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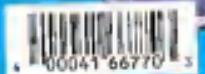
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SUPER MARIO ADVANCE

Combined Classics

24

Super Mario Advance for Game Boy Advance combines an updated Super Mario Bros. 2 with the original Mario Bros. to make one super-packed Game Pak. Our strategy review of the combo title introduces all of the characters and moves, and provides tactics for raking in every one of Mario's advances. You'll also find a ton of multiplayer tips that are sure to give you the upper hand in a game-linked match.



E3 Exclusive

36



First comes Game Boy Advance, then Nintendo GameCube. A new generation of Nintendo fans is about to begin with the emphasis, as always, on quality and playability. Our exclusive look at the Nintendo GameCube titles that were the talk of E3 includes Luigi's Mansion, Star Fox Adventures, Donkey Kong, Super Smash Bros. and more.

Hawk's Highlights

50



Described to be one of the first highlights for Game Boy Advance, Tony Hawk's Pro Skater 3 has all the right moves. Join us as we tip, grab and grind through a preview of the game's features and highlights. On the patient reader's request, you'll find a poster that shows the Hawk himself as he pulls off one of his signature high-flying moves.

Ages Pages

68



The 15-page follow-up to our coverage of The Legend of Zelda: Oracle of Seasons and Oracle of Ages shines the spotlight on Drakic's Ages with a walk-through that will take you past the game's railway point. The Drakic of Seasons' strategies center on the Lost Woods.

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NINTENDO POWER

Editorial: M. Arikawa

Art Director: Yushio Tsubakawa

Managing Editor: Scott Peilander

Editorial: Jason Leung

Art Director: Jason Leung

Staff Writers: Alan Averill

George Simfield

Jennifer Villalobos

Drew Williams

Design: Guy Bouchard

Executive Compositor: Peter Main

Don Owsen

Paul Rogers

Jacqueline Scary

Juanita Tingdale

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Editor: Douglas Jim Catechini

Design: Tim Gorret

Rebekah Lane

Andy Myers

David Waterworth

Progress Assistant: Chris Sheppard

Electron: Progress Assistant: Jay Wergin

Bradley Maher

Design, Game Strategy & Illustration: IV-DESIGN INC.

IV-Design Inc. Art Director: Yoshi Oizumi

IV-Design Inc. Art Director: Yoshi Oizumi

Art Director: Jeff Barus

Advertising: Markita Miller

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PLAYER'S PULSE

Mr. Kenneth Lau's letter in Volume 143 has started a battle royale in the pages of Player's Pulse, as graphics-loving gamers square off against players who prefer Paks with a liberal dose of plot, sound, multiplayer value and/or challenge. There's one thing that Nintendo lovers everywhere should be able to agree on—with a debate this fierce, there are no easy answers!

GREAT GRAPHICS?

Graphics are NOT everything. A game can look extremely cool and have absolutely nothing going for it in any other area. Some people look only for graphics and miss the other 99% of the game. I think plot and play control are the most important. RPGs wouldn't exist if plot wasn't important, and if a game is hard to control, it's no fun at all.

Kate Hartas
West Fargo, ND

What is Kenneth Lau talking about? Graphics aren't important, game play is! If a game isn't fun or doesn't have good control, then I'm not going to play it. If he keeps thinking that way, he's going to miss out on some really great games.

Philip Miasich
Via the Internet

The thing that matters most is play control. You can have the best graphics in the world, but without play control you can't play the game. Designers should focus on play control and replay value before adding all the fancy bells and whistles.

Joel Rastoria Jr.
Panama City, FL

Are good graphics really just bells and whistles? Some readers would disagree...

What's the point of playing if you can't even find the head of your opponent, or the people all look like robots? Without great graphics, a game is just a waste of money.

Michele Heroux
Race Rocks, FL

I agree with Kenneth 100%. I think it's important for a game to have characters that you can form a connection with. And that's hard when they all have flat faces and blocklike bodies.

Emily French
Owen, WI

And the battle rages on...

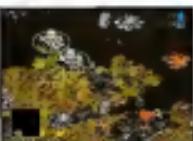


Graphics aren't the most important detail in a game. For example, characters in GoldenEye are mostly blocks with flattened faces, yet it's one of the best games ever.

Matt Kline
Sublette, IL

I beg to differ with Kenneth Lau on *Alydn Chronicles*. It's a one-of-a-kind game, an RPG without the cute charms of Yoshi or Paper Mario. You may pass up Alydn for its graphics, but you'll miss out on one of the most engrossing RPGs of all time.

Brianne
Via the Internet



GoldenEye is one of the best-selling N64 games of all time and continues to do well three years after its release, blockbusters and all.

Hey NP KREW, it's graphics or nothing! I agree with Kenneth—*Alydn Chronicles* has terrible graphics and probably isn't a very good game because of it.

Anonymous

Via the Internet
Probably? You wouldn't be passing judgment on a game you haven't even played, would you?

Just because a game lacks amazing graphics doesn't mean it isn't good. Look at *Sonic 64*. The graphics aren't what you would consider great, but it is a really good and challenging game.

LETTER OF THE MONTH



I'm not saying graphics aren't important, but when I looked at Volume 143's list of memorable games, I saw titles like *Lufia II*, *Earthbound*, *Chrono Trigger* and *Super Metroid*. Could any of those games' visuals compare with the graphics of today? Probably not, but gamers still hold them near and dear to their hearts. I think that says a lot about the importance of graphics when compared to the game as a whole.

Shawn McCarty
Via the Internet

Excellent point, Shawn. It makes you appreciate the genius of a game like *Chrono Trigger*, where graphics, plot, play control and sound are all combined into one beautiful package.



I got it a month after it was released, and I still haven't finished it. It offers a serious challenge, and that's what I look for in a game.

Jared Daussege
Via the Internet

The most crucial part of a game is the multi-player value. Games are more fun if you have a person or two playing with or against you, even if the single-player mode stinks.

Krysten Lam
Tucson, AZ



Some of our favorite real-player range include Project Dark, The World Is Not Enough and, of course, Super Smash Bros.

Yes, it's important to have good graphics, but it's even more vital to have a good story. I mean, who cares about a game with awesome graphics if the main character is a bear that you have to get to the top of a staircase? I wouldn't.

Jenny Haught
Via Snail Mail

Hey, we were really looking forward to Peer Star 64.

My favorite games are ones that allow for creativity. I love to design and name things. I dream of a football game where I can create my own league, uniforms, teams, players and plays. As for graphics, I really don't care. One of the problems with many recent games is that all other game features have been sacri-

ficed in the name of graphics. It's like taking modeling clay away from a kid and giving him a shiny toy that does nothing but squish when you push a button.

John Morris

Via the Internet
Hey, we were really enjoying our new *Star Spangled 4000*. Seriously though, if it's design options you want, check out *Mathless 2000*, which allows you to nominate players, play, train, banish, draft and coaches. You even get to negotiate salaries with free agents in the off-season!

Anonymous

Kenneth Lau is right, graphics are important. I don't like a game unless it's got good graphics. I mean, what's the point of looking at a game that is hard to see?

Anonymous

Via the Internet

The most critical part of a game is the music, by far. The right tunes can set the mood for an entire game. I could never play a game with the volume turned down. If music isn't important, why are there soundtracks for games?

John Morris

Via the Internet



That's right! Get some friends together and kick out the DK just! Or just play *Donkey Kong*

60 and groove to the hypnotic jungle rhythms.

I almost feel offended by Kenneth's view on video games. All that matters is game play! A game could have the worst graphics in the world and still be the best game. I love *Harvest Moon* 64, but you have to live with weird graphics and spelling glitches like "Welcome home, Dear." Despite that, I find myself playing the game during much of my free time!

Anonymous

Via the Internet



We here at NP have a number of *Harvest Moon* die-hards, but *granny* and all, friends, you have to live a game in which the publisher actually develops its own music on the title screen.

Graphics are nice, but the most important thing is the hero—he HAS to be cool! Link is by far the coolest of all.

Nikkie

Via the Internet

Without good graphics, you might as well just read a book.

Elizabend89

Via the Internet

The graphics debate rages on and there's no way we'll settle it in one setting. Thanks to all the gamers who rang in with their impassioned, heartfelt views.

LIGHT MY WAY

Has anyone noticed the power light on the new GBA? It's

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changed from the usual red to green. Does the new color serve a purpose?

From
Via the Internet

You let your LCD *itself* The new Game Boy Advance light gives a bright green when you put a fresh set of batteries in it, and turns red when their life is growing short. Best of all, as the batteries lose power, the red light grows dim—so you'll always know when it's time to swap your gears!

EMULATORS REVISITED

I read about emulators in Volume 143 of NP, and I thought I could give a more detailed explanation. Having a ROM of a game you already own is not illegal, as it is intended to be a backup copy only. However, if you download a ROM that you don't own, you must delete it within 24 hours. Also, it's legal to copy a game if it's no longer available in stores, because then it's in the public

domain. I hope I've cleared some things up.

Anonymous

Via the Internet

We received a number of letters on this subject, so we'll take a moment to explain our position in detail. Having an unlicensed ROM of a game, whether you own it or not, is illegal. The *apple* window is a common Internet name, but it's not true. The *backup-copy* theory, commonly used with computer software, does not apply to game data contained inside ROM non-volatile chips. You couldn't make a "backup" copy of the new *Pokémon* movie or photocopy every single page of the latest *Harry Potter* book, and the same logic applies to games. It's also against the law to download a ROM even if it's no longer widely available. Public domain refers to a work that has been around so long that it's free for everyone to use—like a Bach composition or a Shakespeare play. But product copyrights are good for 75 years after they're filed, which means it will be well past 2050 before any *Nintendo* games enter the public domain.

wears a hat but not pants and how you can fly off a 3,000-foot cliff in *Beetle Adventure Racing* and reappear on the track a moment later without a scratch.



AN ADVANCE PEEK

All the talk about Game Boy Advance is making me anxious to get one. I've seen shots of the unit itself and the Link Cable, but I'm wondering what the actual cartridges look like. I'd really appreciate it if you showed me. Thanks!

Bob Brookfield
Belleville, TX

Would be happy to. Just click it out below!



POWER CHART

Last month we gave you the lowdown on our cover's most popular subjects. This month we'll turn the tables, giving you the surprising list—in no particular order—of 12 games and characters who slipped through the cracks and have yet to grace the front of NP.

THE UNCOVERED TWELVE

1. Final Fantasy III
2. Kid Icarus
3. Bionic Commando
4. John Madden
5. Lufia
6. Ness
7. Duck Hunt
8. Dragon Warrior
9. Bulbasaur
10. Navi
11. Snake from Metal Gear
12. Ganon and Ganondorf



THE RIGHT TO BEAR NO ARMS

I noticed while playing Paper Mario that Goombas are using a hammer to hit the vines, yet he has no arms or hands whatsoever. How is this possible?

Mario-Demirly

Vineyard Haven, MA

It's just one of those resolved *Nintendo* mysteries. Other enigmas include how Rayman keeps his hands from floating away, why Donkey Kong

it's exciting that so much game is crammed into such a little package. The *Game Pak* is a mere 2.25 inches wide!

BATTERY BACKING BLUES

I've been a loyal customer of *Nintendo* since the beginning, and I have a problem with my GBC—the battery cover on the back is broken. Also, I have brothers and friends who have had their covers broken or lost. I think



YOU'RE A WINNER!



Last November, we offered one lucky winner a pair of *Mario Kart*, and we're happy to report that Mr. Art Perez of Granite Hills, California, is pleased as punch with his new acquisition. Mr. Perez was kind enough to send a photo of the shiny ride, complete with his daughter, Jessica, in the driver's seat. Art reports that he's been a *Nintendo* fanatic since the days of the original *Zelda*, and he owns five different systems—including a *Virtual Boy*. Congratulations to Jessica, Art, his wife, Patty, and the rest of the Perez clan!



you should sell replacement covers for the GBC. That would be a lot better than making gamers use tape, cardboard and other stuff to keep the batteries from falling out.

D. Contreras
Via the Internet

Good news, D. *Nintendo* has a large supply of replacement GBC battery covers available in a variety of colors, and we sell them for the absurdly low price of one dollar, plus shipping and handling. Is that a deal or what? Check out the online store at [nintendo.com](http://www.nintendo.com) for ordering information. We also have replacement parts for every *Nintendo* system currently on the market.

SOLITAIRE, ANYONE?

What do bosses do while you're trying to get to them? I mean, what if you're a really bad gamer? Volkagia from *Occulto of Time's* Fire Temple would probably fall asleep waiting for me to reach the Boss Room. And in *Mario 64*, it took me about two years to get enough stars to reach

Bosser. He probably would have decomposed by the time I got to him. What's up with that? How do they pass the time?

Adrian Chapman
Los Angeles, CA



Funny letter, Adrian. For interesting as well. Check out *Write Away, Right Away* for more on the less-boredom-brother.

FIGHT THE POWER

Hey, people! Can a GBC overload from having too much power, or would it be able to take a couple of extra volts

before short-circuiting? Please reply ASAP!

Anonymous

Via the Internet
We hope the ASAP isn't because you're looking your *Game Boy Color* to a greater! But to answer the question, any electrical device, from a *Game Boy* to a toaster, will overload if provided with too much power—but that would probably occur only if you have a suddenly massive power surge like a lightning strike. As long as you use a *Powered AC Adapter* and the electrical wiring in your house is in good shape, you shouldn't ever encounter the problem.



PROJECT M?

How did the first human test of Project M go? I want to know, because it sounded cool!

Andrew Lewis
Via the Internet

How can we put it gently? The first subject, Dr. Dr. Wu, *aaaaah*, has a new nickname: "Showering Poochie of Goo." Better luck next year!

ASK THE ORACLE

My friend lives in Japan and says he found a secret shop in *The Legend of Zelda: Oracle of Seasons*, that will only open if you play *Oracle of Seasons* on a GBA. If this is true, I know it'll be edited out, because Americans never get any of the special things in Japanese games!

Anonymous
Via the Internet

Hold your horses! Most games that come from Japan are faithful translations, and *Oracle of Seasons* is no exception. There is a special GBA room in both versions of the game. But what can you purchase in the shop? And where can you find it? Alas, we'll have to cover that another time.

Border art provided by:

Jeff Anderson: Stow, PA
Gordon Arnes: Ashland, OR
Terry C. Mullins: OH
Denny Forni: Los Angeles, CA
Doris Grimes: Glendale, AZ
Glenford Hender: Royal Twp.
Chris Kowal: Springfield, Massachusetts, MA
James Kyle: Waukesha, WI
David Markman: New York, NY
Matthew O'Gorman: OH
Kevin Rasmussen: Falls City, NE
David J. Souza: Waukesha, WI
Antonios Stravas: Cooper City, FL

WRITE AWAY, RIGHT AWAY



One of our most popular *Write Away, Right Away* ever let readers ask questions of *Nintendo* characters, and we're going to try it again. Do you, like Adrian, wonder what bosses do while they're waiting to battle you? Well, here's your chance to ask! Send questions, addressed to your favorite baddie, to the address at the bottom of page nine.

ARTIST'S GALLERY

We received a massive flood of Earthbound art, and it's not even a theme month! But we're always willing to honor one of the greatest games of all time, so you can enjoy Ness and crew throughout both the Artist's Gallery and our envelope border. Don't forget to send in artwork from your favorite Super NES game—we'll showcase the best in our July issue.



Michael Preuss • Nash, Texas



Eric Manteis
Destrehan, Louisiana



Yu Xian He • Honolulu, Hawaii



Julie Blankenship • Lexington, Kentucky



Truarii Smith • Concrete, Washington



Whitie Green
Puyallup, Washington



Spira Pinter • Wymarsz, Virginia



Josh Duncan
Hickman, Nebraska



Dante Rankin • Mountaintop, West Virginia

It's a baffle at the castle as you compete for the title of 'Ultimate Champion' in Shrek Fairy Tale FreakDown. Play one of nine characters from the feature film 'Shrek' and make your fairy tale opponents run, run, run all the way home!



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GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS



DIDDY KONG PILOT

THIS MONTH

Wario Land for GBA



Schweiff



Tony Hawk's Pro Skater 2 (N64)



Mario Kart Advance



Also this month

Army Men Advance

Star Wars Jedi Power Battles

Men in Black

Dark Arisen

High Heat: Major League Baseball 2003

NINTENDO'S FURTHER ADVANCES

Mario Kart Advance, Advance Wars and Wario Land for Game Boy Advance were three GBA titles that appeared at E3, promising advanced fun down the road for gamers. All three games are designed to take advantage of GBA's considerable processing and graphics powers, and Mario Kart Advance and Advance Wars are great multiplayer games, too.

In Wario Land for GBA, Marisk nemesis catches wind of riches hidden in a golden pyramid somewhere in the jungle. Our angry hero soon finds himself caught in the puzzle of four large areas, from which he must escape before he can reach the gleaming finale. As in previous Wario adventures, the anti-hero must transform into various incarnations of himself to pass through particular areas.

Mario Kart Advance is a wild ride for up to four players even if you have just one Game Pak; it features new courses, lots of challenges, awesome graphics and all your favorite characters, such as Mario, DK, Peach, Yoshi, Luigi and Toad.

As for Advance Wars, the GBA game is based on a popular war strategy title in Japan. The game controls are easy enough for a newbie to understand right away and have enough depth for GBA generals to explore for months. The Scenario Room Mode walks beginners through the basics of AW operations. In the new Campaign Mode, players command their forces while a story sequence evolves. Since elements move



Wario Land for GBA



Mario Kart Advance



Advance Wars

around on the map every time you start over, the Campaign Mode has great replay value. All three games should arrive later this year.

RARE ADVANCES REVEALED AT LAST

This year at E3, Rare lifted the veil on its first Game Boy Advance project, and you could practically hear the rejoicing as gamers perused the lineup, which includes DK Coconuts Crackers, Diddy Kong Pilot, Sabrewulf and Banjo-Kazooie: Grunty's Revenge. (We hope to have E3 pics soon.) It's an impressive foursome for the growing library of standout games for the new handheld system.

DK GOES CRACKERS

Puzzle fans are sure to go ape when they set Rare's mindbender for Game Boy Advance. In DK Coconuts Crackers, players try to place pieces on a square, 8x8 field. At the same time, a Kremling patrols the outer edge of the field and reduces it in size, making it more difficult to arrange the falling pieces. Other DK characters appear, too, adding to the action puzzle antics in single- and multi-player modes. Two to four players can monkey around in DK Coconuts Crackers or one player can challenge the game alone. In either case, it's a barrel of fun.



DIDDY ON THE WING

Diddy Kong Pilot takes to the air with players using either the Control Pad or the Tilt Motion Sensor control system, which makes for super-realistic action. The Tilt Motion Sensor is based on the same technology that lets you roll Kirby in Kirby

Tilt 'N Tumble for Game Boy Color. Flying in Story, Battle, Dogfight, Clock Race and Tournament Modes, Diddy and his pals have a world of challenges waiting for them. Consider this—ten background environments, 24 race tracks and 36 Dogfight and Battle levels. And up to four players can join in on the Battles, Dogfights and Tournaments. Planes can hold two types of weapons and power-ups at a time; they can perform loops, rolls and other maneuvers and use items to gain an advantage. DKP will have extra characters, stories, circuits and other features that players can unlock. It's a truly elevated game for GBA.

SABREWULF

Rare has brought back one of its first characters, Sabrewulf, who originally appeared as a combatant in Killer Instinct. In the Game Boy Advance game named after the powerful werewolf, you play the role of a treasure hunter. The game is split into two types of game play worlds. In the isometric view adventure areas, you search for useful

items. In the side-scrolling action areas, you place traps strategically. The traps are there for Sabrewulf. When you reach Sabrewulf's house, you steal a treasure and run, hoping that your booby traps will buy you enough time to escape from the enraged beast. Rare plans on making some incredible multi-player modes, as well.

BANJO-KAZOOIE: GRUNTY'S REVENGE

Rare's bear and bird can't debut on GBA with a new adventure called Banjo-Kazooie: Grunty's Revenge. The game will feature var worlds that fit in your pocket. You'll find colorful enemies, plenty of puzzles and, of course, a warty witch who has it in for the fur and feather friends. Many of the familiar moves are included, such as the Beak Buster and Wonderwing. And the puzzles are as challenging and clever as always. If you can pull yourself away from the main adventure, you can even challenge three friends in some minigame madness. Once again, Rare lives up to its reputation.

RARE TREATS FOR GAME BOY ADVANCE

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

GRINDING ON THE N64

Tony Hawk's Pro Skater 2 for the N64 won't be out until late August, but Game Watch has the game plugged in right now. The best franchise on four wheels has taken a major step up from the great action of the original *Tony Hawk for the N64*. You would expect new moves, challenges and skate parks, but you might not expect the new perspective, which moves the camera closer in the skater, and that makes for a much faster, wilder ride.

Activision has loaded the game with a baker's dozen of the finest skateboard athletes in the world, starting with namesake Tony Hawk. Each boarder is ranked in 10 attribute categories so you can pick whichever one will get you sick scores. You'll find Free Skate and Career Modes, editors for creating skaters and skate parks, a cheat menu, the skate shop, a great soundtrack and a two-player mode. The goals will be familiar to anyone



who has played a *Tony Hawk* game. You need to collect items and score points to open new parks and earn money. It just keeps getting better.



GT GETS THE GREEN LIGHT

GT Advance Championship Racing comes to THQ from Japan, and it's one of the hottest launch titles for GBA in North America. The first thing that will be

apparent is the quality of the graphics. M2D, the game's development studio, created the look of 3-D environments and cars for *GT Advance*. The game also has a far more realistic play control scheme than previous handheld racers. You can speed around turns, drive off the road and cut corners to get in front of your opponents. There are Championship, Quick Race, Time Attack and Midnightrider Modes, not to mention several locked options. You begin with eight rally-type cars, although the races are run on road tracks similar to F1 courses. Drivers can change car colors and



tune up their racers in nine areas, including engine, suspension and aerodynamics. In many ways, *GT Advance* is the first complete racer for GBA.



THE TAN ADVANCE

General Plastic doesn't know when to quit, that much is obvious. Once again, Sarge and company have to stop the mad Tan general from subjugating the

plastic and real worlds. Unfortunately, most of Sarge's squad has been captured, so it's up to either Sarge or Vilk to do the grunt work in 3DO's first action adventure for Game Boy Advance. The game is divided into 27 missions, some in the plastic world and some in the human world. In some areas, Sarge or Vilk can drive tanks or boats. The list of enemies includes Tan-nies, of course, and border, robots, weeps and aliens. You'll pack quite a punch with the five available weapons, and the sound effects are startlingly realistic. Wounded Tan-nies will groan as they crawl to the



ground. But the graphics are cartoonish with large characters. Army Men Advance should reach the frontlines at the launch of the system on June 14th.

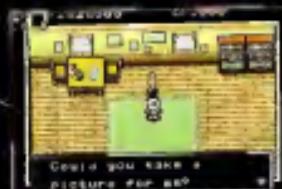


AN EXPLOSIVE MIX OF FUN

Hudson Soft and Activision have teamed up to present the latest Bomberman adventure, Bomberman Tournament, for the latest game system, Game Boy Advance. This month's gallery features both Quest and Battle Mode screen

shots. The Quest Mode is a story-based adventure in which Bomberman must help people, blow up enemies and solve puzzles by using explosives and items. The multiplayer Battle Mode is the traditional hide-and-seek game made popu-

lar in previous Bomberman titles. One to four players can battle for supremacy, and there's a Single-Pak Mode for play with just one Game Pak. If you like adventuring and multiplayer gaming, Bomberman is your Pak.



BOMBS AWAY...!

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

ADVANCED JEDI SIGHTING

THQ and LucasArts Entertainment LLC have announced a major addition to the growing GBA library. *Star Wars Jedi Power Battles* is in development at HotGen Studios and is scheduled to be released this fall. The game takes players into the world of Star Wars Episode 1 as Obi-Wan Kenobi, Qui-Gon or Mace Windu—all powerful Jedi Knights. In a three-quarter view action level, you'll use your Jedi powers as you fight battle droids, destroyer droids, assassins and other members of the Trade Federation.



Star Wars Jedi Power Battles

who are foolishly prone to using violence against the Jedi Knights. As players progress on their quest, they'll gain new powers, moves and capabilities. There's even going to be a two-jedi mode so you can face down a Game-Linked knight to see who can tap more deeply into The Force.

GAME BOY TAKES OFF

Super NES Gateway system games have been airborne for years on many of the world's most respected airlines, such as Virgin Atlantic, Singapore Airlines and Air Canada. Now, Nintendo, Matsushita Avionics and Singapore Airlines have



Game Boy Gateway System

announced a pioneering agreement to bring Game Boy titles to air travelers. The first plane equipped with the new system took off on March 10th, and the airline hopes to have 2,000 seats equipped soon. Passengers can play *Pokemon*, *Zelda* and *Mario* games on the fly, and soon the service will be available on British Midland International and SAS flights.

MAJOR LEAGUE HEAT FROM 3DO

High Heat Major League Baseball 2000 was scheduled to throw out its first pitch along with the launch of GBA, but there's been a slight rain delay, which should last for about a month. Even so, the award-



High Heat Major League Baseball 2000

winning series will be the first baseball game for GBA in North America. All 30 MLB teams are in the game, with updated rosters for the 2001 season. There's a Homerun Derby, Bunting Practice Mode, Exhibition Games and Season and Playoff Modes, which allow you to play an entire 162-game schedule or just the final stretch run to the World Series. When you're on the mound, you'll face hitters with an arsenal of nine pitches, and if defense has got you on the run, you can choose the Auto-Fielding option to make things easier.

A NEW ARENA

Majesco may soon be known for its original games, such as *Tridion 3D* and *Fortress* for Game Boy Advance. And this fall, Majesco has an even bigger treat planned.



Dark Arena

Dark Arena is a first-person shooter along the lines of *DOOM* or *GoldenEye 007*. The action takes place in the year 2106 in the elite training camp of the United Arms Organization. Genetically engineered super-soldiers, bred as fodder for agents in training, have turned out to be a little too good. They've destroyed every human in the camp... except you, of course. The game consists of 20 intense levels that require you to stay alive anyway you can. The development team at Graphic State Limited is using texture mapped, 3-D environments and characters and rendered cut scenes. Multiplayer matches are also part of the mix. It's a huge, ambitious project, but Majesco could become a household name if it succeeds.

