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of "I'm livin' dangerously so I must be sexy."

# GAME BOY ADVANCE



## The GBA Has Landed! 40

Game Boy Advance, the new light of portable play, shows its power this month, as the system features a 32-bit processor and 3D technology, as well as a number of other features that will be discussed in future and exclusive information on games that will introduce you to North America when *GoldenEye: Mileage* lands on the Game Boy Advance. Get the goods on *GoldenEye: Mileage* and more.



## Doctor's Advice 22



For the greatest gaming, *Doctor's Advice* is the best. The game's 32-bit processor and 3D graphics make it a must-have for the Game Boy Advance. The game's 32-bit processor and 3D graphics make it a must-have for the Game Boy Advance. The game's 32-bit processor and 3D graphics make it a must-have for the Game Boy Advance.

## Party Planner 50



GoldenEye: Mileage is the best. The game's 32-bit processor and 3D graphics make it a must-have for the Game Boy Advance. The game's 32-bit processor and 3D graphics make it a must-have for the Game Boy Advance. The game's 32-bit processor and 3D graphics make it a must-have for the Game Boy Advance.

## Tumble Tips 70



For the greatest gaming, *Tumble Tips* is the best. The game's 32-bit processor and 3D graphics make it a must-have for the Game Boy Advance. The game's 32-bit processor and 3D graphics make it a must-have for the Game Boy Advance. The game's 32-bit processor and 3D graphics make it a must-have for the Game Boy Advance.

# 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
Mega-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



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# 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* Pig for the second time and everyone throws you a big party.

*J.P. Carroll  
Via the Internet*



There are many things in *Majora's Mask* that moved me, but my favorite was when I reunited *Anzu* and *Kafei*. 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.

*Rene Caputo  
Conasa, NH*

Right after I read your question, I had to verify. This is the only time in my life I ever cried over a video game—*Luigi's II*. 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*!

*YoshMaster  
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 molded, fought and laughed with who have to go back to different times where *Croco* will never see them again. Heck, it even brings *Robo* to tears . . . or oily drops, anyway.

*Geoff  
Via the Internet*



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

Jeff's friend, *Tony*. Ness's Mom and the kids at *Palestar 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.

*Jaggy  
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

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

*Steve Currie  
Winnetka, NS*  
*Mario's a lovable guy, but he doesn't return the sweetest. Could it be that Bowser and Bowser have had break?*



I'd say any 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 Mr. Miyamoto just wants my sister to hug me for the rest of my life.

*Zorg211  
Via the Internet*

No sibling strife intruded. 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, say he succeeded.



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see Gorman 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.

*Willow*

*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 going into  
each other's arms with a look of  
love on their faces, it makes you  
want to cry.

*Anonymous*

*Via the Internet*



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

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

*Sabrina Ouliveros*

*El Paso, TX*

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

*Nicholas Trosarillo*

*Mesa Landing, 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!

*Karl & Tabitha*

*Via the Internet*

What about Banjo-Toxic? It's  
sad how George and Mildred  
Toxic are both gamers. 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 tray in the sky.

*Chuck Horowitz*

*Washington Woods, MI*

The best scene is from the end-  
ing of Bad Dudes for the NES,  
when the president asks you to  
go get a burger. I laughed, I  
cried, it was touching.

*James Meyers*

*Via the Internet*

The Nintendo cafeteria 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  
Nintendo symbol flies on far far  
Bebes. It was great!

*Heather Derrill*

*Coeur d'Alene, ID*

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

The most touching and emo-  
tional 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 final shot. I

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

*Todd Wickboldt*

*Almondale, IL*



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

**WHAT'S THE POINT?**

I just finished playing Ogre Bar-  
tie 64, and I'm steamed. I  
thought I was the big hero, but  
Dustin told me I was being sel-  
fish and "only cared about win-  
ning battles." Then the ending  
said "A great hero once led  
Palutena 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 mis-  
sion! If all games ended like

this, 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'd live off sewer rats and water while begging passers-by for a couple of coin-tokens to buy a Winged Hat or a Magic Mushroom or something. Then they just look at you funny and pass on. Ha! Now whose name has been forgotten?

*Alex Lerner  
Via the Internet*

You'll be happy to hear that *Ogre Battle 64: Person of Lady 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 Tilo  
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 let you slug your opponent before sending the ball away. If you're still hankering for a no-holds-barred boogfest, may we suggest Bill Laitenber'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 Heyford*

*Ellie Grown, Got*  
Actually, Peach has asked her furniture salesman in *Paper Mario*, as she now has beds, chairs and a complete working kitchen. She still needs a Nintendo 64 and Virtual Boy, however, so she'll have to hope for a registry gift from Princess Gold or Silver.



### 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-

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 AGN

There's an upcoming GBC game called *Kuru Kuru Kuru-rin*. 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 dealt with our share of "gross game stories" with that whole Wendie episode in Issue 137. *Never fear*—Kuru Kuru Kuru-rin is an addictive puzzle and has nothing whatsoever to do with handling brains, contracting disease or anything like that. Now if you'll excuse us, we're expecting a house call from Dr. Mario!



## POWER CHART

The numbers are in, and they don't lie—Pikachu and friends ruled the day in 2000! An astounding seven of the top ten best-selling Nintendo games were Pokémon related. The following information, also known as TRSTS data, comes to you from the good people at The NPD Group, Inc.

### YEAR 2000 BEST-SELLERS

1. **Pokémon Gold: 2,900,000**
2. **Pokémon Silver: 2,900,000**
3. **Pokémon Stadium: 2,000,000**
4. **Pokémon Yellow: 2,000,000**
5. **Majora's Mask: 1,300,000**
6. **Pokémon Blue: 1,100,000**
7. **Pokémon Red: 1,100,000**
8. **Pokémon Trading Card Game: 1,000,000**
9. **Super Mario Bros. DX: 995,000**
10. **Mario Party 2: 944,000**



## 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 snit works just as well as ever. Now that's some sturdy construction!



## A HEARTY QUESTION

Does Wario have a bad hair? 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 tickle or is going to end up with one.

Rae Darlow  
Elizabethown, 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 ANNO

In the September issue of *NIP*, 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 *NIP*, or something else? Thanks a lot!

Joan 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 Borzello  
Via the Internet

We like big selections too, Joe, and judging by our GBA blizzard this month, it shouldn't

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

## GRAPHIC GRIPES

This complaint goes out to Aolyn Chronicles. What kind of graphics are those? 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 Lee  
Via the Internet

Though Aolyn Chronicles has a number of redeeming features—such as a great combat system, totally customizable stats and a refreshingly deep plotline—it's graphics are nothing for Mr. Lee. Take a peek at *Write Away*, *Right Away* to continue the debate.

## OUCH IT BURNS!

I was studying chemistry at school when I saw a formula listed as H<sub>2</sub>O<sub>2</sub>H, or H<sub>2</sub>O<sub>2</sub>H<sub>2</sub>. Naturally, I thought of Ho-oh from Pokémon Gold and Silver. As it turns out, H<sub>2</sub>O<sub>2</sub>H is the chemical symbol for hydrogen peroxide.

Scruffy  
Via the Internet

Just don't try to pee the leg

of any bird on your wounds. That's all we ask.

## UNDERWEAR? IT'S UNDER THERE

Hey Ganondorf, boxers or briefs?

Anonymous  
Via the Internet

Ganondorf actually wears form-fitting chest mail under the last time link gave him a wedgie, he was out of conversation for weeks.



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## WRITE AWAY RIGHT AWAY

Kenneth Lee 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 Gonzalez • Calexico, California



Stacy Krzywinski • San Jose, California



Michael Reardon • Merrillville, Indiana



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# GAME WATCH

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LUFIA: THE LEGEND RETURNS

## THIS MONTH

Kono and Hercules



MLA Rugs



2-Man: Wolverine's Rage



Dragon Warrior III



Also this month:

Mega Man Xtreme 2  
Alien: Theories Encounter  
Xenos Vibe  
Rogue Adventure  
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 Power 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 Petos 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 reputation 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 Sinistrals (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, hard 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 Newt to Mystery Potion. If you're new to epic gaming, you'll find that this the 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 towers, 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 smatter plots, *Lufia* has it all, which is why it is 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 G2BC platformer. For starters, there's Logan, otherwise known as Wolverine, a favorite of the X-Men superheros. Equipped with healing powers, super-senses 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 20 levels of side-scrolling, brawling action in all. If you need some extra attack strength, you can

call on Wolverine's Bestial 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 spear 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!

**T**his duo of adventure games is finally complete, and we have the finished games to prove it. Thus has created sharp graphics and Zelda-type adventures with lots of characters, items, battles 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 characters. The interaction between games is the icing on the cake. The mechanics of both games will be familiar to Zelda fans. Salamea is your guide for getting started in both adventures and you'll interact with dozens of characters, including Olympians and evil bosses. 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!



Xena



Hercules



Hercules



Hercules



Xena

# THE NBA ON GBC

**M**idway pounds out another winner on the hardwood 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 slinging a spectacular dunk shot. Each player has eight rankings, including Power, Speed, Two-Point, Three-Point, Seal, 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 opponent. Granted, there's not much competition right now for new handheld hoops titles, but Midway and the development crew at Tonix 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 snippy 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

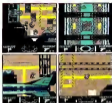
This spring, Spider-Man will swing into action on the GBC in the amazing side-scrolling sequel, *Spider-Man 2: The Sinister Six* from Activision. Tereus Games has created one of the most impressive superhero reprints on any platform. The wow factor comes from great moves and graphics. Spidey clings to practically everything in sight, has awesome attacks for busting thugs and swings through the city in search of Aunt 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 busting bosses like Sandman and Kraven. It's a truly amazing Spider-Man game, and we'll have more on it 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-spitting aliens trying to implant the crew with parasitic chestboosters. That's the scenario of THQ's Game Boy Color Adventure, *Aliens: Thanatos Encounter*. You have command of a squad of five space marines who must destroy all the aliens before the Thanatos reaches earth. Armed with 12 alien-sparking weapons and a motion-tracking device, you'll try to restrain the Thanatos crewmen and blast aliens. If an alien plants a face-bugger on your



Aliens: Thanatos Encounter

marine, you'll have to blast him goodbye and choose a new machine to fight with. With a variety of alien types and constant, devious danger, *Aliens: Thanatos Encounter* should keep players sweating when it reaches earth next month.

### MEGA MAN GOES TO EXTREMES

Contrary to some appearances, Capcom isn't focused exclusively on Game Boy Advance these days. *Mega Man Xtreme 2* for Game Boy Color, expected in September, is also on the way. The game takes place after a mysterious incident in a reloid factory. Mega Man X discovers a Maverick with a DNA Soul chip that allows it to take the DNA from other reloids and reproduce them. Mega Man X and Zero must collect the DNA Soul chip to save the world from evil reloid clones. Expect classic side-scrolling action, cool blasters and a high level of challenge from the latest Mega Man adventure.



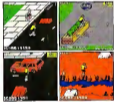
Mega Man Xtreme 2

### 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 licenses are on the list parade, including *Rocket Power*, *Rugrats*, *SpongeBob Squarepants* and *WWF Jimmy Neutron* is also coming to Advance, as well as a new *Scooby-Doo* adventure. *Scooby-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. Cravefish 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 Multi-player Mode for two players armed with a Game Link Cable.

### XTREME XCITEMENT

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

## GAME WATCH FORECAST

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

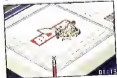


### Keywords

## FURTHER GAMING ADVANCES

BAMI Entertainment is jumping on the Game Boy Advance bandwagon with seven titles for 2001. The first game, to be released on June 12th, will be *Fire Pro Wrestling* from Spike in Japan. The North American version may have a new title, but you suspect that it will be the same game with tons of wrestlers and moves. BAMI will follow up with a packed fall release schedule featuring many of the publisher's top licensed products such as *Dexter's Laboratory* and the *Powerpuff Girls*. BAMI is adding a new sports series, as well, beginning with two titles, *Sports Illustrated 6K Football* and *Sports Illustrated 4K Baseball*. To complete the lineup, BAMI turns to the movies with GBA games based on two upcoming films, *Driven* and *Eden vs. Sever*. *Driven* is a racing game, and *Eden vs. Sever* is a first-person shooter.

In other Advance news, Natsume 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. Kemco is planning on June 11th releases for Top Gear GT Advance and Twenty and the Magic Jewels, both of which are tentative names. Kemco also plans to release several more titles later in the year.



Supp. Prot. Wt. 4/1/00

### The Legend of Zelda: Oracle of Seasons



More Information

The Legend of Zelda: Ocarina of Time



Present position

**Suzanne Marie Adelman**



**Keywords:** *workplace spirituality, organizational commitment, organizational trust, organizational identification, organizational citizenship behavior*

## References



Unit 3-10

**Savage Street Fighter** **W**



Capecitabine

**Iskender, Jonan and the  
Universal Machine**

www.elsevier.com/locate/jmb

**SLAND PARTY 2**  
**WOMEN SLAND 2**

CLARK, MARY, 1914-1915

ALIENS, TRANSCEND ENCOUNTER  
ALONE IN THE DARK  
AND BOYLING  
CRUSHERS OF NIGHT & MAGIC  
CHARGES GEDDIE'S AERIALISM  
DOWN'S BIG GYM  
DEADLY NAKED IN  
GAMBIT LAGUNA  
HEDONISM  
HIGHWAY NATION  
LACED RAYMILL TEST  
MIRAGE JONES AND  
THE INFERNAL MACHINE  
THE LAND THAT TIME FORGOT  
LUNA: THE LUGER & STUNTS  
MEXICAN MATH STUNT 2

JOHN WOODPE  
MUSICAL NUMBER  
SUNNY DAYS  
SWING  
THE SUPPLIES: NIGHT OF THE  
LIVING TEEN AGENTS ON TURNER  
SPRING-RIDE 2: THE LANCETER SEX  
7-10M  
TOP GUN  
T.S.A.  
THE WORLD IS NOT ENOUGH  
3-4M, VANDERBILT'S BASS  
KANA, VANDERBILT PHOENIX  
XENONA WINDS  
XENONA: ORANGE OF AGES  
XENONA: ORANGE OF SEASONS

**PLEASE COPY ACCURATELY**

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 MRS. ROYCE  
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 "PORNAGE"  
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 POWERHOUSE GOLF  
 RACE 1: NUMBER  
 RACING BOARD 2  
 ROCKET POWER  
 ROY-CHAR TEE  
 RUGGLES  
 SLOPES-DOO AND  
 THE CHAIN  
 TARGET MISS  
 100% BOMBING STRATEGISTS  
 SPEECH ILLUSTRATED  
 AS BANGALAI  
 SPORTS ILLUSTRATED  
 AN FOOTBALL  
 STAR COMMUNICATIONS  
 SUPER BOMB ADVANCE  
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 MUSICAL JOURN-  
 WAL WAX TACING  
 WOLF

\* [www.merck.com](http://www.merck.com)



### Zelda.com Exploration Guide

When you visit the Zelda.com website, you'll find a wealth of information about the game, including a comprehensive walkthrough, a detailed map, and a list of all the items and enemies you'll encounter. The site also features a forum where you can discuss the game with other fans and ask for help if you're stuck. If you're looking for a challenge, the site has a section for speedrunners, where you can find tips and tricks for completing the game as quickly as possible. And if you're just looking for a good time, the site has a section for trivia and fun facts about the game.



