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NAYA HAS OTHER IDEAS. SHE KNOWS SOMETHING BIG IS GOING ON UP THERE AND MUST ESCAPE THE SKI PATROL.



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SHE HAS HER WORK CUT OUT FOR HER IF SHE HOPES TO UNLOCK THE MYSTERIES ATOP THE SUMMIT.





IT'S NOT WEAT

Fox . Plantanalas ...



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Sonic Advance Shantae

Rest assured, they're not posing for Shaq Fu 2.

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Forget the three rs—this school teaches fund

Sonic Adventure 2: Battle

Tom Clancy's Rainbow Six: Rogue Spear Go behind enemy lines with GBA recon info.

Wave Race: Blue Storm Contest & Sweepstakes





500 Sonic the hedgehog is coming to Nintendo, but don't be surprised if he smells like diesel and has "Mack" imprinted on the back of his head.

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never covers chain saw accidents.



with Yoshi on GBA.



"Don't tell me—Alfred left the Bat-Extinguisher in my other pair of tights." POWER

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PLAYER' PULSE

which Nintendo has had no short supply of. Anonymous

Via the Internet

The GameCube Controller feels like a piece of bark in your hands, and the buttons are poorly located. I think someone screwed up. Rick Sanders

Roundup, MT While a handful of readers and even a few NP staffers said they had a hard time adjusting to the buttons or size of the GCN's Controller, no one

LETTER OF THE MONTH

doesn't bother me, though-

what does bother me is that

many young gamers out there

who strive to act older might

lose sight of what is important

about video gaming: that is,

great and challenging games.





First, I want to tell you that you have a great magazine. I subscribe to many gamer 'zines, but yours beats all of them in both quality and seniority. But, but, but, there is one thing I've wondered about for a lone time. Who are your gaming people? I know their names, but no one has ever seen them, no one knows their backgrounds, and there are probably more things about them people wonder about. So can you at least show us a picture of them? We would

greatly appreciate it!

Joe Sanchez Fresno, CA

Readers may remember seeing pies of NP staffers in Vol. 140's Pokécenter, and that same issue's subscriber bonus section also featured pics and background on many more staffers. In the coming months, those of you with Internet access and a lot of time on your hands will be able to learn elenty about the NP Krew in the Nintendo Power section of Nintendo's website. Until then, here's a stack of smashing photos of the pamino people, also known as Nintendo Power's writers and Now Playing reviewers.

What a shocker! You love the Nintendo GameCube! Who'd have thunk it? The response was overwhelmingly positive about the GCN, and most of you love the Controller and all the new games, too.

CURISTICALLY CORRECT? I would just like to say this

about the Nintendo Game-Cube: nothing! Words cannot adequately describe this awesome, awesome system. Big things do come in small packages, after all. David Manderfield

Via the Internet

Hey, NP! Sup? Anyway, down to the point, I got Super Smash Bros. Melee and ... I'm in awe. I go around all day with my jaw dropping, pupils reflecting Link, Mario, Ice Climbers and others rampaging across the screen. Just one suggestion: MAKE A CD SOUND TRACK! This game has the best sound track in a game. ever. Please!

> cRiSnY bRiSnZ Via the Internet

As a 21-year-old gamer who has lived through every Nintendo system launch. I would have sold an organ to secure my Nintendo GameCube on launch day. Luckily, I didn't have to go that far and am now the proud owner of the next era of fine Nintendo products. But as an adult gamer, I am constantly ridiculed for my choice to remain loyal to the Big N. In fact, I've been laughed at for playing any type of video games at my age. This

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fully examined boxes and boxes of Controllers to try to suss out any barklike aualities but failed miserably. Frankly, we have no idea what you're talking about.

My experience on getting the GCN on launch day: I only got about 3 hours of sleep the previous night since I wanted to get to the local mall as early as possible. My alarm woke me at 1:45, I got dressed, woke my dad, got in the car and set off to the mall. When I arrived at the mall there were already six kids there. I turned on the lights in my car, took a sip of coffee and whipped out my trusty GBA. After half an hour, the sudden disappearance of Toad and his Kart brought the sudden realization that I foroot to replace my batteries. I sat there eating a bag of chips and staring at the meteor shower in the sky. I was frozen solid and began to think I was overreacting a bit. I couldn't sleep. For another seven hours I stared at the sky and the kids who were at the doors. They left, and at nine o'clock. I was the first in line. At 10 o'clock, I walked in the store, with the six other kids who had recently returned behind me. I paid my money and received my GCN, an extra Controller, a Memory Card, Luigi's Mansion, Wave Race: Blue Storm and Star Wars: Rogue Leader. I immediately went home and set up the system. As soon as I saw the cheerful startup screen, set the date and time, and fired up Luigi's Mansion, I said to myself, "I definitely didn't overreact." And I am