GAME WATCH FORECAST

THE MEN ARE BACK

Men in Black from Cewe Entertainment is also headed to Game Boy Advance later this summer. Agents J and K (you can play as either one) are chasing down the alien scum who have come to earth. They'll use freeze guns, a grenade launcher and seven other unique weapons to bring the aliens to justice. Through eight levels of side-scrolling action, you'll encounter zero gravity, ice and wind tunnels and lots of aliens with really bad attitudes. The action takes you from New York to an alien ship in space, and two players can link up to play a multiplayer mode. If only they'd include the "dicky thing" in the game, you could wipe your memory clean after playing—talk about your replay value!



Men in Black

LARA CROFT LIVES BY THE SWORD

As Lara Croft and her friend, Jane, are admiring an old sword in the New York Museum of Antiquities, a thief suddenly storms onto the scene and steals the valuable cutlass before their very eyes. So begins the second adventure for Lara on Game Boy Color. Eidos' Tomb Raider: Curse of the Sword is a side-scrolling feast of eye-candy, platform action and puzzle-solving. As in the first Tomb Raider for GBC, Lara has a huge repertoire of moves, and she's going to need them if she hopes to get the sword back and solve the mystery of its dark history.



Tomb Raider: Curse of the Sword

Length Measured



Length Measured

Banky Koen Rocking



Banky Koen Rocking

Star Wars: Rogue Leader: Rogue Squadron II



Lucas Arts

Golden Sun



Nintendo

Pokémon Crystal



Game Boy Advance

Dragon Warrior III



Dragon Warrior III

ANDROID GAMECUBE

BEAT SHAPING GAME 2	WILHELM
FINAL FANTASY	WILHELM
KONAMI	WILHELM
ROBOTT FIGHTING	WILHELM
SEGA	WILHELM
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Nintendo

online

NP
KIDS



[Navigate the New Nintendo.com](http://www.nintendo.com)



With the launch of the new www.nintendo.com, the company is taking a major step forward in its commitment to the Internet. The site is designed to be a one-stop destination for Nintendo fans, featuring a wealth of information about the company's products, including its latest software titles, hardware, and accessories.

The new website is a comprehensive resource for Nintendo fans, providing a wealth of information about the company's products, including its latest software titles, hardware, and accessories. The site is designed to be a one-stop destination for Nintendo fans, featuring a wealth of information about the company's products, including its latest software titles, hardware, and accessories.

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ANATOMY OF A WEBSITE

Your search for Mario Tennis on Google yields a website, and everything else related to it, including great independent game reviews, strategy, and more. When you log on, you'll find sections, located along the top of the screen and down the left edge, that give you search results, a special dedicated section for news, and links to areas where you can download and

more. The bottom section is where you can play the game, and it's divided into four sections: a large area for playing Mario Tennis, a smaller area for playing Super Mario Kart, and two smaller areas for playing Super Mario Bros. and Super Mario 64. The bottom right corner is where you can download and play Mario Kart.

The navigation menu is located at the top of the page, and includes the following sections:

The search bar, which allows you to search for specific terms and find them on the site. The search bar is located at the top of the page.

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Welcome to the Mario Tennis website, where you can search for specific terms and find them on the site. The search bar is located at the top of the page.

The bottom right corner is where you can download and play Mario Kart.

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A screenshot of the Mario Tennis website homepage. The top navigation bar includes links for Home, Games, News, Mario Kart, Super Mario Bros., Super Mario 64, and Contact Us. The main content area features a large banner for 'Mario Tennis' with a Mario character and a tennis ball. Below the banner are sections for 'Mario Tennis' (with a link to 'Play Now'), 'Super Mario Kart' (with a link to 'Play Now'), and 'Super Mario Bros.' (with a link to 'Play Now'). A sidebar on the left lists 'Mario Tennis' news items, and a sidebar on the right lists 'Super Mario Kart' news items.

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Find out the type of gameplay (single-player, two-player, etc.) and the game's genre (action, strategy, etc.). For the Mario Kart section, click on the link to the game's details.

Take a look at the game's reviews and ratings to see if it's worth your time. You can also read the reviews and ratings for the Super Mario Kart section.

Find out the type of gameplay (single-player, two-player, etc.) and the game's genre (action, strategy, etc.). For the Mario Kart section, click on the link to the game's details.

ZELDA REVISITED

When the new library (the 20th University) will have been the year to go online for all of the details is unknown. The "new" edition of *The Legend of the 7000 Cranes of Hiroshima* and *Princess Agi* has appeared in English at the site. The website includes news, book reviews about all of Link's adult novels in the *Topaz of Three Knowledge* Collection, and several new entries in the library that show new characters and significant new events in Link's life.

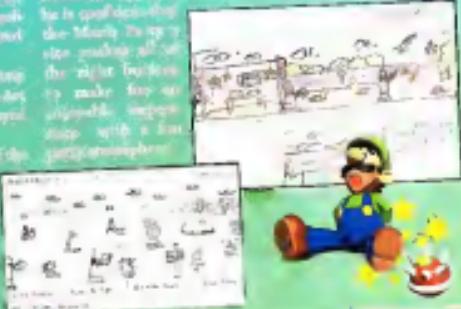
or Students of all ages add value to the classroom. A child can present the weather in the winter by drawing through the seasons in a poster; a high schooler can create a display of famous or well-known inventors. Each child can extend their art by drawing from according to their own interests. Shape the art and ideas into a poster. This is a great way to review the basics of the two great art together. The poster can be made into a book through a teacher's presentation. When you

one of the sites, and make a permanent link that will allow you to easily view the information on the website. This would link up to a new chapter of the book.



PARTY PLANNING

the relationship between the number of accepted responses at PQR, X, there is significant evidence of a positive trend. This suggests that the number of accepted responses at PQR is increasing over time. The number of responses does not increase at a constant rate, as shown by the scatter plot of $\ln(\text{Number of responses})$ versus time.



QUICK BYTES

ADVANCE INFO



E3 WRAP-UP



CHAT UPDATE



HIT LIST

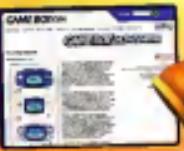
With 1.6 million unique visitors to giant-solitaire.com and 1.0 million visitors to pokerace.com, March was another big month for official Nintendo sites. Our site lists show the individual game stats and game series stats that are the most popular for the month.

1. pokemon.com
2. pokermatchup.com
3. zeida.com
4. papermario.com
5. smashbros.com



GAMEBOY.COM

game. *Nintendo Advance* is the 32-bit update of *DS Advance* that you can play on game systems in the big leagues of game hardware. We recommend that if you get a full group of the systems (station and portables), you'll understand just how cool it is. These portables open up a whole new interactive world of the GBA system and discover where the new *Nintendo Advance* titles will be next as you can take Super Mario Advance and Super Mario Advance Velocity for test drives.



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When you see the MP logo next to a tip or game preview in *Nintendo Power*, it means you can find them on [nintendopower.com](http://www.nintendopower.com).

Mario Bros. meets Super Mario Bros. 2 in Super Mario Advance, a Game Pak with two times the action and fun!



SUPER MARIO ADVANCE

© 2001 NINTENDO

Two Bros.

Up to four players can participate in the enemy-killing, coin-collecting excitement of Mario Bros. Classic, while the platform-jumping, wiggly-cousin silliness of Super Mario Bros. 2 is for one player only. The two games offer very different gaming challenges, but share the Mario Bros. appeal.



Mario Bros. Classic Multiplayer



One of the coolest things about the Game Boy Advance is that it supports multiplayer, or getting Link up with your buddies with one or multiple Super Mario Advance Pakcs to enjoy a fast, funny battle in Mario Bros.

Mario Bros. Classic



Single players can also enjoy the old school charm of Mario Bros. on their own. Enemies emerge from the pipes at the top of the screen, and Mario's mission is to knock them over and kick them away.

Super Mario Bros. 2



If platform gaming is what you're after, choose Super Mario Bros. 2. You can play as Mario, Luigi, Peach or Toad, and each character has his or her own special abilities and weaknesses that change the way you play the game.

Multiplayer

You can grab three of your friends to play Mario Bros. Classic. Choose Battle Mode if you wish to play against your pals, and Classic Mode if you want to work with them.

Battle Mode

You only need one Game Pak to play Mario Bros. in Battle Mode. Every additional player will need a Game Boy Advance and a Game Link Cable. Players win a round by defeating the enemies to collect five coins. The first player to win five rounds wins the game.

Garbage Can



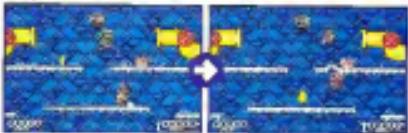
You can jump into the Garbage Can to pick up Fabulous Stars that help you attack your opponents and defeat enemies. You can also trap a player in the bin by attacking on its lid.

Stay On Top



Flip over these bad guys to defeat them. One coin will emerge from one of the top pipes for every enemy that is defeated. Stay on top to collect the coins first.

Flip Turtles



Flip over a turtle by jumping up and hitting the plant form underneath it. When your opponent runs or walks, flip the enemy again to flip it back over, right into your opponent.

Classic Mode

Each additional player that wants to play Classic Mode needs a Super Mario Advance game in addition to a Game Boy Advance and a Game Link Cable. The game play is identical to Classic Mode for one player—destroy all the enemies to get to the next phase.

Side by Side



Each player should take one part of the screen—it's much more effective than running all over randomly. You can also assign a specific role to each player, such as having one person take out all of the turtles

Level Up



If you don't divide the screen into halves or quadrants, try giving each player one or more levels instead. Some players can stay on top clearing enemies, and the bottom players can catch any enemies that smash through.



Items

Most of the items appear only in the Garbage Cans in Battle Mode. The exceptions are the POW Block and the Coin, which appear in both modes.

POW Block

Toss the POW Block or hit it to deal one hit to everything that has feet or is on the ground, including the other players.

Egg

Toss the egg to reveal a heart, Star, or coin, then run over and pick it up quickly, or your opponent may steal it.

Star

Stars make players temporarily invincible, which makes it very easy to take out lots of enemies quickly.

Heart

Players in Battle Modes start out big, but can shrink if they hit an enemy. The heart restores their height.

Coin

Coin add to your score in Classic Mode. Collect five to win a round of Battle Mode.

Fish

Sometimes you'll come out of the trash with a fish, which doesn't do anything useful.

Shell

Toss the shell to hurt your opponent or to knock down enemies.

Super Mario Bros. 2

Super Mario Bros. 2 is a classic platform game with a few twists on the standard Super Mario Bros. formula. Mario, Luigi, Peach and Toad can pick up items and enemies and toss them at other

creatures. There are no blocks to smash and no Goombas to squash. Each character has particular strengths and weaknesses, from Toad's incredible speed to Peach's helpful floating ability.

Characters

You can choose Peach, Luigi, Toad or Mario, but before you pick a favorite, give each one a whirl. They all have their high points and low points, and each is particularly well-suited to a level or two.



Peach

Peach is another strong air user, but she can float for a short time, making her a good choice for levels with lots of or conveyor belt levels.



Luigi

Luigi can jump very high—much higher than the other characters. He's a natural choice for levels with lots of high platforms.



Toad

The little mushroom-capped Toad is very fast and strong and he does well in levels where you have to pick up and toss many things.



Mario

The most well-rounded character is Mario—he is pretty good at just about the best of everything. Use him to get a feel for the game.



Special Moves

Because Super Mario Bros. 2 is a platform game, you'll come across the same sorts of challenges over and over again. There is plenty of lifting and tossing in all the levels, and lots of jumping.

We've highlighted tricky areas from some levels, plus a few very common things that many areas share. For a more detailed look at every level, check out *Nintendo Power Advance*.

Potions



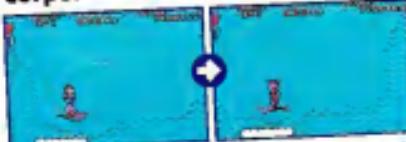
Each level contains two potions, which you toss on the ground to create a clearing for the areas known as Subspace. You can find up to two mushrooms in each level's Subspace that will lengthen your health meter.

Second Vose



Most of the time, you can duck into the recesses to get keys, 1-Up Mushrooms and other items, but in World 2-2, only the second vose has anything worthwhile inside. Check it out and ignore the others.

Carpet Rides



World 1-3 and World 1-2 both have a bird on a flying carpet. Jump on top of the bird, then toss it aside and ride the carpet up or over to the next area.



Spike Walk



Some areas are covered in spikes. You can't cross the spikes unless you're riding an enemy. Test an enemy onto the spikes, then jump on top of it to ride to safety.

Bubble 1-Up



When you encounter a 1-Up, Mario can encase in a bubble, simply touch vegetables or sprouts at it to break the bubble as you can jump down and pick up the extra life.

Max Out Your Lives to 99



In World 3-3, climb the ladder then jump over the Goombas to the door on the ledge. At the top of the area, pull the left shell up to a shell. Return to the bottom of the area, then toss the shell into the doorway. Stand on the ledge, then wait. After the shell clears enough Goombas to earn 1500 points, you'll start earning extra lives. You can quickly earn up to 25 lives.

The Vases and the Key



In World 5-1 there are lots and lots of vases. The fifth from the right has a key you need to continue, and the fifth from the left has a 1-Up/Mushroom. Some of the vases generate enemies. The Mushroom Blocks can stop enemies from emerging when placed atop a vase.



Big Bosses

There is usually one boss at the end of each level, and sometimes, there is more than one. The enemy you'll face most often is Birdo. She will sometimes be the only boss at the end of a level, but she often shares boss duties with another creature.



Birdo spits eggs and fire balls at you. Jump up on top of the eggs, then pick them up and toss them at Birdo. If there are Mushroom Blocks in the area, you can throw them at Birdo, too.

Mooser



When fighting Mooser, you have to use his bombs against him. Wait for him to toss his bombs at you, then run over, pick up the bombs and throw them at his face. Mooser moves around a lot. Watch his movements to determine when and where to drop the bombs so they explode when he's near. Don't forget to dodge the bombs yourself!

**Clawgrip**

The Clawgrip battle in World 5-3 comes after a Blinie battle. You have to toss the rocks at Clawgrip to defeat it. Wait for Clawgrip to toss the rocks at you, then pick the map and toss them back. You can ride along on the rocks if you like, but it's much more dangerous.

Tryclyde

Create a homemade with the Mushroom Blocks to protect yourself from Tryclyde's fireballs. Throw the remaining Mushroom Blocks at Tryclyde to knock down.

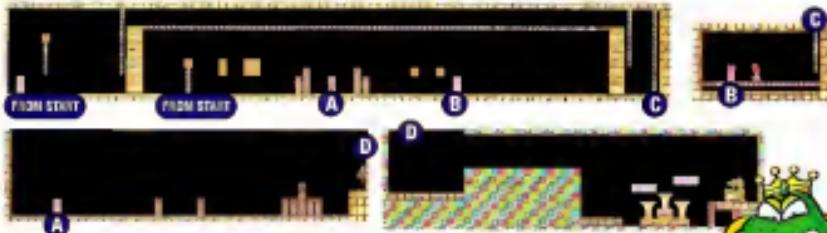
**Fryguy**

Toss the Mushroom Blocks at Fryguy until he splits into tiny Fryguys, then toss the Mushroom Blocks at them. You can throw the blocks from anywhere, but you'll be safer if you throw them from one of the higher ledges.

Wart and All

The last level is complicated, and there are actually two ways to get to Wart, the final Boss. The maps below show the last section of one of the paths. No matter which path you take, you'll end up

fixing Berdo before you reach Wart. We won't reveal just how to beat the big green toad long, but we will give you a hint—Wart's big mouth will always get him in trouble.



Mario Magic

Mario and company star in two very different games. Whether you're planning on playing alone or choose to play with your buds, you're sure to find something special in Super Mario Advance. That old Mario magic is sure to please! ☺



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ESRB Rating System

Entertainment Software Rating System

Early Childhood	Everyone
Teen	Mature
Adults Only	Rating Pending



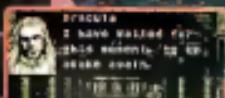
Castlevania®

Circle of the Moon™

Dracula has risen from the grave... and one inexperienced vampire hunter is the only person that can stop him in *Castlevania: Circle of the Moon* for Game Boy Advance.



The crypt keepers at Konami have created a monolithically creepy 3-D side-scrolling adventure that builds on the tradition started by *Castlevania* on the Nintendo Entertainment System and that was continued in many games for many consoles. Quite fittingly for a game that follows *Castlevania: Circle of the Moon*, there is no image of any of the previous four main games. Instead, it takes on the look of the classics that have appeared in many of the games—the whip, the cleric, the vampire hunter and the evil Alucard, for example—and uses them in a hallowed atmosphere most reminiscent of that awaiting in the polished *Castlevania: Symphony of the Night* for the PlayStation. Add the Dual Setup System of card power-ups to the traditional elements, and you have a terrifyingly impressive adventure.



ESURRECTION

Camilla, a lovely, pink-clad lady, looks very innocent, but she is the reason Dracula is back to terrorize innocent people once again. She performs the rite that leads to the dark oak resurrection, and she looks upon Dracula as her leader. Morris Baldwin, Master Vampire Hunter, and his two acolytes, Hugh Baldwin, his son, and Nathan Graves, his protege, arrive too late to stop the evil ones awakening. Dracula and Morris are old enemies, and they hint at their past battles. The fiend Count thinks it's fitting to use the life-force of the man who once defeated him to restore his craven and fiendish power. Mr. Goldgarash, producer of Castlevania Circle of the Moon, explains a doorway. Dracula tries to absorb Morris, his former master, to regain his full power. He knows only Nathan Graves and Hugh Morris as insignificant, and they are dropped into a pit. Thus starts the adventure of Nathan who tries to reach his master and defeat Dracula. Hugh Baldwin is jealous of Nathan because he feels that he should be the one to wield the Hunter's Whip because he is Morris Baldwin's son at wyl-as his disciple. He abandons Nathan when they should stick together inside the enormous castle that's squirming with dark, vengeful monsters.



Morris Baldwin is kidnapped. Camilla and Dracula plan to use his energy to bring the Count back to full power.

They are dropped into a pit. Thus starts the adventure of Nathan who tries to reach his master and defeat Dracula. Hugh Baldwin

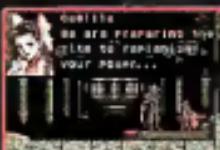
is jealous of Nathan because he feels that he should be the one to wield the Hunter's Whip because he is Morris Baldwin's son at wyl-as his disciple. He abandons Nathan when they should stick together inside the enormous castle that's squirming with dark, vengeful monsters.



Hugh Baldwin leaves Nathan alone after Dracula turns them both into the night of the castle. He believes he should leave his brother alone.

THE QUEST

When Nathan lands at the bottom of the pit, he has only one weapon—the Hunter's Whip. A whip is practically standard issue for the many heroes and heroines who have fought against Dracula in previous Castlevania games. Nathan can whip enemies and candles to earn hearts, weapons, potions, antidotes, coins, clothing and other items that help him on his frightful journey. Some of the magical items Nathan finds are powered by the hearts he picks up from fallen enemies and broken candles.



The fiend has a heavy dosage being Dracula back to life, so he may continue his reign of terror.

who once defeated him to restore his craven and fiendish power. Mr. Goldgarash, producer of Castlevania Circle of the Moon, explains a doorway. Dracula tries to absorb Morris, his former master, to regain his full power. He knows only Nathan Graves and Hugh Morris as insignificant, and they



Players control Nathan Graves, who has the Hunter's Whip, a valuable item. The weapon of choice for the Goodvania Series's vengeful hunters.



Enemies may drop something when they expire. Weapons, clothing and antidotes are just some of the things they might be carrying.

NATHAN		HP	MP	EXP	GP
WEAPONS	Hunter's Whip	100	100	0	0
ITEMS	None	None	None	0	0
ARMOR	None	None	None	0	0
ACCESSORIES	None	None	None	0	0
WEAPONS	Hunter's Whip	100	100	0	0
ITEMS	None	None	None	0	0
ARMOR	None	None	None	0	0
ACCESSORIES	None	None	None	0	0
WEAPONS	Hunter's Whip	100	100	0	0
ITEMS	None	None	None	0	0
ARMOR	None	None	None	0	0
ACCESSORIES	None	None	None	0	0

HP: 27000 MP: 1000 EXP: 100000 GP: 0

Players can choose Nathan's outfit to see how equipped item change his statistics.



Items are useful when fighting off the fiend and his army. The Hunter's Whip is the weapon of choice for the Goodvania Series's vengeful hunters.



MAGIC AND MONSTERS

Many of the items and weapons Nathan uses should be familiar to anyone who has played a Castlevania game. The whip is the main weapon, the most restores Health Points, and the hearts power the special abilities, like the double jump. New to this incarnation of Castlevania is the Dual Scop System, or DSS. These are 10 Action Cards that Nathan finds. Each Action Card can pair with each Action Card to give Nathan a new ability. Some card combinations power-up Nathan's whip, while others grant Nathan increased defense. Some combos even summon magical creatures that can battle enemies for Nathan. There are 100 different combinations possible once Nathan has all of the cards. Players can turn on the DSS power by pressing the L button during the game. Kenmata Igusshi thinks the DSS System "adds a lot of depth to the game play, since different players will utilize these effects in different ways." Aspiring vampire hunters can certainly play the game without using the power of the DSS Cards, but their powers add a lot to the game.



The DSS adds a new, unusual game element to the Castlevania series. Players can select DSS from the menu to reconfigure their cards.

Nathan's whip, while other enemies for Nathan. There are 100 different combinations possible once Nathan has all of the cards. Players can turn on the DSS power by pressing the L button during the game. Kenmata Igusshi thinks the DSS System "adds a lot of depth to the game play, since different players will utilize these effects in different ways." Aspiring vampire hunters can certainly play the game without using the power of the DSS Cards, but their powers add a lot to the game.



A NEW LEVEL

Handheld gamers might be surprised when they begin playing Castlevania: Circle of the Moon, because the game isn't divided into levels or worlds. If a player happens to pick up one of the items that increases Health Points or Mind Points, the player should try to save their progress in a Save Room as soon as possible, because the game is never saved automatically. Items that increase Nathan's maximum number of hearts, Health Points, Mind Points, or grant Nathan a new ability, such as the Dual Scop, are not dropped by enemies. Instead, they are found in concealed or guarded rooms inside the castle.



After Nathan has earned enough Experience Points by defeating enemies, he will gain a level. The higher the level, the stronger the character.



As you play the game, you will come across Magical Stones that give Nathan new abilities. These stones, like the Dual Scop, are essential. Without them, you can't make it through the game.

A CRY IN THE DARK

A startling thing happens the first time you turn on Castlevania: Circle of the Moon on your Game Boy Advance—a blast of blood-curdling music worthy of a classic horror movie sets the scene for the game before you ever get a chance to see the gargoyle ghasts.

The sound effects add to the spine-tingling sensation—creaking doors and squeaking bat sounds pop up as you choose a file to play. Mr. Iguchi thinks the Game Boy Advance's excellent technology allowed his team to create a great handheld game. He says, "Using the spectacular power of the machine, we were able to create a dark, gothic atmosphere that could not previously be done." Iguchi adds, "We hope that everyone will play this game with headphones, since it will add so much to the game."

Within the game, there is always music playing, from the uptempo action music you hear in most of the areas to the much slower soundtracks that add to the suspense of battling one of the bosses. Mr. Iguchi says, "The sound team was pretty much given free reign when it came to what they wanted to do with the music. We never felt limited in what we could attempt. Granted, it's not like a CD when it comes to sound, but we were more than satisfied with what could be done." Mr. Iguchi hints that there are hidden things in the game that gamers can uncover, but unfortunately he and Konami would like to keep them secret for now.



The Hunter's Whip makes a satisfyingly crisp crack as it slices out its target's head in slow motion.



Music enhances every level of Castlevania: Circle of the Moon. The music and sound effects will entice enough to the game to get you into atmosphere.



The frantic music keeps the player more attuned to the urgency of the task. Certainly, the Hunter's Whip is doing its best here, but it's not enough.



Thankfully, many weapons are available in this game. Be sure to stock up on your effects, and try using them to make the most of various situations you might find in a blakire room for your truest life.

CASTLEMANIA

Konami's classic Castlevania series seems to be as immortal as Count Dracula himself, so it's not shocking that it would turn up on the Game Boy Advance. Castlevania: Circle of the Moon is scheduled to be released in conjunction with Nintendo's new handheld this month. Games like Jet Set Radio's side-scrolling action are sure to make a claim on the game, but anyone who enjoys a challenge of suspenseful gear graphics and guitar music will find something to like in Castlevania: Circle of the Moon. ☺



Many players complain about the game's difficulty, but Dracula's castle. You can expect more crazy creatures when you play the game.





NINTENDO GAMECUBE™

REVEALED

NINTENDO KEPT THE LID ON ITS INCREDIBLE LINEUP OF NINTENDO GAMECUBE GAMES UNTIL E3, BUT NOW THAT E3 HAS COME AND GONE, NINTENDO POWER IS BRINGING YOU A GLIMPSE OF THE FIRST WAVE OF NINTENDO GAMECUBE SOFTWARE. PREPARE TO BE AMAZED!



STRAIGHT FROM THE SOURCE

Since Spaceworld in Japan last August, almost everyone in the gaming industry has been trying to guess what games will be released for Nintendo GameCube. All speculation came to an end at the Electronic Entertainment Expo (E3) in Los Angeles in May, when Nintendo and its many partners revealed a glittering lineup of software to go along with the best dedicated gaming platform the world has ever seen.

Showgoers experienced the sights and sounds of more than two dozen Nintendo GameCube (GCN) titles. Many of the games were playable and others were viewable on video. If people arrived expecting to see major Nintendo characters in featured roles, they weren't disappointed. The likes of many familiar characters, such as Mario, Luigi, Fox McCloud, Link and Samus Aran were sighted at the show. Some unexpected names surfaced, including Super Smash Bros., Mario Kart, toho's Snowboarding and Wine Race. And there were original

games that the public hadn't previously heard about: Phoenix, Reman: Elements of Power, Donkey Kong Racing, Reman: Blade and Animal Forest for GCN. There were brief, tantalizing video glimpses of games in the works, such as Macete: Mowee for GCN and Bitter Darknes from Silicon Knights. The sheer number of titles was a huge surprise to many.

