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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 fun-packed Game Pak. Our strategy review of the combo title introduces all of the characters and moves, and provides tactics for taking on every one of Mario's adventures. 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 GameCubed. A new generation of Nintendo fans is about to begin with the eighth bit, as always, an quality and playability. Our exclusive look at the Nintendo GameCube Lotus that were the talk of E3 includes Luigi's Mansion, Star Fox Adventures, Dino King, Super Smash Bros. and more.

Hawk's Highlights 50



Declared to be one of the best highlights for Game Boy Advance, Tony Hawk's Pro Skater 2 has all the right moves. Join us as we flip, grab and grind through a preview of the game's features and highlights. On the pulpit article's agenda, 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 shows that spotlight on Oracle of Ages with a walk-through that will take you past the game's halfway point. The Oracle of Seasons a strategies center on the Lost Woods.

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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 or all.

Kate Horton
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.

Philly Mitsuich
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.

Jed Renteria Jr.
Pawnee City, IL

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 Herrera
Boca Raton, 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
Omaha, 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 Klein
Sublette, IL

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

Hey NP KREW, it's graphics or nothing! I agree with Kenneth—*Aldyn 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?

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

B'Swattley
Win the Internet



Just because a game lacks amazing graphics doesn't mean it isn't good. Look at *Starcraft 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 of Time*, 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 Dawangue
Via the Internet*

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

*Kelvin Lam
Tucson, AZ*



Some of our favorite replayer romps include *Perfect 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 pear that you have to get to the top of a staircase? I wouldn't.

*Jeremy Haight
Via Soul Mail*

Hey, we were really looking forward to *Pow 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 making modeling clay away from a kid and giving him a shiny toy that does nothing but squeak when you push a button.

LB

Via the Internet
Hey, we were really enjoying our new *Star Spander 4000*. Seriously though, if it's design options you want, check out *Madden 2001*, which allows you to customize players, plays, teams, leagues, drafts and coaches. You even get to negotiate salaries with free agents in the off-season!

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 scene. 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 Javel Or just play *Donkey Kong*

64 and groove to the hypnotic jungle rhythms.

I almost feel offended by Nintendo'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 64* fanatics, and growers and all. Besides, you have to love a game in which the publisher actually outspells its own name on the title screen.

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

*Nikki
Via the Internet*

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

Elisabeth

Via the Internet
The graphics debate rages on, and there's no way we'll settle it in one sitting. 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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PLAYER'S PULSE

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NO MORE
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CHARTS AND MORE

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

Yes
Via the Internet

You bet your LCD it does! The new Game Boy Advance light shines 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 game!

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 downloaded 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 pub-

lic 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 emulated ROM of a game, whether you own it or not, is illegal. The browser window is a common Internet rumor, but it's not true. The backup-copy theory, commonly used with computer software, does not apply to game data contained inside ROM semiconductor 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 tie but not pants and how you can fly off a 1,000-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. Thank!

Ross Bradford
Bellville, TX

Will be happy to, Ross. Check it out below.



It's amazing that so much game is crammed into such a little package. The Game Paks are a mere 2.25 inches wide!

BATTERY BAKING 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

★ 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 Goomba is using a hammer to fix the veranda, yet he has no arms or hands whatsoever. How is this possible?

Maria Daniels
Vineyard Haven, MA
It's just one of those wondrous Nintendo mysteries. Other enigmas include how Rayman keeps his hands from floating away, why Donkey Kong

YOU'RE A WINNER!

Last November, we offered one lucky winner a pair of Manco Pin Karts, and we're happy to report that Mr. Art Perez of Granada 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 still 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 tell 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 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? Volvagia from Ocarina 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

Bowser. 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 little, Adrian, but interesting as well. Check out Write Away, Right Away for more on the boss boredom brouhaha.

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 hooking your Game Boy Color to a generator! 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 sudden, massive power surge like a lightning strike. As long as you use a licensed AC Adapter and the electrical wiring in your house is in good shape, you shouldn't ever encounter the problem.

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.



PROJECT M?

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

Andrew Lanni

Via the Internet

How can we put it gently? The test subject, Dr. Don Wild something, has a new nickname: "Streaming Parallels of Goa." Better luck next year!

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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.



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Destrehon, Louisiana



Yo Xian Ma • Novato, Hawaii



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It's a hassle 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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DIDDY KONG PILOT

THIS MONTH

Wario Land for GBA



Sherwell



Tony Hawk's Pro Skater 2 (N64)



GT Advance Championship Racing



Also this month:
Army Men Advance
Star Wars Jedi Power Battles
Max in Black
Dark Arena
High Heat Major League Baseball 2002

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 power, and Mario Kart Advance and Advance Wars are great multi-player games, too.

In Wario Land for GBA, Mario's nemesis catches wind of riches hidden in a golden pyramid somewhere in the jungle. Our angry hero soon finds himself caught in the pincer of four large areas, from which he must escape before he can reach the glimmering finale. As in previous Wario adventures, the anti-hero must transform into various caricatures 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 Strategy 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.

nintendo.com

RARE ADVANCES REVEALED AT LAST

This year at E3, Rare lifted the veil on its first Game Boy Advance projects, and you could practically hear the rejoicing as gamers perused the lineup, which includes DK Coconut Crackers, Diddy Kong Pilot, Sabrewulf and Banjo-Kazooie: Grunty's Revenge. (We hope to have 2-K pics soon.) It's an impressive feat for the growing library of standout games for the new handheld system.

DK GOES CRACKERS

Puzzle fans are sure to go ape when they see Rare's mindbender for Game Boy Advance. In DK Coconut Crackers, players try to place pieces on a square, bar field. At the same time, a Koering patrol 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 multiple-player modes. Two to four players can monkey around in DK Coconut 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. Pilots 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 more 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 contestant 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 loopy traps will buy you enough time to escape from the enraged beast. Rare plans on making some incredible multi-player modes, so well.

BANJO-KAZOOIE: GRUNTY'S REVENGE

Rare's bear and bird combo debuts on GBA with a new adventure called Banjo-Kazooie: Grunty's Revenge. The game will feature vast worlds that fit in your pocket. You'll find colossal 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.



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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 to 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 coins 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. NTCO, 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 squeal around turns, drive off the road and cut corners to get in front of your opponents. There are Championship, Quick Race, Time Attack and Multiplayer 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 Plastro doesn't know when to quit, that much is obvious. Once again, Sarge and company have to soap 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 Vilkko to do the grunt work in 3DO's first action adventure for Game Boy Advance. The game is divided into 17 missions, some in the plastic world and some in the human world. In some areas, Sarge or Vilkko can drive tanks or boats. The list of enemies includes Tantrixes, of course, and beetles, robots, weasels and aliens. You'll pack quite a punch with the five available weapons, and the sound effects are startlingly realistic. Wounded Tantrixes will groan as they tumble to the



ground. But the graphics are cartoonish with large characters. Army Men Advance should reach the forefront at the launch of the system on June 11th.



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 Bombermen 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 as HotGen Studios and is scheduled to be released this fall. The game takes players into the world of *Star Wars Episode I* as Qui-Gon Jinn, Qui-Gon or Mace Windu—all powerful Jedi Knights. In so three-quarter view action levels, 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 tag 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

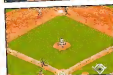


Game Boy Gateway System

announced a pioneering agreement to bring Game Boy titles on 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 300

High Heat Major League Baseball 2002 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 2002

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 Home Run Derby, Batting Practice Mode, Exhibition Games and Season and Play-off 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 ray 2001 is known for its original games, such as *Tridion 3-D* 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 009*. The action takes place in the year 2146 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 out 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.

Nintendo

ONLINE

NP



Navigate the New Nintendo.com

It's official: Nintendo's new website is the most comprehensive and user-friendly ever. The new site is a one-stop shop for everything Nintendo, from the latest game releases to the company's history. The new site is a must-visit for any Nintendo fan.

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ANATOMY OF A WEBSITE

Your search for new titles, trailers, screenshots, and everything else related to Nintendo game information starts with this page. When you log on, you'll find sections, listed along the top of the screen, and a list of featured titles. The page is divided into several sections, each with a different color and design, to help you find what you're looking for.

more. The tool lists titles in place, with a link to the page where you can find more information. The page is divided into several sections, each with a different color and design, to help you find what you're looking for.

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QUICK BYTES

ADVANCE INFO

E3 WRAP-UP

CHAT UPDATE

HIT LIST

With 100 million unique visitors to njn.com and 1.7 million visitors to pokemongo.com, March was another big month for official Nintendo sites. Our top five shows the individual game sites and partnerships sites that were the most trafficked for the month.

1. pokemongo.com
2. pokemongo.com
3. zelda.com
4. papermario.com
5. smashbros.com



GAMEBOY.COM

Game Boy Advance, the go-to update site for the game system, is the biggest on gameboy.com. With more than 100 million unique visitors, the site is a hub for the system's fans and provides a wealth of information on the system's games and accessories. The site also features a wealth of information on the system's games and accessories. The site also features a wealth of information on the system's games and accessories.



NINTENDO WEBSITE LIST

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

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



Two Bros.

Up to four players can participate in the enemy-flicking, coin-collecting excitement of Mario Bros. Classic, while the platform-jumping, wiggie-tossing 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 pining. Link up with your buddies with one or multiple Super Mario Advance Paks 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 platforming 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



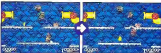
You can jump into the Garbage Can to pick up fabulous items that help you battle your opponent and defeat enemies. You can also trip a player if the time by standing on its lid.

Stay On Top



Flip over three back enemies 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 coin first.

Flip Turtles



Flip over a turtle by jumping up and hitting the plait from under its head. When your opponent tries to kick it, hit 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 ahead. Same players can stay on top clearing enemies, and the bottom players can catch any enemies that sneak 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



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

Egg



Throw the egg to reveal a heart, star or coin, then run over and pick it up quickly, or your opponents 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 Mode start out big, but can shrink if they hit an enemy. The heart restores their height.

Coin



Coins 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



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

Super Mario Bros. 2

Super Mario Bros. 2 is a chaotic 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

enemies. There are no bricks 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 neither strong nor fast, but she can float for a short time, making her a good choice for levels with lots of or conveyor belt levels.



Toad

The little mushroom-capped Toad is very fast and strong and is also well-suited to areas where you have to pick up and toss many things.



Luigi

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



Mario

The most well-rounded character in Mario—this is pretty good (but not the best) at 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



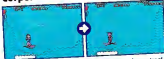
Each level contains two potions, which you toss in the ground to create a door to the area known as Subspace. You can hold up to two mushrooms in each level's subspace that will lengthen your health meter.

Second Vase



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

Carpet Rides



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



nintendopower.com

Spike Walk



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

Bubble 1-Up



When you encounter a 1-Up Mushroom enclosed in a bubble, simply toss vegetables or spread salt at it to break the bubble so you can jump down and pick up the extra life.

Max Out Your Lives to 99



In World 3-2, climb the ladder then jump over the Spikes to the door on the ledge. At the top of the area, pull the left trigger—it's a shell. Return to the bottom of the area, then toss the shell into the door way. Stand on the ledge, then exit. After the shell dies enough (he says) to earn 1000 points, you'll start earning extra lives. You can quickly earn up to 23 lives.

The Vases and the Key



In World 4-1 there are lots and lots of vases. The fifth from the right begins 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 creature you'll face most often is Bowser. He will sometimes be the only boss at the end of a level, but she often shares boss duties with another creature.



Birdo



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.

Mouser



When battling Mouser, 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 drop them at his feet. Mouser 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 Birds 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 also jump on the rocks if you're able, but it's much more dangerous.

Tryclyde



Create a homeroad with the Mushroom Blocks to put just yourself (or even Tryclyde's fireballs). Throw the remaining Mushroom Blocks at Tryclyde to talent down.



Fryguy

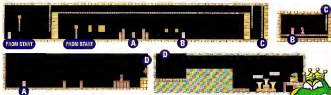


Use the Mushroom Blocks at Fryguy until he splits into two Fryguys, then toss the Mushroom Blocks at them. You can throw the blocks from anywhere, but you'll be safer if you throw them from one of the higher ledges.

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

facing Wart before you reach Wart. We won't reveal just how to beat the big green toad king, 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

©2001 Capcom

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 monstrously 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 guises for many consoles. Quite fittingly for a vampire-themed game, Castlevania: Circle of the Moon features a haunting image of one of the gothic castles of these games. Instead, it takes on the characteristics that have appeared in many of the games—the whip, the master vampire hunter and the evil lair, for example—and uses them in a haunted atmosphere most reminiscent of that appearing 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.



RESURRECTION

Castilla, 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 one's 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 protégé, arrive too late to stop the evil one's awakening. Dracula and Morris are old enemies, and they hint at their past battles. The former, Count Dracula, thinks it's fitting to use the life force of the men



The beauty has a heavy choice: Is she Dracula back to his power to be may continue his reign of terror.



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

are dropped into a pit. This starts the adventure of Nathan as he tries to reach his master and defeat Dracula. Hugh Baldwin is jealous of Nathan Graves. He feels that he should be the one to wield the Hunter's Whip because he is Morris Baldwin's son as well as his disciple. He abandons Nathan when they should stick together inside the enormous castle that's squirming with the enormous monsters.



Players control Nathan Graves, who, bears the Hunter's Whip, a weapon that is the weapon of choice for the Count's vampire hunters.



Hugh Baldwin leaves Nathan's side after Castilla tosses them both into the depths of the castle. He believes he should save his father 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 enemies to earn hearts, weapons, potions, antidotes, coins. Nothing 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.



Players can upgrade Nathan's stats to see how equipped items change his abilities.



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



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



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 Scrap System, or DSS. There are 10 Attribute Cards and 10 Action Cards that Nathan finds. Each Attribute 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. Kotomune Igawashi 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 play element to the Castlevania series. Players can select DSS from the menu to configure their cards.

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 Dash Boots, are not dropped by enemies. Instead, they are found in concealed or guarded rooms inside the castle.



It's important to save when you locate a Save Room. Castlevania Circle of the Moon is not divided into worlds, so there is no automatic save feature.



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



As you play the game, you will come upon Magical Items that give Nathan a new ability. These items, like the Dash Boots, 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

says the score for the game before you even get a chance to see the game's ghastly ghosts. The sound effects add to the spine-tingling sensation—creaking doors and creaking bat sounds pop up as you choose a file to play. Mr. Igarashi thinks the Game Boy Advance's exclusive 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." He hopes 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 up-tempo 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. Igarashi 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. Igarashi hints that there are hidden things in the game that gamers can "uncover, but, unfortunately, he and Kamiyama would like to keep them secret for now.