The Zelda.com website is a treasure trove of information for fans of the game. It's a place where you can find everything you need to know about the game, from the basics to the most advanced tips and tricks. Whether you're a beginner or a seasoned player, the site has something for you. So if you're looking for a good time, a challenge, or just a place to hang out with other fans, the Zelda.com website is the place to go.

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## QUICK BYTES

### POWER PLUG

## NEW SITES

COMING SOON

## HIT LIST

Nearly every game is kicked by Mike, made less impressive, however, that he plays in his position, across short, straight and rolling hills. In the Nippon Cup, the Japanese club of the official Nippon League, most are in the month of January.

1. [www.igmp.com](http://www.igmp.com)
2. [www.igmp.com](http://www.igmp.com)
3. [www.igmp.com](http://www.igmp.com)
4. [www.igmp.com](http://www.igmp.com)
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POKEMONSTADIUM.COM

The site includes an optional download of a free e-book that states an easy-to-use technique. It also lists a number of other resources. You can now drop-down menus to find out more about these topics than have the site state the basic information and more strength. The e-book version will be linked to the website.



## NINTENDO WEBSITE LIST

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When you see the MP logo next to a Blu-ray game preview in Nintendo Points, it means you can see more on [nichandopower.com](http://nichandopower.com).

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

# DR. MARIO<sup>®</sup> 64



## AN OUTBREAK OF FEVERISH ACTION

The N64's cool four-player capability is the best medicine when 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 Pokémon 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 mixing 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 frenzied 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 Megavitamins. 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 bothering. 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 outbreak 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 16 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 Koopa are three of the top vitamin wranglers in the game.



WARIO



SPESHHEAD



WIZZER



SILEY



APPLEBY



JELLYROD



OCTO



HILD



LUMP



HAMMER BOT



MAD SCIENTIST



KOOPA

# 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 impatience will bury the viruses under mis-matched 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, stacking 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 show your next vitamins on display, so take your follow-up pill into account when making your move.

## GARBAGE IN/OUT



By scoring combos, you'll drop all segments (like to lose, depending on the size of your combo) on your opponent. Whenever your rival dumps "garbage" on you, take out the trash immediately before more mismatched pieces pile up.

## PHARMACEUTICAL FABLE

In *Story Mode*, you'll venture out as Mario or Wario in search of the prince—and prince!—Megavitamins that can cure the flu. But, step of the way, you'll meet new characters whom you must battle.



### A LONG HOUSE CALL

The game begins at the start of the disease. The greedy Med Scientist has stolen Dr. Mario's Megavitamins, and Mario and Wario race against one another to recover the valuable pills.



### IN THE WOODS

In addition to the bugs, you'll have to deal with plants, or bugs, like Weevil. Wario always cures the spider in Stage 3, Mario or Wario will have to outplay it to stay on the trail of the fleeing Med Scientist.



### IN THE CLOUDS

The difficulty level determines how many viruses infect each stage. In Stage 5, you'll take to the sky to save the pace of 24 viruses! Wario, 30 viruses! Wario or 40 viruses! Mario.



### FINDING THE CURE

In Stage 7, Mario and Wario, you'll play a four-player match against Wario (or Mario, Med Scientist) and his robot. Once we've destroyed them, you'll head to Story Mode's final showdown—Stage 8 starring Italy.

## CALL THE DOCTOR

Oct. 1985



After debuting as the NES's *Dr. Mario Junior*, Mario returns to "normal" tonight as a doctor. (He has insurance, wouldn't you say?) Escort him from all the horrors of the Mushroom Kingdom.

Aug. 1999



The first week of Dr. Mario has well as almost every other puzzle game out there are played when Dr. Mario returns on Game Boy and takes the world like a hot potato—minus the pills.

Oct. 1990



By quelling target viruses to eliminate his colors to succumb, Dr. Mario adds a unique spin to "stack" every puzzle. One year after *Dr. Mario*, Dr. Mario makes his first bow on the NES.

## COUGHING UP MORE TIPS

As the saying goes, you should feed a fever. In Dr. Mario Gaj's case, you should feed it Megavitamins. By measuring pill

## THE PRACTICE

Before you can become a dancer, you should get plenty of experience interacting with the various modes of play. The selected stamps will let you perfect your technique and help you gain your residence.



## HOOKED ON CLASSIC

Play Classic Mario to work on your basic technique. Since it doesn't get you against another player, you won't have to mess with talking, perhaps. Instead, you can devote your time to setting up combos.



## HEAD-TO-HEAD

Test your basic skills and see how well you can deal out cards and deal with garbage in Vs. Computer Mode. Play on easy boards against fast and fierce computers like Rudy to learn and try out efficient and effective techniques.



### SCORING POINTS

Since the Speed Score Attack rewards points for combos, you can measure how fast you can string together chains of matching colors by playing it. If you're raking in points, you're building good muscle.



## GO THE DISTANCE

Knowing how to clear a path is the key to Dr. Mark's out Minisilica Mode can help you clear your technology. Since the pit is not completely empty now by now, you must continually slice off the layers. Keep practicing until you are left several minutes.

## 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 winners 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 paths have piled on top of a virus, build from the bottom. When you get rid of the germ, the stack will tell a few notches, giving you more room to live.



## HALF AND HALF

If there's an open slot, try rotating a switching station 180°. In the example, the red half will complete the highlighted stack, while the yellow half will fall to the yellow below. Always try to match both halves.



Dec. 1990



Two weeks after Dr. Mario sets up practice on the Hill, the physician-turned-physician opens his office in Rome Bay to treat players for their sexual addiction.



Two parade guests, *creations* in the Sonoma State Fair, Tetris and the Mario game, partners a double dose of brain-busting fun for the young of the.

APR. 2001

# DR. MARIO 64

For this first time in his medical career, Dr. [redacted] is being treated as a defendant on HCA

## 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

scent from combos will change everyone's strategies in a moment's notice. Be the one *whom* sending the garbage—not scoring it—by mastering the following combo techniques.

### VERTICAL LIMIT

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



### 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 burying everything, you can be sloppy. Concentrate on speed instead of organization.

### INTO THE GAP

Always be on the lookout to bridge gaps between like-colored pieces. The easiest thing to do is to stick pieces on top of others, but if you find a space to fill, you may be able to eliminate multiple viruses in a single move.



### SPIN DOCTOR

The A Button rotates the falling vitamin clockwise, while B rotates it counterclockwise. Fortunately, you'll still win the A with functions as you can spin your pills to position before it lands. Using pieces up correctly will help you position combos.

### CLIMBING UP

If garbage has piled on top of a vitamin, approach it from below by building a ladder. Use vitamins of any color to create your "tower," and place just one pill upon to take four matching colors in a row to attack the giant's underbelly.



### PILLS AND HILLS

If things have piled up in an emergency situation, remove your way down one side of the maze and hollow out the pile. Don't be too clearing out the entire top left—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 wipe out two viruses with minimal pills.

## PERFECT FIT

When placing a vitamin 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 <sup>NP</sup>

If there's no room to stack vitamins on top of a virus, stand the pills on end and placed them side by side until you've created a row of matching colors. The technique works best at the bottom of your battle since you won't have to worry about the color of the pill's top half 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 leave one virus untouched so the stage never ends. Using the vitamins that continue to fall, place them in different arrangements to work out elaborate combo setups.



## DIAGNOSIS: FUN!

More exciting than Tetris and a tad more laid-back than Tetris Attack and Foldman Puzzle League, Dr. Mario 64 is the wonder cure for puzzle fans who want frenzied 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

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\$12.97

#### ESRB Rating System

Entertainment Software Ratings System

Early Childhood	Everyone
Teen	Mature
Adults Only	Rating Pending



Atomic Purple  
\$99.96

# POKÉMON STADIUM 2

© 1999-2001 Nintendo, Gamecube 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 NR



In **Pokémon Stadium 2**, you'll have the chance to enter the Academy and take Earl's enlightening classes, which cover everything from Move Combos 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



Since Earl's lectures tell you everything interesting about moves, items, weather, Eggs and more, we'll guess you enter each lecture.

### Test Your Wonders and Skill



After you've completed all the lectures, you'll take a long quiz. If you pass it, 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 Pokémon can learn the move and how each Pokémon learns it.

### Type Matchups



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

### Egg Groups



If you're having trouble breeding Pokémon, check the Egg Groups section for info on which Pokémon can produce Eggs together.



**RATTLE 2- GYM LEADER FALKNER**

PAPA KUTUBU		PAPA KUTUBU		PAPA KUTUBU		PAPA KUTUBU		PAPA KUTUBU		PAPA KUTUBU	
PAPA KUTUBU		PAPA KUTUBU		PAPA KUTUBU		PAPA KUTUBU		PAPA KUTUBU		PAPA KUTUBU	
1. PAPA KUTUBU	2. PAPA KUTUBU	3. PAPA KUTUBU	4. PAPA KUTUBU	5. PAPA KUTUBU	6. PAPA KUTUBU	7. PAPA KUTUBU	8. PAPA KUTUBU	9. PAPA KUTUBU	10. PAPA KUTUBU	11. PAPA KUTUBU	12. PAPA KUTUBU
1. PAPA KUTUBU	2. PAPA KUTUBU	3. PAPA KUTUBU	4. PAPA KUTUBU	5. PAPA KUTUBU	6. PAPA KUTUBU	7. PAPA KUTUBU	8. PAPA KUTUBU	9. PAPA KUTUBU	10. PAPA KUTUBU	11. PAPA KUTUBU	12. PAPA KUTUBU

**AZALEA GYM**

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

#### RECOMMENDED RENTAL TEAM FOR AZALEA GYM

[illegible]

### BATTLE 1- BUG CATCHER CHAZ

[illegible]

BATTLE 2- TWINS MIN & LYN

[illegible]

### BATTLE 3- GYM LEADER BUGSY

[illegible]**GOLDENROD 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

[illegible]

### BATTLE 1- LASS LOIS

[illegible]

### BATTLE 2- BEAUTY RITA

[illegible]

### BATTLE 3: GYM LEADER WHITNLY

PETA SINGKATAN		PETA SINGKATAN		PETA SINGKATAN		PETA SINGKATAN		PETA SINGKATAN		PETA SINGKATAN		PETA SINGKATAN		PETA SINGKATAN	
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ECRUTEAK GYM

While you will find plenty of Ghost- and Poison-types within Ecruseak Gym, you'll also find plenty of other types to battle. Once again, a diverse team is your best bet.

RECOMMENDED RENTAL TEAM FOR ECRUTEAK GYM

BATTLE 1 - MEDIUM		BATTLE 2 - MEDIUM		BATTLE 3 - MEDIUM		BATTLE 4 - MEDIUM		BATTLE 5 - MEDIUM		BATTLE 6 - MEDIUM	
<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO	<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO	<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO	<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO	<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO	<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO	<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO	<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO	<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO	<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO	<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO	<b>POKECARD</b> 100% HP 100% DEF 100% ATK 100% SPD 100% STAB 100% RES 100% REC 100% ACC 100% EVO

BATTLE 2- SAGE TV

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**BATTLE 3- GYM LEADER MORTY**

[illegible]

## CLANWOOD GYM

Cloudwood Gym is home to some real brawlers, but the true danger comes from their attacks, including the one-hit KO moves Horn Drill and Flare and the confusion-inducing Dynamicpunch.

RECOMMENDED RENTAL TEAM FOR CIANWOOD GYM

[illegible]

1994-1995: 100



Here Dril doesn't always hit, but when it does, it's a perfect knockout. It's unlikely that your entire team will hit its niche move, but it could happen. Just try again.

## Contributors



DyslexiaSearch has a nasty side effect—it confuses Polkman. Given at least one of your betters a letter Barry and wait out the awful hours of confusion.



### BATTLE 1- BLACKBELT NICK

[illegible]

**RATTLE 2- GYM LEADER CHUCK**

[illegible]

## OLIVINE GYM

Oblivine has a single Trainer—Gym Leader Jasmine. She'll test your patience with her tendency to switch out Pokémon. Watch her switcheroos and switch your own Pokémon. Most of her team is as strong as steel.

#### RECOMMENDED RENTAL TEAM FOR OLIVINE GYM

[illegible]

### Salt and Switch



Gym Leader Jasmine won't keep a poorly matched Pokémon in a fight, and neither should you. Take a lesson from her book—sometimes it's better to walk away.

### First Fight



All Steel types are vulnerable to Fire-type attacks, but Flameless with its dual Bug-and-Steel type, is twice as vulnerable to Fire-type attacks like Fire Punch.



**BATTLE 1 - GYM LEADER JASMINE**

[illegible]

**TEAM ROCKET**

Team Rocket's blasting off at the speed of light—right into your wip. Battle the pesky rogues with hard-hitting moves like Earthquake and Vile Thrust.

#### RECOMMENDED RENTAL TEAM FOR TEAM ROCKET

[illegible]

### Executive Info



The first Pocket Guard is full of Explosions. Remember that Ghost-types like Gengar are immune to Explosions. Ghost can't use Explosions, so it's time to go to sleep.

## Steel Yarns H



Skarmory's Steel Wing attack isn't incredibly powerful, but it is super-effective against Rock-type opponents, and it will do well against other types, too.

**Further reading**

Team Rocket has many Poison-type Pokémon, which are not very weak against Ground-type attacks like Earthquake. Psycho-type attacks

### Ancient and Powerful



Aerodactyl's Ancient Power works wonders on Flying-types like Golbat. Try using Curse to raise Aerodactyl's attack and defense before attacking your opponent.

**RATTLE 1 - ROCKET GRUNT**[illegible]

## BATTLE 2 - ROCKET GRUNT

[illegible]

### BATTLE 3 - ROCKET EXECUTIVE

WIS DNEADP	WIS DNEADP	WIS DNEADP	WIS DNEADP	WIS DNEADP	WIS DNEADP
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## BATTLE 4 - ROCKET EXECUTIVE

[illegible]**MAHOGANY GYM**

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

### RECOMMENDED RENTAL TEAM FOR MAHOGANY GYM

[illegible]

Downloaded



Normally, you wouldn't want your Ground Types anywhere near a gym that specializes in Ice Types—but it's the best way to handle this.