Nintendo and its second-party developers weren't alone in wanting to show the world what they've been doing to prepare for the launch of GCN. Publishers such as LucasArts, EA Sports, Sega and Midway showcased some great new games, as well. So get set for a journey into the near future. The countdown has begun to the launch of Nintendo GameCube in November. That's just five months before your dreams come true.



LUIGI'S MANSION

After years of playing second fiddle to Mario, Luigi is headed straight into the thick of a nightmarish adventure, Luigi's Mansion, which is guaranteed to be one of the most spectacular games ever created. The guiding light of Luigi's Mansion is Nintendo's Shigeru Miyamoto, the most revered game designer of all time. Now, Miyamoto's magic is working on the most powerful platform ever, and the results are frighteningly good.

Luigi's night of fright takes place in a haunted mansion inhabited by ghostly apparitions. As Luigi searches for his missing brother, he calls on the aid of a paranormal researcher, who is an expert in capturing pesky and malicious ghosts.



The only problem is that poor Luigi is terrified of ghosts, in spite of his spook-sensing flashlight. Luigi's Mansion is filled with eerie shenanigans, exciting game play and stunning graphics that showcase the Nintendo GameCube. The 3-D environment features beautiful interior rooms and hallways and spectacular lighting and transparency effects. The power of GCN is particularly apparent when several semi-transparent ghosts dance about Luigi, who crouches in the glow of his flashlight. The only really scary part of Luigi's Mansion is that a first-generation GCN game can look this good.



TAKING THE WORLD BY STORM

Much has been written about how Nintendo GameCube was designed from the ground up with game developers in mind. Engineers at Nintendo, IBM, ArtX, MoSys and Matsushita listened closely when developers talked about the types of features that would make GCN the ultimate gaming platform. Now that the console is finished, we asked one of the leading developers, David Suyck, President of Silicon Knights, to talk about his experiences with GCN and what it means for the future of gaming.

"From the very beginning of our GCN development we became aware of how the GCN would change things. We would work on something for a week and quickly achieve results that looked better than what we were seeing elsewhere on the Xbox or 360s. We believed other developers will find similar results on the GCN. The GCN will allow developers to create games that are substantially superior to their previous works. This is great news for gamers because they will be able to expect something that looks second or third generation in the first generation of games."

"With the advent of Nintendo GameCube, the world of games will be changed forever. Technical hurdles for ought have taken up to eight months on previous other systems can be bypassed in a few days on the GCN. No longer having to fight hardware, developers are free to express new visions and bring game content to the gamers like never before. We believe that GCN will revolutionize the industry by allowing developers to create worlds that were previously unimaginable. Knowing what we have done and imagining what others will do has brought a level of excitement to Silicon Knights like never before. The Game Boy Advance, combined with the GCN is a one-two combination that will allow Nintendo to take gaming to the moon."

SUPER SMASH BROS. MELEE

Anywhere-punched multiplayer melee will make its way onto Nintendo GameCube with an all-new version of Super Smash Bros. The fighting fans at HAL in Japan have cranked up the dial to supercharge Super Smash Bros. Melee for GCN. The fun of four-player brawls may grab the biggest headlines, but there are new characters, moves, modes and more waiting for you. Starting out, you can choose from 14 characters, including familiar faces from the N64 game, such as

Mario, DK, Link, Yoshi and Pikachu, and new fighters that include regal rumble Princess Peach and Princess Zelda. There's even a couple of cute new faces from an old-time classic, like Climber for the NES. As you batter your famous opponents with special attacks, you'll find powerful new items to add injury to insult. There are modes for beginners and modes for vets, tournaments for 64 players and a single-player endurance match. The 3-D stages are dazzling in

Super Smash Bros. Melee, and the characters look spectacular, too, even when they've been napped by lightning or mashed with a mallet. The special effects are a huge step up from those in the N64 version. Players will be torn by all the options, such as the option to take snapshots during a fight and the option to change the rules and customize the match. Super Smash Bros. Melee is the surprise guest that will make Nintendo GameCube the hit of any party.



STARFOX ADVENTURES— DINOSAUR PLANET

When we first posted screenshots of Dinosaur Planet for the N64 in last year's E3 review, we noticed the bold character's uncanny resemblance to a certain hostile fox from Nintendo. Mr. Miyamoto sorted it out, too, as did the game genius at Rare. And so a great union took place in space. Now, Nintendo and Rare present Fox McCloud in StarFox Adventures—Dinosaur Planet. The title is one of the most ambitious game projects ever conceived. From the StarFox universe comes intense, aerial dogfighting action, and from the world of Dinosaur Planet comes a huge, third-person adventure

where Fox climbs out of the cockpit in an effort to save the planet. Fox McCloud has plenty of help, whether he's piloting his Arwing, riding giant dinosaurs or barding with weapons and magic down on the ground. Slippy will be there to lend a hand with some high-tech gadgets, and Peppy will give Fox sage tactical advice. Fox also has the help of Prince Tricky, a treacherous wily kide. Initiative controls help you navigate the sky and on land, through worlds with detailed weather effects, fantastical lighting and realistic shadows. So far the

story, eight years after Fox defeated Andross in the Lylat System, General Pepper receives a distress call from the Dinosaur Planet. Only Fox is available to help, and so it begins.



PIKMIN

It's one of the most innovative first-generation games headed for Nintendo GameCube. It combines the artistry of Lemmings with the real-time action of Starcraft. Nintendo's EAD group, headed by Mr. Miyamoto, has created an world where the natives are part plant and part animal. The Pikmin work together like a colony of ants to get things done.



When a space traveler crashes on the Pikmin world, he discovers that he needs their help to collect the scattered pieces of his wrecked ship. There are plenty of obstacles standing in the way of the Pikmin and the lost space traveler on the hostile planet, which is filled with vicious beasts and hidden dangers. Making things even more desperate, the ecosystem has a limited amount of life support, and the atmosphere on the Pikmin planet is poisonous to him. It's up to the player to direct the tiny sprouts—stably, in groups or as a var—step—to collect the missing parts, lead off dangerous predators and even build roads and bridges through the alien world. You'll learn to control different color Pikmin and train them to grow into leaf, bud or flower forms. It won't be easy, but it will be fun.



GCN

NBA COURTSIDE 2002

With one glance at Kobe Bryant in NBA Courtside 2002 for Nintendo GameCube, you'll know that you're face to face with something special. You'll swear that the face of Kobe is looking out of your TV screen, and then you'll move the Control Stick and Kobe will joke or spin or leap in the air and show home a monster dunk. The power of GCN and the talents of the developers have created a new sports experience—a video game that looks like life. In fact, with all the control that you have at your fingertips—the ability to replay moves, to shift the camera, to pick the moves—you'll take video sports to the next level of reality. Precise face mapping, real ball physics, motion-captured animation and lively commentary are just a few of the features in the GCN sequel that will get

b-ball fans pumped. Thanks to improved passing system, unbelievable hit detection and AI, the end result is an awesome leap experience with graphics and game play that will knock you on the parquet. Imagine watching the rotation of the ball actually reverse when it's blocked. How would you like to control crossover dribbles and first-step jikes? Courtside has all the pro moves and all the pros. In Courtside's super-realistic Sim Mode, players can set up a season, play the games and even create their own pro players. But if you prefer your action to be a little

less structured, you can take on the top NBA stars in Arcade Mode for some street ball action. NBA Courtside is only the new force in the arena of next-gen hoops.



GCN

NINTENDO GAMECUBE'S GALAXY OF GAMES

The biggest news of all coming out of E3 was that Nintendo has lots of games in the works for the launch of GCN and for the months following the launch. Some of the biggest games, such as *Metroid Prime* and *Zelda*, were shown on video screens instead of playable units. Even so, they looked incredible. *Zelda* for GCN is in development at Nintendo's EAD and may be the most anticipated title of all. *Metroid*, in the works at Reiko Studios,



HEY! Did Power 100% last night?

was another beautiful game that was showcased on video. Samus Aran's new mission takes her into alien domains, where huge enemies leap out of the shadows. Reiko is also working on *Raven Blade*, an RPG set in an apocalyptic time where one man stands against the forces of doom and chaos. The power of an ancient weapon, known as *Raven Blade*, is all that protects the world from the *ugger* of the beastlord.

Nintendo Software Technology Corp. in Redmond, Washington surprised the world with a brilliant sequel to Nintendo's *Wave Race*. *Wave Race Blue Storm* for GCN blurs the eye with unbelievable water reflection and lighting effects and challenges the senses with changing weather conditions and intense racing.



RAVEN BLADE © 2001 Reiko Studios, Inc.

Left Field Entertainment, the makers of *NBA Courtside 2002*, is also working on *3080° Snowboarding 2*, carrying on the tradition of refined moves, downhill speed and awesome graphics.

Rare is also developing a spectacular RING called *Karma Elements of Power*. Rare's original fantasy adventure features a fairy princess named Rameo, who must save the six Elemental Animators from the evil plans of Thoen, the Dark Troll King. Rameo explores her dangerous, magical world with the help of baby monsters, which she captures, trains and keeps at her



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side. Her special gift is the ability to morph into any of the monsters and use their strengths to progress in the game. Once Rameo morphs, players will be able to see her inside the monster shape. Nintendo is taking one of the most innovative ideas to appear on the N64 in Japan, *Animal Forest*, and turning it into a major release for GCN. Dubbed a "communicative game" by its developers in Japan, *Animal Forest* puts players in a virtual community where they deal with other players and non-player characters.

If you thought *Eternal Darkness* from

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Silversea Knights at last year's E3 was impressive; consider that the Nintendo GameCube version has full-motion animated cut-scenes, full facial expression, the ability to flood a screen with up to 30+ detailed enemies and an enhanced reactive animation system that gives life to each character through reactions and unique animation.

Finally, visitors to Nintendo's booth discovered that Disney's *Mickey Mouse* is coming to GCN. *Parus* will help Mickey make his way through a huge house full of surprises and amazing graphics. It's an incredible lineup for a new console, but Nintendo GameCube is an incredible console and there's much more to come, such as *Mario Kart* from Nintendo and *Donkey Kong Racing*, which is in the works at Rare.



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THE PARTY HEATS UP

NINTENDO
GAMECUBE

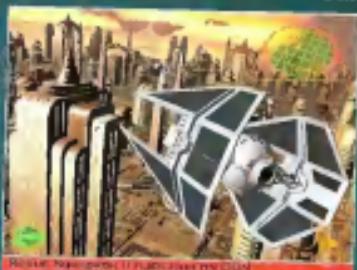
Third-party support for Nintendo GameCube builds daily as developers and publishers recognize the power and potential of the console. In the months ahead, *Nintendo Power* will bring you major announcements from publishers that have Nintendo GameCube projects in development. From the zombie-filled horrofest of *Resident Evil Zero* to the slick arcade action of *NHL Hitz*, to the reality of *Madden Football* and the X-citement of *SSX Snowboarding*, GCN will be the place to play.

We begin our coverage of third-party games with the most anticipated title that isn't from Nintendo. LucasArts Entertainment LLC took the veil off of *Star Wars: Rogue Leader, Rogue Squadron II* before E3, showing off a game that made the early *Star Wars* games look tame in comparison. *Rogue Squadron II* re-creates many of the scenes from the first three movies and includes new missions that never made it onto celluloid. As in the original game for N64, players fly X-Wings, A-Wings, V-Wings and Snowspeeders on 11 action-packed missions. The incredible thing is that the 3-D architecture of the ships is the same as the computer models used to



create the extra footage in the Special Edition of *Star Wars*. But what took Industrial Light and Magic hours to render, GCN does 60 times each second. The Force of Nintendo GameCube is definitely strong in this one.

As for the rest of the pack, EA Sports has got some of the best sports franchises lined up for Nintendo GameCube, leading off with



Madden Football, *SSX Snowboarding* and *Eh! Soccer*. Midway is bringing its arcade-style sports games to GCN with *NHL Blitz* and *NHL Hitz*. Hudson has created *Bomberman* for Nintendo GameCube—another title that's big on multiplayer interaction. And Sega has two games, including a new arcade title from Japan called *Monkey Ball* and a pumped-up version of *Virtua Striker 3* for GCN. That's just the beginning of the hit parade from major publishers. Dozens of other Nintendo GameCube games are in the pipeline. Look to *Game Watch* each month (including this month) for more announcements and the growing forecast list.

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THE SHOW HAS JUST BEGUN

Even offered just a taste of the power and promise of Nintendo GameCube, as you survey the wild frontier of gaming, with various consoles trying to stake out territory, keep in mind that Nintendo has always provided the best third-party games, which play exclusively

on Nintendo's systems. The best third-party games—the *Tony Hawk*, *Madden*, *NFL Blitz* and *Rogue Squadron*—will be there, too. You should also consider the potential for new experiences. Only Nintendo offers compatibility with a portable gaming system—Game

Boy Advance. In fact, the potential of Nintendo's family of interconnected consoles and games may be the most exciting news in this monster year for games. Five months isn't long to wait. Next month, *Power* will present a complete overview of E3.

classified

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

The World Is Not Enough 007

A BONDING MOMENT

 The world may not be enough, but our selection of cheats for James Bond's latest outing certainly is. The new TWINE codes let you use different multiplayer avatars, weapons and skins—which let you play as different characters in multiplayer games. You can unlock cheats by beating single-player levels within a set time limit, and they will remain available once you've saved your game to a Controller Pak. The word from M herself, though, is that the cheats are a tough nut to crack. Only the best of the best need apply.

THE DIVE JIVE

 We're not sure why a fragrant is running around the streets of Europe, but the scenario is fun nonetheless. Beat Cold Reception to level 300 Agent mode in under 3:25 to unlock exotic skins such as divers and SCUBA divers.



CHEAT

HOW TO GET IT

UNLOCK MULTI-PLAYER FOREST LEVEL

FINISH NIGHT WATCH IN 2:20 OR LESS ON 00 AGENT MODE

UNLOCK MULTI-PLAYER EXOTIC SKINS

FINISH COLD RECEPTION IN 3:25 OR LESS ON 00 AGENT MODE

UNLOCK MULTI-PLAYER EXOTIC WEAPONS

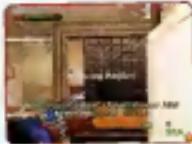
FINISH THAMES CHASE IN 4:25 OR LESS ON 00 AGENT MODE

UNLOCK MULTI-PLAYER GADGET WAR

FINISH FALLEN ANGEL IN 2:45 OR LESS ON SECRET AGENT MODE

CHEATING THE CHEATS

We continue our TWINE coverage by letting you in on a little secret: You can actually cheat the cheat! We printed a number of cheats in Volume 140, including one that lets you get Business Suit Skins. To earn the Suit Skins, you must beat the Courier level in 2:00 or less on Secret Agent Mode. You can bypass all the running and gunplay, however, and make it out with time to spare. As soon as you enter the bank, head for the safety deposit box. Use your Scanner Watch on the guard, grab the contents of your bin, and hit the alarm on the nearby wall. The game will say that your mission has failed, but keep going and exit the bank. The game will count the mission as being complete and give you the Business Suit Skins, even though you did nothing!



 The safe deposit box is located on the safety deposit box room wall, next to the guard's gun.

CHEATING THE CHEATS, PART TWO

We also give you a cheat in Volume 140 for earning the Security Skins. To get them, you must complete King's Ransom in 3:45 or less on Secret Agent Mode. That's a tall order, especially when you must escort Dr. Warmflash to the vault—and the sawhorses isn't the fastest of runners. To eliminate the doctor mission, complete all objectives up to finding Mr. King. Enter the vault and look for a guard dressed in blue, standing near the entrance. He'll order you to find Warmflash, but if you tap him with the Scanner Watch, he won't be able to give the order. Go to the rear of the vault and talk to King, then tap the guard again on your way out. When you reach Q-Division, you'll have finished the level with plenty of time to spare! You must be standing far away when you use the watch, or the guard will give the order anyway.



 It's hard to give orders with 50,000 volts coursing through your body. Don't forget to tap the guard on the way out, too.



MUQE MAJORA

W Cheats for The Legend of Zelda: Majora's Mask keep rolling in, and this month we'll give you insight into a wide variety of secrets. For starters, leave Clock Town and track down my square sign. Destroy it with your sword, then play the Song of Healing. The sign will magically repair itself! Keep reading for spot-on strategies on how to diffuse the Bomb Mask explosions and earn the grand prize in Honey and Darling's Target Shooting Game.



BLAST OFF

 **Time Bomb Mask** allows you to use Link as a walking bomb, but it will damage him in the process. To use the mask without a health penalty, simply use your shield just before the mask explodes.



TARGET TERROR

If you go to Harry and the Gang's East Clock Town shop on the third day, you can play a Target Shooting Game where you must hit moving targets with your bow within a short time limit. To gain a few seconds, shoot the dancing couple as they move by. They'll temporarily stop the timer, but you can keep hitting targets while the clock is stopped. If you win the various games three days in a row, you'll earn a Piece of heart.



SIGN OF THE TIMES

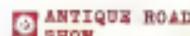
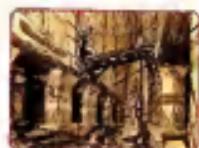
The sign trick is useful if you accidentally chop down a sign this year; you need to read, but it won't work with the arrow-shaped directional signs.



DR. JONES T. PRENTISS



Games everywhere have been swinging into action with Indiana Jones and the Infernal Machine, but only our crack team of archaeologists has tracked down the game's secret codes. All cheats are entered at the Pausescreen, which is located under the Options menu. Classified Info breed poison darts, booby traps and lots of snakes to get the cheats, as we hope you find them to your liking.



— BUM
You can use the code ANDONT to unlock a video showroom chock full of preproduction sketches, paintings and other artwork.



SMILE READ
PRETTY

Input the code `DR333SE7` to see a snapshot of the developer, and don't forget the exclamation points. Maybe the photo should have stayed buried.

PASSWORD	EFFECT
ABSPANN	IMMEDIATELY DISPLAYS THE END CREDITS
FORGEOFF	UNLOCKS ALL LEVELS—INCLUDING THE BONUS AREA, PERU
REALHARD	MAKES THE GAME MUCH HARDER
MUCKE	UNLOCKS THE AUDIO SHOWROOM

POWERPUFF Paint the Townsville GREEN

GREEN WITH CODE ENVY

Volume 144 contained a plethora of codes for Blossom's first GBC outing, The Powerpuff Girls: Bad Mojo Jojo—and now the spunky Buttercup wants her day in the sun. You can unlock extra in The Powerpuff Girls: Paint the Townsville Green by using the codes at the Enter Secrets menu. Some cheats will affect normal game play, while others will give you new Trading Cards that you can exchange with friends. The game play cheats are toggled on and off at the Use Cheats menu. Note that using graphic cheats won't give you new powers or abilities. It only changes your character's icon.



If you tire of saving the world with Buttercup, take Blossom out for a spin.

POWERPUFF Battle Him

BATTLE ON

Classified Information was all ready to go to press, when an enraged Blossom suddenly came flying into the office and started tearing the computer apart. So in the interest of fair play and our continued survival, we're printing the codes for her game too, The Powerpuff Girls: Battle Him. The passwords work just like the ones in Paint the Townsville Green, and you can look one column to your left for a refresher course on how and where to enter them. Since we've given you codes for all three games—if you include the ones in Volume 144—you should be able to assemble the finest collection of Powerpuff Girls Trading Cards on the block.



Scare away bullies and friends alike with an Evil Cat Trading Card.

CODE	EFFECT	CODE	EFFECT
ROWDYLURUFFS	UNLOCK THE BUTCH TRADING CARD	PRINCESS	UNLOCK THE TOWNSVILLE CITY HALL TRADING CARD
AMDERABOYS	UNLOCK THE LOVELY TOWNSVILLE DUMP TRADING CARD	MALPHS	UNLOCK THE TOWNSVILLE ART MUSEUM TRADING CARD
MOJOJOJO	UNLOCK THE BROCCLOID EMPEROR TRADING CARD	POWERPUFF	UNLOCK THE EVIL CAT TRADING CARD
UTONIUM	UNLOCK THE BUBBLES GRAPHIC CHEAT	MISSKEANE	UNLOCK THE BLOSSOM GRAPHIC CHEAT
POKEYOAKS	UNLOCK THE BLOSSOM GRAPHIC CHEAT (IT WILL SAY "BUTTERCUP GRAPHIC" IN THE "USE CHEATS" MENU)	LUMPKINS	UNLOCK THE BUTTERCUP GRAPHIC CHEAT
OCTIEVIL	UNLOCK THE MAYOR GRAPHIC CHEAT	MCCRACKEN	UNLOCK THE MAYOR GRAPHIC CHEAT

MEGA MAN 64

KICK MONEY

If kick Zeniths you need, look no further. We've discovered a way to earn money quickly in Capcom's latest entry in the Mega Man series, *Mega Man 64*. Enter Apple Market, which is the first area of town you encounter, and look for a small, yellow can near the entrance. Kick the can over to the Bakery, then boot it up and behind the counter. The shopkeeper will give you 1,000 Zeniths as a reward for picking up litter. Eat and reenter Apple Market to repeat the procedure as often as you like.



Kick the can however many times as you can for profit in Apple Market!



RUN, BAD CODES, RUN!

Evening, readers. It's the Code Cop here, once again walking the thin blue line to keep gamers free from the scourge of felonious cheats. Recently, I received an anonymous e-mail from a reader who claims that he defeated the Marathon Man in *Chrono of Time* by losing the first race and then tying his time on the second try. Well, it sounded like a bunch of horsefeathers to me, but I checked it out anyway. And let me tell you, there's no way to beat that fellow. It just isn't possible. I even used him in my patrol car, but he still beat me—and look at the engine on that thing! I did, however, write him a \$50-Super ticket for spending Code Cop over and out.



Run, run, run as fast as you can—but you'll never catch the Marathon Man!

MARIO TENNIS

classified
superior

WALKABOUT

Tired of the tennis tour? *Mario Tennis* for the GBC is unique in that it has a detailed back story for a sports game, but sometimes the long walk around campus is a little much. If you're not interested in seeing the sights, press A, B, Select and Start at the same time after starting a new game and beginning the tour. The system will reset, and your game will begin in the dorms with a point.



You should go on the tour at least once, but with beginning another file can help a point.



CUCOO CRAMMING

We couldn't just let the Code Cop have all the fun, so we're serving up another cheat for *The Legend of Zelda: Ocarina of Time*. When you visit Talon at Lon Lon Ranch, he'll challenge you to pick three special Cuccos out of a flock of regular ones. Before talking to Talon, pick up all the Cuccos and stuff them into the space between Talon and the stable. You'll need to work fast, but most of the Cuccos will stay put once you've thrown them into their new, somewhat cramped home. Next, go to Talon and accept his challenge. The three special Cuccos that Talon wants will be absurdly easy to find!



A Cucco or two might escape from your bag, but just throw them back.

SEND CODES TO

NINTENDO POWER
CLASSIFIED INFORMATION BOX
P.O. BOX 97093
REDMOND, WA
98073-9733

UBI SOFT, WITH THE HELP OF DIGITAL ECLIPSE, HAS RELEASED A GAME BOY ADVANCE VERSION OF THE 32-BIT CLASSIC RAYMAN—SETTING THE BAR VERY HIGH FOR OTHER LAUNCH TITLES.

RAYMAN[®] ADVANCE

BREATHTAKING

Last year, Ubi Soft released a striking rendition of the classic Rayman escapade for the Game Boy Color, so it's no surprise that the bouncy hero is making an early debut on the Game Boy Advance. The quest is a basic eat-'n'-jump platform adventure that transforms perfectly onto a handheld system, but utilizes GBA's power to include the same clever design and gorgeous imagery that earned the game such praise when it appeared on next-generation consoles. With a plethora of challenging lands to explore and plenty of nasty bounces to beat, you better stock up on batteries and plan a long vacation.



Once you unlock a new area, use this map to navigate from one level to another. Each land has its own basic and secret areas, and that's where numerous stages. As you can see, there's a lot of ground to cover!



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THE SCIENCE OF ELECTOONS

Everything was great in Rayman's world until Master Dark came along and captured the Great Proton and scattered the Electoons across the land. Now Rayman must save the day.

RAYMAN TO THE RESCUE



Search high and low throughout every stage of every level for trapped Electoons. You won't be able to free a level boss until you save all the Electoons in the area.

One color punch is enough to bust the seal and set the Electoons free. The tricky part is keeping every cage. Master the takedown to switch places.

BETILLA LEADS A HAND

Betilla the Fairy is willing to help as long as Rayman can prove he's worthy. Survive the first few stages and Betilla will give you the power to punch, hang, grab and swing. Rayman can also learn how to fly.

FIST OF FURY



The longer you hold down the B Button, the farther your fist will extend. If you decide to jump, your fist will follow you—a nice touch that comes in handy.

SWINGING



All work and no play makes for a dull adventure, so have some fun swinging from hoop to hoop. Press the B Button while in the air and you'll grab landing.



HELICOPTER HAIR



Some levels will require Rayman to hover above treacherous valleys by flying with his helicopter hair. He can also use his locks as a blade to cut ropes.

SPEEDSTER

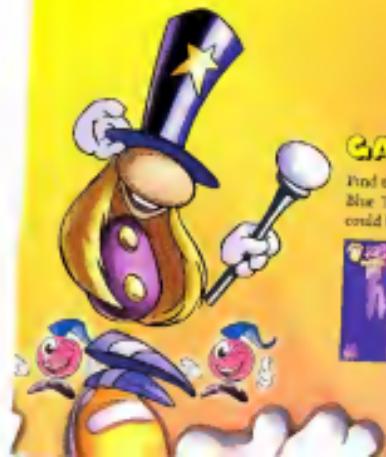


Occasionally, stick paths, Rayman will need to gain speed and leap over gaping chasms. Press B until the Control Pad is red to start your burnin' blades.



GAMES WITHIN THE GAME

Find the magician and he will send you to a labyrinth filled with Blue Tings. Gather all the Tings before time runs out and you could be granted an extra life. Collect Tings on each map.



PICTURE CITY

Picture City can be frustrating, but you can master it if you plan your jumps carefully and look for rings in the air. You'll

automatically bounce when you walk on the blue, starry surface, so be careful crossing them if there are ticks on the ceiling.