The Hunter's Whip attacks everything by hitting it with lightning bolts. It's a pretty handy tool.



Nearly everyone won't be the only enemy thing in *Castlevania: Circle of the Moon*. The music and sound effects add extra oomph to the game's gothic atmosphere.



The Cerberus boss fight is the only one in the game. It's a tough battle, but it's worth it. It's the first boss you'll encounter.



CASTLEMANIA

Konami's classic *Castlevania* series seems so far 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. Gamers who enjoy side-scrolling action are sure to enjoy a battle in the game, but anyone who enjoys a challenge or appreciates great graphics and game play will find something to like in *Castlevania: Circle of the Moon*.



Many photos capture the beauty of the game, from the halls of Dracula's castle. You can expect more enemy creatures when you play the game!



There are many secrets in the game. Go into the game, try to find the secrets, and try to find the secrets. It's a pretty handy tool. It's a pretty handy tool.



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 faces 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, 1080° Snowboarding and Wave Race. And there were original

games that the public hadn't previously heard about: Pikmin, Kameo: Elements of Power, Donkey Kong Racing, Kameo: Blade and Animal Forest for GCN. There were brief, tantalizing—video glimpses of games in the works, such as Mickey Mouse for GCN and Eiji Ono's Darkness 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.



Mario is just one of the characters that will be featured in the new Nintendo GameCube games.



Super Smash Bros. is one of the new Nintendo GameCube games.

gamecubegames.com

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 enlists 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 spectacular flashlight. *Luigi's Mansion* is filled with comic shenanigans, riveting game play and stunning graphics that showcase the Nintendo GameCube. The 3-D environment features beautiful interior rooms and fixtures and spectacular lighting and transparency effects. The power of GCN is particularly apparent when several semi-transparent ghosts dance about Luigi, who cringes 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, Denis Dyack, 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 took 4 months there when we were using others' on the Xbox or PS2. We feel excited about development will find similar results on the GCN. The GCN will allow developers to create games that are substantially superior to their previous work. 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 that might have taken six to eight months to overcome on other systems are now being bypassed in a few days or less. No longer having to fight hardware, developers are free to express their visions and bring game content to the gamers like never before. We believe that GCN will revitalize 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 at Silicon Knights like never before. It's Game Boy Advance, and it's GCN! The GCN is a real-time revolution that will allow Nintendo to take the world by storm."

SUPER SMASH BROS. MELEE

A mayhem-packed multiplayer melee will make its way onto Nintendo GameCube with an all-new version of *Super Smash Bros.* The fighting fans at E3 in Japan have revved 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 Pitashu, and new fighters that include regal rumbler Princess Peach and Princess Zelda. There's even a couple of cute new faces from an old-time classic, for 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 zapped by lightning or smashed 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 gazed screenshots of *Dinosaur Planet* for the N64 in last year's E3 review, we noticed the lead character's uncanny resemblance to a certain bionic fox from Nintendo. Mr. Miyamoto noticed it, too, as did the game genus at Rare. And so a great union took place in secret. 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 bashing with weapons and magic down on the ground. Slippy will be there to lend a hand with some high-tech gadgets, and with some high-tech gadgets, and Poppy will give Fox some tactical advice. Flypax also have the help of Prince Tricky, a triceratops sidekick. Instinctive controls help you navigate in the sky and on land, through worlds with detailed weather effects, incredible lighting and realistic shadows. As for 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.



nintendo.com

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 Retro Studios,



METROID PRIME IS BEING MADE IN 3D.

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. Retro 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 ravages 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 dazzles the eye with unbelievable water reflection and lighting effects and challenges the senses with changing weather conditions and intense racing.



WAVE RACE: BLUE STORM TAKES RACING TO A NEW LEVEL.

Left Field Entertainment, the makers of 2001's *NBA Courtside 2002*, is also working on 2002's *Snowboarding 2*, carrying on the tradition of radical moves, downhill speed, and awesome graphics.

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



KAMEO: ELEMENTS OF POWER IS A FANTASY ADVENTURE.



MARIO KART: DOUBLE DASH!! IS A RACING GAME.

side. Her special gift is the ability to morph into any of the monsters and use their strengths to progress in the game. Once Kameo 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 NG4 in Japan, *Animal Forest*, and turning it into a major release for GCN. Dubbed a "communication 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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SMASH BROS. MELEE IS A FIGHTING GAME.



SILKEN KNIGHTS IS A MEDIEVAL ACTION GAME.

Silken Knights at last year's E3 was impressive, consider that the Nintendo GameCube version has full-motion animated cut-scenes, full facial expressions, the ability to load a scene with up to 20 detailed enemies and an enhanced reactive animation system that gives life to each character through reactions and unique animations.

Finally, visitors to Nintendo's booth discovered that Disney's Mickey Mouse is coming to GCN. *Walt Disney Mickey Mouse* 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.



DONKEY KONG RACING IS A RACING GAME.

© Disney

THE PARTY HEATS UP

NINTENDO GAMECUBE

Third-party support for Nintendo GameCube builds daily as developers and publishers recognise 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 horreofest of Resident Evil Zero to the slick arcade action of NHL Hits, to the reality of Madden Football and the X-rimetry 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 Spaceworld demos look crude in comparison. *Rogue Squadron II* covers many of the scenes from the first three movies and includes a new mission that never made it onto celluloid. As in the original game for N64, players fly X-Wings, A-Wings, Y-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



STAR WARS: ROGUE SQUADRON II



STAR WARS: ROGUE SQUADRON II

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 2000



SSX SNOWBOARDING

Madden Football, *SSX Snowboarding* and *FEA Soccer*. Midway is bringing its arcade-style sports games to GCN with *NFL Blitz* and *NHL Hits*. 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 version of *Virtua Fighter 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.

The Nintendo GameCube is a powerful console that will revolutionize the way we play games. It's the most powerful console ever made, and it's the most powerful console ever made.



RESIDENT EVIL ZERO



MONKEY BALL

THE SHOW HAS JUST BEGUN

EA offered just a taste of the power and promise of Nintendo GameCube. As you survey the wild frontier of gaming, with various consoles vying to stakeout territory, keep in mind that Nintendo has always provided the best first-party games, which play exclusively

on Nintendo's systems. The best third-party games—the *Tony Hawk*s, *Madden*s, *NFL Hits*s and *Rogue Squadron*s—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

information

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 arenas, 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 himself, 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 frog man is running around the streets of Europe, but the scenario is fun nonetheless. Beat the Cold Reception level on 00 Agent mode in under 3:25 to unlock exotic skins such as skins and SCUBA divers.



CHEAT

UNLOCK MULTI-PLAYER FOREST LEVEL

UNLOCK MULTI-PLAYER EXOTIC SKINS

UNLOCK MULTI-PLAYER EXOTIC WEAPONS

UNLOCK MULTI-PLAYER GADGET WAR

HOW TO GET IT

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

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

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

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

CREATING 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 Corner 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 Starter 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 alarm button is located on the safety deposit box room wall, next to the guard's green.

CREATING 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 1:45 or less on Secret Agent Mode. That's a tall order, especially when you must escort Dr. Warrflash to the vault—and the saffroners 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 Warrflash, but if you zap him with the Starter Watch, he won't be able to give the order. Go to the rear of the vault and talk to King, then zap 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 zap the guard on the way OUT, too.



MUCH MAJORA

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 any 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

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



TARGET TERROR

If you go to Honey and Darling's Fast Clock Town stop 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 arrive by. They'll temporarily stop the timer, but you can keep hitting targets to make the clock stop again. 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 that you need to read, but it won't work with the arrow-shaped directional signs.



DR. JONES, I PRESUME?

Gentlemen 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 Pascodes screen, which is located under the Options menu. Classified info: brandy poison darts, booby traps and lots of snakes to get the cheats, so we hope you find them to your liking.

ANTIQUE ROAD SHOW

You can use the code ANTIQNT to unlock a video showcase chock full of preproduction sketches, paintings and other artwork.



SMILE REAL PRETTY

Input the code DRESSER to see a snapshot of the developers, and don't forget the excitement points. Mix the photo should have stayed buried...



PASSWORD

ABSPANN

FORGE0FF

REALHARD

MUCKE

EFFECT

IMMEDIATELY DISPLAYS THE END CREDITS

UNLOCKS ALL LEVELS—INCLUDING THE BONUS AREA, PERU

MAKES THE GAME MUCH HARDER

UNLOCKS THE AUDIO SHOWROOM

POWERPUFF GIRLS 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 extras 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 GIRLS Battle Him

BATTLE ON

 Classified Information was all ready to go to press, when an enraged Bubbles suddenly came flying into the office and started tossing the computers around. 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.



 Some enemy bosses and friends like with an Evil Cat Trading Card.

CODE	EFFECT
ROWDYRUFFS	UNLOCK THE BUTCH TRADING CARD
AMDERABOYS	UNLOCK THE LOVELY TOWNSVILLE DUMP TRADING CARD
MOJOJOJO	UNLOCK THE BROCCLOID EMPEROR TRADING CARD
UTONIUM	UNLOCK THE BUBBLES GRAPHIC CHEAT
POKEYOAKS	UNLOCK THE BLOSSOM GRAPHIC CHEAT (IT WILL SAY "BUTTERCUP GRAPHIC" IN THE "USE CHEATS" MENU)
OCTIEVIL	UNLOCK THE MAYOR GRAPHIC CHEAT

CODE	EFFECT
PRINCESS	UNLOCK THE TOWNSVILLE CITY HALL TRADING CARD
MALPHS	UNLOCK THE TOWNSVILLE ART MUSEUM TRADING CARD
POWERPUFF	UNLOCK THE EVIL CAT TRADING CARD
MISSKEANE	UNLOCK THE BLOSSOM GRAPHIC CHEAT
LUMPKINS	UNLOCK THE BUTTERCUP GRAPHIC CHEAT
MCCRACKEN	UNLOCK THE MAYOR GRAPHIC CHEAT

MEGA MAN 64

EASY MONEY

If it's Zenuses 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 Zenuses as a reward for picking up litter. Exit and reenter Apple Market to repeat the procedure as often as you like.



Kick the can halfway across the lot or as profitable as it is in Apple Market.

MARIO TENNIS

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 the tour completed.



You should go on the tour at least once, but visits beyond another five can take a while.



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 Moustache Man in Ocarina 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 traced him in my patrol car, but he still beat me—and look at the engine on that thing! I did, however, write him a 250-Super ticket for speeding. Code Cop, over and out.



Run, run, run as fast as you can—but you'll never catch the Moustache Man.



GUCCOO CRAMMING

We couldn't just let the Code Cop have all the fun, so we've 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 stairs. 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 shockingly easy to find!



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

SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97093
REDMOND, WA
98079-0793

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 run-'n'-jump platform adventure that translates perfectly onto a handheld system, but utilizes GBA's power to include the same clever design and gorgeous scenery that earned the game such praise when it appeared on next-generation consoles. With a plethora of challenging lands to explore and plenty of nifty bosses to beat, you better stock up on batteries and plan a long vacation.



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Once you unlock a new area, use this map to navigate to that area's level to unlock it. Each land has its own boss and several different areas, and all of which contains numerous stages. As you can see, there's a lot of ground to cover!

THE SCIENCE OF ELECTOONS

Everything was great in Rayman's world until Master Dark came along and captured the Great Peerton and scattered the Electroons 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 Electroons. You won't be able to lose a level boss until you save all the Electroons in the area.



One solid punch is enough to bust the stage and send the Electroons free. This tricky part is recurring every stage. Most are tucked away where it's hard to reach places.

BETILLA LENDS 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, bang, 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 duck or jump, your fist will follow you—a nice trick when it comes to landing.

SHINGING



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 a ring.



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



Determine such paths, Rayman will need to gain speed and keep over glowing couriers. Press the forward on the Control Pad and watch Rayman zoom down.



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 stage.



THE DREAM FOREST

The Dream Forest begins with a couple of easy stages, but ends with a frantic race against a flood and a battle with a gigantic

mosquito. By the end, Rayman will have the ability to punch, hang and grab.

PINK PLANT WOODS



On the third stage of the level, Merida the fairy will give you the power to punch. Use your new skill to smash out enemies and burst cages full of Electoons.

ANGUISH LAGOON



While riding Mosquito, stay toward the bottom of the screen to avoid two guys. Toward the end of the stage, Mosko will start to fly faster, so be ready!

FORGETFUL SWAMPS



Punch a plant down the hill and collect like a leafboard to reach the end of the stage. You can also ride plants or use water in all levels of the game.

MOSKITO'S NEST



Watch once you punch Mosquito, he will spend a few seconds trying to recover from the blow. That's not his recuperation, try to land another quick hit!

BAND LAND

Everything in this neighborhood seems to be a little off-kilter. Rayman will climb swarming flares, bounce off moving

bongos and ride enormous mushrooms in an attempt to save more hapless Electoons.

BONGO HILLS



The bongo's grove makes him a knock for making jollies. After throwing a punch, duck down so that your fist will hit the ending enemy on its way back.

ALLEGRO PRESTO



Bale messages like hot air balloons to the upper reaches of the stage and find cages with pecked with goblets. Stick the balloons by moving left or right.

GONG HEIGHTS



The bongos and clouds keep moving in a friendly pace, so be patient and take your jumps carefully. One wrong jump will send you falling into oblivion.

MR. SAX



This boss plays on a giant sax. Disappear to avoid the exploding notes and punch the base to blow it out from exploding back toward the enemy.

BLUE MOUNTAINS

Rayman's quest has taken him away from the colorful landscapes of the valley and into the dark caverns of the mountains.

Along the way, he'll earn the ability to fly, which will allow him to reach the peaks.

THWILIGHT GULCH



Begin the level stage by jumping to it off the cliff. Electoons are trapped behind the guard. Smash the rocks with your fist, but watch for flying fragments.

THE HARD ROCKS



When riding clouds, use your fist to punch the large, swirling spheres out of your way. Be prepared to duck and swing around obstacles that appear suddenly.

MR. STONE'S PEAKS



Rayman will be able to fly at the start of the level. Use his helicopter to lower himself the ropes and prevent the water from flooding in the second stage.

