

GAME BOY ADVANCE

PARTY WITH MARIO...AGAIN!

NINTENDO

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# NINTENDO POWER

ISSUE 100  
FALL 2000

ISSUE 100 COLLECTED

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POWER AWARD  
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THE LEGEND OF  
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# NINTENDO POWER



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GAME BOY COLOR

# SHREK

Fairy Tale Freak Down



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# THE LEGEND OF ZELDA ORACLE OF SEASONS

Double Fantasy 58



Flip in your Game Boy Color AC adapter, because you are in for a long adventure. Our extensive review of the small, recently released *The Legend of Zelda: Oracle of Seasons* and *Oracle of Ages* gets you to the fully empowered final of Seasons and the fair-sitting *Wings of Ages*. Strange costumes and much.



# THE LEGEND OF ZELDA ORACLE OF AGES



Party On, Mario!

22

Maximum Cool

40

Who Won?

90



Our 50-page collection of Mario Party 3 for Nintendo 64 sets the stage for hours of multiplayer gaming fun. The review includes strategies for every game board and more than half of the game's 71 minigames. Take in our party tips for the winning edge.



*F-Zero Maximum Velocity* is a racing game for Game Boy Advance systems, where the five models over the gaming landscape in 2000. The F-Zero game, being the only one only a system as powerful as the Game Boy Advance could contain the intensity of the fastest, no racing thrill.



What is the most Nintendo award, awarded to the greatest gaming pleasure of the year? Now, about the most impressive award ever, what game? The results for the 200 Nintendo Power Awards are in.



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# PLAYER'S PULSE

We've opened so much mail our paper cuts have paper cuts, and your creative Pokémon nicknames have left us speechless. While many Trainers call their Pokémon something near and dear to their hearts, a few sly devils actually use names as strategy. And it's not just Pokémon who have scored new handles—keep reading for more of your amazing Nintendo noms de plume.

## THE NAME GAME

Referring to the Write Away, Right Away from Volume 142, I named my Tyrannitar "Godzilla," my Corsola "Surfboard" and my Togetic "WingRider." My Pokémon are unbearable!

Chris Bayek  
Via the Internet

I have to thank my mom for a Pokémon nickname. I was trying to think of a name for my Butterfree, and she suggested "Margarite." I asked her why and she said, "It's butter-free!"

Sipor  
Via the Internet

Woods in Kirby's Pinball Land.

Pohjan Collin  
Los Higos, NY

I have all three legendary dogs, and one is named "MagiKarp." I did that because I like to see the faces of my opponents when they see the name MagiKarp and all of a sudden Raikou appears. Ohhh, it's funny!

Alan White  
Via the Internet  
That's a tricky tactic. He'll like to see you match wits against the Trainer who sent us our next letter.

I always name the second Pokémon in my party "Mew." Why? So when I'm battling friends and they see I'm about to send out Mew, they panic and bring out an anti-psychic type. It's a great strategy!

William Erskine  
Via the Internet

Nobody names Pokémon like my cousin. His names deserve the spotlight: Golbat is "Count Chocula," Persian is "Meow Mix," Ditto is "Guy Incongruo" and Krabby is "Judge Judy."

Mari  
Via the Internet

We the jury hereby find your contest guilty of having some very funny names.



In Pokémon Blue, I named my Squirre "Turt" because I was too lazy to write the word turtle.

Vince  
Via the Internet  
Maybe you should stick to training Snorlax instead.



I have a Scentret in Pokémon Gold that lost every single battle. I was getting really annoyed, but soon I was battling in the first Gym and he was my only Pokémon left. I brought him out to fight a Politoed, and my Scentret beat him in one hit! I went to the Name Rater and dubbed my Pokémon "Miracle."

Katherine Grant  
Clifton, NJ

## LETTER OF THE MONTH

I am concerned about the amount of electricity my video game systems take up. Do they require a lot of energy, or is it not a big problem for my electrical bill?

Cuong Yin  
Via the Internet

That's a timely question considering all the halloo-bloo over power prices these days. As far as our systems, the Nintendo 64 needs up to about 24 watts, the Super NES uses 17 watts—not including the power required for the TV itself—and the Game Boy Color barely makes a ripple at 3 watts. If that seems high, keep in mind that most lightbulbs use between 60 and 100 watts of power. It takes more power to switch on a light than it does to have Mario light up a Koopa Troopa.







## WE TALK REAL PRETTY SOMEDAY

When you guys get letters for the new (and better!) Player's Pulse, do you correct spelling and punctuation? I sincerely doubt that everyone who reads your mag is an A+ speller. And when people send e-mail, it's usually full of errors.

*Seawash Operator 2185*

Via the Internet  
While we always try to keep the intent of every published letter, we do sometimes edit for

spelling, grammar and content. Other wise, we'd have lots of letters which looked like yours, just like this one.

## PAPER PRAISE

Great job with Paper Mario. I was the first one at my school to get it, and the very next day everyone was asking me for help! Later, one of my teachers forgot his lesson plan. When I asked him why, he said, "I was beating up on Sky Guys all night!"

*Stapulgona22164*

Via the Internet



Maybe your teacher will give you extra credit if you help him through Dry Dry Desert.

## SK3 R35 4EVR

I believe that Tony Hawk's Pro Skater is the best game ever made. When I saw in Volume 131 that THPS4 would be released, I was ecstatic—until Volume 133 arrived and said it had been dropped. I was, needless to say, devastated. Then I got Volume 142. Game Watch said it was back in production! Is this just some cruel and unusual punishment, or is it really true?

*Attochell Row*

Via the Internet

It's glorious and true. The Hawk's wicked anger will thank its way onto your N64 this August.

## BABY WITH THE BATHWATER

Will Nintendo be making a converter that lets you play all of your N64 games on Nintendo GameCube? I have lots of Nintendo gear, and I don't want to sell it to a pawn shop or some kind of secondhand store, but I don't know any other way to get the games off my hands.

*Gregory Williams*

Via the Internet

Nintendo GameCube will not have an N64 adapter. But

before you run off to the neighborhood pawn shop, here is a brief suggestion: hang on to your system! The N64 is a well-built machine that should last for years after Nintendo GameCube is released. You wouldn't believe how many letters we get from people who want to get their hands on a Super NES or even the original NES. After all, what gamer doesn't get the urge to fire up Metroid or Kid Icarus once in a while?



## A SIMPLE REQUEST

Hey, I've got a great idea! Why don't you make a Dragonball Z game! It's the coolest show ever!

*Everyone*

Via the Internet

We get more than a few Dragonball Z questions. And while we don't have a confirmed game on the horizon, fans of the show should check out our GBC Dragon Warrior III preview on page 50. All the monster and character art in the game was designed by Akira Toriyama, the same man responsible for Golden, Trunks and the rest of the Dragonball crew. Plus, DWIII is a total blast!

## WHERE DID YOU GO?

I was wondering what happened to the game com-

## ★ POWER CHART

We have a lot of popular characters here at Nintendo, but who is the leader when it comes to appearing on our cover? This month's Power Chart looks into the question, counting the 13 stars who have graced the front of Nintendo Power the most.

## COVERING THE NP COVERS

1. Mario: 16 times
2. Bowser: 7 times
3. Link: 7 times
4. Yoshi: 7 times
5. Donkey Kong: 6 times
6. Diddy Kong: 5 times
7. Dixie Kong: 4 times
8. Kirby: 4 times
9. Mega Man: 4 times
10. Pikachu: 4 times
11. Batman: 3 times
12. Ken Griffey Jr.: 3 times
13. Simon Belmont: 3 times





## ARENA CHALLENGE

The March 10 deadline has come and gone, and the first ever Banjo-Toeic Soucer of Peril Arena Challenge was a smashing success. Our third place winner, with 593 points, was Dan Sacco of Hackettstown, New Jersey. Flying in at second was Zach Votipka of Rocklin, California, who finished with 557 points. The winner was Michael Flanagan of Williams Bay, Wisconsin, who ended up with an astounding 611 points—securing Banjo-Toeic bragging rights for years to come. Way to go, everyone!



pany Codemasters. They must be very rare, because no one I know has ever heard of Codemasters or their games.

ASP1000

### Who the Interview



You'll be pleased to hear that Codemasters is alive and well. In fact, they recently released two new games for the Games Boy Color—Pro Pool and Cannon Fodder. The latter was even nominated for the prestigious "Most Overlooked Game" award in our annual Nintendo Power Awards. How did it fare? Look on page 90 to find out.

## THE LEARNING CURVE

I'm 15 years old, and I love to play driving and racing games like *Cruis'n World* with my V3FX Racing Wheel. One day, my dad stopped his truck, got

out, and said, "I want you to drive so we can get your learner's permit." I was shocked, but I actually managed to do pretty well for my first time. When I told my dad it was because of all the driving I did on the N64, he just laughed. But I know it's true. Who knows? Maybe video games will be used to train drivers someday.

David Mathews  
Gallford, IN

Many driving schools already use video games to help their students. Other professions that use video games and video simulations for training include airline pilots and police officers.

WARD'S MUSICAL  
MUSINGS

I just made it to the end of Paper Mario, and I was so busy taking in the sights and sounds that I didn't catch the name of the composer. I loved the music in the game! I wanted to find out who composed it, but I just rented the game and had to bring it back. Also, do you intend to release the music in sound-

track form? I'd love to have it. Keep up the good work on the magazine!

Mervin T. Sober

### View the Internet

The composer for *Paper Mario* was none other than the famous Nishi Tetsuya. And there is a two-CD set of *Paper Mario* tunes that is currently being offered as a subscription bonus.

THE TRANSFER PINK  
TAGGO

Does Nintendo have plans to make any games—besides the Pokémon series—that are compatible with the Transfer Pak? That would be an excellent use of established technology.

*Andy Cherwin*

## Win the Internet



Actually, Andy, there are already a number of games out there that use the Transfer Pak tech.

nology, including *Perfect Dark*, *Mario Tennis*, *Mario Golf* and *Mickey's Speedway USA*. And since you'll be able to link your Game Boy Advance directly to your Nintendo GameCube, we're expecting many more games to use transfer technology in the near future.

THE GAME BOY ADVANCE  
PRICE IS RIGHT

Hey! How much is the Game Boy Advance going to cost? Thanks!

460

### Via the Internet

Your letter is so direct and to the point, we can't help but answer with the same. The MSRP, or manufacturer's suggested retail price, is \$99.95. That means \$99.95 is what we are recommending merchants charge for the GBA, but each store is free to raise or lower that price as they see fit—so be sure to check out a couple of different stores before you buy.

Reagents are provided by:

Mark Bishop, Indianapolis, IN  
Brian Comstock, Kansas, KS  
Johnny Caporaso, Fort Wayne, IN  
Joe (Don Long) Finch, GA  
Bobby Deane, Greenville, GA  
Brandon Finley, Jacksonville, GA  
Gemmaire Gots, Honolulu, HI  
Nancy McWhorter, VA  
Loretta A. New St. Charles, MO  
Steve Langer, Oyster Bay, NY  
Earl Miller, Long Beach, CA  
Leland Houser, Texas, TX  
Victoria Wierwille, Richmond, VA  
Earl Van, Richmond, VA  
Glen Thompson, Norfolk, VA

WRITE AWAY RIGHT AWAY

Game Boy Advance is out of the box, and Japanese gamers are enjoying the next generation of portable play as we speak. So what excites you most about the new system? The graphics? Maybe the link to Nintendo GameCubes? And what games do you want to see on the system? Send responses to the address at the bottom of page 116.



# ARTIST'S GALLERY

It's sports month in the Artist's Gallery, and skateboards appear to be in high demand. Our next assignment will take some thinking. We want to see pictures from your favorite Super NES game. Send your most creative work to the address at the bottom of page nine—we'll publish the standouts in our July issue.



Peter Mellon  
Huntington Beach, California



Levi Emerson • Longview, Washington



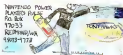
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Ryan Dixon • Jacksonville, Florida



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## Beach Smarts



## Sweet Hearts



### & Yellow Spongy Parts



Games for the true **NICKILODEON** Fan.



All of these values are noted



**THQ** All of these titles are rated **ESRB** **www.thq.com**



# GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS



GAME BOY MUSIC

## THIS MONTH

Continued: Circle of the Moon



Tony Hawk's Pro Skater 2



On-On Backet



Pitfall: The Mayan Adventure



Also this month:  
Tobin World  
Duke and Gears  
Ready 2 Rumble Boxing 2  
Duke's Monster Men  
GTA Advance Championship Boxing

## MAKING MUSIC ON GAME BOY ADVANCE

**A**t the recent Tokyo Game Show, Nintendo Co. Ltd. revealed the most innovative piece of software yet for Game Boy Advance. Game Boy Music is an amazing music creation program created by Nintendo's sound development group. Players follow a musical score on the GBA screen using buttons and the Control Pad. The Game Boy Advance PCM musical chip is so sophisticated that it can reproduce realistic instrumental sounds. You don't need to know how to read music, either, because Game Boy Music uses a simplified 8-note scale presentation and col-



orban, drums, trumpet, tenor sax, whistler, trombone, oboe, clarinet, piccolo, flut, maracas and harmonica. Players can link their GBA consoles in the Band Play Mode and jam together, as well. Game Boy Music will come packaged with multiplexers and a stereo microphone for improved sound reproduction. The speakers require three AA batteries for power. Game Boy Music will be released in September in Japan, but there's no word yet on a North American release date. Stay tuned.





# GAMERS CAMP OUT FOR ADVANCE LOOK

Gaming journalists from around the world recently descended on Coitman Lodge and Camp near San Francisco to see 17 of the launch titles for Game Boy Advance. Super Mario Advance, F-Zero Maximum Velocity, Mario Kart Advance and Rayman Advance were among the hotly anticipated titles, although Mario Kart Advance won't be released for several months following the launch. The gaming world also got its first chance to see several other games, such as Iridium 3D, Army Men Advance and Bionicle. Tale of the Tobiunga. The biggest hit earned out to be CastleVania Circle of the Moon. Tony Hawk's Pro Skater 2, Dodge Ball Advance and Pitfall: The Mayan Adventure, which you can read about on the following pages of Game Watch. Fire Pro Wrestling, Lady Six, Ready 2 Rumble Boxing 2, Twoccy and the Magic Jewel, Top Gear GT Championship and Konami Krazy Racer also made a splash at the camp. So pull up a log and check out the games as Nintendo Power revisits Camp GBA.

## IRIDIUM INVASION

Majorco's Iridium 3D is a space shooter featuring six huge levels, constant action, gorgeous graphics and cool weapon power-ups. Running at 60 frames per sec-



Iridium 3D

ond, Iridium is one of the best-looking GBA games of the first wave. Majorco pilot their starship through six 3-D worlds filled with alien attacks. It's harder to put down than a marshmallow on a stick.

## TROOP ADVANCE

Army Men Advance from 3DO has a more cartoonish look than previous Army Men



Army Men Advance

games, but players still battle Tan forces in plastic and human worlds. Sarge charges fearlessly into combat in 17 stages, or players can choose to be a more stylish hero by playing as Vikki. Players also get to drive tanks and boats and solve puzzles in their quest to bring Plastia to justice. Our campers said it was more fun than tipping over a canoe.

## ATLUS GETS A HIT

The biggest surprise at Camp GBA was Atlus's Dodge Ball Advance. Based on Super Dodge Ball from the days of the Nintendo Entertainment System, DBA is an all-new game with great graphics and fast, throwing action. Team members have hit meters, so they don't get thrown out after one shot. Players can customize the attributes of their teams and take on international teams in a global tournament. There are 50 special throws, and the cool two-player option was one of the favorites at the camp.



Dodge Ball Advance

## MIDWAY IS READY 2 RUMBLE

Ready 2 Rumble Boxing Round 2 also debuted at the camp. The GBA version of the popular arcade punch-a-carnie had familiar boxes and a rotating ring to give it something of a 3-D feel. The Training Mode helps get players up to speed in the ring. When boxes are ready to rumble, they'll take on a ladder of pugilists and unlock hidden opponents. Luckily, no fights broke out over this one.



Ready 2 Rumble Boxing Round 2

**S'MORE FUN AT CAMP GBA**



# FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

## DRAC IS BACK

**K**onami's Castlevania series has a rich gaming history, ranking with Mario and Zelda games in the hearts of many players. So it was with great anticipation that we've been waiting for a chance to play Castlevania: Circle of the Moon for Game Boy Advance. Sending the flame of our excitement were reports from evaluators in Japan who gave it the highest score ever received by a Game Boy title. Now, having seen Castlevania, we can report that the phenomenal score was

deserved. From the haunting moated chases of the opening screen to the exceptional play control and brooding atmosphere throughout the game, Konami has created a brilliant platform title that goes beyond any of its predecessors. A new item system features magic and cards that give you special powers, which you can access using the Right and Left Buttons. In fact, you can configure your hero's control functions any way you want. As for the action, you'll find plenty of nasty traps and a huge



castle full of treasure, hidden rooms, frightening enemies and powerful bosses. Castlevania: Circle of the Moon is a game that you won't want to put down, and since GBA is portable, you won't have to.



## SWINGING INTO ACTION

**A**nother classic platformer that featured whips and danger was Pitfall: The Mayan Adventure for the Super NES. Majesco's excellent new version of

the game for GBA will whip up even more excitement than the original. The action takes place in the South American jungle where Pitfall Harry Jr. swings from vines, explores temples and collects treasure. There are 10 main stages in the 2-D side-scroller and several bonus worlds found only in the new GBA version of the game. The play control and graphics are top-notch, too, thanks to an up-and-coming development team at PipeDream Interactive, the same developer that made Earthworm Jim for GBA. Pitfall will be ready for the

North American launch of Game Boy Advance. It's another adventure you won't want to miss.





# SAVE THE MICE

**S**epia's ChuChu Rocket for Game Boy Advance combines puzzle and action elements brilliantly to create one of the most engrossing brain games to grace

a Game Boy system since Tetris. The idea behind ChuChu Rocket is simple enough—players must guide mice (ChuChus) out of each room using directional signs. The mice are a bit thick and won't save themselves if left on their own. The manic layout of each room provides the challenge, along with the hungry, patrolling felines that prow through many of the rooms. If you plant your signs in the right places, however, the mice will scurry into waiting spaceships and blast off to safety. ChuChu Rocket is

available in Japan, and Sega hopes to release it in North America with the launch of Game Boy Advance.



# TONY'S TRIUMPH

Activision's Tony Hawk's Pro Skater 2 for Game Boy Advance is one of those rare titles that make gamers' jaws drop. Donkey Kong Country had the same effect on Super NES players, and Super Mario 64 blew away the N64 audience. Pro Skater 2 borrows people over with 3-D graphics, play control on par with a console game's and the full range of moves and goals that you'd find in the big brother versions of Tony Hawk. It's even more impressive when you consider that THPS2 creates a 3-D environment on a system that isn't supposed to support 3-D. Don't believe it. The 32-bit processing power of the GBA calculates a 300-polygon skateboarder on the fly and renders it as sprites that

appear almost lifelike on the screen. There's more to the magic than that, of course, but the effect is stunning, and the game is probably the first must-have title for GBA. Next month, Nintendo Power will present a full preview of Tony Hawk's Pro Skater 2, but for now, just enjoy the show.



THE HAWK IS IN THE HOUSE...



# N-SIDER NEWS

## BREAKING NEWS IN THE WORLD OF GAMES

### NINTENDO REVEALS FUTURE OF ADVANCE GAMES

In two separate press events, Nintendo recently revealed tantalizing tidbits about several upcoming Game Boy Advance games. The first event took place in Japan just before the launch of GBA at the end of March. Mr. Satoru Iwata, Corporate Planning Division Director/General Manager, Nintendo Company Ltd., wowed reporters when he revealed that updated versions of Nintendo classics were on the way for GBA. Mr. Iwata mentioned Metroid, Super Mario Bros. 3, Super Mario World, Yoshi's Island and Yoshi's Story, and he hinted that Nintendo is working on several highly innovative games for GBA that were too secret to discuss. (See this month's lead story on Game Boy Music.) Several weeks later, Ken Kobb, Director of Product Development at Nintendo of America addressed the GBA game's summit near San Francisco. Ken told the journalists that the Metroid game for GBA was an all-new game instead of an updated version of Super Metroid for the Super NES. Ken also mentioned that Rave has dedicated a substantial portion of its talented workforce to Game Boy Advance, and he promised that gamers would be blown away by the GBA titles that Rave is developing. Although none of the titles mentioned in the press conferences have a set release date for North America at this time, you can bet that some great titles are on the way.

### THE ENVELOPE, PLEASE

The Academy of Interactive Arts and Sciences held its fourth annual Interactive



The Legend of Zelda: Majora's Mask

Achievement Awards on March 22nd in San Jose, California. British humorist Martin Lewis hosted the event, at which awards were given in 27 categories. The Legend of Zelda: Majora's Mask won awards for Console Action/Adventure Game of the Year and Outstanding Achievement in Game Design. Mario Tennis won the award for Console Family Title of the Year. Other winners included SSX for PlayStation 2, with five awards, and Final Fantasy IX for PSX, which took home three awards. Blizzard's Diablo II for PC won Overall Game of the Year and Doom creator John Carmack was inducted into the Academy Hall of Fame. Nintendo Power would like to congratulate all the winners.

### KIRBY'S ADVANCE?

Don't be surprised if you see an unusual Game Boy Advance on the shelves shortly after the June 1st launch of the handheld console. Nintendo is planning an ship a limited number of pink Game Boy Advance consoles shortly after launch. The Fuchsia GBA will be semitransparent like the



bluish-tinted Glacier unit, but it will have a dose of hot pink, perfect for a well-rounded hue on the go.

### TETRIS FOR THQ

THQ knows a good license when it sees one, and when it comes to video games, no license is better than Tetris. The puzzle game that revolutionized its genre and sold millions on the original Game Boy is set to return on Game Boy Advance. Tetris Worlds will feature classic Tetris and new, enhanced versions of the world's most popular puzzle game—seven modes in seven



Tetris Worlds

worlds with special Tetris rules. Up to four players will be able to link their Advances for multiplayer action. In addition to the GBA version of Tetris Worlds, THQ plans to develop a version for Nintendo GameCube, as well.

### ACTIVISION ADVANCES

Activision has become one of the hottest video game publishers in North America over the past few years, so it's no surprise that the Big A is gearing up for a huge presence on the hottest video game system of the year—Game Boy Advance. Recently, Activision announced its first six titles for GBA. Leading off the lineup is Tony Hawk's Pro Skater 2, which is likely to become a benchmark for all future sports titles on the handheld console. After Tony, the active visionaries are planning on releasing Max Hoffman's Pro BMX, Shaun Palmer's Pro Snowboarder, Spider-Man: Mysterio's Menace, X-Men: Reign of Apocalypse and Doom, based on id Software's classic first-person shooter. If the other five games are anything like Tony Hawk, Activision will soar to new heights on Advance.

