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Ocarina of Time

AGES 10+



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# THE LEGEND OF ZELDA

## ORACLE OF SEASONS



Double Fantasy 58



Play in Your Game Boy Color AC adapter because you are in for a long adventure. Our extensive review of the previously released *The Legend of Zelda: Oracle of Seasons* and *Oracle of Ages* gets you to the fully improved *Link of Ages*. Coverage continues next month.

# THE LEGEND OF ZELDA

## LINK OF AGES

AGES

Party On, Mario! 22



Our 16-page celebration of *Mario Party 3* for Nintendo 64 sets this stage for hours of multiplayer fun and fun. This review includes strategies for every game board and more than half of the game's 71 playing areas. Take in our party tips for the winning edge.

Maximum Cool



F-Zero Maximum Velocity continues the tradition of racing games that push the limits of the Game Boy Advance. While the new console provides greater processing power and higher resolution, the F-Zero creators have only a portion as powerful as the Game Boy Advance would contain the intricacy of the racing, so racing, thrill!

Who Won? 90



What is new about Nintendo Power rendered in the new Game Boy Advance? High resolution graphics at high speed? How about the new innovations in game development? This results in the 23rd *Nintendo Power* Annual.

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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 143, I named my Tyranitar "Godzilla," my CoroCoro "Surfboard," and my Togetic "WingRider." My Pokémon are unbeatable!

Chris Bjork  
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 "Marguarine." I asked her why and she said, "It's butter-free!"

Spira  
Via the Internet

Woods In Kirby's Pinball Land.

Robbin Collins  
Las Vegas, NV

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 Raticate appears. Ohhh, it's funny!

Paul White  
Via the Internet

That's a tricky tactic. We'd 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: Gible is "Count Chocula"; Persian is "Meow Mix"; Ditto is "Guy Incognito"; and Kirby is "Judge Judy".

Marti  
Via the Internet

Hi the jury hereby find your cause guilty of having some very funny names.



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

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



I have a Sentret 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 Pidgeotto, and my Sentret beat him in one hit! I went to the Name Rater and dubbed my Pokémon "Miracle."

Katherine Great  
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 talk about power prices these days. As far as our systems, the Nintendo 64 uses up a mere 24 watts, the Super NES uses 19 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 are between 60 and 200 watts of power. It takes more power to switch on a light than it does to have Mario light up a Koopa Troopa.



I have an Alakazam named "Psy-Fl," an Espeon named "Boomer," and a Sudowoodo named "Wiggy" in honor of the Wiggy



## NINTENDO POWER SOURCE

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I train a sharp Bloo-boom that I call "Kampfster," 'cause I think he's wif [!!]

Niki D.M.

Salt Lake City, UT

Why d? You can't be has the *Robots*? Don't worry—it's perfectly harmless.

Here are a few of my names. My Roman is named "Indigo," my Bellissimo is called "DiscoFever" and my Gatsby is called "Poet."

Maghan Krichhak  
Austin, TX

I have a nickname, now that I think about it. I call the barker from Majora's Mask "Bank Dude." Original, huh?

Even Blauser  
Via the Internet

I call the pink one in *Beetle Adventure Racing* "Ob." I nicknamed my Snarler "Sleepy" and my Weezing "Sno." Finally, I nicknamed you guys "De Bork."

Jae H.  
Beaumont, TX

always throw Jees into the pond near the dock!

Ralph Prez

El Paso, TX

The pond seems like an appropriate place for a critter named Jees to spend his time.

I call myself Zelda when I play *Ocarina of Time*, because it sounds funny when the princess says, "Zelda...strange, it sounds somehow familiar." PS: Could you guys talk about Windback?

John

Via the Internet

Windback? Strange, it sounds somewhat familiar. Check out Classified Info for a new Windback code.

My friends and I call Gabor from *TWINE* "Papa Femacem." We think he's charley from too much pasta.

Afghanistan

Via the Internet

Thanks one and all for the nickname extravaganza! But there is still the matter of *Zelda's Mask of Minerva* to address. Look below to see what we mean.

### MASK YOUR FEELINGS

I have a nickname for the Mask Salesman from the *N64* *Zelda* games. I call him "Happy Dude of Hyrule." I gave it to him because no matter where or what you see him, he's smiling.

Anonymouse

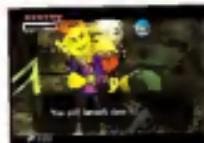
Via the Internet



My favorite character from *The Legend of Zelda: Majora's Mask* is the dog in Clock Town. He always greets Link whenever he's wearing the Deku Mask, so I call him Jaws. But Link gets his revenge when he takes the mask off, because I

I love Majora's Mask, but you know the Mask Salesman? Although he's one of my favorite characters, he's seriously scary. Especially when he gets mad! Maybe that's why he rarely opens his eyes—because he's so freaky looking!

Samantha St. Clair  
Meredith Valley, CA



When we asked the Mask Salesman what he thought about Samantha's letter, he said "Oh, I don't mind so much... NOW GIVE ME MAJORA'S MASK!"

### SCREEN SHOT SHAKEDOWN

How do you take screen shots? Do you have a special little camera or what?

Anonymouse

Via the Internet

We asked Chris—our progress monitor, master screen grabber and *Tony Hawk's Pro Skater* guru—to explain how he works his magic. He begins by using a device called a Digital Video Media Converter. The DVMC takes the signal from the game system and turns it into an image that his computer—on Apple Macintosh G4—can read. He then uses software such as *Adobe Photoshop* or *Apple's iPhoto* to make a movie of the game. Finally, he pulls out individual frames from the movie and can graphics print pass them in the magazine. We make all the reviews on [nintendo.com/games](http://nintendo.com/games) the same way.



And now, a counterpart...

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## WE TALK REAL PRETTY SOMEDAY

When you guys get letters for the new (and better!) Paper Mario, 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.

*Season Operator 2102*

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

spelling, grammar and content. Older issue, used to have lots of letters with folded off from, just like this was.

## 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 Shy Guys all night!"

*Shupdogman2064*

*Via the Internet*



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

## SK8 RPS 4EV

I believe that Tony Hawk's Pro Skater is the best game ever made. When I saw in Volume 131 that THPS3 would be released, I was ecstatic—until Volume 135 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?

*Mitchell Rose*

*Via the Internet*  
It's glorious and true. The Hawk's wished sequel will thank its way onto your N64 this August.



## 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



before you run off to the neighborhood pawn shop, here is a brief suggestion: hang on to your copies! 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 game 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 Everything*

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 GWC Dragon Warrior III preview on page 50. All the monster and character art in the game was designed by Akira Toriyama, the man responsible for Gohan, Trunks and the rest of the Dragonball crew. Plus, DWIII is a total blast!

*Gregory Williams*

*Via the Internet*

Nintendo GameCube will not have an N64 adapter. But

## WHERE DID YOU GO?

I was wondering what happened to the game com-

# ARENA CHALLENGE



The March 10 deadline has come and gone, and the first ever Banjo-Tooie Soiree of Peril Arena

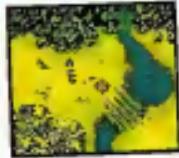
Challenge was a smashing success. Our third place winner, with 593 points, was Dan Sacco of Hackensack, New Jersey. Flying in at second was Zach Votipka of Rocklin, California, who finished with 597 points. The winner was Michael Flanagan of Williams Bay, Wisconsin, who ended up with an astounding 611 points—securing Banjo-Tooie bragging rights for years to come. Way to go, everyone!



pany Codemasters. They must be very safe, because no one I know has never heard of Codemasters or their games.

MP2002

Via the Internet



You'll be pleased to hear that Codemasters is alive and well. In fact, they recently released two new games for the Game Boy Color—Pro Pool and Casino Fodder. The latter was even nominated for the prestigious "Most Overhyped Game" award in our annual *Nintendo Power* Awards. How did it feel? 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.

Braxt. Harkens  
Gulfport, MS

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

## MARIO'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!

Mario T. Soto

Via the Internet

The composer for *Paper Mario* was never other than the famous Nobu Takemoto. And there is a two-CD set of *Paper Mario* tunes that is currently being offered as a subscription bonus.

## THE TRANSFER PAK THING

Dear Nintendo: I 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 Chorlin  
Via the Internet



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

ology, including *Perfect Dark*, *Mario Tennis*, *Mario Golf* and *Michel'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? Thank!

Chris

Via the Internet  
Your letter is as direct and to the point, we can't help but answer with the news: The MSRP, or manufacturer's suggested retail price, is \$199.99. That means \$199.99 is what we are recommending consumers 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.

Border art provided by:

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Diane Tannenbaum, Burlington, MA

## 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 GameCube*? And what games do you want to see on the system? Send responses to the address at the bottom of page nine.

# 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 Meltzer  
Huntington Beach, California



Len Emerson • Lacey, Washington



Tony Martinez • Jacksonville, North Carolina



Ryan Dixon • Jacksonville, Florida



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# GAME WATCH

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GAME BOY MUSIC

## THIS MONTH

Castlevania: Circle of the Moon



Teenage Mutant Ninja Turtles 2



Clouds of War



Prinny: The Mayan Adventure



Also this month:

- Tetris Worlds
- Dodge Ball Advance
- Ready 2 Rumble Boxing 2
- Replay Warior Masters 3
- GT Advance Championship Racing

## MAKING MUSIC ON GAME BOY ADVANCE

**A**t the 2002 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 3-note scale presentation and color-coded graphics to guide the musician through preset tunes. The software contains 25 original Nintendo songs and 20 additional popular pieces. Once players get started, they can create their own music using approximately 50 different synthesized instruments, including electric guitar, acoustic guitar, distortion guitar, electric bass, chopper bass, synthesized bass, acoustic piano, electronic piano, rock organ, violin, viola, con-



trabass, drums, trumpet, tenor sax, vibraphone, tambourine, oboe, clarinet, piccolo, flute, snare drum 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 a speaker and a stereo minicable 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

Seeing journalists from around the world recently descended on Coasterman 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 Iridion 3D, Army Men Advance and Biomide: Tale of the Toktungo. The biggest hit turned out to be Castlevania: Circle of the Moon. Toy 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 Sia, Ready 2 Rumble Boxing 2, Tweety 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

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



Iridion 3D

end, Iridion is one of the best-looking GBA games of the first wave. Players pilot their starship through six 3-D worlds filled with alien attacks. It's harder to get 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 stealthy hero by playing as Vikkie. Players also get to drive tanks and boats and solve puzzles in their quest to bring Plastro 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' 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 slam. Players can customize the uniforms 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-rama had familiar boxers and a ring-ring ring to give it something of a 3-D feel. The Training Mode helps get players up to speed in the ring. When boxers are ready to rumble, they'll take on a ladder of pugilists and unlock hidden opponents. Luckily, noights 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. Stoking the flame of our excitement were reports from evaluations 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 musical chime 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 rings and cards that give you special powers, which you can access using the Right and Left Buttons. In fact, you can configure your health control functions any way you want. As for the action, you'll find plenty of nasty traps and a host



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.

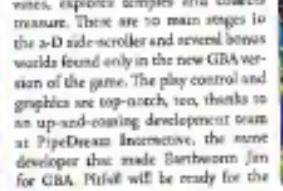


## SWINGING INTO ACTION

**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 30 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 Banjo-Kazooie 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.



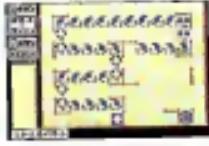
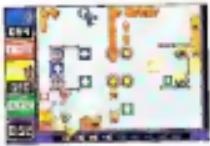
# SAVE THE MICE

**S**ega'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 see themselves if left on their own. The mouse-like layout of each room provides the challenge, along with the hungry, patrolling felines that prowl through many of the rooms. If you place 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* bows 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 version 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 16-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. Ms. Satoko Iwami, 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. Iwami 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 the March lead story on Game Boy Music.) Several weeks later, Ken Raloff, Director of Product Development at Nintendo of America addressed the GBA genre'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 Rare has dedicated a substantial portion of its talented workforce to Game Boy Advance, and he predicted that gamers would be blown away by the GBA titles that Rare 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 17 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 Kart was 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 12th launch of the handheld console. Nintendo is planning to ship a limited number of pink Game Boy Advance consoles shortly after launch. The Fuchsia GBA will be sumptuous pink like the



blush-hued Glacier unit, but it will have a tint of hot pink, perfect for a well-rounded hero 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 home 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 Mat 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 2: Color Journey and Dragon Warrior Monsters 2: Dark Adventure. Cela and Tera are brother and sister

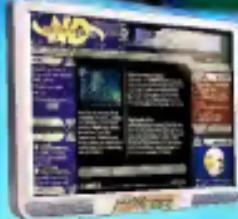


Dragon Warrior Monsters 2



# Nintendo

# ONLINE



### Nintendo Fans in Cyberspace

With Internet access and a modem, you can visit online sites for Nintendo fans, which have become one of the most well-known parts of the net. With forums, bulletin boards, and newsgroups dedicated to Nintendo games, accessories, and hardware, you can get news, support, and information. One of the most popular sites is the [Nintendofans.com](http://www.nintendofans.com) site, located at <http://www.nintendofans.com>. It's a great place to get news, reviews, and tips on Nintendo games, hardware, and accessories. You can also find links to other popular Nintendo websites, such as [Nintendolife.com](http://www.nintendolife.com), [Nintendogames.com](http://www.nintendogames.com), and [Nintendoforum.com](http://www.nintendoforum.com).

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### EVERYONE'S INVITED



### [marioparty.com](http://www.marioparty.com)

Everyone's invited to the party! The official site for Mario Party 3 will go online May 15, 2001. The game is released May 11, 2001. The site features a variety of games, including Mario Party 3, Mario Party 2, and Mario Party 1. You can also find links to other popular Nintendo websites, such as [Nintendolife.com](http://www.nintendolife.com), [Nintendogames.com](http://www.nintendogames.com), and [Nintendoforum.com](http://www.nintendoforum.com).

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# MARIO PARTY 3



©2000, 2001 Nintendo/HORizon SOFT

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

Tetris blockbusting, StarFox's dogfighting and Mario Golf's putting), Mario Party 3 is busting with fun reasons to shake brains. The party modes shown below are just two of them.



## BATTLE ROYAL



Mario Party 3 includes the board game panels for video games, and Battle Royal Mode is the non-endless way to play it. Mario Party 3, one to four players can explore the 21 mini-games

## DEAL



Right for your right to partition Dual Mode. The all-new **Multiplayer** game boards require you to have an internet connection who'll attack in Paper Mario-style battles whenever you cross paths with your opponent.

# ITEMS

You roam each of Mario Party 5'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 Managers.

Hey a goomba in a bottle, baby! I'll take you straight to a Star!



### SKELETON KEY

Sometime, a goomba key blocks the shortest route leading to a Star. If you have a Skeleton Key handy, you'll be able to waltz through a bone.

5 COINS



### Poison Mushroom

The Poison Mushroom blocks a player from moving more than three spaces on the next turn. Use it on any player who's closing in on the Star.

5 COINS



### CELLULAR SHOPPER

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

5 COINS



### PLUMBER CHEST

With the Chest, you can invoke an opponent's item. Target items who have the Princess/Magic Lamp or Star Bell. If your opponent has more than one item, you'll steal one of them at random.

10 COINS



### Dribbling Glove

If any of your items is aching pretty with a repertoire of coins, the Dribbling Glove gives you a chance to win them. The hand item allows you to challenge your opponents for all their money.

10 COINS



### GOLDEN MUSHROOM

When Goomba lurk a few spaces ahead of you or you need to get the last move, pluck the Golden Mushroom. You'll get three Goomba hits as you can travel up to 30 spaces in one turn.

10 COINS



### BOO REPELLANT

Players can't use Boo to steal coins or Stars from you. If the ghost is trying to be impulsive at your board, the Boo Repellent will protect you. Buy it if you know come a Boo Bell.

10 COINS



### MAGIC LAMP

The quickest way to nab a Star is by swiping the green who? If you to the Star so much as half a turn, it's yours. You'll need 20 coins to buy this Lamp and 20 more to take the Star.

20 COINS



### KOOPA CARD

One of four rare items that you can score only by lacking out on item Space, the Koopa Card will allow you to withdraw all of the coins in the bank when you pass a Checkpoint.

RARE NOT SOLD IN STORES



### LUCKY CHARM

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

RARE NOT SOLD IN STORES



### MUSHROOM

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

5 COINS



### REVERSE MUSHROOM

To make a player back track on the next move, use the Reverse Mushroom. If you're can't do it, avoid a Goomba attack by using a Prism Mushroom on yourself.