MR. STONE



To destroy the massive Mr. Stone, pound the figure that's already hit and use the boulder that Mr. Stone carries as a platform to reach the statue.

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, wavy surfaces, so be careful crossing them if there are ticks on the ceiling.

ERASER PLAINS



Start the level with a series of well-timed jumps, avoiding the slippery problems of the touch the fly to drink and advance through the tiny passages.

PENTATHLON



Not too fast some of the walls between the arenas are too wide to jump over. Loop into the air and use your helicopter hair to low take over the gaps.

NANA'S CRATER



On the third stage of the level, watch out for two pesky ring-bell traveling below shiny plates. Destroy two quick punches to knock them out of the way.

SPACE MAMA



Swamp around the area which allows to avoid Space Mama either flying past or by ring and punch her in the helmet to finish her off for good.

THE CAVE OF SKOPS

As if the jumps aren't difficult enough to perform in broad daylight, the Cave of Skops 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. Always be ready to grab a ring, and watch for snakes that will send you falling.

EAT AT JOE'S



Joe will treat you a little to improve your visibility, but it won't help much on the first stage. During later stages, punch levers to advance.

STALACTITES



The sight of the crystal stalactites are sharp and can on so Rayman plenty of pain. Study the patterns of the moving platforms before leaping onto them.

MR. SKOP



Mr. Skop is a one-track crab that never to move before he finds his close toward you. Push him in the head repeatedly while a flying out of his grasp.

SHOTS IN THE DARK

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

MR. DARK



Mr. Dark will up across the room, switching to overconfidence as he goes. Position yourself between the raging flames and don't let the bad guy touch 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 Electroon world is saved. When it's all said and done, the Electroons 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 imagery and clever use of basic elements. Most importantly, the variety of levels goes into adventure a lot of replay value. It's a perfect title to add to your best 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 limitation of the GBA port of THPS 2 is its fixed camera angle. Since you can't look in the perspective view—and therefore through walls and ramps—you'll find that you can do just about anything that's possible in the home console versions 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!



COUNSELORS' CORNER

Your Questions—Our Experts!



PAPER MARIO

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

The management at the Boos Mansion Shop reserves the right not to serve patrons wearing blue overalls. Franky, the shopkeeper, won't sell you a thing until you talk to Lady Bow, the manipulative head Boo who floats 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 supernatural trip to the third floor. After you agree to do Lady Bow's bidding, Franky will be happy to sell you a Super Shroom or two.



Franky would love to help you out, but his gothic-like appendages are fixed. You'll need to talk to the grand Boo lady if you want some action.



Lady Bow always gets her way. If you don't let her win, she'll let Franky open the Boos Mansion Shop for business.

CAN I FIND CHUCK QUIZMO IF I LOOK FOR HIM?

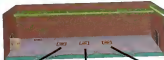
Yes! Chuck Quizmo's appearances are random, but you can maximize your chances of finding him if you follow cer-

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

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



Keep warping to the three locations shown in the diagram until you see Chuck Quizmo.



Each time you answer a question, Chuck will give you a Star Piece.



DRY DRY OUTPOST



KOOPA VILLAGE



GOOMBA VILLAGE

SPIDER-MAN

HOW DO I DEFEAT MYSTERIO?

The three-story tall Mystorio may seem unbearable at first, but a few well-placed Impact Webs will make short work of

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

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



You'll need to leap among three levels so you can target Mystorio's six glowing crystals.



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



Fire a couple of Impact Webs at Mystorio's head close 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 bundle 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 wait over energy walls. Push the on/off switch, or fire 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 villains 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.



This sonic field will regenerate after Carnage takes a hit. Use the tactic to grab power-ups.

PERFECT DARK

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 plant



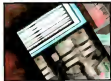
As a Perfect Agent, you'll have the Tracer Bug at the start, so don't bother going to the drop point.

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 Skedar guards. Sneak up behind the first Skedar warrior then



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

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



itor. You'll probably get only one throw to take out the second Skedar warrior. It takes a couple of seconds for the poison to do its job.

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



If all goes well, you'll have enough ammo to destroy all three alien control panels. It takes three shots per terminal.

HOW DO I DEFEAT THE THREE DUELISTS?

You'll face three foes in The Duel: the dardDync Guard, Jonathan Dark and Trenz Easion. In each case, you'll prob-



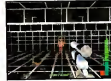
you can't fail to evade the dardDync Guard, but your best bet is to just turn, aim and shoot.

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



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

best bet against him is to run 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 Trenz. 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 Roly as their pet, but you can befriend Dimitri or Moosh if you find a flute before you

retrieve Roly's Gloves for him. If you complete 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 Spoil Swamp.



During the dry day to win a flute. When you go to Spoil Swamp, you'll receive Dimitri and make him your pet.



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



Dimitri can swim to Sunken City through treacherous, flooded regions of Hoshinon.



If Moosh becomes your pet, gifted welcome will separate you from Sunken City. Fly over there.

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 57823, Redmond, WA 98073-0233

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

Call for details. Rates apply to international callers only.

In Canada Call:
1-800-451-4400

Call for details. Rates apply to international callers only.

Magi-Nation

Q: Why did the Pongans leave?

A: You must pay the Fairy King no more 300 Acorns or he'll visit to take you back.

Q: Is there a fast way to pick up energy?

A: Try to use high-level creatures when you battle. If you do lose no money with one hit, your energy reward will be doubled.

Q: Where do find the Great Forest?

A: You'll find it when you escape from Magus's Prison.

Donald Duck: "Goin' Quackers"

Q: How do I use the Teleporter?

A: Stand in the center of it three times.

Q: How do I access the Save Menu?

A: You can access the save menu only by pressing Start while you are in Gyr's lab.

Q: How do I collect Teddy Bears?

A: Hit a bank three times to get a Teddy Bear before the timer runs out.

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



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

© 2003 Nintendo

MAXIMUM MODES

F-ZERO Maximum Velocity's blazing world of white-knuckle racing battles includes a brand-new competition with unlockable tracks and machines, awarding top dogs and sets the pace of multiplayer action—*maximum fun, maximum fun.*



Join the F-ZERO Maximum Velocity Grand Prix to take on a field of fierce competitors in four series of five races each.



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



A Multiplay Link lets up to four players race on a track for every race. Select from the most accomplished player's unlocked options.



With a Single-Link Link, you can play a race on track in as many as three other GBA systems using GBA Game Link Cables.



When participating rankings in every race, you can enter the Grand Prix Series.

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 contemporaries 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 pilot her karts against Major Alex at a boosted speed of 57 km/h for six seconds—the best boost combo of the first four available to players.



Fireball designer and pilot Mickey Marx has created a sturdy frame that can take more hits than any machine in the opening field. He'll always stay in the race.



The design of J.B. Crystal's racer shows her love for vintage cars from the 19th century. It's his long wheel travel and excellent balance—a good beginner's choice.



With the least turning ability and the highest boost speed of the first four machines, Jet Nick's Wind Walker performs in turns and straightaways.



Maintained by expert mechanics with the most advanced tools, Jet's Cyber Sly Joker is not just a normal 420 km/h but a boosted speed of 501 km/h.



With two engines stacked on top of each other, Alexander Stingray's speedy Stingray can maintain its 320 km/h boosted speed for up to 12 seconds.



Designed by F-ZERO icon Dr. Stewart, the Silver Thunder has a strong frame and good balance. Jet's Wagner controls the machine with quiet mastery.



With great acceleration, an F-Zero master's machine, the Falcon MK-II is a well-rounded machine. The pilot, Keet Akeda, claims to be Captain Falcon's son.



"The Baller" Kamek's Fighting Comet is one of the fastest machines in any game costume, with a boosted speed of 416 km/h and a boost duration of nine seconds.



Jet Jr., the son of racing-machine designer Professor Yurus, pilots the ultra-exclusive Jet Vermilion. It's the only machine to break the 600 km/h barrier.

RULE THE TRACK WITH WINNING MOVES

With solid strategies and a lot of practice, you can take the Master Class. Not for the faint of heart, the storm. While the "ready" gauge fills, the power level (0-10) increases. To warm up, use the 100% boost, releasing it periodically to ensure that the power level stays high. If your timing is right, you'll blast off with a full-on 500 km/h.

The Master Turn (0-100%) will help you gain control and maintain speed in tight corners. Press and release the accelerator quickly and repeatedly while turning to maintain the move. When you hit obstacles, the racer will lose a 100% boost, bringing down its top speed. Use the Zones to repair.

UNLOCK A WORLD OF RACING

You can unlock machines and courses with racing accomplishments. By completing the Power, 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. Master 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 courses, one winner—the F-ZERO Maximum Velocity Grand Prix is a top-speed bunt 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 chaser series in Expert Class.

PAWN SERIES



PAWN 1

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



PAWN 2

Start Pawn's curve-riddled First Circuit in a good place for Short Turns. Tap the accelerator repeatedly to maintain control as tight turns. The last few meters have rough shoulders. Stay in the clear, smooth areas of the track.



PAWN 3

The Emperion Colony Dash Circuit splits into two sections that are mirror images of each other. Try to separate from the competition at the split and hit every Dash Plate as you go.



PAWN 4

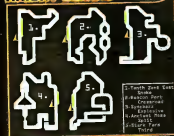
Rough Speed Down areas spread from the shoulder in the center of the track in Start Park's Second Circuit. If you hit a Speed Down Area, you will slow down in a heavy S-curve toward the clear and smooth track.



PAWN 5

The Pawn Series concludes on a course in the clouds. In addition to two 180-degree curves, where the first two encounter a mist, the course features one long gap. Hit a Dash Plate before you jump.

KNIGHT SERIES



KNIGHT 1

The angular Snake Circuit of Tenth Zent Park also contains three 90 degrees of 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 Port Grounded Circuit, continue riding straight across the intersection and adjust your speed if you're on a collision course with crossing traffic.



KNIGHT 3

Edified with Explosive Rings and lava, the Tenth Port Explosive Circuit is a dangerous race. When you reach the lava at the end of the backstretch, hit the Jump Plate and drift to the outside while you're leaning over the hot stuff.



KNIGHT 4

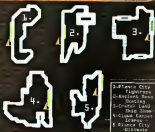
The Arcueil Maze Split Circuit is your introduction to slick surfaces. Execute Blast Turns to maintain control on icy corners and make use of the Dash Plate when the split tracks merge to form your trajectory.



KNIGHT 5

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

BISHOP SERIES



3-Elmore City
Lightning
3-Bonick, Reno
Buckley
3-Orney Land
Dale Shaw
4-Clard Canyon
Johan
5-Bianca City
Mikewale

BISHOP 1

The Teahoye Circuit of Bianca City is deceptively tricky. You'll find few straight sections on the backstretch that are good for passing. If you don't catch the last tight turn, you could gain ground as you reach the home stretch.

BISHOP 2

Tight turns could see you wobble the rule. On the exception on the slick Shoring Grounds of Argent Moon, these turns are the best way to handle the sharp angles. Think you could gamble by bouncing off the rail.

BISHOP 3

The Moon Palace of Corner Land's Wild Zeez Circuit will have you weaving dangerously close to the rails. If you are slow to escape from red-colored corners, you should choose the Pit Zeez over Dash Plates when the track splits.

BISHOP 4

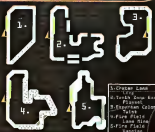
A track is the backstretch is covered with Speed Buggy areas on the show show. Even if you have to go on your ground, you should avoid rough terrain. Don't ever stroke or stroke cars.

BISHOP 5

The Bathy-Trying Circuit is played by some sections. Driving accurately is more important than all-out speed. At the opening of the backstretch, the track turns to left, then right. Stay near the rail and make slight adjustments.



QUEEN SERIES



3-Orney Land
Lory
4-Tech Zone East
Planned
3-Elmore City
Johan
4-Fire Field
Lane Nine
5-Fire Field
Bannon

QUEEN 1

Hit the two Jump Plates on the backstretch of the Corner Land Loop Circuit to skip over large Speed Buggy areas. Drift across the track while waiting to avoid all of the rough stuff.

QUEEN 2

You'll cross the wide open on the Terra Zeez Fast Palace of Circuit, drifting left or right to reach the brightly lit landing zone. The path splits at the fourth jump. When it comes together again, watch for oncoming traffic.

QUEEN 3

Twist Plates are the most dangerous elements on the middle course of the Queen Series. If you hit a Twist Plate, you could easily spin out of control. Try to avoid them, but be sure to hit the nearby Dash Plates.

QUEEN 4

The backstretch of Fire Field's Lost Mine Circuit is loaded with Explosive Traps. You'll find that it's easy to avoid them in the straight sections but more difficult to steer around them on the curves. Be careful.

QUEEN 5

Explosive Traps are concentrated in two sections of the Fire Field Winner Circuit. You can fly off Jump Plates to avoid most of them, but lead carefully so be prepared to move over quickly on the ground.



CHAMPIONSHIP CIRCUIT

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

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

CHAMPIONSHIP



After you slip through a field of Explosive Traps near the beginning of the circuit, you'll come into a 180-degree turn. Don't hit that 1-2 combo please you. Blast-Turn and keep moving.

You'll find Dash Plates on the opening of the course's wide and icy sections near the hair-crack. Even though you may seem to slide on ice, you should take advantage of the added speed that the Dash Plates afford you.

Cornering on ice can be very tricky, but if you've made it to the Championship Circuit, you know how to do it with slippery turns. Use the Blast-Turn technique to maintain control and stay away from the outside rail.



MULTIPLAYER MODES

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

With a single Game Pak, 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



The Spread Down area on the left side shoulder. If you go wide on this corner, you'll cover too much room and lose speed at the same time. Use the Blast-Turn technique to cut into the hair.

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

You'll crash a pair of Dash Plates on your way to the hair-crack. If you hit them both, you might have a difficult time making around the corner. Hit the first one and Dash again only if you can handle the added speed.

MULTI-PAK LINK



The Multi-Pak Link requires a Game Pak for every linked game system. When you look up, you'll be able to select from the courses and machines that are available at first use of the Game Paks.

THE FINISH LINE

F-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!

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PINO BEE

WINGS OF ADVENTURE

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



Got to Have Heart

Robot Pinobee has nearly all of the essential bee parts: a stinger, wings, fast legs and an engine for backbone dashes. The only missing piece in 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

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 items requires two GBAs, two Pinobee Game Paks and a GBA Game Link Cable.