ERASER PLAINS



Start the level with a series of well-timed jumps, moving the skywriter across all the clouds. Use the shield to shrink and advance through this long passage.

PENTATHLON



Notice that some of the valleys between the mountains are too wide to walk across. Look for the weasels and your helicopter. Use the weasels to cross the gaps.

MAMA'S CRATER



On the third stage of the level, watch out for two moving ping-pong balls hovering below sharp spikes. Deploy Doctor Neo's quick punch to knock them out of the way.

SPACE MAMA



Scamper around the area and duck often to avoid Space Mama's other flying pods. Try to jump and punch her in the helmet to knock her off for good.

THE CAVE OF SHOPS

As if the jumps aren't difficult enough to perform in broad daylight, the Cave of Shops adds a new twist by presenting

some stages in complete darkness. On the bright side, there's lots of swinging in this land.

CRYSTAL PALACE



Rayman will spend the majority of this level swinging through the air. As you're trying to grab a ring, and watch for spikes that will send you falling.

EAT AT JOE'S



Joe will test your ability to improve your agility, but it won't help much in the first stage. During later stages, punch leaves to score points.

STALACTITES



The sides of the crystal platforms are sharp enough to do serious damage. Study the patterns of the moving platforms before leaping onto them.

MR. SHOP



Mr. Shop is one crazy crab. Get ready to move before he tries to close toward you. Pounce on the board repeatedly while staying out of his goals.

SHOTS IN THE DARK

Before battling the ultimate enemy, you must conquer Mr. Dark's Dark by riding a speedy spoon across layers of thick whipped cream and climbing over candy-coated hills. Mr. Dark will chase after you, disguised as your evil twin.

MR. DARK



Mr. Dark will zip across the room, sucking Rayman's health as he goes. Position yourself between the angry flames and don't let the bad guy catch you.

ONE MORE ROUND

After overcoming the wicked Mr. Dark, Rayman will be forced to re-battle each one of the level bosses before the Elektroons world is saved. When it's all said and done, the Elektroons should throw a huge party in Rayman's honor, because saving the land is no easy feat. Despite its challenging nature, Rayman Advance is an impressive and enjoyable portable gaming experience, thanks in part to stunning artistry and clever use of basic elements. Most impressively, the variety of levels gives that a lot of replay value. It's a perfect title to add to your brand new Game Boy Advance collection.

TONY HAWK'S PRO SKATER 2

Activision and
Vicarious Visions are on
deck for the Game Boy
Advance launch party with
a shrunken—but beautifully
detailed—new Hawk.

Big Air, Little Box

If *Tony Hawk's Pro Skater 2* for Game Boy Advance were displayed on a six-inch television, casual observers might ask themselves, "Is this a new N64 game?" When you show it to them on the GBA, their jaws will drop. Its seamless 3-D movement and detailed textures push the boundaries of handheld gaming. Of course, all of that would be meaningless if the game weren't true to the traditions of THPS.



The biggest technical achievement of the GBA version of THPS 2 is its hand-camera angle. Until you get used to the perspective—and the way through walls and ramps—it's hard to tell what's real and what's not. And that's the core concept of the game.



WIN

A NEW GAMEBOY ADVANCE
GO TO NCREW.COM TO SIGN UP!

What's better than a free GameBoy Advance? We don't know either. So we've decided to give ~~some~~ away to NCrew members—before they hit the stores! Just head to www.ncrew.com to enter the drawing, and while you're at it check out the all-new NCrew site. It's got a new groove just like you wanted, and there's still lots of news and hints you can't find anywhere else. Not an NCrew member yet? Why not? It's totally free, and you'll get the latest on Nintendo releases plus exclusive inside info, tips, and tricks. Just sign up at www.ncrew.com and we'll enter you in the free Game Boy Advance drawing! Don't forget—GameBoy Advance hits stores on Wednesday, June 13th!

Nintendo

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COUNSELORS' CORNER

Your Questions—Our Experts!



PAPER MARIO

HOW DO I BUY STUFF IN THE BOO'S MANSION SHOP?

The management at the Boo's Mansion Shop reserves the right not to serve patrons wearing blue overalls. Frankly, the shop-keeper won't sell you a thing until you talk to Lady Bow, the manipulative head Boo who flouts around on the third floor. You'll have to make your way through the entire mansion to find her. Find the portrait of an old boo, place it on the second floor then jump into it—you'll make a supplemental trip to the third floor. After you agree to do Lady Bow's bidding, Frankly will be happy to sell you a Super Shroom or two.



Frankly would love to help you out, but this ghost-like shopkeeper is tired. You'll need to talk to the grand Boo-Bath if you want some action.



Lady Bow always gets her way. If you do what she wants, she'll let Frankly open the Boo's Mansion Shop for business.

CAN I FIND CHUCK QUIZMO IF I LOOK FOR HIM?

Yes! Chuck Quizmo's appearances are random, but you can maximize your chances of finding him if you follow cer-

tain paths. Go to the room in Toad Town tunnels that contains three Warp Pipes, then warp back and forth to the three

locations on the other ends of the pipes until Quizmo appears. After you answer 64 questions, he'll stop appearing.



Keep moving to the things locations shown in the diagrams until you see Chuck Quizmo.



DRY DRY OUTPOST



KOOPA VILLAGE



GOOMBA VILLAGE



Each time you answer a question, Chuck will give you a Boot Pack.

HOW DO I DEFEAT MYSTERIO?

The three-story tall Mysterio may seem unbeatable at first, but a few well-placed Impact Webs will make short work of him.



You'll need to leap among these levels as you can't target Mysterio's key glowing crystals.

Start by knocking out the six glowing crystals on his costume. When he begins to fire energy beams at you from



Once the crystals are gone, you'll need to knock out the two energy beams with Impact Webs.

his chest, hit the two sources of the beams with Impact Webs. Finish him off by attacking his head.



Fire a couple of Impact Webs at Mysterio's head, done to finish the fight.

HOW DO I DAMAGE DOCTOR OCTOPUS?

When you first meet Doc Ock, he'll be protected by an energy field. You'll soon discover a serious flaw in his defenses—an on/off switch will drop down from the ceiling after you knock the energy walls that radiate from the center of the room. Each time you hit a switch, you'll need to jump over a greater number of energy walls to get to the next switch. After you've hit the switch four times, the shield will temporarily drop and you'll be able to inflict damage on Doc Ock. Repeat the process until you've defeated him.



Watch out for Doc Ock's tentacles as you dash over energy walls. Push the on/off switch, or the Impact Webs at it.



This bad doctor will be temporarily helpless while his shield is deactivated. Keep hitting him until the shield repels you again.

WHAT'S THE BEST WAY TO ELIMINATE CARNAGE?

When a symbiote attached itself to a twisted criminal, the result was Carnage—two of Spider-Man's deadliest foes

in one package. Carnage will slash you and splash you with caustic liquid if you let them get near you, so keep running to

stay out of reach. Shoot the villain with a web line then yank them toward the sonic field to cause damage.



Carnage will slash at you with their scythe hands if you let them get close to you.



Maintain a safe distance from Carnage, shoot a web line at them, then swing them into the field.



The sonic field will regenerate before Carnage takes a hit. Use the time to get power-ups!

HOW DO I ATTACH THE TRACER TO THE LIMO?

The limo on the Chicago Stealth level will drive away a few moments after you begin the mission, so you'll need to plan



As a Perfect Agent, you'll have the Tracer Rig at the start, so don't bother going to the drop point.

the tracer quickly. Slip between the fences to the sewer area then enter the second tunnel you find. Go down the tunnel



Enter the long tunnel then follow it all the way to the grate at the end.

until you are beneath a sewer grate. Equip the tracer, target the limo's undercarriage then place the device.



The limo is conveniently parked above the grate, so all you need to do is target it from the tunnel.

HOW DO I DISABLE THE SHIELD SYSTEM ON COVERT ASSAULT?

Before you disable the shields, you'll need to disable the two Skedei guards. Sneak up behind the first Skedei warrior then



The first Skedei warrior will go down without much of a fight if you surprise him from behind. A frontal attack is much tougher.

stab it in the back. Change your weapon's function to Throw Polar Knife then toss it at the second Skedei. Grab the mon-



You'll probably get only one throw to take out the second Skedei monster. It takes a couple of seconds for the peace to do its job.

sters' Maelens and arrows, then carefully aim at the three odd terminals in the room to disable the shields.



If all goes well, you'll have enough arrows to destroy all three alien control panels. It takes those shields par-battlement.

HOW DO I DEFEAT THE THREE DUELISTS?

You'll face three foes in The Dual: the dardlynn Guard, Jonathan Dark and Trent Easton. In each case, you'll proba-

bly only have one or two shots—if you're lucky. The toughest opponent is Trent, who will nail you if you try to run. Your

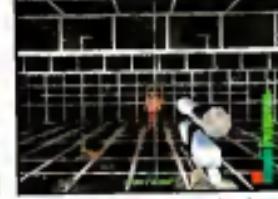


You can't run to evade the dardlynn Guard, but you have to be too fast to turn, aim and shoot.



Jonathan will be gone when you turn around. Run behind the wall to catch him in a crouched

best bet against him is to turn and crouch before you fire. Jonathan hides behind a wall, so you should sneak up behind him.



You will probably need to take several cracks at Trent. It will take perfect, lightning-fast aim.

THE LEGEND OF ZELDA: ORACLE OF SEASONS

HOW DO I MAKE MOOSH OR DIMITRI MY PET?

Most people will end up with Rody as their pet, but you can befriend Dimitri or Moosh if you find a flute before you

retrieve Rocky's Gloves for him. If you compete in the Subrosian dancing game until you win a flute, Dimitri will become

your pet. Buy a flute in the Horon Village Shop to make Moosh your pet. You'll find either pet in Spool Swamp.



Dance the day away to win a flute. When you go to Spool Swamp, you'll rescue Dimitri and make him your pet.

If you stop by the Horon Village Shop before you find Rocky's gloves, you'll be able to buy Moosh's Flute.

Dimitri can swim to Sunken City through treacherous, Rooted regions of Holodrum.

If Moosh becomes your pet, petted wolfzards will teleport you from Sunken City Hy over them.

HOW DO I SOLVE THE STATUE PUZZLE IN POISON MOTH'S LAIR?

The red and blue statue puzzle in Poison Moth's Lair is deceptively complex. You'll need to position six statues so that they

match a line of identical statues on the opposite side of the hallway. Start by pushing two blue statues and two red

statues against the wall, then shift the remaining statues away from each other so you can move them into place.



Start by pushing the two leftmost blue statues and the two rightmost red statues against the wall.

Push the remaining red statue to the right then shove the other two red statues together.

Push the third red statue against the wall so it lines up with the other two red statues.

Once the red statues are in position, all you need to do is push the blue statue into the remaining slot.

Q&A FAST FACTS

Stack! Pick up the phone and give our counselors a call or write to: Counselors' Corner, P.O. Box 57623, Redmond, WA 98073-0723.

Magi-Nation

- Why did the Foggons leave?
- You must pay the Ferayenne as soon as 200 Arrows are in to walk to take back.
- Is there a fast way to pick up energy?
- Try to use high level creatures when you battle. If you do an attack with less hit, your energy toward will be doubled.
- Where do find the Cloud Forest?
- You'll find it when you escape from Magi's Prison.

Donald Duck: "Goin' Quackers"

- How do I use the Teleport?
- Stand in the center of it then press R.
- How do I access the Save Room?
- You can access the save room only by pressing Start while you are in Giga's lab.
- How do I collect Teddy Bears?
- At the last time you back to a Teddy Bear before the timer runs out.

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Make the Most of your Game Counseling Call!

Starting this month, Counselors' Corner will provide tips for prospective callers to Nintendo's Game Counselors. This month's tip: Make sure you have a pencil and plenty of paper handy before you make your call. You may need to jot down some notes.

F-ZERO[®]

MAXIMUM VELOCITY



Blast into the future with a soaring Game Boy Advance update of a Super NES classic!

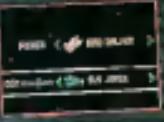
MAXIMUM MODES

F-ZERO Maximum Velocity's blasting world of white-knuckle racing includes a brand-new competition with unlock-

able tracks and machines, customizable tools and unlockable



After the F-ZERO Maximum Velocity Grand Prix is title, an field of honor can be races in 100 series of two track each.



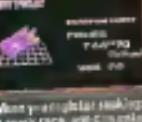
In Training Mode, you can select from all unlocked machines and tracks and configure a computer-controlled pilot's race mode.



A multi-track race for up to four players requires up to six tracks for every race. Select from the most accomplished player's unlocked options.



With a single Pak Card, you can link a road or track to as many as three other GBA systems using GBA Game Link Cables.



With your pilot's rankings in every race, you can race the Champion Cup.

FACE OFF WITH THE FUTURE'S FINEST

While F-ZERO Maximum Velocity takes place a quarter-century after the original, the shadows of Captain Falcon and his co-contestants loom large over the field. The pilots of the

new generation are driven to show that they belong among the F-ZERO elite, and they have the right equipment for the task. It's an all-new game—faster and more competitive.



HOT VIOLET



Hot Violet pilot and futuristic expert Mayumi Ueda is a repeat offender with a top speed of 57 km/h for six seconds—the best boost cosine of the first four available machines.



FIREBALL



Pinball designer and pilot Mackie Marcus has created a sturdy frame that can take more hits than any machine in the running. Read the 11 wrenches early in the race.



J.B. CRYSTAL



The design of J.B. Crystal's racer shows her love for vintage cars from the 20th century. It has long boost duration and excellent handling—a good beginner's choice.



WIND WALKER



With the best turning ability and the highest boost speed of the first four machines, pilot Nicki's Wind Walker performs in turns and straightaways.



SLY JOKER



Maintained by expert mechanics with the most advanced tools, Len Cyber Sly Joker begins out of a normal 40 km/h with a boosted speed of 59 km/h.



THE STINGRAY



With two engines working on top of each other, Alexander O'Malley's sturdy Stingray can maintain its 52.5 km/h boosted speed for up to 12 seconds.



SILVER THUNDER



Designed by F-ZERO expert Dr. Stewart, the Silver Thunder has a strong frame and need only one hit. When you control the machine with 100% accuracy.



FALCON MK-II



With great acceleration, an 11-wrench upgrade, Infra-red, the Falcon MK-II is a well-balanced machine. The pilot, Karel Acker, claims to be Crystal Falcon's son.



FIGHTING COMET



"The Bullet" Kenjiro's Fighting Comet is one of the fastest machines on straightaways, with a boosted speed of 60 km/h and boost duration of nine seconds.



JET VERMILION



Yoko Jr., the son of racing machine designer master Yoko, places the ultra-accelerative Jet Vermilion. It's the only machine able to break the 600 km/h barrier.

RULE THE TRACK WITH WINNING MOVES

With solid strategies and a lot of practice, you can beat the Master Mode's 100+ tracks. Use the Δ button to slow down and maintain speed in "slow" turns, and release the accelerator steadily and repeatedly while turning to make the move. When you hit obstacles, the racer will lose speed, bringing down its top speed. Use the Z-axes to repel.

The Master Turn button, a small bell-shaped button, controls the maximum speed in "fast" turns. Turn and release the accelerator steadily and repeatedly while turning to make the move. When you hit obstacles, the racer will lose speed, bringing down its top speed. Use the Z-axes to repel.

UNLOCK A WORLD OF RACING

You can unlock machines and courses with racing accomplishments. By completing the Pawn, Knight and Bishop Series at Standard Class difficulty, you'll unlock the Sly Joker. Do the same in Expert Class to unlock the Stingray and the Queen Series. Complete the Queen Series at Expert Class to unlock

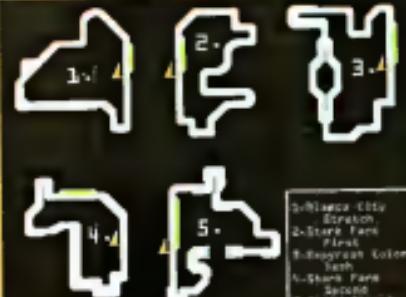
the Silver Thunder and Master Class. Next, Class accomplishments get you the Falcon MK-II and the Fighting Comet. The Jet Vermilion will be yours after you complete every race with every machine in Master Class or after you complete the Championship Circuit 255 times.

GRAND PRIX

Twenty-one circuits, one winner—the F-ZERO Maximum Velocity Grand Prix is a top-speed battle for the checkered flag in four competitive series. The series build progressively in

their level of difficulty. Start at the Pawn Series and work your way up to the Queen Series. You'll unlock the Queen Series after you complete the first three series in Expert Class.

PAWN SERIES



1. Alliance City Stretch
2. Star Park Pier
3. Bitterroot Valley Hatch
4. N-Snow Farm
5. Second 2-Cloud Copters Level Jump



The first race serves as an introduction to track elements such as Speed Down Areas and Jump Plates. When you clear the final curve, drift toward the center to flip up with a speed-enhancing Dash Plate.

PAWN 1



PAWN 2

Star Farm's cave-dotted First Circuit is a good place for Blast Turns. Tap the accelerator repeatedly to maintain control on tight turns. The fast turns here have rough shoulders. Stay in the clean, smooth areas of the track.



PAWN 3

The Empyrean Cockey Beach Circuit splits into two sections that are mirror images of each other. Try to maintain the same tempo of the split and hit every Dash Plate as you go.



PAWN 4

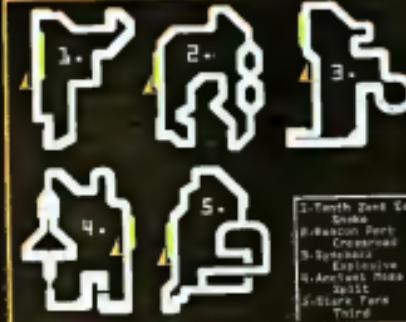
Beach Speed Down Areas spread from the shoulder to the center of the track in Star Farm's Second Circuit. If you hit a Speed Down Area, you will slow down in a hurry. Steer toward the clean and smooth track.



PAWN 5

The Pawn Series challenges you to excel in the chaotic. In addition to two 180-degree curves, when the Blast Turn extension is in use, the course features one long gap. Hit a Dash Plate before you jump.

KNIGHT SERIES



1. Tenth Zone East Series
2. Rubber Party Crossroad
3. Spunkabata Explosive
4. Arctic Zone Split 2-Cloud Areas Triple



KNIGHT 1

The angular Starla Circuit at Town-Zero Factor nine curves that are 89 degrees or sharper. The tightest turn leads 125 degrees to the right and leads into the backstretch. Use the Blast Turn technique to stay inside.



KNIGHT 2

When you hit the middle of the Figure-eight on the backstretch of the Tenth Zone Crossroad Circuit, continue straight across the intersection but not at your top speed—if you’re in a coffee course, with crossing traffic.



KNIGHT 3

Flicked with Explosive Traps and fire, the Spunkabata Explosive Circuit is a dangerous race. When you reach the left at the end of the backstretch, hit the Dash Plate mid-air to hit the outside while you’re managing over the hot stuff.



KNIGHT 4

The Arctic Zone Split Circuit is your introduction to slick surfaces. Execute Blast Turns to maintain control on icy courses. You’ll also hit a Dash Plate when the split track emerges to alter your trajectory.



KNIGHT 5

Star Farm's Third Circuit is the only track that splits into two paths with completely different finishes. If you go left at the right, you’ll encounter Speed Down Areas. If you go right, you’ll fly over a long gap.

CHAMPIONSHIP CIRCUIT

When you register a ranking-worthy time in every course in every series, you will unlock the Championship Circuit. That final track is the ultimate time Attack course. It has the Speed

Down, aero, Explosive Traps and several sharp turns—no expert racer's dreams. If you want to keep pace with the best registered times, you can enable the Champion unlock feature.

CHAMPIONSHIP



Championship Circuit



After you rip up through a field of Explosive Traps near the beginning of the circuit, you'll have to hit a 180-degree turn. Don't let that 1-2 combo phase you. Blitz! Turn and keep moving!

You'll also Dash Pastes on the outside of the course's wide and icy sections near the beginning track. Even though you may have to start on ice, you should take advantage of the added speed that the Dash Pastes afford you.

Cornering on ice can be very tricky, but if you've made it to the Championship Circuit, you know how to drift with precision. Use the Blitz Turn technique to make contact and stay away from the outside wall.



MULTIPLAYER MODES

There are two ways to race with multiple players. Both modes require a GBA for each player (up to four) and enough GBA Game Link Cables to connect all of the systems.

With a single Game Link, you can upload an exclusive course to all linked GBA systems. It's a good introduction to the game for players who are new to it.

SINGLE PAK



Single Pak



The tight turns on the track include a Speed Down area on the outside—shudder! If you go wide on this corner, you'll cover too much ground and lose speed at the turn. Use the Blitz Turn technique to cut into the turn.

The Jump Pastes is too far from the curve to offer a corner-cutting opportunity, but it is the only place on the course where you can pick up some speed at the end. Press Down on the Control Pad for a smooth landing.



MULTIPLAYER



The Multiplayer track requires a Game Link for every linked game system. When you boot up, you'll be able to select from the courses and machines that are unlocked or at least one of the Game Links.

THE FINISH LINE

E-ZERO Maximum Velocity is a feature packed thriller that sends you into the future of rocket-powered racing. If you master the basics and practice, you'll go a long way in a hurry. ♦



You found the Ocarina!



Sweet Potato

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

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

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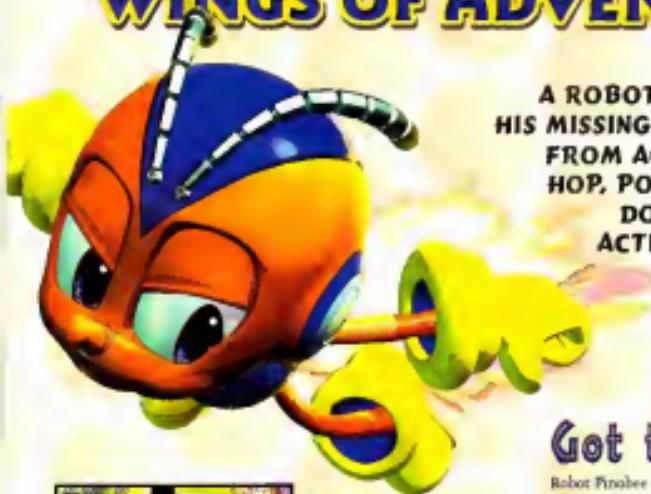


PINOBEE™

WINGS OF ADVENTURE

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A ROBOT BEE SEARCHES FOR
HIS MISSING MAKER IN PINOBEE,
FROM ACTIVISION. HELP HIM
HOP, POP AND ZIP THROUGH
DOZENS OF COLORFUL,
ACTION-PACKED LEVELS.



Get to Have Heart

Robot Pinobee has nearly all of the essential bee parts: a stinger, wings, fast legs and an engine for broken dashes. The only missing piece is the heart that Grandpa Bee was going to add before he vanished. Pinobee must find his maker if he's going to be a complete bee.



Bee Prepared

It's a jungle out there, or at least a fairly hostile meadow, and it pays to be ready for anything. After you select a diary to save your progress, choose the first level and get a feel for Pinobee's

moves, especially hovering and dashing. When you're ready, start exploring. You can quit any time and return when you're ready to go again.

Save Your Progress



You'll begin the game by selecting one of three diaries. Pinobee will write an entry in the diary at the end of each level, automatically saving your progress and offering clues about what you might have missed.

Know Your Options



You can access several important features through the main menu: select a stage, check your item inventory, read Pinobee's diary for clues about each level, and trade items with another player. Trading Points requires two GBA, Two Pinobee Game Pak's and a GBA Game Link Cable.

Build Your Inventory



There are 51 items in three different colors scattered throughout the game world. When you collect items, they'll appear in the Item Holder. If you collect enough items, you can earn new abilities and even change the story.

Your Adventure Bee-gins

On your quest to find Grandpa Bee, you'll explore nine sections of Pinobee's meadow—each one packed with hidden items and hidden items. As you buzz along, you'll develop new abilities that will allow you to explore more. If you learn an ability in a late level, you can explore previously unreachable areas in earlier levels.

1. Cozy Forest



Go Underground



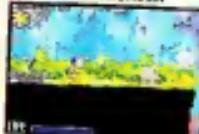
The entrance to the lower-left area of the first level is blocked. The only way to get there is through a teleporter in the upper-left corner. Return to the level after you earn an extra Dash, then fly up and teleport down. You'll find a entrance.

Mysterious Switch



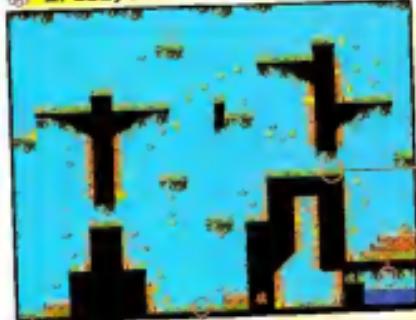
You'll find the Flower Switch in the middle of the level. There are similar switches in other game levels. By finding and hitting all of the switches, you will trigger an important event near the end of the game.

Metal Monster



Every level has a golden enemy that has influence over the game's other enemies. If you hit a defeat a golden enemy, the area around the next level will become more powerful and it will fly into the ending, too.

2. Cozy Forest



START



Cricket Conversation



You'll happen upon the character Cricket for the first time near the end of Level 12. Walk up to his red chair, but don't sit on him. If you chose friendly characters, your adventure will be more likely to end at Level 22, rather than continue to Level 23.

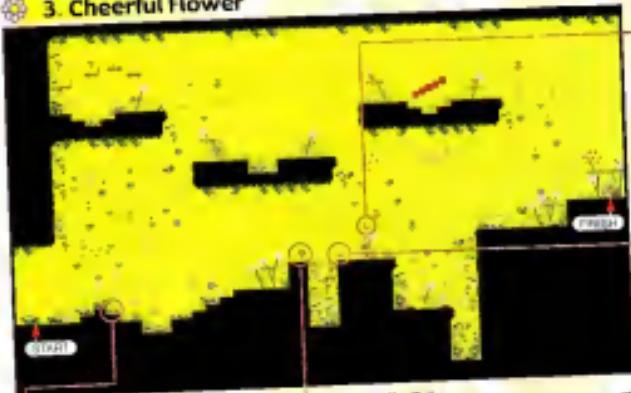
PASS



Quiet Cove

As you close in on the cove in the lower-right corner, the music shifts to a quiet theme. You'll find an item in a bubble there. Jump up and dash into the bubble; you'll collect the item as you fall to the platform.