### MORE MONSTERS FROM ENIX

Dragon Warrior Monsters 2 from Enix is on the way for Game Boy Color. Actually, there are two versions of the game, Dragon Warrior Monsters 1: Coble's Journey and Dragon Warrior Monsters 2: Dark Adventure. Cole and Tara are brother and sister.



Dragon Warrior Monsters 2











## QUICK BYTES

## POWER PLUG

## CHAT WRAP-UP

### E3 UPDATES

## HIT LIST

After a month of number one, a promotion over his dropped to the fifth down to 100,000 for the debut of the official hip-hop music information site, <http://www.hiphop.com>, jumped to the top of the list with nearly 100,000 visitors in the month of February—about 200 per day!

1. [papermario.com](http://papermario.com)
2. [zelda.com](http://zelda.com)
3. [heytherepokemon.com](http://heytherepokemon.com)
4. [pokemonstadium.com](http://pokemonstadium.com)
5. [mariotennis.com](http://mariotennis.com)



TILTNTUMBLE.COM

Game Day Online players will soon be using Andy's right hand, but more to roll and pop the pinkie perfect. Kixey, through his latest interactive advertisement, The official Nintendo website for Kirby: Fit 'n' Thrill, provides wallpaper, winning strategies and a special all eight of the game's worlds. Online Writer Andy Thompson assumes as that visitors to the Nintendo.com will not be required to tilt their computer keyboards to navigate the site.



## PRINTED WEBSITE LIST

[illegible][illegible][illegible]

When you see the MP logo next to a tip or video preview at Nintendo Power, it means you can see more on [nintendopower.com](http://nintendopower.com).





©2000, 2001 Nintendo/US GIGAMON SOFT

Break out the confetti and noisemakers, because Mario is back and throwing his biggest bash ever. Cutting loose with 71 new minigames (including shindy shenanigans reminiscent of

Donkey Kong's Blockbusting, Starfy's daylighting and Mario Golf's putting), Mario Party 3 is busting with fun reasons to celebrate. The party modes shown below are just two of them.



## BATTLE ROYAL



Party animals now have two types of game board to party on!



Mario Party is pioneering the board game genre for video games, and Battle Royal Madness is the third and final way to play in Mario Party 3, one to four players can explore the six Battle Royal boards for chances to play any of the 71 minigames.

## DUEL



**MP3** Fight for your right to party in Dual Mode. The all-new two-player game boards require you to face your enemies like Donkey who's at back in Paper Mario-style battles whenever you cross paths with your opponent.

nintendo.com



# ITEMS

You roam each of Mario Party 3's game boards in search of Stars. The items below can help you catch a Star, and you'll find most of the goodies in shops or Item Minigames.

I'm a genius in a berrie, huh? I'll take you straight to a Star!



## SKELETON KEY

5 COINS

Sometimes, a gate lies back the shortest route leading to a Star. If you have a Skeleton Key handy, you'll be able to walk through it unimpeded.



## POISON MUSHROOM

5 COINS

The Poison Mushroom turns a player from moving most three spaces in the next turn. Used on any player who's closing in on the Star.



## CELLULAR SHOPPER

5 COINS

If you're far from a shop and need an item early, the Cellular Shopper will put you in touch with Load or Baby Bowser. Give either merchant a ring to get your merchandise on the spot.



## PLUNDER CHEST

10 COINS

With the Chest, you can swipe an opponent's coin. Target items will have the precious Magic Lamp or Boo Bell. If your opponent has more than one item, you'll steal one at random.



## DUELING GLOVE

10 COINS

If one of your rivals is cutting pretty with a number of coins, the Dueling Glove will give you a chance to win them. The trophy item allows you to challenge your opponents for all their money.



## GOLDEN MUSHROOM

10 COINS

When lucky traps lay a few steps ahead of you or you need to go the distance, grab the Golden Mushroom. You'll get three coin rolls so you can travel up to 30 spaces in one turn!



## BOO REPELLANT

10 COINS

Players capture Boos to steal coins or Stars from you. If the ghost is trying to scare you out of your booty, the Boo Repellent will protect you. Buy it if it scares you a little!



## MAGIC LAMP

20 COINS

The quickest way to reach a Star is by winning the game, but if you're too far from the Star to reach it, the Magic Lamp will allow you to buy a Star and 20 more today. The Star.



## KOOPA CARD

BARE: NOT SOLD IN STORES

One of four rare items that you can score only by lucking out on a random Space, the Koopa Card will allow you to win all of the coins in the bank when you pass it. One-chip!



## LUCKY CHARM

BARE: NOT SOLD IN STORES

The Game Boy chance games are a gamble since you'll eat up all your money on the line to play. Use the Lucky Charm to call him so he'll challenge one of your rivals to play for all or nothing.



## MUSHROOM

5 COINS

A step down from the Golden Mushroom, the regular variety of Mushroom will give you two rolls of the die.



## REVERSE MUSHROOM

5 COINS

To make a player backslide on the next move, use the Reverse Mushroom. If you're carelessly out, avoid a Reverse Mushroom by using a Poison Mushroom on yourself.



## WARP BLOCK

5 COINS

If you're stuck in a barely trapped part of the game board, use the Warp Block to trade places with someone. Be careful when using it since you'll swap spaces with a random player.



## BOWSER PHONE

10 COINS

When Bowser pops up, he'll make his victim choose one of a handful of bad propositions. Put your opponents in a dire dilemma by sharing to the Koopa King had sending him the way.



## LUCKY LAMP

10 COINS

Much more than a lamp, the Lucky Lamp will change the location of the Star if you call her. But her temp when someone's close to the prize or if the Star is stuck in a hazardous part of the board.



## BOO BELL

15 COINS

To a few of a Star or coins from an opponent, give the Boo Bell a ring. When you ring it, Boos will offer to trade something from the owner of your choice. If you play ten bell coins, he'll steal a Star.



## BOWSER SUIT

10 COINS

When players are caught out on the Bowser Suit, you can use the outfit for one turn, and any player who puts you right on a random 20 coins if they fail for your getup.



## ITEM BAG

20 COINS

The best deal for your money, the Item Bag comes stuffed with three random goodies. The items in Todd's grab bag differ from the prizes in Baby Bowser's sack, and neither bag is a bargain.



## BARTER BOX

BARE: NOT SOLD IN STORES

All players can carry up to three items at a time. If the Barter Box is in your inventory, you can use it to trade all of your items for everything your opponent's inventory.



## WACKY WATCH

BARE: NOT SOLD IN STORES

By activating the Wacky Watch, you'll set the game so that only five turns remain. Use it to finish things quickly when you're in the lead or to extend a game that's in its final turn.



# MINIGAME SHOWCASE

The minigames fall into one of the seven color-coded categories on the right. All variations can appear in Battle Royal, except for the ??? Minigames, which you can unlock only after completing Story Mode.

MINIGAME KEY		BATTLE
4 PLAYER	1 VS. 2	1 VS. 3
2 VS. 2	1 VS. 1	???

## Mario's Puzzle Party



In the Retro-style puzzle, you can befriend the black party by eliminating multiple blocks at the same time. Mario's Puzzle Party is a great way to spend time with your friends.

## Water Warped



The first to sell five bags around the water warping minigame. You'll drink a lot while competing on the choppy seas, so you may want to avoid making wide turns.

## Snowball Sam



Start in place and press B rapidly to form a snowball. Then push it around the playfield to build it up. The bigger the snowball, the more you can punch it if it picks.



# BATTLE ROYAL

The four-player party gets hopping on five main Battle Royal game boards. The sixth board, Waluigi's Island, will be available in Party Mode once you've earned all seven Star Stamps by completing Story Mode.



Story Mode sends you party hopping on a whirlwind tour of six Battle Royal boards plus six two-player Duel boards (see pages 30 and 31). The Battle Royal festivities begin in Chilly Waters, a winter wonderland that's locally the coolest place where partyers can hang out.

## 1 ACTION TIME Rolling Snowballs



Whenever you land on a T-Space, you'll trigger an event that could change your location on the board. You'll move to the nearest pink space in your path if you don't react, and that won't help if you're closer to the Star. On the Chilly Waters board, landing on a T-Space will roll out a snowball. Press A to push over it to stay where you are or do nothing so you can go to a snow location.



## 2 DANGER This Ice



Smack debuts the center of the board, which is a lake covered by a thin sheet of ice. If two players stand on it at the same time, the ice will crack and both players will fall. Free to the pink space that sits on the shoreline. If you need to stop just the slightest instant, use a Mushroom for a high fall.

### Parasol Pursuit



Unleash the off or four-player games, everyone has a chance to grab a some coins. Open and close your parasol to control your descent and float into a falling coin.

### Nessy Memory



Revenge fantasies is this across places. The Gray Guys won't take down all of the items, so carefully watch them to you remember only what's necessary.

### MPIQ



In Mario Party 3, Tard is the host with the most to squander. He loves to give players a new to do, so you'll want to be on the ground to be on the ground.

### Curtain Call



As a showman of time, Koopie and Gumbies dance across the stage, manage the order. You'll get to see on their performance, like who was there from the left.

### Toadstool Tilt



The player who wins the black that confirms the Mushrooms will become a gem who must attack the other players. Royal getting attacked by running by the walls.

### Acres High



In the wild, blue you're the host with the most to squander. He loves to give players a new to do, so you'll want to be on the ground to be on the ground.





Beach parties are a blast, but the Deep Bloater Sea board takes the party a few fathoms lower. The second Battle Royal board sits at the bottom of the ocean, where leagues of party crashers like a shark, an anglerfish and a baby squid hope to have some fun of their own.

### 1 ACTION TIME! Angler's Choice



The path in front of the game might have paved way? Sports, as there's a good chance you'll be wished to another part of the board you take that road. The winner of the last hand points to the bank where you'll be headed for, and rapidly too. Art you don't want to change of scenery? Since you can't win a Banker's Star if change of scenery who landed on the road? Sports you're the player who landed on the road? Sports during a game, the banker has a path in a good road to travel down if you're willing to fight the current.



2 Torpedo Shark



At the intersection, the leading truck will ask you to press one of four buttons before heading down either fork in the road. One of the buttons will launch a Tornado if you pick it; the vehicle will blast you off course so that you land on the other branch of the path.

### 3. Molarity Squid



if you land on any? Spores on either path will perish beyond the shark's domain, the baby squid will tell us, repining to place you on the opposite path. It is a pity to land on the topods? Spores, so traveled down the path you'd rather not be on in the hopes of getting recruited to the good where you'd rather be.

### Chip Shot Challenge



Drop the ball as close to the hole as you can. Merit how the person in your rivals' shoes and on effect the shots, then adjust your golf swing accordingly.

### Rockin' Raceway



Tap A and B alternately, rocking out a rhythm that swerves your govt meter without losing two cents. Toss your taps so you feather over the power up when it isn't blue.

The Best Goes On



While keeping time with the beat, rattle the bottom potpourri. Each drummer will build upon the rhythm by adding a particular bottom tap. It's a task to keep your addictions simple if you're playing against CPU players, but if you're drumming with friends, break the pattern to make things tricky for them.

### Treadmill Grill



Try to stay on the thinking track as you're awarded the five and try to score on the competition by revealing your rivals so they're helpless. If you attack, using the ground point, make sure no flames are nearby since it takes a second to recover from the point.







An oasis of minigames and a hot spot for fun, the Spiny Desert heats up the party action with dangers worth sweating over—like sand traps and things that aren't what they seem.

### 7 Sand Pits



If you land in a? Spine in the roundabout, you'll fall into the antihole and wait to the other circular path. The sand pits make great shortcuts when you can circle them as you lean on a? Spine.



### 2 Two Stars, One Mirage



While only one Star appears at a time in the other outside Royal boards, the Spiny Desert always boasts two shining gems at a time. One of the Stars is fake, and it will disappear when you reach it. Look down the sand dunes to see the Magic Lamp which always takes you to the real deal.

### 3 ACTION TIME! Cactus Jumping



If you head down the path accompanied by the cactus couple, you'll have to jump over both of the prickly plants to stay on course. If you're looking to wrap to another part of the board, land on the? If the cactus stings you, you'll land on the pink space on the left. The girl will send you to the left? Spine.

I've got what you need to? Cactus Time Spine. Jump over me to reach it.



### Tinycop Pail



Press the button that appears on-screen to power your sled. Tip the button quickly, but be careful if a snowed-in balloon your party. If you don't wait for it to pop, you'll crash into it.

### Ridiculous Relay



The long slider and robot spider are the most difficult side-goes to happen in the relay. Slider pilots must focus on dodging obstacles, while spider pilots must focus on carrying them.

### Tidal Toss



While one player makes waves, the other three must keep over them. Stay afloat by staying close to the boat and going immediately after the solo player hops.

### Boulder Ball



If you're the solo player who's rolling the boulder down the slope, smooth them all the way to the bottom. If you're a member of the three-person team, aggro up the hill to reach the top.

### Spotlight Swim



As the lone player, dive whenever a light lets you to avoid getting caught. As part of the three-person team, follow the bubble to keep tabs on the submerged swimmer.

### Hide and Seek



One player has three chances to guess the hiding spots of the other three players. Success in Hide and Seek is based purely on luck, so it's more fun than the other ones on these pages.





Getting around in the Woody Woods won't be easy since polky moles consistently change the direction of travel. Apparently, some party animals are party poopers.

## 7 Changing Direction



The red signs at intersections point to the path you must take. If you land in front of an animal house, it's marked by a flag, you can play the barrier to reverse the sign.



## 2 The Signs Keep Changing



The moles will change the direction of the signs at every turn and they'll also reverse them if you land on a 7 Space. Since it's hard to predict where you'll be, for now, it's go, buy a Reverse Moles button once you need to go against the flow of the signs.

## 3 ACTION TIME! The Giving Trees



If you land on a 7 Space in front of one of the trees, you'll receive an item. The game tree has good items, while the purple tree offers bad ones. Press Left or Right on the Control Stick to choose an item. If you don't choose, the tree will choose for you.

Who is the mole? It's me, and I'll change the arrow signs to often as possible.



## Babbling Bow-loons



Unlike other marmosets, from Bambi are one player activities that offer items instead of coins in the archery game, wait for a clear shot to roll in from.

## Key, Butter, Butter!



No strikes or balls are allowed in Baby Bowler's baseball game. You have one chance to hit Baby Bowler's path. Use the Control Stick to aim for the prize you want, and avoid hitting the ball down the center since Baby Bowler will easily catch it.

## Swing it Swope



Keep an eye on the Baby Bowler who's carrying the prize you're after. Use the Control Stick to swing him with your hammer. As long as you're a Baby Bowler, you'll win a prize.

## Swinging with Shunks



Before the 10-second time limit expires, you must jump on your swing in the hopes of landing on an even. Taming a squirrel land—in reach the farthest item, you must hit the A Button when you're near the beginning of your de-swinging.







Spooksters will go batty trying to score Stars in Creepy Cavern. Treasure chug back and forth across the game board, and they'll railroad you into wandering off track.

## 1 ACTION TIME! Ride the Train



The scenarios outlined by the railroad will offer you a train ride. The trains change their direction of travel after every trip, so keep track of where they'll be heading next and hop aboard if they're going your way.



## 2 DANGER! Train Crossing



Remember the game at the end of the most difficult boards, Creepy Cavern boards? Well, that will give you the other end of the track you need on a railroad's 7 Spikes. Since the trains make it tough to navigate Stars that appear on the tracks, sneak in a Lucky Lamp so you can change a Star's location.

## 3 The Whomp King



Skeleton Keys are cheap and useful, so you should always drop around for one early in the game. In Creepy Cavern, you can use the Skeleton Key to unlock just the Whomp King, which always sneaking around the pathways that runs north and south across the gameboard.

Don't worry unless you have a Skeleton Key. I need my handy key!



## Rainy Plains



The duo that gambles at the most pieces in 30 seconds wins. It really is a A to eat and sweep back and forth while moving forward to show down large chunks of the pie.

## Log Jam



Place logs on the chopping block or back them into the firewood by pushing the bottom then the top. If you hit the wrong button, you won't be able to move for a second.

## Cosmic Coaster



Ride the roller coaster and slide from side to side to dodge the obstacles hanging over the track. Look into the distance to anticipate incoming hazards.

## Picking Ponies



Pick and toss objects into the basket to harvest a victory. When timing your tosses and catches, keep in mind that bigger bunches of stars won't fly as far as single cherries.

## Locked Out



Players always first-number doors and keys by race. Race to the key that unlocks the solution or the door to beat the B button to hand off gobby rivals.

## All Fired Up



As for the Flaming Pigeons that will launch in different patterns. When the flames line up and spin around the room, run from the line forward rather than jumping over it.



# DUEL

N64 introduces Duel Mode, a head-to-head variation of Battle Royal that makes exploring the board more confrontational—whenever you cross paths with your rival, a fight could break out.

Having trouble finding your rival? If you will just me and I'll count down to zero, I'll cut your rival over to play a minigame.



## ATTACKS



In Duel Mode, you'll have partners who'll do your dirty work. Whenever you pass your opponent, your partner will attack your rival—but only if your hand/hop is facing the right way.

## THE DUEL MAPS



Each player has a designated star-shaped station. Whenever you land at your star, you'll receive 10 coins and a chance to lose a new partner with a spin of the roulette wheel. If you're struggling with the maximum of two partners, you must replace one of them when you reach your station.

## PARTNERS

One partner can guard your front while another can protect your back. In general, place partners with strong Attack Power in front and ones with strong Stamina in back.



### TOAD

The fungus-headed fun guy always beat behind. As long as he's with you, you'll never have to play a penalty fee for landing on an opponent's spot.



**ATTACK: 1**  
**STAMINA: 1**  
**SALARY: 1**



### BOO

Only the player who captures us to his or her rival can do the attacking. If Boos are killed, though, it will obliterate, affecting the same damage point.



**ATTACK: 2**  
**STAMINA: 1**  
**SALARY: 1**



### CHOMP

The partners that surround the player usually attack the bottom of attacks. But Chomp will attack all members of the opposing team.



**ATTACK: 1**  
**STAMINA: 2**  
**SALARY: 1**



### MR. BLIZZARD

While most partners attack the nearest enemy, Mr. Blizzard will go the distance and attack the farthest party member.



**ATTACK: 1**  
**STAMINA: 3**  
**SALARY: 2**



### SNIFFIT

Every turn, you must pay your partners to keep them with you. If Sniffit is on board, he'll scrape up two to four coins for you before each turn.



**ATTACK: 2**  
**STAMINA: 2**  
**SALARY: 1**



### GOOMBA

Usually your front partner does all of the attacking, so let Goomba lead the way—in Attack is stronger than his Stamina.



### KOOPA TROOPA

With a protective shell that doubles as a shield, Koopa Troopa is a better defensive player than an offensive one. Place the turtle in the rear.



### BOB-OMB

The single-use explosive is perfect for direct attacks. Bob-ombs can even see your rival's partners and eliminate the opposing player directly.



### WOMP

Strictly a defensive player, Womp is unable to attack. He has the best Stamina of any partner, so let him protect you from almost any attack.



### TROWMP

Callin' Trowmp to get rid of one of your rival's partners. The shock wave won't harm your rival, but he'll defeat the nearest partner in one move.



### PIRANHA PLANT

Armed with the strongest Attack and demanding a high salary, the Piranha Plant can uncover an invisible die that will give you an extra turn.



### BABY BOWSER

Every so often, Baby Bowser will attempt to transform into a big, bad Bowser himself. If he does, he'll inflict triple damage.

**ATTACK: 2**  
**STAMINA: 1**  
**SALARY: 2**

**ATTACK: 1**  
**STAMINA: 3**  
**SALARY: 1**

**ATTACK: 1**  
**STAMINA: 1**  
**SALARY: 3**

**ATTACK: 0**  
**STAMINA: 4**  
**SALARY: 3**

**ATTACK: 0**  
**STAMINA: 2**  
**SALARY: 4**

**ATTACK: 1**  
**STAMINA: 1**  
**SALARY: 5**

**ATTACK: 1**  
**STAMINA: 1**  
**SALARY: 2**

## Eye Scare



Rin the clockwork around the eye until it disappears. Polo balls will guide in your path, so dodge them or wait for them to flicker out while making laps around the peepers.

## Foot Play



As the chicken clucks away, follow its foot steps to stay on its feet. Every few steps, the flexing foot will soar down—catch your chance to swap and grab it by pressing the B button.

## Storm Chasers



Close the roving sun down to your wanted status gets locked. Stay ahead of the crowd so you can bag the hen for yourself and dodge the notes that try to trip you.

## Booster Tools



As the timer ticks down, rapidly use the A button to power up your shovels. Right before the counter hits zero, adjust the angle of your tools to 45 degrees. With enough power, you'll throw a long beam.







The object of Story Mode is to collect Star Stamps. You'll win most Star Stamps in the Duel match that follows each Battle Royal. Gate Guy is your first Duel.

### 1 Taking the Toll



The Gate Guy will let you out through the middle of the board if you pay his toll. Take the shortcut to catch up with your rival and meet Bell-top. Every time you pass the single-leg, he'll count down. When he reaches zero, he'll call your rival over for a magazine. Bell-top offers a quick way to catch up to your opponent.

Will Stamp Earned



### 2 Rocks in the Road



After you surface from the Deep Bloober Sea in Story Mode, you'll play on Arrowhead, a Duel map where the Kindness Stamp is up for grabs.

Arrowhead features four forks in the road, so scan the map to survey the all-terrain paths where your deers can take you. A loop sits in the middle of the area, and you can circle it to run the loops counter down to zero.

Kindness Stamp Earned



### 3 Digging Hot Pockets



The nemon can get tricky in the third Duel board, Pipsqueak, since the warp pipes will allow you to slip away to another corner of the board for a sneak attack.

If you happen to warp out, you'll get out of one of the other three tubes instead of all random. You may not know where you'll end up, but you can always depend on the warp pipes to provide a quick escape route.

Strength Stamp Earned



### Motor Rucker



Race through the tube and across the onto Asteroid when Pipsqueak is on board. Press Left on the Control Stick to move clockwise and Right to move counter-clockwise.

### Crowd Cover



Look over the three portraits, then try to figure out which one matches the picture obscured by the crowd. Look for telltale differences like foot position and smiling eyes.

### Silly Screens



Align each hat with its neighbor so you can make the jump to the next hat. Tighten the hats by repeatedly holding B and loosen them by hitting A.

### Vine with Me



Make the Tirose and swing from vine to vine to cross the area. Jump off your vine just as the next one is swinging toward you to hit your next side.

### End of the Line



As three characters, you must select your team through one of two laptops. Only one path is correct, so keep track of your mistakes as well as your rival's choices.

### Poppin Pick-Off



Beat Silly Screens when he appears in any of the nine screens above. Press B as Silly shoots so you can find and avoid hitting him or if you can't hit him.





#### 4 Blow Away



After beating it out in the Woody Woods, you might think the Love Stamp is yours, but you're not out of the woods yet. The showdown for the stamp takes place at Blowhard.