Build Your Inventory

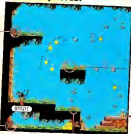


There are 51 items in three different colors scattered throughout the game world. When you collect items, they'll appear in the Item Holder. If you collect enough items, you can earn new abilities and even change the story.

Your Adventure Bee-gins

On your quest to find Grandpa Bee, you'll explore nine sections of Pinobee's meadow—each one packed with secret areas 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



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.



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 lower-left corner, use an extra Dash, then fly up and teleport down. You'll find a rare item.

Metal Monster



Every level has a golden enemy that has an effect over the game's other enemies. If you fail to defeat a golden enemy, the next level you visit will become more powerful and it will fight into the ending, too.

2. Cozy Forest



START

Cricket Conversation



You'll happen upon the cricket Cricket for the first time near the end of Level 2. Walk up to him and chat, but don't sting him. If you sting friendly characters, your adventure will be more likely to end on Level 22, rather than continue till level 27.

Hint

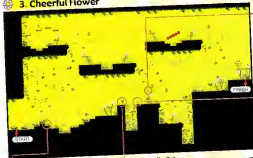
Quiet Cove



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



3. Cheerful Flower



START

Bubbles Bounce



The chain of bubbles at the beginning of the level leads up to its higher reaches. When you hit the first bubble, you'll pop 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 add to your Gosh ability. You can return to earlier levels with that additional and get to places that were previously out of reach.

Checkpoint



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





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 demolish them wisely without losing. Approach the area from the right side and blast through the weak side block.

Pinching Plants



The area near the upper-left corner of the level includes rare plants and many dangers, including a pair of snapping plants. Either avoid them completely or pop up and sting them on the way down.

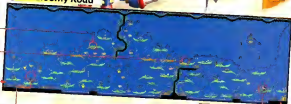
FINISH



5. Gloomy Road



START



Insect Cannonball



When you launch from a cannon, you will get into another canyon and launch again. It's a good way to get to out-of-the-way areas. Hop in and blast off.

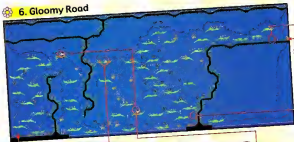
Mean Magnet



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

FINISH

6. Gloomy Road



SPIDER



START

Another Switch



The Wind Switch in the sixth level is connected to the first level's Flower 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 spiderbombs and webbing. When you get caught in the webbing, you'll be vulnerable to the spider's attack. Wrangle 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 (bouncing) the explosive device. It will bounce 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 are nice to friendly characters, collect all of the stems and defeat the golden enemies, you'll bounce up to the 27th level and see one of the more favorable of eight different endings. Don't worry. Bee happy! 🐝





**SOON THIS GUY WILL GET YOU
FREE STUFF**



Stay tuned, Get real and Dive In



THE LEGEND OF ZELDA ORACLE OF AGES™



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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.



THE LEGEND OF ZELDA ORACLE OF SEASONS



Coming at Age

Whether Link's adventure spans four seasons or 400 years, the Hyrulean 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 earning the 1st Hop of Ages in last month's Zelda reader, you'll find yourself ready to travel back in time and explore Hyrule's past. Through time,

Oracle of Seasons



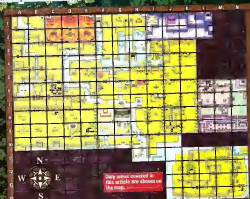
Last month, you earned the 1st Hop of Seasons. This month, you'll learn how to use them to enter the Oracle's Cave, earn the 1st Shield and travel up to a Noble Sword.

zeldapower.com

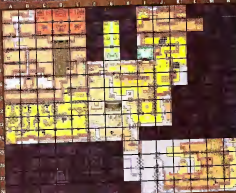
Oracle of Ages

Labyrinth World Map

Link's adventures in Oracle of Ages take place in Labyrinth, a world that exists in both the present and the past. While traveling through present-day Labyrinth, the map coordinates will correspond to the top-overworld map. The bottom map depicts Labyrinth in the past.



PRESENT WORLD MAP - PRESENT



PAST WORLD MAP - PAST



Times Are Changing



Evil Vexia has traveled back in time. To stop her from rewriting history, you must first find the eight Essences of Time. Talk to the Mad Scientist to find out where they are.



Queen Ambi's Black Tower



To place Labyrinth into the Age of Darkness, Vexia has tricked Queen Ambi into building the Black Tower at 422 in the past. The square will be the site of your final battle.

Queen Ambi

Queen Ambi has the bombs you'll need to escape Wing Dungeon. First, you'll have to find Mystery Seeds, but you'll be able to melt her defenses with the gas to fulfill her royal request.

Mysteries of the Dark Forest



In the past, use your Seed Scatterer's Ember Seeds to torch the sawney tree in A24. Follow the path to G22, then take the stairs. When you reach A22, move your sword at the tree to harvest its Mystery Seeds.

Bombs from Queen Ambi



We can sprinkle Mystery Seeds on our staircase—the one at A22—to have lights, but have some seeds for the queen. As you back track through the forest, a royal guard will take you to her and the King you know.

Wing Dungeon

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

An Explosive Entrance



After receiving bombs from Queen Ambi, head to the Wing Dungeon entrance at G22. Place a bomb at the stone's doorway to enter.

1. Color Coordinating



As long as you have a shield, you'll be able to defeat the charging leopards in room D4 to you can attack the 4 vulnerable underbellies. Extricate them to enter room G4, then push the color cube into the hole. If it lands red-side up, the north exit will open.

2. Dungeon Map and Key



In C4, break the crack in the room's east wall. Walk through the hole you've blasted to enter G3. Once you've arranged the map from their room, head to A2. Deflect all the enemies that look there to win a key.



3. Door to the Secret Room



Backtrack to room G4 and use your key to unlock the glass door to E4. Bomb the switch to reach staircase A. Turn left. Head down stairs to the lower level, then use the side-scrolling passages to enter the king's room.

4. The Compass and a Cart Ride



From F4, return to E4 and fight the snakes. Once you've saved all the horses who leechers, you'll be able to slide the midnight black sideways so you can reach the compass. Pocket your prize, then go to G3 and ride the rails.

5. Swoop



Pop out the crane to reveal Swamp, a winged dragon in all that will create a hole almost anywhere if he hears down. Since Swamp can't pound through the blue glass, use his yourself as the line port-hole and climb it when it lands.

6. As Light as a Feather



After you've permanently grounded Swamp, exit D1 through the upper floor and descend staircase C. Head left to C3 and take staircase Q. Downstairs, you'll find Black Feather, an item that will enable you to jump.

7. On the Right Track



With your new jumping ability, return to G2 and jump over the yellow tile and it turns red! Use this tile to the left of it. Follow the blue arrow mark, enter cave and ride the mine cart to E7. Bounce your way into E7 to find a key.

9. All Aboard for a Gasha Seed



Return again to E7, then wander through G7's cave. Once you can hop to the red floor tile in G2. Jump over the red floor tile to ride the railroad gate, then ride the cart to E2 to retrieve a Gasha Seed from a chest.

11. Matching Statues



Enter the key in F2 by setting up the statues on the right so they match the formation of statues on the left. You can move only the statues that match the color of the tile in front of the torch. Keep over the tile to change its color.

8. Workin' on the Railroad



In E7, push the blue carts into the hole so it finds the blue cart and pushes the red cart away. Jump to reach G2, then solve the puzzle by hopping over the tiles. Match the blue cart's yellow pattern to win away.

10. Uncovering the Boss Key



Walk down the three barriers in F2 by sliding a pole on top of it. Exit onto G2, where you'll win the Boss Key by defeating the cannon-firing robot. If you keep over the center tile, you'll be able to see these two boxes there.

Setting Sail

You'll find the third Essence of Time stranded on an island. To make your voyage to it go swimmingly, you must first acquire a few nautical items. Begin your preparations by visiting Cheval in the past.

Learning the Ropes



In the past, visit Cheval in town G2. Cheval will tell you about the industrial-strength rope he's developing. When you leave his house, Ralph will interrupt you and tell you that the rope is a reality in present-day Noh Greyport.

Saving Moosh



Return to the present and head east to Noh Greyport, where a beer-the-crane has named Moosh will be surrounded by ghosts. Beat all three spirits away so Moosh can give you a rope.

Under Cheval's Grave



Hide Moosh to town G6, and use him to fly you to the northwest horizon. Push it to go underground. Follow the surface, pull the lever to open the hemicube enclosing Zora's Flipper.

Cheval's Rope



The flipper will allow you to swim and dive. Dip your toes into the deep water in Cheval's town, then swim northwest around the reef to recover Cheval's special rope.

Tying up Loose Ends



Return to the past and deliver Cheval's rope to Ralph in his workshop house at H25. Ralph will build you a raft, but you'll need the Island Chart. Ricky the Anglerman will help you find it, so meet him at the present at K7.

All Jumpy and Tugly



Big on the beach coast of Noh you can catch the fishing plow. It runs there to the kangaroo tonight. If the plow can help you catch a kangaroo, you can get a kangaroo to help you get to the island. If you get a kangaroo, you can get a kangaroo to help you get to the island.

Shaving off for High Seas



Once Ricky helps you to Tangle, start the kangaroo's pouch. Do some fishing of your own, and taking your sword in order to catch Tangle's hat. Then, get the Island Chart from Tangle. Then visit Ralph in the past to get sail.

Shipwrecked on Crescent Island



A storm will rock your raft when you sail toward the New Island up on Crescent Island, where the reptilian inhabitants called. Always not stop off your stuff. To recover everything, follow the steps listed on page 72.

The Tokays

Scrambled! Without any notice, you must find the Tokays who have stolen your goods. You'll have to trade with the Tokays to register all of your items, though you can also buy your stuff from a Poké Shop at Mt. Moon.

Shovel and Sword



Begin rebuilding your inventory by heading south. Comb the beach at L27 to recover your shovel from a Tokay. Then go north to L26. Inside the cave, push shovels and dig up dirt mounds to reach the Tokay who has your sword.

Wild Tokay Challenge



Climb the ladder at N25 and jump your way through the cracked cave entrance. Inside, use the Power Bracelet to cross over to every passage. Solve the puzzle to open the Secret Stashbox. At N25, plant your pins.

Power Bracelet and Seed Satchel



Back at the trading hut at N25, better odds you get the Power Bracelet. Reenter the cave at L27, then leave the rocks blocking the entry-west path. Dive in, then later the stamp in the surface to nab the Seed Satchel.

Before Warping to the Present



Push the green boulder at K26, K25 and M27 in front of the infested arena in the old ruins. When you return to the present, the boulders will appear into where you can climb.

Scent Seed Swapping



In the present, visit M21, the place where you planted the Scent Seedling in the past. The seedling will be a Scent Seed and you'll be able to trade it to the Tokay trader at N25 in the past. After reclaiming all of your items for good, warp at J28.

By warping to the present from area J28, you'll be able to stroll to the third dungeon entrance at K24. Inside, you'll find a new item and encounter.

Moonlit Grotto

1. Music Slays the Savage Beasts



Begin plundering the island hole away by hearing the west blocks in C6. Push your new past items to enter C6. Then play your lullaby to defeat the mutant beast one after. With your melody, you'll win the star for Moonlit Grotto.

2. Crystal Shards



Shatter the crystal with your sword, then charge through B4's maze-like to enter B4. After dropping bombs or luring them over the green barricade to shoot all cracked rocks, pick open a path to hit the dangerous, magical crystal.

Power Bracelet and Bombs



After using your new sword, enter the trading hut at N25 and swap your shovel for the Power Bracelet. Using the bracelet, lift the rock at N21 and lift into the tunnel to the chicken hut so that bomb.

Roc's Feather and Zoro's Flipper



Return to the trading hut at N25 and exchange items with you and up with Roc's Feather. Next open the cave at L27, then buy from there to show and you reach Zoro's Flipper.

Mystery Seeds and the Harp of Ages



With the Seed Satchel to sow, visit Mystery Seeds at the trading hut to receive Roc's Feather. Using the Power Bracelet and push the boulder, between the cave at L26 to retrieve the Harp of Ages.



3. Haunted Movement



Once you've destroyed the crystal in E4, push the wheel-shaped statue on its to the northwest of the central gate in E10. If you're possible in according to the picture to the immediate left, you'll win a key.



7. Bombing Run



There's a bomb over your E12's green barbed wire on the shadowed road corners in E10. When it explodes, the orb goes down, the Arrows return, and you'll win a key. Bomb the Arrows to reach the crystal.

9. Seed Bouncing



The Seed Shooter can launch seeds vertically, horizontally or diagonally, and your shots can ricochet up to two times. Use your new blaster to bounce a seed into the final crystal in E10 and Embury Seeds into the fortress in E10.

11. Going for the Block



After you've defeated Subterra, shut E10 through its west door and walk into E7 to win a key. The prize will be yours if you push the lower-right block one space west.

13. Boss Key Bank Shot



To reach the Boss Key, stand on the bottom in E10 so the platform points in the direction shown in the far left picture. While standing on the bottom, fire diagonally up and to the right to hit the lower and open the door to the Boss Key in E10.

4. Storey Blasting



Enter and remove the barrier at D4 from different directions until it opens, you to the north. Head to E10, store water E10. To win the room's key, step on the floor switch, then bomb the Arrows over into rubble.

5. Floor Fighting and Felling



In E10, the dark floor tiles will rise up one by one and fly toward you. First shoot off with your sword to cut the room, then fall into the pit in E10. A sink of enemies will meet you when you land in E10, so ready your sword.

6. The Third Crystal



Break the worms in E10 to enter E10, then defeat the boss hidden. Exit through the cold door to the north, then head up stairs to E10 to destroy the crystal in E10. Return to E10 and head to the room to enter the southwest door to E10.

8. Seed Shooter Showdown



Stand a distance E10 to attempt to win E10 on the first floor. Head down in E10, push the top block of blocks into the bottom shown in the far left picture to reach a key. Use it to unlock E10, when you'll battle for the Seed Shooter.

10. Dig Me Out



Free your sword and shovel, then head to E10 to battle Subterra. The enemies will burrow to create your attacks, so dig up the enemy trap at the end to reach the room. When it's shown, grab the attack it with your sword.

12. Ricochet Riot



In E10, use your Seed Shooter to blast the orb switches to activate the red spheres. If you aim at the opponent correctly, you can use a seed to hit them so they bounce, then use the seed to hit them so they will extend the bridges.