### Keywords



Like Jirafino, Skott Good has no problem switching her Pokémon if the matchup isn't perfect. Try to anticipate her switches, if possible.

### Weekly tasks



You won't have much time or power to waste when battling Himekara against Unearring, so be sure to make your Hi Jump Kick more powerful.

**BATTLE 1 - BOARDER ALVIN**

ATAK KODU	ATAK ADI	ATAK ADRESİ	ATAK KODU	ATAK ADI	ATAK ADRESİ	ATAK KODU	ATAK ADI	ATAK ADRESİ
101	ATAK 101	ATAK 101	102	ATAK 102	ATAK 102	103	ATAK 103	ATAK 103
104	ATAK 104	ATAK 104	105	ATAK 105	ATAK 105	106	ATAK 106	ATAK 106
107	ATAK 107	ATAK 107	108	ATAK 108	ATAK 108	109	ATAK 109	ATAK 109
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113	ATAK 113	ATAK 113	114	ATAK 114	ATAK 114	115	ATAK 115	ATAK 115
116	ATAK 116	ATAK 116	117	ATAK 117	ATAK 117	118	ATAK 118	ATAK 118
119	ATAK 119	ATAK 119	120	ATAK 120	ATAK 120	121	ATAK 121	ATAK 121
122	ATAK 122	ATAK 122	123	ATAK 123	ATAK 123	124	ATAK 124	ATAK 124
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### BATTLE 2 - SKIER CARDS

[illegible]

### BATTLE 3 - GYM LEADER PHYCE

[illegible]

Blackthorn Gym is the place where serious Dragon Trainers study—but the Trainers you'll face don't seem to realize that. Only Clair, the Gym Leader, has Dragon-types on her side.

## RECOMMENDED RENTAL TEAM FOR BLACKTHORN GYM

**GO TEAM**  
 EVIL EYE  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**425 SANDSLASH**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**475 BAYLEAF**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**525 BLASTOISE**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**575 CONSOLE**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**625 REMORAH**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



### Leader of the Peck



Feonix's Drill Peck will take care of many of Cooltrainer Gloria and Ninia's Pokémon. It's a powerful, reliable Flying-type attack.

### Water Legend



Console's Surf attack will help out the team five types: Charizard and Dynalzo, Console's Mirror Coat is useful against Clair.

### Key Hat



Remorah's Ice Beam is absolutely perfect for dealing with those tough Dragon-types like Dragonair. It's not the best choice for Kingdra, however.

## BATTLE 1 - COOLTRAINER GLORIA

**GO TEAM**  
 EVIL EYE  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**425 SANDSLASH**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**475 BAYLEAF**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**525 BLASTOISE**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**575 CONSOLE**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**625 REMORAH**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



## BATTLE 2 - COOLTRAINER VINCE

**GO TEAM**  
 EVIL EYE  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**425 SANDSLASH**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**475 BAYLEAF**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**525 BLASTOISE**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**575 CONSOLE**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**625 REMORAH**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



## BATTLE 3 - GYM LEADER CLAIR

**GO TEAM**  
 EVIL EYE  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**425 SANDSLASH**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**475 BAYLEAF**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**525 BLASTOISE**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**575 CONSOLE**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**625 REMORAH**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



## ELITE FOUR

There's no getting around it—The Elite Four are superpower, and you have to battle 'em all with the same team. It might take you a few rounds before you can beat the five (!) Trainers in the Elite Four Tower.

## RECOMMENDED RENTAL TEAM FOR THE ELITE FOUR

**GO TEAM**  
 EVIL EYE  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**425 SANDSLASH**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**475 BAYLEAF**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**525 BLASTOISE**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**575 CONSOLE**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



**625 REMORAH**  
 FLAME  
 FLAME  
 FLAME  
 FLAME  
 FLAME



### Reflection of Power



Wobbat's Reflect doesn't really attack outright—it uses moves like Mirror Coat and Counter to send the opponent's power back to it, disabled.

### Double Team'd



Electrode makes it tough since evades, making it hard to hit. Use Power Attack, which never misses.

### Fighting Flow



Fighting-type Pokémon are very weak to Flying-type attacks like Fearow's Drill Peck against Bruno's Machop.

### Dazed and Confused



Kyogre will try to use Confuse Ray to make your Pokémon attack themselves in confusion. One better Berry won't get it, but it will help you out.

### Dangerous Pools



Leech's Dragonite and Wyndar are incredibly powerful Pokémon. If you have your own Pokémon trained to level 50, use them.

### Leech's Dragonite and Wyndar



# BATTLE 1: ELITE FOUR WILL

WILL	KAABARA	ANDERSON	THE ELITE FOUR	THE ELITE FOUR
<b>WILL</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>KAABARA</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>ANDERSON</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>THE ELITE FOUR</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>THE ELITE FOUR</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100

# BATTLE 2: ELITE FOUR KOGA

KOGA	KOGA	KOGA	KOGA	KOGA
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# BATTLE 3: ELITE FOUR BRUNO

BRUNO	BRUNO	BRUNO	BRUNO	BRUNO
<b>BRUNO</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>BRUNO</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>BRUNO</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>BRUNO</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>BRUNO</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100

# BATTLE 4: ELITE FOUR KAREN

KAREN	KAREN	KAREN	KAREN	KAREN
<b>KAREN</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>KAREN</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>KAREN</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>KAREN</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>KAREN</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100

# BATTLE 5: LANCE

LANCE	LANCE	LANCE	LANCE	LANCE
<b>LANCE</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>LANCE</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>LANCE</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>LANCE</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100	<b>LANCE</b> HP 100 ATK 100 DEF 100 SPA 100 SPD 100 STA 100 MOVE 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100 TYPE 100 WEAK 100 RESIST 100 STATUS 100 SPECIAL 100 EVIL 100 GOOD 100

## KANTO GYM LEADERS

Kanto, Here I Come!



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 stressful as Johto's castle.

After the Elite Four are history, you'll get a message saying you defeated the Johto Gym Leader Castle. But would Mario 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 most intellectual puzzles 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 Presents and a whole new round of Stadium battles to attempt.





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

**AIDYN**  
CHRONICLES  
THE FIRST MAGE

## In Between Is Chaos.

In this first traditional RPG for PS4, a young man embarks on a seemingly impossible journey to discover his purpose and fulfill his destiny. Can he save off his chaotic, corrupting, big obstacles and find the path he was always chosen? Or will chaos win, with him crumbling to the ground?



- Real-time 3D combat with beautifully animated characters.
- Unique blend of sword-based and magic-based combat.
- Storyline written by Chris Klug, creator of the pen and paper game DragonQuest.
- Up to 4 characters to add to Aiden's party.



Rated Mature



**THQ**

[www.thq.com](http://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 step in the Game Boy Advance world tour—the system launch in North America. It's coming sooner than expected, on June 11th, 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 Akiba (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 *here* in this article. And dozens of other games are in development but haven't been announced at this time.



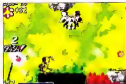
Mario Kart Advance was rumored to be a launch title, probably because it was shown at Spaceworld last August. Its actual release date will be later this year.



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 snatch up plenty of accessories, as well.



With first-generation titles like Pinobee, Castlevania, and Lady Gun appearing on Game Boy Advance, the future looks very bright.

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 GB. (You can read more about the Mobile Adapter in this month's Game Watch.) Plenty of other licensed accessories should flood the market, as well.

## JAPANESE LAUNCH GAME LIST:

### ALL JAPAN GBA CHAMPIONSHIP

BOKU 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

PINOBEE'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's 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 stores 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 farther ahead for a more realistic experience.

Advance's biggest 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 pondered 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. Artists can create greater levels of detail and realism. A vastly improved sound system creates realistic music and effects, particularly if players don't wear headphones. The Left and Right Buttons add to the player's ability to control characters, vehicles and other game elements. And the Advance 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 currently 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 one time, like four racers and a bunch of fans in *Koopa's Wacky Racing*.



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



The high level of detail seen in games like *Monster Hunter Freedom* adds realism to the virtual world and the gaming experience.

the screen clearly. As for the collective 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 512 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.



Smart Play from Konami uses pre-rendered, still images along with text to convey its story. There's 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 150Kbytes 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 GBA and GBC RPGs that use simplified battle systems, GBA RPGs such as *Monster Guardian* from Konami will be complex and deep.



Konami's *Winning Post* will have a network function that uses the Mobile System so players can race their steeds against trainers of other trainers.

Amazingly, it can also produce almost perfect representations of some NES games. A demonstration of Yoshin's story is

## DEVELOPMENT UPDATE

The Game Boy family of game systems has spawned the creation of over a thousand titles, some with blockbuster. Millions upon millions of people, or, more bluntly, around the world, and many, many times that number of games have been sold to make game developers in the video game industry can boast all they want when 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 1,000 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 learning 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 embrace 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 brainy 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. action game has been updated for Game Boy Advance with enhanced graphics and sound. Fans of the original 1985 platformer for the NES will remember the battles with Birdo, Monty, Fryguy and Clawgrip, but the battles may not look quite the same on the Game Boy Advance. Huge characters, giant vegetables, rotating



The gang's 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 not for power, speed and jump. Princess Peach, it seems, has the gift of flight.

Images and other special effects will make Super Mario Advance look and play like a whole new version of SMB 2. 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



Enormous vegetables are new 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 the SkyGuy. You can pick them up and throw them, too—they'll rotate as they fly toward your target.

special advantages or 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 Alibates, Shyguys, Sniffs, Colebit and Bob-omb as you make your way through sandy deserts, tropical fields, icy wastelands and dangerous castles.



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



## 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 series, competing 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 32-bit, turbo-charged 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.



# JAPAN ADVANCE **NP**



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 ran out of room to show them all. To catch even more of the shots, head to [nintendopower.com](http://nintendopower.com). You won't want to miss a single pixel 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 challenging 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 GT-300 class to the challenging GT-100 class. Realistic tire change during races, and players can create custom cars.



## ROCKMAN EXE

**Publisher:** Capcom  
**Release date:** March 21st

Capcom has a new beat-'em-up in its old favorite, the Rockman EXE, the blue bomber known as Mega Man in North America must fight a virus in a virtual world using a Battle Chip, players send special computer virus programs to Rockman.



## PINOBBEE'S GREAT ADVENTURE

**Publisher:** Hudson Soft  
**Release date:** March 21st

Pinoabee, a colorful line anime character was kidnapped before completing his insectile dream, must rescue his character to make himself whole. The game is a story tell the story—gorgeous, side scrolling levels. Expect a big buzz on this one.



## TWEETY'S HEARTY PARTY

**Publisher:** Konami  
**Release date:** March 21st

The L-bomber Tweet of war is a race to save Tweety Bird before he turns to stone. Players can link up with the GBA GameLink Cable to hook up over their cell phones with the Mobile System to play a wild laser battle of innegames.



## WINNING POST

**Publisher:** Koei  
**Release date:** March 21st

Horse racing games have been big news in Japan for years, and Koei's betting that Winning Post will get off to a fast start when the released with GBA in March. Players not only race their steeds—they breed and train them, so will



## BOMBERMAN STORY

**Publisher:** Hudson Soft  
**Release date:** March 21st

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



## CASTLEVANIA: CIRCLE OF THE MOON

**Publisher:** Konami  
**Release date:** March 21st

The side-scrolling action is beautifully rendered part of early Castlevania classics. As a vampire hunter armed with a whip and tools, you'll face ghosts, monsters and Dracula himself in a dark, blood-soaked tale with cruel traps.



## SILENT HILL

**Publisher:** Konami  
**Release date:** March 21st

The text adventure that became a PSX hit in Japan looks strange in Game Boy Advance. Prioritized graphics and audio make even the dark plot, and cinematic sequences show some GBA-to-PlayStation



## STARCOMI (STAR COMMUNICATOR)

**Publisher:** Konami  
**Release date:** March 21st

One of the most ambitious titles for GBA is Konami's Starcomi. The game combines e-mail functions with an action game. Players exchange e-mail over the Mobile System as well as shoot bad Starcomi, a cute character in the game.



## DODGE BALL FIGHTERS

**Publisher:** Ataka  
**Release date:** Spring 2001

Ataka hopes to get off with Dodge Ball for Game Boy Advance. One 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 outposts. If you do well in a quiz, you'll move ahead in the adventure.



## MR. DRILLER 2

**Publisher:** Namco  
**Release date:** March 21st

In Namco's puzzle game sequel, Mr. Driller acquires 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 ROCKET!

**Publisher:** Sega  
**Release date:** March 21st

The DC hit looks great on Game Boy Advance in the first port published in North America. Your job is to save your space race before some mean space hitmen turn them into space chaw.



## WAI WAI RACING ADVANCE

**Publisher:** Konami  
**Release date:** March 21st

We Wai Racing means Wacky Racing in translation. The wacky race comes through loud and clear in Konami's signature characters, the 16 course and the many items to launch at your opponents, Mario Kart-style.



## FIRE PRO WRESTLING ACE

**Publisher:** Spike  
**Release date:** March 21st

Spike's wrestling game grabs a grip in 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 Bay  
**Release date:** To Be Announced

In Media Bay's RPG title for Game Boy Advance, even your diva acts up in animal costumes. Friends can join your party, and if you back up with a GBA Game Link Cable, you can open a hidden 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 virtual pet title. It won't raise creatures known as Norms and Grapdolls, teaching them right from wrong and eventually creating a family. Conspiracy plans to create a GBA version as well.



## IRIDIUM 3-D

**Publisher:** Miyosco  
**Release date:** June 11th

Miyosco's 3-D space shooter features smooth animation and at 60 frames per second for an eye-popping experience. You'll fly from earth to the home of the Indian Empires, fighting mechanized fighters and bosses in seven regions.



## FIEVEL: AN AMERICAN TAIL

**Publisher:** Konami  
**Release date:** March 21st

Game Boy Advance is the perfect format for Fievel—the lovable mouse from the movies. The publisher will send Fievel from his home in New York to the Wild West as he collects pieces of a treasure map while seeking his lost friend.



## EARTHWORM JIM

**Publisher:** Miyosco  
**Release date:** June 11th

Shy's original Earthworm Jim platformer for the Super NES returns with state-of-the-art graphics for Game Boy Advance. Jim, empowered by anabolic super suit, gets off to own the galaxy from the evil nucleations of Psy-ow.



## FORTRESS

**Publisher:** Miyosco  
**Release date:** June 11th

Fortress is an original puzzle game that combines a pinch of Tetris with a dash of Bomberman. Players build castles out of Tetris-like blocks then blast away at the enemy's fortress.