LETTER PERFECT

Nintendo receives thousands of letters and e-mails every week. At peak times, such as the holiday season, 6,000 or more letters, e-mails and art envelopes arrive at Nintendo in the span of a week, incredibly, a large portion of the correspondence is addressed to the hardworkin' people of Nintendo Power! While the NP Krew member in charge of each section of the magazine receives the e-mails sent to his or her address, the letters and art are another story. Mail arrives every day in Nintendo's mail center.



A staff member sorts and counts the mail, then stores it until it's time to be opened. The staff use a machine to open the envelopes and to staple the letters to their envelopes. Staffers scan and date-stamp the letters. which are then sent to the Correspondence department. There, staffers sort the mail into different types, do their best to answer any questions, then pass on many letters and pieces of art to Nintendo Power. Once they're here, we try to pick the nicest art and choose letters that are interesting or thought-provoking or capture something that many people are concerned with-or set up



a joke for us to make. Each letter is handled about eight times before it reaches NP. Even if your letter

does not make it in the mag, many people will read what you have to say. As you can see, we also love getting your excellent art (especially Alan), so keep sending it in!

still enjoying the games as much as I did the first time I played them.

Chris Pontrelli Via the Internet

The Nintendo GameCube rulez. End o' story. goofnagle Via the Internet

Just to let you know, you still have what it takes. I'm a 35-year-old married father and I picked up the Nintendo GameCube at my first chance. It's not just a kid's

game console. Loved it all the way.

Via the Internet

I went out and purchased the GCN the day it came out, along with Star Wars: Rogue Leader and a Memory Card, I hurried home and quickly started playing. When I first powered up the cube, I was spellbound. The Controller is sleek and comfortable, and the graphics are amazing. Plus, after about a week, I noticed that the levels and craft

you play as depend on the time

of day you're playing! That is a great idea, because after a while. I get bored playing the same levels every time I play. Zac Ellie

Via the Internet

I just wanted to write and say how great I think the Nintendo GameCube is. I've never been so impressed by a system. And to all those who wish to pass on Super Monkey Ball because they consider themselves "serious gamers," don't. You'll regret it. On Thanksgiving, almost my whole family was getting into



this great multiplayer game! How about you guys give out demos with each issue? I'd be willing to pay a few dollars extra a month. Marc Deschamps Vis the Internet

HOW TO SAY MELEE During school, my friends and I are always debating about the

pronunciation of Super Smash Bros. Melee. Is it pronounced May-Lay or Me-Lee? **Yunkee256**
Vin the Internet
**You mean you were in school and

You mean you were in school and you didn't just look it up in the dictionary? That's sort of sad. Anyway, "pey day" and "melce" rhyme. But give that dictionary thing a try sometime. You might like it.

A LESSON LEARNED

I looked at the picture for Toki Toni, "Great," I thought, "all we need is another little kids' game." I came across the Toki Toni review in your magazine and was surprised at how much it was applauded. Life goes on, Later. I'm at the store, determined to buy one last GBC game before there are no more new games. Looking over the store shelves past game after game. I saw nothing I knew about, and nothing looked interesting, until Toki Tori. "It's a fair price, so why not go for it?" I thought, I bought it. and it was awesome! I learned you can't judge a game by its colorful, cutesy graphics (which I've come to love).

Penguin
Via the Internet
We hope everyone learnes that lesson,
Penguin. You really should give all
sorts of games a chance—expecially
the NP Krew gives 'em decent
marks. On occasion, we're right.

PIKMIN PUZZLER I was on the Nintendo website

the other day looking at Pikmin. In the screen shots section there are two pictures that show purple Pikmin with mushrooms on their heads. In one of them it looks like Olimar is commanding them. In the other it looks like there are light blue Pikmin. But NP didn't cover either. What are these Pikmin? Incommendations of the Incommendation of I

Via the Internet Resident Pikmin expert Jason responds: Well, "hound," when Pikmin are purple, it means that they are under the spell of a pulfitool that has sombified them with its poisonous spores. The light blue Pikmin are simply mo-of-the-mill blue Pikmin that aren't actively

following Olimar's orders.