3. Cheerful Flower



START



Checkpoint



The pyramid-shaped floating crystal is a checkpoint. Touching it will restore your health and save your progress.

Bubbles Bounce



The chain of bubbles at the beginning of the level will jump to its higher reaches. When you hit the first bubble, you'll ping up to the top like a pinball bouncing off bumpers.

Friendly Fairy

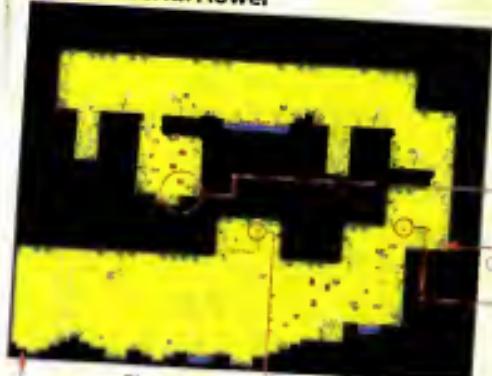


Seek out the Fairy and listen to what she has to say. She'll need to use her Dash ability. You can return to earlier levels with that additional gear to places that were previously out of reach.





4. Cheerful Flower



START



Blast a Block

The section in the middle of the level is surrounded by blocks. You'll be able to reach it once you can dash these times without noting. Approach the flower from the right side and dash through the metal side block.

Pinching Plants



The area near the upper-left corner of the level includes many plants and enemy characters, including a pair of springy plants. Be sure to avoid them completely or pop up and sting them from the very down.



5. Gloomy Road



START



Insect Cannonball

When you launch from a cannon, you will often land in another cannon and launch again. It's a good way to get to cut-off-the-way areas Hopo and Blast off.

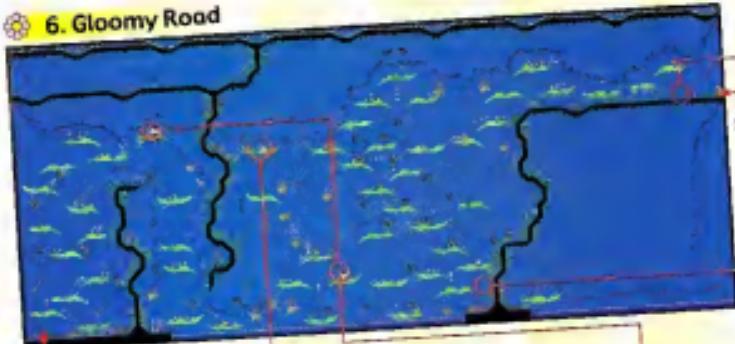
Mean Magnet



FINISH

The magnetic device near the end of the level will attempt to draw you in and hit you with an electric shock. Stay away from it.

6. Gloomy Road



Another Switch



LEFT

The Wind Switch in the sixth level is connected to the first level's Flappy Switch. There are more switches to find in the later levels. Push them all!



7. Gloomy Road



Sticky Situation



The robot spider of Gloomy Road drops spider webs and webbing. When you get caught in the webbing, you'll be vulnerable to the spider's attack. Wriggle out of the web and drop to the ground.

Bounce the Bombs



You can use the spider's bombs to your advantage. While the spider is lowering a bomb to the ground, jump up and Dash into the explosive device. It will knock it back and hit the spider.



More Adventure Awaits

There is much more game to play. When you earn additional Dashes, remember to return to earlier levels and explore the areas that were once out of reach. That way, you'll be able to find all of the inventory items and hit all of the switches. If you're nice to friendly characters, collect all of the items and defeat the golden enemies, you'll buzz up to the 27th level and see one of the more favorable of eight different endings. Don't worry. Bee happy!



2ks

SOON THIS GUY WILL GET YOU
FREE STUFF



Stay tuned, Get real and Dive In



THE LEGEND OF ZELDA

ORACLE OF AGES

AGES™

Dueling in dual GBC adventures, Link has double the trouble, but you'll be getting double the help. In part two of NP's Zelda strategy guide, you'll swashbuckle your way through the fifth dungeon of Oracle of Ages and learn how to earn the Iron Shield and Noble Sword in Oracle of Seasons.

EVERYONE
E
Ages 10 and up

THE LEGEND OF ZELDA

ORACLE OF SEASONS

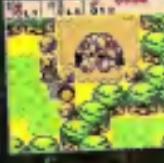
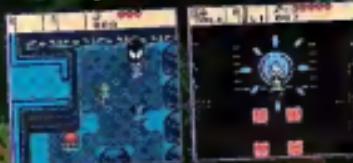
SEASONS



Coming of Age

Whether Link's adventure spans four seasons or 600 years, the Hylian hero's two GBC adventures require strategies of epic proportions. Last month's Zelda reader focused on *Oracle of Seasons*. In this month's tip, the emphasis shifts to Link's other quest. The time has come for *Oracle of Ages*.

Oracle of Ages



After completing the first dungeon and defeating the King of Ages in last month's Zelda strategy guide, you'll be ready to return back to town and explore dungeons two through five.

Locate north, you'll need the four sevens for your Royal Relic. This month, you'll have to use them to enter the Uncross'd Coast, earn the Iron Shield and trade up to a Double Bow.

Oracle of Seasons



Oracle of Ages

Link's adventure in Oracle of Ages takes place in Labryna, a world he must explore in both the present and the past. If Link is traveling in present-day Labryna, the map coordinates will correspond to the top world map. The bottom map depicts Labryna in the past.

Labryna World Map



Times Are Changing



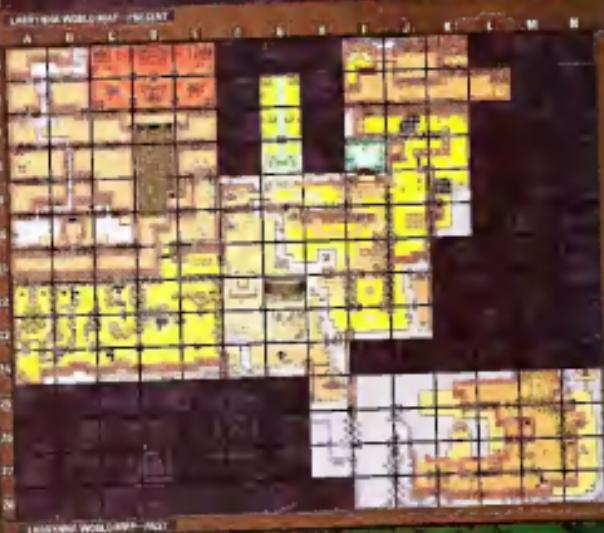
Evil Ganon has control of both the past. To stop him from reviving Majora, you must find the eight Essences of Time. Talk to the Maka Toto to find out where they are.



Queen Ambi's Block Tower



To progress Labryna into the Age of Birthdays, Versac has tricked Queen Ambi into building this Block Tower at 022 in the past. This space will be the site of your last fight.



Queen Ambi

Queen Ambi has the bombs you'll need to smush Wing Whington. But you'll have no time...Mystic Seeds before you'll be able to meet her darkness. Watch the path to fulfill her cruel request.

Mysteries of the Duke Forest



In the path, are your Seed Satchel's Broken Seeds to search the swampy path at A24? Follow the path to G22; then take the stairs. When you reach A23, swing your sword at the tree to harvest its Mystery Seeds.

Bombs from Queen Ambi



You can smush Mystic Seeds by using a ladder—skip the set at A23—to jump stairs, but save lower seeds for the queen. As you knock roads through the dense royal guard and take you to her, she'll give you loads.

Wing Dungeon

With the explosive gift you receive from Queen Ambi, you'll be able to make off for the Wing Dungeon. In Lakaynak's second dungeon, you'll earn the second Element of Time and the ability to jump.

An Explosive Entrance



After receiving bombs from Queen Ambi, head to the Wing Dungeon entrance at D23. When you break at the cave to discover 30 seeds.

1. Color Coordinating



As long as you have a shield, you'll be able to deflect the charging beetles in room D4 so you can attack the vulnerable underbelly. Extravagate these to enter room D4, then push the color cube into the hole. It is lava—make it stop, the north exit will open.



2. Dungeon Map and Key



In C1, break the crack in the room's east wall. Walk through the hole you've created to enter D1. Once you've cleared the map from that room, head to A2. Before all the enemies, head back there to grab a key.



3. Boom to the Secret Room



Backtrack to room B4 and step carefully to unlock the West doorway. B4, bomb the southward to knock down A to room B5. Head down stairs to the secret, then break the stone walling passage to B6 to locate King in room F1.

4. The Compass and a Cart Ride



From F1, return to E1 and fight the skeleton. Once you've cleared all the busters into oblivion, you'll be able to slide the concealed block sideways to E2. You can now use the compass. The last you pass, then get to E3 and ride the carts.

5. Swoop



Pop off the trail to meet Swoop, a winged dragon at E3 who will create a hole effect everywhere it touches down. Since Swoop can't punch through the blue tiles, station yourself on the blue portion and stand in what it lands.



After you've permanently grounded Swoop, exit E1 through the upper door and descend through C. Head right to E2 and take a steelyard. On the way, you'll find a Seed, an item that will enable you to jump.

7. On the Right Track



With your new hopping abilities, return to C8 and jump over the yellow tile until it turns red and the tile to the left is red. When the tile turns black, continue east and into the mine cart in D8. Book your way into E7 to find a key.

9. All Aboard for a Gasha Seed



Be sure to upgrade to C8, then venture through B7 to never dear to you can hop to the red floor tile in C8. Jump carefully if there fails to cross the redstone gate, then ride the cart to E2 to retrieve a Gasha Seed from a chest.

11. Matching Statues



Enter the room in D2 by jumping the staircase to the right, as you march the four pieces of statues on the left. You can always swap the statues that march the center of the tile in front of the torches. Hop over the tile to change its color.

Setting Sail

You'll find the third instance of Time stranded on an island. To make your voyage as go invincibly, you must first acquire a few enduring items. Begin your preparations by visiting Chevyl's Grove.

Learning the Ropes



In the past, while Chevyl is gone, Zora Glaceon will tell you about the indestructible strength rope he's developing. When you leave his house, Raigoh will intercept you and tell you that the rope is in reality in present-day Yell-Geyah beyond.

Under Chevyl's Grove



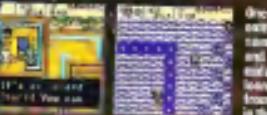
With Mischief to move L6, and Iron Ties to fly you to the Northwest Landstone. Push it to go underground. Retrieve the surface, pull the lever to open the barricade enclosing Zora Flippers.

Tying up Loose Ends



Return to the past and deliver Chevyl's rope to the Raigoh in his workstation. Head to A28. Raigoh will tell you a secret, but you'll need to visit Island Shanty. Rockey the Jangaroon will help you land in no time in the present at A7.

Shoving off for High Seas

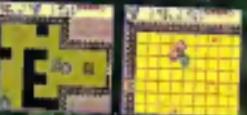


Once Raigoh keeps you to Tingle and the kangaroo's pouch, Do some hopping of your own, and swing your advent in similar to Raigoh's pouch. Get the Island Chest from Tingle. This will get you in the past to set sail.

8. Workin' on the Railroad



10. Uncovering the Boss Key



The Battle with Head Thumper



In A9, push the blue carts into the traps so Raigoh will sweep up and smash the red cart away. Once he reaches C7, then solve the puzzle by hopping over the tiles. Reach the blue and yellow cart to win the key.

When down the Head Thumper in E7 by sliding on top of it. Exit next to E6, where you'll win the Boss Key by defeating the cartoonish Mobs. If you keep over the center tile, it'll be able to see them and from there.

Drop-breaks onto the Thumper's head and dash into the lower-right corner to dodge its attacks. When you slash it, the head will open, showing its many faces. It'll mega attack, so take damage.

Saving Moosh



Drop to the present and head east to Field Geyah, where a benevolent creature named Moosh will be surrounded by ghosts. Savor all three spirits to say Moosh can give you a ride.

Chevyl's Rope



The flippers will allow you to move and dash. Dig your toes into the deep water in Chevyl's grove. Then use a sword to break the strand to recover Chevyl's special rope.

All Jumpy and Tugly



Get on the beach outside Black Rock and pull the hanging plants. It'll turn them to the Kangaroo's Target. Use the Pocky, and you'll make your way to the castle. Go into the past to A8, where Tugly will give you the Island Chest.

Shipwrecked on Creston Island



A strong will rock your staff when you end toward A24. Now it washes up on Creston Island, where the ocean has inhabitants called Tokay. Not afraid of your staff? Discover everything, follow the zip line, and see page 72.

The Tokay

Exploded, scattered items, you may find the Tokay who have stolen your goods. You have to catch the Tokay to get all of your items, though you can also buy your stuff from Piko, Bokoblin, or Mido.

Shovel and Sword



Begin retrieving your inventory by heading south. Count the blocks at L27 to review your shovel from a Tokay, then go north to L28. Inside the cave, you should find a chest that appears to reach the Tokay who has your sword.

Wild Tokay Challenge



Climb the ladder at N25 and bomb your way through the cracked cave entrance. Inside, use the Power Bracelet to knock the Tokay to the ground. If every passing Tokay so you can win the Soviet Sketching At N25, plant your plants.

Power Bracelet and Seed Satchel



Back at the trading hut at N25, enter and you get the Power Bracelet. Recount the cave at L27, then leave the robes blocking the northwest path. Once in, then take the stairs up to the surface at N26 and the Seed Satchel.

Before Warping to the Present



Fish the green holes at K26, K25 and N27 in front of the entrance areas in the cliff-sides. When you warp to the present, the holes will sprout into what you once catch.

Power Bracelet and Bombs



After long journey west, enter the trading hut at N25 and swap your Traveler for the Power Bracelet. Using the bracelet, hit the rock at N27 and take the stairs to the Gungeon just to that basin.

Roc's Feather and Zora's Flippers



Return to the trading hut at N25 and exchange Traveler for you end up with Roc's Feather. Blast open the cave at L27, then jump from there to shore and if you reach Zora's Flippers...

Mystery Seeds and the Horn of Ages



With the Seed Satchel in tow, head Mystery Seeds at the trading hut to increase Health. Next, using the Power Bracelet and Roc's Feather, traverse the cave at L26 to retrieve the Horn of Ages.



Moonglit Grotto

By warping to the present from area J20, you'll be able to stroll to the third dungeon entrance at K24. Inside, you'll find a new room and enemies.

1. Music Slays the Savage Beasts



Begin plowing the island below by heading the west blocks at C6. Fetch your items and then to enter K24, then play your trap to defeat the音乐化的猛兽. With your victory, you'll see the map for Moonglit Grotto.

2. Crystal Shards



Scatter 100 crystal shards to your inventory, then encourage through 100's screen file to enter K24. After dropping blocks or breaking them into the green barrels to blast off cracked rocks, you open a path to let the gungeon's second crystal.



3. Northwest Movement



Once you've destroyed the crystal in E4, push the westward-moving stone so it lands in the northwest of the central green tile. If you repeat this in according to the picture to the left, you'll win a key.

4. Statue Blasting



Enter and remove the statues in D4 from different directions until it opens up to the north. Head to D5, then enter E3. To win the reward, step on the floor switch, then break the Armos statue into rubble.



5. Floor Fighting and Falling



In E2, the dark floor tiles will raise by one by the end of the level. Head down to E1, then use the switch to raise the floor in D4. A mark at the bottom will grant you another key. Head to E3, then break the switch.

6. The Third Crystal



Shake the worms in C10 to win C11, then defeat the bouncy Bokoblins. Exit through the castle door to the north, then head up staircase A to destroy the crystal in C4. Return to C11 and break the switch to enter the southeast door to C12.

7. Bombing Run



There is a bomb over each of C2's green tiles; the shifting sand causes it to roll. When it lands on the orb you know, the Armos statue will awaken. Break the Armos to earn the key.

9. Seed Bouncing



The Seed Shooter can launch seeds vertically, horizontally, or diagonally, and you should use ricochet to 19 seeds from the tree now. Use ricochet to break a seed into the final crystal in C3 and break Seeds into the berries at D7.

Break a boulder in E4 to escape to room E5 on the first floor. Head down to A6, push the top boulder, then it bounces into the puzzle picture shown in the left screenshot to earn a key. Use it to break E5, where you'll battle the Seed Shooter.

11. Going for the Block



After you've defeated Sub-Ghoom, skip D7 through its west door and walk to E2 to earn a key. The prize will be yours if you break the lower-right block and spike seeds.

8. Seed Shooter Showdown



Arm your sword and shovel, then head to C8 to battle Sub-Ghoom. The boulders will try to evade your attacks, so dig up the nearby boulders to the road to assault the monster. When it's above ground, attack it with your sword.

12. Ricochet Riot



In C8, use your Seed Shooter to blast the orb switches to activate the red spheres. If you do, the spinners come to life, so try to break your seeds to hit the green spheres that will roll onto the bridge.

13. Boss Key Bonk Shot



To reach the Boss Key, stand on the button in E3 as the spinners point in the direction shown in the far-left picture. When standing on the button, fire diagonally up and to the right to hit the lever and open the door to the Boss Key in E5.



Defeat the last 3 Sheikah shadows, then bring your shield to her when she materializes. She'll disappear if you do, but the fire your Seed Shooter will it well if your sword bounces back too far.

Build Bridges

Making a Dinner of Dumplings



Save Imagry Tokays one step at a time. She's the Dumpling King's chef. Save her from becoming a meal by offering Easter Seals to the Tokays. After they've had the seals, make your way to Dumpling back to Lynx City.

Lost: Three Carpenters and One Animal



By crossing the bridge at E3, you'll be able to reach the wood carpenter at E3. Take no time to hear about his missing co-worker, then head back to E3. On your way to E3, you will also need to find the lost animal in the Forest Woods.

Find the Three Workers



Lost in the Woods

With the Seed Shovel, you'll be able to excavate necessary items like the one at E3. Once the small tree is in place, then get the lever to bridge the gap.



Navigate the pointed up layout of the Teeter Woods to find the Woods if you've already won or purchased the tree, you'll be looking for Teeter or Dimples.



Symmetry Village



The carpenters' bridge at E3 will lead you to the name of Symmetry Village. Navigated by a compass, the once-balanced town has become a ghost town, and a trip back in time will give you the clues you need.

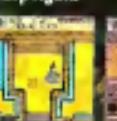
Back in Time

Cracked Tiki Nut



Everything in the main part of Symmetry Village has a cracked or warped effect. In the warp portal, talk to the Headless in the east and the one in the west. The cracked case you speak with will give you the cracked Tiki Nut.

Tokkey and the Tiki of Currents



Let's Do the Time Warp Again

The Tiki of Currents that Tokkey taught you will allow you to warp from the past to the present without using a Time Portal with the ring and Tiki Portals to warp to isolated areas in the present and past. When you reach E3, push the stone to redirect the flow.

Vine and Trigo on Your Side



Patch's Crazy Court



When you emerge in the past at E3, head east and climb the wall at E3. Once in Patch's court at E2, then level the lava to the left and keep the trampolines track by the boulders can fix your net.

10. Getting the Switch Hook Hookup



Journey to B1 and break the cracked wall to make an staircase entrance into B5. Win a new item—the Switch Hook—by walking over every blue tile in a continuous path without stopping on the same tile twice.



13. One-Way Maze Walking



Defeat the maces walking around in B5, then visit the river's key by solving the puzzle, which is similar to the one in room B3. If you cross up, monitor the river to get to the floor tiles.

15. Playing Hooky



Pat down A1's lever, then make a mud dash across the lever to the first pit. Break it, then hook the pots to cross the last one once it has rebounded. When you reach A3, both the pots to weigh down the switch and summon a chair.

The Gorons

According to the Maku Tree, you'll find the next Elixir of Time atop Rolling Ridge. Towering in northeast Labryna, the mountain will require you to travel between ages to reach the summit.

On the Rocks



In the past, trek to B7 and cross the pits using your Switch Hook. Later the crew across the way to meet about the Goron Elder. You'll need a key to the past. You won't be able to help him yet, so journey to the present.

Bubble the Moblin



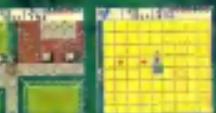
When you airdrop Pegasus Seeds from your Switch Hook, it is easier to cross the short lines of speed. The added spring in your step will be just enough to get you across the gushing waterfall in front of the present. Once across, meet Kao Mawla, then use the Power Bracelet to throw his boulders back at him. Try this to win Banch Flower.

11. The Ol' Switcheroo



The Switch Hook allows you to swap positions with pots, change the wall blocks and open secret doors. Right-click places with the diamond blocks in B3 and C4 (position the diamond on the bottom-left to reach positions A & B).

12. Can't Stop the Flip-Flop



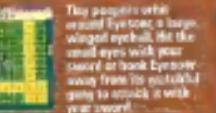
Down in C7, hook the diamond block off the incline, then hook the pot to leave the slide area. Flip-flop the diamond over the button to exit, then deposit the block in D6 (see tip B10 on page 75).

14. Into the Tunnel



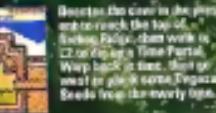
Jump across A1 to enter the tunnel. Using your Switch Hook, swap places with the pot to cross the corridor. When you emerge, take the path to C6. In room C3, pull east to A5. Pull the south lever to open the door to A4.

The Battle with Eyscar



The pupa who created Eyscar is a large, winged eyeball. Hit the small eyes with your sword or hook Eyscar away from his mouth! You're going to attack it with your sword!

Pegasus Seeds



Break the cone in the present to unlock the top of Rolling Ridge; then walk to C2 on Rolling Ridge's Time Portal. Warp back to the past, then go west for a cone. Pegasus Seeds from the Harmony Tree.

Rescuing the Goron Elder



Return to the past and deposit the Goron Flower in the pot. Next to the老人, who is trying to rescue the Goron Elder, trap him in the cone. Your delivery will save him, and he'll reward you with the Cross Key.

Link's Long Jumps to the Crows Dungeon



The Crows Key unlocks the fifth dungeon's entrance at KT 30, right, with the chest that starts the crow at J1. Use Position Beads and lava to get there to jump across the water gaps in the cave, which leads to K3.



Crown Dungeon

Inside the Crown Dungeon, you'll find the GBA Source of Time and an enchanted chest that can create a block. The trip won't be easy, though, since you'll have to traverse sets of boulders that alternately move up or down.



5. Red Down, Red Up



When you duck down to A6, hit the air to lower the room's red boulders. When you're north of the red boulder, shoot the air to re-activate the red boulder, then go down a staircase. It's a free fall from the chest in A8.

1. Lowering the Blue Barricades



Crown dungeon features a set of red barricades and a set of blue ones. When one set goes up, the other set of barricades will be deactivated. Red switches control the barricades. Hit the air in C4 to lower the blue barricades and raise the red ones.

2. Dungeon Map



With the blue barricades deactivated, you'll be able to climb the suspended platforms in D4 and descend it to E5. From there, enter D6, then go east to E2. If the blue air catches you in the right, jump over its boulders, then open the chest to snag the map.

3. Lowering the Red Barricades



Reach the air in D4 and hit it to lower the red barricades to the east. Enter E4, then work your way to A3. Melkabs patrol the rooms, so reliance from their duty with a few sword swings, then head down to staircase A.

4. Downstairs and Upstairs



Staircase A leads you to A3, where you can break the suspended block onto the floor boulders to end the room. When you make your getaway, you'll enter A2. Ascend the staircase to emerge at B in A2.

5. Ricochet, Ricochet, Ricochet



From A4, head back to A1 and let the room's air. When you've lowered the blue boulders to A4, head west to B5. Use the reward key to shoo a Melkab away, then head down to staircase A for all three stories.

7. Ember Seed Shuffler



With the blue barricades down, look to C6 and descend staircase C. You'll end up at D7, where you must fight the four Imps with Ember Seeds. Knock your seeds off the spawning while standing in the center of the room.

8. Cone of Somarla



Step on the horizontal G3 to use the color pattern. On the right side of the room, move the statues according to the color pattern. If you move them incorrectly, you'll use the Cone of Somarla, a magic word that creates blocks.

10. Barricade to Barricade



Strike the orb in G4 so you can go down staircase B in G4, G5, G6. Hit the orb while standing on the lowered red barricade. Repeat the red diagonal on the blue barricade to go up and fall G6 and enter the tunnel under staircase E.

12. Stepping Up



From G11, back-track to G10 and head up staircase D. Hit the orb in G4 to lower the blue barricade, then go down staircase G in G5. In G5, take staircase H, then cross the side-snaking area by using a block from the case in G5.

14. Tandem Movements



In G5, you must move each statue onto the orb to win a key. If you push one statue, the other statue will move to the same direction. Lock the statues into place by propelling a Cone of Somarla block against it.

16. Hooked on the Compass



Create a block series of the letters in G3 to keep the bridge suspended, then exit G. At the chest, break either colored block to claim the compass; this breaks either diamond block to escape the chest's dead-end area.

17. Ups and Downs



Take staircase J to exit G3, then walk west; your way to staircase K in G2. While standing on the bridge or lowered blue barricade, shoot the orb, then head to G2. After breaking that red orb, which the book needs, then the book.

18. Boss Key



To win the Boss Key in G8, you need a total of eight surfaces to the side. There's no problem to follow, but the trick is that all four of the main blocks will move when you push one of them; this is the case to block them off.

9. Four Pressing Situations



The Case of Somarla is ready for weighing down blocks. In regular G6, push each statue's weight onto the floor blocks. Shoot an orb in the case to create a block on top of the left-side button. You'll win big when all four buttons are pressed.

11. In the Dark



From G11, go east, then the winding bridge to another. Use the Cone of Somarla to create a block, then push it in front of you; you'll move on to the red barricade or exit. Wait; the path leads to G10 when you see the key.

13. Shoot the Orb



Fire your Super Shovel at the orb in G10 to knock the red barricade, then push it again to lower the blue barricade. Walk across it to level through the room's nearly exit, leading to G5.

15. Playing fetch



Push your chest to G5, and make sure you've got the job to deactivate the blue barriers before leaving. From G5, go north to G4 and G3. Use the Case of Somarla to deactivate your diamond key by propelling the block in Swoosh.