How Out the with Shadowing Key



Dodge the key's four shadows, then keep your back to her when she waterfalls. She'll disappear if you hit her, so fire your Seed Shooter at her as well as your seeds bounce back into her.

Skull Dungeon

Jump to cover the bodies in Panch's place will cause them to crowd together so you can easily shoo them into a pit. It's the technique of Panch on a female fish that—your ticket into the fourth dimension.



Into the Volcano



Take the repaired Saw Net to Symmetry Village's central house at D76. Place the net on the altar to appease the raging volcano. When the eruptive patterns subside, the entrance to Silk Dunes will open at D85.

1. Claiming the Compass



In case II, you'll find the compass. Get your bearings by putting the end tip of the triangular formation of blocks Ryzdberg II down, you'll be able to reach your goal.

2. True Blue



Take your compass and find north by using the Sun. Solve the noon's puzzle by putting the clock into the correct time zone.

3. Marking Tracks



4. Walking on Fire and Tiles



Unlock the door in F6 to work your way to G5, then head north to G4, pull the lever to seal the lava, then throw it across before the fire rebreathes. In F2, hop over the board-in tiles to duplicate the neighboring tile pattern.

5. Cheo-Cheo Rocket



While avoiding the Dingo Trap and cracked sections of floor, position yourself behind the cube in E2 and push it into the pit. If it leads while displaying blue, the railroad gate will raise on one side in T1.

A Sharpshooting for a Key



Slide F2's train to the end of the line, then enter L3. Hop onto the sliding prove platform, then recheck a need from your Speed Shooter so that it bounces into the orb switch. If you can't see the orb switch, it's just in front of you. You'll win a life.

7. Locomotion Cinnemetic



Walk to room C1, then unlock the block so you can jump over the floor tile to reach the cabinet gate. Board the westbound mine cart & ride to C2, then shoot all of the vespene to open the door at the end of the track.

3. Love Loops



Your cast ride will drop you off at the doorstep of 82. Inside, hop onto the green platform to reach the room south exit, then leap over its southern tier. When they match the ruler of the north tier, you'll win a life.

9. Armes Mordor



A screenshot from a game showing a character on a platform. A '1UP' power-up is visible on the platform.

Unlock Block B2 to ride the
Coyote CA, then enter C4 to
battle the Arroyo Warrior!
The soldier will toss his
sword at you, and you can
shatter his shield if you catch
his sword back to him. Once
knocked to the ground, he'll

10. Getting the Switch Hook Hookup



Journey to D1 and hook the perched wall to make an L-shaped entrance into D5. With a new line—the Switch Hook—by walking over every blue tile in a continuous path without stepping on the same tile twice.

11. The Ol' Switcheroo



The Switch Hook allows you to swap positions with pets, character-wielded blocks, and other items. Flip the pet across the diagonal blocks in D3 and E4 (notice the element on the left) to reach the stone in A3.



13. One-Way Maze Walking



Defeat the worms slithering around in B5. They will throw the key by solving the puzzle, which is similar to the one in room B5. If you run up, enter the room, to enter the floor 100.

12. Can't Stop the Flip-Flap



Downstairs in C7, hook the charmed block off the island, flip, hook the pet to leave the side also. Flip the charmed wall (in bottom to exit), then defeat the blob in E6 (see pg. 13) on page 13.

14. Into the Tunnel



Accept staircase if to enter the tunnel. Using your Switch Hook, swap places with the pet to enter the passage. When you enter it, it will move. C in room C5. Travel east to A5. Push the rock's lever to reach the key to A5.

15. Playing Hooky



Put down A's key, then make a mud hook across the two to the first pet. Hook it, then hook the pet to create the one more it has required. When you reach A2, hook the pet to reach down the switch and summon a chair.

The Battle with Eyebear



The pagoda will send Eyebear, a large, winged eyeball, hit the small eyes with your sword or hook Eyebear away from its reach. It's going to attack it with your sword!

The Gorons

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

On the Rocks



In the past, talk to J2 and create the pits using your Switch Hook. Enter the cave across the way to learn about the Goron Elder buried beneath an avalanche. You won't be able to help him yet, so wait to the present.

Pagosa Seeds



Rescue the Goron in the present to reach the top of Rolling Ridge. Then work to create a Time Portal. Warp back in time, then go west to pick some Pagosa Seeds from the nearby trees.

Rebaine the Mobius



When you enter a Pagosa Seed from your pocket, you'll know a short burst of speed. The added swing in your step will be enough to get you across the swirling walkway in A3 at the present. Hook across to meet King Mobius, then use the Power Device to throw his bowler back at him. Try him to win a Marsh Flower.

Rescuing the Goron Elder



Return in the past and deliver the Goron Elder to the Swamp, who are trying to rescue the Goron Elder trapped in the cave. Your delivery will save him, and he'll reward you with the Crowskey.



Link's Long Jumps to the Crow's Dungeon



The Crow's Key unlocks the fifth dungeon's entrance at KL 8. In this entry to the dungeon, you enter the cave at J1. Use Crow's Key to open the door and jump across the wide gap to the cave, which leads to A3.



Crown Dungeon

Inside the Crown Dungeon, you'll find the fifth instance of Time and an enchanted chair that can create a block. The trip won't be easy, though, since you'll have to traverse sets of barricades that alternately raise or lower.



CROWN DUNGEON: SEE FL 008



CROWN DUNGEON: SEE FL 008

5. Red Down, Red Up



When you reach A6, hit the orb to lower the room's red barricade. When you're south of the red barrier, shoot the orb to reach into the red barricade, then go down to staircase B to find a key from the chest in A10.

7. Ember Seed Shuffle



With the blue barricade destroyed, you'll be able to climb the scaffolding platform in D4 and follow it to E5. From there, enter D5, then go north to E5. If the door is closed, you will be able to jump over its beam, then open the chest to enjoy the map.

1. Lowering the Blue Barricades



Crown Dungeon features a set of red barricades and a set of blue. When one set is up, the other set of barricades will be closed. Use D4's switches to lower the barricade and the orb in D4 to lower the blue barricade and raise the red one.

2. Dungeon Map



With the blue barricade destroyed, you'll be able to climb the scaffolding platform in D4 and follow it to E5. From there, enter D5, then go north to E5. If the door is closed, you will be able to jump over its beam, then open the chest to enjoy the map.

3. Lowering the Red Barricades



Reset the orb in C4 and hit it to lower the red barricade to the east. Enter B4, then work your way to A3. Moblins patrol the room, so release them of their duty with a few sword swings, then head to staircase A.

4. Downstairs and Upstairs



Staircase A leads you to A3, where you must break the wooden block onto the floor buttons to exit the room. When you make your way up, you'll enter A10. Ascend its staircase to emerge at 0 in A4.

5. Ricochet, Ricochet, Ricochet



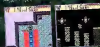
From A4, head south to A1 and hit the ricochet orb. When you've lowered the blue barricade in A4, head west to B4. To use the ricochet orb, shoot it and so it becomes off all three stairs.

8. Cane of Somaria



Step on the bottom G2 to use the color pattern. Go down onto the stairs, move the stairs according to the color pattern. If you arrange the correctly, you'll win the Cane of Somaria, a magic wand that creates blocks.

10. Barricade to Barricade



Strike the orb in G4 so you can go down staircase D. In G4, hit the orb while standing on the lowered red barricade. Repeat the trick: place on the blue barricade so you can get to G3 and enter the tunnel under staircase E.

12. Stepping Up



From G1, backtrack to G2 and stand on staircase D. Hit the orb in G4 to lower the blue barricade, then go down staircase D to G3. In G3, take staircase H, then enter the side-scrolling area by using a block from the cave as a step.

14. Tandem Movements



In F6, you must move each statue onto a pile to win a key. If you push one statue, the other statue will move in the same direction. Look for the starting statue in place by popping a Cane of Somaria block against it.

16. Hooked on the Compass



Create a block on top of the bottom in G3 to keep the bridge extended, then enter it. At the chest, look either downward block to climb the compass, then look either downward block to escape the chest's dead-end area.

17. Ups and Downs



Take staircase J to exit G3, then work your way to staircase K in G2. While standing on the bridge or lowered blue barricade, shoot the orb down to G2. After hitting that red orb, unlock the block, then go to G1.

18. Boss Key



To win the final flag in F8, you must push all eight statues onto the flag. There's no pattern to follow, but the trick is that all statues of the same color will move when you push one of them. Use the cane to block them in.

9. Four Pressing Situations



The Cane of Somaria is handy for popping down buttons. In room G6, push each statue onto one of the four buttons, then use the cane to create a block on top of the bottom button. You'll win a key when all four buttons are pressed.

11. Is the Dork



Room F11 is so dark that the winning bridge is invisible. Use the Cane of Somaria to create a block, then push it in front of you so you can see it, or at least the path to the end. Push the block in to see when you can try again.

13. Shoot the Orb



Fire your Good Shooting orb in F10 to create the red barricade, then push it up to lower the blue barrier. Walk across it to find the path to the next level.

15. Playing Fetch



Reverse your path to E5, and make sure you hit the orb to deactivate the blue barriers before leaving F5. From E5, go north then east to reach G1 where Bowser lives. Bowser's next drop-off line by throwing the ball at Bowser.

The Bat the mItu Shoo



Big ported Bowser will tell you what to do. Always that will work around the block for statues. If the two statues collide with each other, they'll release Bowser.



In the last round you play against Bowser, the Cane of Somaria. Bowser is the only player who can defeat Bowser in this round.



Only when you've got one of the little clouds to create into Bowser will you be able to turn the wheel. Use your sword to defeat the big wheel.

8. Two More Keys



Enlarge from the pedestal A to enter E1. Use the glove to grab the key, then use the key to the key in B1. For another key, take G1's sword, take to C1, use the glove to spin yourself to and away from the floating spines.

10. Great Balls of Fire



Enter E4 from F4 and use the glove to repel the ball, so it blocks the doorway. Use Circle to roll to F5 and use carefully pass the ball you repelled in step 8. Place the ball on the floor between the E4 from the road.

12. Total Attraction



With the Boots, Arrows and Magnet, unlock the block in F5, then head down stairs to E. Use the Magnetic Glove to cross the current, then walk their power to pull your way across the river in E3.

9. Crouching Tiger



Use one of your keys to unlock F1, where a Tiger Sp. appears. Try to catch the tiger by its tail. When it walks, it needs a spin. When the cat falls to be hit you can, run away, since it's invincible when it's falling.

11. Magnetic Fields



Attempt to hold onto the gloves, then to go the sphere a force of you to absorb yourself from the shooting fire. Enter E3, then go down a few stairs. In the tunnel, use magnet to catch bugs, not reach the Tiger Key.

The Battle with Drogger



Across the glass, appear where and use the Magnetic Glove to direct the ball into your enemy. Keep pushing the ball into it and Drogger's spin into lower creatures. Use the ball as your sword to fight them off.

The Iron Shield

Brilliant and intricate, the Magnetic Gloves from Unicorn Cave will help you get your hands on the Red Ore and Blue Ore you'll need to earn the Iron Shield. Boost your protection by following the steps below.



Red Ore



Find the Red Ore by climbing the island, using Eye-Glow Lake. When you emerge in Salween, climb down the path, right to the west, then use the Magnetic Gloves to cross the pit, take the cave.

Blue Ore



To unearth the Blue Ore, drop off the cliff in northern Salween that is the left of Moon's Spring Branch tree. When you land in the water, you'll appear in Salween. Jump north to reach the key, then to the west.

Herd Ore



When you warped to Salween from Link's cave, you entered a few spots east of the Great Famine. If you take the Red Ore and Blue Ore to that last spot, the Salween will with the rocks into Herd Ore.

Iron Shield



With the Red Ore and Blue Ore taken, the Red Ore, head to the Salween Sanctuary. If you tell the ability to "Do whatever," he'll eventually craft the Iron Shield into the Iron Shield. A sturdy reliable piece for your warrior's Mountain Shield.

The Noble Sword

If you're going to upgrade to a leveled Iron Shield, you might as well have a matching sword to go with it. The trading sequence below will allow you on your way to earning the Level-2 Noble Sword.

Lighting Lighting



Check out the library in the south of the Mink Woods inside the book room with an it wasn't bright, so I lit some light on the situation by taking the Little Seed into the wolf's lair. In return, he'll give you the Coccardos.

Witch Hunt



Help the witch perform magic. Play on her broom at a magic location through an Hologram. If you happen to bump into her while you have the Lost Egg in your inventory, she'll trade you her (ghostly) Egg.

Love Is Good Food



It took a bit of Subana's wares needs a container for cooking, and the Iron Pot will do just the trick. Give the Iron Pot to the do-gooder chef, who'll reward you up a stronger level of Love Soup.

Something Fisky at Ingo's House



Ingo in Subana City has filled his house with vases, and the Garden Vase is perfect for his collection. He'd do anything to earn your aid—including skipping his favored dinner. If you give him the vase, you'll read in his Fish.

Fungi from a Sleeping Guy



A man asleep in the west corner at the foot of the Mt. Ginkgo Cliff where a blue soap patch. Give the heavy sleeper a wake-up call with the Megaphone to earn his Megaphone.

A Slick Exchange



Spend some time with the clockmaker in his Home Village Clock Shop. The man will go one-on-one for your Wooden Bell. Trade it to him to receive the clockmaker's Eugene Green.

Poultry in Motion



Deliver the Gnocchio to the chicken, the chicken will reward you with the Iron Pot as a chicken. As thanks, Mafos will shed not something in nature—a Lost Egg.

Spool Swamp Swap



Take Mafos's Ghastly Doll to Spool Swamp and visit Mrs. Bell's Wife. If you hand the creepy toy to the long-remembered her reason, she'll give you her Iron Pot. Make the trade, then go before ground to Subana.

A Little Soap for Biggoron



The great Gnomes who reside near Goron Mountain in north Hologram has a mighty hot cold. Help relieve Biggoron by giving him the Love Soap. That's a thing in the Subana custom room, and sure you the Gnomes here.

Here, Kitty-Kitty!



In North Hologram, just east of Ingo's House, a new pet, through a Megaphone to call to it. Only your Fish can here the cat down from the tree, so give 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 Subana City. Despite the cold weather, you'll get a warm reception from the witch. If you trade her the Megaphone for her Wooden Bell.

Grooming up His Daily Grind



Head over from Home Village to visit the orange grinder by the window. Since his environment needs a good kube, give him the Eugene Green. When you receive the Phoenix ruff, head to the Lost Woods.