The fun that spins in the middle of Blowhard will switch the order of your partners if you wish. Consider each of your partners' placement before crossing it just in case their own arrangement blows your offense and defense setups out the window.



#### Love Stamp Earned



#### 5 Keep on Moving



The conveyor belt in Mr. Mover's world keeps things moving along. Where it moves you isn't always where you want to go, so you'll have to time your conveyor belt rides carefully.

Leading at your home base scores you an instant 10 coins, but getting there won't be easy since you must ride the conveyor belt. Since Backbit shingles direction every few turns, it might take you to your rival's base instead. Those far-long stretches will cut your 10-coin payoff by seeking out spaces that reward you with coins.



#### Courage Stamp Earned

## UNLOCK MORE

Initially, only five Battle Royal and five Duel boards are available in Party Mode. By playing your way through Story Mode, you'll unlock the two remaining boards, Backtracks and Waluigi's Island.

#### SEVEN STAR STAMPS



You need seven Star Stamps to win Story Mode. Your first two stamps—Seed of a Mind and Musing!—will be yours if you win the first two HMs. Backtracks and Waluigi's Island.



Beauty makes her first appearance in the game as your challenger in the Backtracks Duel board. Its ever-changing direction arrows will force your partners' order.



Waluigi will rear his ugly head for the game's final Battle Royal. This purple provocateur is island rigged with body traps, including an explosive gateway that will cause anyone caught in its blast to lose all coins.

#### Starburst Battle



After a victory on Waluigi's Island, you must play the Starburst Battle. The game is the first 3P Minigame you can unlock in Party Mode's Minigame Room. With 100 access to the game by completing the perimeter of the arena, dodging falling stars, Winona's turn blue, grab it and toss it at the Millennium Star.



#### WALL OF FAME



Your character's face will appear on the ridge when you finish Story Mode. If you can win using every character, you'll complete the Mt. Rushmore of the Mushroom Kingdom.



If you score enough 5 grades in Story Mode's Duels and Battle Royals, you'll become a Miracle Star and win access to the Game Guy's Game Room in Party Mode. If you can win over 1,000 games in his competition, you'll unlock a one-player version of Mario's Puzzle Party.



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DIT





## High School Student SUMMER WORKSHOPS:



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Students will learn the basic components, structures and properties of making a video game during this 2-week workshop. The students will learn how to create graphic and sound data, as well as how to write simple C++ code, which will be used to create and assemble each student's final project: a *playable video game*.

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**Session One**  
June 18, 2001

**Session Two**  
July 2, 2001

**Session Three**  
July 16, 2001

**Session Four**  
July 30, 2001

**Session Five**  
Aug. 13, 2001

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# SUPER MARIO ADVANCE

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## MARIO AND COMPANY TAKE GIANT STEPS IN SUPER MARIO ADVANCE FOR GAME BOY ADVANCE!

Super Mario Advance is an inspired twist on the Super Mario formula—it's two very different Mario games in one Pak! The updated Super Mario Bros. 2 is a classic platform game that features four playable characters with different abilities, vegetables that work as weapons and odd enemies, such as the egg-spawning Birdo. The revamped original Mario Bros. game includes all the fast, silly fun of the arcade game and adds a multiplayer mode for up to four players. The classic games look and play better than ever on the Game Boy Advance, with huge, detailed and crisp graphics, excellent play control and new, trickier enemy locations.





# SUPER MARIO BROS. 2

In the Super Mario Bros. 2 game, you have your choice of four different characters. While you can finish most of the levels with any character, some levels are much easier when you use a

specific character. You might not know which character you need to use at first, but once you've played a level a few times, you'll figure out whose talents fit the challenges best.



## MARIO

Mario is sort of a utility man in Super Mario Bros. 2. The artist formerly known as Jumpman is, oddly, the third-best jumper, so he isn't useful when there are heights to scale. Only Toad is better than Mario when it comes to running and lifting, making Mario a good choice for nearly any level and a good character to use to test a level.



This plumber doesn't need much help! Mario's well-rounded moves are good for most situations. He's not a good choice when the platformer's tricky, however.



Luigi isn't fast on his feet, but that's okay in areas with few enemies to battle! The taller Mario brother.

## CHOOSING MARIO

Mamma mia! Mario's solid stats make him a good choice for many levels! His speedy walking and lifting will keep you safe from approaching enemies. Mario isn't much of a jumper, though, so you might want to recruit Peach or Luigi for levels with lots of jumping. The characters are either fast or good jumpers—never both.

## LUIGI

Luigi's talents are very specialized. His low Power meter means his lifting isn't very fun—both Mario and Toad have him beaten there—and he's the slowest character to boot. But his jumping outclasses every other character in a big way, which makes him the perfect choice when there are a lot of high ledges and hard-to-reach places.



## CHOOSING LUIGI

The man who put the "brothers" in Super Mario Bros. has a great vertical jump. Luigi can fly high into the air with a single charged-up bound, allowing him access to areas that are harder to reach with the other characters. His energetic jumps make him seem tougher to control than the other characters.



Luigi jumping proves our graphics what would otherwise be quite a toughing. The taller Mario brother's legs further on he makes his impressive jumps.





# PRINCESS PEACH

The fair Princess Peach is a bit unusual. She's faster than Luigi but slower than Toad and Mario, and her lack of power means she picks things up more slowly than the others. Her jumping is second-best, but her real strength lies in her ability to float. Peach can hover for a short time—a talent that keeps her safe from all sorts of enemies and able to pass by obstacles.



Moving platforms are tough regardless of who you get Peach on your side. Her floating powers are pretty handy.



## CHOOSING PRINCESS PEACH

Peach floats through the air with the greatest of ease, which more than makes up for her slow running and lifting. She's a great character to use when you're exploring a new level with lots of platforms and horizontal jumps, because her floating abilities allow you a greater margin for error. You can also use her floating technique to avoid enemies on tricky ice levels.



The Princess gives new meaning to the words "your highest." Peach's strength talent for hovering gets her out of all sorts of predicaments in quite a regal fashion.

# TOAD

Toad is a short little Mushroom with big skills. He's the fastest character, so choose the plucky fungus when speed counts. Toad can also pick up things like vegetables, items and enemies faster than any other character, which is quite helpful. The mushroom-capped critter's one drawback is poor jumping—Toad's the worst jumper of the bunch.

## CHOOSING TOAD

Toad tears up the hills and bridges of Super Mario Bros. 2. Toad is a good choice for playing levels over again, once you know what's ahead—you don't want to rush into the unknown, after all, and you don't want to dawdle when you know what's coming. Toad can pick up a vegetable with amazing speed (vegetable magnetism, perhaps?) and is the only character you should use to play chicken with a vegetable and an oncoming enemy.



Toad's speed is more noticeable if you've already tried a slower character, like Peach. Toad can't even the largest enemy faster than any other character.



Each character has something special to offer players. You can switch characters for different levels, or you can try to play the entire game with one character.





# ENEMIES



There are lots of different enemies big and small in Super Mario Bros. 2. Wart, the sadistic toad who has taken over the world of dreams, is the biggest, and final, enemy. As with many enemies in Super Mario Bros. 2, Wart is his ultimate downfall.



Froggy's pretty hot, but the Mushroom Blocks placed strategically around the two levels Froggy appears in are more than enough to put out his fire. Just stay out of the flaming foe's way until you have a Mushroom Block in hand, or you might get burned.



Mario Tennis fans may recognize the beguiling Birdo from the court—but don't think the darling dinosaur is on your side this time. Birdo spits eggs and sometimes fireballs from her prehensile proboscis. You can pick the eggs up and throw them right back at her to defeat her.

Mouser has an explosive personality, and, like Birdo's, you can use his weapons against him. Wait until Mouser's bombs hit the ground, then pick them up and hurl them into Mouser's path. You have to work quickly, or you'll blow it!



The projectile-puss, Snifit, is quite an annoying adversary. Snifit shoots a damaging, heavy ball at unsuspecting players, taking a full heart away with every hit. Toss a vegetable its way, or pick it up and toss it out of your way.



# ITEMS

Super Mario Bros. 2 has a jumbo-salad-bar-sized portion of freshly picked vegetables available. Mario and crew don't eat the veggies—they yank them out of the ground and hurl them at enemies. Check out the all-new, incredibly large vegetables featured in Super Mario Advance!



There's some pretty strange stuff growing around the World of Dreams—you might pluck a bomb, a potion or even an enemy right out of the ground. Potions are used to open a door to Subspace, where mushrooms and Yoshi Eggs are found.



Mushrooms are found in Subspace, which looks like a darkened mirror-image of the level. You must open a door to Subspace with a potion in the correct area, then walk through the door to pick up a mushroom. Mushrooms add an extra heart to your life meter.





# MARIO BROS.

Mario and Luigi show their plumber roots in the updated Mario Bros. The two have to clear a bizarre assortment of creatures from the pipe-filled basement of a very strange building. Occasionally, coins or fireballs also pop out of the pipes, and the brothers have to collect and avoid them. Mario and Luigi's main tools are the POW Blocks located somewhere in the middle of each stage. The siblings

have to bop their enemies from below, using the springy platforms as a buffer, until the enemies are turned upside-down and can be kicked away.



Mario Bros. is based on the classic arcade game of the same name. The game is a test of a player's reflexes and decision-making skills.



Players have to use the platforms as a buffer when they want to upend an enemy. Some foes take more than one hit to flip over.



Judicious use of the POW Block can make the game much easier to win. You get very few POW Blocks per Phase.



Later Phases are filled with obstacles and enemies, and even the quickest player can falter during the intense action!



## MULTIPLAYER

Super Mario Bros. is a single-player game, but Mario Bros. is multiplayer-friendly, with two multiplayer modes to choose from. The Mario Bros. Classic game is a cooperative game that lets players work together to collect coins and bash enemies. Every player participating in Mario Bros. Classic Mode needs his or her own Game Pak to play. If you've got only one Super Mario Advance Pak, try the every-man-for-himself Mario Bros. Battle Mode.



Players interested in co-op games will need multiple Super Mario Advance games and Game Boy Advance units to play the 1983 Mario Bros. Classic game.



Gamers who like to share need only one Super Mario Advance Pak and multiple Game Boy Advance units to play the Mario Bros. Battle game.

## ADVANCE WARNING



Super Mario Advance is scheduled to be one of Game Boy Advance's launch titles—it will be available on June 11, when the Game Boy Advance is released. Gamers who remember the two games from the '80s and gamers who have never seen either of the classic Mario games alike should find plenty of platform-jumping, coin-grabbing, vegetable-hurling fun in Super Mario Advance.





# ADVANCE KNOW-HOW

## THE PROBLEM:

**GAME BOY ADVANCE** titles are bigger and more complex than anything you've ever experienced in a handheld game.

## SO WHERE DO YOU TURN FOR GAME HELP?

**THE ANSWER:**

If you want to get the best strategy coverage of the top **GBA** games, there's a new source from the pros at Nintendo. Each quarterly volume of **NINTENDO POWER ADVANCE** will highlight a handful of the best **GBA** titles. You'll find the sort of complete coverage you can get only with Nintendo's Official Player's Guides—maps, step-by-step strategies and everything you need to know to beat the game. You'll also get a comprehensive buyer's guide, which reviews recently released **GBA** titles, so you'll know what's out there.



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MAXIMUM VELOCITY

# F-ZERO



## BACK TO THE FUTURE

in the beginning, there was F-Zero, a ground-breaking, futuristic, high-speed racing machine. In truth, that's not true. In reality, it was 1986, and Nintendo was the nation's latest and greatest video game publisher. A quarter of a century later, the F-Zero franchise is still going strong, and it's still one of the most popular racing games in the world. It's a testament to the power of a good idea, and a testament to the power of a good game. It's a testament to the power of a good idea, and a testament to the power of a good game.

## building A BETTER RACE

Super NES classic F-Zero has been revamped for Game Boy Advance, and it's ready to fly when the system booted up. With this F-Zero Maximum Velocity, a definitive racer that lives on all cylinders and plays as great as the original game. Only a portable version is possible. It's a testament to the power of a good idea, and a testament to the power of a good game.



"F-Zero Maximum Velocity begins with your character, but the game is all about the race. It's a testament to the power of a good idea, and a testament to the power of a good game."



THE F-ZERO GRAND PRIX IS A NEW, FASTER AND MORE COMPETITIVE RACING EXPERIENCE.





wider is better

to our other pads going up to central, our machine was extreme pleasure. By pressing the L and R buttons positioned on the right and top-right corners of the screen, you can tilt your neck forward to the left and right, which allows you to turn sharply into tight corners. With that wide field of view and precise control, it's easy to forget that you're playing a game.

The IMA screen is 48% larger than the standard unit. Its wide field is perfect for observing warpage, plate cracks and gauging curves.



**MULTIPLAYER  
COMPETITION**

grand prix  
racing





## MASTER THE MACHINES

When you play for the first time, you'll have four machines to choose from. As you advance through the game, you'll earn a wider selection. Each machine has its own strengths and weaknesses in a variety of attributes—top speed, boost time, acceleration, body strength, turn performance, and balance. Some racers will have more success with a machine that has a strong body and good turning ability. Other racers will thrive on high speed and acceleration. The combinations of machine attributes are wide and varied enough to give every player a machine that fits his or her driving style.



### HOT VIOLET

With its purplish hue, the Hot Violet should be a favorite with players who own Indigo Game Boy Advance systems. Piloted by the mysterious Megan, the machine does not stand in any one category, but is well-balanced and could be a good choice for beginners.



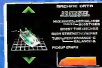
### WIND WALKER

The powerful Wind Walker has a higher boost speed than any of the other original four machines and the best turn performance, but it ranks low in boost time and balance.



### J. B. CRYSTAL

The cool green J. B. Crystal machine has a zero-friction look, complete with "jet-style" fins. It has the lowest top speed of the first four machines, but the best acceleration. It also features a long boost time and excellent balance.



### FIRE BALL

With the highest top speed of the initial four machines and the slowest acceleration, the Fire Ball should perform well in courses that feature a lot of straightaways. Mickey Marcus's machine also has excellent body strength and good balance.



THE COMBINATIONS OF MACHINE ATTRIBUTES ARE WIDE AND VARIED ENOUGH TO GIVE ANY PLAYER A MACHINE THAT FITS HIS OR HER DRIVING STYLE.



## TAKE TO THE TRACKS

It's the most intense of the F-Zero racing video games, and it's also the most addictive. In some ways, it's a sort of 3D track & field game, in length and difficulty. Some of the longest and hardest levels and goals are the same. Others are simply a matter of speed, dexterity, and magnetic repulsion. The game is a real test of your reflexes and your ability to control a car that can jump, spin, and slide. It's a game that's as much about the car as it is about the driver. You'll find yourself jumping, spinning, and sliding your way down the track, and you'll find yourself wanting to play it again and again. It's a game that's as much about the car as it is about the driver. You'll find yourself jumping, spinning, and sliding your way down the track, and you'll find yourself wanting to play it again and again. It's a game that's as much about the car as it is about the driver. You'll find yourself jumping, spinning, and sliding your way down the track, and you'll find yourself wanting to play it again and again.

## PAWN SERIES



The Sierra City native spent just 17 years in the forest. It has been a redoubt and a shelter for him.



It flows on the side of the fire!  
It flows from the burning flower  
It flows from the burning flower



The Partnership on Cloud Computing continues with the development of the open standards initiative.

**KNIGHT SERIES**



Many of the sharpest corners of East Inn Side feature wide openings for easy entry.



The Benzofuran can be packed with a variety of



The Syntex Air control has  
weight, torque, speed and  
flexibility.

## BISHOP SERIES



**A Blamey City center in the**  
**strategy to regenerate**  
**from 2000 onwards**



**Largest group of the dinosaurs  
in Ancient Mesozoic**

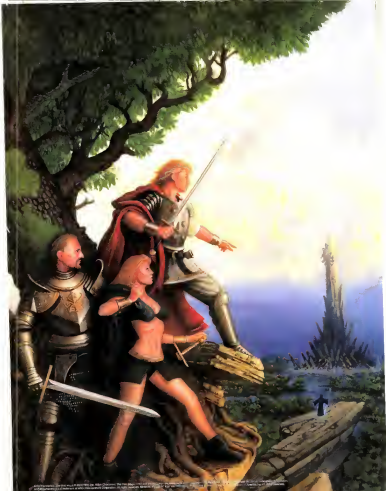


On the Greiner Land, police force can go into a pit zone to the command house, station, and...

GET READY TO FACE

The futuristic, deep-space vision of the Internet page in the E-Zone water still has a satisfying space-theme. For Advanced users everywhere this sequence Periodically designed for the G6 is the perfect mix of the modern wide screen and horizontal config space to present solid sharp and pure-possible content. Look out, ending first E-Zone Market, where you'll find the new and improved E-Zone Market.







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



## In Between Is Chaos.

In this, the first traditional TPO for 1995, a young man explains his seemingly irresponsible journey to discover his identity and fulfill his destiny. Can he make off his mistakes, overcome his character, and find what which he has been looking for? Or will chaos keep him from reaching that may be rightfully his?



- Real-time 2D animations and beautifully-rendered characters.
- Graph-based of party-based sub-plotting and turn-based combat.
- Storyline written by Chris Hays, creator of the pen-and-paper game *Dragonquest*.
- Upon its completion to hold an all-time party.



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# classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



## TRASH CAN THRASHINGS

 WCW Backstage Assault is the latest guilty pleasure from Electronic Arts, and now we've got the codes to make your street fight a success. All cheats are entered at the main menu, and you can use them in conjunction with one another. For stamina, punch in R, L, R, L, B and then B. Your wrestler will gain increased stamina and be nearly impossible to knock out.



 If you want your wrestler to grant laughter and screams longer, input R, L, B, R, R and then B before a match.



## BULKING UP

The levels ladies of the WCW are in for a rude shock when you tap in R, R, B, B, L and then L. Your fly-leaving will cause all female wrestlers to be ambled by football linebackers.




## SMALL PRIZES

To cut your wrestler down to size—like two feet tall—punch R, R, L, L, left C and then left C. Your code is of choice. If you use it in conjunction with the unbelievable weapons code, which is L, R, L, R, left C and then left C, the game will become much sicker.



## DAIKATANA™

### DAI-CODE-TANA

 Having trouble with Daimona, the time-traveling miscreant? Well, trouble yourself no more. We've secured codes that will give you every weapon and open all the levels. The cheats are entered at the stage select screen, which is the screen that asks you to insert a Rumble Pak.



 By pressing left C, bottom C, right C, top C, Z, L, R, left C, bottom C, right C and then top C, you'll get all the weapons.



 Press top C, right C, bottom C, left C, R, L, X, top C, right C, bottom C, and then left C to unlock every level.

## ARMY MEN SARGE'S HEROES 2

### CODES OF CONDUCT

 Sarge's battle against the Tans continues, and now you can join up with two new cheats for Army Men: Sarge's Heroes 2. To secure all available weaponry, type GBZKK at the code input screen. To give yourself unlimited ammo for the new-found toys, use the code SLGPT.



 Having every weapon is a great way to fly through levels, especially if they're full of armadillos.







## POWERPUFF GIRLS Bad Mojo Jojo

### MOJO JOJO RISIN'

The chemical-X acropts from Townsville are at it again in Powerpuff Girls Bad Mojo Jojo. You can unlock a number of extras by entering the codes below at the menu called "enter secrets." Some of the cheats will affect game play, while others will give you new Trading Cards that you can trade with friends. The game play cheats are toggled on and off in the "use cheats" menu.



Playing as self for one character won't give you new powers or abilities, but it sure is fun to watch the mayor fly around.

#### CODE

#### RESULT

GIRLPOWER	UNLIMITED SUPER ATTACK (PHONING THE OTHER GIRLS FOR HELP)
BOOGIEMAN	PLAY AS BUBBLES
BOCCOLOID	PLAY AS THE MAYOR OF TOWNSVILLE
EBWORLD	UNLOCK THE RIDWAYTRUFF BOYS TRADING CARD
ROACHCOACH	UNLOCK THE ROACH COACH TRADING CARD
SEQUISA	UNLOCK THE SEQUISA TRADING CARD
TOWNSVILLE	UNLOCK THE UTONIUM CHATEAU TRADING CARD

## WARIO LAND II

### SLEEPING THE DAY AWAY

Wario is in a whole mess of trouble in Wario Land 2 for the GBC. Pirates have taken over his castle, and intend to bring him to a bad end. Normally you'd wake Wario to begin the game, but if you want to see a secret level and a new ending, just let him snooze. Level 1 will end, pirates will drop Wario in the woods outside and you'll start the game in a new area!



Sleeping on the job is usually a bad thing, but you can make an exception for the groggy Wario.



## GOLDENEYE

### EYES ON THE CHEATS

Hello once again readers. Code Cop here, and I'm tickled pink to report that I've started receiving mail of *my* very own. Seems that when gamers want to know if a rumor is true or false, they come to Classified Info first. Feel free to send me your code questions—it keeps me off the mean streets. That aside, we do have one order of business to take care of. Readers have been wondering about the building on the far side of the lake in the dam level of GoldenEye 007. What does it do? Why is it there? Can you get to it? Well, the answers are "nothing," "just because" and "no." The building looks tempting, but you'd have better luck getting jaws to chew tin foil than you would getting over there. Code Cop, over and out.



CODE COP



# ICON KEY:



classified  
magazine

## WING DUCK COVERT OPERATIONS

### ONE-HIT WONDERS

**W** Remember Wing Duck Covert Operations? We've recently discovered that it contains a secret game play mode that lets you can eliminate enemies with one shot. Be careful, however, because they can take you out with a single bullet, too. To use the code, go to the main title screen. Before the demo mode starts, quickly press left C, right C, left C, right C, top C, bottom C, top C and bottom C. Then hold L and press Start. You will hear a gunshot if you do it correctly. The Sudden Death Mode will be opened as an option in the main menu—and best of all, the game saves your information, so you have to enter the code only once.

### HIT ME BABY, JUST ONE TIME

**H** Sudden Death Mode should be attempted only by players who are either too brave or too foolishly to know better. Expect to spend most of your time crunched behind a box and whimpering softly.



## X-MEN MUTANT WARS

### MORE MUTANT MAYHEM

**W** We wrap up this month's code fest with passwords for X-Men: Mutant Wars for the GBC. Use the little delights to open all the levels and help Wolverine, Storm and all the rest save the world from the clutches of Magneto and his cyborg army.



**W** No game would be complete without the requisite growling (aww, which level 2 of X-Men).



**W** His way in the wilderness, pack 'em in the jaw. Skip it out with cyborgs, rah, rah, rah!

## TONY HAWK'S PRO SKATER 2

### MAN OVER BOARD

**W** When we heard the joyous news that Tony Hawk's Pro Skater 2 was coming to the N64, we felt like celebrating. And what better way to rejoice than by giving out a code for its little brother, Tony Hawk's Pro Skater 2 for the Game Boy Color? If Tony is your bag, head for the Password screen and punch in the code VTPMPS8882VV. You'll start the game with every available park, the trucked-out Falcon Board at your disposal and a whole bunch of cash.