5 COINS



### WARP BLOCK

If you're stuck in a bloaty, trapped part of the game board, use the Warp Block to trade places with someone. Be careful when using it though; it'll keep you in a random player.

10 COINS



### BOWSER PHONE

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 phoning in the Koopa King and sending him their way.

10 COINS



### LUCKY LAMP

Mushroom Juama will change the location of the Star if you call her. Watch out when Goombas come to the party or if the Star is stuck in a hazardous part of the board.

10 COINS



### BOO BELL

To steal a Star or coins from an opponent, give the Boo Bell a jingle. When you ring it, Bowser will offer to steal something from someone of your choice. If you pay him 50 coins, he'll steal a Star.

15 COINS



### BOWSER SUIT

When players who snarly put on the Bowser Suit, you get das the outfit for one turn, and any players who pass you might snarly 20 coins if they fail for your group.

10 COINS



### FIRM RING

The best deal for your money, the Item Bag comes stuffed with uncommon goodies. The items in Toad's bag begin after the prizes in Baby Bowser's side, and either bag is a bargin.

30 COINS



### BARTER BOX

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 in your opponent's inventory.

RARE NOT SOLD IN STORES



### WACKY WATCH

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.

RARE NOT SOLD IN STORES



## MINIGAME SHOWCASE

### Mario Puzzle Party



In the Tetris-style puzzle, you can be the twint of the block party by eliminating multiple blocks at the same time. Match colors red and blue. Throwups to squash blocks.

### Water Warped



The first to sell five lips around the water way wins. You'll drift a lot while swimming on the choppy seas, so stay early to avoid making wave come.

### Snowball Slalom



Slurp placed and across Goomba to form a snowball. Then just around the playfield to build it up. The bigger the snowball, the more punch it'll pack.

### MINIGAME KEY

4-PLAYER

BATTLE

2 VS 2

DUEL

1 VS 3

ITEM

7VS7

# BATTLE ROYAL



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

## 7 ACTION TIME! Rolling Snowballs



Whenever you land on a 1-Space, say it triggers an event that could change your location on the board. You'll move to the nearest path space in your path if it's clear, and that just might get you closer to the Star. On the Chilly Waters board, landing on a 1-Space will roll out a snowball. Press A to jump over it. If story waters you are or do nothing as it chooses you to a new location.



## 2 DANGER! Thin Ice



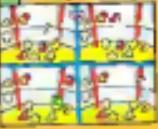
Smack Toad in the center of the board with a jump, followed by a thin sheet of ice. If two players stand on it at the same time, the ice will break and they will fall. Use the pitch space that sits on the thin ice. If you need to主持召开 the dangerous situation, use a Mushroom for a high roll.

### Parasol Plumes



Unlike the other four-player games, one more player is allowed to play at once. Open and close your parasol to control your descent and float into falling cans.

### Memory Memory



Reactive to the items in their storage. The Shy Guy won't take down all of the items, so carefully watch them as you remember what's necessary.

### M.P.I.Q.



In Mario Party 3, Toad is the host with the most to square. He loves to quiz players on memory boards, so pay attention to stories to puzzle to 9!

### Curtain Call



As a chorus line of three, Rosalina and Lupe dance across the stage, rearrange their order, and will gas you on their own band, like who was third from the left.

### Toadstool Titans



The player who achieves the last costume in the Mario costume will become a giant who must attack the other players and get stamped by running by the walls.

### Aces High



In the wild, like you do, do fight with your three maple leafs to be the last pilot who isn't grounded. Use the road in the center of the screen and change your altitude if targeted.



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

#### ACTION TIME! Anglerfish



The active front of the giant anglerfish is paved with 7 Spaces, so it's a good cause you'd be wise to start the game at the board you take that road. The more on the baby head points to the next space you'll be headed for, so quickly tap Art you don't want a change of scenery. Since you can earn a Bonus Star if you're the player who lands on the most 7 Spaces during a game, the anglerfish gets a good reason to crawl down if you're willing to fight the current.



#### 2 Torpedo Shark



At the intersection, the leaping shark will ask you to press one of four buttons before heading down the fork in the road. One of the buttons will launch a torpedo. If you pick the wrong one, it will tear you off course so that you land on the other branch of the path.

#### 3 Manta Squid



If you land on any 7 Space on either your path or beyond the shark's domain, the inky squid will tell you to retrace your steps on the board. It's easy to land on the squid's 7 Spaces, so tread down the path you'd rather not be on the hopes of getting relegated to the board where you'd rather be.

#### Clip Stack Challenge



Clip the falling coins close to the hole as you call Mr. Menzil, how the pier and your rival's speed slows off, then shoot, these adjust your spill swing accordingly.

#### The Bull Goes On



While keeping time with the beat, ram the bull's charges. Each charge will build up the rhythm by making a personal button tap. It's not easy to keep your audience's smile if you're playing against CPU players, but if you're charged up with friends, break the pattern to make things tricky for them.

#### Rockin' Raceway



Tap A and D buttons, racing out a rhythm, that serves your power meter without losing two elements. Tap your keys to see how far you've gone over the power up when it isn't blue.

#### Treadmill Grill



Try to stay on the shrinking treadmill while working the fire and tiny 10-second intervals in the competition by introducing your rivals so they're helpless. If you attack, using the ground panel, make sure the flames are nearby since it takes a second to recover from the most.





An oasis of misgivings 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.

### ① Sand Pits



If you land on one? Spins in either direction, you'll fall into the hole and onto the other circular path. The sand pits make great shortcuts when you can circle them and you location a Spins.

### 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 warp to another part of the level, however, if the bay cactus strings you, you'll land in the pink space or the left, and get whisked to the left space.

*Yo got what you needed to Chase. This Spins. Jump over me to meet.*



### ② Two Slides, One Munge



While only one Spins appears at a time, on the other side of the board, the Spiny Desert always features two slides. One of the games at a time. One of the Spins is for you, and it disappears when you reach it. To beat, however, this board, you'll use the Magic Lamp which always takes you to the real deal.

### Timewarp Pull



Press the button that appears on screen to power your pull. Tap the button again, and that button's now known as helping your party. If you don't wait for it to end, you'll crash into it.

### Ridiculous Relay



The long pillar and robot spider are the most difficult obstacles to hop on the relay. Glider pilots must focus on dodging obstacles, while spider pilots create waves on rhythm.

### Tidal Toss



While one player makes waves, the other must catch over them. Stay tight by staying close to the board and jumping immediately after the solo player goes.

### Boulder Roll



If you're the solo player who's rolling the boulders down the slope, see if the team will help if you're a member of the three-person team, upgrade the hill to reach the top.

### Spotlight Swim



As the lone player, use whenever a light lets you to investigate being caught. As part of the three-player team, follow the bulb-like to log onto the submerged platform.

### Hide and Seek



One player has three chances to guess the hiding spots of the three other players. Success in hide and seek is entirely on luck, so it's more fun than the other one-on-three games.

# WOODY WOODS

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

## 7 Changing Directions



The red signs at intersections point to the path you must take if you land on front of a mole's house that's marked by a flag. If you can pay the bribe, however, to reverse the signs.

## 3 ACTION TIME! The Giving Tree



If you land on a 7 Space in front of one of the trees, you'll receive a tree. The green 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.



## Bobbing Bow-loons



Unlike other minigames, from Baby Bowser are one-player activities that offer items instead of coins. In the archery game, wait for a color shot to nail an icon.

## Bop, Beller, Beller!



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



## Swing 'n' Skip



Keep an eye on the Baby Bowser who's carrying the prize. You're after the one who'll hit with your baseball. As long as you hit Baby Bowser, you'll win a prize.

## Swinging with Shanks



Before the 10-second time limit expires, you must swing in your swing in the hopes of landing on an item. Timing is important—to reach the farthest item, you must hit the A Button while you're near the beginning of your swinging.



Speakers will go batty trying to score Snes in Creepy Cavern. Trains chug back and forth across the game board, and they'll reward you for wandering off track.

### 7 ACTION TIME! Ride the Train



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

### 3 The Whomp King



### 2 DANGER! Train Crossing



Skeleton Keys are cheap and useful, so you should always shoot around for one early in the game. In Creepy Cavern, you can use the Skeleton Key to knock past the Whomp King, while always shooting on one of the pathways that runs north and south across the game board.

Don't believe unless you have a Skeleton Key. I used my hand to!



#### Relax Plaza



This is the first plaza you'll pass as the most peaceful plaza in 30 seconds. Just rapidly tap A to eat and sweep back and forth while moving forward to allow down huge chunks of the pier.

#### Cosmic Coaster



Ride the roller coaster and slide from side to side to dodge the elastic cables hanging over the track. Look out for the darkness to anticipate incoming records.

#### Locked Out



Players always find number doors and keys as they race to the key that matches the combination on the door and use the B button to find off-key door locks.

#### Log Jam



Place logs on the chopping block or hook them into a tree-wood by pressing the button that appears. If you hit the wrong button, you won't be able to move the sword.

#### Picking Panic



Pick and toss cherries into the basket to harvest a victory. When tossing the berries and patches, be aware that the branches of cherries won't fly up for as single cherries.

#### All Fired Up



Avoid the flaming projectiles that will burn up different positions. When the flames line up and again mount the arena, run from the line instead of jumping over it.

# DEUEL

MP3 introduces Duel Mode, a head-to-head variation of Bowser Royal that makes exploring the board more confrontational—whenever you cross paths with your rival, a fight could break out.



## ATTACKS!



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

## THE DUEL MAPS



Each player has a designated start and end point. Whenever you land on yours, you'll receive 10 coins and a chance to hire a new partner with the spin of the roulette wheel. If you're traveling with the maximum of five partners, you'll need to 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 allies with strong Stamina back.



### TOAD

The hamper-headed fella may be a bit slow but he's very durable. As long as he's with you, you'll never have to pay a penalty fee for leading on an opponent's spot.



### BOB

Only the player who catches an explosive will be able to do the exploding. If Bob's exploded, though, it will explode, inflicting the same damage to all.



### CHOMP

The partner that surrounds the player usually absorbs the blows of attacks, but Chomp will attack all members of the opposing team.



### MR. BLIZZARD

While most partners attack the weaker team member of the rival team, Mr. Blizzard will go the distance and attack the farthest party member.



### SNIFIT

Every turn you must pay your partners to keep them with you. If Snifit's on board, he'll snipe up to two coins for you before you even start.

**ATTACK: 1**  
**STAMINA: 1**  
**SHIELD: 1**

**ATTACK: 2**  
**STAMINA: 1**  
**SHIELD: 1**

**ATTACK: 1**  
**STAMINA: 2**  
**SHIELD: 1**

**ATTACK: 1**  
**STAMINA: 3**  
**SHIELD: 1**

**ATTACK: 2**  
**STAMINA: 2**  
**SHIELD: 1**

### GOOMBA

Usually your front partner does all of the attacking, but like Goomba, he's the wacky—his Attacks are stronger than his Stamina.

### KOOPA TROOPA

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

### BOB-OMB

The single-use explosive is perfect for direct attacks. Bob-omb bypasses your rival's partners and assaults the opposing player directly.

### WHOMP

Strictly an offensive player. Whomp is unable to attack. He has the least Stamina of any partner, so he can't stop you from almost any attack.

### VRWOMP

Calm Thwomps to get rid of one of your rival's partners. The shield will wait here until you're hit, but he'll attack the nearest partner in one move.

### PIRANHA PLANT

Armed with the charged Attack and demanding a high salary, the Piranha Plant can inflict an invisible die that will give you an enormous

### 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**  
**SHIELD: 1**

**ATTACK: 1**  
**STAMINA: 1**  
**SHIELD: 1**

**ATTACK: 1**  
**STAMINA: 1**  
**SHIELD: 1**

**ATTACK: 0**  
**STAMINA: 2**  
**SHIELD: 1**

**ATTACK: 0**  
**STAMINA: 2**  
**SHIELD: 1**

**ATTACK: 2**  
**STAMINA: 1**  
**SHIELD: 1**

**ATTACK: 1**  
**STAMINA: 1**  
**SHIELD: 1**

## Eye Score



Run clockwise around the eye until it disappears. Polo bears will appear in your path, so dodge them or wait for them to tickle out while making lots around the peepers.

## Bowl Play



As the chicken clucks away, follow its tail steps to stay on its feather trail. Every few steps, the clucking bird will slow down—that's your chance to swoop and sink it by pressing the A button.



## Score Chaser



Chase the moving coin cloud so your jumping plant gets soaked. Stay ahead of the cloud so you can bag the coins for yourself and dodge the rocks that try to trap you.

## Bowser Toss



As the inner circle slows rapidly, use the A button to power up your throw. Right before the counter reaches zero, adjust the angle of your ball to 45 degrees. With enough power, you'll throw it long.



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

### 1 Taking the Toll



The Tollgate Boss will let you cut through the middle of the board if you pay his toll. Take the chance to catch up with your rival and meet the toll every time you cross the single-leg, he'll count down. When he reaches zero, he'll call your rival over for a race game. Bell-taps offer a quick way to catch up to your opponent.



Star Stamp Earned



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

### 2 Forks in the Road



Arrowhead features four forks in the road, so scan the map to survey the different places where your skier can take you. A logo sits in the middle of the area, and you can circle it to run Belltaps counter down to zero.



Kindness Stamp Earned



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

### 3 Playing Hot Pipey



If you happen to warp away, you'll play out of one of the other three bases selected at 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 Racer



Race through the tunnel and return onto the Acceleration Panels for a boost. Press Left on the Control Stick to move Left and Right to move counter-clockwise.

### Crowd Cover



Look over the three portraits, then try to figure out which one matches the picture shown by the colored box. Look for telltale differences like face position and wrinkly eyes.

### Silly Sensors



Align each hat with its neighbor so you can make the jump to the next nut. Tighten Sensors by quickly tapping B and loosen them by hitting A.

### Vine with Me



Make the藤蔓 swing from vine to vine to cross the single-jumping-off vine. Just as the last one is swinging toward you, hit your next vine.

### End of the Line



As three pictures, you must sift through one of two panels. Only one panel is correct, so keep track of your mistakes as well as your rival's choices.

### Poppin' Pick-OFF



Blast the Baby Blooper when he appears in any of the nine suns since he has really short legs so avoid popping him or you'll lose points.



After blasting 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.

#### 4. Blow Away



The fan that spins in the middle of Blowhard will switch the order of your partners if you walk over it. Consider both of your partners' placement before choosing 7 dots in case their arrangement blows your team and devalues an Laps 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.



Coorge Stamp Earned



## UNLOCK MORE



Initially, only five Battle Royal and five Dual 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. You find two stamps—Starfy and Mouser—and Mouser is yours if you win the final two-meet, Backtracks and Waluigi's Island.



Starfy makes her first appearance in the game as your challenger in the Backtracks Dual board. Its ever-changing directions arrows will reseive your partners' order.



Waluigi will rear his ugly head for the panel's final Battle Royal. The purple piranha's island is raged with booby traps, including an explosive pathway 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's first PPTM challenges you on Waluigi's Island. Win five rounds to the game by uncomplicating the perimeter of the arena, dodging falling items. Whatever turns blue, grab it and toss it at the Mysterious 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.

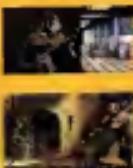
#### Game Guy & Mouser's Puzzle Party Pro



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



DigiPen Institute of Technology is a higher education institution that offers a Bachelor of Science degree in Real Time Interactive Simulation and an Associate Degree of Applied Arts in 3D Computer Animation. DigiPen is offering these degree programs in cooperation with Nintendo of America.