## PITFALL: THE MAYAN ADVENTURE

**Publisher:** Miyosco  
**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 areas in the treasure-rich jungles and temples of South America.



## SUPER STREET FIGHTER II

**Publisher:** Capcom  
**Release date:** August 2001

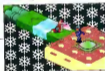
The game that began the fighting craze aboard the Game Boy Advance this summer, *Super Street Fighter II* inspires SF-II for the Super NES in exciting detail. The star actors, the moves, even the two-player VS Mode have returned.



## MEGA MAN BATTLE NETWORK

**Publisher:** Capcom  
**Release date:** July 2001

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



## FINAL FIGHT

**Publisher:** Capcom  
**Release date:** July 2001

Street brawling got its start with *Final Fight* in the arcade and on the Super NES. The GBA version of this classic includes the arcade version's Patent stage, which wasn't in the Super NES game. And two players will be able to slug it out.



## LADY SIA

**Publisher:** TDK Mediasion  
**Release date:** August 2001

The original storyline TDK's beautiful, anime-style adventure involves a warrior princess named Sia who protects her kingdom by fighting the evil Tsaenbo in her adventure pasters through 16 levels in four worlds.



## BREATH OF FIRE I

**Publisher:** Capcom  
**Release date:** September 2001

Capcom has reinvented one of the greatest adventures from the Super NES era. The story takes life, the last member of the last 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 PSX version of *Rayman*. The game features 68 stages and bonus areas. 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 came up with 70 all-new minigames and plenty of new game boards to party down with. There's also a new two-player Duel Mode, which allows players to hire partners to win the game!



# SUPA STOUT



Matt LeBlond



Robbie MacLean



John Parnell



Adam T. Kelly



Scott Cannon



Christian Perry



Kim Reynolds

## LOOKING FOR A NEW BIKE?

Take a look at the new Redline Supa Stout. It's a bike that's built for the street and the track. It's a bike that's built for the street and the track. It's a bike that's built for the street and the track.



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[www.redlinebicycles.com/jp/power.asp](http://www.redlinebicycles.com/jp/power.asp)

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# 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 water is drained you can input letters on the floor inside by performing a Beak Baster on each one. Some of the cheats, like the Ice Key, will show a brief cut-scene, 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 "Scop 'n' Swap"—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 two, 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 chided us as to Rare's treasure trove of cheats.



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



#### WARNING:

DON'T GET GREEDY, MY LITTLE CREATOR, OR I'LL SHOW YOU A CODE THAT MAKES YOU TECTER. USE MORE THAN TWO OF ANY SECRET TRICKS AND I'LL ERASE YOUR GAME FOR KICKS. THE ONLY EXCEPTING ARE EGGS AND THE KEY, SINCE THEY WON'T HELP YOU WALLUP 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 GDB'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 CAPTAIN'S CABIN

REVEAL A RED EGG IN THE CAPTAIN'S CABIN IN RUSTY BUCKET BAY

NOW BANJO WILL BE ABLE TO SEE IT ON NABNUTS 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 FREEZEZEY PEAK ICE CAVE

THERE'S NOWHERE CANKER THAN IN WITH CLANKER

OPEN CLANKER'S CAVERN


NOW INTO THE SWAMP YOU CAN STOMP

OPEN BUBBLE GLOOP SWAMP





### 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

This horse race takes place on the 17th of Spring and the 31st 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.



### 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—gMDtWV. Level 2—XTNaPz. Level 4—5BVPLZ. Level 5—gD6Fo5. Level 6—TSCNB4. Level 7—G37TCZ. Level 8—BNPXZp.


### LEAPING LEVELS

 It takes a while lot of punching, kicking and stake driving 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're reminded that 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 felt the hunting was a bit too challenging, we have a tasty treat. If you enter the code gP4N1B8T?51G at the Password screen, you'll be transported instantly to the game's ending sequence!



 Why muck around with stakes and garlic when you can view the final scene with ease?



### 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 heard 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 then 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 MEW

The truck may be tempting, but don't waste your time.

ICON KEY:

5 BUTTONS

CONTROL PAD

BIG EVENT

WACKY

HIT

JUST FOR FUN

TEST BY NINTENDO

# STAR WARS EPISODE 1 BATTLE for NABOO

## STAR WARRIORS

Locadets always seems to slip some creative codes into their games, but *Star Wars Episode 1: 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 philosophic 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 TALKTOME at the Pasopade menu to hear the developers' secret commentary!

## CODE

LEGAFIVE

OVERLOAD

KOOLSTUF

WAKEUP

EWERDEAD

PATHETIC

ORJEKYL

## RESULT

OPEN ALL STAGES UP TO LEVEL 15

GIVE ALL SHIPS MAXIMUM STATS

OPEN AN ART GALLERY IN THE OPTIONS MENU

OPEN A MUSIC TEST IN THE OPTIONS MENU

DESTROY ALL CRAFT (INCLUDING YOURS) WITH ONE HIT

GET INFINITE LIVES (NO MEDALS CAN BE WON WHILE THE CODE IS ON)

MAKE WATER CHOPPY



## PIERCE DEITY DOINGS

One of the choicest masks in *The Legend of Zelda: Majora's Mask* is the Pierce 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 Pierce Deity mode! First, you must put on the Bunny Hood, warp to the third day and go to Sakon's hideout in Ikana 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, talk to Kafes. The two of you will then begin racing through a maze in an attempt to save the stolen San's Mask. During the race you will gain temporary control of Kafes. While you're controlling him, bring up the menu and replace the Bunny Hood with the Pierce 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 maze, you'll appear at the entrance to Sakon's hideout as the Pierce 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 at it a number of times before you'll be able to slip inside.



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

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CLASSIFIED INFORMATION | 55

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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.



Animated  
Violence

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# AIDYN CHRONICLES

## THE FIRST MAGE

## The Rise of Chaos

Last month, we introduced you to *Aidyn* basics such as combat strategies, experience point distribution and treasure selection. We also walked you through the game up to the mountains near Eremosa. 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://nintendopower.com).

### Goblin Smashing

NP



These two gobs have more about it—navigating through the goblin stronghold in the mountains north of Eremosa can be a taxing place. Make your questing easier with our online maps, brought from THQ and H2O to you.



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



# The Road Warriors

The road to Telewok 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 Bosses. 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 Telewok's room around a forest that contains a cave with Wizard's Hat inside. Follow the road and if you see a clearing on the right. Walk through the clearing until you find a scorching looking patch of earth. If you're lost, look on the map for a circular opening in the otherwise dense forest.



## Godric

Godric, the most powerful wizard, is waiting at the Wizard's School, giving you a second chance to add him to the party. He knows Elemental magic, which gives him many powerful offensive spells, but he's not much more than a wizard in physical combat.

## Back on Inn



The Innkeeper's son at Telewok has a number of keys and is looking for a key. If you bring him the key, he'll give you a key. If you bring him the key, he'll give you a key. If you bring him the key, he'll give you a key.

## Regarding Guarding



The first guard at the Wizard's School demands to know your name—tell him a nonsense word to pass. The guard at Andra's door won't let you in until you create a name. If you have enough experience and gold, the professors will teach you new spells.

## The Root of the Problem



Andra is a powerful wizard, but even she can't hold your poisoning without some assistance. After looking you over, she'll instruct you to enter the woods behind her school and find a substance called Ameriwh Root. Though the folk say it grows in the NW, it's actually in the NE—and it won't grow at all until you speak to Pashers, the Drift Doctor.

# 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 **NP**



To find Pandara, follow the school's rear wall until you come to a break in the trees just past a meadowy patch. Enter the break and walk until you reach a large, mossy boulder, then follow the trees 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 [entendegames.com](http://entendegames.com) for a QuickTime walk of the tile.

## Hide and Spell



Once you speak with Pandara, she'll wake the Amaranth floor grass, leave her glade and walk through the woods to the far southwest corner, where you'll see a thick tree surrounded by mushrooms. The Amaranth is at the tree's base. Once you've secured the magical medicine, have Pandara use her flying 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



Pandara has another gift for you, but this time first be wowed with a melody using her lute. If your Touchstone isn't in line, she'll cover her ears in disgust—but keep trying. Eventually your rusty voice will waken her and she'll give you a magical amulet.



Return to Andra with the Amaranth floor. Once she returns, she can't care how you'll be sent to Port Solid to locate a wizard named Cawdrough. He lives on a small island, so you'll need to charter a boat. Before you go, however, check the school's classroom library if you have the Greenwater skill. Once you're ready to leave, take the north 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 Alastor, who can cast any spell if his Wizard skill is high enough.



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

## A Port of Import

Much like the journey to Telicweb, 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 overzealous knight-in-training named Arturo. 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're within sight of the beach, look right and explore along the line line. Hidden deep in the darkness is a chest that contains 5,000 pieces of gold.

### Slay the Ogres



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

# Arriving at Port Sald

For a town that makes its living by the ocean, the denizens of Port Sald 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 outside the gates to Port Sald. If you enter the water you'll locate a treasure chest with a *Teleported in Spell* inside. It's quite handy, but you must be a level 6 Wizard before you can learn the spell.



## Keelin

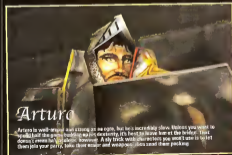
You'll find the enigmatic Keelin in the Port Sald Inn. She's a talented thief who can pick locks and break into any prison. She's also a *High Anarch*, which means she can use weapons and items that others can't. Finally, with her *Endurance* as her only flaw, makes a good addition to any team.

## Fire up the Lighthouse



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

Lower down, take the left branch of the road (the one with no sign) and make your way to the lighthouse. Once arrived, go to the top floor and use the scroll to light the flames. Search a coin under the lighthouse for gold.



## Arturo

Arturo is well-meaning and strong as an ox, but he's incredibly slow. Unless you want to spend half the game building up his durability, it's best to leave him at the *Healer*. That doesn't mean he's useless, however. A *My Trick* with *Shard* lets you send him to let them join your party, take their money and weapons, then send them packing.

## Bounty Hunting



Take a merchant near the docks in Port Sald. He'll ask if you have solved the town's *Artisan* problem. If not, return to the *Barly* night and convince him to let the townsfolk go. 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 Island. Haggle 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 victim in place behind a barrier of bleached bones. You'll find a Wall of Bones Wizard on the island. Follow the coastline until you see a Warp Portal atop a hill. Behind the hill, half-buried in sand, is a chest with the word inside. It holds only five charges, and you'll need one very quickly—no one it works.

## Meeting Marquis



You can't defeat the creature Marquis with weaponry, but a single blast from the Wall of Bones Wizard will freeze him in his tracks and grant you an amulet that lets you control him. Perhaps you'll meet again?

## On to Cradwagh's Island



Once you've cleared the Chaos Temple and its twisted 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 wizard being attacked by Chaos Monstres. You'll be too late to save his life, so pick up his body and bring it back to Tolmek for a proper burial. Remember to explore the coasts on his island before you go.

## At the Funeral



Return to Tolmek and tell Ardo the grim news, then proceed through the town to a large, grey-roofed house where old friends have gathered to give their respects to Cradwagh. Listen to the eulogy. Two strike out for the first town of Tolmek.



## The Chaos Temple



The skull-shaped Chaos Temple is packed to the gills with some very tough monsters, but the rewards are well worth the struggle. Some your runes often and keep an eye out for Chaos Rabies, Chaos Shields and a several Teleportation spell.

# Even More Magic

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



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# 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 Labrynna, where a sorceress has taken control over the will of the citizens for her own evil intentions. The struggle takes place in our hand 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—he must protect his legacy, defeat Veran and restore order to Labrynna.



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



## HISTORY REWRITTEN

With her sights set on controlling the land of Labrynna, Verne, 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 Nayru, the Sorceress of Ages. As the adventure begins, Link travels to Labrynna and unintentionally leads Verne to Nayru. When Verne takes control over Nayru's quest, they both disappear into the past. With that, present-day Labrynna begins to change, reflecting a shift in the land's history. Link must travel to the past and right Verne's wrongs before the Sorceress of Shadows can take over completely. On his quest, Link will uncover the fabled Ship of Ages and the right balance of Time—factors that will give him the power to fight the evil Sorceress. The past and present of Labrynna are in his hands.



When Link arrives in Labrynna, Verne tricks him into leading her to a hidden goon, where Nayru, the Sorceress of Ages, is hiding.



Verne tricks her Nayru into and opens a portal to the past. Then, she takes Nayru to another time in the history of Labrynna.



After Verne changes history, some things in the present change to reflect the land's new past. Notable events occur, creatures disappear and chaos reigns.



## DISCOVER LABRYNNA

The land of Labrynna is vast and mysterious. As you guide Link through his quest, you will find out changing stories of the eight Sorcerers of Time in a wide variety of settings, ranging from the Ruined Woods, the Nyan Plains, Capricornia and the land of Sorceress. You'll discover many characters, both good and evil, good and bad. Familiar characters include the Yon-Lin, the Sorceress of Time and Tingle from *Majora's Mask*, among others, and Verne, the most prominent new character, a cruel and cruel of Nayru who has also captured Link and is all figured you on over the course of your quest and a little more close about the road ahead.



**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 developers 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 normally creates the game scenario (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, Flag 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 Naga's Harp of Ages. When you play the Harp of Ages in secret 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 Labrynia. 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 Labrynia, 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 Veran and get one step closer to your battle with the Sorceress of Shadows herself. With every dungeon victory, you will receive one of the eight Essences of Time. Those prizes give strength to the Maha Tree of Labrynia and help it grow, restoring power to the land. After you have collected all of the Essences of Time, you will own the power that you need to face off with Veran.



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

**Mr. Okamoto:** Using that 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-control 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 SGC request.

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

**Question:** Did you have to start from the beginning days that



## HELPFUL TRIO

Three more friends from *Grade of Monsters* also join up with you in *Grade of Ages*. As you explore the land, you will find Fido, our faithful dog, Marsh, the winged bear, and Dratler, the Doodler, 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 that is particularly valuable that you cannot learn on your own.



# MOOSH

Mooseh, a blue grifer bear with wings, has a powered-up attack that shakes the ground and damages all of the enemies in the area. You can ride on Mooseh's back up the bear fliz over gaps that are too wide for Bidly to jump. The only obstacle that stops Mooseh is deep water.



## DIMITRI

2. The *Chilichthys* is a small, slender, silver-colored fish that lives in the Amazon basin. It is known for its unique ability to breathe air through its skin, allowing it to survive in oxygen-poor water. The fish is also known for its ability to jump out of the water and breathe air through its lungs.