**W** Cash is good. Sick boards are great. Wide open skate parks take the cake.

### LEVEL

- LEVEL 2
- LEVEL 3
- LEVEL 4
- LEVEL 5
- LEVEL 6
- LEVEL 7
- LEVEL 8
- LEVEL 9

### PASSWORD

- DKNG6HWH
- 0LNG6HXQ
- 0LNF7HYF
- 0KPF7H2G
- 1KPF7H0D
- 1KPD7H19
- 1KPF7J2C
- 1KPF7J3L

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REDMOND, WA  
98073-2733



# DRAGON WARRIOR III



## *The Way of the Warrior*

### CLASSIC RPG ACTION RETURNS

Eric's Dragon Warrior has always been regarded as the series that started the RPG genre. Thanks to the talented design duo of Yuji Horii and Akira Toriyama—the man responsible for Dragonball Z—many gamers consider Dragon Warrior III to be the best of the bunch. And since the new Game Boy Color rendition of DW III has been adapted from the Super Famicom version, even players who know the NES game by heart will find uncharted areas in every turn. Join us for a peek at our hero's journal and keep reading for an exclusive interview with Yuji Horii himself!



I imagine you are very popular.



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# SUPA STOUT



Matt Hoffman



Justin Harris



John Pardo



Adam Korde



Kevin Carroll



Christian Perry



Ben Ripston

## NEW PRODUCT

2005's Supa Stout is a new addition to the Red Line Supa Stout line. It features a new frame design, a new seat, and a new handlebar.



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# RAYMAN ADVANCE

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Ubi Soft's detailed Game Boy Advance reproduction of the original Rayman looks like a miniature masterpiece.

## Pretty as a Picture

Rayman's surreal escapades have been featured on many different platforms through the years, but the game's strange beauty seems surprisingly fresh on the small screen of the Game Boy Advance. The GBA version is a near-perfect re-creation of the PSX title that splashed a new coat of paint on the 3-D

platformer genre a few years back. Nearly anything seems possible in Rayman's world, a multilevel mishmash of bizarre bad guys and offensive obstacles. Tread through the clouds, along music boxes or across giant desserts, but don't mistake the fantastic footholds for terra firma—it will take speed and skill to rescue the Great Pretoons.





# Character Sketches

**M**any gamers will remember the strange circumstances surrounding the disappearance of the Great Protoon, but Rayman newcomers may require a bit of background. Rayman hails from a peaceful land held in harmony by the Great Protoon, an enigmatic being who attracts equally enigmatic Electoons. While the science supporting their symbiosis seems suspect, suffice it to say that said arrangement supports life as Rayman knows it. The fact that the benevolent beings are also beloved makes it even more difficult to describe what has happened. Are you sitting down? Someone has

kidnapped the Great Protoon! As a result, bad beings have imprisoned errant Electoons in all manner of unlikely places. We have to jump to conclusions before all the facts are in, but the most likely suspect in the game is Mr. Dark, a shadowy figure who peers down from his perch through high-powered binoculars. He has reason to be paranoid. Though Mr. Dark delivered a defeat to Benilla the Fairy during her arduous attempts to guard the

great one, another hero has taken up the cause of justice: Captain Marvel! Just joking—it's Rayman! The fearless wanderer must wander through the chaotic countryside—leaping from ledge to ledge, vine to vine, sundae to sundae—in an effort to emancipate Electoons and track down their captured counterpart. Multitudes of miscreants

mean to mess with the man, but the courageous creature can conquer the creeps through a combination of ballistic bounding, ferocious flounders and miscellaneous moves. He'll also look to courageous coombatants for a heap of help along the way.



An Electoon is like an electron, except that one is a negatively charged particle and the other is a small creature imprisoned in a cage.

# Canvas the Area

**T**he abstract story line works only when paired with a kaleidoscopic game environment. Lush landscapes drip with color and texture in Rayman Advance, showcasing the GBA's impressive graphics palate. The music bars in Band Land, for example, are convincingly metallic and tubular—so when the slippery physics are added to the equation, the result is total immersion in the action. Two scrolling layers of watercolor-style backgrounds also provide an atmospheric complement to the sharp animation in the foreground. It's too bad you won't have time to sigh twice while you play the game.





# Performance Art

**P**reamlike visuals belie the nuts-and-bolts reality of the game—it can be grueling at times. At its heart, the game is an unforgiving, old-school platformer that demands plenty of trial and error. If you're up to the challenge, though, you'll be in for hours of fun. The game comprises 60 short levels spread over six distinct worlds. You can move between worlds and save your progress on an over-

world screen that also displays the number of Elections you've saved. You must sadly complete one world before you'll be allowed to progress to the next one. The many-tiered levels are filled with surprises and hidden items, so you may not always find what you're looking for your first time through. In some cases, you'll need to learn a new ability in a later world before you'll be able to reach certain items. At the start of the game, Rayman can perform basic moves such as jumping and climbing, and eventually he'll be able to execute spectacular helicopter maneuvers or grab distant items with his detached hands. The Telescopic Fist is the first and most important power you'll acquire. You'll need it to eliminate enemies like Anticoons, mean-spirited monsters that pop up where you least want them to be. Other enemies may fire projectiles at you, or just head-butt you over the edge of a platform.



Wind-up and let loose with your Telescopic Fist. You'll launch antitoxic swordfishlike a projectile at distant enemies.



Whatever magic power keeps Rayman's feet afloat also allows him to hang from platforms.



Now can you see the Super Helicopter move when razor sharp walls and floors leave you nowhere to stand. It allows you to hover and fly.



Most of the loach are crawling with Anticoons, Election-like enemies that cause damage when they touch you.



Rayman Advisor wouldn't be a platformer with out a boss hero and there. Big enemies like Maelle's appear in the last levels of each world.



Transitional worlds are also filled with helpful friends—and sometimes former enemies who become friends.



Helpful characters sometimes give you level-specific power-ups, such as seeds that grow into flower platforms.



# Restoration Project

**R**ayman Advance is the perfect name for the newest installment of Ubi Soft's flagship franchise, but it's also tinged with irony. While an amazing technical accomplishment for a handheld game, it's also a carbon copy of the title that started the franchise in the first place. It's the third game in the series made for a Nintendo system, and one of the earlier games is actually a sequel to the original game. Did you get all that?



**Rayman 2: The Great Escape** for the N64 was the first Rayman game to appear on any Nintendo system, but it was actually a 3-D sequel to the original 2-D title.



**Rayman** for GBC was an enjoyable game, but the limitations of the system didn't do justice to the game's surreal environments.



Thanks to its imaginative graphics and stick-for-game play, the original Rayman was a popular title for the 3D-set PSX.



Everything that's old is new again: Rayman Advance is just like the PSX Rayman, except that you can play it on the bus.

## The Finished Piece

**L**ook for Rayman Advance on the shelves when Nintendo launches Game Boy Advance next month. Nintendo Power will offer a complete strategy guide for the game in our new magazine devoted to Game Boy Advance: Nintendo Power Advance. Check out a copy this summer so you won't be left hanging out on a limb—even though Rayman doesn't have any.







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Entertainment Software Rating System

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	Teen		Mature
	Adults Only		Rating Pending

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# THE LEGEND OF ZELDA

## ORACLE OF SEASONS™



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Two stories, two lands of mystery and magic, and more than 16 challenging dungeons await you when Game Boy Color instant classics *The Legend of Zelda: Oracle of Seasons* and *Oracle of Ages* are released simultaneously in May. Let the adventures begin!



### Double Your Pleasure

Developed by Capcom and produced by Nintendo, *Oracle of Seasons* and *Oracle of Ages* are two stand-alone games that can be played as sequels to each other with the use of a unique password system. This month, we focus on *Oracle of Seasons* and introduce *Oracle of Ages*. In next month's follow-up, we'll focus on *Oracle of Ages*.



#### The Legend of Zelda: Oracle of Seasons



In the past, Link's quest was to save Hyrule. Now, you will guide Hyrule's great Link through the land of Hyrule in search of the power to change the seasons.

#### The Legend of Zelda: Oracle of Ages



Past and present collide when our heroes' quest changes the history of Hyrule. You'll take Link from the present to the past and back again with the Harp of Ages.



# Oracle of Seasons

Spring, Summer, Autumn and Winter flow through the years in a natural cycle. When evil forces disrupt that cycle and the Oracle of Seasons disappears, you must fight to restore order.

## Walled Celebration



The story begins during a celebration in the land of Holodrum, where Din, a farmer, and his friends enjoy a peaceful party. The party is cut short when the dragons appear and the weather begins to change.

## Power of the Seasons



Now it turns that Din is a farmer and that the Oracle of Seasons and that evil General Onox appeared for his disappearance. With the seasons changing quickly and randomly, you must seek out the seasons-changing Rod of Seasons.



## The Land of Holodrum





## Heron Village

Heron Village is the central hub of *Holodrum*. Your adventure begins there, and you will return to it many times. The villagers offer all the stuff to build it on.

### Heron Village Shop



At first, the items available in the shop are limited to shields, bows and arrows. When you return to the shop with the Member's Card, you'll find a variety of new items.



### Holodrum Historian



The historian in the southeast corner of Heron Village knows much about the land. When you chat with him regularly, he will give you a special book—the *Capocroix*.



### Bipin and Blossom



A farming couple in Heron have recently welcomed the arrival of their eldest son. You can witness the growth of the boy over the span of both games.



### Sakru



A traveling musician offers advice in and around Heron Village. He is well-versed in the ways of the land. Listen to him carefully.



### The Mystical Power of Rings



As you explore *Holodrum* and the underground world of *Sabruan*, you'll find and purchase a collection of Magic Rings. When you take them to Vasa, the Heron Village priestess, he will appraise them for you and reveal their powers.



## A World Full of Character

Advice and information flow freely from the people of *Holodrum* and *Sabruan*. Some will offer items in exchange for other items.

### Maple



Maple, the witch, flies rock-ably over the land. If she collides with you, her descent and your flames will melt, melt and melt everywhere.



### Item Exchange



Starting with your acquisition of the *Greenbox* from the historian, you'll encounter a chain of characters who will offer you items in exchange for another. The chain ends with information about how to find a powerful weapon.



## The Hero's Cave

You won't go far without a weapon to fight off *Oso's* minions. Travel west from Blossom Village to the Hero's Cave. There, you'll find a sturdy Wooden Sword.

### Work for Your Weapon



The Hero's Cave features a collection of classic legend of Zelda traps and mechanisms. Not to panic! It's a trap and let switch back forth for a key and sword. Knees and Gals. In the last chamber, you'll find the Wooden Sword.





# Haunted Root Dungeon

With the Wooden Sword in hand, you'll be ready to brave the first dungeon, home to a serious beast and the first of eight Essences of Nature.

## Get the Key from the Tree



The Master Test, located on the eastern edge of Horcia Village, dispenses information and history about the land of Hyrule. It also provides you with the Haunted Root—the area that you need to open the Haunted Root Dungeon.

## 2. Clear a Room, Get a Key



In the room that has two exit portals and a key, you can sure a key by defeating all your enemies. You'll be back to the room later when you have the Seed of Light and several newly lighting Ember Seeds.

## 3. Insider Advice



One room north of the entrance opening, you'll find an old man who has something to say. He'll tell you that you should light and it's a big trigger event. When you acquire Ember Seeds, you'll be able to do just that.



## 4. Get Direction



After you first gain the key, walk up a bit of the wall to a high platform where you'll find a small, round treasure chest. Hit the switch to change the direction of the track and open the chest to discover the compass.

## 5. Collect a Key



After you touch the track, you'll be able to walk the cart to a new location. Once there, open a treasure chest to collect bombs, then go west to find a key.

## 6. Blast and Battle



Use a bomb to blast through a wall and advance through a room of traps to the chamber where you'll find the "two strong Moblins." Avoid the Moblins' bootstomps and hit them with your powerful up sword.

## 7. Fire down Below



After you survive the moblin battle, you'll discover a tunnel that leads to a Great Ember and a collection of 20 Ember Seeds. You can use the seeds to light candles/wall fire and also light lanterns—the key to opening some rooms.

## 8. More Moblins



The Moblins that you will battle for the Boss Key are considerably less powerful than the minibosses. Take them out quickly and collect the key.

## Acquaintances



The aligned drops that will fight you for the first Essence of Nature fires shots in three directions at once and will occasionally change its aim. Power up your sword and swing when you have a clear shot at the dragon's head.



## Sink Into Subrosia

The Temple of Seasons is in the underground world of Subrosia. That's where you'll find both the power to change seasons and a population of cloaked creatures.

### Follow the Shy Sabrosian



After you have done a pair of blocking exercises in the eastern edge of Home Village, you'll encounter the shy Sabrosian. Even if you can follow her without being seen, she'll lead you to the first Sabrosian nest.



### Boomerang Boogie



The traditional dance of Subrosia has not been a movie move left, move right and jump. When you master these moves in the Sabrosian Dance Hall, you'll win the boomerang. If you continue to dance, you can win more prizes.

### Retrieve the Red of Seasons



Enter the eastern Temple of Seasons to get the powerful Red of Seasons. From the temple's stairs, then up to the lower of Winter will let a switch with your Boomerang to gain access to the power of winter.



## Change Seasons

When the Red of Seasons is enchanted with the power of all four seasons, you will be able to cycle through the natural changes of the weather.

### Stood on the Tree Stumps to Change the Seasons



When you jump onto a stump in the Woods of Winter and wave the Red of Seasons, a pond will freeze over. Walk onto the ice and cross the frozen pond to continue your adventure.

### Unusual Entrance



The house with the broken door in the Woods of Winter holds the clock. Find a strong nearby and use the red to bring in winter again. The resulting snowfall will give you access, through the clock, to the clock.

## Seed Power

In addition to timber seeds, there are four more seed varieties. You can find them by beating bushes, defeating enemies and sweeping around trees.

### Search Trees for Seeds



Six different trees in the Woods of Winter produce a total of five varieties of seeds. You can collect the seeds only one swing of your sword. The trees are very sensitive to when you use the seeds.

### Collect Five Seed Types



Fire Seeds create fire—good for lighting candles and burning away blocking saplings.



You can use Seed Seeds to attract and to attack some enemies.



Fire Seeds will let you run faster for a short time.



Mystery Seeds have no real effect on some objects, like owl statues.



Use Gold Seeds to create a shield that will carry you away.



## Snake's Remains

Full of alluring enemies and sliding traps, Snake's Remains is a dangerous collection of rooms and chambers. You'll find it deep in the Woods of Winter.

### 1. Enter Fighting



After you fight the enemies in the entrance area with Ember Seeds, go west, then north. You'll enter a room full of Snake Ropes. Defeat them all to earn the first key.

### 2. Collect the Compass



More Snake Ropes attack in room 02. After you defeat them, find the one block on the right side of the room that is not aligned with the others and push it to reveal the compass.

### 3. Pick up Power



By pushing the Horrible Beetles into the holes in CS, you'll gain access to B3. Defeat the Moblins on the other side of the river with your sword or bow to receive the Power Bracelet.

### 4. Push and Destroy



While using the Power Bracelet, you can push the blue rollers in C7 out of the way and go around the outside to A1. In A1, you'll enter a loop if you can destroy the blocking bricks quickly.

### 5. Powerful Smile



The windows of Snake's Remains is a smiling face on the floor that spins their balls. You can eliminate that smile with explosive arrows. When the face appears, drop bombs between its eyes.

### 6. Timing Is Key



The path to the Doko Key is blocked with a huge pit and sliding platforms. Press F2. Since you can't jump, you must wait for the platform to come to you.



### 5. Blast Your Way to the Top



With a well-placed bomb, you can break through a set of weak bricks in F6 and enter a tunnel that leads to the northwestern tip of the dungeon. The north tower is only a few rooms away.

### 7. Turnstile Trouble



The behavior of the turnstile in room C3 is determined by your actions in the adjacent rooms. Try to approach it from different angles for different results.

### Endings



The final battle pits you against a Dooking. The only way to damage the beast is to toss it into the spiked pit in the middle of the room. If you can get it to set a bomb, the resulting explosion will slay the beast. That's your cue to pick it up.



## Ride Ricky

NEW

Over the course of your adventure, you'll encounter three pets. The bouncing, booping, kangaroo-like Ricky is in Spool Swamp. Take him for a ride.

### Box with Glove



A teddy named Glove has Ricky's glove. You'll find him in section B1 of the Hole-drum map. He'll fight you for 20 Papers. When you win, you'll get the glove.

### Hop, Skip and a Punch



Climb into Ricky's pouch and ride with him through the swamp. He can jump over single holes and to the top of short cliffs. He also picks a powerful punch.



## Summer in Subrosia

You'll need the power of summer to enter the Poison Moth's Lair. Use Ricky to seek out a new strip to Subrosia and the Tower of Summer.

### Open the Floodgates



Water blocks your way to the southwestern part of Spool Swamp. Find the Floodgate key in section C7 on the map and get the key. Then take a nearby tunnel to the west and unlock the gates to let the water flow.

### Search for Summer



Subrosia Forest has a key that will unlock the Tower of Summer. When you drop into Subrosia, dig up a piece of star-shaped ore on the beach and trade it in the market below. Give the key to Rana. She'll follow you anywhere.

## Poison Moth's Lair

When you have the power of summer, return to Spool Swamp and change the season to summer in section A6. Then climb a vine to the dungeon.

### 1. Push Pots, Get a Key



Room E7 is packed with blocks and pots. After you defeat the Wall Master in the room, push a pot from the west side of the room to the ceiling. That'll hold the gate open. Continue on to room D6 and collect the dangerous first key.

### 2. Make Your Way to the Mop



Styles in E6 lead to E4. Go north from E4, pushing blocks and bashing through a wall's work. To reach E2 and the Summer Map, with the way is lined, you'll be ready to explore the rest of the dungeon.

### 3. Push on and Fied the Feather



The door in D4 will open when you arrange the statues on the south end of the room to match the pattern on the north wall. When that's done, find Ricky Feather in A2.





## 4. Compass Quest



Jump to the west side of A4 with Bow's Feather. Fall to the raised platform in A7 and go through a tunnel to B5. Jump onto the trebuchette and ride it to bounce up to B5, where you'll find the compass.

## 5. Push with Power



Once you have the compass, drop from B1 to B5, push the thing along and bounce up to the west side of B5. From there, you can't push the blue rollers in C1 out of the way while avoiding the spikes.

## 6. Push, Jump and Fly



After you take the stairs from D1 to D5, push the trebuchette in the room so that it rests on the marked spot. Jump onto the trebuchette and bounce up to the east side of D1 where you'll find a key.



If you walk over the switch in D6, the floor will collapse. Suppress the urge to let the switch. Instead, use Bow's Feather to jump over it and move on to collect the Gasha Seed in D7.

## 7. Deploy the Enemies



The electrical, speedlike minotaurs are attracted to keys as long as they're in the water. Pull them out of the water and throw them onto the floor, then slash them with your sword.



Take the stairs from C1 to the upper platform of C4. Go west to A4 and jump into the hole in the northwest corner of the room. You'll land in room A6, close to a giant-staffing trap.

## 8. Push for the Key



The Green Key is in a treasure chest located on the east side of a line of blocks with a level top. Push the pink block from the top into the gap and jump to the key.

## Method



The center of the line is a giant path. Leap to the platform in the center of the room, dodge the switch minotaurs and be cautious with your sword when it acts. If you fall, bounce back and fight.

## Learn to Swim

After you survive the third dungeon, you'll be off to the Sunken City. There, you'll find a new pet.

### Get Wet



With Rikky's help, you can hop to the east and enter the Sunken City. Rikky will leave, but you'll be able to jump to shallow water using Bow's Feather. Go east to collect Gasha Seeds, then go west to meet the Dadoaga, Dairri.



### Fried the Flippers



Riding on Rikky's back, you can explore all of the Sunken City area. Two seas build four structures, three of which can be moved. Hit all four at once to start the Master's Pledge. Take that to the matter diver (sage) Zorah Flippers.

### Sink and Swim



Once you have the Flippers, you can explore all of the waterways in Hyrule and dive to find water-resistant rings. Get passage, in the year of the sky's fall, to the 10th Canon.

### Climb and Warg



HL Canon is a maze of caves and vertical climbs. You'll find several interesting places to explore with a warg in Subarea in the southwest. Climb to the top of a cliff, then jump into the warg from above.

### Feather Floss



Not long after you appear in Subarea, a pair of hostile creatures will steal your feather. Follow them, but make sure that they can't see you. When they bury the feather, you can dig it up and go on your way again.



## Bring on Spring

When you approach Suberosia from Mt. Cacro, you'll acquire the power of spring and march one step closer to the fourth dungeon.

## Go Underground and Spring Forth



You'll find stairs to a tunnel east of your most recent arrival point in Scherrie. Take the tunnel to the Tower of Spring, and you gain the Rod of Seasons with the power to change the weather now.



With the power of spring in your pasture, you'll be able to make use of those flowers and tree sap blocking foliage and flowers that you can't see. Use that power of Mr. Cane.

## Meet Moosh

While exploring Mt. Cucco, you'll befriend Moosh, a winged bear with a ground-shaking attack. If you help him, he'll help you.

### The Way to a Bear's Heart...



Like most beers, Moon is perpetually hungry. He needs spring blossoms. Change the scene to spring and cut away flowers to get a ride from a hard to the top of a tower. There, you'll find a bonus for the beer.

## Fly Fast for the King



With Moomch on your team, you'll be able to reach the Oregon Key Press the A Button quickly and repeatedly to hover over the holes and get access to the key. The Oregon Key opens the fourth dungeon.

## Dancing Dragon Dungeon

The fourth dungeon is the largest and most challenging battle exercise yet. You must use all of your adventuring skills to survive.

### A Trip to the Tower



Do you have the key, search for the keyhole in the upper reaches of the mountain. Flying on winter for a snowfall; heat, then climb up and fly next with the hole of a bird.

## Stop the Flow



The dungeon entrance is behind a waterfall. When you see the Dragon King, the water will stop flowing to the entrance. Invite number one and climb a vine into the dungeon.

## 1. Pot Luck



When you arrive in room G2, you'll find nine pots and eight switches. Grant a side pot and the center pot, and slide the others onto switches. By the last switch is out a fire.

## 2. Move to the Map



When you return to the relay cart, hit the switch and take a detour to A3. Move the statue to open the door, and follow the path to B2. You'll find the *Survivor's Map* there.





### 3. Key Collection



When you enter the cave in A7, you'll encounter a screen of disappointing blocks, and finally emerge in F7. Light a torch there to find your way to a key.

### 5. Take Long Leaps



Use a Progress Band and Rock Powder to jump across the wide gaps in Fland EE, then follow the path to G5 and collect yet another key.