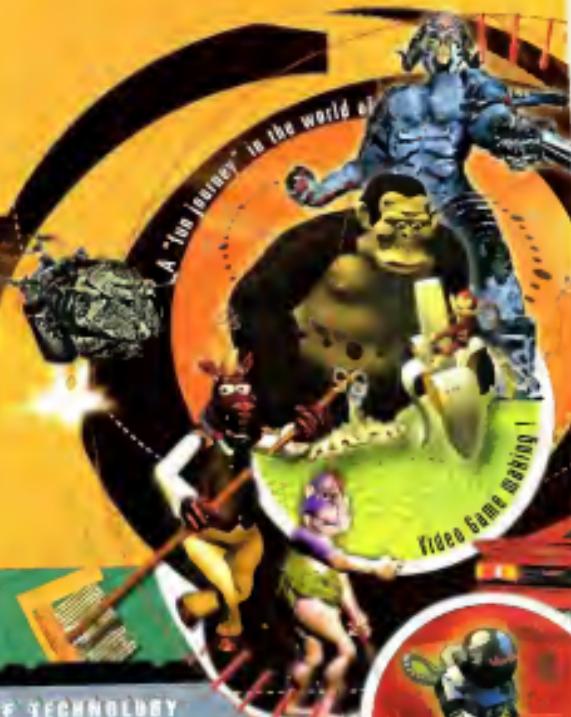


**DigiPen Institute of Technology**  
offers the following Degree Programs:

1. **Baccalaureate and Associate Degrees of Science in Computer / Video Game Programming**
2. **Associate Degree of Applied Arts in 3D Computer Animation**



DIGIOPEN INSTITUTE OF TECHNOLOGY



## High School Student SUMMER WORKSHOPS:

### workshop 1 - Video Game Programming Workshops

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.



### workshop 2 - 3D Computer Animation Workshops

3D Computer Animation and special effects are used in most computer/video games and Hollywood movies nowadays. This 2-week workshop is designed to give high school students an introduction to the concepts and the process of creating a 3D computer animation. Each student will create his/her own 3D Animation.



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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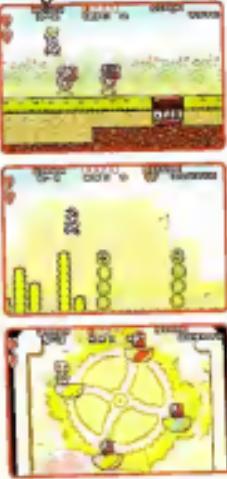
# SUPER MARIO ADVANCE

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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 large, detailed and crisp graphics, excellent play control and new, trickier enemy locomotion.



# 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 challenge best.



## MARIO

Mario is sort of a utility man in Super Mario Bros. 2. The wiser 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 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's fast on his feet, but that's okay in levels with few enemies to battle! The taller Mario brother,

**CHOOSING MARIO** *Mama 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 rating means his lifting isn't very fast—but 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 boost, allowing him to access areas that are harder to reach with the other characters. His energetic jumps make him seem tougher to control than the other characters.

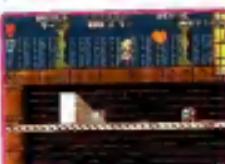


Luigi's jumping power is surpassed only by other wise Goombas' toughness. The taller Mario brother's legs fit better into his impressive jumps.



# 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 going unless you've got Peach on your side. Her floating powers are pretty cool!



## 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 highness." Peach's strange talent for hovering gets her out of all sorts of predicaments in quite a regal fashion.

# TOAD

Toad is a short little 'shroom with big skills. He's the fastest character, so choose the sticky 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 cutes' one drawback is poor jumping—Toad's the weakest jumper of the bunch.



## CHOOSING TOAD

Toad tears up the hills and bridges of Super Mario Bros. 3. 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 drown when you know what's coming. Toad can pull 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, vegetables are his ultimate downfall.

Frigg's pretty hot, but the Mushroom Blocks placed strategically around the two levels Friggy appears in are more than enough to put out his fire. Just stay out of the flaming fool'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 prehistoric proboscis. You can pick the eggs up and throw them right back at her to defeat her.



Meower has an explosive personality, and, like Birdo, you can use his weapons against him. Wait until Meower's bombs hit the ground, then pick them up and hurl them into Meower'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 Advanced.



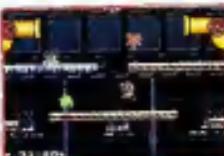
There's some pretty strange stuff growing around the World of Dreams—you might pluck a bomb, a potion or even an enemy right out of the ground. Ponchos are used to open a door to Subspace, where mushrooms and Yoshi Eggs are found.



Mushrooms are found in Subspace, which looks like a distorted 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 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 spring 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 can use the POW Block capability 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. 2 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 beat 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 solo games will need multiple Super Mario Advance games and Game Boy Advance units to play the Mario Bros. Classic game.

Gameers 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. Gameers 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

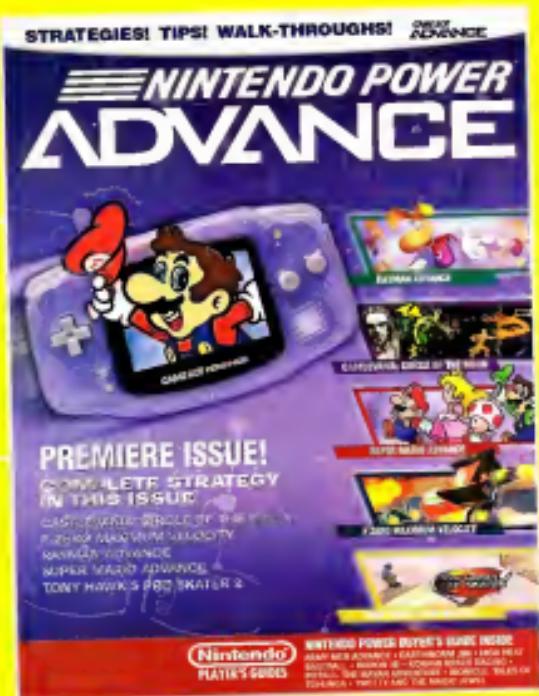
## THE PROBLEM:

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

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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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# TEN- GO

## Building a better race

super NES classic F-Zero has been remastered for Game Boy Advance, and is ready to fly when the system launches on June 19th. F-Zero Maximum Velocity is a remastered title that features all cylinders and plays as great as the original game. Only a portion of the game's power-ups are available, but the game's super fast action of air-borne ray packets, power-sliding, the new F-Zero feature of race machines, all new courses and a multiplayer option for up to four racers is there. By soaring to the top of the F-Zero Grand Prix, you can unlock new machines and courses. It's the beginning of a new era in portable racing fun.



A screenshot from Super Mario Bros. showing Mario in a desert level. He is standing on a sandy path next to a cactus. The background features a large sand dune and a clear blue sky.



• Zero Maximum Velocity impacts with your  
customers. For example, you have a 15-second  
wait & tolerance to receive a call back from  
customers as you do.

THE F-ZERO GRAND PRIX IS MORE CHALLENGING AND MORE COMPETITIVE THAN EVER BEFORE.

As a result of a recent letter to the F-Zero Club, the members of the club will soon be meeting again, and, for the first time, a very interesting new F-Zero Club has been formed. The members of the club are those that are members of the F-Zero Club, but are not members of the F-Zero Club. The new club is called the "F-Zero Club" and it is open to all members of the F-Zero Club.



1000



## WIDER IS BETTER

The Game Boy Advance system is perfectly built for 4-Wide Maximum Velocity. Not only does the system's 32-bit processor make high speed racing possible, but its wide screen and horizontal orientation make it easy to see where you're going and to control your machine with extreme precision. By pressing the L and R Buttons positioned on the right and top-right corners of the system, you can tilt your racing machine to the left and right, which allows you to turn sharply into tight curves. With this wide field of view and precise control, it's easy to forget that you're playing a game.



The track screen is 40% larger than the standard Game Boy screen. That wider field is perfect for when you're passing other racers and avoiding curves.

CHALLENGE UP TO THREE OTHER GAME BOY ADVANCE PLAYERS AT ONCE

## COMPETITION IS KEY

The excitement of T-Arms Maximum Velocity comes from tense competition, heart-pounding turns and unexpected collisions. Make your heart beat faster by 4-Wide racing. You'll go up against a field of computer-controlled drivers, as well as your friends. You'll be able to challenge up to three other Game Boy Advance players at once. That's 4-Wide.



## MULTIPLAYER COMPETITION

For up to four players, 4-Wide Maximum Velocity is the best way to race. And the game's 4-Wide racing system can be used in many different ways. If you have a Game Boy Advance system, you can play with a single friend. You can load up the game and race against the computer. Or you can play with as many as three other people as race against each other, competing on a track that has been unlocked on the Game Boy.

## GRAND PRIX RACING

The Grand Prix begins with your choice of three series, each with five courses. If you do well, you'll unlock more courses. Every race is five laps around the track. You must complete each lap at a certain rank or face elimination. The elimination rank is set higher with every lap. The top 16 competitors continue after the first lap, but only their competitors are allowed to finish the last lap and move on to the next race. That narrowing field of racers creates intense competition at the end of the race. If you place in every race, you'll be a Grand Prix racing champion. And you'll be the master with 4-Wide Maximum Velocity.



## 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 areas—top speed, boost time, acceleration, body strength, turn radius, and road 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 allow a player a machine that fits his or her driving style.



## HOT VioLET

With its purplish hue, the *Hot Volet* should be a favorite with players who own Indigo Game Boy Advance systems. Piloted by the mysterious Meggan, the machine does not stand in anyone's category, but is well-balanced and could be a good machine for beginners.



WIND WALKER

The powerful Wind Walker has a higher boost speed than any of the other original four magicians and can beat them performance, but it lacks low to boost time and balance.



J. B. CRYSTAL

The cool green J. B. Croydon machine has a retro-futuristic look, complete with '50s-style dash. 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 individual four machines and the slowest acceleration, the Eve Ball should perform well in courses that feature a lot of straightaways. Mickey Marcus' 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

The three initial stages of the 32-level *Mad Max: Beyond Thunderdome* will introduce you to a world of big tracks to compete in, in length and difficulty. Some tracks are long, weight-sensitive and gravity oriented. Others are instantly-paced, with sharp turns, sharp drops, and magnetic traps. Others are high-speed and involve distance pit zones (pit stops). Always before you is a gun, an added mechanism, jump pads, or a wall structure that can be used to slow you down and can also be used to move you sideways. You're free to find your course to hell and back, and then back to heaven, on this course to the finish. *Mad Max: Beyond Thunderdome* is filled with information and action, so...



### PAWN SERIES



The Boxes: Choose your path through the boxes. It's like a virtual mazes and a little like...



The Valley of the Rats: The Rats are here to bring down the tracks and...



The Pit: The Pit is a classic pit, containing a pit trap and a jump plate to...



### KNIGHT SERIES



Many of the longest tracks of East Side feature your ultimate test of memory...



The Bridge: It's a real challenge to get across this bridge...



The Synapse: This course has switch, race, reverse and the switch...

### BISHOP SERIES



A Bishop's track is like the castle of tracks. It's a real challenge to...



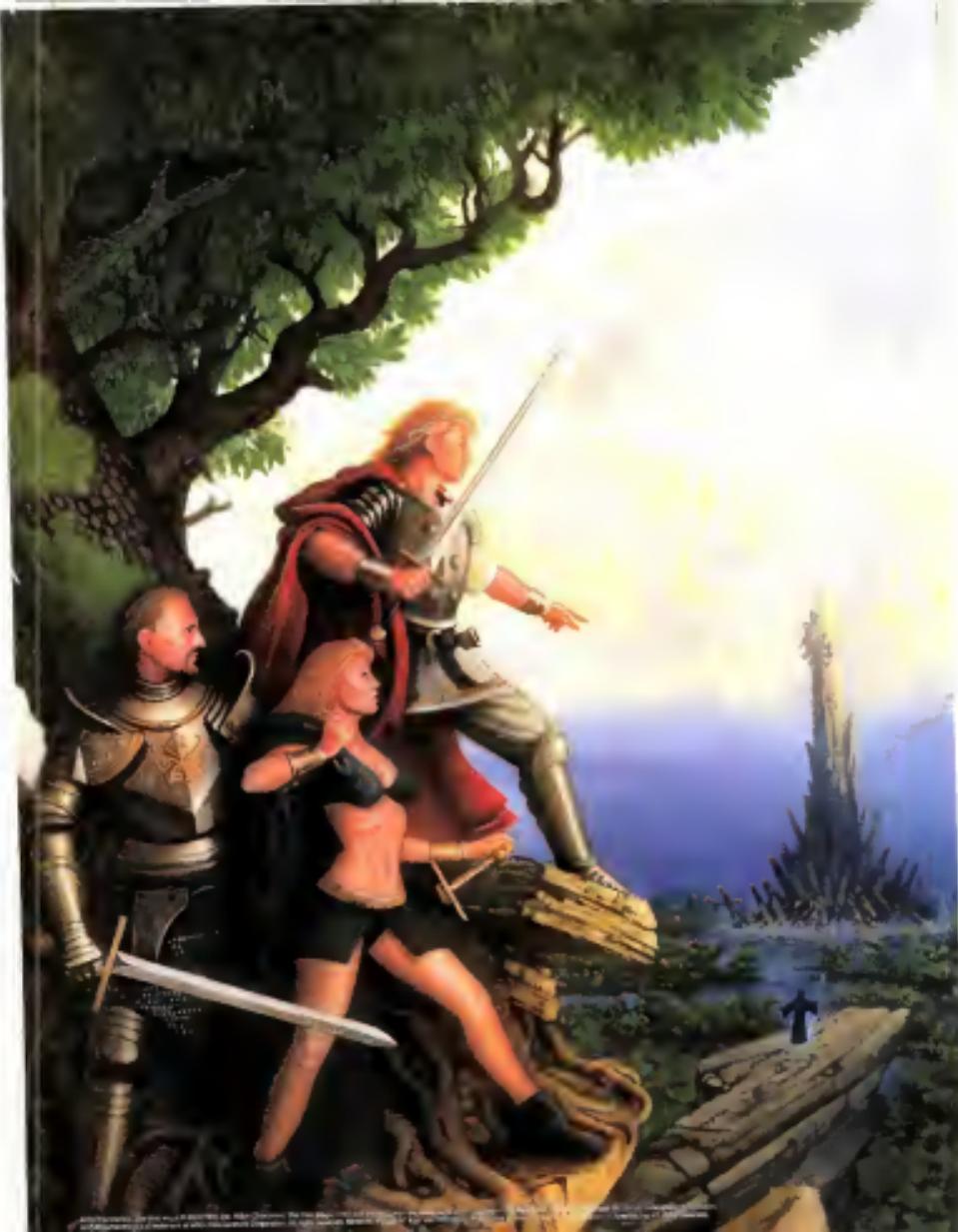
Long-distance race of ancient... Ancient Ruins is a track with a lot of...



On the Crater Land course you can go into a pit zone and...

### GET READY TO RACE

The futuristic, high-speed action of the *Mad Max* in the *E-Zero* will thrill you with an exciting racing game. *Mad Max: Beyond Thunderdome* is perfectly designed for the *E-Zero*, the *E-Zero* is the perfect vehicle screen and horizontal configuration to complement the speed and pulse-pounding excitement. Look out using four *E-Zero* Machine Velocity sensors, and fire using a gun system.



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



## In Between Is Chaos.

In your darkest moments, turn to AIDYN, a young man who only has a warningly insatiable power to discover the meaning and value he lost. Can he shake off his darkness, overcome his shadows and find the light he has learned about? Or will chaos keep AIDYN from everything that may be rightfully his?

- Real-time 3D environments and beautifully-animated characters
- A unique blend of party-based adventuring and real-based combat
- Scary music by Chris Klap, creator of the pop-cult game Dragon Quest
- Up to 12 characters to add to AIDYN's party



Accolades



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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 stored at the main menu, and you can use them in conjunction with one another. For starters, 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 gain longer endurance longer, input R, R, B, R and then B before a match.

## BULKING UP

 The ladies of the WCW are in for a rude shock when you input R, R, B, B, L and then L. Your thieving will cause all female wrestlers to resemble burly football linebackers.



## SMALL FRIES

 To cut your wrestler down to size—like two feet tall—input R, R, L, L, left C and then left C, your code of choice. If you use it in conjunction with the unbreakable wagon's code, which is L, R, L, R, left C and then left C, the game will become much easier.



## DAI-CODE-TANA

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



 By pressing left C, bottom C, right C, top C, B, 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, Z, 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 access all available weaponry, type GBZRK at the code input screen. To give yourself unauthorized ammo for the newfound toys, use the code SLGZST.



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



### WHEEL ON OVER

The carselect in *Rocket: Robot on Wheels* is truly inspired. But until now, you've been forced to coast through levels and find both the well-hidden cars and a set number of Tinker Tokens before you could receive the auto from a Summoning Pad. Well, no more. Start a game, pause it, and press Up, Down, Z, R, Left, Up, Down, Left, Down and then Down. You'll be able to get autos straight from the pads without having to track them down first—plus you won't need any Tinker Tokens!