## RICKY

**Mr. Okamoto:** No. The basic programming was done. We were able to proceed in the right direction from there. At that point, I asked Mr. Yamashita to join the project and I started to use Mr. Miyazawa's name when talking to the development staff. Everyone worked harder if I said, "because Mr. Miyazawa said so!" (Laughs)

**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:** That's because Mr. Ohamoto is always serious. (Laughs)



## NATURAL POWER

In both *Ocarina of Seasons* and *Ocarina of Ages*, you will find five types of Mystical Seeds that can help you fight enemies and explore the game world. *Timber Seeds* contain the essence of fire at their core. By tossing an *Enchanted Seed*, you can light a torch or light off an enemy with a ball of flame. *Gale Seeds* allow you to travel quickly to any of several locations, wherever Mystical Trees grow. When you use a *Popcorn 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.



You can use a *Gale Seed* to warp to any Mystical Tree.



*Enchanted Seeds* can be used to light torches and burn enemies.



## METAL MAGIC

Among the magical items of *Holodrum* (the setting for *Ocarina of Seasons*) and *Lubryana* 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 enemies, such as *Goron*s and *Moblin*s. When you find a ring, you must take it to a jeweler before you can realize its power.



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



**Mr. Okamoto:** Yes, that's true.

**Mr. Miyamoto:** I think I understand their enthusiasm. They played *Metroid* 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 poor products.

**Mr. Okamoto:** Mr. Miyamoto can always see the big picture. There were some ideas 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 see 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, "Yes, 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 his recent presentation, Okamiwaka said that Oracle of Seasons and Oracle of Ages would show signs of linking. When you complete one of the games, you will receive a letter of introduction that the other game. The password that you use to start the second game is with four letters from the letter, and it must be used to start the second game to tell about the connection. We have also learned that you will even passwords in the second game that you play. The first game will be the first game to be released, and the second, that you will be able to collect when you play the first game.



## 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 games in either order, or you can play them simultaneously, each telling one half of a long story. Both games feature solid game play, intriguing characters, rewarding battle, and the ability to explore a powerful magical force (the passing of seasons or the powers 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™

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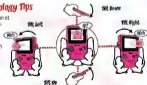


## Teetering on the Pink

Kirby is gaining momentum in a new Game Boy Color title from HAL Laboratory and Nintendo. The heroic pink puffball must tumble through troublesome territory to recover stolen stars scattered across the sky by the nefarious King Dedede. There's a 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 bearing on top of the screen. You can always Kirby into the air with a flipping motion. Don't move 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 map 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 points to it. A built-up wall over you a 1-Up.



Bound between the bumpers on the sawtooth walkway to earn a 1-Up. Be careful not to tilt to the left or the right in the process or you'll go over the edge.



### Blue Star

Smash through the cracked block 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.



### Warp Star

Tilt the game to make a sliding door open, then grab the Warp Star for a journey to a bonus area. Jump on the ? Block to make Yellow Star Pieces appear, then quickly collect them.



A levity of bumpers can help you stick up on extra levels, known as 1-Ups. Use the bumpers several times to become invincible, then destroy them to collect 1-Ups.



## LEVEL 1-2



You should have a little time left on your last balloon as you reach the first Warp Star. Shoot as many Star Pieces as possible.



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 Star Pieces as possible.



### Red Star

Fire two Air Effects at the first Warp Star 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 gate.



### Warp Star

Float down to the Warp Star platform on the lower left-hand side of the course. Jump to the left hand side of the platform each time the hand grabs you for more Star Pieces and 1-Ups.



## LEVEL 1-3



The last part to hit before the goal is extremely narrow, so make sure you tilt the GBC straight and slightly forward. Lean into the last jump to the goal to get extra points.



You can jump between clouds on the rotating platform to grab the third Star Piece floating in the air. Be sure that you can control the speed of rotation by tilting the GBC.



A Microphone just beyond the goal will allow you to destroy enemies for double the points you would receive for flipping over them. Be careful not to roll over the ledge.

### Warp Star



The Warp Star will take you to a platform filled with enemies and clusters of items. You can grab the invisibility Candy then collect Star Pieces or attack them with impunity.

### Red Star



Run through the three Jump Pads as fast as you can to make yourself invincible, then destroy the bumpers on the next platform to collect all 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 Hole's location in each square of the grid. Remember that you can't control the direction of your jumps from the remote Jump Holes.



The Blockbat in the center is standing on top of a Hole that contains a Microphone. Use Blockbat in the upper right-hand corner to bring Kirby 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 check whether you want, then stack up before moving on.



Two Blockbats will block the path until you roll over four switches on the floor. Be sure to roll over all four before any of them pop back up.

### Red Star



Just before the Blockbat on the right-hand side out of its hole then pick up the hidden Red Star. It takes a bit of timing, but it won't hurt your health.



## Orbliterate the Boss

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



Use the square Jump Holes in the four corners of the boss area to launch yourself at the Orbweaver as it approaches. You'll need to score three hits to defeat the spinning Cyclops.



After a successful hit, the Orbweaver will spin wildly around the area. Use the Green Guide 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 jostle you off the edge if you aren't careful.



### Olive Star

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



### Red Star

Flip 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.



### Warp Star

Roll into a hole in the mesh 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 Blockarts 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



### Red Star



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



A roll of the die—accomplished by flopping in front of it—will decide whether you go left or right. You'll want to go left—there's 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 escalator if it is the wrong area then ride to the right for two Ups.



The tricky moving tiles on this level require delicate timing and patience. Tilt reveals a solid wall if you're having trouble staying on the platforms.



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



## LEVEL 2-3

### Warp Star



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



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



Head up the center path and you reach a spiked enemy. Then jump over it just before it reaches you. Repeat the process if you encounter other enemies.



### Red Star



Ride your cloud to the first junction on the grid, then jump to the right. Line up the cloud with the platform beneath 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 orbit. Tilt slightly to the left, then jump to reach the platform.



The clouds on the course move along preset orbits, making it tricky to jump between them. You can control their speed by tilting the CBC.



## LEVEL 2-4



Four ghosts will slowly float in a circular pattern around a narrow well-way. Wait for the last ghost in the procession to pass, then jump in to beat them.



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



Carefully time your jumps from one sliding Jump Pad to the next. If you miss a jump, the Blast Board will send you tumbling back to where you started.



### Red Star

By destroying the right bumper, you'll expose 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 Blast Pads. Become invincible by bouncing off the 80-nice Pads, then destroy the right bumper.



Ghosts will appear randomly in the sliding Jump Holes, so look before you jump. Keep in mind that some of the Jump Holes will send you back down instead of forward.



Roll over six floor switches to move the Blackbot's out of the way. Wait until the ghost is out of the view, then do a quick circular roll. It's a switch-a-play 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 Observer starts pounding the ground.



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



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

## Blue Star Bonus Game Bonanza NR



If you manage to pick up a Blue Star, you'll earn a trip to the Bonus Star after you finish the course. You can play any of five minigames, but you'll get to play only one game per trip—so make the most of it.



If you find a Blue Star during regular play, the Bonus Star menu will appear after you finish the course. Success will earn you a visit!

### Kirby's Burst-a-Balloon



Hit your GBC to pop ten crosshairs over balloons as they float up. You'll have a limited number of arrows to use, but you can make the GBC to reload. Get combo 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 the A button repeatedly and flip the GBC to jump the hurdles. It's difficult, but a challenging game while thinking.

### 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 watching down the moves.

### Kirby's Roll-a-Rama



You'll need to roll two eggs into Kirby's to enter them on the screen. It's much more difficult than it sounds. Hit the GBC very gently to make the Kirby's into the holes.

### Kirby's Chicken Race



Play a game of chicken with a chicken. Hold down the indicated buttons, then shake the GBC to see your course. 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 fire-whirling 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 outsmart King Dedede and put him out of the star-stealing business once and for all. ☺





# Pokécenter

## 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 John's Journals. 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 Pokémon, 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 to 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. Spewow, Paras, Scyther, Scissor, Farfetch'd, 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?

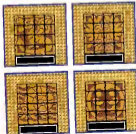
**A:** There are spots for all Pokémon in Gold and Silver's Pokédex, even though you can't catch every Pokémon in either game. You can have all the Pokémon in Gold and Silver, however, by trading between the games and Red, Blue and Yellow, and by getting hidden Pokémon such as Mew from Nintendo.

**Q:** Can any Pokémon use the Light Ball?

**A:** Any Pokémon can hold the Light Ball, but only Pikachu can use it. It doubles the power of Pikachu's Special Attacks. 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 Rains of Alph? I just can't figure them out!

**A:** Sure. Pretty tricky, huh?



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.

Ashe May Perez sent in an admittedly offense-heavy team to the PolioCenter 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, inside strategy, move combos, aura, battle styles, Pokémon types and other Pokémon essentials—we're not looking for perfection. Any team that works for you is good enough!



## Houndoom



- |  |   |
|--|---|
|  Crunch       |  Solarbeam |
|  Flamethrower |  Sunny Day |

**Victreebel**

- |   |  |
|---|--|
|  Soakbeam    |  Giga Drain |
|  Sludge Bomb |  Sunny Day  |

## Ampharos



- |   |  |
|---|--|
|  Thunderbolt |  Fire Punch |
|  Iron Tail   |  Hyper Beam |

## Sulcune



- |   |   |
|---|---|
|  Surf        |  Dazzled     |
|  Hiding Pump |  Mirror Coat |

Lucia



- |   |  |
|---|--|
|  Psychic   |  Hydro Pump |
|  Aeroblast |  Earthquake |

## Scizon



- |  |   |
|--|---|
|  Steel Wing |  Fury Cutter |
|  Slash      |  Sandstorm   |

Last month's Poisonon Trainer fied 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 third 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 Hazeonether. If she wishes, she can board a new Bellphone to have Synthesis in addition to Sunny Day and Solarbeam, then she can raise it into a Victreebel. Since Giga Drain is the same sort of Grass-type offensive move as Solarbeam (though it does restore a little of Victreebel'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 need Solarbeam while the sun is still shining brightly, because some of its attacks will be diminished by the sunny weather.



The item your Pokémon is holding doesn't have to match the Pokémon's type. Items like Charcoal will multiply the power of a specific type of move—in this case Fire type, by 1.1, giving those types of moves a small boost. Ampharos will already do very well with Fire Punch, and Charcoal gives it extra... punch.

TICKETS	
RECHARGED	7000
PINK BALL	7000
POTION	7000
SUPER POTION	7000
Powers up Fire-type moves. (HOLD)	

Help the Charcoal Maker's apprentice round up his Fortified Old Man Forest, then go back to the Charcoal Maker's house in Aurion town to pick up Charcoal. You can also buy Charcoal in Aurion Town's Park. Want if you 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.



## 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 Normal 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 Pokéfen. 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 minutes if it's tough!



Pichu is very happy when it wins a match.

## How do I raise a Hitmontop?

The first step toward a Hitmontop is getting a Tyrogue. You can get one from the Karate King training in Mt. Mortar, or you can breed one with Hitmonlee or Hitmonlax 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 Hitmontop when it reaches level 20. If its Attack is higher it will become Hitmonlee, and if its Defense is higher it will be a Hitmonlee. To ensure your Tyrogue becomes Hitmontop, feed it Iron to raise its Defense, or Protein to raise its Attack. You might have to stop its evolution with B a few times until you've evaded up Tyrogue stats.



Tyrogue's Attack and Defense stats are the same.



When it reaches level 20, it evolves into a Hitmontop.

## How do I get the items in the basement?

The first time you visit Goldenrod 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 area, you'll see lots of items lying around just out of reach. After you've saved the Radio Station Manager from Goldenrod's Underground, you can climb up stairs that lead you to a different part of the basement. You'll pick up an item 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 stairs after you rescue the Station Manager.

## Can I control what I get through Mystery Gift?

Yes, if you're gifting with your Pokémon Pichu 3 GS. Otherwise, it's out of your hands. When you Mystery Gift with your Pokémon Pichu 3 GS, the item you get depends on the number of Watts you send. If you send 1 to 99 Watts, you'll get Mail. For 100-999 Watts, you'll get a Berry. For 1000-9999 Watts, it's a Bitter Berry. If you want a Great Ball, send 100-999 Watts. For a Max Repel, try 400-999 Watts. Send 500-999 Watts for Ether. A Miracle Berry is your gift for 600-999 Watts. A Gold Berry is the prize for 700-999 Watts. You'll snag an Elber for sending 800-999 Watts, and a Revive for 900-999 Watts. Finally, for 999 Watts, you'll get Rare Candy.



Rare Candy takes a lot of Watts, but it's worth it!



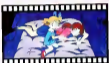
Mystery Gift with your Pokémon Gold or Silver for prizes!

# POKÉMON 3 THE MOVIE

*Pokémon the Movie 3* hits theaters April 6, and the Pokécenter 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 Pichu, plus a thrilling adventure starring Ash, Pikachu, Entei, Unown, Ash's Mom and a little girl named Molly. Molly's imagination and the Unown create many amazing things.



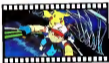
Molly and her father read about Pokémon like Entei and Unown. Molly's father is often away from home, which makes her very sad and lonely.



Molly asks Entei to bring her another to complete their family. Entei kidnaps Ash's mom, so she convinces Molly to make her happy.



Molly likes the legendary Pokémon, Entei. Her father wants to be the rare creature to make the five-year-old Molly laugh.



Ash, Pikachu, Molly and Brock decide to speak to the crystal. However, a statue 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 strange happens and he disappears.



Ash and Totodile break through the strange crystal shell that is covering this world, finding Molly's house to find Ash's Mom.



While playing with the three her father was looking at when he disappeared, Molly awakens the Unown. The Unown create Entei from Molly's imagination.



Ash battles Entei, hoping to free his mother. Pikachu can't stand up to the nearly invincible Pokémon created by the Unown and Molly.



## Making Their Silver Screen Debut!

One of the coolest 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!



Kingdra



Pharos



Seawing

# 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 lines 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.



Fluffy



Machop



Slowbro



Pichu



Clefli



Machop



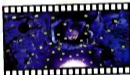
Jigglypuff



Grasshopper



The Unown have great stores of hidden power which they use to turn Molly's strong, confused emotions and storybook fantasies into reality.



The Unown are almost magically as they use their power to make Molly's dreams a reality. They start by turning Molly's beautiful marriage into a crystal palace.



Somewhere, the Unown are summoned by touching the tiles etched with their symbols. Or are the symbols the Unown? Perhaps Molly's papa would know the answer...



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



The legendary Entei wants great power to keep Molly safe and to make her happy. He's still Dada Ketchikan away from Ash because Molly said for a name.



Entei is not bad; it just 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 landing Entei! Charizard sees that Ash is in trouble on a TV newscast, so it leaves Charcoal Island and flies to Ash's defense. Ash shows no fear and flies with Charizard while he's attacking Entei. It doesn't get much hotter than that!