### 7. Run for the Prize



After you've worked your way down to room C9, push the rock's one statue onto the switch and use the speed of a Progress Band to run to the Slingshot at the floor clefts.

### 9. Trick Track Manipulation



Ride a mine cart from C8 to D8 by hitting the switches in G8 with seeds from your Slingshot. Move on to E7 and dive into the water for the Bone Key.

### 4. Take a Dip



Return to the entrance and go east to E4, where you'll get the compass. Then, go to D2, ride a mine cart to G1 and dive into the water to retrieve a key.

### 6. Light Fight



The enemies are a pair of slippery wizards. They are vulnerable only when both torches are lit. Light them at the same time and ending at the wizard who casts a shadow.

### 8. Roll and Fire



With the Slingshot in hand, you can get a key in G5. Ride through the room on a mine cart and light all three torches with Ember Seeds. The key will appear.

### 10. Switch and Go



Return to C8 and hit the switch in the southeast corner. Ride the mine cart to E8 and take the stairs. In D7, dive to A2. You're getting close!

### 11. Bridge to the Boss



The gap in A12 is too wide to jump. Use your Slingshot to light the torches with Ember Seeds. A bridge will span the gap.



### Go Home



The dangerous leader is a crablike creature with one huge claw. Take swipes at the claw with your sword. When the claw is gone, switch to your Slingshot and run for the eye of the creature when it is open.

## Complete the Cycle

With one more visit to the Temple of Seasons, you will earn the power of the final season—summer. The rod will be complete!

### Lava Lake Survival



A trap in room J12 of the Hotdemon map will take you to the Subterranean Lava Lake. Go south from there, jump across the lava and pull up an explosive Bomb Flower.



When you take the Bomb Flower to the Tower of Artoria, a helpful Salamander will plant the explosive on a boulder and blast the floor on top.





# Oracle of Ages

An evil sorceress who can control time has changed the history of the land of Labrynna. It's up to you to follow her into Labyrinth past and reverse that unlever-least magicalk wrongs.

## Forest Serenade



The story begins in the woods of Labrynna, where Nayru witnesses her friends. All is well, but not for long. An evil force has followed you into the woods.



## Times Change



When Verin, a power-hungry sorceress, appears on the scene, you discover that the danger is also a secret—the Oracle of Ages—and that Verin plans to use the Oracle's power of time travel to control the land.

## Old Story, New Ending



In changing the history of Labrynna, Verin has eliminated the wise, old Meku Tree by destroying it in its sapling state 400 years in the past. For your first act of heroism, you must save the Tree and give it the chance to grow. Get a sword from legs and go south, then west to the town.

## Times Change

Verin has taken Labrynna by storm, kidnapped Nayru and disappeared into the past. The changes in the past that she has made are starting to affect the present.

## The Vanishing Tree



The present changes to reflect the changes in the past. When you go to the Meku Tree, via Lynna City, you will see the tree for a moment before it disappears. You must find a way to bring it back.

## Tumble through Time



Traveling East takes the site of the Meku Tree's disappearance, you'll find a village in the past. When you step into the woods, you'll travel 400 years into Labrynna's history. Go south from there to find the Dark Tower.

## Explore the Tower



While exploring the Dark Tower, you'll learn about the actions that Verin has already taken to control both the past and the present. You'll also learn a lesson that you can use to clear away blocking fire.

## Move Earth



The Meku Tree sapling is in danger. You must save it from being along the Meku Path to survive. Use the sword to dig your way into a cave that leads to the path.



## Clear a Path



Not far along the Moka Path, you'll enter a room with a narrow ledge that extends over a large pit. Push blocks into the pit to clear the way to a switch. When you hit the switch, a box will appear.

## A Whole Lot of Blocks



You'll find a switch surrounded by a complex pattern of blocks in linked rooms. By pushing three of the blocks out of the way, you will be able to reach the switch and open the door. The opening is not far.

## Save the Tree



A pair of Pig Warriors threaten the Moka Tree nearby. By defeating the monster, you will ensure, for the time being, that the Moka Tree will grow. Go south and travel back to the present.



## A Gift from the Tree



When you reach the present, return to the Moka Tree. You'll see that it's in sad and fully grown. As a reward for saving her, she will give you a Seed Sprout and 25 Rubber Seeds.

## Spirit's Grave

You can lend the effort to save the oracle and stop Worn by collecting the right Essences of Time. That quest begins in Spirit's Grave.

## Go to the Graveyard



The Spirit's grave dump is in the present, east of Luma City. Use Ember Seeds to burn your way into an underground chamber in the Spirit Graveyard. When you light the torches in the chamber, a gate key will drop.

## Open Doors, Light Fires



From the entrance of Spirit's Grave, go east to room 07, defeat the enemies to open the door, then go to 03. When you reach the rolling block into the hole with the blue slide up, four fires will ignite and the door will open.

## 2. Know Your Way Around



The Gamespace Map and compass are both clear. You can get the map by climbing up the stairs in 06 to the raised platform in 07, and you can get the compass by advancing north to 06.



## 3. Grab the Magic Ring



After you collect the compass in 05, turn on Ember Seed at the barrier on the east wall of the room. The barrier will turn into a round path to 05. There, you will find a Magic Ring that you can take to Worn-Jewelry.

## 4. Spar with a Spirit



Re-enter 06 and go through the room to 05. You'll face off with a ghost-like creature. By defeating the creature with your sword, you'll earn a key and access to 06, through 06. The challenge is not too easy.



## 5. Key Accumulation



Keys are easy to come by in the middle of the dungeons. When you enter D4, push the first block that you see to get access to a key in the room's corner.

## 6. Platform Puzzle



When you enter D2, push the blocks so that you will have passage to the northeast and northwest corners of the room. Then hit the switches to make the platform and chest appear and get a key.

## 7. Get a Gusho Seed



When you hit the switch in the northeast corner of C3, a Gusho Seed will appear. Advance to the northwest corner of the room and tap onto the moving platform to exit.

## 8. Ghost Grog



The minibus of Spirit's Groom is a large ghost with three small top-winged spirits. The small spirits will show you down if they grab you. Chase them away with your sword and go for the big ghost.

## 9. Pick up Power



The Power Bracelets is in a tunnel. Go to the east side of A6 and light the two torches with Ember Seeds. A staircase that leads to the treasure will appear.

## 10. Toss Pots



With the Power Bracelets at your disposal, you can pick up and throw blocking pots and other heavy objects. Use that power to get to a Magic Ring in A6 and the Boss Key in B2.

## 11. To the Boss or Bust



You'll exit through room B2 on your way to the boss room. While you are heading for the boss, be sure to avoid the Wall Masters, or risk being sent to the entrance.

## Ghost Grog



The leader of the diaphanous is a ghost that wears a coronation hat. After you hit it a few times, the coronation will fall to the ground. Pick up the scepter and toss it at the ghost in a kitchen across the floor.

## Fairies' Woods

With the strength of the Power Bracelets, you can open new passages, including the path to Fairies' Woods, west of Lyrra City.

## Forest Fairies



Move a blocking rock out of the way on the west side of Lyrra City, enter the accessible Fairies' Woods and search for a tale of happy apples.

## Catch Them If You Can

Reduce the fairies will help you, they want to play a game. There is a counter in the woods and challenge you to find them in a minute of scurried steps. before they run away.

## Dungeon Collapse



You'll find a dungeon shortly after you leave the fairies. When you try to enter the dungeon, it will collapse. You must go back in time and enter the dungeon while it is still intact.





## The Harp of Ages

Since events in the present are linked to new events in the past, you must chase Veran across time. The Harp of Ages will allow you to do that.

### Search the Home of the Oracle



We'll find him in Nayru's home, northeast of Lyone City. Walk to the altar, then push a statue out of the way to reveal a passage. When you explore that passage, you will find the Harp of Ages.

### Take Control over Time



When you see a design on the ground like the one shown outside of Nayru's house, play the harp. The design will turn into a warp that will carry you to another time. Use time travel to solve puzzles.



## More Adventure to Come

Since this issue's Legend of Zelda strategy service has focused more on Oracle of Seasons than Oracle of Ages, we'll shift the focus to the latter for next issue's follow-up. They're two separate adventures, but they are linked by a password system. Finish one game, then play the second game as a sequel to the first. Our ongoing coverage will help you do just that! ♡





Save the centaurs, heal the barbarians, rescue the fairies—it's all in a day's work for Xena. Courtesy of Titus, the famous Warrior Princess comes to life in a new adventure for the Game Boy Color, and she's as impressive as ever.

# XENA

## WARRIOR PRINCESS

### A Guided Journey

With a sword in one hand and a Shikram in the other, you will guide the Warrior Princess as she battles mystical creatures, navigates perilous terrain and solves mystifying puzzles—all while being fed lots of confusing information from a multitude of characters. If all that sounds overwhelming, Nintendo Power's maps and tips that will make your adventure a little bit easier.

### Dynamic Duo



You won't have to go through withdrawal after completing Xena's quest. Hercules will soon be strapping into the Game Boy Color in his own adventure developed by Titus. After all, he couldn't stand to be overshadowed by a barbarian.

### Making a Connection



If you manage to find the hidden battles in both Hercules and Xena, you'll be able to make connections between the two titles via the colored link. Since each warrior has unique abilities, you'll be able to explore new facets of each quest when you link them.



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## Wood Whacker



Kean isn't much of a warrior without a sword. As soon as the game starts, take an immediate left into the Bear's Territory and head to the southwest corner to collect the vital weapons. Once you're properly equipped, you'll be able to slash through obstacles and uncover treasures. Note that you must have five diamonds to save a game.

## Great Forest

Floating near the entrance of the forest is a helpless fairy. You'll learn that he is searching for some assistance. After chatting with the fairy, track down the magic gloves and, if you still need to gather honey for the bear, follow the road west to the bushes.

## Juking Joxer



After you've gained access to the forest, they will tell you to watch the Line of Time from Joke. You must climb this second tree at the north end of the forest.

## The Magic Touch



Kean cannot get through the maze without the magic gloves. They can be found in the large, solitary tree near the southeast corner of the woods. Strike the tree a couple of times to uncover the gloves.

# Not-So-Sweet Dreams

Kean is a dreamer, but not the kind who imagines pretty visions of the future. Instead, she unconsciously conjures a nightmare world of fantastic horrors. As the game begins, Salomon informs Kean that she is in the midst of a vivid dream, set in Morpheus' kingdom of Psychosia. He instructs her to find a sword in the Bear's Territory.

## Bear Blockade



The only way to get past the bear and into the Palace's Retreat is to collect a bunch of honey from the beehive clearing. Head north to the Great Forest and follow the path west to reach the beehives.

## Keys to Survival



Diamond



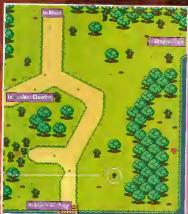
Heart



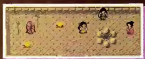
Multiple Diamonds



Extra Time







## Fates' Retreat

The Fates are willing to alter the events of the past and lift their curse from the continent if you recover their Lyrer of Time. Go back to the Great Forest and catch Jomer, who is dressed in green and looks like Robin Hood. Don't forget to take the Shikaram before leaving the Fates' Retreat.

## The Maze

With the help of the handy bird's-eye view of the entire landscape, you should be able to find your way in and out of the maze. There are multiple diamonds hidden throughout the labyrinth, as well as the important salamander-skin boots.

### Heave-Ho



As it turns out, he's not half enough, she's about to get a serious massage workout. Slip on the magic gloves to move the heavy rocks. Notice that she can push and pull them.

### Fancy Footwear



Find the fire-colored salamander-skin boots in the southwest corner of the maze. You'll need the cool shoes to walk through the volcanoes.



## Fairies' Den

After you exit the maze and take the path that leads west, you'll find yourself in the Fairies' Den. Don't be alarmed if you feel a bit like Dorothy, surrounded by the Munchkins of Oz. The fairies may look a bit strange, but they are harmless and only want your help. Talk to them and gather valuable information.

### A Friendly Exchange



The fairies cannot help you, but they won't talk to you unless you jump into them. Some fairies will exit for diamonds before revealing secrets. You will discover that their queen is being held captive. Use your sword to swing the fences and collect valuable items. If you're lucky, you may even obtain an extra life.

### Dime a Dozen



A hawk at the upper left corner will regenerate a diamond each time you breathe the rock. It's a great place to go if you need to save your gems.



### The Couch



A large couch is hidden among the mushrooms near the shop in the northeast corner. Don't leave the map island, because you can only sit on a couch a limited number of times in the game.





## Forest of Stones

To save the fairy queen, take the opening north of the maze into the expansive Forest of Stones. You must cover every inch of the vast, green territory and wipe out all the pesky creatures before you can release Queen Lalula. Unfortunately, as soon as the queen is free, she will be abducted again and taken to the Harpies' nest. All that hard work for nothing!

### Monster Mash



Move slowly and watch for weird monsters around every turn. The new force strikes quickly, so keep a safe distance after each battle. Be sure to exterminate all the scorpions, too.

### Taking the Plunge



Ready for a wreck? In the southeast corner of the forest, a hole in the ground will drop you into a treacherous underwater shortcut to Dragon's Isle. Go there only after you've obtained magic cyraps on Symp Island.

### Breakfast Anyone?



You can reach Symp Island by crossing Death Bridge near the west side of the castle's village. You will have access to the bridge later in the game.

## Volcano

If you go east of the maze—you'll suddenly find yourself in the heart of the volcano. Turn left and wade toward the top. Once you reach the peak, walk around until you get sucked into the underground tunnel.

### Don't Get Burned



It's been said that walking across fire is a self-improving, mind-over-matter feat that can be accomplished with the right mind set. But in this case, make things easy on yourself before dipping into the scalding lava—step on the rocky underwater-side boards for protection.

### Boulder Bash



Immediately after you enter the tunnel, press Start to access your inventory and assign the bashing to the B button. Large boulders will clear your down every ramp, so you'll need to time your jumps carefully. Don't forget about the bats hovering overhead.



### Wicked Wasp



**NP** Are you just with the boulders, which will allow you to hit the fire line's above your head? Stay in the corner and wait for the weather line to lower herself to the ground. Log onto [www.nintendo.com](http://www.nintendo.com) for more details.



# Barbarian Village

The barbarians are in a state of despair, and the worst part is that they blame Xena for the mess. As it turns out, Daphne disguised herself as the Warrior Princess and ravaged the town. You must earn back the villagers' trust by lending a helping hand. Use the shortcut to travel back and forth between the barbarian and centaur villages and collect all the diamonds.

## The Crane



The witch will bring up an oldie to see on the shelf, but you can't find her a smelly fish.

## The Healer and the Farmer's Wife



After meeting the healer, you'll travel to the centaur village and find the farmer's wife. Get a sack of barley and return to the healer for the potion.

## The Farmer



Enter the barn in the southeast corner of the village and locate the farmer. He will reward you with an apple for assisting his ailing wife.

## The Blacksmith



Bring the apple to the blacksmith and he'll exchange it for a pair of shoes. If you haven't paid your 50-diamond debt to the leader, the blacksmith will refuse to exchange and turn you away.

## Gone Fishin'



Take the shoes to the centaur village and locate the fishpond in the northwest section. Cut the wire mesh with the shears and return to the fisherman.

## The Fisherman



When Xena gives the fisherman the pond's location, he'll hand over his prized smelly fish to return. Offer the fish to the witch to get the elixir.

## The Chief



Give the elixir to the chief. His head will clear, and he'll remember that Daphne was responsible for the destruction of the village.

## Head Eastward



After the chief orders peace, he will open the passage to the east, which leads to the trail to Daphne.





## Tunnel

The long, complex passageway that will eventually lead you to Darphus is a great place to stock up on hearts and diamonds. Make sure you gather enough extra time to explore the entire tunnel. Pause the game and access your inventory to use the additional time and hearts that you collect. Keep an eye out for large spiders and tornado-spinning zombies. Use the map to avoid falling off cliffs.

Golden Heart Barbed Wire Maze



Dark Ice Ice Maze



## The Eyes Have It



Darphus will unleash a gigantic eyeball, hoping to eliminate you with a little extra to spare. To defeat this eyeball, you'll need to throw the black rock. Don't be using your sword only when necessary. Use your hearts if necessary.

## Light the Way



After defeating the hounding eye, you should receive a key in hand, which will come in handy while battling Darphus. Remember to stay on your fingered hearts again before entering through the door. Explore the area until the torch is lit and return to the entrance hall to fight Darphus.

## Sneak Attack



Finally you are face-to-face with the enemy who decimated the barbarian village. Darphus will have himself widely in all directions, so position yourself behind him as often as possible and strike rapidly. Don't be afraid to pause the game and use as many extra hearts as you need.

## Stay the Course

The journey has been daunting and the conflict with Darphus will undoubtedly leave Xena weary and jaded, but there's much more that needs to be done. The end of the barbarians will instruct you to return to the Forest of Secrets and find the infamous Quaco Jabala in the Darphus' nest. Before you reach the end of the quest, don't forget to uncover the Game Link Cable that will allow you to swap characters between the Hercules and Xena Game Boy-rides. 







## News Flash from Japan!

Lots of exciting Game Boy Advance news was revealed at a press conference held in Japan recently, and some of it had to do with Pokémon products that will be released in Japan in the next few years. While the news from Japan is exciting, remember that we don't know for sure whether the products will make it over to our shores, and if they do, we have yet to learn when that will be.

Mr. Tsunekazu Ishihara, general producer of Pokémon and president of Creatures Inc., took part in the press conference, and he had a few interesting things to say about Pokémon. Mr. Ishihara introduced the tentatively titled Card-e Reader accessory for the Game Boy Advance. The Card-e Reader plugs into the Game Boy Advance just like a Game Pak, and it can read data stored on the all-new and temporarily named Pokémon Card-e trading cards. The cards will have a special barcode that contains data about the Pokémon on each Card-e, including sounds, Pokémon stats, evolutionary lines, attacks, strategies and more. The Pokémon Card-e trading cards will still have the traditional info and pictures on them and can be played just like any other Pokémon Trading Card Game card—but when you swipe them through the Card-e Reader, you'll get all sorts of cool insider info.

Mr. Ishihara also announced that four new Pokémon will be part of a new Game Boy Advance Pokémon game, which is scheduled for release in Japan in 2003. The game, which has the working title of Pokémon Game Boy Advance, is shrouded in secrecy, but Mr. Ishihara said, "This game will be very important and will be the origin of a new Pokémon world." Mr. Ishihara even introduced three new Pokémon from the game, whose Japanese names are Luri Lun, Kalamon and Hoeroko. At least one of the new Pokémon, Luri Lun, seems to have a tie to a current pair of blue Pokémon from Gold and Silver. A picture of a boy Trainer was also shown. The four characters from Pokémon for Game Boy Advance are said to have roles in the fourth Pokémon movie, which opens this year in Japan. Keep reading the Pokécenter and future issues of Nintendo Power for more info on exciting new developments from Japan!





# Pokéchat

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

**Q:** I read about the Pokéras a few issues ago, and now I'm curious. How do you get the Pokéras? What is it?

**A:** Pokémon science hasn't been able to uncover all of the secrets behind the odd Pokéras condition. It's said that Pokéras will, on very rare occasions, "catch" the Pokéras in a completely random manner. If your Pokémon have the Pokéras, you will get a strange message from both the Pokémon Center attendant and Professor Oak. The Pokéras is actually beneficial and not dangerous at all—but it doesn't last long.

**Q:** How can I get the Big Scares Doll for my room? I want it!

**A:** Your mom will buy it for you if you've saved enough money together. If she isn't saving money for you, go back to New Bark Town and ask her to.

**Q:** How many Dark-type Pokémon are there?

**A:** Not many, really, which is pretty lucky for all the Ghost- and Psychic-types out there! There are six Dark-type Pokémon: Umbreon, Murkrow, Houndour, Houndoom, Sneasel and Tyranitar. Of the six, only Umbreon is a pure Dark-type creature.



**Q:** Is there any surefire way to run into a shiny Pokémon?

**A:** Not unless you count the Red Gyarados that's conveniently swimming in the Lake of Rage, just waiting to be caught. If you really want to catch a shiny (differently colored) Pokémon, your best bet is to search everywhere and keep your eyes peeled for those special Pokémon.

**Q:** Will the Jynx pose for me in Pokémon Snap?

**A:** Yes, the lovely ladies will do a little dance if you play the Poké Plate for them as you pass by.

**Q:** I can't find Pisco. Why?

**A:** Pisco is one of those somewhat frustrating Pokémon that can't be found, unless you headbutt the trees around Johto. Try headbutting the small trees in wooded areas and be persistent. Pisco are

relatively rare, but with patience, you'll catch one. If you're looking for Forestress, you'll have to miss a Pisco to level 30 to get one.

**Q:** What does Curse do?

**A:** It depends. When a Ghost-type Pokémon uses it, its HP is cut in half, but the opposing Pokémon loses a quarter of its HP on every turn thereafter. If a non-Ghost-type uses it, its Speed is lowered dramatically but its Attack and Defense are raised. Not a bad trade-off if your Pokémon is slow anyway.

**Q:** Where is the TM for Rock Slide in Gold and Silver?

**A:** It's not in Gold and Silver at all. You'll have to trade a Pokémon back to Red, Blue or Yellow to get Rock Slide from a TM.

**Q:** Where is Teddiursa?

**A:** It's found on Route 45—but only in Gold. Silver owners will have to trade for it.

**Q:** Do Unown learn moves by leveling up?

**A:** No, Hidden Power is the only move an Unown has.





# 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 get to the Silver Cave?

You access Silver Cave by traveling along Route 28, which you can't enter until you have collected all of Johto and Kanto's badges. After you have all 26 badges, swing by Professor Oak's place in Pallet Town and chat with my dear colleague. He'll give you permission to enter the once-blocked hallway in the Victory Road reception gate. Just outside is Route 28. Be careful when you visit the area—there are lots of Pokémon at or around level 40 that are waiting to battle you there! The cave is dark, so be sure to bring along a Pokémon that knows Flash.



Walk through the reception gate to Route 28.



Silver Cave is full of all sorts of interesting Pokémon.

## How do I get to the Cave level in Snap?

You have to open up a secret gate near the end of the River course. While coasting down the river, keep a lookout for a red switch on the right bank of the river. A Porygon is nearby. Aim a Putter Ball at the brown wall behind the red switch to score the Porygon onto the switch, which will open up a new part of the river. The Zero-One will float into the newly opened area, which leads to the Cave.



Use a Putter Ball to get the hidden Porygon to push the switch.



You'll drop down into a gloomy cave with lots of Pokémon.

## Where is Togepi in Pokémon Puzzle Challenge?

Togepi is another secret Pokémon you can catch in Pokémon Puzzle Challenge, and catching one isn't very hard. Start a One-Player Challenge game on Normal difficulty or higher. Before you make it to Clear in Blackthorn, you must create a 10-Block combo. It sounds big, but a 10-Block Combo isn't impossible to create. Try lining up two columns of five blocks each then reversing the middle blocks in each column. Switch the two blocks to finish the 10-Block Combo. There are other ways to build a 10-Block Combo. Experiment with the game on Easy difficulty if you're having trouble. Once you make the 10-Block Combo, a Trainer named Pokémon will challenge you. Win the battle to claim Togepi as your own.



