzle that gives the goofy main character dif' ferent skills, which you have to figure out how to use to pick up all of the tokens.

Drew—Challenging and enjoyable.

4

GAME BOY COLOR



• **Wii** **GameCube**

• 1 player

• GBC hardware

• 10 levels

• 10 minigames

• Brain

MM

GENRE

MM

ESRB

REVIEW BY **MARK MCGEE**



MARY-KATE AND ASHLEY: WINNERS CIRCLE

Horse around with the Olsen twins. Giddyup!

Sure, the thought of the "Full House" twins riding around on horseback may not sound appealing to everyone, but Activision has trotted out another surprisingly solid game to add to its stable of Olsen sister hits. *Winners Circle* runs an 18 steeplechase courses for you to jockey any of six different horses through in record time. By clearing hurdles, you can boost your horse's abilities in the hopes of galloping to victory and winning ribbons and trophies for your bedroom.

A compass guides you from hurdle to hurdle, and cracking each one is challenging fun since the happy twins zigzag with unbridled whimsy. Sad-filled with noteworthy music that reflects the pretty

settings (like a nighttime ride through the bonus graveyard course), *Winners Circle* features plenty of nice touches. The eight rounds of gymkhana challenges are particularly snappy—they require you to steer your horse around masses of obstacles to retrieve dozens of items within a three-minute time limit. And even the cutscenes are fun—their presentation is surely one of the cleverest ways to get you to read the programmers' names. Perhaps the game is a tad bit small, but it's no Shetland when it comes to challenge. It's a definite must for fans of horses or the Olsen twins, and even non-enthusiasts will have a galloping good time.

COMMENTS: **Score:** It's about time there was a horse riding game for North America (it seems Japan gets all the equestrian action). Surprisingly, Activision's offering is pretty fun. **Chris**—I don't like the Olsen twins, but I like their games. **Jeff**—It's a tough exercise in timing and coordinating riding outfitz, and it succeeds on both levels.

3½

GAME BOY



- 18 levels
- 12 challenges
- 12 costumes



EVEREST
E
EVEREST

MAX STEEL: COVERT MISSIONS

Mattel Interactive delivers adventure to the max.

Armed with nano-technology and a popular Kids' WB! series, Max Steel storms onto the GBC in a side-scrolling mission against D.R.E.A.D. The large levels make like mazes, and Max must sneak through them to get the jump on enemies. Max can slip through his 12 missions using three different N-Ek Power Modes—Normal, Turbo and Stealth. Each mode gives Max unique abilities, whether they're superhuman, wall-crushing fans or super-steely evasion techniques. His special powers require special energy, and juggling his different offensive and defensive modes along with six weapons makes *Covert Missions* a crafty operation. It's sort of like *Metal Gear Solid* as a side-scroller.



3½

GAME BOY

- 12 levels
- 12 challenges
- 12 costumes



EVEREST
E
EVEREST

BATMAN: CHAOS IN GOTHAM

It's a Dark Knight in Gotham.

No matter how much chase there is in Gotham City, Ubi Soft's Batman platformer offers only basic action. Batman: Chaos in Gotham is a standard-issue side-scroller stocked with thugs to punch out and floating platforms to navigate. The setup and structure aren't anything new, but it's decent enough to please side-scroller fans, especially since it picks up cool superhero perks like Batman's Batmobile, STUN Bombs, Batarangs, Jetwing and grappling hook.

The animation—especially Batman's graceful acrobatics—is the game's strong suit. But slick graphics aside, Chaos in Gotham's only other standout features are the occasional driving

levels, most notably a high-speed chase you play as Batarang. With 18 levels, Chaos in Gotham offers plenty of caped crusading and crime busting to be entertaining, but nothing you'll go all-out batty over.

COMMENTS: **Drew**—It's merely competent, which makes it much better than most of the other superhero games that have been dumped on GBC. The levels actually require a small amount of strategy. In a nod to previous superhero games, however, the fighting mechanics stink. **Chris**—The fighting is pretty good but a little too easy. The rest of the game is forgettable—the levels are bland and repetitive, and the items are underused.