Liza, a friendly Jirachi Pokémon, is in a battle against Ash's Liza. You see, Liza is a Pokémon around her neck. Liza lends her Pokémon to Ash later in the movie.



Ash's Totodile 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 Liza?



Brock's Vulpix battles a match against a strangely grown-up version of Moltres. Hot Pokémon are really powerful, but Brock is really great with Pokémon, right?



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



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



Charizard agrees to be a guest and loyal friend to Ash when it comes to Ash's side to help him save his mother. Ash finally gets to see through the air with his Pokémon.



Apicom



Grofing



Shuckle



Teddiursa



Marowak



Porygon

# Pichu Power



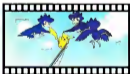
*Pichu and Pichu* is the funniest, Pokémon-centric short feature that stars a lot of new-to-animation Pokémon. Ash, Misty and Brock leave their Pokémon at a rooftop park in a big city, warning them to be careful and stay out of trouble. But *Pichu* is always getting into silly situations, this time with 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!



The Pichu brothers get Pichu to consulting with them on a journey through the city to meet their friends. Ah, to be young...



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



Some morning Marowak makes life hard for poor, precarious Pichu. This intrepid-looking Dark-type is just as pesky as Houndour.



What's out with the Dark-type Pokémon? Houndour takes a strong dislike to Pichu and the Pichu brothers, and a chase ensues. What a treat!



Sneasel loves to paint anything and everything. But how does it change the color of the paint, and doesn't it feel just awfully dirty?

**For more Pokémon news, be sure to check out [pokemon.com](http://pokemon.com)!**

Send questions, comments and letters to:  
Nintendo Power  
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Redmond, WA 98073  
[pokecenter@nintendo.com](mailto:pokecenter@nintendo.com)



Slurp



Houndour



Sneasel



Marowak



Poliwhirl

**THIS SPRING  
THE UNKNOWN SPELLS ADVENTURE**

# POKÉMON THE MOVIE 3

**APRIL 6**

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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.



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## A World of Trouble

Last month we escorted you through the first two signs of *Magi-Nation*, guiding you from the forested groves of Ash Nymon to the danger-filled base of the Underneath. This month we'll take you the rest of the way—including the tips of Cold, the wastes of Ooghe and the skies of Aedoral. We'll even show you two secret areas where you can find *Stylor*, the most powerful *Legend* creatures in the game.



www.interactiveimagination.com

# The Enemy Returns

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

back from Morag, an extremely powerful Magi and the brainspower behind Kaeg and Zet. Fight his evil the best you can, but don't be surprised when you fail.

## The Fall of Tony Jones

Magi didn't become the leader of all there is evil and rotten overnight—it took years of intensive training and preparation. A young tycoon like Tony has no chance against the practiced hand of a master Magi who can summon mighty Dream Creatures, raise zombies and even transform people into worms.

### Mashed by Morag



Morag's appearance in the Underpeak is a bad sign for Tony. Though you may struggle valiantly, it's ultimately a battle that can't be won—no matter how powerful you may be.

### Back to Gila



You'll be saved from Morag's wrath by your friend, Wilkine, who hints your words are all you need to save. Strike out for Gila after you do.

### Attacked Again



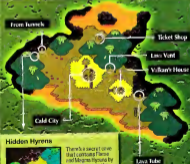
Just when things can't get any worse, a surprise attack leaves Tony scrambling and transports the would-be hero to a kingdom known as Cold.



## Fire It up

The fiery 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 potent Dream Creatures that you should secure quickly.



### Hidden Hyrens



There's a secret cave that contains Flame and Magma Hyrens by the entrance to the tunnel. Walk to where the mountain peak touches the red lava wall and move down and left to enter.

### Under Siege



Under siege in Cold, you'll find yourself thrust into the role of hero once again. The entire town has been overrun by a group of nasty Shadow Magi, and Tony is the only person strong enough to stop them. Move through the town and find out why Magi you are so far.

### Wilkine's Viaduct



The road to the third Shadow Geyser contains an impossible gap in its path. Track down Wilkine, Gila's master engineer, to solve the problem. He'll build a bridge if you secure a Lava Artifact for him. You'll find one in the nearby Lava Vent.



## Sail Away



The ferryman drives a hard bargain, charging you 300 Arsenite for a one-way trip. Try to get over, but don't look out any money for the return trip. An inexpensive solution will prevent that! once you secure the jutting boots.

## Finding the Vault



You'll meet a local named Ootho as soon as the chartered boat drops you off. Though his seems friendly enough, he knows nothing about the Ootho's Vault—Where the boots are supposedly kept. Enter the nearby house and search the bookshelf to reveal a secret 320 message.

## Blu's Clues



Use the map on the right to find your way through the confusing Ootho's Tunnels. Once you've found the Vault, talk with a bored circle named Blu. As he's been guarding the Vault for most of his life, he'll want you to be happy to let you plunder it so he can impact upon his own career.



Whirlpool

Ootho's Vault

To Ootho

## Ootho's Tunnels

- Ketch (Shard)
- Shortblast
- Sea Jile
- Organ
- Bell

## How Soap Is Made



Your journey back to Galt begins with a kiosk named Ootho. Once he drops you off near Galt's house, go to the Jernale north of his farm. If you wish to make a return trip by sea, you'll need to deal with the ferryman again. Tang can talk down the price to 50 Arsenite, but if you try to go any lower, he'll make the cost permanently.

## Lava Leaping



Amazingly, Boots allow you to leap over a lava flow in the farm's drying pond to find every rock and penny of both the Lava Laps and the Lava Laps. The game is a 30-second packed with Whims of Life, making it a perfect one.

# A Geyser Advisor

The third Shadow Geyser is a tricky maze of blocks, lava pools and victory beams. 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 Lava Balmann ring made before you attempt the geyser. Also, consider taking along an Arbolito, which can learn useful healing spells.



## Cold Geyser

Shryke  
Core Gilly

Rat  
Ginger

## Boogie Down



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



## The Old Switcheroo



Lava must flow through the geyser before Tony can reach the Core, but walls block the way. Switches that open a wall only lower a wall, but those that reverse it may be used to raise and lower walls as many times as necessary.

## It's a Block Party



The Invader's drug, so Tony cannot block to keep from one man to the next. Align blocks with an invader's way, but can't space them more than two blocks long the speed as you won't clear the jump.

## A Woman Scorned



As you near the end of the geyser, a mysterious weathered Warlock will appear out of the shadows and whisper cryptic messages in Tony's ear. Don't ponder his planning for long, however, as you'll discover what she wants soon enough.

## Crush the Core Keeper



The third Core Keeper is now too frail to use the Cave in spell to lower his defenses, but instead your most powerful Dream Exaltation. The third Geyser spell is also effective, but it kills 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 dungeon 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 certain item found within its massive stone walls.

## Lost in the Shadows



If you don't wish to battle through the Shadow Hold, retrieve your belongings and go!—but you must first up your sword skills before the way will open. If you do attempt it, make your way to the end of the maze for a tip. The Hold is huge and packed with relics and items.

## Shadow Hold

Winger  
Saddle  
Black Figure

Core Ring  
Core Ring  
Jag-Jag

## Orothe Opens

Upon leaving the Hold, you'll meet Rju 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

The Ruins

The Canal

Orothe Tunnels

Orothe City

## Just When You Thought It Was Safe



This last gift of the Orothe Sea allows Tony to swim through hostile waters. Stay on your toes—the fourth Shadow Geyser is deceptively short, but Orothe itself is massive.

## Whirligig



You'll find a whirligig deep inside the Orothe Tunnels. Entering the whirligig will transport you to... part of the Canal. You'll want to swim and you'll find a hidden treasure, as the lord is a tough.

### Clear the Coral



The Great Renewal whirlpool spins you out beyond an insurmountable barrier in the Core. You fight a couple of formidable standees there, but once you cross the barrier the only way to return is by swimming back to the whirlpool—so be sure to grab everything first.

### Freeze Drying



### Repack the Ruins



**Carry**

- **Self-Jile**      **Orga**

## The Ruins

- **Sea Jibe**      **Orphan**
- **Wreck**       **Shuttle**
- **Parade**

## A Watery Grave

Your battles are straightforward in the fourth game, 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 all along into blackness.

Orathe  
Geyser

Yunhong  
Shadow Pichu  
Bryte Flare  
Tree



### Adaptive Level

## LindbladW00



## The Case



# PROJECT

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 Schilcrack 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 installations. 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’s construction—cryptically referred to as “Substance N” in the press materials—is bright green, much like the pipes in the Mario games.



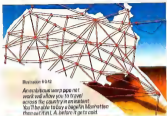
Because there is no obvious propulsion system in the basic design of the pipes, it is probable that the mysterious substance is the key to warp pipe transit. Apparently, Substance N allows travelers to vanish into one end of the pipe then appear an instant later at the other end. Don’t let the technology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



Few people over dreamed that one day we'd be able to travel through pipes just like Mario and Luigi. "It didn't take long before I'd say it was a new sort of alternate life," said Crystal van Slyke from the Schilcrack Institute.

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





Buckner E312

A revolutionary warp pipe isn't work will allow you to travel across the country in an instant. You'll be able to buy a dozen in Manhattan tomorrow and take it home before it gets to cost.

## THE EXPERTS ON PROJECT M:

"OUR INITIAL TESTS WITH DOWNS AND MONKEYS COULD HAVE GONE BETTER, BUT WE'VE GOT THE MONKS WORKED OUT OF IT NOW. THERE IS VIRTUALLY NO CHANCE WE WILL LAUNCH ANY MORE TEST SUBJECTS INTO SPACE."

— DR. GABRIELLE MULLINIKING

"REINTEGRATION SOUNDS SO NEGATIVE; WE PREFER THE TERM 'MOLECULAR SHANDAZION.' ANYWAY, IT WOULDN'T BE THE FIRST PRODUCT TO HAVE SIDE EFFECTS."

— DR. ORISTOP VON SHLEPUARD

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

— TEST PIPER TYMM GARRITT

"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."

— JORGE SINFELD, PE

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

— AL KURILL, ESQ.

Buckner E313

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

## SEVERAL THOUSAND POINTS OF LIGHTS!

A vast network of interconnected pipes is closer to reality than you may think. For months, Scholernack Institute 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.

Buckner E314

Warp pipe is made of a special material that can be used to create a variety of shapes and sizes. It is also very durable and can withstand high temperatures.

You'll have a new respect for Mario if for you take your first trip through a warp pipe. Researchers must use swirling white and loud music to revive test monkeys after a warp journey. Once they stop glowing, the monkeys typically make a full recovery.



Buckner E315



Buckner E316

The "electron rifle" effect, shown in the diagram above, causes travelers to "red shift" toward the target and end of the warp pipe. Using Scholernack's geometry, scientists have determined that travelers reach speeds of 300,000 miles per second. Redshifters do not confirm 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, like 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. Naysayers claim Project M will mean work, that "warp pipes" and "photonic transfer" 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, Merlon, to expose their true identities. Visit Shooting Star Summit, learn the Action Command then visit Merlon's house. After your initial introduction,

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



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



Merlon won't let you in his house until you've visited Shooting Star Summit. Be sure to stand next to Merlon, or he won't investigate the Toads.



Merlon's magical lightning blast will expose the Toads as the Koopa Bros. 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 hallway. You can ignore Bombette with the bottom C Button. She'll walk several steps in what-

ever 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 items.



You won't get very far in Koopa Bros. Fortress without help from Bombette. Some keys are peeling 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 Ruins is your ultimate destination in the second chapter of the game, your *must* first go to Dry Dry Outpost to pick up a key item: the Pulse Stone. Stop off at the oasis on Dry Dry Desert on the way to the outpost to pick up some Lemons and Limes. When you reach the outpost, you'll run into a mysterious mouse named Shook. 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 Mounta. 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 Mounta's home. Once inside, you'll dis-

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



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



We need to search within for info. Grab Shook with a Lemon to find out about Little Mouser's Shop.



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



Climb up the crates to reach Mounta's place on the rooftop. He'll hand over the Pulse Stone.



Reenter the Dry Dry Desert then go all the way north and west until you reach a rock on a roof.



Place the Pulse Stone inside the hole in the rock to make Dry Dry Ruins appear.

## HOW DO I REACH THE BOSS IN DRY DRY RUINS?

You'll need three stones to open the path to Tutankooops 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 statues above Tutankooops's chamber. The correct

order—pyramid, spade, diamond, spade, crescent—is shown on a similar array of statues in an adjacent room. Proper placement will open a stairwell to the boss.



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



Grain the sand out of a room near the Chomp Statues to see another set of statues that reveal the correct placement of the stones.



After the three stones are placed on the statues, a stairwell 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 cooperating 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 as he spins.

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



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

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



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

## HOW DO I DEFEAT GOHT?

After you unfreeze him with a Fire Arrow, Goht will run a counter-clockwise course around the boss chamber until you see-



Goht is a Goron Roll that chases Goht around the perimeter of the Boss Chamber. When you catch it, move side to side to cause damage.

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



Goh's roll stop periodically to hurl lightning bolts at you. Swerve to either side to avoid the blasts 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 will also hurl bombs and Dragon spikes to chop 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 Walker by depositing 200 Rupees at the bank in



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

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



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

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



Give your Razor Sword and your Gold Dust to the smithy so he can create a Gilded Sword.

nintendo4power.com

## WARIO LAND 3

### 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 boss.



Start at the top of the second ramp then jump just before you reach the pipe to clear the first step.



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



Leap the first step you come to on 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 boss 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 flattened then go left. While flattened, 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 pump between runs.



If you stand under the machine on the right side of the room, you'll be squished into a wedding cake.



Jump as you pass underneath the helicopter enemies. This'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

Stuck? Pick up the phone and give our counselors a call.  
Or write to: Counselor's Corner, P.O. Box 97003, Redmond, WA 98073-0703

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

(or 44 pennies a letter when it's  
your favorite provider's card)

In Canada Call:  
1-800-451-4400

(or 44 pennies a letter when it's  
your favorite provider's card)

#### Donjo-Dojo

- Q: How do I break the underwater door?  
A: You need to use the Turbo Turpido move to smash through underwater barriers.  
Q: Is there a way to make Honda Wario's magic work in more than one world?  
A: Only the Dragon Tears/Amulet can be used in more than one world.  
Q: I'm pressing the correct buttons—why can't I perform a move?  
A: You need first learn a move from Jemmy before you can execute it in the game.