Big 10-Block Combos are easier than you think.



Togepi gets very egg-tired when it wins a battle.

## How do I train Smeagle?

If you want the moves Smeagle Sketches to become a permanent part of its arsenal, you have to Sketch moves during an in-game battle—moves learned during Game Link battles will be forgotten. Any in-game battle will do, but if you want to be very precise about it, you can use two Game Boys and two Gold or Silver Pals to train Smeagle. Take a Pokémon, preferably with just one move, and install it as the only member of the party on one Pk. Keep Smeagle on the other Game Pk as the only or first member of the party. Mystery Gift between the two pals, then take your Smeagled party to the Trainer House in Viridian City. You'll battle the one-Pokémon party from the other Pk in the Trainer House, and, since it is the only Pokémon on the team, it will be easy to Sketch the move you want. Level-up your Smeagle until it learns Sketch again, and repeat. It's a time-consuming method—but it's also *rule-free*.



Smeagle is located in the Pools of Alph area.



Smeagle's Sketch makes it an unpredictable opponent.



# 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.

This month's Trainer, Nick Moore, says he's better known as NickWheat to the online Pokémon community. Like a few of the Trainers before him, Nick uses specific strategies with each of his Pokémon, which makes them better able to survive battles with many Pokémon—even Pokémon they're otherwise unlikely to beat! Nick likes to combine the effects of several moves on his opponents, sometimes even using one Pokémon to set up an opponent and another to take it down.

## Starmie



Item	King's Rock
Surf	Thunder Wave
Confuse Ray	Recover

## Lanturn



Item	Leftovers
Surf	Confuse Ray
Thunder Wave	Screech

## Marowak



Item	Thick Club
Earthquake	Rock Slide
Screech	Swagger

## Aerodactyl



Item	Leftovers
Earthquake	Ancient Power
Wing Attack	Substitute

## Misdreavus



Item	Leftovers
Mean Look	Perish Song
Destiny Bond	Protect

## Blissey



Item	Leftovers
Counter	Seismic Toss
Thunder Wave	Softboiled

Nick digs the combination of Thunder Wave and Confuse Ray so much, he put it on two of his Pokémon. Paralysis mixed with confusion leads to an opponent that simply won't attack very often, which allows Nick to use Surf to wash away the opponent's HP. The addition of the King's Rock to Starmie makes it even less likely that a paralyzed and confused Pokémon will attack—even if neither condition wears off, it still might flinch. Lanturn's Screech works with Thunder Wave and Confuse Ray to lower the opponent's defense so it does more damage to itself while confused and takes more damage from any attack thrown at it. Unlike paralysis, which lingers, confusion can wear off pretty quickly. Some opponents won't wait it out, however, and they'll switch their Pokémon. That will give Nick the opportunity to use Thunder Wave and Confuse Ray on another poor Pokémon, leaving it at a disadvantage. As you can see from the multiple Thunder Waves, Confuse Rays, Earthquakes and Screeches on Nick's team, he has his favorites. It's not unusual for Trainers to rely on certain attacks or combos, and as long as you don't become too predictable, that can be fine. If you take on the same opponents often, they may come up with ways to get around your favorite moves.



The same King's Rock that helps Poliwhirl evolve into Politoed can also be held by any Pokémon when in battle. During a battle, the King's Rock may cause the King's Rock to break. You can get a King's Rock from a researcher in the Snowpeak Valley from wild Poliwhirl, Slowpoke and Slowbro.



Wild Marowak and Cubone may be holding Thick Clubs, all from they can use to give their Attack status a boost. If your Marowak or Cubone doesn't have the item, try using Dig or catching a low-level one to get one. No other Pokémon can use Thick Club—it works for Marowak and Cubone only.



# Hot off the Press

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

latest and upcoming Pokémon games, cards, TV shows, movies, toys, tours, events and more right here!

## Celebi Celebration



Pokémon Stadium 2 players will notice that Coolerstar Miya in Round 2's Prime Cup has a new Psychic-and-Grass-type Pokémon. It's Celebi, the 251st Pokémon. Players can rent Celebi in Round 2's Prime Cup, too. Renting Celebi is the only way to get your hands on the time-traveling Pokémon for now, but you never know what might happen in the future!



## Toy Fair 2001



Pocho, Pichu and a fleet of customized Pocho Beetles and Lugia PT Cruisers were on hand to celebrate Toy Fair 2001 in New York City. Plenty of Pokémon-related toys and other merchandise were announced at the Toy Fair. You can expect to see lots of great new figures, board games and other collectibles from Hasbro in the next year, and many more companies are making tons of Pokémon products, from toothbrushes to temporary tattoos. People were talking about upcoming Pokémon games Pokémon Stadium 2 and the just-announced Pokémon Crystal at the Toy Fair, too.



## Pokémon Crystal Coming Soon



Pokémon in Japan got a great gift in December—Pokémon Crystal. The shimmering sensation is a new twist on Pokémon Gold and Silver. Players can play as either a girl or a boy Pokémon Trainer in Crystal, and the Pokémon battles are more animated than ever. There's even a special bit of new info in every Pokémon entry! In Japan, Pokémon Crystal works with the Mobile Adapter GB, which allows players to connect their cell phones to their Game Boys and the Pokémon Crystal game. Japanese players can trade and battle Pokémon on a network with the Mobile Adapter GB. Even though players in Japan have had their hands on Crystal for a while now, plans for Pokémon Crystal's U.S. release were pretty hush-hush until recently. Pokémon Crystal's U.S. release was announced at Toy Fair 2001. Expect the game to make its U.S. debut this fall. Stay tuned to the Pokémon for more news on the amazing new Pokémon game!



Players can finally choose to be a female character!



Some Pokémon can learn different attacks in Crystal.

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

Send questions, comments and letters to  
Nintendo Power  
P.O. Box 97082, Redmond, WA 98073  
[pokcenter@nintendo.com](mailto:pokcenter@nintendo.com)

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# The Next Smash Hit!

## Snoopy™ TENNIS



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Play all your favorite  
Woodstock® characters



Search your way to victory  
on 19 different courts



Swap power ups for the  
ultimate tennis challenge



visit [www.snoopy.com](http://www.snoopy.com)  
for hints, tips and cheats!  
Unlock Woodstock: WHGX



GAME BOY  
COLOR



# INDIANA JONES

and the

## INFERNAL MACHINE



The world-famous archaeologist comes to Game Boy Color in THQ's version of Indiana Jones's epic No. 4 adventure. Dangerous wildlife, lustreless villains, hidden traps, brain-twisting puzzles and ancient mysterious world!



### SWINGING INTO ACTION

Join Indiana Jones as he swings a whip and a gun in search of the lost mine of an ancient Machine. Indiana Jones is back in the game. Join Indiana Jones as he swings a whip and a gun in search of the lost mine of an ancient Machine. Indiana Jones is back in the game. Join Indiana Jones as he swings a whip and a gun in search of the lost mine of an ancient Machine.







# Canyonlands



Traveler's Guide to the Canyonlands  
The Canyonlands is a vast, arid region of the southwestern United States, known for its unique desert landscapes and ancient ruins.

Traveler's Guide to the Canyonlands  
The Canyonlands is a vast, arid region of the southwestern United States, known for its unique desert landscapes and ancient ruins.

## Sandwich and Traps



The Canyonlands is a vast, arid region of the southwestern United States, known for its unique desert landscapes and ancient ruins. The game features a variety of traps and obstacles that players must navigate to progress through the level.

## Swinging Lady



The Canyonlands is a vast, arid region of the southwestern United States, known for its unique desert landscapes and ancient ruins. The game features a variety of traps and obstacles that players must navigate to progress through the level.

## Fish and Fish



The Canyonlands is a vast, arid region of the southwestern United States, known for its unique desert landscapes and ancient ruins. The game features a variety of traps and obstacles that players must navigate to progress through the level.

## Treasures



The Canyonlands is a vast, arid region of the southwestern United States, known for its unique desert landscapes and ancient ruins. The game features a variety of traps and obstacles that players must navigate to progress through the level.



# Babylon



The Babylon is a vast, arid region of the southwestern United States, known for its unique desert landscapes and ancient ruins. The game features a variety of traps and obstacles that players must navigate to progress through the level.

## Swinging Lady



## Swinging Lady



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## Russian Border



It's time to head back to the Russian border. You'll find a small village called **Yasnaya Polyana** on the border. It's a small village, but it's a good place to start your journey.

### Backdoor



Backdoor is a puzzle that involves finding a path through a snowy landscape. You'll need to use your map and compass to find the correct path.

### Back Door



Back Door is a puzzle that involves finding a path through a snowy landscape. You'll need to use your map and compass to find the correct path.

### Wettery Exit



Wettery Exit is a puzzle that involves finding a path through a snowy landscape. You'll need to use your map and compass to find the correct path.



Wettery Exit is a puzzle that involves finding a path through a snowy landscape. You'll need to use your map and compass to find the correct path.



## Tian Shan River



It's time to head back to the Tian Shan River. You'll find a small village called **Yasnaya Polyana** on the river. It's a small village, but it's a good place to start your journey.

### Need a Guide



Need a Guide is a puzzle that involves finding a path through a snowy landscape. You'll need to use your map and compass to find the correct path.



## Shambala Sanctuary



It's time to head back to the Shambala Sanctuary. You'll find a small village called **Yasnaya Polyana** on the river. It's a small village, but it's a good place to start your journey.

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### Hidden in the Snow



Hidden in the Snow is a puzzle that involves finding a path through a snowy landscape. You'll need to use your map and compass to find the correct path.

### Get a Guide



Get a Guide is a puzzle that involves finding a path through a snowy landscape. You'll need to use your map and compass to find the correct path.

### Two Step



Two Step is a puzzle that involves finding a path through a snowy landscape. You'll need to use your map and compass to find the correct path.



Two Step is a puzzle that involves finding a path through a snowy landscape. You'll need to use your map and compass to find the correct path.





### Line and Jump



The road construction is a trap that will hold the character in place. The character must jump over the road construction to proceed.

### Man of the Hour



### Plating Time



The road construction is a trap that will hold the character in place. The character must jump over the road construction to proceed.

The road construction is a trap that will hold the character in place. The character must jump over the road construction to proceed.

### Like Clockwork



The road construction is a trap that will hold the character in place. The character must jump over the road construction to proceed.

### Seedling a Little



### Organ's Part



The road construction is a trap that will hold the character in place. The character must jump over the road construction to proceed.

The road construction is a trap that will hold the character in place. The character must jump over the road construction to proceed.



## Palawan Lagoon



The Palawan Lagoon is a large body of water. The character must swim across the lagoon to reach the other side.

The Palawan Lagoon is a large body of water. The character must swim across the lagoon to reach the other side.

### Break It Down



### Carried Treasure



The road construction is a trap that will hold the character in place. The character must jump over the road construction to proceed.

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The road construction is a trap that will hold the character in place. The character must jump over the road construction to proceed.

### Roll to Push On



The road construction is a trap that will hold the character in place. The character must jump over the road construction to proceed.

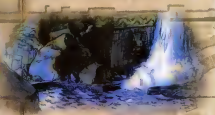




## Open the Torpedoes



When you see a submarine, it's either a friend or an enemy. The yellow submarine is a friend, and the green submarine is an enemy. The yellow submarine is a friend, and the green submarine is an enemy. The yellow submarine is a friend, and the green submarine is an enemy.



## Crack It Up



When you see a submarine, it's either a friend or an enemy. The yellow submarine is a friend, and the green submarine is an enemy. The yellow submarine is a friend, and the green submarine is an enemy. The yellow submarine is a friend, and the green submarine is an enemy.

## Try It Open



When you see a submarine, it's either a friend or an enemy. The yellow submarine is a friend, and the green submarine is an enemy. The yellow submarine is a friend, and the green submarine is an enemy. The yellow submarine is a friend, and the green submarine is an enemy.

# Palawan Volcano

When you see a volcano, it's either a friend or an enemy. The yellow volcano is a friend, and the green volcano is an enemy. The yellow volcano is a friend, and the green volcano is an enemy. The yellow volcano is a friend, and the green volcano is an enemy.

## Up and End?



## On a Roll



When you see a volcano, it's either a friend or an enemy. The yellow volcano is a friend, and the green volcano is an enemy. The yellow volcano is a friend, and the green volcano is an enemy. The yellow volcano is a friend, and the green volcano is an enemy.

## Roll Out



## Seasoned Up



When you see a volcano, it's either a friend or an enemy. The yellow volcano is a friend, and the green volcano is an enemy. The yellow volcano is a friend, and the green volcano is an enemy. The yellow volcano is a friend, and the green volcano is an enemy.



## Shall We?

I've found the skull gun.



It's a little hard to see, but I found the skull gun. It's a little hard to see, but I found the skull gun. It's a little hard to see, but I found the skull gun.

## Under the Floor!



You know, I've found the skull gun. It's a little hard to see, but I found the skull gun. It's a little hard to see, but I found the skull gun.

## Mind Sticker



You know, I've found the skull gun. It's a little hard to see, but I found the skull gun. It's a little hard to see, but I found the skull gun.



## Heard This

I've found the skull gun.



You know, I've found the skull gun. It's a little hard to see, but I found the skull gun. It's a little hard to see, but I found the skull gun.

## Imp in the House



You know, I've found the skull gun. It's a little hard to see, but I found the skull gun. It's a little hard to see, but I found the skull gun.

## Tabi's Turn



You know, I've found the skull gun. It's a little hard to see, but I found the skull gun. It's a little hard to see, but I found the skull gun.

# GETTING WARMER

ME

You know, I've found the skull gun. It's a little hard to see, but I found the skull gun. It's a little hard to see, but I found the skull gun.

You know, I've found the skull gun. It's a little hard to see, but I found the skull gun. It's a little hard to see, but I found the skull gun.





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# NINTENDO POWER

## A W A R D S



The results are in, and even Majora's Mask can't hide your affection for the Zelda series. Find out how the rest of your favorites fared in our annual poll.

## A CUT ABOVE THE REST

**A**
**BEST OVERALL GAME**

And this is no joke! That word "best" is interesting, but it's not as clear as it falls from Link's sword. To make The Legend of Zelda: Majora's Mask the winner of the Nintendo GameCube poll, beating the second-place Zelda: The Wind Waker by almost a 50-point margin, Linkman Gold and Silver and Dark Link also got 40 more points than Linkman Silver and Linkman Gold, respectively.





**R** Banjo Toole ©2002 Nintendo Game Studio by Rare. Characters and all trademarks of their.

## NUMBERS TELL THE STORY

### 8 BEST STORY

It follows that a story-based adventure game that dominated the best overall game category would also take the Best Story honors. The *Legend of Zelda: Majora's Mask* racked up more points than the eight other contestants combined. Perfect Dark's alien conspiracy and Banjo-Toole's fractured fairy tale are 17-48 apart in a scale that has no real place.

1. *The Legend of Zelda: Majora's Mask* (N64)
2. *Perfect Dark* (N64)
3. *Banjo-Toole* (N64)

## IT'S ABOUT TIME

### 1 MOST INNOVATIVE

Are you beginning to see a trend? Though some voters may argue that the voice recognition aspect in *Hey You! Whistle* (though *Whistle* is not even in the top 10), *Zelda* paragon put their time-oriented side over the top. The *Mask* managed to pitch what a third-class fairy, debased by two Sisters, actually running vague, indecipherable, and so on.



1. *The Legend of Zelda: Majora's Mask* (N64)
2. *Perfect Dark* (N64)
3. *Banjo-Toole* (N64)

## GOOD LOOKING IN THE DARK

### 6 BEST GRAPHICS

Rare has always managed to squeeze beautiful graphics out of the N64. Many voters were moved by the creepy alien textures in *Perfect Dark*, which edged out its sister title, *Banjo-Toole*, for the pretty polygon prize. The World Is Not Enough was a distant third.



1. *Perfect Dark* (N64)
2. *Banjo-Toole* (N64)
3. *The World Is Not Enough* (N64)

## HE PLAYS A MEAN OCARINA

### 5 BEST MUSIC

With its potent, dramatic soundscapes, the *Legend of Zelda* soundtrack has long been a fan favorite. Many voters backed up the fact that *Zelda* was the most popular game in the category by choosing the *Legend of Zelda* soundtrack as the best. The *Legend of Zelda* soundtrack was the most popular choice in the category.

The *Legend of Zelda* soundtrack was the most popular choice in the category.





## THE SOUND OF BUZZ

### **F** BEST SOUND

The atmospheric sound in *Majora's Mask* sets the dark tone for the game, which carried the category easily. Perfect Dark's cinematic surround sound pushed the limits of the N64's capabilities. Banjo-Toole's silly sonic warps also cranked up to eleven, thanks to Rare's mastery of the sound board.

1. *The Legend of Zelda: Majora's Mask* (N64)
2. *Perfect Dark* (N64)
3. *Banjo-Toole* (N64)



## WASABI WINS

### **H** BEST MINIGAME/MODE

North Americans can't resist a game featuring tongues and raw fish. Ticking topped up first-place honors for Stadium's gastronomic gobblefest. Jousasa and What Dark shot the second place award for PD's innovative Cooperative Mode. *Majora's* Beaver Brothers got the gaudiest for third.

1. *Pokémon Stadium: Sushi-Go-Round* (N64)
2. *Perfect Dark: Cooperative Mode* (N64)
3. *The Legend of Zelda: Majora's Mask: Beaver Brothers* (N64)



## IT'S DARK AT THE TOP

### **I** BEST ACTION GAME

It comes as a surprise that *Perfect Dark* didn't win the action category, but the cinematic, high-quality graphics and the innovative Cooperative Mode pushed it into the top three. *Majora's Mask* and *Banjo-Toole* were also strong contenders, but *Perfect Dark* was the only one to make the top three.

**PERFECT DARK** (N64)  
**MAJORA'S MASK** (N64)  
**BANJO-TOOLE** (N64)



## THE MANY MOODS OF MAJORA'S MASK

### **G** BEST GAME PLAY VARIETY

There is no doubt that *Majora's Mask* offers a wide variety of thrills and chills, from its bread-and-butter swordplay to home racing to mask collecting. It barely won out over *Mario Party* as minigame sampler, however. The bestselling *Pokémon Stadium* scored a supereffective hit with its many side games.

1. *The Legend of Zelda: Majora's Mask* (N64)
2. *Mario Party 2* (N64)
3. *Pokémon Stadium* (N64)





## SERVING UP OLLIES AND ELBOWS

### J BEST SPORTS GAME

Mario and Tony finished so close together, we're almost tempted to award them a tie. Almost, but not quite. The two titles are among the best games released last year, and they clearly outclassed any other contenders in the category. The best wrestling offering last year, *No Mercy*, plunked down the number three spot.

1. *Mario Tennis (NG4)*
2. *Tony Hawk's Pro Skater (NG4)*
3. *WWF: No Mercy (NG4)*

## I CHOOSE YOU, RPG!

### K BEST RPG/STRATEGY GAME

Warriors and wizards used to own this category back in the day, but *Pillbox* and company have cast aspell on RPG fans around the world. The 100g-awarded *Ogre Battle* and *Starcraft* titles didn't even come close. It should be noted that *Dragon Warrior 18II*, the obvious progenitor to *Pokémon*, came in fourth.

1. *Pokémon Gold and Silver (Game Boy)*
2. *Ogre Battle 64: Person of Lordly Caliber (NG4)*
3. *Starcraft 64 (NG4)*



## HUNTING PARTY

### L BEST MULTIPLAYER

FD's *Combat Simulator*, *Cooperative* and *Counteroperative* Modes made it difficult to top, but Mario almost managed to win the tiebreaker. It almost makes us feel better about forgetting to put *Mario Party 2* in the category. Stadium also fared poorly, but attendance was well below the top two crowd pleasers.

1. *Perfect Dark (NG4)*
2. *Mario Tennis (NG4)*
3. *Pokémon Stadium (NG4)*



## DIRTY VICTORY

### M BEST RACING GAME

With a tight contest at the end of today's Street Racer showdown, we awarded *Castrol* with the honor. It was the most technically impressive of the four racing games. *Triumph* took the prize for its superb, yet somewhat unrealistic, physics. *Triumph* comes in third.

**1. Castrol Street Racer (NG4)**  
**2. Triumph Street Racer (NG4)**  
**3. Street Racer (NG4)**





## FORCE MAJORA

### **N** BEST ADVENTURE GAME

Majora's Mask stacked up big wins in several categories, and its most impressive win was in its own genre. Banjo-Toolie and Spider-Man were solidly number two and three, but they barely made it through the front doors before Link was already back from saving the world.

1. *The Legend of Zelda: Majora's Mask* (N64)
2. *Banjo-Toolie* (N64)
3. *Spider-Man* (N64)



## THE GOLD (AND SILVER) AGE

### **P** BEST POKÉMON GAME

After an adventure on Game Boy Color, or a 3-D fighting tournament? Both—or, we should say, all three—games were hotly anticipated by Pokéfans, but the introduction of 100 new characters was more than enough to earn a gold medal.

1. *Pokémon Gold and Silver* (Game Boy)
2. *Pokémon Stadium* (N64)
3. *Hey You, Pikachu!* (N64)



## SPEEDWAY SURPRISE

### **I** BEST GAME BASED ON A CARTOON

It's hard to imagine a game that isn't based on a cartoon, but this one was. The game was a surprise hit, and it was a surprise that it was a game based on a cartoon. The game was a surprise hit, and it was a surprise that it was a game based on a cartoon.

1. *Mickey Mouse: The Great Race* (N64)
2. *Mickey Mouse: The Great Race* (N64)
3. *Mickey Mouse: The Great Race* (N64)

## A LEAGUE OF ITS OWN

### **I** BEST PUZZLE GAME

Puzzle League's addictive game play left a strong field of contenders under a pile of garbage blocks to take the puzzle prize. Bust-a-Move Millennium, a slight twist on the long-time favorite, popped Ms. Pie Man's bubble after the online votes were tallied.

1. *Pokémon Puzzle League* (N64)
2. *Bust-a-Move Millennium* (Game Boy)
3. *Ms. Pac-Man: Maze Madness* (N64)









## CRUEL IS COOL

### **V** COOLEST VEHICLE

The relentless hovercopter outside dataDyne Headquarters got your engines running, even though it's a vehicle you can't actually control. B.T.'s one-vehicle-firing home appliance and the sleek Naboo Bomber were separated by four votes.

1. *Perfect Dark: Hovercopter (N64)*
2. *Banjo-Tooie: Washing Machine (N64)*
3. *Star Wars: Episode I: Battle for Naboo: Naboo Bomber (N64)*



## IS MY NAME CORNY, BABY?

### **W** MOST UNRUCY OR ANNOYING GAME TITLE

Disney Interactive may ultimately win the lifetime achievement award for lengthy game titles, but *Austin Powers* owns the number one spot for the year 2000. Perhaps the strangest part of the title is that it doesn't mention the main character in the game, Dr. Evil.