Tinker Tokens can be tough to find, so why not use a code and bypass them altogether?

# CATWOMAN

### PEELING CATTY?

Want some codes that are just purr-fect? Then come on over to *Catwoman*. All codes are entered at the password screen on the main menu, and the \* is a symbol on that screen. Level Saving the world has never been easier.



Become a hero from your local superhero, like the ability to visit 18+ levels you choose.

LEVEL	PASSWORD
LEVEL 2	K8T*1
LEVEL 3	10T**
LEVEL 4	KQKXY
LEVEL 5	1*FVD
LEVEL 6	K*FVP
LEVEL 7	*JFV4
LEVEL 8	KAFZR
LEVEL 9	18TJV



### SPORTING THE CHEATS

If in-line skating, skydiving and surfing sound like your idea of a good time, then *Xtreme Sports* for the GBC is your ticket to paradise. But all that summer can make even the most experienced game player tremble, so make your life easier with a heaping portion of excellent codes. At the title screen, press Left five times, Up five times, Right five times, Down five times and then Select five times. You'll open up a Debug Menu with a number of goodies, including a sound test. We'll also teach you how to earn 400 medals on the cheap, or get to the end of a game without lifting a finger.

### A SCRAPPY CHEAT

To activate the sound test feature, hold A and press Left or Right to choose a tune, then hit Select to hear it. The Debug Menu also has a Scrapbook that tells you about the ranking of the game, and even grants you a look at some early character art.



Fin's the real athlete-warrior.

### MEDAL ME

To start the game with 400 medals, go to the sign-in booth on the island and enter your name as "Azzy." Because those lowercase letters don't leave the booth, you can toggle between having zero and 400 medals by holding the A Button and pressing Select.



Powered

You have 400 Medals!

### THE END

Want to skip the credits and sports it right off? For the couch potato in all of us, make your character "stink," using lowercase letters. Leave the sign-in booth and go to the snack shop on your left. You'll wimp to the end of the game.



# POWERPUFF GIRLS Bad Mojo Jojo

## MOJO JOJO RISIN'

The chemical-X scamps 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 "secret codes." 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 a different character won't give you new powers or abilities, but it sure is fun to watch the major mayhem.

### CODE

### RESULT

GIRLPOWER	UNLIMITED SUPER ATTACK (PHONING THE OTHER GIRLS FOR HELP)
BOOGIEMAN	PLAY AS BUBBLES
BRICCOLOID	PLAY AS THE MAYOR OF TOWNSVILLE
EWORLD	UNLOCK THE ROWDYRUFF BOYS TRADING CARD
ROACHCOACH	UNLOCK THE ROACH COACH TRADING CARD
SEOUSAS	UNLOCK THE SEOUSAS TRADING CARD
TOWNSVILLE	UNLOCK THE UTONIUM CHATEAU TRADING CARD

CODE CHIP

# 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 on using 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 007

## 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. Some that when gamers want to know if a rumor is true or false, they come to ClassifiedInfo first. Feel free to send me your code questions—it keeps me off the mean streets. This 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'll have better luck getting Jesus to these tim foil than you would getting over there. Code Cop, over and out.





# WARSAW

COVERT OPERATIONS

## ONE-HIT WONDERS

 Remember Winback 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 menu menu—and best of all, the game saves your information, so you have to enter the code only once.

HIT ME BABY,  
FIRST ONE TIME

 **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 crouching behind a box and whimpering softly.



# TONY HAWK'S PRO SKATER 2

### MAN OF THE BOARD

When we heard the joyous news that Tony Hawk's Pro Skater 3 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 3**

Want to play 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 **VTPMPSRMSSBVV**. You'll start the game with every available park, the trucked-out Falcon Board at your disposal and a whole bunch of cash.



 Cash is good. Sick boards are great. Wide-open skirts rocks like the earth.

# X-MEN MUTANT WARS

## MORE MUTANT MATHEMATICIANS

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 evils of Magneto and his cyborg army.

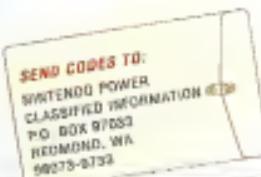


**►** No game would be complete without the roadside graveyard brawl, which is found in 2 and 3-player.



**! Hint** In the narrative, Jack uses the prefix *Slap!* but with cyborgs, nah, nah, nah!

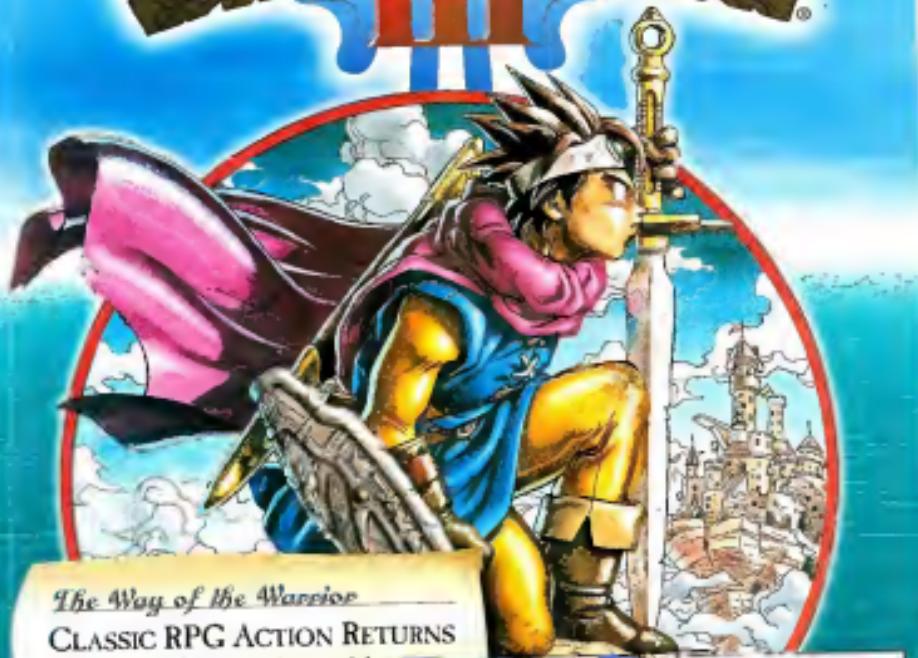
LEVEL	PASSWORD
LEVEL 2	0KNG6HWB
LEVEL 3	0LN6HXQ
LEVEL 4	0LNF7HYP
LEVEL 5	0KPF7HZG
LEVEL 6	1KPF7H0D
LEVEL 7	1KPG7H19
LEVEL 8	1KPF7J2C
LEVEL 9	1KPF7J3L



to [classified@nintendo.com](mailto:classified@nintendo.com) or to the address above.

CLASSIFIED INFORMATION | 49

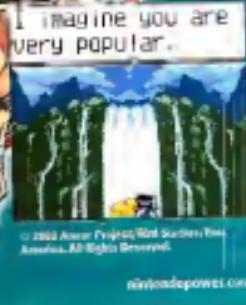
# DRAGON WARRIOR III



*The Way of the Warrior*

## CLASSIC RPG ACTION RETURNS

Eiji Aonuma has always regarded as the series that started the RPG genre. Thanks to the talented design duo of Yūji Horii and Akira Toriyama—the man responsible for Dragon Ball 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 enchanted areas at every turn. Join us for a peek at our hero's journal and keep reading for an exclusive interview with Yūji Horii himself!



Imagine you are very popular.

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# SUPA STOUT



PHOTOGRAPH BY  
GUY LAROCHE  
GUY LAROCHE'S STYLING: JEFFREY HALL & KAREN  
PHOTOGRAPH BY GUY LAROCHE FOR REDLINE CYCLES

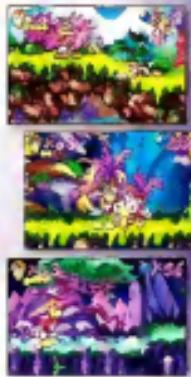


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# RAYMAN® ADVANCE

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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 2D

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 deserts, but don't mistake the fantastic foesholds for terra firma—it will take speed and skill to rescue the Great Peacock.



# Character Sketches

**M**any games will remember the strange circumstances surrounding the disappearance of the Great Protoon, but Rayman newbies may require a bit of background. Rayman hails from a peaceful land held in harmony by the Great Protoon, an enigmatic being who appears equally uncanny and benevolent. While the silence 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 Electroos 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 Bellla the Fairy during her frantic attempt to guard the



At Bectorius-like on-electron, except that one is a negatively charged particle and the other is a small creature impregnated in a ghost.

# 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 palette. The music bars in Band Land, for example, are comindingly metallic and tubular—as 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 sightsee while you play the game.



# Performance Art

Smooth 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 Electrons you've saved. You must safely 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 at 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 Antitrons, mean-spined 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.



Windup and let loose with your Telescopic Fist. You'll launch attackable sandwishes like a projectile at distant enemies.



Whatever magic power he's using, Rayman's feet and hands suspended in midair also allows him to hang from platforms.



When you use the Super Helicopter power, when you're near sharp walls and floors, leave you nowhere to stand. It allows you to hover and fly.



Most of the levels are chock-full with Antitrons, Electron-like enemies that cause damage when they touch you.



Rayman Advance wouldn't be a platformer without a cross here and there. Big enemies like Meekit's appear in the later levels of each world.



The various 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 NGC 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 impressive graphics and solid game play, this original Rayman was a popular title for the 3D-er PS2.

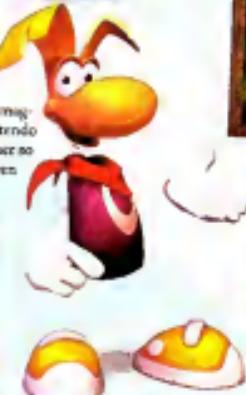


Everything that's old is new again: Rayman Advance is just like the PSX Rayman, except that you can play it on the bus.



## The Finished Piece

Look 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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ESRB Rating System	
Early Childhood	Everyone
Teen	Mature
Adults Only	Rating Pending



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 this power-filled dimension, this earthy messenger, you will guide Link to the Hyrule legend. Unveil the land of Hyrulean in search of the power to change the seasons.

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



Past and present collide when sorceress Verana changes the history of Hyrule. You'll take Link to the past and back again with the Hyrule 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.

## Heldor Celebration



The story begins during a celebration in the land of Heldor Forest, where the Dic, a dancing, feathered bunch, enjoy a jester's party. The party is cut short when the disrupters begin to harass.



## Power of the Seasons



You know that the Oracle of Seasons is missing and that evil Ground Ones are responsible for its disappearance. With the seasons changing quickly and randomly, movement goals and the seasons controlling the Rod of Seasons.

## The Land of Heldorium



## Horon Village

Horon Village is the central hub of Holodrum. Your adventure begins there, and you will return to it many times. The villagers offer aid the entire duration.

### Horon Village Shop



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



### Holodrum Historian



The Historian is the southerly and wiser of Horon Village's knowledges about the land. When you light his candle on his mantle, he will open a secret book: the Codex.



### Siphi and Blossom



A boisterous couple in Horon have recently welcomed the arrival of their infant son. You can witness the giddiness of the boy over the span of both games.



### Sakro



A travelling minstrel offers advice in and around Horon 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 Subrosa, you'll find and purchase a collection of Magic Rings. When you take them to Vass, the Horon Village jeweler, he will upgrade them for you and reveal their powers.



### A World Full of Character

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

#### Maple



Maple, the witch, has recently moved over the hill. She certainly sticks with you, but she's not your average hill witch; maple can settle everyone's

#### Item Exchange



Starting with your acquisition of the Codex from the Historian, you'll encounter a chain of characters who will offer 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 Oroch's minions. Head west from Horon Village to the Hero's Cave. There you'll find a sturdy Wooden Sword.

### Work for Your Weapons



The Hero's Cave houses a collection of classic Legend of Zelda traps and mechanisms! You'll push blocks and hit switches, search for a key and avoid Kongs and Gels. In the last chamber, you'll find the Wooden Sword.



# Charged Root Dungeon

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

## Get the Key from the Tree



The Mato Tree, located on the eastern edge of North Village, distributes information and history about the land of Hyrule. It also provides you with the desired key—the key that you need to open the Charged Root Dungeon.

## 1. Insider Advice



One more word of the dungeon's operating, you'll find an old man who says something to say. He'll tell you that you should fight and sacrifice to trigger events. When you acquire Eader Seeds, you'll be able to do that.



## 2. Clear a Room, Get a Key



In the room that has two exit doors and a hole in the ceiling, you can earn a key by defeating all your opponents. You'll be back to the room after when you have the Seed Beads and you need a bunch fighting Eader Seeds.

## 3. Know Where You're Going



After you dispatch a group of Stalts in the chamber west of the room, you'll return to the map. From there, go south, or move east to the eastern end of a Gorde Seed. You can plant the seed in a patch of soft Hyrule soil.

## 4. Get Direction



After your first room visit, walk up east of Gorde to a block platform where you'll find a block with treasure chest. Hit the switch to change the direction of the track and use the chest to discover the compass.



## 5. Collect a Key



After you switch the track, you'll be able to move the chest to a new location. Once there, open the chest to collect the key, then go east to find a key.

## 6. Blast and Battle



Use a bomb to blast through a weak section of the earth wall, then advance through a series of traps to another wall section to face two strong Moblins. Avoid the Moblins' boomerangs and hit them with your powered-up sword.

## 7. Fire down Below



After you survive the madness battle, you'll discover a tunnel that leads to a Seed Scatter and a collection of 10 Eader Seeds. You can use the seeds to light a lantern with fire and also light torches—the key to a long journey.

## 8. More Moblins



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

## Important



The unaged dragon you will fight for the Gorde Key has three shots in three directions at once and will occasionally charge at you. Power up your sword and swing to keep him at a safe distance at all times.

## Sink into *Sabrosa*

### Follow the Sky Sabrossis



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



After you have made a friend with the Mocking Imps, in the first section of the *Woods of Winter* Village, you'll encounter the Skirted Sabrossis. Becca! If you can follow her without being seen, she'll lead you to the first *Sabrosa* area.

### Boosersed Beagie



The traditional dance of *Sabrosa* is to turn their moves: left, right and jump. When you're ready, turn right to the *Sabrosa* Dance Hall. If you'll wait the necessary time, you continue to dance, you can receive prizes.



### Change Seasons

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

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



When you jump onto a stump in the Woods of Winter, wave the Rod of Seasons, a panel with trees over. Walk onto the ice and cross the frozen pond to continue your adventure.

### Unusual Entrance



The house with the locked door in the Woods of Winter told the legend. Find a strong enough key or you may not bring in winter again. The remaining entrances will give you access, through the chain key, to the above.

### Seed Power

In addition to lumber blocks, there are four more seed varieties. You can find them by beating bushes, defeating enemies and completing special levels.

### Search Trees for Seeds



Six different trees in *Forest* *Heckleton* produce a total of five varieties of seeds. You can collect the *Forest* seeds and use them to grow plants. The trees are most location for where you can find Seeds.

### Collect Five Seed Types



**Forest Seeds** create fire—good for lighting matches, lighting torches and burning away blocking cupboards. You can use **Scout Seeds** to attract and to attack some enemies.



**Pegasus Seeds** will let you soar faster for a short time.



**Mystery Seeds** have an odd effect on some objects, like owl statues.



**Gale Seeds** outside to create winds that will carry you away.

## Snake's Remains

Filled with dithering enemies and sliding traps, Snake's Remains is a dangerous collection of mazes and chambers. You'll find it deep in the Woods of Winza.

### 1. Enter Fighting



After you fight the snakes of the first room with Ember Seeds, go west. In other words, you'll enter a room full of Snake Beasts. Defeat them all to earn the first key.

### 2. Collect the Compass



More Snake Beasts attack in room D7. After you defeat them, find the key block on the right side of the room that is not aligned with the others and push it toward the doorway.

### 3. Pick up Power



By pushing the Herobat here into the hole in C5, you'll gain access to D5. Defeat the Moblins on the other side of that room with your sword or bow to protect the Power Bracelet.



### 4. Push and Destroy



While using the Power Bracelet, you can push the Herobat in D7 out of the doorway and to the outside to A1. In A1, you'll earn a lot of points for easily destroying the blocking bricks quickly.

### 5. Blast Your Way to the Top



The miasma of Snake's Remains is a crawling face on the floor that spits fireballs. You can eliminate this miasma with explosives. When the face appears, drop bombs between its eyes.