Sometimes, when I read the reviews of cool games in your line magazine, I wonder when they will come out. What I want to know is, is in possible for you gays and gals to give the exact release dates of the games you evaluate in the Now Playing section of Ninemoh Power? I know other subscribers would like to know the precise day they should go to the store!

Simon Peter Viu the Internet We feel your pain, Simon, but the problem is that we work on the magazine about two months about of the date you received. It it was provided to the date you months about of the date you received. It it was proposed to the date of the

PSYCHO-k-WHAT-IS?

What does the "PK" stand for in Ness's Super Smash Bros. Melee attacks like PK Fire or PK Thunder?

Yankeez56 Via the Internet It stands for psychokinesis, which is

the ability to move or control something with the power of your mind.

Border Art Provided By:

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Ryle F. McMachael, Wicrosille, NJ

Trung Nguyen, Nashnila, TN

Troy Cherchi, Gendi Bapeda, Mil

Baster Rence, Be-son, AR

Bob Scaline, Frontne, AZ

Nikhil Barus, Sogar Lend, TX

Len Wing, Fremore, NE

WRITE AWAY RIGHT AWAY

We've uncovered two NP secrets—what happens to your mail once it reaches hintends and what the NF krew looks like. Would you like to know more about Nintendo Power, or have you had enough? Do you have a question for any of the fine folks at NP? Want to know how we put the magazine together, why we brought back Arena and Epic Center, or what makes Power On tick? Ask away, or tell us to stop!

ARTIST'S GALLERY ******





Zack Kirchin Salisbury, North Carolina



















The first batch of GCN numbers is in-and what supreme in the sales chares the New Years can't get to tle, fuzzy monkeys encased in plastic sphere of other Power Chart news, we're still per from the **■ TOP SELLING GAMES** • ARRY POTTER AND THE 2 MARRY POTTER AND THE SDRCERER'S STONE PE MALE: DALUE STORES MARIO KART: SUPER CIRCUIT TONY HINWICS PRO SKATTER 3 POWER PRICEMBN CRYSTAL AUDER HFL 2002 SNREK: FAIRY TALE FREAKDOWN SUPER MARID ADVANCE MI MIT 20-02

MONSTERS, INC.

NATIONAL VENCEANCE

SPYRD: SEASON OF ICE

SALEY TRAIS

GOLDEN SIIN

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sen-so the Player's Choice and Most Wanted titles are have the Ni' processor again. We hope to have online voting up running in 1994; fellowacy or keep watching nintendo.com frew or chance to be heard!

	■ PLAYER'S CHOICE®		
1	SOFTER MODRICEY BALL	-3	
	GOLDEN SUN	1	
HILL		PRIOR -	

Z ADVANCE WARS 3 2 WARID LAND 4 2 2

PAC-MAN COLLECTION 7

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2 MARID KART: SUPER CIRCUIT 4 LONG HOUSE & PERC SAUGIST 1 SUPER MARID WORLD: SUPER MARID ADVANCE 2 1

I TOMOROGOUS BOARD BAD CASTLEVANIA: CIRCLE OF THE MOON 6

> SUPER DODGE BALL ADVANCE MANY MARK BATTLESTORM HARRY POTTER AND THE SORCERER'S STONE

1

Keep checking for a chance to vote for your favorite Player's Choice and Most

Wanted titles

8 MONSTERS, INC.

> **■ MOST WANTED** ANIMAL FOREST METROID PRIME GCN 2

10

Managara and Managara

MINTENDO GAMECUBE.





COMING FEBRUARY 2002







THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS



THE SPOTLIGHT



Catch the latest pics from Fox McCloud's upcoming adventura on the Dinessur Plazet

eler: American Pro Truckes









THE GAMING NEWS Pack up your quarters and leave the arcade behind because Pac-Man World 2 is headed to Nintendo GameCube from Namco

early this spring. The action begins when Spooky is released from prison and begins disrupting Pac-Land. It's up to Pac-Man to pur-sue Spooky and the Ghost Gang through six worlds, I5 maxes and 20 levels of 3-D adventuring. The Pacster uses in-line skates, ice skates and a Pac Submarine to get around, and you can power up your Pac-Hero with items, such as the Shrink or Steel Ball, If you collect tokens, you can play original Pac-Man and Ms. Pac-Man games in the Pac-Village Arcade. This isn't a gobblefest Pac-Man. It's a rich adventure filled with action and surprises.