The Lost Woods

To reach the Phantomograph for the Noble Sword and to reach the sixth dungeon—Ancient Ruins—you must explore the Lost Woods. You'll need a map to get there, and you'll be in for some tricky shopping.

Member's Card



Wary to Selenia's and enter the shop. Membership has its privileges, so invest in your Member's Card. If you don't have the five Red Chunks to buy it, try a new technique to find the levels.



If you don't have the Member's Card in the clerk in the Ivory Village shop, he'll let you speak behind the counter to enter the member's list. Don't worry, look over 200 papers to purchase the Member's Card.

X-Shaped Jewel



The map shows the location of the lost jewels. Find the X-Shaped Jewel at the Forest of a Thousand Villages. Light the torch, open the hidden door, and a Mystery Seed in the spiritless mark rock.



Swim southwest of the entrance to Gnarled Root Outcrop. Enter the cave, then talk to the girl in the cave. As long as you have the Essence of Time, you can swim. It'll give you the X-Shaped Jewel.

Square Jewel



You can obtain the Square Jewel in Snowy Swamp only in the winter. Go down the snowy stream, then drop a bomb at the cracked wall that controls a cave. When the first seal dies, it'll be 10 to retrieve your prize.



Take a dive in the deep water near the entrance to Gnarled Root Outcrop. Swim through the underwater passage to find the Square Jewel. Go south from you'll need to look for the Lost Woods.

Unlocking the Gate



The lost jewels act as keys that unlock the hidden northwest of the Forest of a Thousand Villages. Place each jewel in its appropriate slot to open the gate.



At night as you enter the cave, someone always check the way. Go west, then drop off the ledge to push a stone. To take the stone you've measured, return to the entrance and push the stone.

Crossing the Pond in Autumn



By pushing the stones into the sea, you'll be able to see the stones stopping. List or what the water flows out. When the water flows out, then cross the pond east and go downstairs for the diamonds to the main.



Directions to the Noble Sword



Now the Lost Woods, follow the lost. Go to the Noble Sword. When you play your Phantomograph to hear the voice, you can hear the directions for the Noble Sword. If you follow his voice, you'll finally reach the Noble Sword.

Entering the Ancient Ruins



Once you've left the Lost Woods, return to the main. Go to the main to reach the top of the cliff. Move the statue, then drop off the ledge. Use the Hammer in the spring to put back up on the ledge and reach the sixth dungeon'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 for more adventuring to do than just exploring the three main dungeons in both games. Finish one game so you can win a password. If you start the other game using that password, you'll unlock additional areas and mysteries that'll keep you busy all season...and for many ages.

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



COMMANDER
KEEN

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



Find items and climb as you dig
yourself out of a cave, using
Keen's 32 in. wings, or try
Neutral Ray Blaster.



Capture those space-weeds filled
with toxic slime pits, magical
switches and special characters.



Solve cryptic puzzles, uncover
clues and find special keys that
unlock secret areas. Climb from
three different platforms, each
with its own gravity experience.



from the
game masterminds
at id Software™



David A. Palmer
PRODUCTIONS



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Pokécenter

Item Finder

Some of the coolest, not to mention the most asked-about, new things in Gold and Silver are the great items available for your Pokémon 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 Pokémon aren't always holding items, so you may have to catch quite a few to pick up the item you want. Wild Pokémon in Gold and Silver rarely have items, but with patience, you'll get them!

ITEM	BENEFIT	HOW YOU FIND IT
Berserk Gene	Increases Attack, Defense, and Speed by 50% when a Pokémon uses a Technical move.	Look in the water near the guy with the Item Finder in Cianwood City. Talk to Winley on Wednesday at the Lake of Rage.
Black Belt	Increases Defense by 50% when a Pokémon uses a Fighting move.	Trade a Machop, Arborea, Zapdos or Moltres from Red, Blue or Yellow to Gold or Silver, catch a Furret in Gold or Silver, Mystery-Gifts (rare), or win 3rd Prize in the Bug-Catching Contest.
Bright Powder	Increases evasion by 50%.	Trade a Digtrio or Wigglytuff from Red, Blue or Yellow to Gold or Silver, catch a Furret in Gold or Silver, Mystery-Gifts (rare), or win 3rd Prize in the Bug-Catching Contest.
Gold Berry	Increases attack by 50% when a Pokémon uses a Fighting move.	Trade a Gift Pokémon from Pokémon Stadium (not Pokémon Stadium 2) to Gold or Silver. It may have the Gorgeous Box inside the Gold Trophy, which you can set up in your room.
Gold Trophy	Increases attack by 50% when a Pokémon uses a Fighting move.	Trade a Gift Pokémon from Pokémon Stadium (not Pokémon Stadium 2) to Gold or Silver. It may have the Gorgeous Box inside the Gold Trophy, which you can set up in your room.
Steel Stone	Increases Defense by 50% when a Pokémon uses a Fighting move.	Talk to Arthur on Thursday on Route 56. Catch a Chansey in Gold or Silver.
Lucky Egg	Increases attack by 50% when a Pokémon uses a Fighting move.	Catch a Chansey in Gold or Silver. Talk to Barry on Sunday at Route 37.
Magnet	Increases Defense by 50% when a Pokémon uses a Fighting move.	Talk to Barry on Sunday at Route 37. Surf to the left of Clearinggrove City to talk to the fisherman on the island.
Myristic Water	Increases Defense by 50% when a Pokémon uses a Fighting move.	Talk to Tuscany on Tuesday on Route 29 or talk to DJ Mary after you save the Goldenrod Radio Station. Talk to Prieta on Friday on Route 32 or Catch a Beautifly in Gold or Silver.
Pink Bow	Increases Defense by 50% when a Pokémon uses a Fighting move.	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.
Reunion Barb	Increases Defense by 50% when a Pokémon uses a Fighting move.	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.
Scope Lens	Increases Defense by 50% when a Pokémon uses a Fighting move.	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.
Sharp Beak	Increases Defense by 50% when a Pokémon uses a Fighting move.	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.
Silver Powder	Increases Defense by 50% when a Pokémon uses a Fighting move.	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.
Silver Trophy	Increases Defense by 50% when a Pokémon uses a Fighting move.	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.
Spell Tag	Increases Defense by 50% when a Pokémon uses a Fighting move.	Talk to Samson on Saturday in Blackthorn City or catch a Misdreavus in Gold or Silver.
Twisted Spoon	Increases Defense by 50% when a Pokémon uses a Fighting move.	Trade a wild Kadabra from Yellow to Gold or Silver.

Pokéchat

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

Q: How many Steel-type Pokémon are there?

A: There are a handful of Steel-types in Gold and Silver: Scoria, Forretress, Scissor, Magnemite, Magneton and Slaknory. 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 Pokémon are in Pokémon Stadium 2! Why aren't they there?

A: Don't worry, all the Pokémon appear in Pokémon Stadium 2. You can't rent Mewtwo, Lugha or Ho-oh, which may lead to some confusion. You can rent Mew and Cokbi, 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 the salmon-colored slugger. Another good question would be, what's with the hats on the alternate Pledora? They're really silly.



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

A: When you make it to Route 32 at 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 Glazewood 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 grooved 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 Pokémon grooved?

A: There are two places to take your Pokémon 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 brother is the better one. Neither brother is in on Mondays. The other place to go is Black's House in Pallet Town. Black's sister, Daisy, will groom your Pokémon free of charge if you visit her between 3 p.m. and 4 p.m. any day of the week.



Pokémon University



Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.



How do I ride the S.S. Aqua?

Elm here! I have the ticket you'll need to set 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 waiting in Olive City's port.



Talk to everyone onboard the ship to finish 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, a 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 10 HP. Mint Berries wake sleeping Pokémon. Ice Berries heal burns. Bitter Berries cure confused Pokémon. Poison Berries cure paralysis. Poison Berries heal poisoned Pokémon. Gold Berries restore 30 HP. Burnt Berries throw frozen Pokémon. Miracle Berries cure any condition like paralysis or sleep. Mystery Berries restore PP.



A Miracle Berry can fix all sorts of problems.



Gold Berries are useful, especially to low-level trainers.

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

Enter The Piffaro Party from Pikachu's Play Days. Unless you're really lucky, you'll need to practice a bit 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 saying it to "go right," "go left" or "back up" or saying "wrong way" isn't working for you. If you can hit bunches of Piffaro, you'll be allowed to stay overnight on the beach. Before you sleep, get Pikachu to check the bothersome Haunter that sneaks over to scare you and your electric pal. In the morning, a Lapras will arrive at the edge of the water to take you and Pikachu to a fantastic island with plenty of buried treasure. Coax 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 Piffaro 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 Petersen thinks that many old TMs from Red, Blue and Yellow, like Flare and Ice Beam, are great additions to Gold and Silver teams. You can teach old TMs that weren't available in Gold and Silver to Pokémon you caught and raised in Gold and Silver. Just trade any of the original 151 Pokémon back as Red, Blue or Yellow and teach them the TM. You won't be able to trade your Pokémon to Red, Blue or Yellow if it knows any of the new moves from Gold and Silver.



Scizor



Item: Metal Coat
 Slash Steel Wing
 Double Team Safeguard

Xatu



Item: Sharp Beak
 Drill Peck Psychic
 Night Shade Steel Wing

Espeon



Item: Scope Lens
 Psychic Iron Tail
 Return Morning Sun

Poliwhirl



Item: Quick Claw
 Mind Reader Flare
 Blizzard Submission

Blissey



Item: Focus Band
 Ice Beam Shadow Ball
 Reflect Softboiled

Persian



Item: Focus Band
 Slash Thunderbolt
 Hypnosis Dream Eater

KJ defies anyone to find a problem with the Mind Reader/Flare combo, which makes Flare's one-hit KO's 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/Flare combo, you can avoid the attack. Try using Protect or Endure (as long as you're attacking first) to keep yourself safe from Flare, or switch to a Flying-type Pokémon or a Pokémon at a higher level than the Pokémon using Flare, both of which will be unaffected by the move. Remember that in Gold and Silver, Flare will hit even Pokémon using Dig. A handful of Pokémon can naturally have Mind Reader (Arctozo, Poliwag and evolutions and Tyrogue and evolutions), but only one Pokémon can naturally have Morning Sun—and that's Espeon, who learns it at level 31. 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.

ITEM	FOCUS BAND
MOVE	TACKLE
HP	100/100
EXP	0/100
LEVEL	1
STATUS	OK
STRENGTH	100/100

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 Dojo in Saffron City if you'd like another, you'll have to restart your game and return to Saffron.

ITEM	EXP. SHARE
MOVE	RETURN
HP	100/100
EXP	100/100
LEVEL	1
STATUS	OK
STRENGTH	100/100

KJ figures that since trainers spend so much time making their Evolve like them to get them to evolve in to Espeon, they might as well equip the Pokémon with Return, which is much more powerful when the Pokémon using it likes its Trainer.

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 Kageishi and her room, Maylene, are very talented Pokémon fans. They've created a beautiful Butterfree costume when they couldn't find one in the stores. Kristen thought that Raichu would make a great poké-lint—so she was right!



Lara and Scott Bullock worked with their room, Lani's, to make a whole lot of Pokémon out of gull balls, plastic cleaners and scented candles and more. Just imagine how impressed everyone in their local golf course must be when they see it!



Heardie made an adorable Jigglypuff out of clay. The little pink Pokémon never looked better, did it?



Metardo fan Andrew Friscoli found a Mega-8 Ball into a Poké Ball for his girl's birthday. Maybe it 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:
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pokemon.com

PITFALL



THE MAYAN ADVENTURE

PITFALL IN YOUR PALM

The original *Mayan Adventure* was released in the mid-'90s as a thrilling 10-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 thrilling.

Not Your Daddy's Pitfall

Pitfall Harry became 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 bouncing on large springs. In return, it earns him a bonus you'll want to watch him flip, twist and spin through the game.

Springing



There must be some hefty spiders in the region, because Harry can use their webs as trampolines and soar through the air.

Crawling



Down down on the ground? Not while pressing the jump button to drop to your stomach. Tip the jump button again to return to your feet.

Swinging/Climbing



Now don't get too cocky. Just as his basic skills are still essential, Harry will grab onto vines and ropes automatically. He can't use his weapons while climbing.

Ziping



One of the most exciting features of the game is when Harry grabs onto a line and zooms across the jungle at break-neck speed.

Pushing/Pulling



Harry can shore off his strength by pushing some full of coal and demonstrate his balance by riding those Won skateboards.

Cresting



When you mount, Harry can act a bit like *Soldier Man* and use a chain, a vine or even a snake to swing from peg to peg.

Pushing/Pulling



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 reveal a secret passage. You can also walk through doors and other openings to advance to other areas.

slaterdopewick.com

Mayan Artifacts

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

Junior starts the game armed with a slingshot, but in order to survive, he'll need to uncover other helpful items.

Slingshot

Starts Here

Bowmang

Press L to throw this weapon. It can deliver a powerful blow, but must be recovered 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 sacred stones with magical 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 recovers it.



Time Keeper

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



Rain Stone

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 relic is said to grant its lucky finder another life.



Mayan Chili Pepper

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



Treasure Pieces

Collect as many valuable treasures as possible. Every fifty points will earn you another costume.

Deep Into the Ceiba Jungle

Pitfall Harry and his anger 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 Steers



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

Quick Sand



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

Born of a Bear



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

Monkey Business



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

Exploding Stones



Track down the blue, glowing, exploding stone at the top of the jungle canopy, near the northwest corner.

Biceps Workout



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

Up, Up and Away



Utilizing the bungee cords 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 a George-of-the-Jungle. Jump off before you crash into the thick trunk.

Back Track for Idol



Use the web to reach the top of the tree, but before entering the cave, go back and feed an extra life above the zip line.

Geekish Charlie



The simplest way to defeat the alien is to stand your ground and puff him repeatedly with stones. Don't bother jumping.

Xibalba Falls

While the jungle tested Harry's climbing 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 Leap 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 respawn to in the same spot over and over.

3 Time Is on Your Side



Touch the hourglass on ledge #3 and boost the bumblebees to get over-ripe for a few seconds.

4 Grab a Golden Idol



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

5 Wild Ride to Another Idol



Find the bumblebee card on the below monster #3. Drop down and you'll land on a spring. Grab the idol a few feet being launched into the air. Jump to the lowest ledge of the bottom of the screen and bumble back up.