1. *Austin Powers: Welcome to My Underground Lair (Game Boy)*
2. *Walt Disney's The Jungle Book: Mowgli's Wild Adventure (Game Boy)*
3. *Disney's Donald Duck: Golf' Quackers (N64)*



## BIG SURPRISE

### **X** BEST SEQUEL

You've made your point. You like *Maxim's Mash*—a lot. In a year of big-name sequels, it was the biggest of all of them. When you consider that it rose up against a brand-new Pokémon adventure and the follow-up to Banjo-Kazooie, that's really saying something.

**1. The Success of Maxim's Mash puts it in a class of its own. It's the only sequel to a game that wasn't a best-seller.**









# SOAR WITH THE CONDOR

WIN A COOL BIKE  
AND A TRIP FOR TWO TO  
MEET **MAT "CONDOR"**  
**HOFFMAN** AND WATCH  
HIM PERFORM AMAZING  
**BMX STUNTS!**

NINTENDO  
POWER



ACTIVISION



# ENTER TO WIN!

## GRAND PRIZE

One winner will receive a trip for two to meet **BMX SUPERSTAR MAT HOFFMAN** and watch him perform. The winner will also take home a slick **CONDOR BMX BIKE** from Hoffman Bikes and a copy of **MAT HOFFMAN'S PRO BMX** for Game Boy Color.



## SECOND PRIZE

Five winners will each receive a **HOFFMAN BIKES T-SHIRT** AND VIDEO, plus a copy of **MAT HOFFMAN'S PRO BMX** for Game Boy Color.

## THIRD PRIZE

Fifty winners will each receive a spiffy **NINTENDO POWER T-SHIRT**—which is a pretty good prize, even though it has nothing to do with Mat Hoffman or BMX.



## YOUR VOTE COUNTS

Vote for your favorite BMX rider and bike.

FILL OUT THE CARD AND SEND IT IN. WE'LL TALLY THE VOTES FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!

### Official Sweepstakes Rules

1. Sweepstakes ends 12/31/99. Winner must be 18 years of age or older at the time of registration. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

2. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

3. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

4. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

5. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

6. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

7. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

8. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

9. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

10. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

11. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

12. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

13. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

14. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.

15. Sweepstakes is open to legal residents of the United States only. Void where prohibited. Sweepstakes is not redeemable for cash. Odds of winning are approximately 1 in 10,000,000. Winner must claim prize within 90 days of announcement. If no winner is claimed, prize will be donated to a charity of the sponsor's choice.



# COUNSELORS' CORNER

Your Questions—Our Experts!



## THE LEGEND OF ZELDA: MAJORA'S MASK

### HOW DO I RESCUE EPONA?

Majora's Mask begins with the Skull Kid stealing your horse, so you should find time in your busy adventure to rescue her. She's not in any danger—the biggest

problem is simply getting to her. Once you learn how to use Powder Kegs after defeating Gohat, you can blast a boulder out of the way on Milk Road. Continue

down the road until you enter Romani Ranch, where Romani herself will teach you Epona's Song. Use the song to summon your horse when you want to ride.



A Powder Keg will make short work of the big boulder blocking Milk Road. Keep waiting until you reach the stable at Romani Ranch.



When you get close to the stable, you'll be reunited with Epona in a cinematic scene. Keep talking to Romani to learn Epona's Song.



Just play Epona's Song whenever you want to ride your horse. You'll need her to jump over the obstacles in front of the Western Ocean.

### HOW DO I FIND THE ZORA MASK?

There are plenty of opportunities for swimming in the early portions of Link's adventure, but underwater exploration isn't required until you reach Western

Ocean. You'll be able to swim like a shark once you acquire the Zora Mask. The mask will contain the spirit of Milau, and unlike Darmani, he'll be alive when you

meet him. Fish him out of the Western Ocean shallows then push him to shore by swimming behind him. When you reach shore, he'll surrender the mask.



A flock of seagulls will mark the spot in the ocean where Milau flounders. If you get anywhere near him, you'll see a short cut-scene.



Get behind the stricken Zora the push him to shore. When he hits dry land, play the Song of Healing to release his spirit.



With the mask, at your disposal, you'll be able to streak through the water as a Zora. You'll also be able to produce a Zora Magic Force Field.







## WHAT DO I DO WITH THE FLOATING BOX?

The hovering box covered with cosmic decorations will sit in the Glitter Gulch Mine Fuel Depot until you clear a path for



It'll wait until a Detonator then do what comes naturally—blow up the rocks in the Fuel Depot.

it. Blast an opening through the rubble by detonating TNT. The box will float down the tracks until it reaches a door that



in Windyworld, ride the cablecar then Grip-Grab to a lodge in Space World. Pick the Red Button

you'll open in Windyworld. Press a button on a ledge in Space World so the box can finish its journey.



The space box will unfold to reveal a spacecraft. Hop in it to play the Soccer of Peril game.

## HOW DO I RESCUE JOLLY'S PARTNER?

If you stop by Jolly Roger's establishment on the shore of the lagoon, he'll tell you a sob story about his missing partner. You'll



blast through the big fish's teeth with a few well-aimed Grenade Eggs. After you swim into its mouth, you'll be able to wander through its guts.

find her inside a big fish in the slyly named Big Fish Cavern. Knock out the fish's teeth with Grenade Eggs then swim



Merry Maggie is in the fish's stomach, undergoing the early stages of digestion. She'll escape on her own once you talk to her.

inside its mouth. When you reach a fork in the throat, turn left to find Maggie. She'll find her own way out.



Maggie will be back in her rightful place behind the bar when you return to Jolly's. Her grateful partner will reward you with a Jiggy.

## HOW DO I REACH TERRY'S NEST?

Terry's nest sits atop a mountain in the center of Terrydactyl-land. Locate the ramp to the left of the Train Station entrance.



The Springy Step Shoes inside Unga Bunga's cave will allow you follow the sign leading to the nest.

climb to the bridge then cross the bridge to Unga Bunga's cave. Grab the Springy Step Shoes just inside the entrance then



Terry will spit purple gas at you as you climb the ledge to his cave. Keep moving to avoid it.

exit the cave. Turn right then move east fully along the ledge until it ends. Spring up, then follow the ledge to Terry's Nest.



Follow the ledge all the way to the end then enter the cave. You'll pop out in Terry's Nest.



## KIRBY TILT 'N' TUMBLE

### HOW DO I REACH THE RED STAR ON COURSE 2-2?

Picking up the Red Star is the trickiest task on course 2-2. You'll find a red and blue die just after the course midway

point. If you don't roll a blue, roll into space to start over at the midway point. A blue roll allows you to take the left-hand

path to the ? Hole. Stay in the hole until the directional arrow points to the upper left, then ride the lift to the Red Star.



You may get a blue roll your first time through the course, but you'll probably have to start over a few times.



Hop in the ? Hole to activate a rotating directional arrow. You may need to wait a few seconds for a good jump.



Wait until the moving left is just about to touch bottom, then jump. Keep the GBC steady so you don't roll off!



Roll off the left to slide right then down to reach the Red Star. You must collect Red Stars to complete the game.

### HOW DO I DEFEAT THE CLOUD OBSERVER ON 3-4?

The Observer at the end of Level 3 is much tougher than its rolling counterparts in Levels 1 and 2. The clock will start tick-

ing down after you grab the balloon to begin the battle, but you shouldn't panic. Line up with the base,

wait for its eye to open, then fire an air blast. When the timer ticks down to 0, hover over the ? Hole for another balloon.



Jump on the balloons that appear in front of the ? Hole at the Warp Star area on Course 3-4.



When the Observer opens its eye, fire an Air Blast to cause damage. Avoid its alpha attacks.



Keep fighting until your fight time is almost gone, then hover over the ? Hole so you'll drop onto it.



The base will speed up after you've caused a little damage. Repeat the battery then pick it off as it passes.

## Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.  
Or write to: Counselors' Corner, P.O. Box 5003, Redwood, WA 98073-0733

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

For more information, please write to:  
Nintendo Game Publications, Inc.

In Canada Call:  
**1-800-451-4400**

For more information, please write to:  
Nintendo Game Publications, Inc.

#### Star Wars: Episode II Battle for Naboo

- Q: I'm lost. Where do I go?  
A: Use the scanner. Point the beam toward the top of the circle to move toward the goal.
- Q: I heard Trade Federation Technology but can't use it. What's the problem?  
A: You must complete the mission before the technology will take effect. Some technologies won't work for certain steps.
- Q: How do I select my ship?  
A: You can select a ship for a mission only a few minutes completed. If once, you must use the default ship the first time through the mission.

#### Mario Tennis (GBC)

- Q: What is the maximum attainable level?  
A: Level 99.
- Q: How do I change the camera in a game?  
A: You can't use Camera Mode in the singles game. It works only for regular matches.
- Q: Can I have a human doubles partner on the Mario Team?  
A: No.

#### Paper Mario

- Q: How do I break Stone and Metal Blocks?  
A: Use the Super Hammer to break Stone Blocks and the Ultra Hammer to break Metal Blocks.
- Q: What is the maximum attainable level?  
A: Level 25.



# Lufia

## The Legend Returns

Natsume's Lufia is a tasty RPG treat for Game Boy Color.



### Return of Evil

In the world of Lufia, the evil Sinscales return like clockwork every century to corrupt with a new band of adventures. At stake is the fate of humanity. Wielding magic and steel, your 12 heroes visit towns, dungeons and wilderness areas, rescue innocents and battle evilness and monsters. Lufia is filled with grand adventures and petty plots, colorful characters and maddening puzzles. It's a true feast of RPG goodness, and NP serves up the first course this month.

### Wain

For Wain, the life of a merchant in a quiet village meant long hours of sharpening his blade and dreaming of adventures in the wide world. When Silent, a former-fellow from Northland, arrives as a guest, the sudden life drama takes hold.

### Game Boy Color



### Super NES



The legend began with Lufia: The Fortress of Doom in 1993. Lufia II: Rise of the Sinscales followed three years later.



## Never-ending Party

**F**orce a prisoner to dig out any hidden food from his cell. The type and location determines many skills of prisoners held. Each inmate is given unique skills to the party. The thief, for example, can find hidden things and know the work, use his skills to get out of prison, and so on. The thief is the character with the most skills in battle to use. The thief can also give weapons. The party gains learning from a thief, which is a special bonus of individual skill to learn new skills. You can take a thief as a fighter, but not as a thief, by giving them a good weapon and armor. The thief can also be a thief, which is a special skill, which is a special skill, which is a special skill.



Figure 10.10

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## Hidden Riches

**A** good RPG is just a matter of building levels and doling out horres. Early quest epic involves multiple quests, glass-front strangers, character growth, and even treasure, and magic loots. Left's has all of the classic ingredients. But bad guys, the Glorials, seem to do nothing with booty hauls. Glad, the litigant of De Trastevere, could easily wipe out the weak horres and, in the game, but instead, he uses the ends of his overindulgence by letting them go. Even the party members argue among themselves, sometimes with unexpected results, such as when an enemy sneaks away while the horres are bickering. The experience is rich with the follies of human nature and surprises both big and small.



In Laifin, one bad tree delivers a good one. When the Gorkani King kidnaps Anna's mother, the party goes after its members to free the old man.



1. **Identify the problem.** The first step in the problem-solving process is to identify the problem. This involves recognizing the symptoms of the problem and determining the underlying cause.



100% **Guaranteed**  
100% **Money Back**



## Seena

Seems set out to discover why few towers have appeared regularly in the land. She also seeks out the competitors before going to find Scam Island, the legendary home of the Scamblers.



## Town and Country

**T**he world is a beautiful place, and the game is a beautiful game. It's a world of gold, silver, and copper, and it's a world of gold, silver, and copper. It's a world of gold, silver, and copper, and it's a world of gold, silver, and copper. It's a world of gold, silver, and copper, and it's a world of gold, silver, and copper.



**Yoda**  
Someone catch that man! He's a thief!



**Bob**  
You just can't destroy the town for no reason!



**Leona**

Using the power of the wind, she can blow away any enemy that dares to stand in her way.



**Guliy**

The glamorous woman Guliy can't resist a handsome man. She's a thief, but she's also a thief.



**Yurik**

The beautiful woman Yurik can't resist a handsome man. She's a thief, but she's also a thief.



**Yurik**  
The beautiful woman Yurik can't resist a handsome man. She's a thief, but she's also a thief.

**Eline**

The mysterious figure, Eline, appears late in the game. She is the most powerful of the characters.



## Towers and Dungeons

**L**ife contains many towers, dungeons, and castles. All of the dark places hold dangerous enemies, but unlike the monsters in the wilderness, the foes in the dungeons are visible, so you can avoid or ambush them. You can use your sword to force enemies out or plants. A swift stroke in the right spot on a wall will smash open a hidden passage. The tunnels, secret or otherwise, will change every time you exit and return to a dungeon level, so you can't make permanent maps. Even so, the built-in mapping function helps you get around.



In towers and dungeons, you can open secret passages.



**Mouser**

Mouser is a strange, woolly beast known as a mouse master. It won't speak to the other party members, but it seems to understand the will of humans.



## A Taste of Battle

1

At the start, a strategic choice of lighting determines if you're viewed as a threat or ally. Once you engage the enemy, you'll usually be positioned in a field with multiple party members. If you choose to fight, you'll have to use a tactical approach: Is the grid in scope? The intensive fighting can cause you to lose, so don't overdo special items or spell because Ancient Seal. If a soldier on the second line falls, a soldier from the second line will fill in. But if all three original fighters on the front line fall, the battle will end in total defeat. The success of characters on the battle will be able to use the Ancient Seal. The importance of the weapon or spell that allows the battle to continue is a strategic move. You'll spend a lot of time trying to use the Ancient Seal.

### Wraiths

Wraiths are the most common enemy in the game. They are weak to fire and lightning.



### Perkins

Perkins are the most common enemy in the game. They are weak to fire and lightning.

Perkins are the most common enemy in the game. They are weak to fire and lightning.



A screenshot of a battle scene showing a character fighting a group of enemies in a field.



A screenshot of a battle scene showing a character fighting a group of enemies in a field.

## Forces of Evil

The four Sinistrals are the main baddies in the world of Lufia, but there are plenty of minor maces to take on every day. Enemy characters include soldiers, magical creatures and people who are not on the side of the Sinistrals. The Sinistrals may hit you with a wide range of attacks, use healing potions to counter your efforts or call in extra foes to fight on their side. You can avoid the enemies in the game, but you'll have to face the most powerful bosses at some point if you want to progress in the game. It's an epic challenge.



Every enemy has a weak point you must find.

### Bras

The head of the Sinistrals, Bras, is the most powerful enemy in the game. He is weak to fire and lightning.



## The Hunger

Lufia features drama, strategy, great game mechanics and an event-driven pace that is reminiscent of Final Fantasy games. The game's RPG focus will be set on the QBC table in the game, NP will be there to help you develop it all.



Master, I will carry on the fight.



# GAME BOY a GOGO

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

## THIS MONTH

- Aliens: Thanatos Encounter
- Razor Freestyle Scooter
- X-Men: Wolverine's Rage
- Portal Runner
- Shrek: Fairy Tale FreakDown
- Xtreme Wheels



## GAME OVER, MAN!

Get ready for the bug-burn of a lifetime as H.R. Giger's most famous creation comes creeping and crawling onto your Game Boy Color in THQ's *Aliens: Thanatos Encounter*. Awakened from a cryogenic sleep by Mother, the onboard computer, your battle-hardened platoon of marines is sent to investigate the distress call of a space freighter called the Thanatos. Once aboard, you'll find frightened crew members, disoriented marines and, of course, plenty of nasty aliens. So grab your favorite M40A1 Rifle and hold on—it's going to be a long, sleepless night.



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# GET ON THE READY LINE

You can choose from five different marines and each has unique Speed and Stamina ratings. You'll begin your mission in a severe disadvantage—with only a Handgun and Motion Tracker at your disposal—but you'll earn weapons as you progress through the ship. Keep an eye out for holes in the floor; then drop down them to find additional Tharston survivors or aliens.

## Select a Soldier

The first marine to enter battle must have a good combination of Speed and Stamina. The best bet is to use either Corporal Broke or Private Vancora.

## Begin Transmission

Pay attention to Mother when she gives you a mission. You often can't leave a level until you've destroyed every alien or rescued every civilian.

## Marine, Arm Yourself



You'll find health, weapons and ammo around the Tharston. Your first task should be to find the Shotgun southwest of your drop-off point.

## Ready for Close Encounters



Every marine can easily deal one last blow—simultaneously. Though it's tempting to shoot two units at all times, you must use the Motion Tracker to locate all the survivors. Health is stored in the inventory menu until you need it, and each unit restores 20% of your energy.

# THEY MOSTLY COME AT NIGHT

You'll meet many different aliens on the Tharston, including Facehuggers, Chestbursters and Soldiers. Most weapons fire slowly, so don't be afraid to flee. A good strategy is to get an alien to chase you, turn and shoot, run away and repeat. Stay a screen-length away from enemies whenever possible.

## Facehuggers

The spidery Facehuggers are lightning quick, and they'll hop into unsuspecting marines and drain their life before you can say "light" if one of this kind. It matches you, grabs the A and B buttons while making loud and forth to dislodge it.

## Chestbursters

Sometimes a survivor will contain a surprise, and it's not the good kind. The small, worm-like Chestbursters aren't powerful, but their small size can make them tough to hit. Be wary—their icon looks similar to the icon for Handgun ammunition.

## Bigger and Badder

The alien becomes more of a challenge as you progress deeper into the Tharston, and some near the end are downright huge. Examine your Motion Tracker often and try to take the most one at a time. Note that you run faster desperately.

## Don't Leave Our People Behind



None will capture your marine if he or she runs out of health. You will gain about 200 seconds to shoot in one shot and fire and find the injured marine. It's a task, especially since using motion tracker to find survivors is essential—which means that you'll have to rescue the Tharston crew all over again. It's a good idea to use Private Elio, your fastest marine, for rescue operations.

## Door Doings



Only humans can open the large doors on the Tharston. There will often be plans behind the doors, so open the door, let an alien out, then close away and let it close. That way you'll let the enemies attack one.

## Power Play

Private's yellow power loader makes a return appearance on the Tharston. It provides you with protection from the marauding aliens but slows your progress considerably—so monitor what your marine's Speed rating. It has limited opening, too, so once it's damaged you'll have to abandon it.





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## THE RAZOR APPRAISER

It's a Razor Scooter free-for-all in Game Entertainment's latest GBC offering, *Razor Scooter Freestyle*. The Pak boasts a wide assortment of game play modes, which means that you can take your razor all the way to the championship or just kill a few hours carving out sweet tricks. Scooter aficionados yearning to make it to the big time will have to worry about more than the finish line, however. You'll need to collect coins and purchase new equipment if you want to win the day. Multiplayer Track and Racing Modes add to the challenge and fun.



## BECOME A SCOOTER LOOTER

Don't worry about the fuzz—the gold coins and letters scattered on the tracks are yours for the taking. Sometimes the precious power-ups will appear in the middle of a track, but more often than not you'll need to scoot along the edge to find them all.



### Coin Collecting

Each Golden Coin is worth five dollars at the gear shop. The coins are plentiful in the curvy tracks, so snag them all and upgrade your equipment quickly.



### It Is for Bonus

It's not usually off to the side of a course, but you'll want them anyway. The *It* will give you triple the points for each track you beat while it's active.



### It's T Time

The *T* will grant your rider 10 seconds of turbo speed. If you manage to find one, head for the sidewalk and burn rubber.

## YOU ARE THE CHAMPION

Championship Mode is where the biggest Razor freaks come out to play. You'll need a combination of fast tricks and dangerous stunts to secure first place. Avoid obstacles at all costs, as they'll cause you to fall down and ruin an otherwise speedy finish.



### Obstacle Overload

Too bad you didn't get a permit for your race—the road is open for business. Watch out for cars, oil slicks and potholes as you zoom.



### That's Tricky

Don't sacrifice your last time for extra tricks—just pull one off whenever you jump. Also watch for other riders. They can steal your power-ups.



### Speed Demon

The Golden *T* is your ticket to victory in Championship Mode. Use the speed boost to rocket ahead of other riders.

### Bump and Run



You can jump other riders off courses, but you risk a wreck, too. Being better pads will help.

### A First-Place Finish



While a low finish time will boost you in the standings, three bonus points are awarded to the rider with the most track points—often the difference between a first- and third-place finish.



### Don't Pass This One Up



There's no argument here for Razor Freestyle Scooter, but you'll receive a pinwheel after completing any one of the seven tracks. Have a sharp-eyed parent and a big place at paper by your side—the pinwheels are a mind-boggling 10 rights long!



# RACING FOR HOME

Tired of tricks? Then come on over to Racing Mode, where speed is the only coin of the realm. Racing and Trick Modes also double as multiplayer arenas, as long as you have a second copy of the game and a Game Link Cable.



## Pick Your Poison

Racing is the only mode that lets you choose from any of the seven courses available. It's a good way to get familiar with a track's layout, if you're having trouble in Championship or Trick Mode.

# ALL TRICKED OUT

If your Back Flips and Tail Whips need a little work, propel yourself over to Trick Mode. The only thing that counts is the air you catch and what you do with it. Perform awarded ranges from 100 for a Superman to 250 for a Decade Air, and if you want to take home the gold you'll need to use the ramps, grind like a pro and throw some karts into the mix.



## Point of Order

The harder the level, the more points you'll need to finish on top. Your finishing time doesn't matter in Trick Mode, where it's all about the stunts.



## The Daily Grind

Racer Frosty's Scooter makes grinding a snap. Just approach a grindable surface, like a fence, pipe or wall, and leap into the air. If you come down near the edge, you'll execute a grind automatically. Jump from grind to grind to score massive points.



## Back Flip

If you need to learn to wear a helmet, try pulling off a Back Flip. The stomach-churning move is usually reserved for the most daring of racers, but you can enjoy the vertigo and get 150 points just by pressing Up, Right and B simultaneously while in the air.



## No Footer

If it's points you need, just let your foot leave the scooter. Once you're airborne, press Up and B for a sick No Footer. If you land it, you'll see it away with 390 points.



## Superman

No red cape or floppy hair tie is needed. Just press Up, Left and B simultaneously to perform a Superman. You'll earn 100 points and the respect of a track's back hoppers everywhere.

## Speeding Is Encouraged



Since first place is all you need, don't worry about time, completing laps or tricks. The 1x will be a huge help if you're losing the race, but don't be better with coast. You can't visit the store in Racing Mode.