The Battle with Swoosh



The purple Swoosh will split and scatter; shoot the block to deactivate the blue barricade. If the blue block collides with a red one, they'll re-form Swoosh.



In the last battle you play against Swoosh, place Case of Somarla blocks in the blue "dead" paths to prevent Swoosh from colliding.



Once when you've got rid of all the little blocks to create lots Swoosh will be able to ignore the airship. Use your sword to defeat the big wood.

8. Two More Keys



Escape from this room to enter E8. Use the glove to close the gap, then in the room is the key to E9. For another key, take E9's west leads to E10. Use the glove to spin yourself to and away from the floating spawner.

10. Great Balls of Fire



Enter E10 from E9 and use the glove to negotiate the jump so it lands in Mack's shop, then open the Circle scroll to E11 and use the Glove to move the ball to the entrance in step 5. Place the ball on the floor buttons or trigger E11 from E10 in result.

12. Fatal Attraction



With the Blue Key in your possession, unlock the block in E12, then land on Mack's shop entrance E1. Use the Magnetic Gloves to cross the stream, then wield their power to pull yourself across the gaps in E13.

9. Crashing Tiger



Use one of your keys to unlock E11, where Link finds a Spawner who, though he looks like a tiger, is actually a spawner who won't move. When he does, he can jump up to break your key, so run away when it's inevitable when it's inevitable.

11. Magnetic Fields



Armour E12 holding the Blue Gloves, then jump to the sphere in front of you to magnetize yourself from the floating fire. E13 has no doors, but because E12 is in the bottom, use magnetism to make ledge jumps to reach the Tiger Key.

The Battle with Diggora



Break the glass, spin a sphere and use the Magnetic Gloves to distract the ball into the hole. Then, holding the Red One and Diggora's sword, bite their extremities. Use the ball to pull yourself up to them all.

The Iron Shield

Finally and unfortunately, the Magnetic Gloves from Unseen Cave will help you get past enemies on the Red One and Blue One you'll need to earn the Iron Shield. Boost your protection by following the steps below.

Red One



Find the Red One by entering the cliff-side entrance to Elysian Lake. When you emerge in Salacore, climb down the south-side ledge, then wait until you use the Magnetic Gloves to create the path into the cave.

Blue One



To search the Blue One, drop off the cliff in the entrance. Head back to the left of Moonlight Spring, then head up to the top of Salacore. Once you're at the top, drop off the cliff.

Hard One



When you emerge to Salacore from Elysian Lake, you'll appear to have passed the exit to the Great Forest. If you take the Red One and Blue One so that last step, the Salacore will drop into the rocks instead of the Red One.

Iron Shield



Within the Red One and Blue One you'll find the Red One. Head to the Salacore Shire. If you tell the Shire to "Do whatever," it'll immediately create the field. Open the Iron Shield—there's a sturdy rock formation near the western Waterfall Shire.

The Noble Sword

Library Lighting



If you're going to upgrade to a level-100 Shield, you might as well have a matching sword to go with it. The trading sequence below will help you on your way to earning the level-10 Noble Sword.

Witch Hunt



Check out the Library in the Woods of the Moonlight Forest, the book room with an iron chandelier, to select some light on the darkness by trading the Iron Seed to the Witch. In return, she'll give you the Noble Sword.

Lava Is Good Food



Wade the marshy parchment-maze. Fly by on her location as various instances throughout Holodrum. If you happen to drop into her lair, you have the Len-Len Egg in your inventory, she'll trade you her Glittery Egg.

Something Fishy at Iago's House



Iago in Seaside City has offered his house with views, and the Goron Vase is perfect for his collection. He'd do anything to earn your favor—including skipping his required chores. If you give him the vase, you'll rest in his tub.

Fungi from a Sleeping Guy



A man naps in the west corner at the foot of the Mt. Cucco cliff where wild cucco patches grow. Give the hunky slumber a nectar up cell with the Megaphone to earn his Megaphone.

A Slick Exchange



Speed some time with the clockmaker in his Horne Village Clock Shop. The man will go to work for just Wooden Bar. Trade it to him to receive the clockmaker's Engine Grease.

Poultry in Motion



Deliver the Gourdelette to Melon, the plucky girl cooped up in the house full of crazy chickens. As thanks, Melon will shell out something in return—the Len-Len Egg.

Spool Swamp Swap



Take Majora's Glowing Doll to Spool Swamp and visit Mrs. Head's Villa. If you beat the crazy toad to the Inspector, the frog rewards you with a Len-Len Egg. Make the trip, then go before guard to Sora's.

A Little Soap for Biggeron



This short Seaside path leads to Goron Mountain in north Holodrum. A mighty big cat, Helpful Bigroron, gives her the Love Soap after stamping your Sora's. Return to Sora's, and you'll pass the Breen Nose.

Here, Kitty-Kitty!



In North Breen, just east of Impa's Bagga, a man sells, through a Megaphone, to kill his cat, Only-pur. If he can hear the cat claws from the tree, as given it to the cat owner, who'll give you his Megaphone in exchange.

Syrup's Potion Shop



In the Winter, you'll be able to enter Syrup's Potion Shop in Seaside City. Through the cold weather, you'll get a warm reception from the witch. If you trade her the Megaphone for her Wooden Bar.

Greasening Up His Dolly Grind



Head east from Romeo Village to visit the organ grader by the windmill. Sing "The Melody of Goods" as your tune, and you'll find the Engine Grease. Whenever you encounter the Organ Grader, please sing that for the Organ Grease.

The Lost Woods

Member's Card



Want to become a Member? The shop. We're招收 has its own password. So instead of using the Member's Card, if you don't have the five Rupees to buy it, try spending Rupees to turn the Woods. Otherwise, turn the Woods.

X-Shaped Jewel



The map shows the location of the four jewels that unlock the Lost Woods. Find the X-Shaped Jewel at the head of the Forest of Ages. Right, the torches cause the ledge, then break a Mystery Seed in the question mark rock.

Square Jewel



You can obtain the Square Jewel in Spicy Sausage only in the winter version, that drops a torch while cracked with that contains a coin. When the earth-shaking, head in to remove your prize.

Unlocking the Gate



The four jewels act as keys that unlock the forest's northeast of the Pegasus Tree in Spicy Sausage. Place each jewel in its appropriate slot to open the gate.

Crossing the Pond in Autumn



By pushing the statues into the line, you'll be able to use them as stepping stones when the winter version set. Between fall to distract the area, then cross the pond east and go down stairs for directions to the name.

Entering the Ancient Ruins



Use the statue to knock the snowball to knock the top of the cliff. Move the statue, then drop off the ledge. Use the Hoist in the spring to pay back up on the ledge and ready for winter's entrance.

As Time Goes By

Doing double-duty in two separate games, Link has finally completed the fifth dungeon in both Oracle of Ages and Oracle of Seasons. Each game boasts eight dungeons, and you'll have far more adventuring to do than just exploring the three remaining dungeons in both games. This is one game so you can win a password. If you start the other game using this password, you'll unlock additional areas and minigames that'll keep you busy all season... and for many ages.

Behind the Shop Counter



How about a Member's Card to claim the Woods Village shop, or what you would be able to buy there? Just 200 Rupees to purchase the Treasure Map.

Get the Round Jewel



Pyramid Jewel



Swim southeast of the shop to Gerudo Ranch. Enter the camp, then talk to the woman. As long as you have the entrance to the train line open, it'll take you the Round Jewel.

Take a ride in the dry water near the entrance to Gerudo Ranch. Swim through the wilderness to the pyramid jewel—the fourth jewel could be yours, like East Woods.

An open gate near the lake, common enemies, climb the vine, go west, then drop off the ledge to pass a staircase. To take the stairs you'll have to remove it, return to the staircase, and combine it with the stairs.

Directions to the Noble Sword



Now the Lost Woods. After the local Bokoblin's attack, then play your Photograph to him so you can hear the directions. Be sure to use the Hoist in the spring to pay back up on the ledge and ready for winter's entrance.



*Keen's on the Case,
Making Outer Space Safe!*



Commander KEEN

To the kids at
school, you're Billy Blurt.

To alien enemies in the galaxy, you're
super hero Commander Keen! Your mission:
Face off against intergalactic creatures, find the lost
Plasma Crystals and save humanity—it's all in a day's work.



From the
game masterminds
at Id Software™



*David A. Palmer
PRODUCTIONS*



IdSoftware.com



ACTIVISION

[activision.com](http://Activision.com)



Travel, jump and climb as you search
through various rooms and rooms
of space stations with your trusty
Worm Key Blaster.



Capture these space-worlds filled
with exotic alien jets, magical
potions and special teleporters.



Solve cryptic puzzles, recover
clues and fire special bolts that
unleash rocket boosters. Choose from
three different playfields, each
with its own gameworld experience.



Pokécenter

Item Finder

Some of the easiest, not to mention the most asked-about, new things in Gold and Silver are the great items available for your Pokémons to use in and out of battle. Pokémon Trainers from all over have been asking the Pokécenter for the locations of many different items, so we've put together a chart

featuring the items you've asked about most often. When reading the chart, keep in mind that Pokémons aren't always holding items, so you may have to catch quite a few to pick up the item you want. Wild Pokémons in Gold and Silver rarely have items, but with patience, you'll get them!

ITEM	BENEFIT	HOW YOU FIND IT
Berserk Gene	Normal	Find a Normal Pokéball in the Pokécenter.
Black Belt	Attack	Trade to Wally on Monday at the Lake of Rage.
Bright Powder	Healing	Trade a Moltres, Articuno, Zapdos or Moltres from Red, Blue or Yellow to Gold or Silver.
Gold Berry	Food	Trade a Diglett or Wigglytuff from Red, Blue or Yellow to Gold or Silver, catch a Furret in Gold or Silver, Mystery-Gift (very rare), or win 3rd Prize in the Egg-Catching Contest.
Gold Trophy	Utility	Trade a Gids Pokéotion from Pokémon Stadium (not Pokémon Stadium 2) to Gold or Silver. It may have the Gengar Box inside the Gold Trophy, which you can set up in your room.
Iron Ball	Attack	Talk to Arthur on Tuesday on Route 36.
Lucky Egg	Utility	Catch a Chansey in Gold or Silver.
Magnets	Utility	Talk to Bummy on Sunday on Route 37.
Mystic Water	Healing	Surf to the left of Olivine City to talk to the fisherman on the island.
Pink Bow	Utility	Talk to Tuscany on Tuesday on Route 29 or talk to DJ Moby after you save the Goldennails Radio Station.
Recover Bark	Healing	Talk to Prioda on Friday on Route 32 or catch a Beedrill in Gold or Silver.
Beast Lens	Utility	Mystery-Gift (very rare).
Sharp Beak	Utility	Talk to Monica on Monday on Route 40 or catch a Dodrio or Fsand in Gold or Silver.
Silver Powder	Healing	Catch a Butterfree in Gold or Silver.
Silver Trophy	Utility	Trade a Gift Pokémon from Pokémon Stadium (not Pokémon Stadium 2) to Gold or Silver. It may have the Normal Box inside the Silver Trophy, which you can set up in your room.
Spit Tag	Utility	Talk to Sartoo on Saturday in Blackthorn City or catch a Magmaris in Gold or Silver.
Twisted Beacon	Utility	Trade a wild Edelbreit from Yellow to Gold or Silver.



Pokechat

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

Q: How many Steel-type Pokémons are there?

A: There are a handful of Steel-types in Gold and Silver: Steelix, Ferrothorn, Scizor, Magnemite, Magneton and Skarmory. As far as we know, there are no pure Steel-types.



Q: What does the Berserk Gene do?

A: When the held item Berserk Gene activates, it raises a Pokémon's Attack by two levels, but it also confuses the Pokémon.

Q: What can I do with Gold Leaf and Silver Leaf?

A: You can sell either at a Poké Mart to make a little extra money.

Q: Can I really get a Virtual Boy for my room in New Bark Town?

A: Yes, you can—but it's rare. Try Mystery-Gifting with many people or with Pokémon Stadium 2. If you luck out, you will get the elusive Virtual Boy.

Q: What's the point of all this mail I keep getting when I Mystery-Gift with my friends?

A: The mail is a way to send messages to your friends. You can type a message on the mail then give it to a Pokémon to hold. Trade that Pokémon to a friend to deliver the message. You can print out mail if you have the Game Boy Printer.



Q: I heard that not all of the Pokémons are in Pokémon Stadium 2. Why aren't they there?

A: Don't worry, all the Pokémons appear in Pokémon Stadium 2. You can't rent Mewtwo, Lugia or Ho-oh, which may lead to some confusion. You can rent Mew and Celebi, but not for every battle.

Q: Why are some of the Jigglypuff wearing bows in Super Smash Bros.?

A: The Jigglypuff come in different colors and some have bows to differentiate between multiple Jigglypuff. If more than one person chooses to play as this salmon-colored slugger, another good question would be, what's with the bows on the alternate Jigglypuff? They're only silly.



Q: Where in Gold and Silver can I get the Super Rod?

A: When you make it to Route 12 in Kanto, talk to the man in the cabin. He will give you the Super Rod.

Q: What do I do with the Shuckle. The Trainer in Clawwood asked me to hold for him?

A: You can train it and make it like you by giving it items, keeping it healthy, using it in battle, having it groomed and keeping it in your party. If it grows to like you, the Trainer will give it to you to keep. If it doesn't like you, the Trainer will ask for it back.



Q: How do I get my Pokémons groomed?

A: There are two places to take your Pokémons for a little pampering. The barbers' table in Goldenrod City's Underground is one destination—only one barber will be there at a time, and the older and more expensive barber (barber is the better one). Neither barber is in on Mondays. The other place to go is Black House in Pallet Town. Black sister, Daisy, will groom your Pokémons free of charge if you visit her between 3 p.m. and 4 p.m. any day of the week.

Pokémon University



ELM

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.



OAK

How do I ride the S.S. Aqua?

Elm here! I have the ticket you'll need to sail, but I won't give it to you until you've defeated the Elite Four. Visit me in New Bark Town once the Four are finished, then go to Olivine City's dock (directly under the Pokémon Mart) to find the S.S. Aqua. Once on board the boat, make sure you visit all of the rooms and locate the missing little girl—if you don't, your boat ride will never end! If you want to sail again, remember that after your first trip, the S.S. Aqua sails from Olivine on Mondays and Fridays and from Vermilion on Wednesdays and Sundays.



The S.S. Aqua is sailing in Olivine City's port.



I'm sailing to KANTO to test my skills.

Talk to everyone onboard the ship to find the journey.

How do I earn the Doduo and Dodrio Game Boys?

In Pokémon Stadium 2, you actually have two Doduo and Dodrio Game Boys to unlock if you want to play your Pokémon Games much faster than normal. In Round 1, you can win the Doduo Game Boy that allows you to play Red, Blue or Yellow at double speed by finishing either the Gym Leader Castle or all four Cups. Finish both to win the Doduo Game Boy, which allows you to play those three games at four times the normal speed. You have to do the same things in Round 2 to open the double speed Doduo Game Boy and the triple speed Dodrio Game Boy, which let you play Gold and Silver much faster than normal. It's very hard, obviously, to defeat both the Gym Leader Castle and all four Cups in Round 2. Good luck!



Finish Round 1 Castle and Cups to earn the Doduo GB for Red, Blue and Yellow.



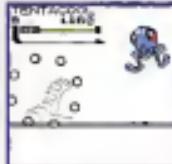
Finish the Cups and Castle in Round 2 to earn the Dodrio GB for Gold and Silver.

What does each Berry do?

The Berries you find around in the trees and receive through Mystery Gifts are very helpful, and they do very different things. Berries restore HP to HP. Mint Berries wake sleeping Pokémon. Ice Berries heal burns. Bitter Berries cure confused Pokémon. Prismberries cure paralysis. Pincumberries heal poisoned Pokémon. Gold Berries restore 10 HP. Burn Berries thaw frozen Pokémon. Miracle Berries cure any condition like paralysis or sleep. Mystery Berries restore 2P.



A HONEYBERRY ride SHARPHORRY



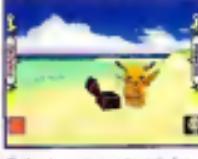
GOLDEMBERRY is useful, especially to low-level creatures.

How do I get Pikachu to the Treasure Hunt in Hey You, Pikachu?

Enter The Pikachu Party from Pikachu's Play Days. Unless you're really lucky, you'll need to practice a lot to figure out how to get Pikachu to move in the right direction. Try saying the names of the Pokémon in the direction you want Pikachu to move as if nothing is to "go right," "go left" or "back up" or saying "wrong way" isn't working for you. If you can hit bunches of Pifums, you'll be allowed to stay overnight on the beach. Before you sleep, get Pikachu to shock the bothersome Hammer that sneaks over to scare you and your electric pal. In the morning, a Lapras will swim at the edge of the water to take you and Pikachu to a fantastic island with plenty of buried treasure. Come Pikachu over to you then get it to open up the treasure chests to see what's inside. Pikachu will be very happy if you find lots of treasure.



Do well playing the Pikachu Party to earn the right to stay overnight at the campsite.



Finding treasure is extremely fun—Pikachu will be pleased to hunt with you.

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.

Canadian Trainer KJ Parsons thinks that many old TMs from Red, Blue and Yellow, like Flareon and Ice Beam, are great additions to Gold and Silver teams. You can teach old TMs that aren't available in Gold and Silver to Pokemon you caught and raised in Gold and Silver. Just trade any of the original 151 Pokemon back to Red, Blue or Yellow and teach them the TM. You won't be able to trade your Pokemon to Red, Blue or Yellow if it knows any of the new moves from Gold and Silver.



KJ defies anyone to find a problem with the Mind Reader/Fissure combo. We certainly don't have a problem with the terrifying combo, which makes Fissure's one-hit KO a sure thing on the second turn. That's downright devastating! If you're faced with a Trainer like KJ who uses the Mind Reader/Fissure combo, you can avoid the attack. Try using Protect or Endure (as long as you're attacking first) to keep yourself safe from Fissure, or switch to a Flying-type Pokémon or a Pokémon at a higher level than the Pokémon using Fissure, both of which will be unaffected by the move. Remember that in Gold and Silver, Fissure will hit even Pokémon using Dig. A handful of Pokémon can naturally have Mind Reader (Arcanine, Poliwag and evolution and Tyrogue and evolution), but only one Pokémon can naturally have Morning Sun—and that's Espeon, who learns it at level 50. Morning Sun usually restores half of Espeon's HP, but certain situations can alter Morning Sun's effectiveness. We're sure KJ knows that if a Pokémon uses Sunny Day, Morning Sun will restore all of Espeon's health. If Rain Dance or Sandstorm is in effect, however, Morning Sun will restore only a quarter of Espeon's HP.

Focus Band is a good item to use in battles because it might help you hang on for another turn and change to attack. You can pick up a Focus Band in the Fighting Dogs in Semiramis City if you'd like another one. These items can start your game and return to Semiramis.

KJ figures that since Yarwaa spend so much time making their Doves like them to get them to evolve into Experts, they might as well equip the Poldoken with Ritham, which is much more powerful when the Poldoken use it like its Teacher.

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!

Pokécrafts

Pokémon fans are very creative, and from time to time we receive pictures of some of their amazing arts and crafts. This month, several readers sent in some really cool stuff, from costumes to figurines. If you'd like to see your handiwork featured in a future issue of *Nintendo Power*, be sure to send snapshots to the address below. We won't be able to return any photos, artwork or other items, so make sure you keep a copy for yourself!



Kristen Kagawa and her mom, Marlene, are very talented *Pokémon* fans. They call themselves the beautiful Butterfree costume when they couldn't find one in the stores. Kristen thought that Raticate would make a great pick-o-lantern—and she was right!



Lauri and Sami-Bullock worked hard these days, Lauri, to make a whole lot of *Pokémon* out of golf balls, pipe cleaners and secured odds and ends. Just imagine how impressed everyone at their local golf course must be when they tee off!



Metacoda Jon Andrew Pratnicki turned a Magic Ball into a *Pokémon* Ball for his cat's birthday. Maybe you can predict who's going to win a *Pokémon* battle!

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

Send questions, comments and letters to:

Nintendo Power
P.O. Box 97072
Redmond, WA 98073
pokecenter@nintendo.com

pokemon.com

RAZOR ZONE

Yves
experiences
tail-whips, and
back-flips this
radical!

Grab your Game Boy® Color and shred your way through big parks, busy city streets, and even a junkyard. You can even upgrade your scooter for better performance and more radical tricks. Strap on your helmet; you are now entering the **Razor Zone!**



Razor
FREESTYLE SCOOTER



Pull off top track

第10章 事件驱动

卷之三

GAME BOY Color



CRAVE

GAME BOY
Color

— 10 —

PITFALL



THE MAYAN ADVENTURE®

PITFALL IN YOUR PALM

The original Mayan Adventure was released in the mid-'90s as a thrilling 16-bit side-scroller for the Super NES. Thanks to the powerful CPU and impressive color palette of the Game Boy Advance, the portable version is just as amazing.

Not Your Daddy's Pitfall

Will Harry become a legend by swinging from vines, dodging scorpions and jumping over logs, if only it was still that easy. To survive the modern video jungle, you need the body of an Olympian and the aerial skills of an acrobat.

Bouncing



Harry has a blast bounc-
ing on bungee cords.
Impressive acrobatics
allow you to switch his
flip, roll and spin
through the game.

Springing



There must be some
bouncy spiders in the
jungle, because Harry
has the wiles of
trampolines and can
bounce his way.

Crawling



Press down on the
Control Pad while
pressing the jump
button to drop to your
knees. Tap the jump
button again to stand to
your feet.

Swinging/Climbing



Tipping



One of the most exciting
features of the game is
when Harry grabs onto a
vine and moves across
the terrain at breakneck
speed.



Parkour/Run

Harry can show off his
strength by pushing
cars full of coal and
demonstrate his
brawn by riding them like
skateboards.



Crossing

When necessary, Harry
can act a bit like
Spider-Man and use a
chain, a vine or metal
sacks to swing from
peg to peg.

Pulling/Entering



Pitfall Harry spawned an entire genre of side-scrollers. Years later, the Pitfall legacy was carried onto next-generation consoles, featuring Harry Jr. Majesco and Pipe Dream Interactive have revived the slick Mayan Adventure as a launch title for Game Boy Advance.



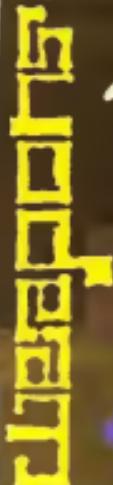
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In certain areas, pulling on a
lever will move a secret pass-
age. You can also walk through
doors and other openings to
advance to other areas.

Mayan Artifacts

Pitfall Harry kept a detailed journal describing the various weapons and treasures that can be found in the Mayan ruins.



Berzerking

Press L to throw this weapon. It can deliver a powerful blow, but must be recharged after each use.



Sling Stones

These bags can be found all over the Mayan territory and contain stones for Harry's slingshot.



Exploding Stones

These incendiary stones with incendiary properties can destroy most enemies on contact. They are rare, so use them only in dire situations.



Sacred Heart

This spiritual heart was sent down by a Mayan god and can restore health to the one who receives it.



Time Keeper

Time is too precious a thing to waste, especially when you're in a rush. Find this item and freeze time.



Rock Stones

These ancient stones spell out the word "Pitfall," but they are deeply hidden. Try to uncover them.



Golden Idol

Possibly the most valuable Mayan artifact, this rare item will grant its lucky finder another life.



It may burn going down, but the increased running and jumping abilities it grants you make it well worth the pain.



Treasure Piece

Collect as many valuable artifacts as possible. Every fifty points will earn you another continue.

Deep into the Ceiba Jungle

Pitfall Harry and his eager son were enjoying a casual outing at the Mayan ruins when the elder explorer was kidnapped by a

warrior spirit. Junior must now set off on a rescue mission, starting in the Ceiba Jungle, where sand pits and wild animals await.

Stockpile Stones



Take an invader left at the start of the game to collect a large bag full of Stone Stones.

Batch Sand



One step into the sand traps will end your life, so wait for the pits to close and then run across.

Bers of a Bear



After the third sand pit, a lumbering bear will soon charge toward you, so be ready to jump.

Monkey Business



The monkeys may appear harmless, but they enjoy throwing objects. Eliminate them with your whip.

Exploding Stones



Track down the blue, glowing, exploding stones at the top of the jungle canopy, near the northeast corner.

Kicks Merkout



Jump forward a rope and Harry will swing on with one hand. Based on how you pull the Control Pad, he will either climb up or slide down.

Up, Up and Away



Utilizing the hunger cards to spring into the sky takes perfect timing. Wait until Harry nearly reaches the top and then jump.

Watch That Tree



Grab onto the zip line and fly across, but don't pull it George-of-the-jungle. Jump off before you crash into the thick trees.

Back Track for Mel



Use the net to reach the top of the tree, but before entering the cage, go back and find an extra life above the zip line.

Ghastly Chasing



The simplest way to defeat the cheetah is to stand your ground and pelt her repeatedly with stones. Don't bother jumping.

Xibalba Falls

While the jungle tested Harry's shooting and swinging skills, the falls will try his leaping and navigating abilities. Luckily,

we've included a handy map of the complex area. The objective is to reach the top, but you'll do so in an indirect way.

Xibalba Falls



1. Leaps of Faith



Use the map on the left to navigate and you won't have to worry about jumping into the abyss.

2. Mosquito Coast



The enormous flying bugs can cause major damage, and they appear to be in the same spot over and over.

3. Time is on Your Side



Touch the tree stump as Judge #3 is present and the belligerent bugs and monkeys for a few seconds.

4. Long Way Up

5. Yet Another Idol



Make four jumps and climb the first step up to the ledge. Then leap across to the middle of the falls and jump across to collect the idol. Extra lives are incredibly valuable in this difficult game, so be sure to get as many as possible.

6. Wild Ride to Another Idol



Find the bugs and on the Judge marked #2. Drop down and you'll end on a spring. Grab the idol after being launched into the air. Jump to the lowest ledge at the bottom of the canyon and hang on tight.



NP The third idol can be tough to find, so hang onto extra power-ups for more fun.

Temporal Nipper

Don't ask how you went from the top of the falls to the bottom of the mines, just accept that it happened. Prepare to fight off

attacking bats and ride speedy coal carts. There's even a conveyor belt that will warp to the next level, the Lost City of Copan.