6 Long Way Up



Slowly work your way to the top of the falls. Patient timing and patience are key to this tricky level.

7 Yet Another Idol



NP: The third idol can be found to find, so log onto nintendo.com for more details.

Tactical Tips

Don't ask how you came 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 cool cars. There's even a convenient time 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 many annoying ice storms.

Cave Hunting



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

Push the Car



Press against the cool car to move it forward. Not all need to see the cart as a stepping stone to reach the upper tracks.

Lost Valuables



The treacherous caverns are loaded with targeted treasure. Explore the entire area, both above and below the tracks.

Concealed Ropes



Some ropes are hidden by the dark walls of the hollow cave and aren't visible. Jump around to uncover well-hidden climbing apparatuses.

Making a Blast



Beat the barrels to create an enormous explosion, but be sure to be as far as possible. The blasts will reveal secret rooms containing valuable items, including the first sub-clone.

Pull and Exit



Flip the lever and make your way back toward the start of the level to find your way out of the gloomy cave-dread mine.

Lost City of Copan

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

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

Tip of the Tongue



Jump onto the protruding tongue, and they will flip you high into the air. Use them to bounce toward the top of the level.

If Walls Could Talk



Watch out for their Mayan warnings on the walls; they are as real as they seem. Try to destroy them from a distance.

More Secrets



Be sure to enter all the passageways you find. You will find a room filled with treasures and the second rain storm.

Battling Bones



The skeletons in the Lost City are dead of rotting in places. They've decided to have some real battle on unwounded skeletons.

Get Down and Dirty



Hit the deck and spiders through the entrance opening at the top of the building. Watch them; they 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



Crack your whip or throw stacks of the ancient ceramic objects and watch them break into pieces.

Fireproof Walls



The temple is constantly on fire. It's amazing the place hasn't burned to the ground!

Gargoyles



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

Spirits of Chaos



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

Great Balls of Fire



Don't get burned by the flaming balls of fire. You had better be water nearby.

Lakamul Rain Forest

Happy raps and relieved once he's left the burning Copan Temple and entered the luminous rain forest—but he won't find that way

for long. Large tar pits, immense snakes and dart-shooting pods are hidden amongst the thick foliage of the vast woodland.

Tar-Ian



Do your Tarzan imitation and avoid the gooey tar pits by swinging from vines. Watch out for the dart-shooting pods below.

Springing Straps



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

Slithered Snakes



Use large snakes can be used as ropes. Be sure to cut the constraints with a few cracks of your whip before grabbing onto them.

Coin Collection



Ziping along vines results in a great adrenaline rush. In addition, you'll collect a bunch of coins along the way.

Stamped



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

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 mine with fur, winding tracks, and a temple packed with the most evil spirits in the region. Sounds like fun, right?

Yaxchilan Lagoon



Balankanche Mine



Tikal Ruins and Temple



THE TRADITION CONTINUES

After failing to collect the ancient Mayan jewels, getting nabbed by the evil spirit warrior Zakelma, and forcing Junior to attempt a deadly rescue mission, it's safe to say that Pitfall Harry's career 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 portable Pitfall cascade will keep Harry's fans well entertained. ☺

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- Earthworm Jim
- Konami Krazy Racers
- Ready 2 Rumble Boxing: Round 2
- Super Dodge Ball Advance
- Fire Pro Wrestling
- Iridion 3-D
- Top Gear GT Championship
- Spider-Man 2: The Sinister Six
- Hands of Time
- Disney's Atlantis: The Lost Empire



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THE WORM HAS TURNED

Earthworm Jim takes center stage as an updated version of the Super NES classic series for your GBA. You guide Jim, a worm granted super powers by a high-tech space suit, across nine of the oddest worlds ever created while battling enemies, such as Major Mucus and Queen Shog for a Burn. Will Jim defeat Roy-Cee? Can he save Princess-What's-Her-Name? And where did this launched cow go, anyway? If you like your games fun, fun and funny, Earthworm Jim is sure to become your newest hero.



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STAND FIRM, WORM

Never underestimate a nightcrawler, especially if he owns a turbo-charged space suit, firm 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

Next time someone tells you to grove back-bone, remind them that Jim never needed one. His spinal shortcomings let him hang things and other objects by his head. You can also use his noggin like a helicopter to spin balls and aid with precision landings.



Itemized

You'll find helpful items, such as Atomic Energy and Mega Plasma, littered 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 as a whip by pressing either the L or R button. Since soulless limited Plasma Bombs are rare, the whip is useful for taking out slower enemies. You can whip 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 as tight as a tick on the story somewhere down the road. In the first level, New Junk City, you must shoot and/or enter to this or into a springboard and launch a cow into space.



The Monster Mash

Enemies will usually attack in groups, so you'll need to determine when badguy is the most dangerous and attack that one first. Use your potent whip attack on slow-moving badguy, 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 sticky complement of old tires and garbage cans. Use your blaster and pay attention to its feet—garbage will fall on you every other time it stomps the ground. Jump over it when it charges, and keep firing until it turns around.



Up Chuck

The second boss is a frag-blasting fellow named Chuck. Use the blaster to shoot boxes off a ledge so that they hit a spring and rebound into Chuck. Once he begins to move, you must time your box 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 Pick-up Asteroid. Shields 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 red and blue Atomic Accelerator Bubbles, which will rocket you forward at a tremendous critical 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 shove him, then bring him with your whip. You must whip him seven times to defeat him. The black bird is a tough cookie, so try to avoid the battle by winning the Andy Asteroid stages.



Go to Heck

The second level, What the Heck?, is a multi-mission maze of lava rocks and dead ends. If you see gangin' critters, jump and look for a high platform or wire to grab. Watch out for floating enemies that land into the background.



Precious Jewels

To ride the green jewels found in What the Heck?, jump on top of them and keep running. They spin as they move around, so if you don't keep moving they will throw you off. When you encounter a spiked gear, whip the nearby green jewels to spin it, then hurry through before it closes.

To Be Continued



You begin with five continues and five lives, and you earn lives by collecting 1000 of Jim's kind. If you use a continue, you'll restart at your last well-lit save location. To activate a new function, teach the word "continue" when you see it.



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KARTS ON THE GO

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



DAYS OF THUNDER

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



Options Gallery

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 saved 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 Grip. Goemon and Pigeon are the most well-rounded drivers and good for beginners. Kart racing pros should check out the speed and power of Mow, Dracula, the Ninja and Ninja.



Pick a Path

There are 16 different tracks to choose from, but only 16 are available at the beginning of the game. You can choose your track if you play in Time Attack, Free Race or vs. Modes, but not if you enter the Grand Prix Championship.

ROAD RAGE

Driving pell-mell 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 40 different items in the game, and they're all activated by pressing the L Button.



Bag a Bait

Items appear on the track as Red and Blue Bait. Red Bait becomes a different weapon each time you pick one up, but Blue Bait is always Engine Turbo Boosters. Keep an eye out for coins, which you can use to buy items in the Shop.



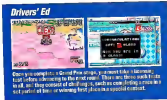
Rocket Man

The Engine Turbo Boosters are very powerful, but they're short-lived. If you snag one, you'll want to save it for a straightaway. Using an Engine Turbo Booster while zipping through curves is sure to be a way to end up in a red pit.



Blue By You

Blue Bait's move in a straight line, and they live three times as long as other enemy weapons include the Scooper Drill, the Electric Battery and the Pig, which transforms all your opponents into chubby, squealing porkers.



Drivers' Ed

Once you complete a Grand Prix single, you must take a licensing test before advancing to the next race. There are three workbooks in all, and they consist of driving on a set point of time or winning first place in a special event.

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 driver.

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.

MINI-BATTLE MODE

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

Bomb Chaser



You'll want a character with good Acceleration and Grip, so go for either Bowser or Piko! Watch that powder! run out of gasoline.



Tick Tack Tick

The track is ticking, but don't panic. No other racers are around to witness your finishing time. Note that you won't find any bells in Time Attack Mode—only the better to practice on.



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 Anniversary Prix Cup.



Decisions, Decisions

Bomb Chaser is modified after this, but instead of simply touching the next player, you shoot off a bomb that's ready to explode. In Chicken, players race across a 400-meter track and try to stop as close to the finish line as possible.

Chicken



Your kart will move automatically, so all you need to worry about is taking. Note that you can only use the brakes once.

VS. MODE

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



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 exchange. The rules remain the same, but you'll have to concentrate on a flash and blood driver who can hold a grudge.



Running Free

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

Rumors and Innendo



Check the Rumor Board often for tips, tricks and gossip about the game. Each time a new strategy appears, the word "new" will be placed in the lower-left corner of the board. The rumor board will also tell you how to advance to the next Grand Prix level.



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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 Rush 2049. 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 Aldo Thunder; and the vocal talents of Michael Buffer, Ready 2 Rumble is a must-have for any gamer who wants some portable pugilists to call his own.



THE PRAY ON GBA

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

ALDO THUNDER
5'3" 121 LBS

MIKE VULTURE
5'2" 100 LBS

DARIUS RYKER
5'9" 102 LBS

JET "BURR" CHAN
5'8" 140 LBS



MARIA TORA
6'0" 180 LBS



ROBERT RUSSO
6'2" 231 LBS



BOBEK KOSH
5'9" 150 LBS



JET
6'4" 287 LBS

Pick a Puncher

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



Stick and Move

Your basic attack controls include left- and right-handed jabs, low blows and uppercuts. When on the defensive, you can duck, block, high or low block or evade. Each boxer has three combo moves that will unleash a bit of fiery fury.



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

Deal out damage by spilling R-U-M-B-L-E during a match. You'll earn letters by landing solid hits or taunting an opponent. When activated, the Rumble option lets youlobber boxers with powerful blows. Spoil "Rumble" those brats in a match to knock a fighter out of the ring.



Options N' Plenty

Championship Mode lets you train a boxer, as well as participate in Title or Prize Fights. Title Fight wins will move you up 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.



Rumble Pad Punching

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



Speed Bag Bopping

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



Weight Lifting

Pump iron to beef up. After some grunting and holding the dumbbell indicator to a tap on the middle of the green bars on either side of the screen, so resistant when you are almost to the top of the blue bar.



©2001 Ataris. ©2001 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 Ataris' *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 tinker with court surfaces, difficulty settings and offensive strategies.

Duck, Catch and Throw



to duck, press the A Button just before the ball hits your player. To catch the ball, press the B Button. Opponents often swing over the center line to be making a throw if you get the ball while they are still on your side, unless a quick throw to make them not rubber



Know Your Role

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



Satellite of Love

Super Throws are the heart and soul of *Super Dodge Ball Advance*. The stuns tosses cause multiple balls to ricochet around the screen and magnify meteor shots to drop from space. Each player has his or her own specialty throw.



Dash and Bosh

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

Moving On Up



You can challenge teams in any order you choose, so if you want to climb the ranks quickly, call out the number one speed right now. Your enemy at the early season's season shows above, will track your progress and dish out words of encouraging protest.



©2001 Spike / West

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 nine modes of play: Exhibition, Tournament, League, Elimination, Survival and Audience. League plays it you choose up to 64 wrestlers for your team, while Audience makes you gain the crowd's approval before recording a victory.



Twist and Shout

The execution is incredibly life-like, and drinkers perform moves with surprising grace. The A Button is your standard attack, the B Button is a stranger's attack and A and B together unleash a powerful special move, like spinning green ooze across the ring.



The Bigger Dance

Tournaments can take up to 16 different brackets. Choose a tournament, be it 8-16 or 16-32, you can determine if it's a best-of-three or a single match. You can vary the length of the match, where it takes place, who'll referee the contest and what music you'll hear as you brawl.



A League of Their Own

If you desire to play with the full 64-man league, the list of match-ups isn't quite a little thing. To get a taste of inter-league skirmishes, set up a longer with the minimum four wrestlers. All information is saved directly to the game—no passwords are required.



Elimination Mode

Elimination mode is a bit on five battle royals that uses either a prompt or a timed team. You can play three different 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. Near fighter cam makes tombuckles, bounce off the ropes or even leave the ring during the course of a match.



Points for Style

To win an Audience Match, you must fight your opponent with a single fighting style. From a 1-3 of offensive and 12 defensive styles available when choosing a wrestler, not to mention a number of special abilities, but you choose from only seven in an Audience Match.

Create a Combatant



We showed 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 a total of 100 play, 341 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 SHEN-Fighter, you are humanity's last chance to eliminate the Iridion scourge once and for all. Gear 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 extinction.



SPEED DEMONS

Iridion 3-D 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 instant damage, but don't expect new size artillery in the vein of R-Type.



Blastor Master

Your craft has four types of laser—red, green, purple and gold—and you must power up with the same color as begins a new life. If you get three red power-ups, you'll lose those red lasers, but if you then get a green power-up, you'll revert to the weakest green laser.



Expended Energy

It's impossible to avoid damage, so energy-recharging power-ups are of vital importance. Look for the shimmering multi-colored scans 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 3-D feature lush backgrounds and are rendered in incredible detail. You'll get a pauseward after finishing a stage, and entering it will save 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 zig the wild and work quickly.



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 steadier than a little leek.



A Watery Grave

Beware of the floating mines in the second stage. They will explode as you fly over them, shooting a huge geyser of water high into the air like the power surface and fly to the left in front of the mines to avoid damaging your craft.

The Refusor Boss



The Stage One boss is a spinning whirling ball of the Refusor. Wait for its wide section to open up, then blast it. You'll need to move as soon as the middle closes to avoid being hit by laser fire. It takes about 20 hits to send the Refusor to the trash heap.



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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 Kemco's *Top Gear GT Championship* for the GBA. Soaklers 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 events. They also included three modes of play, the ability to change every aspect of your car's performance and a great track editor.



START YOUR ENGINES

To jump right into the action, chose 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. Four building options are level of difficulty, but all levels 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. Since you're confident, experiment with different combinations of equipment to see what works best for particular courses and weather settings.

BE A CHAMPION

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



Test Your Might

Before starting a race, you must prove you belong in the course. Your qualifying time is used to determine your starting position, so a fast time is critical. You can also take a look at all the courses 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 make a strong race to pass other drivers, but don't let slower you 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 driver for each seasonal 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 Cables to hook everyone together.



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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 keep you cold. Luckily, *Spider-Man 2* has three difficulty settings, so beginners and experts alike will feel right at home.