Scott—Overall, the game is an unanimated bumbling platformer that doesn't do justice to the license. **Jill**—It's not very challenging. **Jenai**—If you've ever dreamed of dooring the cool to clean up Gotham City's dark, criminal-infested underbelly, keep dreaming. **Oliver**—It has great animation, but that's about it.



3

GAME BOY COLOR

- Dark Knight Mission
- 1 player
- GBC exclusive
- Infrared pen capabilities for GBC
- Key feature

CRITICS
DREW
HEIN
JENAI
OLIVER
SCOTT

RATING

ESRB: E

TOY STORY RACER

Activision takes GBC racing games to infinity and beyond.

How appropriate that the cast of the first entirely computer-generated feature-length film should star in another animation milestone. This time the eye-popping innovation appears on the tiny screen as Toy Story's Woody, Buzz Lightyear, Bo Peep and Mr. Potato Head hit the road in the first 3-D racing game for Game Boy Color. While previous GBC driving games have offered overhead views or faked 3-D effects with rolling Pole Position-style backdrops, Activision's Toy Story Racer boasts detailed scenery that actually changes perspective as you pass over the hills and around the corners of whimsical settings like Andy's House and Pizza Planet. The effect is staggering, and more than any other

GBC racer, it gives you a real sense of speed and motion.

Beyond the 3-D oohs and aahs, the game play is pretty middle-of-the-road fare. Collectible coins dot the lengthy courses, and whatever you drive into can mess up your steering or bring you to a screeching halt. It's basic racing stuff, but when it's dressed up with Pixar Design Studio's impressive 3-D presentation, you can't help but get drawn into the colorful worlds. If GBC can accomplish something like this, just imagine the possibilities for Game Boy Advance. There's definitely room for improvement—Toy Story Racer is better eye candy than it is a sweet ride.



3

GAME BOY COLOR

- Toy Story 3D graphics
- 1 player
- GBC exclusive
- 18 tracks

CRITICS
DREW
HEIN
JENAI
OLIVER
SCOTT

RATING

ESRB: E



ULTIMATE SURFING

Surf's up! Dude, where's my board?

Nazarm's day at the beach swells with plenty of potential, but Ultimate Surfing's water sports action is lukewarm at best. You can tell that Nazarm, a company known for GB games like Harvest Moon, was making a genuine effort to create a worthwhile, stomach-deep surfing experience. Without its vibrant graphics (the sunlit, stormy and nighttime skies and cascading waves are beachy keen), detailed controls and two-player Game Link features, Ultimate Surfing wouldn't be worth getting worked about. In fact, the game is almost a complete wipeout because of its limiting format.

Stuck on a side-scrolling path, you must surf along an ever-curling wave. You can keep your steam-



up and momentum up for short stretches only, so you must constantly rip up and down the face of the wave to stay afloat. To make things exciting, bonuses, power-ups and rival surfers float into your path, and every race offers a chance to unlock a button-mashing beach race or target-shooting Pelisher race. Since the waves you can bust out over the lip are limited, the minigames are arguably more fun than the simplistic wave riding. You won't be surfing for minutes on end, but you won't be totally surf-bored, either, since the game's sunset touches are as exciting as they can be. The action simply isn't the "Ultimate." Maybe "So-So Surfing" would be a more accurate title.

COMMENTS: **Chris:** It plays really fast but is repetitive. **Drew:** If you take away the nice-looking wave graphics, you're left with a lame, side-scrolling racing game. Nazarm made an attempt to integrate surfing mechanics, but the game really has nothing to do with surfing. The Flying Disc minigame is probably the best thing in it.



GAME BOY COLOR



• Nazarm's Wave
• 1-2 players
• Game Link

• E rating, 2 minigames

CRITICS
REVIEWS
JAMMERS
ROOKIES
WIZARD

EVERYONE
E
FAMILY

KEY



Red box!
 May contain

Kev! Peash!