Hidden Treasures



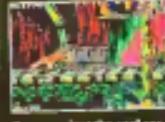
Head left and slide down the rope. You can collect buried treasures, but you'll have to deal with racing annoying monkeys.

Cave Hunting



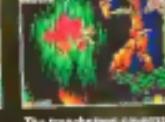
The first cave beneath the rocks contains lots of goodies, including valuable treasures and another precious extra life.

Push the Car



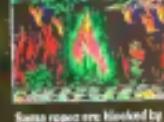
Press against the coal car to move it forward. You'll need to use the cart as a springboard to reach the upper tracks.

Left Valuables



The treasure-chest caverns are larded with hidden treasures. Explore the entire area, body-surfing with the bats to help the tracks.

Concealed Rapids



Some rapids are blocked by the dark walls of the hollow cave and aren't visible. Jump around to uncover hidden climbing opportunities.

Moving a Blast



Blast the barrels to create an enormous explosion, but be sure to do so from a distance. The blasts will reveal secret rooms containing valuable items, including the first extra life.

Pull and Exit



Pull the lever and make your way back toward the start of the level to find your way out of the pleasy above-ground mines.

Lost City of Copan

Although the ancient Mayan Empire has been decaying for centuries, it still has plenty of inhabitants, such as pesky rats and

troubling skeletons. You will constantly be under attack, so stay alert and make use of all your weapons.

Tip of the Temple



Watch out for the protruding rocks and they will drag you high into the air. Use them to bounce toward the top of the temple.

If Walls Could Talk



Watch out for those little openings on the walls. They are as real as they seem. Try to distract them from a distance.

More Secrets



Be sure to enter all the passageways you find. One will lead to a room filled with treasures and the ancient rain stones.

Battling Bones



The skeletons in the Lost City are fond of reptile bones. They've decided to have a nice oil battle over unwatered cacti.

Get Down and Dirty



Hit the rock and again through the narrow opening at the top of the building. Washable robes will be waiting for you.

Copan Temple

Junior is about to get a history lesson on the dangers of ancient Mayan temples. Legend has it that nobody has ever come out of

the Copan Temple alive—not surprising, since it is loaded with evil spirits and lots of fire.

Pottery Smash



Break your whip or throw stones at the ancient ceramic objects and watch them break into pieces!

Reef of Walls



The temple is constantly alive. Hit breaking the pieces hasn't turned to the ground!

Barebones



Don't get too close to any greenish ornate stone figures. They will come to life and attack.

Spirits of Chaos



These spirits were followers of Chac, the Mayan god of war. They have a strong obsession of flames.

Great Balls of Fire



Don't get burned in the flaming balls of fire. You had there's no water nearby.

Lakamchi Rain Forest

Harry may feel relieved once he's left the burning Copan Temple and entered the lushious rain forest—but he won't feel that way

for long. Large ear pits, tree-trunk snakes and dart-shooting pods are hidden amongst the thick foliage of the rain woodland.

Tar-pon



Do your Tar-pon initiation and avoid the pesky tar pits by never going near. Watch out for the dart-shooting pods below.

Springing Stabs



To reach the upper areas of the forest, send yourself bouncing into the air by jumping onto tree stumps and prancing down.

Stunned Snakes



The large snakes can be used as ropes. Be sure to use the snakes with a few cracks of your whip before prancing onto them.

Coin Collection



Zipping along, more snakes is a great adventure rush. In addition, you'll collect a bunch of coins along the way.

Stampede



To reach the stampede in the level, you'll need to swing from a vine and land behind the tree. Then jump up onto the stampede.

The Fun Has Only Begun

Harry's adventure is far from over. Several challenging lands lie ahead, including a lagoon filled with hungry crocodiles, another maze with fast, winding tricks, and a temple packed with the most evil spirits in the region. Sounds like fun, right?

Yaxchilan Lagoon



Palenque Maze



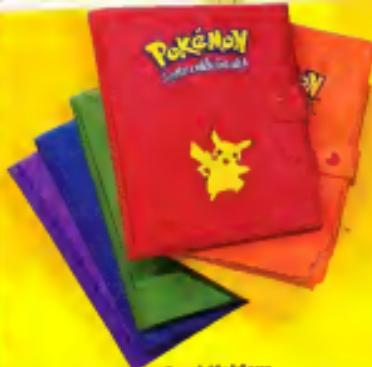
Tikal Ruins and Temple



THE TRADITION CONTINUES

After failing to collect the ancient Mayan jewels, getting nabbed by the evil spirit warrior Zekulka, and forcing Junior to attempt a deadly rescue mission, it's safe to say that Pitfall Harry's return to exploration hasn't gone as planned. But with his daring son on the job, don't be surprised if he makes it out alive. For the time being, this pokey Pitfall comrade will keep Harry's fans well entertained. ♦

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08



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ANSWER

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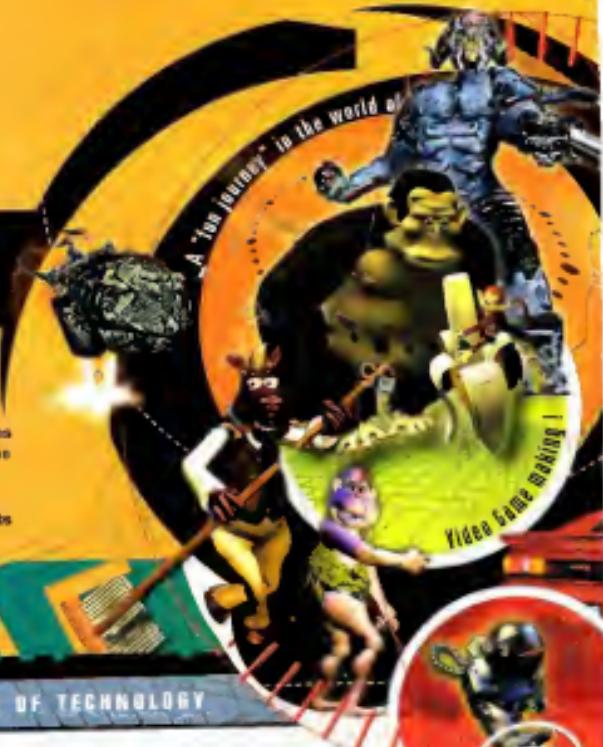
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STAND FIRM, WORM

Never underestimate a nightcrawler, especially if he owns a turbo-charged space suit. Jim's weapons and talents include a powerful Plasma Blaster gun, a spring-loaded leap and the ability to use his body as a whip.



Hanging by a Head

Not here someone tells you to grow a backbone, remind them that Jim never headed one. His special shortcomings can him hang from wires and other objects by his head. You can also use his noggin like a helicopter to swing him around with precision landings.



Itemized

You'll find helpful items, such as Atomic Energy and Mega Plasma, buried throughout the game—but many are hidden far off the beaten path. Item quantity will vary depending on which of the three difficulty settings you choose.



Whip It Good

Use Jim's body like it's whips by pressing either the Left/Right Button. Since you have limited Plasma Gun ammunition, the whip is useful for taking out slower enemies. You can also use it to swing from certain objects, like stuffed mouse heads.

SNAP INTO ACTION

Use the first level to get used to the game play, especially how to control your whip and the nuances of your jumping ability. Note that Jim can grab onto ledges and pull himself up and also climb certain surfaces.



New Junk City

Though the levels are fairly linear, you'll often have to perform stunts that affect the story somewhere down the road in the first level, New Junk City: you must shoot a winging enemy so it flies onto a springboard and launches a projectile space.



The Monster Mash

Enemies will usually attack in groups, so you'll need to determine which baddie is the most dangerous and attack that one first. Use your patented whip attack on slower-moving baddies, but finish off the speedy ones first with a plasma blast or two.



Spare Parts

Your first boss battle pits you against Spare Parts, a shifty amalgamation of oil cans and garbage cans. Use your blaster and plasma炮 to its best—garbage will follow you every other time it changes. Thoroughly jump over it when it changes, and keep firing while it turns around.



Up Chuck

The second boss is a frag-blasting fellow named Chuck. Use the blaster to shoot bolas off a ledge so that they hit a spring and lob him into Chuck. Once he begins to move, you must time your bolas launches carefully. Stand under him to avoid the frogs.



Andy Asteroids

After each level, you'll engage in a race against the nefarious Pay-Crow to Pick Up Asteroids. Shoot to protect yourself from meteors. Shields are activated with the L and R buttons. If you lose the race, you must fight and defeat Pay-Crow before advancing further.



Warp Speed, Jim

As you travel through space, try to grab the instant-blitz Atomic Accelerator Bullets, which will rocket you forward at a tremendous rate of speed. You are invincible while accelerating, so use the time to pick up items and run Pay-Crow off course.



Eating Crow

When fighting Pay-Crow, stand in the middle of the screen and use the blaster to soak him. When he has a full belly, he'll fly into the sky. You must then shoot him six times to distract him. The Black Bird is a tough cookie, so try to avoid the battle by visiting the Asteroid stages.



Go to Heck

The second level, "What the Heck?", is a mostly-linear maze of live rocks and boulders. If you are going in circles, jump and look for a high perch or way to go. Watch out for floating enemies that burst into the background.



Precious Jewels

To ride the green jewel found in "What the Heck?", jump on top of them and keep moving. They spin as they move forward, so if you don't keep moving, they will throw you off. When you come across a locked gate, jump the nearby gear wheel to open it, then hurry through before it closes.

To Be Continued

YOU HAVE EARNED
**A
CONTINUE**

You begin with the continues and five lives, and can earn more lives by collecting items of high value. If you use a continue, you'll restart at your last-visited save location. To acquire a save location, touch the word "Continue" when you see it.



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KARTS ON THE GO

Racing fans the world over can rejoice as Konami throws its newest GBA title into the kart racing ring. Though it has a large variety of racing modes and options, what really sets Konami Krazy Racers apart are the drivers themselves. Eight characters from Konami games of yore make appearances, including Castlevania Dracula, Legend of the Mystical Ninja's Goemon and the Ninja from the Metal Gear series. A deep multiplayer mode and the very enjoyable Mini-Battle games Chicken and Bomb Chaser round out the Pak.



DAYS OF THUNDER

Before you start tearing up the track, take a quick tour and see what Konami Krazy Racers has to offer. Check out the Racer Board to see tips, hints and tricks about the game and its characters; head for the Licensing Center to take a test drive; buy items at the Store; or jump right into the Grand Prix Circuit.

Options Galore

The Main Menu is shown to the left, and you'll find plenty there to keep you occupied. You can also save your game on the Main Menu. All information is recorded directly to the Game Pak, which means you won't have to bother writing down a password.



Who to Choose?

Each participant is rated in three categories: Top Speed, Acceleration and Braking. Goemon and Pepey are the most well-rounded drivers and good for beginners. Kart racing pros should check out the speed and power of Max, Dracula, the Ninja and Myanya.



Pick a Path

There are 10 different tracks to choose from, but only 10 are unlocked at the beginning of the game. You can choose your track if you play in Time Attack, Free-for-all or Vs. Mode, but not if you enter the Grand Prix Championship.



ROAD RAGE

Driving hell-bell for the checkered flag is only half the challenge. You must find and master various weapons and power-ups for maximum success. There are over 20 different items in the game, and they're all activated by pressing the L Button.

Bag a Bell

Bells appear on the track as Red and Blue Bells. Red Bells become reinforced weapons each time you pick one up, but Blue Bells are always lighter but more dangerous. Keep an eye out for coins, which you can use to buy items in the Shop.



Rocket Man

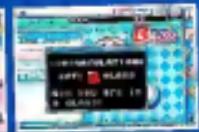
The Engine Turbo Booster is very powerful, but the effects are short-lived. If you sing one, you'll want to sprint for a straightaway. Using an Engine Turbo Booster while zig-zagging through curves is a sure-fire way to end up as road kill.



Drivers' Ed



Once you complete a Grand Prix stage, you must take a licensing test before advancing to the next level. There are three such tests in all, and they consist of challenges, such as completing a race in a set period of time or winning first place in a special contest.



TIME ATTACK MODE

Practice beating track records in Time Attack Mode. Since you can drive around the course without any other racers, it's a great way to try out a new drive.



Tick Tick Tick

The tick is ticking, but don't panic. No other racers are around to witness your lapsing time. Note that you won't find any laps in Time Attack Mode either—all the better to practice in.

FREE RUN MODE

Free Run Mode works much like Time Attack Mode, except that there are other racers and power-ups on the course. If you're having trouble with a certain track, Free Run Mode is the place to work out the kinks.



The Main Course

You can choose only 12 of the 18 courses in Free Run and Time Attack Modes. To practice on the remaining four tracks, you must advance to the Acro's Grand Prix Cup.

MINI-BATTLE MODE

Take time out from your busy racing schedules to play a few relaxing rounds of Chicken or Bomb Chaser. The Mini-Battles are much more enjoyable with a second player.



Decisions, Decisions

Bomb Chaser is modeled after tag, but instead of simply touching the next player, you pass off a bomb that immediately explodes. In Chicken, players race across a 400-meter track and try to stop as close to the finish line as possible.

Bomb Chaser



You'll want a character with good Acceleration and Grip, so go for either Goomba or Piranha Plant that you'd run out of gasoline.



Chicken



Your kart will move automatically, so all you need to worry about is hitting Nitro that you can only use the first once.

VS. MODE

Two players can participate in Konami Krazy Racers—you'll need a Game Link Cable, two GBAs and two Paks. As in most kart racers, multiplayer is the best aspect of the game.



Running Free

You'll experience all the thrills and chills of Free Run Mode, but with another player nearby to make the challenge factor. Don't focus on collecting items as much that you lose track of the course!



Two on a Match

To participate in a race against your friend only, select Match Race as your option. If you want computer-controlled opponents, you'll need to choose VS. Free Run Mode.



Battle On

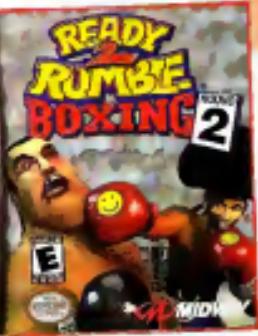
For a true test of skill and will, challenge your buddy to a no-holds-barred battle mode extravaganza. The rules remain the same, but you'll have to concentrate on a flesh-and-blood biter who can hold a grudge.



Rumors and Innuendo

Check the Rumor Board—thus for tips, tricks and gossip about the track. Look here for new message messages, the word "Sweat" will disappear from the screen. Locations in the Main Menu. The Rumor Board will also tell you how to advance to the next level.





STING LIKE A BEE

No one combines hard-hitting sports action with over-the-top arcade touches like Midway, the creators of such titles as NFL Blitz and Bush 2040. Midway's latest offering is Ready 2 Rumble Boxing Round 2, an entertaining romp around the ring. Featuring a number of play modes, including Arcade, Championship and Survival; many characters, such as Alvin Thunder; and the vocal talents of Macho Buffet, Ready 2 Rumble is a must-have for any gamer who wants some possible peglegs to call his own.



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THE FRAY ON GBA

Those wishing to leap into the action can head for Arcade Mode, but players who want to show up in the rankings should pick Championship Mode. Championship Mode is no one-on-one push, however—you'll need to train your boxer if you hope to become the king of the ring.



ALVIN THUNDER
5'9" 121 LBS



KOOL VALENTINE
5'7" 100 LBS



RAMON RIVERA
5'9" 162 LBS



MR. 9999' GABE
5'8" 145 LBS



Pick a Pusher

Your first step is to select a boxer. Every boxer starts out with equal Strength, Speed and Stamina ratings, but they all have unique set of combat skills that you must master. You can unlock secret characters, such as Michael Jackson and Shaquille O'Neal.



MAGNA MAN
6'0" 480 LBS



JOHNNY BLOOD
6'2" 231 LBS



SUPER ROCK 4
5'7" 140 LBS



PARTY 4
5'7" 147 LBS



Stick and Move

Your boxer attack arsenal includes left- and right-handed jabs, low blocks and uppercuts. When on the defensive, you can duck, block, high block or evade. In addition, each boxer has three special moves that will unleash a fast flurry of hits.



Rumble Pad Punching

Training on the Rumble Pads will improve your fighter's Speed. The pads open up one by one, and you must press the corresponding button to hit them. As you move up in rank, the pads begin to open at a faster pace. Pad drills are an easy way to beef up a boxer.



B-E-A-G-B-E-S-S-S-L-V-E

Deal out damage by spelling R-U-M-B-L-E during a match. You'll earn letters by landing solid hits orounting an opponent. When activated, the Rumble option lets you clatter boxes with powerful blows. Spell "Rumble" those boxes in a march to knock a fighter out of the ring.



Speed Bag Bopping

A round with the Speed Bag will increase both your Strength and Speed ratings. The goal is to establish a steady rhythm, using straight punches and hooks in a left-right pattern. Knock the big agent on the ceiling for extra points.



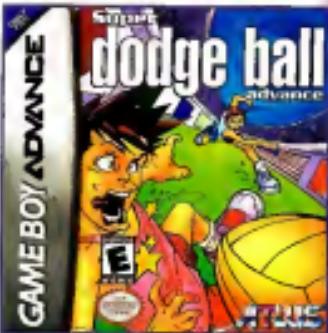
Options A'Plenty

Championship Mode lets you train a boxer, as well as participate in Title or Prize Fights. Title Fights will move you up in the rankings, while Prize Fights are just for cash. You'll earn \$2,000 for a Prize Fight win, but you can lay bets on the outcome, as well.



Weight Lifting

Pumpkin to keep fit. Afterwise, pressing and holding the A and B buttons to lift weight. You want the dumbbell indicator to be in the middle of the green bars in either side of the screen, so you'll know when you're almost to the top of the blue bar.



©2000 Aruze. ©2000 Wilson

DODGE BALL FOR ALL

Known as the sport of crazed gym teachers and playground bullies, dodge ball is now open to all thanks to Aruze's Super Dodge Ball Advance. The game is set in a future where dodge ball is the world's most popular sport. You control a hungry rookie team, but to claim the championship you must beat teams from nine countries and four superstar dream teams. All this combined with one of the best multiplayer modes of the GBA's rookie season results in a game for the ages.



DODGE THIS

Winning requires more than strong arms and good aim—there's a hefty element of strategy involved. You must decide which team members to use, where to place them and how to use them most effectively on the court. Some teams are big and slow, while others are speedy but frail. Experiment to discover which style you like best.



Taking a Team

Pick a team from one of ten countries, including Japan, Canada, Korea and the USA. In addition to having players with unique stats and Super Throws, every team has its own home court, which has a different background and musical theme.



Switcheroo

You can set a team in many formations. The default puts two players toward the court's front and two toward the rear, but putting three toward the rear is also a good strategy. You can fiddle with court surfaces, difficulty settings and offensive strategies.

Duck, Catch and Throw



In duck, press the A Button just before the ball hits your player. To catch the ball, press the B Button. Opponents often stay over the center line after making a throw. If you get the ball while they are still on your side, unleash a quick throw to make them sit up.



Know Your Role

Each of your teammates is rated in 10 individual categories. Players with high Stamina make good whelkies, while those with powerful Super Throws are excellent outthunders. You'll need to spend time examining team member's attributes before facing other teams.



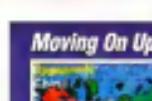
Satellite of Love

Super Throws are the heart and soul of Super Dodge Ball Advance. The interns tosses cause multiple balls to ricochet around the screen and research interns shoot to drop from space. Each player has a set of their own specialty throws.



Dash and Dash

The most important move is the Dash-Jump. Double-tap the Control Pad button, then press the A and B Buttons simultaneously to jump. Once in the air, press A again to perform a Super Throw. Press A and B at the jump's apex to pull off a Super Flip.



Moving On Up



You can challenge teams in any order you choose, so if you want to climb in the ranks quickly, call out the number one squad right away. Your moves at the early levels won't show much, but will track your progress and don't want of encouraging notes.



©2001 Spike/Hall

PIN TO WIN

American audiences might not know Fire Pro Wrestling, but in Japan the games have no equal. Widely considered the cream of the wrestling crop, the series boasts over 23 titles on different systems. And while it doesn't include familiar characters like The Rock or Hulk Hogan, the depth of the game is staggering. Six different modes of play, dozens of selectable rules, an exhaustive create-a-player mode and over 150 grapplers make Spike's Fire Pro Wrestling one of the biggest GBA games available.



ON THE MAT

It's easy to become overwhelmed by Fire Pro Wrestling's mammoth slew of options. Start out with an Exhibition Match to learn the ropes, then check out the other modes once you're comfortable with the controls, which take a bit of practice.



Modes Operandi

There are six modes of play: Exhibition, Tournament, League, Elimination, Survival and Audience League. Play lets you choose up to 64 wrestlers for your team, while Audience mode lets you pick the crowd's approval before recording a victory.



Twist and Shout

The animation is incredibly life-like, and characters perform moves with surprising grace. The A-Button is your standard attack, the B-Button is a stronger attack and A and B together unleash a powerful special move, like splitting green ooze across the ring.



The Bigger Bang

Tournament mode lets up to 16 different brewers. Choose a tournament, be it a tag or big team, you can customize it to your heart's content. You can vary the length of the match, where it takes place, who referees the contest, and what music you'll hear as you brew.



A League of Their Own

If you choose to play within Fall '01's own league, the list of match-ups can get a little heavy. To get a taste of inter-league elimination, set up a league with the minimum four tournaments. All information is saved directly to the game—no passwords are required.



Elimination Mode

Elimination mode is a five or five battle royale that uses either a prioritized or bus banished team. You can play these in three styles: Tournament, where winning wrestlers advance until only one team is left; League, where wrestlers fight in order of appearance; or Random.



Camera Contortions

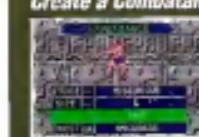
The camera angle takes a bit of getting used to, but after a few matches it becomes second nature. Your fighter can climb ladders, bounce off the ropes or even leave the ring during the course of a match.



Points for Style

To win Audience Match, you must fight your opponent with a single fighting style. There are 23 of them and 13 defensive styles available when creating a wrestler, not to mention a number of special ones, but you choose from only seven in an Audience Match.

Create a Combatant



We'd need another page just to list all the details of the Create A-Wrestler Mode, but suffice it to say, it's as detailed as any wrestling game out there. For example, there are 100+ tag-libs, 247 different faces to choose from.



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RACE THROUGH SPACE

In the distant future, Earth has been invaded by a malevolent alien force known only as the Iridion. As the pilot of an experimental intergalactic SHIN-Fighter, you are humanity's last chance to eliminate the Iridion scourge once and for all. Soar through seven of the most beautiful stages you've ever seen in a game while battling wave after wave of alien lifeforms, spacecraft and bosses in a quest to save the world from extermination.



SPEED DEMONS

Iridion 3D is not for those who like their games to unfold at a leisurely pace—the action is fast and furious from the word go. You'll need all of your dexterity and cunning just to survive.



Item Identification

Though you'll spend a good portion of your time dodging enemy fire, give your face something to think about by collecting weapon upgrades. Some of the powerful blasters will cause decent damage, but don't expect massive artillery in the vein of R-Type.



Blaster Master

Your craft has four types of lasers—red, green, purple and gold—and you must power up with the same-color air beginning. If you get these air power-ups, you'll see those inflators, but if you then get a green power-up, you'll never see the weakest green laser.



Expanded Energy

It's impossible to avoid damage, so energy-restoring power-ups are of vital importance. Look for the shimmering multi-colored stars near the end of stages or after a particularly tough round of fighting. Collecting items will also increase your total score.

FIGHT IN FLIGHT

The seven different worlds of Iridion 3D feature lush backgrounds and are rendered in incredible detail. You'll get a password after finishing a stage, and entering it will start you at the beginning of the next stage with as many lives as you had.



Shields Up

Shiny green shields block your progress in the first stage. To eliminate the barriers, shoot the four generator devices. There is one device on each side of the shield, so you will need to hog the walls and work quickly.



A Watery Grave

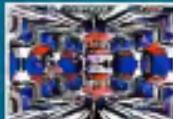
Beware of the leaking mines in the second stage. They will explode as you fly over them, shooting a huge geyser of water high into the air. Fly the screen surface and fly to the left or right of the mines to avoid damage to your craft.



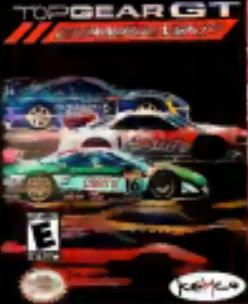
Tilting at Windmills

Near the end of Stage One, you'll encounter a large, spinning propeller. You'll need to use careful timing to fly through a gap in the blades. It's possible to destroy it by shooting at the center hub, but you must be accurate and timely than a little lucky.

The Refusor Boss



The Stage One boss is a spiraling whirling called the Refusor. Wait for his blade rotation to spin up, then blast it. You'll need to move as soon as the middle claws are used! Using hit by laser fire, it takes about 20 hits to cover the Refusor to the trash heap.



MOTOR MADNESS

One of the most popular racing series ever to hit the video game world comes to the palm of your hand with the release of Konami's Top Gear GT Championship for the GBA. Stocked for realism, the designers of Top Gear GT Championship have included 6 tracks straight from the All Japan Grand Touring Car circuit, as well as 22 automobiles based on actual racers. They also included three modes of play, the ability to change every aspect of your car's performance and a great track editor.



©2002 Konami

START YOUR ENGINES

To jump right into the action, choose the Quick Race option at the Main Select menu. Once in Quick Race Mode, you can drive a single course, race against a friend (or three) or design the twists and turns of your very own track.



Take a Track

You have six different tracks on which to race, as well as the option to build your own dream course. Your building options are limited (first, but all future track pieces are unlockable in Championship Mode).



Choose a Car

You can pick from only six cars initially, but more are unlockable in Championship Mode. Pay special attention to the car's Max Power, Max Torque and Weight Ratings. You'll want an auto with lots of power and torque, but if it's too heavy, the car will bog down in the turns.



Grab Your Gear

Finally, you must modify your car's parts. Medium is the default setting, and it works well while you're getting used to the game. Once you're confident, experiment with different configurations of equipment to see what works best for particular courses and weather settings.

BE A CHAMPION

Championship Mode is where the true racing breeds are separated from Sunday drivers. You can race for up to 10 years with a single driver, and you may win first place in the highest GT 500 class to defeat the game. Points earned are tracked through the seasons.