#### Batman Beyond

- Q: How do I save a game?  
A: You can't save. You must finish in one sitting.  
Q: Which suit is the best?  
A: Each suit has weaknesses and strengths. The Orkadeus Suit is the most resilient one.  
Q: Why can't I jump to certain ledges?  
A: Some of the jumps in the game require you to use the Nimble Suit.

#### Mickey's Speedway USA (GBC)

- Q: How do I get a boost from the starting line?  
A: You must hit the A button just as the light is turning green. It takes practice.  
Q: Can I use the Transfer Pak with the game?  
A: Yes. You can use the Game Boy Game Pak to open many as a playable character in the N64 Game Pak.

PLAYER'S POLL CONTEST

# MAKE THE CUT

AND WIN  
A CUSTOM  
**RAZOR™**  
**SCOOTER!**



[razordepot.com](http://razordepot.com)



# 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.

2004 © Hasbro Entertainment Co. LLC  
E301-100000-010

## NO SCREEN TOO SMALL

Nothing stops Indiana Jones from fulfilling his self-appointed quest to find and stop the Infernal Machine. Help and hinder Scudica from doing the seemingly impossible by reimagining the classic pulp magazine genre that captures the action and depth of the movie's adventures in the game of the same title. From the Cossacklands of Utah to the alien-occupied ruins of Egypt, with his Soviet counterparts on the trail of an ancient mystery, the adventures of Indiana Jones, vicious natives, brain-leaving puzzles and armed Soviet agents stand in the way of Indy's success. But the hero of guns and green never wavers—swinging on his whip, collecting precious treasure, outwitting evil geniuses and saving the world from an infernal fate worse than anything he's ever faced before. The development team at HotGen managed to bring it all home with detailed graphics, intense puzzles and realistic action. So hold onto your hats as Hooper produces a preview trailer to keep you going until the game arrives this spring.



indianajones.com

# 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 Volodnikov, 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 Poison 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 cog found in the Sanctuary of Shalghale, are part of a puzzle. In this case, the cog activates a clock mechanism in turn, the clock mechanism runs along a ring that strikes the bell in the Sanctuary.

## NO DIGGING REQUIRED

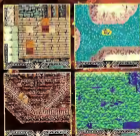
Indiana Jones seldom has to dig for artifacts and treasures, but there are times in the game when even the heroic Dr. Jones must stoop with a spade to uncover some booty. Most of the time, you'll find him sweating to move a block, climbing up a stone wall, swinging across a chasm with his whip, swimming 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 making a leap of faith. The angle of the perspective can make it easy to misjudge ledges. You'll find the shipwrecked ship if you're in the right spot.



Solving some puzzles is tough to solve each puzzle in a big part of the game, Indy can take a hit from falling, drowning, burning or losing HP from attacks. You'll be able to enjoy each level using the level in a different way, and you can keep on the game and continue play later using the keyboard.



There are many reasons to push crates and boulders around, such as working a step up in a ledge or a heavy object to place on a switch. Getting in hard work, too. Finding the cart in Soto Mine 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. The ones he simply collected and stored 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 creates a pistol with endless rounds of ammo.



An artifact that appears on the tip bar of Indy's inventory is used as the current stage. For instance, you might have to place an idol first; your inventory item is used next. The final parts of the Infernal Machine have special uses, like Atomic Mylar, which helps Indy fly to safety.

All of your items appear on the wagon, which you can access by pushing the START button. You can collect up to five Medical and Poison Kits and 10 Brewsters. In addition to the items, there are other items. The pistol is Indy's main weapon 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 16 stages of Indiana Jones and the Infernal Machine are large, open levels that contain many areas and secrets. A few, such as the Tien Shien River and King Solomon's Mines, take the form of rides through mazes. You'll find all the areas that were in the N64 game, but each location has been recreated with its own challenges on GBC. You can spend hours in some areas figuring out the intricate puzzles.

Fans of the M4 game will recognize areas such as Mexico, Nazi Tower, Olympic Valley, Russian Border, Polynesian Village and Mt. Rushmore, the Soviet Ironworks, but they won't recognize most of the new map locations in this GBC version. It's a brand new world for you and Indy to explore.



# GAME BOY a GOGO

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

## THIS MONTH

- **Batman: Chase in Gotham**
- **Max Steel: Covert Missions**
- **Mary Kate and Ashley: Winans Circle**
- **Blue's Clues: Blue's Alphabet Book**
- **Disney's Toy Story Racer**
- **The Duke of Hazard: Racing for Rome**
- **Toki Toki**
- **Ultimate Sailing**



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marks of DC Comics. ©2000

## CRIME SPREE PUNCHOUT

Based on the best animated Batman TV series, and featuring a variety of play styles, **Batman: Chase 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 fighting off 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 buddies have busted out of jail. It's up to you to round them up.



nintendopower.com

# 

Bussing loose from Blackgate Prison and Arkham Asylum is a defiant act of villainy; the most dangerous minds of Gotham have taken the city by storm. Only Batman and Bgirl have what it takes to put the loushorne mob back behind bars.



### 

Following a high-speed chase in the Batmobile, you'll track down the Joker at the Gotham City Museum. You'll punch your way through a gang of henchmen in art exhibits, an invading picture frame and on the shoulders of a dinosaur. In one victory, you'll clear the way by blocking strong air currents with comics. It all leads up to a battle with the Clown Prince of Crime!



### 

If you've uncovered the Glee Key, you'll take a ride on the Batboat in a bonus stage. Your mission will continue in a cloning lab on Gotham City dock, where scientists are working to develop a new body for Mr. Freeze. There, you'll encounter rats of deadly speed and high-voltage traps. After making your way through the madlike lab, you'll face off with Ben.



### 

The final stage of your mission takes you back to the streets of Gotham where you will see a building in pursuit of Harvey Dent (AKA Two-Face). When you reach the top, you'll face the machine gun-toting villain and helicopter that is also equipped with automatic weapons. Jump out of the way of the shots and focus your energy on Harvey.



### 

The battle begins on the streets of Gotham and spills into the Iceberg Lounge, a huge warehouse that has been transformed into a giant icebox. In one particularly challenging passage, you must cross a wide path by jumping from one ice floe to the next. Cash in the refills to also find area completely. Then prepare to face off with Freeze, the coldest criminal in Gotham.



### 

There's no rest for the weary as you come fighting mission takes you through a rocket chase with Rocky Blackie, a motorcycle race and a battle in Gotham Park with Bgirl under your wing. After you survive a struggle with plant people and hold vines, you'll enter Poison Ivy's secret lab, where the vicious villain's cardiac bag experiment with deadly gases. Shut it down!



### 

Your journey takes you to the Bi-Bat train station where you'll uncover the mission behind the supervillain's time space. As you ride the headsets on and in a train, you'll be able to power up for a fight with double-burled laser cannon. When you go up against the cannon, avoid the laser shots and energy blasts, then it'll hard when it drops down to ground level.



## 

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



#### 

Your most reliable weapon is your own strength. You'll be able to glow through most enemies with your Batswift.



#### 

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



#### 

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

## 



In between side-scrolling, enemy-punching action stages, you'll have a chance to ride some powerful vehicles. You'll chase the Joker while driving the Batmobile, the Iceberg Lounge while riding the Jet Way and an against a mob of motorcycles, enemies with Bgirl on the Batcycle. You'll also be able to take control over the Batboat if you locate the Glee Key.



#### 

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.



#### 

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



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## ACTION TO THE MAX

Loaded with advanced strength and speed, and bound to his need for Transphank Energy to stay alive, Max Steel is a man with a mission. You can join him for more than 10 long missions of undercover action in Max Steel: Cover Missions from Mantel Interactive. As an agent of N-Tek Corporation, Max travels the globe to combat the likes of John Dread 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 making 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.

### Flot



Activate Turbo Power and switch to your Flots to punch through enemy barriers.

### Plasma Rifle



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

### Rocket Launcher



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

### Laser Pistol



Take down security guards and weak combatants with a single Laser Pistol shot.

### Sniper Rifle



The Sniper Rifle ignites pinning rounds with maximum accuracy—a deadly combination.

### Soft Gun



The N-Tek developed Soft Gun also uses anti-frag bullets with advanced shrapnel.

## HELP IS ON THE WAY

Max needs Transphank 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 topped out.



### First Aid Kits

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



### Transphank Energy Containers

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



### Extra Life

If Max's health bottoms out, you'll lose a life in reserve. Collect as many Extra Lives as you can find.

## 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



Soft Gun

## 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

In this Turbo Power Mode changes Max's body with superhuman strength and speed, giving him the ability to blast through some barricades with his fists. Transphank Energy is required.



### Stealth Power

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

# 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 ammunition hard to come by at times. So make sure 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 an N-Tek agent who can give you inside information about enemy actions.



### Mission 2

The D.R.E.A.D. target is Heaven Dam. Three bombs have been placed within the dam structure. You must find and deactivate all 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 seeping out of the picture, you can turn the tables on the team that targeted the dam. You'll enter its heavily guarded 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 that mission by planting bombs in two vulnerable coastal 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 horde of Max-eating sharks.

## Take to the Air



Max has access to an MX25 Attack Jet for missions that require air combat. The jet can take a lot of fire and land only for maximum maneuverability. It's equipped with a cannon 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 N-Tek's gateway vehicle, N-Tek intelligence has discovered an enemy base in Antarctica. Your role now is building a stealth bomber. You've got to fly there and stop them.



### Mission 2

This bomber is located in a hidden depot within the D.R.E.A.D. Antarctic base. Enemy forces are using a device that they stole from N-Tek in the bomber. You must retrieve the device, then plant explosives under 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 MX25 jet to another location. You'll start by jacking your way out of the cell, then you'll navigate air vents to escape the base.



### Missions 2 & 3

You'll make your escape to the N-Tek Gel Oro Base in Mission 2 to find that jet overruled 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 ammo pickups are at a premium.

## Campaign 5: The Final Assault



### Mission 1

D.R.E.A.D. forces have retreated from the Gel 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 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 powerful enemies and plenty of dangerous traps. Move cautiously, conserve ammo and fight hard!



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## 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 Dunlop and Arden. 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 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.



## 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



It'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.

## 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 set of several courses. Courses range from dusty fields with a Southwest theme to makeshift championship arenas. Some courses are short, with closely spaced jumps. Other courses are endurance tests with lots of twists and turns.

### Earn Bonus Horses

By completing challenges, you have the chance to get bonus horses. You'll earn the chance to ride a stable full of new horses.



**ELVIS**  
He's a fast, but he's very fast.



**SCARPER**  
The fastest Scarper is a good jumper.



**BABE**  
Once he gets going, Babe is a fast horse.



**STORM**  
Storm is the best all-around horse.



### Enter a New Tournament

After you complete all of the challenges, you will unlock a bonus tournament that includes three new events: Crazy Horses, Green Dragon and Trick or Treat.

## WIN WITH STYLE

Once you get a feel for the controls, you'll be able to walk 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 pulling off a perfect round is smooth and 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 crucial turns—within tight areas. When approaching a jump, press the A button when you're a full length away from the obstacle.



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## 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 Blue's Alphabet Book from Viacom and Nickelodeon. 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 these activities in a row by selecting Blue. Each activity is fun and easy to learn.



### Musicline

Musical letters match in Musicline with Sidetable Drawer. When Blue 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 bucket 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 bucket will change.



### Snacktime

Letters and shapes mingle in Snacktime with Mr. Salt and Mrs. Pepper. Blue flips 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 Popoka. When a letter floats to the surface of Blue's soup bowl, you must match that letter in your bowl by painting it at each spoon. The activity continues until you spell a full word.



### Beach Book Skidoo

Letters dig up into a simple maze in the sand in Beach Book Skidoo with Shovel and Shell. You must push the letters through the maze to the water. The activity continues until you push all of the letters of a word through the maze.



### Bubble Burst

Bubble Burst with Slippery Soap is a classic memory-matching game. Several soapbubbles appear on the screen. What you see 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 a clue about a page location, Steve draws a picture that describes that clue. The illustrated clues appear together at 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 all of the fun and excitement of the previous games into one exciting activity. It includes both structured and free-form activities in a variety of ways to play.



©1993 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 racer 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 take 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, one-shot race. It's a great way to prepare for Tournament play. You'll start with one course selection per location, and more courses will become available as you make your way through the tournament.



### Tournament

The Tournament offers 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 third place or better every time.

### Unlock Tournament Courses



There are multiple courses in Andy's house, Pizza Planet and the street. In Quick Race Mode, you'll begin with a selection of one course per location. As you unlock more courses in Tournament Mode, you can then select those courses for single races.

### Race through Familiar Locations



#### Andy's House

The journey begins in Andy's room and quickly spills out into the entire house, upstairs and downstairs. You'll drive through closets, over porches and up onto Andy's bed. The biggest challenge is passing other racers. Try to pass them quickly on the make of a corner.



#### Pizza Planet

The first race in Pizza Planet features a ramp that takes you on a slide over the table tops. The rest of the race takes place on the floor, under tables and chairs. Two other restaurant courses serve up similar 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 are no problem. The races are mostly straightforward. One journey concludes on a single course between Sid's house and Andy's house.

## POWER UP OR DOWN

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



You can get speed, time, traction and durability boosted by collecting the right items. If you collect the wrong items, you could also be penalized for a few seconds. You can use sound-by-book tokens in Tournament Mode. Collect 30 of them to bring back an eliminated character.



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## RIDE WITH THE DUKES

Jump into the General Lee and get ready for a wild ride with The Dukes of Hazard: Racing for Home from Southpeak Interactive. You'll race through the roads of Hazard 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 dynamite 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 outman the sheriff, and keep them out from behind bars.



### Mission 1: Fairground Race

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



### Mission 2: Find Uncle Jesse

The second mission introduces the greater Hazard County area, where most of the missions take place. Uncle Jesse has been kidnapped as he was trying to make a mortgage payment. You've got to find him in a hurry.

### Hazard County Races



If you want to take a break from your missions, you can too in an collection of races through Hazard County. Before 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 in Uncle Jesse's truck near a gangster black-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 mortgage payment is still outstanding. You have only a couple of minutes to get to the bank before a clock strikes the Start Button to bring up the map, and use it to find the bank in the middle of town.



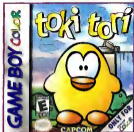
### Mission 5: Run from the Law

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 famed Overland 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 Bust

There are police barricades on the way to the fairgrounds. You can get through them by blowing them with a dynamite arrow. You'll find one in the garage where the kidnappers were hiding in Mission 3. But the arrow, blast the barriers and race to the fairgrounds.



© Two Tribes

## SCRAMBLED EGG COLLECTION

Easy to learn and fun to play, Toki Toki, 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 Eyes 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.



## 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 four worlds contains a total of 85 eggs. One of the moves that you'll learn in the Forest Falls world is Freeze-a-Matic. It allows you to freeze an enemy in an ice cube. Since frozen enemies become obstacles, you must think before you freeze them.