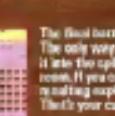
With a well-placed bomb, you can break through a set of weak bricks in F6 and enter a tunnel that leads to the northwestern tip of the dungeon. The miasma is only a few rooms away.

### 6. Powerful Smile



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

### 7. Timing is Key



The path to the Dark Key is bounded with a floor patrolled by giant platormers from F8. Since you can't jump, you must wait for the platormers to move to you.

The final battle gives you another a *Indigo*. 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 a bomb, the resulting explosion will stun the beast. Throw your cube to pick it up.

## Ride Ricky



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

### Box with Bins



A bally named Binsie has Ricky's gloves. You'll find him in section B1 of the Hole-drumper. He'll fight you for 20 Rupees. When you win, you'll get the gloves.

### Hop, Skip and a Punch

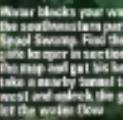


Climb into Ricky's pouch and ride with him through the swamp. He can jump over single holes and to the top of short cliffs. He also packs a powerful punch.



## Summer in Subrosia

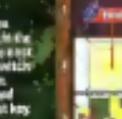
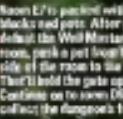
### Open the Floodgates



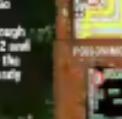
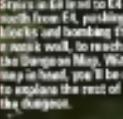
Subrosian Kool-aid is key that will unlock the Tower of Summer. When you drop into Subrosia, if you're at level 1, start shooting at the branch and trunks. It's the perfect fire-thrower. Give the bow to Link. He'll follow you anywhere.

## Poison Moth's Lair

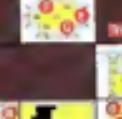
### 1. Push Pots, Get a Key



### 2. Make Your Way to the Map



### 3. Push on and Find the Feather



The door to B4 will open when you align the stones on the map out of the room. Use the pattern on the earth wall. When that's done, find Ricky's Feather in A2.



## 4. Compass Quest



Jump to the west side of A4 with Roc's Feather. Fall to the raised platform in A5 and go through a tunnel to B5. Jump onto the trampoline in that room to locate a key to B6, where you'll find the compass.

## 6. Push, Jump and Fly



After you take the stairs from B6 to D5, push the trampoline in the room so that it rests on the marked spot. Jump onto the trampoline and bounce up to the next level of D1 where you'll find a key.

## 8. Unplug the Enemies



The classical, square-like platforms are suspended 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.

## Push for the Key



The Blue Key is in an treasure chest located on the east side of a line of blocks and a long gap. Push the trap block from the top into the gap and jump to the key.

## Methoda



Take the stairs from C16 to the upper platform of C4. Go west to A4 and jump onto the ledge in the northeast corner of the room. You'll land in room A8, close to a giant-stabbing trap.

The leader of the tribe is a giant archer. Leap to the platforms in the center of the room, dodge the arrows. Methoda has the beast with your sword when it says. 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 Link's help, you can hop to the east and enter the Sunken City. Rely on him, but you'll be able to jump to shallow water using Roc's Feather. Go east to collect Sea Seeds, then go west to meet the Dialogue, Divers.



## Fled the Flippers



Using the Divers' boat, you can explore all of the Sunken City area. One boat holds four passengers, which can be increased. Hit all four at once with the Master's Flame. Make sure that you never dive using Zora Flippers.

## Sink and Swim



Once you have the flippers, you can explore all of the waterways in Hyrule and dive to find hidden artifacts. Take passage, use the pipe, use the boat, then head to Mr. Gorce.

## Climb and Warp



Mr. Gorce is a maze of cables and vertical ledges. You'll find several interesting places to explore such as a bridge in the northeast. Climb to the top of it, then jump into the water from above.

## Feather Floss



Having after you appear in Sodoma, a pair of booted creatures will stalk your feather. Follow them, but make sure that they can't see you. When they bury the feather, you can dig it up and use it again.

## Bring on Spring

When you approach Subrosa from Mt. Cucco, 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 Subrosa. Take the tunnel to the Tower of Spring and use the Rod of Sausages with the power to change the weather again.

### Explore New Areas with Flowers in Bloom



With the power of spring in your possession, you'll be able to make use of Green Blooms and their rapid blocking foliage, or flowers that you can pull out. Use that power on Mt. Cucco.

## 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 bears, Moosh is perpetually hungry. He needs spring bananas. Change the weather to spring and eat away flowers to get a ride from a bear to the top of a tower. There, you'll find a banana for the bear.

## Dancing Dragon Dungeon

### A Trip to the Tower



Does your heart the key, search for the keyhole in the upper reaches of the mountain. Bring out winter for a snowball's chance, then climb up and fly west with the help of a bird.

### Stop the Flow



The dungeon entrance is behind a waterfall. When you can the Dragon Key, the water will stop. Return to the entrance, invoke summer and climb a vine into the dungeon.

### 1. Pot Luck



When you arrive in room G2, you'll find nine pots and eight switches. Break a side pot and the center pot, and slide the others into switches. Hit the last switch to get along.

### 2. Move to the Map



When you return to the other court, hit the switch and take a elevator in A3. Move the switch to open that door, and follow the path to B3. You'll find the Dining Hall there.

### Fly fast for the Key



With Moosh as your friend, you'll be able to reach the Dragon Key. Press the A button quickly and repeatedly to hover over the holes and get access to the key. The Dragon Key opens the fourth dungeon.



### 3. Key Collection



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

### 5. Take Long Loops



Use a Pegasus Board and Rock Feather to jump across the wide gaps in Forest E1, then follow the path to C5 and collect yet another key.

### 7. Run for the Prize



After you've worked your way down to room C9, push the rocks to make your way to the switch and use the speed of a Pegasus Board to run to the Slingshot as the final galleries.

### 9. Trick Track Manipulation



Ride a mine cart from C8 to D9 by hitting the switches in C8 with a mine cart from your Slingshot. Move on to E7 and dive into the water for the Boss Key.

### 11. Bridge to the Boss



This guy in A2 is going to jump over your Slingshot to light the torches with Ember Seeds. A bridge will span the gap.



### 4. Take a Dip



Return to the entrance and go into E4, where you'll get the compass. Then, go to D2, ride a mine cart to C1 and then into the water to recycle a key.

### 6. Light Fight



The inidious new type of slippery wizards. They are vulnerable only when both touchers are lit. Light them at the same time and casting the shield who casts a shadow.

### 8. Roll and Fire



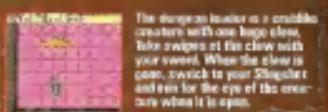
With the Slingshot in hand, you can get a key in C5. Ride through the region on a mine cart and light all three torches with Ember Seeds. The key will appear.

### 10. Switch and Go



Return to C8 and hit the switch in the southeast corner. Ride the mine cart to D9 and take the stairs in D7 down to A2. You're getting close!

### Gohma



The dragon looks like a crab-like creature with one huge claw. Take swings at him to hit his weak spot. When the claw is gone, switch to your Slingshot and aim 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—autumn. The rod will be complete!

### Love Lake Survival



A step in area D2 of the Holodrum map will take you to the Subrosian Love Lake. Go south from there, jump across the lake and pull up an explosive Bomb Flower.

### Blast a Boulder



When you take the Bomb Flower to the Tower of Accursed, a helpful Subrosian will plant the explosives in a boulder and blast the block-right.

# Oracle of Ages

An evil sorceress who can control time has changed the history of the land of Labeyyna. It's up to you to follow her into Labeyyna's past and reverse that malevolent magical wrong.

## Forest Serenade

11



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



## Times Change



When Vore, a power-hungry sorceress, appears on the scene, you discover that the danger is more concealed—the Oracle of Ages—and that Vore places down the Oracle power-globe to try to control the land.

## Old Story, New Ending



In changing the history of Labeyyna, Vore has eliminated the wise, old Maka 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 Impa and go south, then west to the trees.

## Times Change

Vore has taken Labeyyna 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 Maka Tree, via Lynce City, you will see the tree for a moment before it disappears. You must find a way to bring it back.

## Explore the Tower



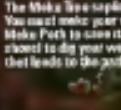
While exploring the Dark Town, you'll come across the actions that Vore has already taken to control both the past and the present. You'll also notice a shovel that you can use to clear away blocking dirt.

## Tumble through Time



Travel east from the site of the Maka Tree's disappearance, you'll find a way to the past. When you step into the warp, you'll travel 400 years into Labeyyna's history. Do search them to find the Dark River.

## Move Earth



The Maka Tree-sapping is in danger. You must move your way along the Maka Park to save it. Use the shovel to dig your way into a cave that leads to the park.

## Clear a Path



Not far along the Maka Path, you'll encounter a room with a narrow ledge that connects to a larger path. Push the Meka into the pit to clear the way to a switch. When you hit the switch, a key will appear.

## A Whole Lot of Blocks



You'll find a switch composed of a complex pattern of blocks that need to be moved. By pushing these out of the blocks, until all the blocks are moved, you will be able to reach that switch and open the door. The challenge is a bit big.



## Save the Tree



A pair of Pika Warriors chase after the Maka Tree, so when you defeat them, you will receive the key for the tree. Note that the Maka Tree will grow. Go north and travel back to the present.

## A Gift from the Tree



When you reach the present, return to the Maka Tree. You'll see that she is safe and happy again. As a reward for saving her, she will give you a Sand Seed and 28 Rupee Seeds.

## Spirit's Grave



The Spirit's Grave is located at the graveyard, next to Lyndis City, also known as Ember Seeds. To learn your very last secret, you must speak with the old goblin character at the Hill Breeder. When you light the torches in the chamber, a goblin key will drop.

## Open Doors, Light Fires



From the entrance of Spirit's Grave, go north to room D1, defeat the enemies, open the door, then go to D2. When you pass the room, break the block into the hole with the torch. Throw the torch into the hole and the door will open.

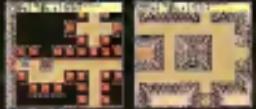
## Know Your Way Around



The Ocarina Map and compass are both class. You can get the map by climbing up the stairs to D6 in the raised platform of D7, and you can get the compass by advancing to D6.



## 3. Grab the Magic Ring



After you collect the compass in D8, take an Ember Seed at the bottom on the stairs to the room. The Hermit will tell you how to reach a path to C5. There, you will find a Magic Ring that you can take to Vese-Jeweler.

## 4. Spot with a Spirit



Go to room E4 and go through the room to E5. Take 11 torches and a torch to create. By defeating the creature using your sword, you'll earn a key and access to O1. Use only 28. The challenge is a bit big.

## 5. Key Accumulation



Keys are easy to come by in the middle of the dungeon. When you enter D3, push the first block that you see to gain access to a key in the northeast 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 platforms and chest appear and get a big key.

## 7. Get a Gauko Seed



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

## 8. Ghost Gong



The miniboss of Spooky Grove is a large ghost with three small tag-along ghosts. The small ghosts will blow you down if they grab you. Clean them away with your sword and go for the big ghost.

## 9. Pick up Power



The Power Bracelet is in a barrel. Go to the east side of A5 and light the two torches with Ember Seeds. A staircase that leads to the barrel will appear.

## 10. Toss Pots



With the Power Bracelet 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 pass through room B2 on your way to the boss room. While you are heading for the door, be sure to avoid the Wall Monsters, or risk being sent to the entrance.



The lair of the goblins is a plant that covers a pumpkin for a head. After you hit it 11 times, the pumpkin will fall to the ground. Pick up the pumpkin and toss it at the goblins at 50 meters across the floor.

## Fairies' Woods

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

### Forest Fancies



Move a blocking rock out of the way on the west side of Lyman City, enter the mysterious Fairies' Woods and search for a tiny, all-to-happy sprite.



**MP** Before the fairies will help you, they want to play a game. They'll scatter in the woods and challenge you to find them in a series of scrambled areas. Hurry, time runs out.

### 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 to town and enter the dungeon while it is still there.



## The Harp of Ages

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

### Search the Home of the Oracle



Use the Harp in Nayru's room, northeast of Lyndiel City. Walk to the west, then pass a statue out of the way to remove a passage. When you step on the passage, you will feel the Harp of Ages.



### Take Control over Time



When you see a design on the ground like the wishing pedestal in Nayru's house, play the harp. The design will turn into a song that will carry you to another time. Use this travel to solve puzzles.

## More Adventure to Come



Since this issue's *Legend of Zelda* strategy review 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 Shurikam 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 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 strutting onto 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 bubbles in both Hercules and Xena, you'll be able to swap characters between the two titles via the network 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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# Not-So-Sweet Dreams

Xena 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, Salomonius informs Xena that she is in the midst of a vivid dream, set in Morpheus' kingdom of Psyche-chole. He instructs her to find a sword in the Bear's Territory.

## Bear Blockade



WHO'S A...  
AN EXTRA POT OF BEERS?



WHO'S A...  
AN EXTRA POT OF BEERS?

The only way to get past the bear and into the Forest Retreat is to collect a bunch of honey tree clearing. Head north to the Great Forest and follow the path west to reach the border.

## Weed Whacker



Xena isn't much of a warrior without a sword. As soon as the game starts, like an insatiable flea into the Bear's Territory and head to the southwest corner to collect the vital weapon. Once you're properly equipped, you'll be able to slash through obstacles and weaver trees. Note that you must have the cleaver to use a sword.

## Great Forest

floating near the entrance of the forest is a helpless fiery. You'll learn that he is searching for some insurance. After charting with the fiery, track down the magic gloves and, if you still need to gather honey for the bear, follow the road west to the border.

## Juking Joxer



After you've gained access to the Forest, they will direct you to snitch the Lyc of Time from Joxer. You must chose his sword's tree at the north end of the forest.

## The Magic Touch



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

## 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 creatures if you recover their Lyre of Time. Go back to the Great Forest and catch Josse, who is dressed in green and looks like Robin Hood. Don't forget to take the Shokrum 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



### Fancy Footwear



Find the fire-resistant salamander-skin boots in the southeast corner of the maze. You'll need the cool sheet to walk through the volcans.



## 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 harm you, but they won't talk to you unless you bring gifts them. Some fairies will ask for diamonds before revealing secrets. You will discover that your powers in helping hold captive. Use your sword to unchain the fairies and collect valuable items. If you're lucky, you may even obtain a special item.

### Dime a Dozen



A house at the upper left corner will repeatedly attack each time you enter the area. It's a great place to go if you need to save your coins.



### The Conch



A large conch is hidden among the bushes to the west of the shop in the northeast corner. Don't leave the area behind, because you can use it to construct a seashell raft at Neptune Bay later in the game.



## Forest of Stones

To save the fairy queen, take her opening north of the maze into the expansive Forest of Stones. You must cover every inch of the vast, green terrain and wipe out all the pesky creatures before you can release Queen Lilibeth. 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 winged monsters around every turn. The creatures strike quickly, so keep a safe distance after each zap. Be sure to eliminate all the scorpions, too.

### Taking the Plunge



Ready for a swim? In the southeast corner of the forest, a hole in the ground will drop you into a treacherous underwater shortcut to Dragoon's Isle. Go there only after you've obtained maple syrup on Syng Island.

### Breakfast Anyone?



You can reach Syng Island by crossing Breath Bridge near the west side of the northeast 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, motivational activity that can be accomplished with the right mind-set. In this case, make things easy on yourself before dipping into the molten lava—step on the silky salmon-colored beams for protection.



### Big Island Candy



Immediately after you enter the tunnel, press Start to access your inventory and assign the spring to the B button. Large blockers will chase you down every step, so you'll need to fire your spring carefully. Don't forget about the bats hovering overhead.

### Wicked Wasp



**NP:** Arm yourself with the bananas, which will allow you to hit the little bugs above your head. Stay in the corner and wait for the another bug to lower himself to the ground. Leg calculations are not necessary for more detail.

# 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 leading a helping hand. Use the shortcut to travel back and forth between the barbarian and centaur villages and collect all the diamonds.

## The Farmer



Enter the barn in the northwest corner of the village and locate the Farmer. He will reward you with a spear for mowing his silage field.

## The Chief



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

## Head Eastward



After the chief's noble speech, he will open the passage to the east, which leads to the Head of Daphne.

## The Crone



The witch will know upon elixir to use on the elixir, but you must first give her a smelly fish.

## The Healer and the Farmer's Wife



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

## The Blacksmith



Bring the spear to the blacksmith and he'll exchange it for a pair of shears. If you haven't paid your 50-diamond debt to the healer, the Blacksmith will remain suspicious and take your spear.