Test Your Might

Before starting a race, you must prove you belong on the course. Your qualifying time is used to determine your starting position, as is your time to finish. You can also take a few laps of the course before attempting to qualify for the race.



Time to Go

Your qualifying times are listed alongside the other racers'—giving you a good idea of how much practice you need. Don't worry if you start in the back of the pack. You can easily straightforward to pass other drivers, but don't hit someone you'll lose momentum.



Need for Speed

Look for the warning arrows that appear above your car during the race. Light green arrows show a slow, gradual curve; yellow arrows represent a medium curve and red arrows signify a wickedly sharp turn just ahead.



Winner Takes All

If you win the race, you'll get a fine-looking gold cup as well as a bunch of points. You need to earn plenty of points to advance to the next season and unlock goodies, so finishing in the top three is always your goal.



The Next Level

You'll need to save your character after each successful race. You can also race with up to three other players—you'll need a copy of the game for each participant and enough Game Link Cards to hook everyone together.

GAME BOY COLOR



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SWING INTO ACTION

Crawl, punch and swing your way to the top in the newest superhero rumble Spider-Man 2: The Sinister Six for your Game Boy Color. As Spidey, you are called upon to save a kidnapped Aunt May from the many-tentacled clutches of Doctor Octopus. All of Spider-Man's powers are yours to use, including the ability to cling to walls, super strength, super speed, web-slinging and more. Spider-Man 2 contains game play that's nearly identical to its N64 cousin, with superb graphics and sound rounding out an impressive new title.



SURF THE WEB

You'll need more than courage to survive your quest, as Doctor Octopus, The Vulture, The Scorpion and more will do their best to stop you cold. Luckily, Spider-Man 2 has three difficulty settings, so beginners and experts alike will feel right at home.



All Tied Up

To free a clinging ball of webbing, press B and then A. You have a limited amount of the sticky stuff, but you can earn extra web fluid by collecting coins scattered throughout the levels. The amount of extra fluid depends on your difficulty setting.



Swing, Swing, Swing

Saor through the skies like a madman like Doctor Octopus with the Web Swing. To do a web swing in the air just press the A Button twice, holding it the second time. You can use the Web Swing any time you're off the ground, even if you don't see a surface to attach to.



Thump a Chump

The Sinister Six tend lots of rough-and-tumble brawls when you try to progress, but most of them use a little elbow on the uptake. Use your web clinging abilities to sneak up on an unsuspecting bad guy. To execute the current mission, press the Select Button.



Sewer Rats

Always explore every inch of a level—the rats are fairly big, and you'll need to collect all the Web Fluid, Spidey Lives and Health Blasts that you can. You can also find hidden surprises by climbing up walls or running into extremely solid barriers.



Mysterio Appears



To beat Mysterio, wait until he throws a blue ball of energy. The ball will turn into a second Mysterio, who will also shoot at you. Use a web on the second one, then run close and punch him. You must avoid the energy that both Mysterios use, or either leap over it or cling to the girder overhead.



A Window Watcher

Look out for open windows, as enemies will often pop out of them and attack. Some levels require you to collect items, such as keys. If you get stuck, attack enemies by throwing and below you. One of them will usually have the item you need.



Secure the Armor

Sometimes you'll find a surprise hidden in a level. The silver Spider Armor will make you invincible for a short period of time, and also increase the amount of damage you do out. Look for it in out-of-the-way places like ledges and behind



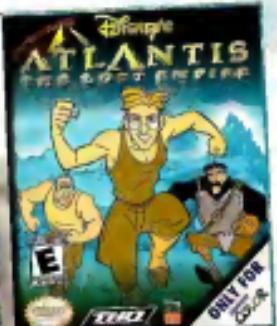
CREDITS

**Search for Stuff**

Important items are scattered throughout the levels, and you'll usually need to open one area to retrieve an item that allows you to enter the next area. To move faster, double-tap the Control Pad.

**Mission: Ambiguous**

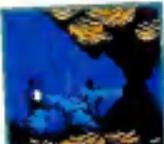
You won't get help from HQ when it comes to figuring out your mission. Pay attention to any information that soldiers or peasants hand out, and make sure that you explore every nook and cranny. Press Select to bring up a map.



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ATLANTIS ARISEN

Based on the animated Disney movie of the same name, THQ's *Atlantis: The Lost Empire* is a fun trek through the deep blue sea. Though it's not the most strenuous of challenges for experienced gamers, its 16 large levels and wide variety of game play should keep almost every player coming back for more. Switch between five characters—each with a distinctive array of talents—drive submarine, fly hot-air balloons and more as you search for the most precious treasure of all time, the lost civilization of Atlantis.

**Stop and Swap**

Up to four characters are available in each level. You can swap characters and use your progress whenever you find a radio.

You Got Skillz

Each character has a special skill that you must use somewhere in the level. For example, Audrey Rimmer can build and repair complex machinery, such as helicopters.

Bombs Away

To use a character's skill, simply press Up on the Control Pad every time you're within range of the target. Vinny Santoro, pictured above, is a master of demolition.

Disney's ATLANTIS THE LOST EMPIRE



JOIN THE ATLANTIS SEARCH PARTY!



BATTLE FEROCIOUS ENEMIES!



OVER 10 LEVELS OF ACTION
BASED ON THE MOTION PICTURE!



WATCH OUT FOR
VILECHIUS PETS!



GAMEBOY
COLOR

LOOK FOR AN ALL-NEW
ADVENTURE THIS FALL ON

GAME BOY ADVANCE



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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES

JUNE 2001



THE LEGEND OF ZELDA: ORACLE OF AGES

Time flies when you're having fun.

The companion adventure to *Oracle of Seasons*, *Oracle of Ages* spans 400 years instead of its partner game's four seasons. While both games are interactive (by using a password you earn in one game, you can unlock loads of minigames, items, crossover story elements and a ridiculously difficult bonus dungeon in the other game), the two adventures are very separate experiences. *Oracle of Ages* trumps the other game in the puzzle department, boasting more and trickier puzzles. You'll rely on your wits more than your sword as the eight crafty dungeons, though you'll do a little amount of fighting, too.

As far as looks and sound go, *Oracle of Ages* is on par with *Link's Awakening*, while its design is far



more complex. Link must travel between the present and past, and the landscape varies between the two ages. By manipulating the lay of the land with your time-traveling powers, you'll be able to warp past dead-ends by finding secret roads in another time. Through convoluted navigation, you'll be able to reach the game's manyacky destinations, and all of the adventure's devious layouts make *Oracle of Ages* a Zelda game that no adventurer fan should be without.

COMMENTS: *Chris*—I have to consider this game to be one of the best ever for Game Boy Color. Its depth and complexity will not soon be rivaled. *Jason*—More fun, difficult and satisfying than *Oracle of Seasons*, which says a lot considering *Oracle of Seasons* is a worthwhile, five-star game in its own right. *Drew*—Accomplishing everything in both games will be grueling (but you'll have fun doing it). *Andy*—Nothing humiliates a player like a Zelda game. I had to use the Player's Guide just to get through the second dungeon.

5

GAME BOY COLOR



- Multiplayer: No
- 1-4 players
- GBA required
- Game Link required (NA)
- 8 dungeons

ONE	★★★★★
TWO	★★★★★
THREE	★★★★★
FOUR	★★★★★
FIVE	★★★★★
SIX	★★★★★
SEVEN	★★★★★
EIGHT	★★★★★

EVERYONE
E
Mild violence.



RAYMAN ADVANCE

What he lacks in limbs he makes up for in fun.

Ubisoft's original, million-selling *Rayman* returns to GBA in a drop-dead, do-level-smasher that's an impressive display of the GBA's power. Every pixel in every lavishly illustrated scene seems to sparkle with artistic electricity, and the lush, warm graphics are only a small part of what makes *Rayman* a game worth getting. Beyond the surface—which is truly superb—*Rayman Advance* features lightning-fast action and tricky layouts that require fine-tuned reflexes. The excellent play control makes manipulating Rayman a breeze, whether you're hovering with his helicopter hair in escape-prone flooded water, plucking a giant mosquito through a gauntlet of enemies or careening like a roller coaster down a series of ramps. It may not be a wildly original side-scroller,

but it's wildly fun and surely one of the more difficult and challenging platforms to come our way in a while. The game plays as well as it looks, so take a peek at the jaw-dropping screen shots below for a glimpse into just how much fun Rayman can be.



GAME BOY ADVANCE



REVIEWER: Michael

- 1 player
- Rated E



F-ZERO MAXIMUM VELOCITY

The future of racing goes to the max.

The original *F-ZERO* for the Super NES was all about speed, and the GBA version of the white-lensicle妙 doesn't quite match the Mach of the original, but it pulls down some serious g's. *F-ZERO Maximum Velocity's* 21 all-new tracks will have you swerving around harpin' turns, dying off jumps and weaving around road hazards. Of all the GBA racing games reviewed thus far, *Maximum Velocity* sits ahead of the pack by being the fastest and most challenging exhibition of speed. The game rolls out smoothly and sports tight handling, and its CPU racers pose some pretty stiff and vicious competition. Or you could race against your friends using the cool four-player Game Link feature. Either way, the game is a rush and a definite must for racing fans.



GAME BOY ADVANCE



REVIEWER: Michael

- 1 to 4 players
- Racing game

• Game Link compatible (Game Boy and GBA). Game Pak optional (available).



PINOBEE: WINGS OF ADVENTURE

Bee all that you can bee.

Believe the good buzz on this bee. Pinobee recasts the story of Pinocchio, with the lead role going to a robotic bee who dreams of finding a heart so he can become a real insect. The game's heart is its platform-style action, but Activision has cleverly preserved the setup in a refreshing, new way—instead of constantly jumping your way up tiers of floors, much of your side-scrolling journey takes place in the air. Pinobee has limited flying ability, so he can dash horizontally or vertically in space for only a few short stretches at a time. While not wasting your wings' scarce Dash power, you must figure out how to zigzag through the sky efficiently so you can fly to secluded areas where you'll find dozens of power-ups that can improve your abilities.



4

Far from a generic platformer, Pinobee soars with new takes on the side-scrolling genre, including the addition of collectibles that usually mean something—such as the elusive Golden Bee that you can defeat to make the enemies in the following level a tad easier to battle. Pinobee diary entries, which crop each level, are also inspired: fleecy, progressing the story nicely while also adding plenty of charm to the game. Topped off with snappy music, crisp sound, radiant graphics and levels that demand second visits once you're able to fly to new heights, Pinobee is a platformer that reaches for the sky and delivers. It's one fun side-scroller that's as sweet as honey.



• FEATURES
• 1 player
• GBA Color & Sound (PAL)
(multiple Game Pak required)

GENRE ★★★★
ZONE ★★★★★
AGE ★★★★★
RATE ★★★★★
REVIEW ★★★★★



COMMENTS: *Jenni*—Pinobee is a solid platform-style game with enough innovative twists on the tried-and-true formula to keep players interested. It looks great, it plays great and it's only on Game Boy Advance. That's the GBA difference!

SUPER DODGE BALL ADVANCE

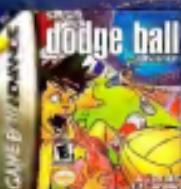
For multiplayer action, Alliis is right on the ball.

In gym class, dodge ball can be a traumatic experience. As a video game, it's pure, twisted fun. If you're a seasoned gamer, you probably have fond memories of Super Dodge Ball for the NES, one of the most irresistible multiplayer games of its day. The knock-down fun still holds up in Alliis's colorful update, Super Dodge Ball Advance, and after one round in the human shooting gallery, the kooky appeal of the game will hit you right between the eyes like an on-target ball pummeled by the school jock.

SDBA's action is frantic and aimed to the teeth with cool ways to pelt your opponents. By using button combos, you can hurl gravity-defying patches like the Spike Shot, Pause Shot, Sidewinder or Multi-shot. For control freaks, SDBA boasts a locker room

full of options and player personalities that you can micromanage, including team formation, agility and toughness. Vibrant graphics, bouncy tunes and tight controls round out a great package, which is especially recommended for its two-player action. If an in-your-face, what-the-hell multiplayer game is what you're after, SDBA is one Pak you won't want to dodge.

4



• FEATURES
• 1-4 players
• GBA Color & Sound (PAL)
• Game Link cable, while
(multiple Game Pak required)

GENRE ★★★★
ZONE ★★★★★
AGE ★★★★★
RATE ★★★★★



COMMENTS: *Alan*—It has enough strategy elements to make it deeper than most sports titles. *George*—There's not a lot to it, but it is well made with fun, stylized graphics and good play control. *Drew*—Every lay P.E. teacher knows you can keep a bunch of children happy by handing them a pile of rubber balls and letting nature take its course. If you don't enjoy smacking opponents in the head with rubber balls in front of an audience of pandas, then you just don't know how to have fun. *Jill*—One of the best new games for Game Boy Advance.





KONAMI KRAZY RACERS

Killing all kart! Kart kart racing is coming!

Though most go-kart game fans associate the high-speed thrillers with Mario Kart, Konami has the well-intended need to roll out its own all-star kart race. Of course, the term "all-star" is used loosely since most of Konami's characters haven't even appeared in North America. Goemon the Mystical Ninja, Castlevania Dracula and a few no-name stars for the wacky roads in loony locales like outer space and lava beds to compete in a speedy search for goodies—like missiles and hole diggers—and coins good for boosting the strength of power-ups. Jumps and boosts dot the 16 obstacle-filled roadways, and your bouncy car's responsive steering and ability to hop will make navigating a bit more manageable, if not altogether "knotty."



To keep the race interesting, you must compete for a new license after completing each four-race circuit. By clearing a Time Attack speed trial and a one-on-one race, you'll be able to unlock a new circuit. You'll also receive new bikes and info in your "e-mail" box, which appears on the game's fun Windows-style computer menu. The cute setup, characters and backdrops make your road trip a fun one, and the winding tracks and persistent competitors will remind you that kart can be challenging, too.

COMMENTS: **Alan**—Why is Mario's hair blue? Oh, wait, I'm not playing Mario Kart after all, but I might as well be. **George**—Character obscurity aside, the game is a decent Mario Kart-style racer. **Drew**—There isn't a lot of variety in the courses, despite their cosmetic differences. **Sony**—The graphics are good and two-player mode is fun—especially Battle Mode. I dig the soundtrack.

3 1/2

GAME BOY ADVANCE

- Mario Kart-like
- For 2 players
- Single-player
- Game Link compatible (including Mario Kart Required)

ALAN	★★★
ANDY	★★★
GEORGE	★★★★
DREW	★★★★
SONY	★★★★

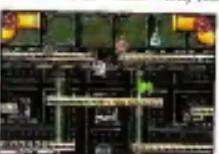
EVERGREEN
E

SUPER MARIO ADVANCE

Mario Bros. and Super Mario Bros. 2 advance onto GBA.

One of the coolest features of the GBA is its four-player capability, and that multiplayer perk is what really makes Super Mario Advance shine. SMA features two classic Mario hits in one, and the multiplayer half of the game is an update of the arcade classic, Mario Bros. Up to four players can link their GBA's and Super Mario Advance cartridges to play simultaneously and cooperatively, clearing screens by punching floors to topple enemies that are walking on them. Cozier yet, if only one player has Super Mario Advance plugged into a GBA, the other players can link their empty GBA's to it to compete in a Battle Mode version of Mario Bros. set in a single screen.

For sole adventurers, Super Mario Advance boasts off the NES adventure, Super Mario Bros. 2.



While the SMB2 portion of Super Mario Advance hardly maximizes the Game Boy Advance's potential (the improved graphics don't quite reach the level of some other GBA games), the game's classic hop-and-bop action provides reliable fun. The adventure half of SMA is considerably better than your average side-scroller, and it's definitely a fun diversion for players who are taking a break from the superior, multiplayer hits of four-player Mario Bros.

COMMENTS: **Chris**—The game play is true to the original, and the character voices are nice additions. **Drew**—Primitive by comparison to Rayman.

Alan—Why remake SMB2 when SMB3 is an artificially better game? **Yann**, Mario Bros. on the other hand, is a fine piece of work, adding an even star to SMB's score. **Andy**—There are enough added features to make the experience seem new. Four-player mode is the way to play.

3 1/2

GAME BOY ADVANCE

- Mario Bros. and Super Mario Bros. 2 included
- Up to four players
- Single-player
- Game Link compatible (Mario Kart Required)

ALAN	★★★
ANDY	★★★
GEORGE	★★★★
DREW	★★★★
SONY	★★★★

EVERGREEN
E

EARTHWORM JIM

Lock up the cows! Earthworm Jim is back!

Before the recent spread of mad cow disease, Earthworm Jim was busy taking his toll on unsuspecting video game bovines. The first outbreak of EWJ madness appeared in 1994 when Majesco defended the superworm's role, crude and ridiculous side-scroller for the Super NES. Violence was his trademark, and while firing your blasters and harassing cows were standard objectives, how and where you'd perform those tasks would vary.

The GBA version faithfully brings back the game in all its off-kilter glory, and gamers who are easily bored will find plenty of varied busywork in EWJ's seven-stage adventure. Armed with a couple of blasters loaded with incised serums, you'll jump on ledges, dangle from cables and ride a hamster, rocket

and sub. The play control could use a little fine tuning since well-timed jumps are the order of the day in the game. The cheap, thumping music is pleasant as grating—but then so is the over-the-top 'tude of the game. Cows, Snoc, A-level called "Bumville," EWJ's standard hop-and-collect action gussied up with irreverent humor isn't quite as clever as it wants to be, but it's not a bad ride, either. Big fans of the worms, side-scrollers or offbeat jokes will get the most out of the game.

COMMENTS: **Chris**—The game is still obvious, both in game play and filled humor. **Sonja**—It's a classic, and you've got to love a game with psycho puppies. It's a little rough to see on the GBA, though. A little more brightness would have been a good idea. **Oliver**—Too much character, not enough solid game play. **Alan**—Sure, the bosses are predictable and it feels dated, but you ride a hamster!



• Majesco/Marvelous
• 1 player
• 7 hours

• KIDS
• DADS
• MUMS
• NEVER
• MELIA

• PEGI
E
• PEGI
12

PITFALL: THE MAYAN ADVENTURE

Adventuring in the jungle is going to get a little Harry.

In the early '80s, Activision debuted Pitfall, and it was one of the most innovative games that Atari 2600 fans had ever seen. The game's Indiana Jones-inspired hero, Pitfall Harry, has starred in a string of sequels since his auspicious debut, but they've never been as revolutionary as the original. The Mayan Adventure, starring Harry's son, Pitfall Harry Jr., is no exception, though the sun-of-the-smill side-scroller (based on a Super NES game) is still a reasonably fun romp in the jungle.

Pitfall Harry Jr. has plenty of ways to navigate the landscape, whether he's bouncing off spider webs or swinging like Tarzan. The game's strong suit is its variety, and it gives Harry Jr. plenty of funny animations (he flails wildly when springing from hanging vines

and performs levitating yoga when you take extended breaks). You'll have lots of moves to use, too, but mastering them is an adventure in itself. Among other things, Harry looks the grace of fellow jungle explorer, Lara Croft, and his dancy controls will have you falling out of trees and accidentally bumping into marshes more often than any person should ever be allowed. Then again, it's a jungle out there, and Mayan Adventure provides plenty of campy, old-school, cheat-beating action.

COMMENTS: **Jenai**—In many places, it feels like good ol' Pitfall, which is nice. **Jill**—There are some exciting moves, but the graphics aren't as nice as most other GBA games. **Alan**—The play control is horrid.

Your most powerful weapons are activated by pressing L and Select simultaneously, but pressing Select also allows you to cycle through your weapons. So, when you activate a weapon, you often end up cycling to the next weapon at first. What? Whaaaa?



• Majesco/Marvelous
• 1 player
• 7 hours

• KIDS
• DADS
• MUMS
• JILL
• MELIA

• PEGI
E
• PEGI
12

ALSO PLAYING THIS MONTH

READY 2 RUMBLE

- PlayStation, PlayStation 2
- 1-4 players
- 7 stages

E

Far from the sleek, strap action, *Ready 2 Rumble* 3-D has the battle royale. Majestic alien stalks and giganous space shuttles blaster around at warp speed with weapons like energy beams and acid雨 (acid rain). While the battle-of-the-shuttle view makes it difficult to spot incoming enemies, everything else about the game looks out-of-this-world. But don't let your eyes蒙 (fool) you—you'll need to keep your sights tied on the smart dogfights within battle space.



3½

READY 2 RUMBLE: BATTLE ROUND 2

- PlayStation, PlayStation 2
- 1-4 players
- 10 stages

E

Midway's prequel *Space Gun* is majorly unlike anything on the GBA, and few of the series' well-dispersed weapons will be disappointed. The game's a knockout, with fast, rock-'em, sock-'em action and frantic, top-notch tunes, animation and sound. Despite the fast firing increases—*Space Gun* testing trimmers—and a wide variety of tools and pizazz, some gamers will find the shotgun to be a bit lacking. If you're boozing, though, take a swing at Round 2, because it's strong like a base.



2½

TOP GEAR AT CHAMPIONSHIP

- Xbox, PlayStation 2
- 1-4 players
- 10 tracks
- *Ken Block* commentary (optional)
- *Space Race* mode required

E

Kemco's *Top Gear* series is for drivers who love toinker with options and vehicles. In *GT Championship*, racers get to monkey with every wheel from the 22 cars' handling and dynamics to the weather and lay of the land. All of the tracks are long (a single lap can take two minutes), but it's not the air or ride or graphics that will get you revving into overdrive—it's *Top Gear's* primo Course Editor mode that enables you to create personalized tracks.



2½

FREE PRO WRESTLING

- PlayStation 2
- 1-4 players
- *WWE 2K* mode
- *Ken Block* commentary
- *Game Link* mode (optional)
- *Space Race* mode (optional)

T

Only hand-core fans of *any-on-view* fights will want to go to the mat with *RAM*'s graphically overwhelming mix of superstar wrestling, *Ultimate Fighting*, martial arts, cheap moves and sluggish controls. The brawler boasts tons of muscle-bound moves and over 100 characters, but aside from its four-player *Game Link* Battling Royal Mode, *Free Pro* Wrestling looks and feels like it should be for GBA rather than GBA.



1½

DISNEY'S ALEXANDER THE GREAT EXPANSE

- PlayStation 2
- 1-4 players
- 10 stages
- *Multiplayer* mode

E

Based on Disney's animated feature, *Alexander*, *The Lost Empire* makes a tiny *Alpha*-GBC with a juice-and-run *Alpha*-GBC starring five playable characters from the movie. The idea is lame, but the game really emphasizes navigation via character-switching. Each member of your crew has unique abilities, like *Alpha*-can's brainpower or *Wingy* and his bomb-power. The game provides intermediate puzzles and younger adventurists will get the most out of the *Alakazam* voyage under the sea.



2½

KEY



★★★★★ Get it now!
★★★★★ Hot stuff!

★★★★★ Good!
★★★★★ Not so hot.

● Available!

ESRB RATINGS

For more on the ESRB, call 1-800-777-7774.

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.

EC: Early Childhood



Teen (13+)



Adult (17+)

Everyone



Mature (17+)



Rating Pending

CRITICAL MASS

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

ALAN:



JANE:



ANNE:



JILL:



CHRIS:



DEB:



KEW:



SCOTT:



RONNIE:



SARAH:



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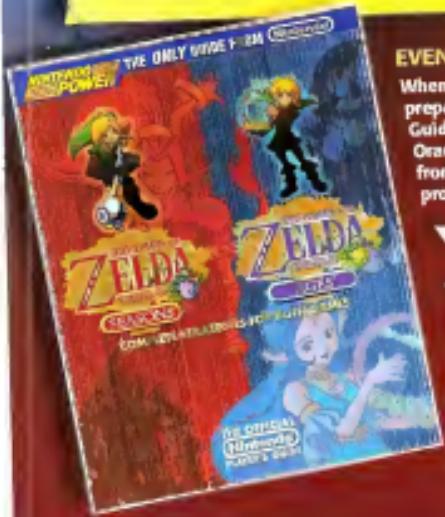
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11

CLASSIC BOXERS!

4

GAME MODES!

ONE
MAIN EVENT!



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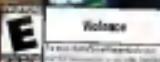
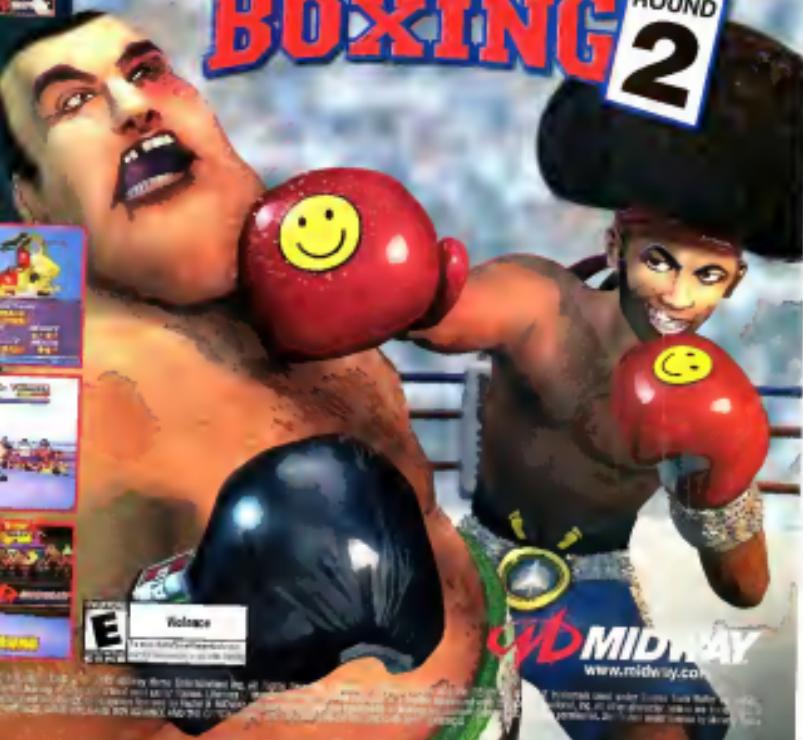


IT'S RUMBLE TIME
NOW ON

GAME BOY ADVANCE

READY 2 RUMBLE BOXING

ROUND
2



Violence

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