Ho-hum.

Wow!!

ESRB RATINGS

To receive the 2000s, call 1-800-777-1773.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.



Early Childhood

Teen (13+)

Adult (18+)

Everyone

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.

ALAN:



AMY:



CHRIS:



DREW:



ERIKA:



FRAN:



JASON:



JENIFER:



JILL:



KELVIN:



KRISTEN:



ROBIN:



SARAH:



DYNAMIC DUO

GAME BOY COLOR MEETS TECH DECK



THE GAME!



www.activision.com



THE TOY!

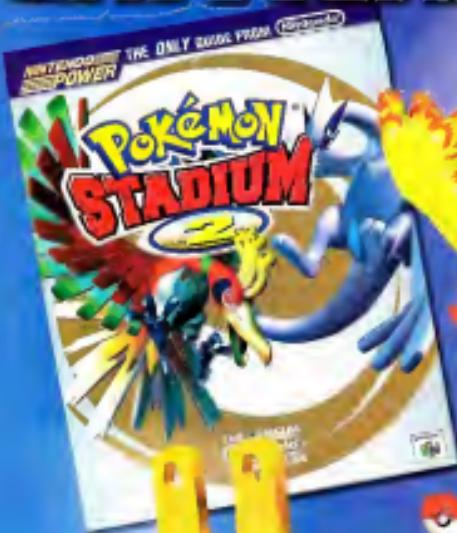


ACTIVISION

© 2000 Activision Inc. and its affiliates. All rights reserved. Published and distributed by Activision Inc. and its affiliates. Developed by Neopixel Games, Inc. Activision is a registered and unregistered trademark and service mark of Activision Inc. and its affiliates. Tech Deck and the Tech Deck logo are trademarks of E-Games Inc. The Activision logo is a trademark of the Activision Digital Software Association. Licensed by Electronic Industries Inc. (EII) 1995, 1998. Manufactured by Activision Inc. All other trademarks and trade names are the property of their respective owners.



CRITICAL HITS!



The Official Nintendo
Pokémon Stadium Player's
Guide has everything
you need!

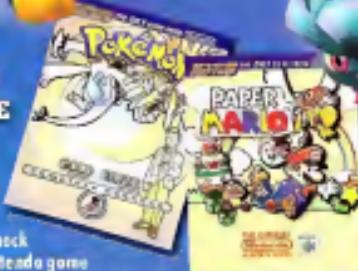
- Tips for trained Pokémon and rental Pokémon
- Lists of all your opponents' Pokémon and moves
- Lesson plans for the Pokémon Academy and much more!



AND DON'T FORGET THESE OTHER GREAT GUIDES!

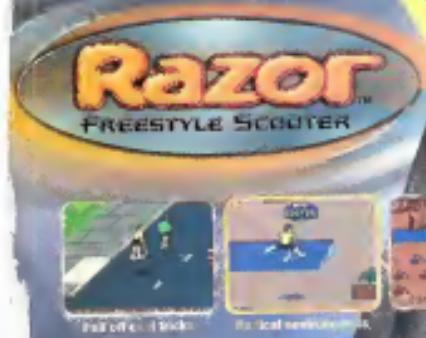
Official Nintendo Player's Guides from the pros at Nintendo Power are an excellent source of insider tips for many of the toughest N64 and Game Boy games. Check out our newest guides at your nearest Nintendo game retailer or call Super Power Supplies at

1-800-882-0053 or visit www.nintendo.com
to order from our expanded line-up!



RAZOR-ZONE

Grab your Game Boy® Color and shred your way through huge parks, busy city streets, and even a junkyard. You can even update your scooter for better performance and more tricks. Shop, upgrade, then race as you compete like Razor Zone!



Digitized by srujanika@gmail.com

— 35 —



CRAVE

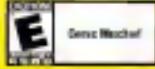
GAME BOY
Color



Beach Smarts



Sweet Hearts



& Yellow Spongy Parts

Games for the true  Fan.



ANSWER