All Tied Up

To fire a sticky 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

Soar through the skies like a radioactive lizard with the Web Swing. To fly our web, jump in the air then 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 brawlers to impede your progress, but most of them are a little slower than the up-take. Use your wall-crawling talents to sneak up on unsuspecting bad guys. To initiate the combat mission, press the Select button.



Sewer Rats

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



Duck and Run

He's not called the "webcrawler" for nothing. To make Spidey sink onto his belly, press Down on the ControlPad. You can still attack from this position, which makes it a great way to take out gun-wielding foes, but you can't fire any webs.

Mysterio Appears



To beat Mysterio, you'll need to force a blue ball of energy. The ball will turn into a second Mysterio, who will also attack 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 will jump over it or cling to the spider 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 to both move and follow 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 Spidey Armor will make you invincible for a short period of time, and also increase the amount of damage you deal out. Look for it in out-of-the-way places like ledges and tunnels.



©2001 Titus

TIME OUT OF MIND

Hands of Time, the latest offering from Titus, is one of the more unusual GBC games in recent memory. Propelled along by a bizarre plotline involving time travel, purple tentacles and lots and lots of whizzed scientists, the game blends shoot-'em-up action, item collection and puzzle solving. Though *Hands of Time* has some problems, like a maddeningly slow normal walking speed and an almost unreadable font, the puzzles are clever and the title is worth a look for players who enjoy atypical gaming experiences.



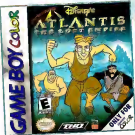
Search for Stuff

Important items are scattered throughout the levels, and you'll usually need to open one else 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 14 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 set of talents—drive submarines, fly hovercraft balloons and more as you search for the most precious treasure of all time, the lost civilization of Atlantis.



Stop and Swap



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

You Got Skills



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

Bombs Away



To use a character's skill, simply press Up on the Control Pad once you're within range of the target. Vanny Serrano, pictured above, is a master of demolitions.

ratedtopdown.com

Disney's ATLANTIS THE LOST EMPIRE



JOIN THE ATLANTIS SEARCH PARTY!



BATTLE FEROCIOUS ENEMIES!



DEEP 10 LEVELS OF ACTION
BASED ON THE HIT MOVIE!



WATCH OUT FOR
ENGLADDEROUS PETS!



LOOK FOR AN ALL-STAR
ADVENTURE THIS FALL ON

GAME BOY ADVANCE



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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 Pkiki's four seasons. While both games are interactive (by using a password you earn in one game, you can unlock loads of magazines, 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 stumps. You'll rely on your wits more than your sword in the eight crazy dungeons, though you'll do a fair 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 shifts between the two ages. By manipulating the lay of the land with your time-involving powers, you'll be able to warp past dead-ends by finding access roads in another time. Through convoluted navigation, you'll be able to reach the game's many tricky destinations, and all of the adventure's devious layouts make Oracle of Ages a Zelda game that no adventure 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 humbles a player like a Zelda game. I had to use the Player's Guide just to get through the second dungeon.



GAME BOY COLOR



- A Marriage Dungeon
- 1 Year
- 60+ items
- Does Link sleep?
- 8 dungeons

AGE	★★★★★
GAME	★★★★★
PLAY	★★★★★
GAME	★★★★★
GAME	★★★★★
GAME	★★★★★

EVERETT MIA violence





RAYMAN ADVANCE

What he lacks in limbs he makes up for in fun.

Ubi Soft's original, million-selling Rayman resurfaces on GBA in a drop-dead, 60-level manner that's an impressive display of the GBA's power. Every pixel in every lushly illustrated scene seems to sparkle with acidic electricity, and the bish, barnal 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 to escape rising flood water, piloting 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 performances to come out 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.

COMMENTS: **Jill**—Who needs arms and legs to have a good time? Cute, great graphics and some original obstacles make this game fun. **Drew**—It's almost exactly the same as the original—an amazing accomplishment for a handheld game. It may be the best looking of the GBA launch titles, plus it's a blast to play. **George**—A very beautiful game with a lot of color, big characters and smooth animation. It looks like a cartoon. Since all of the art elements compete for your attention, it's sometimes difficult to tell what is in the background and what you can actually interact with. **Jenni**—This is about as good as platform games get on GBA—at least so far.



• With 300,000 Megascore
• 1 player
• (Drawn)

NEW ★★★★★
GEN ★★★★★
JAM ★★★★★
JEN ★★★★★
ALL ★★★★★

EVERYONE
E
ESRB
CONTENT RATING



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-knuckle racer doesn't quite match the Mach of the original, but it still pulls down some serious g's. F-ZERO Maximum Velocity's 21 all-new tracks will have you swerving around hairpin turns, flying off jumps and veering around road hazards. Of all the GBA racing games reviewed this month, Maximum Velocity stays 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.



COMMENTS:

George—F-ZERO Maximum Velocity perfectly translates the game play of the Super NES classic to the Game Boy Advance, taking advantage of the system's processing speed to display updated graphics at incredible speed. It's got the whole package—responsive control, lots of track elements, like jump planes and ice, and very smooth action. **Jenni**—It's a good-looking, fast racing game with decent controls, but the music is a little funny-goodbye and the cars don't seem very different from each other. **Alan**—Racing fans will love it, though the sense of extreme, mind-bending speed that made the Super NES version so amazing doesn't quite translate to the GBA. **Drew**—Maximum Velocity is good enough to be considered the definitive version of F-ZERO. **Chris**—It's too bad it's too much like the original, but even F-ZERO X showed that there's not a lot to build on to this game. Also, once the driving concepts are nailed down, the game gets pretty easy.



• With 300,000 Megascore
• 1 to 4 players
• (Drawn)
• Game Link compatible
(cable and link to Game
Link adapter available)

AM ★★★★★
CH ★★★★★
GE ★★★★★
JAM ★★★★★
JEN ★★★★★

EVERYONE
E
ESRB
CONTENT RATING

PINOBBEE: WINGS OF ADVENTURE

Be all that you can bee.

Believe the good buzz on this bee. Pinobee relays 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 presented the setup in a refreshing, new way—instead of strapping 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.



Far from a generic platformer, Pinobee soars with new takes on the side-scrolling genre, including the addition of collectibles that actually mean something—such as the elusive Golden Bug that you can defeat to make the enemies in the following level a tad bit easier to battle. Pinobee's diary entries, which cap each level, are also inspired flourishes, progressing the story nicely while also adding plenty of charm to the game. Topped off with strappy 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.

COMMENTS: Jenni—Pinobee is a solid platform-style game with enough innovative turns 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!



- **Really Good!** (Nintendo)
- **1 player**
- **Good!** (Nintendo)
- **Good!** (Game Park required)

GAME ★★★★★
PLAY ★★★★★
ALL ★★★★★
EASY ★★★★★
HARD ★★★★★



SUPER DODGE BALL ADVANCE

For multiplayer action, Allus 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 irremissible multiplayer games of its day. The knock-down fun still holds up in Allus'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 positioned by the school jock.

SDBA's action is frantic and armed to the teeth with cool ways to pelt your opponents. By using button combos, you can hurl gravity-defying pitches like the Snake Shot, Pause Shot, Sliderider or Multi-shot. For control freaks, SDBA boasts a locker room

full of options and player particulars 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, wannabe multiplayer riot is what you're after, SDBA is one Pak you won't want to dodge.

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. Derw—Every lazy 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.



- **Really Good!** (Nintendo)
- **1 & 2 player**
- **Good!** (Nintendo)
- **Good!** (Game Park required)

GAME ★★★★★
PLAY ★★★★★
EASY ★★★★★
HARD ★★★★★





KONAMI KRAZY RACERS

Killing all karts! Kool kart racing is coming!

Though most go-kart game fans associate the high-speed silliness with Mario Kart, Konami hits the well-trodden road to roll out its own all-star kart race. Of course, the term "all-star" is used loosely since none of Konami's characters haven't even appeared in North America. Goenten the Mystical Ninja, Castlevania's Dracula, and a few no-name stars hit the wacky roads in loopy locales like outer space and lava beds to compete in a speedy search for goodies—like mushrooms 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 "loopy."



To keep the race interesting, you must compete for a new bonus after completing each four-lap 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 karts 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 cute 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. Sonja—The graphics are good and two-player mode is fun—especially Battle Mode. I dig the soundtrack.



- Requires 2GB of free space
- 1 or 2 players (simultaneous)
- Bonus Link compatible (multiple Bonus Link required)

- AAA ★★★★★
 NEW ★★★★★
 SNES ★★★★★
 NES ★★★★★



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 GBAs and Super Mario Advance cartridges to play simultaneously and cooperatively, clearing screens by punching floors to topple enemies that are walking on them. Cooler yet, if only one player has Super Mario Advance plugged into a GBA, the other players can link their empty GBAs to it to compete in a Battle Mode version of Mario Bros. set in a single screen.

For solo adventures, Super Mario Advance dusts off the NES adventure, Super Mario Bros. 2.



While the SMBx 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 graphics), the game's classic hop-and-hop action provides reliable fun. The adventure half of SMA is considerably better than your average action-adventure, 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 SMBx when SMB3 is an infinitely better game? Yawn, Mario Bros. on the other hand is a fine piece of work, adding an even star to SMA's score. Andy—There are enough added features to make the experience seem new. Four-player mode is the way to play.



- Requires 2GB of free space
- 1 to 4 players (simultaneous)
- Bonus Link compatible (four- and single-link play options and online play)

- AAA ★★★★★
 ANI ★★★★★
 GEN ★★★★★
 NES ★★★★★
 SNES ★★★★★





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 bovinies. The first outbreak of [EW] madness appeared in 1994 when Majesco debuted the superworm rule, crude and ridiculous side-scroller for the Super NES. Viscerity 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 limited ammo, you'll jump on ledges, dangle from cables and ride a harvester, 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 cheesy, thumping music is almost as glaring—but then so is the over-the-top "look of the game. Cows. Snore. A level called "Bumflick" EWJ's standard hop-and-collect action gassed 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 worm, side-scrollers or offbeat jokes will get the most out of the game.

COMMENTS: *Chris*—The game is still obnoxious, both in game play and failed humor. *Scorpio*—It's a classic, and you've got to love a game with psycho puppies. It's a little tough 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 harvester!



3



- Majesco, Majesco
- 1 player
- 2 stages

EWJ ★★★★★
COW ★★★★★
NEW ★★★★★
JIM ★★★★★
JILA ★★★★★

EVERETT Mid violence
E
ESRB



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 son-of-the-mill 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 bungee vines

and performs leotaring yoga when you take extended breaks). You'll have lots of moves to use, too, but mistiming them is an adventure in itself. Among other things, Harry leads the goose of fellow jungle explorer, Lars Croft, and his clumsy controls will have you falling out of trees and accidentally bumping into mankeys 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, chase-beating action.

COMMENTS: *Jerri*—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 recent 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 line. What? What?



3



- Majesco, Majesco
- 1 player
- 17 levels

EWJ ★★★★★
JIM ★★★★★
JILA ★★★★★
JILL ★★★★★
JIM ★★★★★

EVERETT Mid violence
E
ESRB

ALSO PLAYING THIS MONTH

WING ZERO

- PlayStation 2, Windows
- 1 player
- 3 stars



For fans of shoot-'em-up action, *Wing Zero* hits the bull's-eye. Majestically sleek and gung-ho, this space shooter starts strong at warp speed with zero platitudes, delivering a wide-open romp to Starline. While the behind-the-scenes view makes it difficult to spot menacing enemies, everything else about the game looks out-of-this-world. But don't let your eyes wander—you'll need to keep your sights fixed on the smoot dogfighters until the last boss is.



3½

READY 2 RUMBLE: GOING 2 FIGHT 2

- PlayStation 2, Windows
- 1-4 players
- 2 stars



Widely's pro boxer releases packs a major wallop on the PS2, and fans of the series won't be disappointed. The game's a knockout, with fast, rock-'em, sock-'em action and funky, rap-metal tunes, animation and voices. Despite the fun it brings, however—like coffee-tasting emporiums—and a wide variety of backs and jets, some gamers will find the sluggish to be a bit limiting if you dig boxing, though, take a swing at Round 2, because it strikes like a bee.



2½

TOP GEAR BT GRANDPRIX

- Xbox 360, PlayStation 2
- 1-4 players (online only)
- Real-time suspension, graphics (Xbox 360 only required)



Kemco's Top Gear series is for drivers who love to drink with gasoline and vehicles. In BT Championship, racers get to monkey with everything from the 32 cars' handling and dynamics to the weather and lay of the land. All of the tracks are legit (in average lap can take two minutes), but it's not the as-is ride or graphics that will get you revving it's co-drivers—the Top Gear's prize course left made that enables you to create personalized tracks.



2½

FIVE FIVE WRESTLING

- N64/PS4, Windows
- 1-4 players (online only)
- Game Link required (Xbox Game Pass required)



Only hard-core fans of pay-per-view fights will want to go to the mat with BAM's graphics under who lining mix of superstar wrestling, ultimate fighting, martial arts, dropkick execution and sluggish controls. The browser boasts tons of match-board moves and over 100 characters, but aside from its four-player Game Link Battle Royal Mode, Five Five Wrestling looks and feels like it should be for DBC rather than USA.



1½

DISNEY'S ATLANTIS THE LOST EMPIRE

- PS4/Xbox 360, Windows
- 1-4 players
- Available on Xbox Live



Based on Disney's animated feature, *Atlantis: The Lost Empire* makes a fine addition to GBC with a jump and run side-scroller starring five playable characters from the movie. The action is tame, but the game's really original via navigation via character-switching. Each member of your crew has unique abilities, the kids are the brainspower or Winny and his bomb power. The game provides intricate puzzles and younger adventures will get the most out of the tubeworm voyage under the sea.



2½

KEY



- ★★★★★ Get it now! ★★★★★ Good! ★★★★★ Forget it!
- ★★★★★ Not a bit! ★★★★★ Not a bit, but... (Avoid!!!)

ESRB RATINGS

For more on the ESRB, visit www.esrb.org.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.



CRITICAL MASS

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

ALAN:	★★★★★	JANE:	★★★★★
ANDY:	★★★★★	JILL:	★★★★★
CHAD:	★★★★★	MIKE:	★★★★★
DAVE:	★★★★★	SCOTT:	★★★★★
GEORGE:	★★★★★	SUNJAE:	★★★★★
JASON:	★★★★★		



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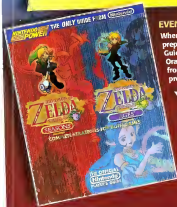
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