## Gone Fishin'



Take the shears to the centaur's village and locate the fishpond in the northwest section. Cut the willow mask with the shears and return to the fisherman.

## The Fisherman



When Xena gives the fisherman the goat's location, he'll head over his pond to catch fish in return. Offer the fish to the witch to get the elixir.



# 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 burrow. 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 userado-spinning zombies. Use the map to avoid falling off cliffs.



## The Eyes Have It



Darphus will unleash a gigantic eye stalk, hoping to distract you while it's little effort to pass by. To defeat this exploit, run in circles while throwing the Shuriken. Don't be using your sword only when necessary. Use extra hearts if necessary.

## Light the Way



After defeating the bumbling eye, you should receive another heart, which will come in handy when battling Darphus. Remember to always turn your dispersal lights again before walking through the lava. Explore the area until the torch is lit and return to the entrance full to fight Darphus.

## Sneak Attack



Finally you are face-to-face with the enemy who is currently at the barbarian village. Darphus will hurt Barbatos wildly in all directions, so position yourself behind him as often as possible and attack 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 desiring and the conflict with Darphus will undoubtedly leave Xena weary and jaded, but there's much more that needs to be done. The rest of the barbarians will instruct you to return to the Forest of Stones and find the furious Queen Lada in the Warthog's nest. Before you reach the end of the quest, don't forget to answer the Game Link Cable that will allow you to swap characters between the Xena and Xena Game Royalties.



# Pokécenter

## 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 Pokémons 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. Tatsuhiko Ishihara, general producer of Pokémons and president of Creatures Inc., took part in the press conference, and he had a few interesting things to say about Pokémons. 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 Pokémons 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 Pokémons will be part of a new Game Boy Advance Pokémons game, which is scheduled for release in Japan in 2003. The game, which has the working title of Pokémons 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 Pokémons world." Mr. Ishihara even introduced three new Pokémons from the game, whose Japanese names are Luri Luri, Kakaruna and Hoerule. At least one of the new Pokémons, Luri Luri, seems to have a tie to a current pair of blue Pokémons from Gold and Silver. A picture of a boy Trainer was also shown. The four characters from Pokémons for Game Boy Advance are said to have roles in the fourth Pokémons 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 Pokétracs a few issues ago, and now I'm curious. How do you get the Pokétrac? What is it?

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

**Q:** How can I get the Big Snorlax 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 Pokémons are there?

**A:** Not many, really, which is pretty lucky for all the Ghost- and Psychic-types out there! There are six Dark-type Pokémons: Umbreon, Marowak, Houndour, Houndoom, Sneasel and Typhlosion. 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 Pokémons.

**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 Pinaeo. Why?

**A:** Pinaeo is one of those somewhat frustrating Pokémons that can't be found unless you headbox the trees around Jhoba. Try headboxing the small trees in wooded areas and be persistent. Pinaeo are

relatively rare, but with patience, you'll catch one. If you're looking for Fierceris, you'll have to mine a Pinno to level up to get one.

**Q:** What does Crame 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 Pokéman back to Red, Blue or Yellow to get Rock Slide from a TM.

**Q:** Where is Teddiarrs?

**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 levelling 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.

ELM

## 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 16 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 Pokémons 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 meadow gates to Route 28.



Silver Cave is full of all sorts of interesting Pokémons.



OAK

## 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 Pester 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-Ones will flow into the newly opened area, which leads to the Cave.



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



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

## 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 Cleo 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 Pokéfelin will challenge you. Win the battle to claim Togepi as your own.



Big 10-Block Combos are easier than you think.



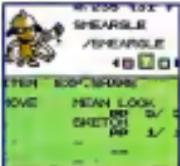
Togepi gets very egg-ited when it wins a battle.

## How do I train Smeargle?

If you want the moves Smeargle 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 Paks to train Smeargle. Take a Pokémon, preferably with just one move, and insert it as the only member of the party on one Pak. Keep Smeargle on the other Game Pak as the only or first member of the party. Mystery Gift between the two paks, then take your Smeargle-led party to the Trainer House in Viridian City. You'll battle the one-Pokémon party from the other Pak 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 Smeargle until it learns Sketch again, and repeat. It's a time-consuming method—but it's also rule-free.



Smeargle is located in the River of Alph area.



Smeargle's Sketch moves 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 NickWhatta to the online Pokémen 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 Pokémons—even Pokémons 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 • Parish 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 soak 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 deters it, 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.



DUDE... RECEIVED  
KING'S ROCK.

The same King's Rock that helps Poliwrath evolve into Poliheit and can also be held by any Pokémon when it battles. During a battle, the King's Rock may cause the opponent to flinch. You can get a King's Rock from a researcher in the Savanna Wild Area from wild Poliwrath, Gyarados and Gyarados.



DUKE... RECEIVED  
ROCK CLUB.

Wild Marowak and Cubone may be holding Rock Club, so if you can they can use to give their Attack stat a nice boost. If your Marowak or Cubone doesn't have the item, trying Trick or catching it will help to get one. No other Pokémon can use Rock 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 Cooltrainer Misty in Round 2's Prime Cup has a new Psychic-and-Grass-type: Pokétoon. It's Celebi, the 251st Pokémon. Players can rent Celebi in Round 3'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



Pikachu, Pichu and a fleet of customized Pikachu Beetles and Luigi 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



Pokéfans 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 intense than ever. There's even a special bit of new info in every Pokédex 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 Pokémons 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 Pokémonator for more news on the amazing new Pokémon game!



DECK 1

1000 1000

1000 1000

DAE 1000 1000

1000 1000

1000 1000

DECK 2

1000 1000

1000 1000

DAE 1000 1000

1000 1000

1000 1000

Some Pokémons can learn different attacks in Crystal.

Players can finally choose to be a female character!

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

Send questions, comments and teams to:

Nintendo Power

P.O. Box 97002, Redmond, WA 98073

[pokecenter@nintendo.com](mailto:pokecenter@nintendo.com)

# The Next Smash Hit!

## Snoopy™ TENNIS



"An Excellent Grand Slammer!"

— Nintendo Power

Play all your favorite  
HOGWASH characters

Smash your way to victory  
at [snoopytennis.com](http://snoopytennis.com)

Snag power-ups for the  
ultimate tennis challenge

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



**GAME BOY COLOR**



# INDIANA JONES

and the

## INFERNAL MACHINE



The world-famous archaeologist comes to Game Boy Color in this version of Indiana Jones's epic No. 4 adventure. Dangerous antelope, craftily villain, broken traps, brain-teasing puzzles and ancient artifacts await!



### SWINGING INTO ACTION

Indiana Jones is back, swinging into action in search of the four pieces of an infernal machine. Indiana is back, swinging near the planet. Join Indiana Jones and his son, Mutt, in this unique adventure as they search for the four pieces of the infernal machine.





## Russian Border

Location

Duck Box

Watery Ends

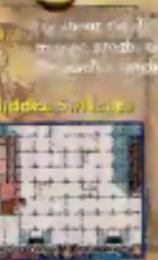


## Tian Shan River

Wood Growth

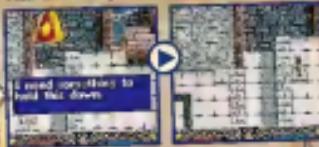


## Shambala Sanctuary





### Jump and Jump



### Run of the Hour



### Fishing Game



### Like Clockwork



### Decoding a Code



### Gringo's Part



## Palawan Lagoon

### Break It Down



### Curled Treasure



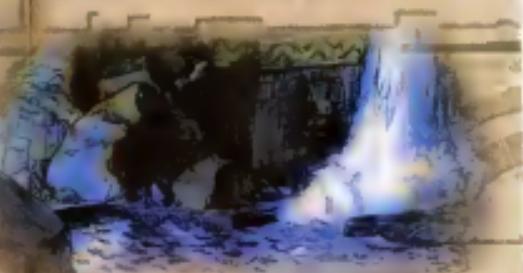
### The Grand Hole



### Push to Push On



### Open the Torpedoes



### Crash Up



### Try It Open



Character: **Willy** (Willy is a small  
University student who  
has a passion for science  
and engineering.

Character: **Willy** (Willy is a small  
University student who  
has a passion for science  
and engineering.

## Palawan Volcano

Character: **Willy** (Willy is a small  
University student who  
has a passion for science  
and engineering.

### Break Out



Character: **Willy** (Willy is a small  
University student who  
has a passion for science  
and engineering.

### Break Out



### On a Roll



### Success! Up



Character: **Willy** (Willy is a small  
University student who  
has a passion for science  
and engineering.

Character: **Willy** (Willy is a small  
University student who  
has a passion for science  
and engineering.

### Skills Key



### Unlock the Skilled



No more living in the shadows  
You can't be a hero if you're not  
seen. You can't be seen if you're not  
alive. You can't be alive if you're not  
strong. You can't be strong if you're not  
skilled. You can't be skilled if you're not  
unlocked. You can't be unlocked if you're not  
able to unlock the skills.

### Mind Blowers



### Unlocked



### Drop to the Rescue



### Funk's Run



## GETTING WARMER



Now that you've found the skull key, it's time to get back to the castle. You'll need to use the暖炉 (暖炉) to keep warm. The暖炉 is located in the castle's basement. You can use it to heat up your surroundings and keep you from getting cold. You can also use it to melt snow and ice. You can also use it to melt snow and ice.

暖炉  
暖炉



2

0

0

0

# NINTENDO POWER

## AWARDS



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 like we thought that we'd be overstating, but it's as clear as it's fall: *The Legend of Zelda: Ocarina of Time* is the best game ever made. After the company's last two entries in the series, and *Majora's Mask* as the scariest game ever, it's clear that the legend is a cut above the rest. *Postman Gold and Silver* and *Resident Evil 4* are a cut above the rest. *Star Fox 64* and *Star Fox 64 3D* are a cut above the rest.





## 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 honor. *The Legend of Zelda: Majora's Mask* racked up more points than the eight other contestants combined. *Perfect Dark*'s alien conspiracy and *Banjo-Kazooie*'s fractured fairy tale

are T-68 and in a neck-and-neck race for second place.

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

## IT'S ABOUT TIME

### 1 MOST INNOVATIVE

Are you beginning to see a trend? Through some voters may argue that the voice recognition option in *Hey You, Pikachu!* should have deserved this honor, *Zelda* certainly put this time-oriented title over the top. The *Zelda* managed to pull off a third-place finish, edged by *Perfect Dark* and *Banjo-Kazooie*, respectively.



8. *Majora's Mask* (N64)



## GOOD LOOKING IN THE DARK

### 6 BEST GRAPHICS

*Banjo* has always managed to squeeze beautiful graphics out of the N64. Many voters were moved by the crisp polygon textures and dynamic lighting in *Perfect Dark*, which edged out its sister title, *Banjo-Kazooie*, for the pretty polygon prize. *The Wind Waker* is *Not Enough* was a distant third.



1. *Perfect Dark* (N64)
2. *Banjo-Kazooie* (N64)
3. *The Wind Waker* (N64)

## HE PLAYS A MEAN OCARINA

### 5 BEST MUSIC

With people talking about how the *Legend of Zelda* soundtrack is the best ever, it's not surprising that *Majora's Mask* comes in at number five. *Majora's Mask* has some of the most unique, original, and melodic tunes in the game. *Majora's Mask* also has some of the most memorable performances, like the Goron's "Goros" and the Zora's "Zoros."



## THE SOUND OF BUZZ

### 1 BEST SOUND

The atmospheric sound in Majora's Mask sets the dark tone for the game, which earned the category easily. Perfect Dark's cinematic surround sound pushed the limits of the N64's capabilities. Banjo-Kazooie's silly sonics were also cranked up to eleven, thanks to Kneel's mastery of the sound board.

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



## WASABI WINS

### 1 BEST MINIGAME/MODE

North Americans can't resist a game featuring tomatoes and raw fish. Tictaktac lipped up first-place honors for Stadium's gastronomic gobblefest. Jousting and Velvet Dark share the second place award for PD's innovative Cooperative Mode. Majora's Beaver Brothers got the green 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)



## THE MANY MOODS OF MAJORA'S MASK

### 1 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 horse racing to mask collecting. It handily won out over Mario Party 2's 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)



## IT'S DARK AT THE TOP

### 1 BEST ACTION GAME

Given the N64's lack of a 3D engine, it's remarkable that Perfect Dark is as engrossing as it is. The game's atmospheric setting, stellar graphics, and superb controls make it a true masterpiece. The game's only real flaw is that it's a bit too short.



## SERVING UP OLLIES AND ELBOWS

### J BEST SPORTS GAME

Mario and Luigi finished so close together, we're almost tempted to award them a tie. However, Luigi's got the edge. 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*, pinned down the number three spot.

1. *Mario Tennis* (N64)
2. *Tony Hawk's Pro Skater* (N64)
3. *WWF: No Mercy* (N64)

## I CHOOSE YOU, RPG!

### K BEST RPG/STRATEGY GAME

Warriors and wizards used to own this category back in the day, but *Blazblue* and *Castlevania* have cast a spell on RPG fans around the world. The long-awaited *Ogre Battle* and *Starcraft* titles didn't even come close. It should be noted that *Dragon Warrior III*, the obvious predecessor to *Pokémon*, came in fourth.

1. *Pokémon Gold and Silver* (Game Boy)
2. *Ogre Battle 64: Person of Lordly Caliber* (N64)
3. *Starcraft 64* (NGC)



## HUNTING PARTY

### L BEST MULTIPLAYER

HD's *Combat Simulator*, Cooperative and Countercooperative Modes made it difficult to top, but Mario almost managed to win the tickles. It almost makes us feel better about forgetting to put *Mario Party 3* in the category. Stadium also filled seats, but attendance was well below the top two crowd pleasers.

1. *Perfect Dark* (N64)
2. *Mario Tennis* (N64)
3. *Pokémon Stadium* (N64)



## DIRTY VICTORY

### M BEST RACING GAME

With an eight-player mode and loads of replay, *Super Mario Kart 64* is the clear winner in the racing category. The game's racing mechanics are the best around, and the kart designs are the most creative. *Star Wars: Episode I Racer* and *Grand Theft Auto: Vice City* also deserve recognition.

REVIEW BY  
JONATHAN  
WILLIAMS



## FORCE MAJORA



### BEST ADVENTURE GAME

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

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



## A LEAGUE OF ITS OWN



### BEST PUZZLE GAME

Push LEGO's addictive game, play left a strong field of contestants 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. Pac-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)



## THE GOLD (AND SILVER) AGE



### BEST POKÉMON GAME

A non-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 gold medals.

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



## SPEEDWAY SURPRISE



### BEST GAME BASED ON A CARTOON

It's a bird... it's a plane... it's Mickey Mouse! The 1990s were a golden age for Disney video games, and the company's first entry into the karting genre was a surprise hit. It's a shame that the game's lack of online play has since been remedied, as the game's colorful art style and fun racing mechanics still make it a blast to play.

1. *Mickey Mouse Karting* (N64)
2. *Disney's Toy Story* (N64)
3. *Disney's The Lion King* (N64)



## **FIERCE COMPETITION**

## R COOLEST WEAPON/POWER-UP/MOVE

You have to collect every other mask in Majora's Mask to earn the Fierce Deity's Mask, which means that a lot of people who voted for it probably haven't cracked it yet. It allows you to play as a superpowerful warrior. Two of the more far-fetched theories include that it's the mask of the second and third place.

- 1. **The Legend of Zelda: Majora's Mask: Fierce Deity's Mask (NG4)**
- 2. **Perfect Dark: Pariah X-R-20 (NG4)**
- 3. **Perfect Dark: Laptop Gun (NG4)**



#### FEEL MAJORA'S WRATH

## **S** BEST NEW VILLAIN

As with the Four shiny's Mask, Majoris Wrath comes very late in the game. Best off to gamers who have conquered the untamed terrors, Ishaq's new archery come armed with only a nickel, but it was enough to guarantee him a silver medal. You also saw through Mr. Bleatude's clever disguise - he crossed his way to third place.



YOU'RE ALL ATINGLE

## STRANGEST NEW CHARACTER

Majority of people are not interested in the program. Participants receive compensation for a minimum of three hours. The advertising industry has the largest number of participants, followed by the service industry, with the agriculture, forestry, and fisheries industry having the fewest participants.