## Shop 'Til You Drop



Once you've collected enough cash, use them to upgrade equipment at the gear shop. One's a big upgrade, which is useful for getting a good jump from the starting line. Pick what you want to use other riders without losing your balance. Forks improve steering, letting you make better turns. But your first purchase should be the new wheels. The new roll out gives a massive boost to your scooter's speed.



## One Hander, One Footer

Don't be concerned with keeping your hands and feet steady the vehicle in the air. Toss down the One Hander, One Footer trick, and you'll see it off with 250 points under your belt.



## Tail Whip

Though it sounds like a Pokémon attack, the 200-point Tail Whip requires you to spin your scooter in a circle. Don't confuse it with a 360. Only the scooter moves with the Tail Whip, not your entire body. Press Right until it pulls in off.



## Decade Air

So called because you seem to spend years in the air, a successful Decade Air will score your rider a whopping 250 points. To perform the gravity-defying trick, press Down and B while airborne.



## 360°

Left and B will move your rider at a 360° of trickery and score you 250 points. You don't need to jump off a ramp or use a boost to perform this stunt. A 360° done from a starting gate to the same points as one done 10 feet in the air.





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## RAGE AGAINST EVERYONE

Fresh from his silver screen debut, Wolverine, the X-Men's best-known hero, claws his way onto a GBC near you. The game is the creative product of Marvel Comics and Activision—the same people responsible for Spider-Man on the N64. X-Men: Wolverine's Rage is a side-scrolling platformer in the classic mold but with enough twists and turns to keep you guessing. You'll battle through 20 different levels in increasingly exotic settings such as jungles and the Orient. Best of all, Wolverine's powers, including super strength, Adrenalium claws and superior healing abilities, are yours to use as you please.



## TOOLS OF THE TRADE

Even superheroes need a helping hand now and then. Make your battle against evil easier by collecting items scattered through the levels. You'll need to do a lot of searching to find them all, as most have been stowed on out-of-the-way ledges.



### Win with a W

Not to be confused with a certain world leader, W stands for Wolverine. Pick one up to receive 500 bonus points.



### You're Money

Gold coins bearing the X-Men logo are worth 1,000 points if you can find them. They often reside on high platforms.



### Head Collecting

The best item of none is you, my own grimm. Collecting a Wolverine head will grant you a much-needed extra life.

## BATTLE ON

Wolverine must fight wave after wave of enemies, including soldiers, attack dogs and shoguns, but you can escape at objects as well. Some structures will crumble. Others, such as pay phones, can fall on enemies and damage them.



### Mutant Power Overdrive

Wolverine's weapons are pretty nasty distractions all by itself, and you can power it up by pressing Down and B at the same time. The power-up amp doesn't drain your energy, and there is no limit on its usage. If you're low on health, stand still. Wolverine's regenerative power will slowly fill the health meter.



### Patience is a Virtue

Slow and steady is the way to go. Many areas have traps, like steam vents, that will harm Wolverine. When faced with opponents who have long-range weapons, wait for them to turn around or reload, then go down. Enemies will return to normal as soon as they are off-screen.



### Falling Down

Be especially careful inside buildings in the middle stages. Enemies have a number of places to hide, and you'll often have to battle on narrow ledges. Try not to fall if you can help it—a long drop can result in having to run through most of the level a second time.



### Platform Pouncing

The game is chock-full of platforms that move at all directions. You will automatically latch onto the bouncy platform with your claws, but you must jump onto the moving ones. It will take a bit of practice to learn the timing.



### Bad Doggy!

The jungle level introduces you to the world of angry dogs. Use the Down and B attack as they run at you. If you time it right, you can eliminate them with a single swipe. If they manage to latch onto you, attack repeatedly until they are dead.





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## ANY PORTAL IN A STORM

Viklo Grimm, the co-star of *Army Men: Sarge's Heroes 2*, steps into her own in 3DO's *Portal Runner*. As the daubing—albeit plastic—daughter of General Grimm, Viklo must stop the nefarious plans of Brigitta Bies. With a trusty bow by your side, you'll battle through toy stores, medieval castles, prehistoric plains, outer space and more. But you're not alone in your quest. Even though Sarge couldn't make it, *Leotardo* the lion proves a capable substitute. You'll need his help as you traverse a maze of portals in the search for the ultimate goal—defeating Brigitta herself.



## BOOT CAMP

No soldier would enter battle without knowing the ropes, so take a quick refresher course. Use Red Gems to open portals. Many gems are in plain sight, and defeated enemies will also drop them. Jump with the A Button, and double-tap A to perform an extra-high jump.



### Grab the Goods

Besides Red Gems, Viklo can also collect 1-Ups, Arrows and Blue Drops. You'll want to collect as many arrows as possible, as they're the only other way of defeating a foe in combat. Each 1-Up grants you an additional life, so grab them whenever possible.



### The Blue Drop Boscage

Use Blue Drops to regenerate Viklo's health. Small drops are worth one health unit, while the larger drop restores two. Be sure to look back at the beginning of levels—there's usually something good just to the left of your starting position.

### A Powerful Ally



Call *Leotardo* by reaching a Lion Head. Viklo and this lion team through the level. We have you make short work of enemies and Viklo is happy when we hit back—but unfortunately he can't swim the level. You know, for only a few seconds, and you can enter the level by collecting Green Gems.



### Medieval Madness

Sorts of *snatch* is the only level with mysterious, colorful, and attack. When you see one begin to move, quickly head for the other side of the screen and let fly with your bow. Watch out for the invisible ghosts.



### Back to the Toy Store

Levels are split up by numerous portals, and you'll jump between our world and the other world's many times before completing a mission. Once you reach the end of a level, you must collect a final boss.



### Aim for the Stars

It's easier to hit enemies when directly facing them, but that also makes it easier for them to hit you. Try to experiment with back-swing or follow as they can't hurt you. Also just be shooting with the bow. The longer you hold down B, the farther you'll shoot.



### That Old Black Magic

The second level is heavily forested, and populated by a large number of enemies. Be careful when you reach the boss—he is a powerful wizard who shoots lots of magic at once. Don't try to hit him with more than one arrow at a time.



### Fire in the Hole

Though the bow is the only weapon in the game, you can track down high-powered Fire Arrows to use as ammunition. Fire Arrows, not only engulf enemies in flames, they allow Viklo to shoot three arrows at once. Be sure to equip them with the Select button.





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## FEELING FREAKY?

Sporting one of the more unlikely sides in video game history, Shrek: Fairy Tale FrenzyDown is on the way to your GBC. The game is based on the film, *Shrek*, which stars the voices of Mike Myers, Eddie Murphy and Cameron Diaz and is slated for a mid-May release. Though the film is a parody of well-loved fairy tales, the game is a fighter in the tradition of Mortal Kombat and Maken The Dark Age. Choose from a number of characters, including the Big Bad Wolf, the Gingerbread Man, Pinocchio and more, and let the fists fly and the breakdown begin!



## TEST THY MIGHT

You can choose from six different fighters at the beginning, and three more are unlocked as you play. Shrek himself is the most evenly balanced of all the fighters.



### Learning to Brawl

Spend time learning moves in Practice Mode. Each fighter has three basic moves—punch, kick and block—and three special attacks. Trigger special attacks with a combination of Controller movements and buttons. For instance, press Left, Down, Right and A to have Shrek belch a fireball.



### What a Big Nose You Have

When fighting Pinocchio, keep your distance at all times. One of his special attacks is a Nose Poke. If you get too close he'll start telling lies and take you down before you know it. Stand far away and defeat him with a projectile attack.

### Secret Scrappers



You need to discover a secret to unlock characters who you can't find in the game. Discover them by completing the game. When you beat the final boss, you'll see a secret. Complete the game. When you beat the final boss, you'll see a secret. Complete the game. When you beat the final boss, you'll see a secret.

### Power-ups



If you were hit, 1,500 or 2,000 points during a match, you'll see a secret power-up. Invincibility protects you from damage. Speed increases the number of attacks you can perform and Ogre Strength doubles your damage. You can use power-ups only when your health meter is at either 80 or 10 percent.



### Hoodwinked Hoodlams

Unlike Pinocchio, you'll want to keep Monsieur Hood nearby during a battle. If he steals away from you, he'll use his Lunge Bow and Arrow barrage. Get in close and use your back attack to end it quickly.



### A Bridge Too Far

One of the arenas is a rocky wooden bridge that you can use to your advantage. When an opponent jumps a rising span to get close to you, use a projectile attack to knock him or her back. Be sure not to fall off!



### Cllobbered at the Castle

Like the bridge, the castle arena requires complete focus for either side. Jump the gap and fire your projectile. If you see a couple of eyes toward the lower end, you'll be able to hit an opponent while he or her attacks and helplessly overhead.



### Thelonious Threshing

The mighty Thelonious product is a problem for even the most skilled of fighters, especially Shrek. Because the matches up so well with the green ogre, you'll need all your talent just to survive. Don't get close to him, or he'll grab you and use his HeadLock Hold to drain your energy.





©2000/Sega

## A WHEEL CHALLENGE

Xtreme Wheels may look and feel like a close cousin to the NES Excitebike of old, but you'll have to pedal to victory as opposed to cruising on a motorcycle. There's a lot of game crammed into the Pak, including training sessions, Time Attack Modes and a long action. In addition, you can create both a rider and a team and unlock hidden cyclists as you progress through the game. The other riders will be a great help to your progress since they have much higher speed, balance and starting ratings. So strap on a helmet, grease your chain and give Xtreme Wheels a test drive.

TRAINING SELECT

SPEED TRAINING

JUMP TRAINING

TOTAL TRAINING



## PEDAL TO THE METAL

Before tackling the Grand Prix Championship, wheel on over to the Training Mode and master the basics in three different areas: speed, jumps and all-around biking. Not only will the training help you learn the X's and O's of competitive biking, but you can use it to unlock playable characters of your first-place finish is fast enough.

### A Balancing Act

As you jump, press Left or Right to control the leap. Pressing Left will cause you to jump longer and farther, while pressing Right will result in a short, low airbuckle up. Press Left while airbuckle up to pop a wheelie, and press Right to do a jackknife brake.



As you sail through the air, you can correct the angle of your landing by pressing Left or Right on the Control Pad. Pressing Right will bring your front wheel down, while pressing Left will twist it back up. You usually want to adjust the wheel downward, unless you're about to land on another jump/pump/ground slope.



### The Stamina Solution

Your rider has a limited amount of stamina, and once it runs out he or she will need to rest for a moment. You'll need to watch the Stamina Meter very carefully since it drains every time you pedal.



To conserve stamina, never pedal the air or on a downward slope. Since you're on a bike, the hill will build speed for you. If you're low on stamina and have a lot of race left, you might just want to use it up. You'll be immobile for a few seconds, but when you hit the course again the meter will be full.



## Win Friends and Influence People



To win races, you will need to either "Training Mode" or the Grand Prix Championship. When entering new riders, keep three stats in mind. Speed and Stamina are self-explanatory, and the third stat refers to how well a rider can balance.

### The Grand Prix Championship

The Grand Prix has four different classes, and you'll be able to access only the lowest level when you begin. Speed is important, and so is keeping a close eye on your competitor's movements. They will all run into your bike and send you head over heels.



Each course is plainly marked, and you can take shortcuts at certain points. Be careful with your exploration, however. Many shortcuts are filled with loose dirt or mud, and you'll use more stamina and time trying to navigate them than you would if you stayed on track.



### Time Is on Your Side

Time Attack Mode allows you to practice on any Grand Prix course you've unlocked. Use it to search out shortcuts and become comfortable with the layout of a track. You can use any unlocked racer with Time Attack Mode.



Once you've set a winning time in Time Attack mode, you can toggle again and again to see if you can beat it. It's a good place to challenge against friends for the title of Xtreme Wheels Champion, but you won't be able to unlock any new tracks or riders.





# NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES

MAY 2001

## MARIO PARTY 3

You're invited to Mario's biggest party ever.

Every year since 1993, Hudson Soft and Nintendo have unveiled a Mario Party game, and this year's annual video board game bash is as fun and frantic as ever. Mario Party 3 brings back the bold graphics, peppy music and lovable formula of the original minigame gala, and it also introduces new party perks, like the two-player Duel game boards.

Ramping up the pacing and action, Duel Mode is perfect for players who don't like waiting for their turn to come up in the four player fiestas. The head-to-head setup invites two duels to hire bodyguards, like Bob-ombs and Piranha Planes, and their battle buddies will attack or defend if the rivals cross paths on the game board. The Paper Mario-style battles in Duel Mode keep the party jumping,

but the real life of the party is the batch of 71 new minigames. Whether you're looking for human maulers of the Game and Watch kind, old school tests of reflexes, memory games, side-scrolling races or all-out 3-D action, Mario Party 3 has the variety that will keep you partying 'til dawn. And that's reason to celebrate.

**COMMENTS:** Oliver—It's definitely worth buying for the new Duel board game. Jason—This has the most inspired variety of minigames yet, and there isn't a party pooper in the bunch. The Tennis game, slew of races and 3-D chases are a blast. Andy—When you finally get to the action, it's worth the wait, but it seems like many of the challenges are based on overcorrecting unresponsive controls. Jenni—Happily for gamers everywhere, but only for me, Mario Party 3 is the best party I've been to in a while. This is a good game if you don't have three pals to party with and an even better game if you do.



- Nintendo Game Boy Advance
- 1-16, 4-player simultaneous
- \$49.99 (4/24/01)
- 75 minigames

AGE	★★★★★
ADULT	★★★★★
JUNIOR	★★★★★
KID	★★★★★
TEEN	★★★★★





## THE LEGEND OF ZELDA: ORACLE OF SEASONS

5

A good adventure is never out of season.

Don't think Oracle of Seasons isn't a full-fledged epic just because it's being released in conjunction with another GBC Zelda game this month or because Capcom developed the adventure instead of Nintendo. Capcom didn't sleep on the game's size or challenge level, and the end result is a classic Zelda game that looks and feels like Link's Awakening. At the same time, Seasons is an all-new experience that has a different personality from its former ilk, the puzzle-oriented Oracle of Ages. Each game takes place in different worlds, and Seasons emphasizes action, swordplay, jumping and puzzle. Depending on how you play, you'll befriend an animal that specializes in hopping, flying or swimming, and

you'll be able to summon it to navigate the cleverly intricate landscapes that vary from season to season. Other innovations, like new weapons (including a three-way slingshot) and collectible power-up rings (that you can transfer between Pala and use like Paper Mario badges), give adventures more reason to scour the land in winter, spring, summer and fall. In every season, characters from Ocarina of Time make cameo, but it's not just the familiar faces that make Seasons feel like a Zelda game through and through. Seasons lives up to its Zelda pedigree simply because it's a smart, dramatic adventure that's fun and deviously challenging every step of the way.

**COMMENTS:** Alan—If Link's Awakening and Ocarina of Time had a kid, it would be Oracle of Seasons. Oliver—Classic game play plus elements of the N64 Zelda games. Drew—If you're a fan of Zelda, you won't be disappointed. George—Perfect play control. Andy—You won't be able to put it down.



- Nintendo G Magazine
- 1 player
- Easy to learn
- Game Link compatibility
- 60 frames/sec

AAM ★★★★★  
 AMY ★★★★★  
 BEN ★★★★★  
 CHRIS ★★★★★  
 JASON ★★★★★

EVERYONE  
 E  
 MILD VIOLENCE

## INDIANA JONES AND THE INFERNAL MACHINE

3

Rage against the Internal Machine.

In a tip of the fedora to his N64 expedition, Indiana Jones cracks his whip in a miniaturized version of Infernal Machine. Graphically, the cliffhanger is about as pleasing to look at as an opened slot since the settings are swash in monochromatic colors and Indy's as small as his head looks like it's all bar.

But what Infernal Machine does in flash, it makes up for in whip-smart puzzles. You solve most of the stumps by activating switches and moving blocks, and the majority of the puzzles are difficult, if not obscure. Indiana is one Jones who'll be hard to keep up with, since the game sets you loose with little guidance and few obvious clues. Often, you won't know what you'll need to do next or where you

should be heading. If you manage to figure out your destination, you can rely on the good play control, which makes jumping across mines, swinging over gaps and rifling over traps manageable tasks. As long as you're a patient player and a pro puzzler who likes to think, you'll dig Indy's challenging archeological exploits.

**COMMENTS:** Jenni—Indiana Jones has jerky movements, limited abilities and an annoying resemblance to Piffal Harry. The game works well as an exercise in frustration at first, but once you figure out where to go, it's not that bad. Drew—It seems like they just slapped a hot license on a half-baked game. Andy—Confusing, unintuitive and slow-paced. Alan—Though the indistinguishable backgrounds lead to a lot of unintentional plummeting from cliffs, the puzzles are top-notch. Let's hope this isn't Indy's last crusade. Oliver—A very in-depth game that should provide hours of adventure and puzzle solving.



- 100% Magazine
- 1 player
- Difficult

AAM ★★★★★  
 AMY ★★  
 BEN ★★  
 CHRIS ★★  
 JASON ★★

EVERYONE  
 E  
 MILD VIOLENCE





## RAZOR FREESTYLE SCOOTER

Scooting on the razor's edge.

It was only a matter of time before the latest craze to hit the streets and sidewalks of suburban rolled onto GBC. In *Razor Freestyle Scooter*, the popular foot-powered two-wheeler becomes stunt vehicles for Cross's trick-and-racing game. Sharp graphics, well-oiled controls, slick animation (who knew there were so many ways to wipe out!) and great, bouncy tunes highlight a breezy stuntfest that comes across like a junior version of Tony Hawk's Pro Skater with handles. Unlike Pro Skater, Freestyle Scooter's forced scrolling setup prevents you from turning around, but it's not a problem since the game is about freestyle stunt racing and not freestyle exploration. Besides, most of the fun

in the game comes from the jumps, oil slicks and cross traffic that make your one-way path a dangerous road to travel. Along the way, you can bust out stunts galore and scoot over power-ups and coins that you can cash in for upgrades.

Maybe *Razor Freestyle Scooter* isn't the fastest or wildest of extreme sports (the action's more moderate than extreme), but Cross's Pak rolls out a polished stunt meter that's a smooth, decent ride.

**COMMENTS:** *Andy*—There is a nice selection of stunts, although they're way too easy to execute.

*Drew*—It doesn't make good use of its license—you could just as well be riding a bike or a skateboard. If you are a scooter enthusiast in search of a thrill, consider getting wrist guards or a helmet instead of this game.

*Senja*—I was surprised by this game. It has good graphics and cool tricks. The play control is nice and smooth. *Alan*—Imagine Paperboy meets Tony Hawk, but infinitely larger.



3



- Quick & easy to play
- 1-2-3 controls
- Great soundtrack
- GBC exclusive
- Great look compatible
- 7 tracks

AM ★★

ND ★★

ME ★★

SN ★★

WA ★★

EVERYONE



## ALIENS: THANATOS ENCOUNTER

The aliens have landed.

The *Alien* movies seem perfectly suited for video games, and THQ's *Thanatos Encounter* is a shooter that valiantly tries to convey the thrill of the films. Somewhere in a giant spaceship, swarms of aliens are lurking, and you must send your five space marines one by one on a hunt for aliens and in search of survivors. If an alien defeats your marine, you must replay the level using another marine and find your comrade before the 200-second incubation period elapses. The race against the clock is a nice attempt at intensifying the game, but it can also be annoying since all of the aliens that your captured marine had exterminated will magically reappear when

you mount your rescue mission (talk about *Alien Resurrection*!).

The action can get frantic, but it's never as scary as it should be. The fact that you see everything from a bird's-eye view makes it even harder to feel like you're in the thick of things, and the graphics are just too puny (you fire little dots) to convey any sci-fi suspense. It surely won't send shivers up Sigourney Weaver's spine, but *Thanatos Encounter* boasts an original premise, large areas and difficult shoot-'em-up action.

**COMMENTS:** *Senja*—Having limited time to save your captured marines is a fun element that enhances the game. The hit detection isn't great, though. *Andy*—The monsters are too tiny to be terrifying. *Jeani*—You can hardly see where your bullets are going. *Oliver*—The *Alien* movies make for interesting games, and this is no exception. *Drew*—The little scanner display is a nice nod to the *Alien* movies, but there is no sense of suspense or menace in the game.



2½



- Intense atmosphere
- 1 player
- GBC exclusive

AM ★★

ND ★★

ME ★★

SN ★★

WA ★★

EVERYONE



Slight violence





## PORTAL RUNNER

The time has come for Army Men's one-woman army.

The major appeal of the *Army Men* series is that it stars tiny toy soldiers fighting full-blown battles in war zones filled with relatively large, real-world weapons. *Portal Runner* is a spin-off of IDG's miniature military franchise, but it doesn't rely on the *Army Men* toy theme. Instead it plays army boy, as Vikki G. (formerly known as Vikki Gribben before she landed her first starring role), in a time-traveling role-player, where much of the kitchy humor and appeal is replaced by medieval, stone-age and futuristic settings. Painted in splashy colors, the unsavory settings lack the whimsy of *Army Men* landscapes, and the layout of the misadventures are as drearily dull and uninspiring. Since the



*Ammy Men* sticks to AWOL and unable to lend flavor to Villain's time-traveling romp. Fun game play is about the only thing that can save *Portal Runner*. Too bad that was lost in time, too.

The lion you can ride in select areas is cool, but the game's real saving grace is Valhalla's sole weapon—bar bows. You can change the arc and power of the arrows she shoots by adjusting how long you pull back on the bowstring. The controls are precise, but a spelly weapon isn't enough to spruce up a generic game. Other than the archery aspect, *Pornal Runner* misses the bulls-eye in the fun department.

**COMMENTS:** *George*—The hit detection and control are very tight. A solid action/fantasy platformer with colorful graphics and an interesting character. *Oliver*—It's *Cursewaria* with a bow and arrow. Using the bow can be fun, but think about it. *Andy*—It's odd, but fun. Check it out. *Drew*—It's time for another weak *Arny Men* title. Has it been two weeks already? *Perd*—*Thompson* is a mediocre side-scrolling shooter.



1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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1000

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**THE**

山陰 寶興

**PROPERTY**

**Abstract**—The purpose of this study was to determine the effect of a 12-week training program on the heart rate (HR) and energy expenditure (EE) of sedentary, middle-aged women. The subjects were randomly assigned to a control group (CON) or a training group (TRN). The TRN group performed a 12-week training program consisting of three sessions per week of aerobic exercise. The CON group remained sedentary. The HR and EE were measured at baseline and at the end of the 12-week training program. The TRN group showed a significant decrease in HR and a significant increase in EE compared to the CON group. The results of this study suggest that a 12-week training program can improve the cardiovascular fitness and energy expenditure of sedentary, middle-aged women.



100

## KEY



★★★★★ Supercool!    ★★★ Good.    ★ No way  
★★★★★ Right on!    ★★ Okay    ⚡ Stinky!

## ESRB RATINGS

To contact the ECHO call 1-800-775-3773.

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.



## 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:   
 ANAT:   
 CAROL:   
 DREW:   
 GEORGE:   
 JASON: 

[illegible]









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