Another move that you will learn in Forest Falls is Telewarp. Using the Telewarp move, you can warp to a flower wreathable area. You can warp in any of four directions, but the distances set and you can't warp into obstacles. The Telewarp 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 Shoot Trap. In level 3, you'll begin at the top of a tower with no apparent escape route. The only way to proceed is to warp to the right of the tower and fall to the next ledge.



When you encounter a ghost in level 3, you can use a Ghost Trap to make it fall to the ledge below. The ghost will leave alone that you can fall through, too. Use the Eyes to scroll 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.

### All the Right Moves



The biggest challenge in playing Toki Toki is knowing which move to use and when to use them. You may have as many as five different moves at your disposal in a given room. When you learn a move, you'll learn how to use it in a one-sided lesson level that will help you identify the right circumstances for every move.



### Slime Cave

As you attempt to collect the 85 eggs in Slime Cave, you will encounter many gaps in the path. You'll learn that you can cross slime gaps by creating gap-killing criss. Another way to cross gaps is to use one of the first 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 go over enemies, you'll need other means to deal with them. The Shell Sucker is a particularly useful enemy elimination tool. You can use it like a vacuum cleaner to pull enemies from the path.



### Bubble Barge

In the Bubble Barge world, you'll learn 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 stranding in bubble forms, you can recharge your Bubble ability. You'll find 81 eggs in the world in all.



Enemies float up and down throughout the Bubble Barge world. When floating 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 Multiplayer 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 clock 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. So sorry!



### Grand Prix

The Grand Prix brings three 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 course.

### Take a Break on the Beach



If you collect special palm discs in the Grand Prix, you can take a break from surfing between events and enjoy one of two different bonus games. You can take target practice with a flying disc or engage in a fast 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 shelling grounds 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. Here, however, you'll be able to take to the cold waves in Ultimate Surfing. Be sure to avoid the ice floes.



#### Japan

The Land of the Rising Sun makes the land of the massive waves. Japan's stormy course is wind-swept and spectacular. Obstacles on the course include oil slicks and floating debris. Hold on! It's going to be a wild ride!



#### Brazil

The Grand Prix wraps 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 jellyfish.

# 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 taxi and taking swings at golf and tennis, Mario is making a house call as a physician in a doctored-up version of Tetris. His latest operation, Dr. Mario 64, is a faithful update of the 1990 puzzle game for the NES and Game Boy, which was one of the earliest stack-'em-ups to build upon Tetris's classic formula. Dr. Mario added colors to coordinate and viruses to eliminate, 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 mess with the original prescription, adding only slightly tweaked modes along with a Runy and forced story mode and a four-player competition. Dr. Mario 64 is fine, engaging 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 reborn as Pokémon Puzzle League last year) is better at intensifying the pace of beat-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 PPI on store shelves, but Dr. Mario 64 is still a nifty, little game in its own right. It's a sundae prescription for fun if you're looking for more restrained, calculating puzzle action, and its hard-to-resist bargain price is just what the doctor ordered.

**COMMENTS:** Janel—While not as challenging or habit-forming as Pokémon Puzzle League, it has an old-school charm. Oliver—Still as addictive as ever, but it could have used some new game play variations. Sonja—I love it!



- 4-Player Multiplayer
- 3 Top 6 Games
- Save Gameplay
- 6 Viruses

GRADE:

- OVERALL ★★★★★  
GAME ★★★★★  
PLAY ★★★★★  
VALUE ★★★★★  
SOUND ★★★★★



**BLUE'S CLUES: BLUE'S ALPHABET BOOK**

How do you spell "good edutainment"? Blue knows how.

Lovable *Blue* and her owner Steve appear in their first PBS game, which is a wonderful tool for helping preschoolers recognize letters and objects. Color-coded graphics and characters like Pappie, 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 pupa from *Blue* will encourage youngsters to help Shrimp Skip uncover letters in a memory game, identify patterns played on Side Table Drawer's alphabet xylophone and catch matching letters into Baby Bear's basket.

Like any good teaching tool, Blue's Alphabet Book meant to be played by children while an adult is

guiding them, and every admissible 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 Mattel 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. Jenna—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 likes the show or a younger brother who's always missing up your other Game Boy games because he doesn't understand them, this game should be a perfect fit. It matches the kid-friendly charm of the show. Scott—Definitely a learning tool for toddlers. Black Alphabet Book provides a good variety of letter recognition exercises.

## THE DUKES OF HAZZARD: RACING FOR HOME

Yoooooooooooooooooooooo-hawwwwwwwwwwwwwwwwww!

Over 30 years after the souped-up General Lee began baring rubber through the backwoods of down-home Hazzard County, the good ol' Duke boys are kicking up more dust in a GBC showdown of fast-paced racing and chasing. And talk about southern hospitality—SouthPeak's bring-a-job-a-sinner-ten-up game serves up heaping helpings of everything from a bevy of cars to diverse missions and objectives. The game's longer than any pit of poats Dairy Duke has ever doped, and all 41 missions are a hoot-and-a-half with goals ranging from maiming 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, Ben

Haggis Cadillac, Datsun's Jeep or any of the other dozen vehicles, you'll have a blast tearing up the dirt roads and town streets. Great, restful controls allow you to fish-fry and launch off bumps, while cool features like cross-bars allow you to blast away berrandos. Rocco and other drivers will pursue and run you car successfully conveying the thrill of the chase. It's pure Datsun of Hazzard high jinks, and it's everything that Volkswagen 8 for GBC should have been.

**COMMENTS:** Alan—I was surprised by how good this is. The cars handle realistically—if you turn at full 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 gutty pleaser. I especially love the Driver-style chase sequences, like getting away from Ronco or dachung Boss Hogg by jumping over the river. Jessi—Quite the enjoyable little driving game. It's more fun than chasing a grueled polecat through the Flack-Wilds. I reckon.

- 5000 people
- 1000 people
- 2000 people
- 1000 people
- 1000 people



## 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 2001. In the first "Tilt Response" video game, you can guide poly-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 pen-and-scan camera.

It's all in the wrists, when it comes to maneuvering 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

novelty 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 test 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-see 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 wondrous to behold, but you'll have difficulty beholding them without a perfectly positioned light source. **Scott**—There's a reason video games use Controllers. Sorry, Kirby. **Jenni**—Kirby Tilt 'n' Tumble is a refreshingly different way to approach handheld gaming, and it presents a unique challenge. **Alan**—A creative and entertaining game and a stunning example of why Game Boy continues to be the most versatile platform on the market.



4



- 4 levels of playability
- 1 player
- GBC exclusive
- 6 levels, 5 minigames
- Tilt Response technology

**ALAN** ★★★★★  
**SCOTT** ★★★★★  
**DREW** ★★★★★  
**JENNI** ★★★★★  
**DAVE** ★★



## TOKI TOKI

Eggheads wanted.

For a company better known for its action and fighting hits, Capcom can hatch a pretty sharp puzzle game. Toki Toki is a smart brain teaser starring an egg-shaped bird. In each multilevel area, you must clear 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 maddeningly 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 item can prevent you from reaching all the eggs. The order in which you gather up the goods is crucial, since your Bridge Builders, Slicewhips and other items are available in scarce quantities. You can't double-back without wasting items, so much of the problem solving requires sky planning and lots of trial and error.

Toki Toki is a tricky and fine-tune puzzle that's as up-tile a platformer, and the charming presentation gives the brain-teasing game more personality and charm than you would normally find in a thinking person's game. Brains, good looks and personality, too—Toki Toki 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. **Jenni**—The game is an endearing, little puzzle that gives the goofy main character different stuff, which you have to figure out how to use to pick up all of the tokens. **Drew**—Challenging and enjoyable.



4



- 4 levels of playability
- 1 player
- GBC exclusive

**DREW** ★★★★★  
**SCOTT** ★★★★★  
**JENNI** ★★★★★  
**DAVE** ★★★★★  
**ALAN** ★★★★★





## MARY-KATE AND ASHLEY: WINNERS CIRCLE

3½

Hoarse 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 Accclaim has trotted out another surprisingly solid game to add to its stable of Olsen sisters hits. *Winners Circle* turns in a steeplechase course 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 reaching each one is challenging fun since the happy trails zigzag with unbridled whimsy. Saddled with noteworthy music that reflects the pretty

settings (like a nightmare ride through the horse graveyard course), *Winners Circle* features plenty of nice flourishes. The eight rounds of gymkhana challenges are particularly snazzy—they require you to steer your horse around mazes of obstacles to retrieve dozens of items within a three-minute time limit. And even the medals 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 *Shorland* 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:** Scott—It's about time there was a horse riding game for North America (it seems Japan got all the equestrian action). Surprisingly, Accclaim's offering is pretty fun. Oliver—I don't like the Olsen twins, but I like their games. Jenné—It's a tough exercise in timing and coordinating riding outfits, and it succeeds on both levels.



- Nintendo Game Boy Advance
- 1 player
- GBi multiplayer
- 12 courses
- 8 challenges, 5 tracks

GAME ★★★★★  
 AUDIO ★★★★★  
 VIDEO ★★★★★  
 TEXT ★★★★★  
 OVERALL ★★★★★

EVERYONE  
**E**  
 6+ (ES, ESR)



## MAX STEEL: COVERT MISSIONS

3½

National 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 sink through his 32 minutes using three different N-Link Power Modes—Normal, Turbo and Stealth. Each mode gives Max unique abilities, whether they're superhuman, wall-crushing fists or super-sneaky 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.



**COMMENTS:** George—A solid GBC action game. The one thing that's missing is a mapping feature, as it is very easy to get lost in the large, maze-like levels. Chris—I liked this game quite a bit at first, but it got old. I ended up wandering for a long time, because the game allows you to go off track very easily. Still, the different outfits and variety of weapons add to a pretty good platformer. Jenné—The mission objectives are as silly and unimpaired as an actual episode of the Kids' WB! computer-generated time-waster fuel, but once you get past the somewhat clunky way Max moves, you'll appreciate the level design. You have to sneak around a lot since you can't really wallop the bad guys, and that's part of the fun. Drew—Max Steel is a standard run-and-gun, midlevel shooter, but it has crisp graphics and fairly good play control. There are a few interesting twists in later levels of the game, but there's nothing here you haven't already seen a hundred times over.



- Nintendo Game Boy Advance
- 1 player
- GBCi multiplayer
- 12 missions

GAME ★★★★★  
 AUDIO ★★★★★  
 VIDEO ★★★★★  
 TEXT ★★★★★  
 OVERALL ★★★★★

EVERYONE  
**E**  
 6+ (ES, ESR)

Animated  
 subtitles



## BATMAN: CHAOS IN GOTHAM

It's a Dark Knight in Gotham.

No matter how much chaos 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 packs in cool superhero perks like Batman's Batarang, STUN Bombs, Batarang, 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 diving



levels, most notably a high-speed chase you play as *Batgirl*. With 18 levels, *Chaos in Gotham* offers plenty of eped crusading and come busting to be entertaining, but nothing you'll go all-out baty 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 uninspired bumbling platformer that doesn't do justice to the license. Jill—It's not very challenging. Jenal—If you've ever dreamed of donning the cowl to clean up Gotham City's dark, criminal-infested underbelly, keep dreaming. Oliver—It has great animation, but that's about it.

3



• *Use Game Boy Advance*

• 1 player

• *Only available on*

• *Infrared port capabilities for GBC*  
Key features

DEX ★★  
GEN ★★  
JEN ★★  
JIL ★★  
JL ★★  
SCOTT ★★

REVIEW

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, Doc 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 sported 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 putt 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 coos and aahs, the game play is pretty middle-of-the-road fare. Collectible coins dot the lengthy courses, and whenever you delve 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 world. 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.

**COMMENTS:** Jill—It feels more advanced than most GBC games. The tracks are exciting with jumps and unusual items. Chris—The graphics are great, but the rest of the game isn't worth the effort. George—You can play most of the game without steering. Drew—Impressive graphics but mindless play control.

3



• *Use Game Boy Advance*

• 1 player

• *GBC exclusive*

• 16 tracks

DEX ★★  
GEN ★★  
JEN ★★  
JIL ★★  
JL ★★  
SCOTT ★★

REVIEW

E



**Surl's up! Dude, where's my board?**

Nature'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 Nintendo, a company known for G&B gems like Harvest Moon, was making a genuine effort to create a worthwhile, fish-on-deep surfing experience. Without its vibrant graphics (the sunny scenery and nighttime shots and cascading water are beachy keen), detailed controls and two-player Game Link features, Ultimate Surfing wouldn't be worth getting asked about. In fact, the game is almost a complete waste because of its limiting format.



**COMMENTS:** **Chris**—It plays really fast but is repetitive. **Drew**—If you take over the nice-looking wave graphics, you're left with a lame, slide-scrolling racing game. Nintendo made an attempt to integrate surfing mechanics, but the game really has nothing to do with surfing. **The Flying Disc** videogame is probably the best thing in it.



- Nintendo 64 Magazine
- 11-2-1997
- Available online
- BBC exclusive
- Game link compatible
- 6 games, 2 minutes



**E**

## KEY



★★★★★ Red hot!!    ★★★ Kewl!    ★ Fashish!

★★★★★ May crack!    ★★ Ho-hum.    🍷 Wood!!!

## ESRB RATINGS

To contact the author,  
call 1-800-275-5774.

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.



**T** Teen (13+)  
**MA** Mature (17+)



1

## CRITICAL MASS

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

ALAN:   
ANDY:   
CHUCK:   
DREW:   
GLENN:   
JASON: 

JENNIFER:   
JULIA:   
OLIVER:   
NICOLE:   
RODOLPH: 

## ZELDA

Link is back in two exciting new Zelda games—The Legend of Zelda: Oracle of Seasons and The Legend of Zelda: Oracle of Ages. Be here in May to read all about Oracle of Seasons' first five dungeons, plus a look at Oracle of Ages' early queries.

## Mario Party 3



Next month Nintendo Power catches the biggest Mario Party yet. Put on your party hat, call up a couple of your rowdiest friends and get into Mario Party 3.

## Game Boy Advance Previews



The May issue of Nintendo Power features serious sneak peeks of some highly anticipated games for the Game Boy Advance, including Super Mario Advance.

## Nintendo Power Awards



You read the categories, you considered the options and you voted—now read the results of the 2000 Power Awards next month. You did remember to vote, didn't you?

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## PLUS!

- HERCULES AND XENA
- INDIANA JONES AND THE INFERNAL MACHINE
- ALIENS: THANATOS ENCOUNTER
- WWF NO MERCY
- LUFIA: RETURN OF THE LEGEND PREVIEW



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