## STAR-CROSSED STARGRAFT

## 10 MOST OVERLOOKED GAME

## CRUEL IS COOL



### 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 underpants-bring 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?



### MOST UNRULY 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 strongest 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: Goin' Quackers* (N64)



## BIG SURPRISE



### BEST SEQUEL

Now it's made your point. You like Majora's Mask—a lot. In a year of big-name sequels, it was the biggest of all of them. When you consider that it was up against a head-knocking *Pokémon* adventure and the follow-up to *Banjo-Kazooie*, that's really saying something.

The legend of Zelda: Majora's Mask



## FRESH MEAT

**Y** GUILTIEST PLEASURE

Even though it was a very tight race for greatest pleasure, the hapless inhabitants of 100 acres got a big boost from online voters. Almost as many of you enjoy the less-is-more fun in Marie Terrell's and Hey You, Please!



1. *Perfect Dark: Missions* [N64]
2. *Mario Tennis: Returning the ball into the opponent's face* [N64]
3. *New York Pikachu: Yelling at Pikachu* [N64]



## ALMOST FAMOUS

Many worthy games failed to win in any category, even though they attained impressive voter totals. Tony Hawk's Pro Skater, for example, barely missed a spot in the top-five games overall and lost

by the absence of mergers in the Best Sports Game category: *Pokémon Trading Card Game, The World is Not Enough* and *Neopets* are the only two games in this category to receive an honorable mention.



THE FUTURE IS CUBED



# 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

TO ENTER, MAIL IN YOUR VOTE CARD

MAIL MAT THE CARD AND  
SEND IT IN. WE'LL TALLY  
VOTES FOR THE FAVORITE  
CHARTS AND GIVE YOU  
IN THE CONTEST!

**Game Boy Color Games Poll**

1. **Game Boy Color Games**  
2. **Game Boy Color Games**  
3. **Game Boy Color Games**  
4. **Game Boy Color Games**  
5. **Game Boy Color Games**

**Mat Hoffman's Pro BMX**  
6. **Mat Hoffman's Pro BMX**  
7. **Mat Hoffman's Pro BMX**  
8. **Mat Hoffman's Pro BMX**  
9. **Mat Hoffman's Pro BMX**

**Mat Hoffman's Pro BMX**  
10. **Mat Hoffman's Pro BMX**  
11. **Mat Hoffman's Pro BMX**  
12. **Mat Hoffman's Pro BMX**  
13. **Mat Hoffman's Pro BMX**

**Mat Hoffman's Pro BMX**  
14. **Mat Hoffman's Pro BMX**  
15. **Mat Hoffman's Pro BMX**  
16. **Mat Hoffman's Pro BMX**  
17. **Mat Hoffman's Pro BMX**

# COUNSELORS' CORNER

Your Questions—Our Experts!

## THE LEGEND OF ZELDA: MAJORA'S MASK

### HOW DO I RESCUE EPONA?

Majorn'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 Gohm, you can blast a boulder out of the way on Milk Road. Continue

down the road until you enter Ratom Ranch, where Ratomi 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 walking until you reach the stable at Ratom Ranch.



When you get close to the stable, you'll be reunited with Epona in a little scene. Keep talking to Ratomi 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 Milou, and unlike Damzani, he'll be alive when you

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



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



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



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

## HOW DO I INFILTRATE THE PIRATES' FORTRESS ?

The beautiful female pirates have spectacular booty in their fortress by the sea, and they don't want you to get your hands on it. After you break through the planks that hide the underwater entrance, you'll

be faced with a heavily patrolled artificial lagoon, a giant drain pipe, several block and switch puzzles and, finally, a small army of pirates in the fortress courtyard. Stealth is essential in the operation. If

you are seen, you'll be thrown out of the immediate area where you are caught. If you evade capture, you'll be able to enter the fortress by climbing a ladder to a second-story entrance.



Check the northern edge of the ocean area to find the boardwalk entrance to the Pirates' Fortress.



Steal to the Green Switch at the top of a ramp to open the gate on the underwater drain pipe.



Push and pull blocks to reach a series of flooded hallways. Swim above or below water currents.



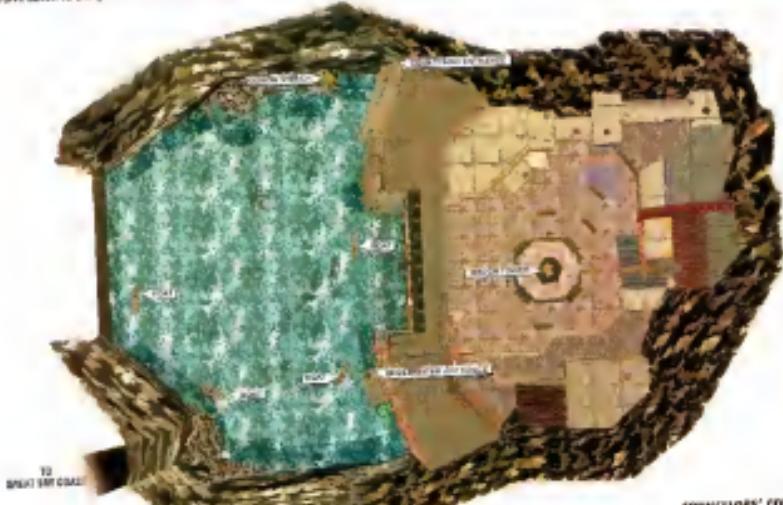
Use your boomerang fins to activate a switch, then dive down to the gate before it closes.



Use your fins again to activate a greener elevator and to clear mines that obscure switches.



Shoot arrows at the beams to knock them unconscious, then click the switch to open a ladder.



TO  
SWIMMING POOL

**WHAT DO I DO WITH THE FLOATING BOX?**

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



Transform it to a Detonator then do what comes naturally—blow up the rocks in the Fuel Depot.

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



it'll open in Witchyworld. 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 Space 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 wade through its gills.

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



Merry Magpie 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 Magpie. She'll find her own way out.



Magpie will be back in her right place before 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 Terrydactylsand. Locate the ramp to the left of the Train Station entrance.



The Springy Step-Shoes inside Unga Bunga's cave will allow you to 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 one 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.

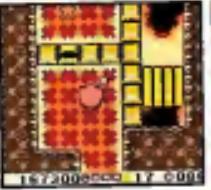
# KIRBY TILT 'N' TUMBLE

## 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 moving lift, 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.

Wait until the moving lift is just about to touch bottom, then jump. Keep the GBC steady so you can't fall off.

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

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

The Orbserver 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 boss,

wait for its eye to open, then fire an air blast. When the timer ticks down to 2, hover over the ? Hole for another balloon.



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

When the Orbserver opens its eye, fire an Air Blast to cause damage. Repeat its attack 4 times.

Keep fighting until your flight time is almost gone, then hover over the ? hole so you'll regenerate.

The boss will speed up after you've caused little damage. Recollect Star Balloons, then pick it off as it passes

## Q&A FAST FACTS

Stack? Pick up the phone and give our customers a call, or write to: **Customer Service, P.O. Box 570033, Redmond, WA 98073-9733**

**Star Wars: Episode 6: Return of the Jedi**

Q: **Palpatine. Where do I go?**

A: Use the scanner. Point the beam toward the top of the circle to move toward the goal.

Q: **I need 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 technology goes won't work for certain steps.

Q: **How do I unlock my ship?**

A: You can collect a ship for a mission only if you've completed it once. You must use the default ship the first time through the mission.

**Mario Tennis (GB)**

Q: **What is the maximum attainable level?**

A: Level 60.

Q: **How do I change the camera in ping-pong?**

A: You can't use Camera Mode in the ping-pong. It works only for regular matches.

Q: **Can I have a human doubles partner in the Mario Tie?**

A: No.

**In the USA Call:**

**1-800-288-0707**

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**In Canada Call:**

**1-800-451-4400**

**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 27.

# Lufia

## The Legend Returns

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



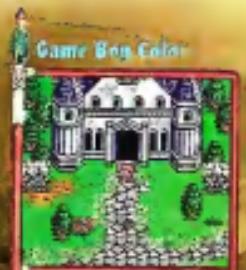
### Return of Evil

In the world of Lufia, the evil Sistrals 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 hours visit towns, dungeons and villages to slay, rescue, innocent and battle cut-throats and goliaths. Lufia is filled with grand adventures and Petty plots, colorful characters and mysterious secrets. It's a true feast of RPG's, and NP serves up the fine cuisine this month.

### Wain

For Wain, the life of a mountaineer is a quiet village under long hours of sharpening his blade and drawing of arrows from the wife Wain. Wain's life is a tortured one.

Northland, where my a great game, she makes no decision come true.



### Super NES



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

## Never-ending Party



### Background

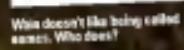


## Hidden Riches

**A**fter 200 levels just a matter of building levels and collecting bonuses, *Bodyguard* gets into multiple questions from strangers, characters, growth, audience interaction, and might loss. Lefta has all of the classic ingredients that bad guys—the *Starwars*—seem to do—disappearing with lonely humans. Guido, the original of *De invader*, could easily wipe out the weak heroes east, in the game, but instead, he uses the seeds of his own destruction by letting them go. Even the party members argue among themselves, sometimes with unexpected results, such as when an enemy sneaks away while the heroes are bickering. The experience is rich with the foibles of human nature and involves both big and small.



You called me  
stupid again!



Who doesn't like being called  
sister? Who does?



In Latin, *one bad ten donkeys is good news*. When the Gerland Gang kidnaps Anna's mother, the party goes after the members to free the old woman.



### Screen 1

Green sets out to  
discover why her  
cowardly wife  
abandoned her  
husband to the heat.  
She also visits  
the nearby campsite  
where the campers  
had been killed,  
the legendary  
haunt of the  
Sierra.

## Town and Country

The Miners' Strike of 1912, which was to become known as the Eastern Boundary Miners' Strike, was the first major gold miners' strike movement. The miners' strike of 1912 was also the first major strike movement of the Eastern Cape miners.



## Elins

The mysterious  
Space, Blue, and  
Red is the goal.  
She is the most  
mysterious of the  
Spirits.



卷之三

These technologies are available to us, yet often we let negative voices and divisions that might be possible to ignore.

S—someone catch that man! He's a thief!

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

www.2ndstage.com

Grafen

## Horizon

## Towers and Dungeons

This contains many towers, dungeons and caves. All of the dark places hold dangerous enemies, but unlike the monsters in the wilderness, the foes in the dangerous site visibility, so you can avoid or attack them. You can use your sword to freeze enemies and eat 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 traps. Even so, the built-in mapping function helps you out around.



In houses and damp places,  
this species is a common pest.



## Notes

**Mouse** is a storage word—  
that is not known as a  
cognate adjective. It  
won't speak to  
the other prefix  
members,  
but it seems  
to under-  
stand the  
will of humans.



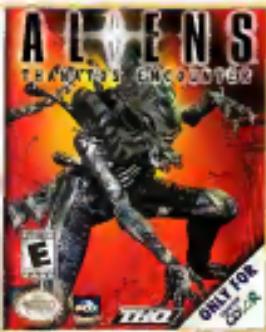
# Game Boy a Go-Go

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

## THIS MONTH

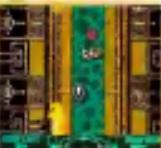
- Aliens: Thanatos Encounter
- Razor Freestyle Scooter
- X-Men: Wolverine's Rage
- Portal Runner
- Shrek: Fairy Tale FreakDown
- Xtreme Wheels

GAME BOY COLOR



## GAME OVER, MAN!

Get ready for the bug-hunt 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, dismembered marines, and, of course, plenty of nasty aliens. So grab your favorite Plasma 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 Strength ratings. You'll begin your mission in a severe disadvantage—with only a Handgun and Motion Trackers 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 Marines or aliens.



## Select a Soldier

The first marine to enter battle must have a good combination of Speed and Strength. The best bet is to choose either Corporal Brooks or Private Yarcho.



## Begin Transmission

Pay attention to Mr. Teller when he 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 Thresher. Your first task should be to find the Shotgun southwest of your drop-off point.

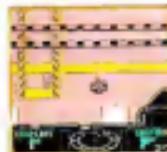
## Handy for Close Encounters



Keep an eye out for alien and human enemies simultaneously. Though it's tempting to wield two pairs of alien weapons, you must use the Motion Tracker to locate all the humans. Health is limited in the inventory menu until you upgrade, and you'll only receive 20% of your energy.

# THEY MOSTLY COME AT NIGHT

You'll meet many different aliens on the Thresher, including Facehuggers, Chestbursters and Soldiers. Most weapons fire slowly, so don't be afraid to fire. 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 spotty Facehuggers are lightning quick, and they'll hop onto unsuspecting marines and drain their life before you can say "ugh." If one of the same ETs catches you, press the A and B buttons while moving back 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—they can look similar to the icon for Handgun ammunition.



## Bigger and Badder

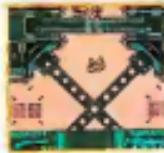
The aliens become more of a challenge as you progress deeper into the Thresher, and some near the end are downright huge. Examine your Motion Tracker for hints and try to take them out one at a time. Note that you run faster separately.

## Don't Leave Our People Behind



Marines will capture your survivors if you run out of health. You will have time to capture 16 people in another room and send them to the central command. It's a last resort, especially when using the Motion Tracker to capture survivors—which means that you'll have to rescue the survivors over and over again. It's a good idea to use Private Yarcho, your fastest marine, for rescue operations.

## Door Doings

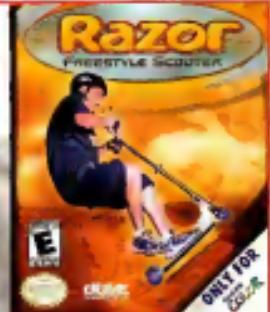


Only humans can open the large doors on the Thresher. There will be no aliens behind the barrier, so open the door, let an alien out, then move away and let it close. That way it'll isn't threatened and stay one.



## Power Play

Player's yellow power loader makes a return appearance on the Thresher. It provides you with protection from the incoming aliens but slows your progress considerably—no matter what your marine's Speedrating. This limited energy, too, as 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 Crave 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 gas station. The coins are plentiful in the early rounds, so string them all and upgrade your equipment quickly.



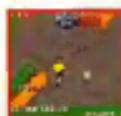
### B Is for Boners

Boners are usually off to the side of a course, but you'll want them anyway. The B will give you triple the points for each trick you land in that active



### It's T Time

The T will grant you under 10 seconds of turbo speed. If you manage to find one, head for the next level and burn rubber.



### That's Tricky

Don't sacrifice your fuel tank 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 S is your ticket to victory in Championship Mode. Use the speed boost to rocket ahead of other riders.

## YOU ARE THE CHAMPION

Championship Mode is where the biggest Razor tricks come out to play. You'll need a combination of fast sprints and dangerous tricks 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

You lug 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 scoot.

### Bump and Run



You can bump other riders off course, but you risk a wreck, too. Buying better pads will help.

### A First-Place Finale



While a low-trick total will knock you in the standings, these bonus points are awarded to the rider with the most trick points off the difference between a first- and third-place finish.

### Don't Pass This One Up



There's no in-game save for *Razor Freestyle* in Scramble, but you'll receive a promotion after completing any one of the seven tracks. Have a sharpened pencil and a big piece of paper by your side, because you're in for a mind-boggling 18 digits high.

# RACING FOR HOME

Tired of tricks? Then come on over to Racing Mode, where speed is the only goal of the race. 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. Points awarded range 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 Ts 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.



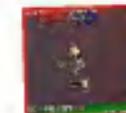
## The Daily Grind

Racer Frosty the Snowman 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 in and you'll grind to score massive points.



## Back Flip

If you need to flip over a helmet, try pulling off a Back Flip. This acrobatic chomping move is usually reserved for the most daring of acrobats, 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 feet leave the steering. Once you've airborne, press Up and B for a sick No Footer. If you Wright, you'll score away with 250 points.



## Superman

No cape or flying blue lights needed. Just press Up, Left and B simultaneously to perform a Superman. You'll earn 100 points and the respect of comicbook heroes everywhere.

## Speeding is Encouraged



Since first place is all you need, don't worry about time-consuming grants or tricks. The Ts will be a huge help if you focus on them, but don't be那儿 with coast. You can't visit the store in Racing Mode.

## Shop 'Till You Drop



Once you've collected enough coins, use them to buy better equipment for the race ahead. The 100-point accessories wheel is useful for getting a good jump from the starting line. The Pack allows you to store other items without losing your balance. Forks improve steering, letting you make better turns. And the Bike Controller will give you massive boosts to your character's speed.



## One Hander, One Footer

Don't be concerned with keeping your hands and feet away the vehicle at all times. Today's the One Hander, One Footer look, press Up, Down and B simultaneously after jumping; you'll roll off with 250 points under your belt.



## Tail Whip

Though it sounds like a Pokemon attack, the 200-point Tail Whip requires you to spin your sidecar in a circle. Don't confuse it with a 250. Only the scooter moves with the Tail Whip, not your entire body. Press Right until it pulls in off.



## Decade Air

So you've become the king of the tracks. You've earned a Decade Air and secured your ride's top score: 250 points. To perform the gravity-defying trick, press Down and B while airborne.



## 360°

Left and B will move your rider into 360° of tricks and score you 250 points. You don't need to jump off a ramp or use side moving to perform stunts. A 360° done from a standstill gets the same points as one done 10 feet in the air.



Wolverine, X-Men, TM & ©2001 Marvel Characters Inc. All Rights Reserved.

## 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, Adamantium 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 stashed 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 last item of note is a very own noggin. 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 enemies will crumble. Others, such as pay phones, can fall on enemies and damage them.

### Mutant Power Overdrive

Wolverine's weapon is a pretty nasty cutter all by itself, and you can power it up by pressing Down and B at the same time. The power-up only doesn't drain your energy, and there is no limit on its usage. If you allow an enemy to hit you, Wolverine's regenerative power will slowly fill the health meter.



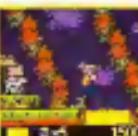
### Patience is a Virtue

Slow and steady is the way to go. Many areas have traps, like stone walls, that will harm Wolverine. When faced with opponents who have long-range weapons, wait for them to open fire or relax, then pause. Enemies will return to an area as soon as they are off-screen.



### Falling Down

Be especially careful inside buildings in the middle stages. Ensure you have a number of places to hide, as you'll often have to battle an number of enemies. Try not to let it you help in a long drop because in having to run through most of the level it's a waste of time.



### 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 catch you, attack repeatedly until they are cleared.



### Platform Pounding

The game is a check-tall of platforms that move in all directions. You will automatically latch onto the moving platforms with your claws, but you must jump onto the moving ones. It will take a bit of practice to learn the timing.



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# ANY PORTAL IN A STORM

Vikki Grimm, the co-star of Army Men: Sergeant's Heroes 2, steps into her own in 3DO's *Portal Runner*. As the dashing— albeit phat!—daughter of General Grimm, Vikki must stop the nefarious plans of Brights Bleu. With a trusty bow by your side, you'll barge through toy stores, medieval castles, prehistoric plains, outer space and more. But you're not alone in your quest. Even though Sergeant couldn't make it, Leonsardo 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 Brights himself.



## 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 defaced enemies will also drop them. Jump with the A Button, and double-tap A to perform an extra-high jump.



### Grab the Goods

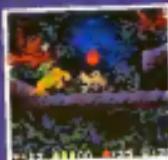
Besides Red Gems, Vikki can also collect 1-Up, Arrows and Blue Gems. You'll want to collect as many arrows as possible, as they're your only other line of defense in a world full of knucks. Each 1-Up grants you an additional life, so grab them whenever possible.



### The Blue Drop Boogie

The Blue Drops rejuvenate Vikki's health. Small drops are worth one health unit, while the large ones drop two units. Be sure to bookmark at the beginning of levels—there's usually something good just to the left of your starting position.

### A Powerful Ally



Call Leonsardo by touching a Lion Head. Vikki can then ride him through the levels. He has great attack skills, but unfortunately Vikki is immune, so don't worry—just be careful when he can't roll the level. You have Leos for only a few seconds, and you can adjust the time by selecting *Dismounts*.



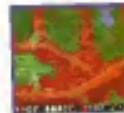
### Medieval Madness

Sorts of armor in the castle levels will only appear if you come to life and attack Vikki. When you see one begin to move, paddle head for the other side of the screen and let fly with your bow. Watch out for the invisible ghosts.



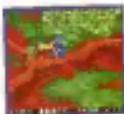
### Back to the Toy Store

Levels are split up by numerous portals, and you'll jump between our world and the other worlds every time. 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 approach them from above or below so they can't hurt you. Also, just try shooting with the bow. The longer you hold down B, the faster you'll shoot.



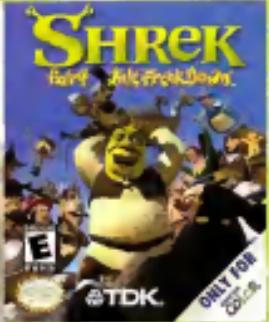
### That Old Black Magic

The second level is heavily forested, and populated by many knucks. Get behind them and fire while evading their magical attacks. Be careful when you reach the base—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 lava 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 Vikki to shoot three arrows at once. Be sure to equip them with the Select button.



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## 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. Bigger special attacks with the combination of Controller movements and buttons. For instance, press Left, Down, Right and A to have Shrek bop his head.



### 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 collect the secret scrapers in order to unlock the city arena. The secret scrapers are in your first arena, and he needs them to build his castle. The secret scrapers are in your first arena, and he needs them to build his castle. The secret scrapers are in your first arena, and he needs them to build his castle. The secret scrapers are in your first arena, and he needs them to build his castle.



### Don't Be a Dummy

## FEELING FREAKY?

Sporting one of the more unlikely titles in video game history, *Shrek: Fairy Tale FreakDown* 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 *Macbeth* The Dark Age. Choose from a number of characters, including the Big Bad Wolf, the Gingerbread Man, Pinocchio and more, and let the fun fly and the freakdown begin!



### Power-ups



#### Ogre Strength

From over 800,000 to 2,000 points during a match, you'll earn a secret power-up. Invincibility protects you from damage. Speed increases the number of attacks you can perform and Ogre Strength increases your damage. You can use Ogre Strength only when your health meter is at either 80 or 10 percent.



### Hoodwinked Hoofdams

Unlike Pinocchio, you'll want to keep Morris the Horse nearby during battles. If he strays away from you, he'll undergo a famous Blow Job. A Blow Job damages the horse in close and use your kick attack to end it quickly.



### A Bridge Too Far

One of the areas is a rickety wooden bridge that you can use to your advantage. When an opponent jumps a missing span to get closer to you, use a projectile attack to knock him off the bridge. Be careful not to fall off it!



### Clobbered at the Castle

Like the bridge, the castle arena requires you to complete it. Head for either side, jump the gap and fire your projectile. If you use a couple of dashes toward the lower end, you'll be able to hit an opponent with his or her attacks and hemmed-in overhead.



### Thelonious Thrashing

The mighty Thelonious presents a problem for even the most skilled of fighters, especially Shrek. Because he marches up so well with the greaves on, 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.



© 2001 Spike

# 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 crashing on a motorcycle. There's a lot of game crammed into the Pak, including training sessions, Time Attack Mode and a long season. 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 stamina 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 these 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 if your first-place finish is fast enough.

### A Balancing Act

As you jump, press Left or Right to control the lean. Pressing Left will cause you to lean longer and wider, while pressing Right will result in a short, low-altitude leap. Press Left while overhauled to spin a wheelie, and press Right to do a (pedal) wheelie.



As you roll through the race, you can control the angle of your leaning by pressing Left or Right on the Control Pad. Pressing Right will bring your front wheel down, while pressing Left will tilt it back up. You usually want to adjust the wheel downward, unless you're about to land on another jump/gradient slope.

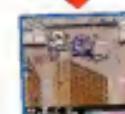


### The Stamina Solution

Your rider has limited amount of stamina, and once it runs out he or she will need to rest for a minute. You'll need to watch the Stamina meter very carefully, since it drops every time you pedal.

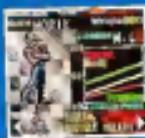


To conserve stamina, never pedal in the air or on an upward slope. Since you're on a bike, she will build speed for you. If you're on an upward slope and have a lot of race left, you might just want to use it up. You'll be immediate far a few peddles, but when you hit the course again the meter will be full.



### Win Friends and Influence People

Friends are unlocked in other Training Modes in the Grand Prix Championship. When creating new riders, keep three stats in mind. Speed and Stamina are vital, as is timing, and the ready stat riders to have well after our race.



### The Grand Prix Championship

The Grand Prix has four different classes, and you'll be able to access only the Novice level when you begin. Speed is important, as well as keeping close eye on your competitor opponents. They will all try to bump into your bike and send you head over heels.



Each course is playfully marked, and you can take shortcuts at certain points. Be careful with your exploration, however. Many shortcuts are littered with poison dirt or mist, 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 race any unlocked rider with Time Attack Mode.



Once you've set a winning time in Time Attack mode, you can go against the clock to see if you can beat it. It's a good race to encourage 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 1999, Hudson Soft and Nintendo have unveiled a Mario Party game, and this year's seventh video board game bash is as fresh and frantic as ever. Mario Party 3 brings back the bold graphics, Peppy music, and festive formats of the original minigame galas, and it also introduces new party perks, like the two-player Dual game boards.

Bumping up the pacing and action, Dual Mode is perfect for players who don't like waiting for their turn to come up in the four-player fiesta. The head-to-head setup matches two duellists to their bodyguards, like Bob-omb and Pumkin Plants, and their henchies will attack or defend if the rivals cross paths on the game board. The Paper Mario-style battles in Dual Mode keep the party jumping.

but the real life of the party is the batch of 71 new minigames. Whether you're looking for button mashers 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 'till dawn. And that's reason to celebrate.

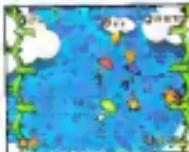
**COMMENTS:** Oliver—It's definitely worth buying for the new Dual board game. Jason—This has the most inspired variety of minigames yet, and there isn't a party pooper in the bunch. The Iterm game, slew of races, and 3-D chase are a blast. Andy—When you finally get to the action, it's worth the wait, but it seems like many of the challenges are based on overcoming unresponsive controls. Jenji—Happily for gamers everywhere, but sadly 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.

4½



- Showdown 2000: King of the Hill
- 10+ minigames
- 200 levels
- 25 challenges

AVANT	★★★★★
JASON	★★★★★
JENJI	★★★★★
DAVE	★★★★★
ANDY	★★★★★



## THE LEGEND OF ZELDA: ORACLE OF SEASONS

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 skimp 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 partner *Pak*, the puzzle-oriented *Oracle of Ages*. Both games take place in different worlds, and *Seasons* emphasizes action, swordplay, jumping and pets. Depending on how you play, you'll befriend an animal that specializes in leaping, 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 shotgun) and collectible power-up rings (that you can transfer between *Paks* and use like *Paper Mario* badges), give adventures more reason to savor the land in winter, spring, summer and fall. In every season, characters from *Ocarina of Time* make cameos, 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.

## INDIANA JONES AND THE INFERNAL MACHINE

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 *Infidel Machine*. Graphically, the chiffler is about as pleasing to look at as an opened ark since the settings are swathed in monochromatic colors and Indy's so small that his head looks like it's all hair.

But while *Infidel Machine* looks in flesh, it makes up for in whip-smart puzzles. You solve riddles of the stampers by scurrying, 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 Indiana grid trees 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 ravines, swinging over gaps and rifling over rapids manageable tasks. As long as you're a patient player and a pro puzzler who likes to think, you'll dig Indy's challenging archaeological exploits.

**COMMENTS:** *Jenni*—Indiana Jones has jerky movements, limited abilities and an amusing resemblance to *Priffil 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, minuscule 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.



5

**GAME BOY COLOR**

- **Multiple Missions**
- 1 player
- GBC hardware
- Some Link compatibility
- 6 missions

AM	★★★★★
MM	★★★★★
EW	★★★★★
SE	★★★★★
AS	★★★★★

**EVERYONE** Miniversion

**E**

12 and up

3

**GAME BOY COLOR**

- **Single Missions**
- 1 player
- GBC hardware

AM	★★★★★
MM	★★★
EW	★★★
SE	★★★
AS	★★★

**EVERYONE** Miniversion

**E**

12 and up

## 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 over GBC. In *Razor Freestyle Scooter*, the popular foot-powered two-wheeler become stunt vehicles for Crash's trick-based racing game. Sharp graphics, well-edited 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 map prevents you from tunneling 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 ramps, 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 score 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 Crash Pak rolls out a polished stunt racer that's a smooth, decent ride.

**COMMENTS:** *Andy*—There is a nice selection of tricks, 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. *Sonja*—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 funner.

# 3

**GAME BOY COLOR**

- Dual-axis joystick
- 11-2 levels
- 2D graphics
- GBC exclusive
- Game Link compatible
- 7 tricks

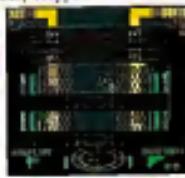
**ALAN**   
**ANDY**   
**JOEY**   
**SONJA**   
**DREW**

**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:** *Sonja*—Having limited time to save your captured marine is a fun element that enhances the game. The hit detection isn't great, though. *Andy*—The moments are too tiny to be terrifying. *Joei*—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 scancast display is a nice nod to the *Alien* movies, but there is no sense of suspense or menace in the game.

# 2 1/2

**GAME BOY COLOR**

- THQ's Aliens
- 1 player
- GBC exclusive

**ANDY**   
**JOEY**   
**JOEY**   
**SONJA**   
**DREW**

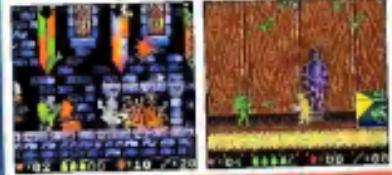
**EVERYONE**



## PORTAL RUNNER

The time has come for Army Men's one-woman army.

The main 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 zones. Portal Runner is a spin-off of 3DO's miniature military franchise, but it doesn't rely on the Army Men my theme. Instead it plays army best, Vicki G. (formerly known as Vicki Grimm before she landed her first starring role), in a time-traveling side-scroller, where much of the lousy humor and appeal is replaced by medieval, street age and futuristic settings. Painted in splashy colors, the unsatisfactory artistry lack the whizbang of Army Men's landscapes, and the layouts of the maimed areas are downright dull and unsatisfying. Since the



### GAME BOY COLOR



Army Men shhck is AWOL and unable to lend flavor to Vicki'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 fact you can ride in select areas is cool, but the game's real saving grace is Vicki's sole weapon—her bow. 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 spiffy weapon isn't enough to spruce up a generic game. Other than the archery aspect, Portal Runner misses the bull's-eye in the fun department.

**COMMENTS:** *George*—The hit detection and control are very tight. A solid action/arcade platformer with colorful graphics and an interesting character. *Oliver*—It's Civilization 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 Army Men title. Has it been two weeks already? Portal Runner is a mediocre side-scrolling shooter.

- 2D side-scrolling
- 1-2 players
- GBC graphics
- More than 30 levels and missions



## KEY



## ESRB RATINGS

To receive the ESRB, call 1-800-771-3773.

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.



Early Childhood

Everyone



Teen (13+)

Mature (17+)



Adult (18+)

Rating Pending

## CRITICAL MASS

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

ALIVE

ART

CRIT

DRIVE

GENRE

JAZZ



ALIVE

ART

CRIT

DRIVE

GENRE

JAZZ

ALIVE

ART

CRIT

DRIVE

GENRE

JAZZ







Nintendo

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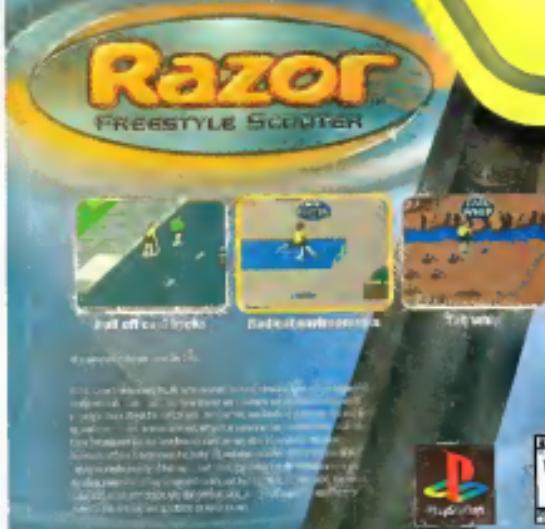


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# RAZOR ZONE

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CRAVE  
CRITICAL READING

GAME BOY  
**Color**