SCHILLING'S HIGH HEAT

Ace starter for the world champion Arizona Diamondbacks, Curt Schilling will endorse the 2003 version of High Heat Major League Baseball for Game Boy Advance. The second High Heat name for the handheld platform from 3DO is due this spring. The co-MVP of the 2001 World Series adds his name to one of the best all-around video baseball games over and a portion of the proceeds from the game will go to Curt's Pitch for ALS, an organization that contributes to ALS (Lou Gehrig's Disease) research and patient care. Take us out to the ball came. Curt.

OND RETURNS TO ACT

EA-LORD OF THE GAME

Fans of British Secret Service agent 007 can look forward to a stylish thriller featuring first-person action, covert stealth activities and high-speed driving on Nintendo GameCube. Agent under Fire will drop James Bond (and you) into 12 mission based levels with only your wits, a weapon and some very cool gadgets from Q-Branch to help you through. Sounds like a job r Electronic Arts, and the EA Games crew promises to remain unshaken or stirred by the daunting task. The release date for Agent under Fire is still an "eyes-only" secret.

Electronic Arts has confirmed that it has acquired the rights to produce next-generation console and handheld games based on New Line Cinema's Tolkien trilogy, The Lord of the Rings. The first of the three movies, The Fellowship of the Ring, was released in

December 2001, and the following films, The Two Towers and The Return of the King, will arrive over the next two holiday seasons. The first Lord of the Rines game from EA will be released this fall. We expect it to be truly precious.

Nintendo of America racked up another first in the game marketing field when it joined with S&G Flowers/USA to create a five-petaled "Pikmin Flower." The new Pikmin Flower looks like the flower-topped Pikmin from the GCN game, and gardeners will be able to buy and plant the real flower this April.

THE GAME THAT ROARED

Bloody Bear Primal Purp for CCV. In on its way to North America in April chanks to Activisions. The American Companies of the American Companies of the American State of the Companies of the American State of Companies of the American Companies of the



KONAMI LINES 'EM UP

Konami recently announced several upcoming titles for Game Boy Advance and Nintendo GameCube, giving the most detailed information on two GBA sames, Motocross Maniacs and Arcade Advanced, which will be available this Musch and April respectively. Motocross Maniacs features two-wheeled acrobatic action and weapons to knock out the competition. which can take the form of CPU opponents or four linked players. Arcade Advanced is a collection of six arcade titles, including Rush'n Attack, Gyruss, Scramble, Yie Ar Kung-Fu, Time Pilot and Frogger. Players will find the original versions of the games and updated versions with more bells and whistles and prettier graphics, Other Konami releases include ESPN Winner X Games Snowboarding, Zone of the Enders: The Fist of Mars and WTA Tour Tennis for GBA: and ESPN International Winter Sports and ESPN MLS Extra Time 2002-a soccer gamefor Nintendo GameCube. All of the titles should be released this spring.

SHANTAE CORRECTION

Last month, Game Watch incorrectly listed Shantae as a Game Boy Advance title. The game has several exclusive GBA features, but it is made for Game Boy Color. Of course, if you have a Game Boy Advance, you can shake and shimmy with Shantae just as nicely as you can with a GBC.

TDK ON GCN

TDK Mediactive has announced that it plans to support the Ninerdo GameCube and currently has four games in development. TDK will release Shrek, Robotech, Dinotopia and a fourth unannounced game for the GCN. Digital Illusions will develop Shrek, and the Robotech game is being developed by Vicious Cycle Software.

Vicious Cycle Software.
Prolific Publishing will
develop Dinotopia. Vincent Bitetti, chief executive officer of TDK
Mediactive, stated, "We
currently have four titles
in development with
more planned." An early
glimpse of Dinotopia for
GBA left your GW editors wantine more. The

graphics were gorgeous and the game play was varied and fun.



SEGA SLAMS GCN

Soga has announced that it will release Soccer Slam, rather than Virtua Striker 3 as its first sports title for the Nintendo GameCube. Slam is a wild match of three-on-three teams with fantasy characters,



power-up moves, exotic venues and fast and furious action. It's what you mixed Jam, Blitz and Street Fighter in a soccer shake.

WHO'S MAKING GAMES?

This month, we'd like to welcome the following development studios to the world of Nintendo.

03 Games / Starbreeze Studios — GBA developer Adeline Software International — GBA developer Atod AB—GCN developer Babel Media — GCN and GBA developer

Anod AB—GCN developer
Babel Medis—GCN and GBA developer
CABOSoft LIC—GCN and GBA developer
Codemasters—GCN developer
Coyote Developments Lid—GCN developer
Eden Studios—GCN developer

Tree Radical Design Ltd.—GBA developer Full Fet Productions Ltd.—GCN developer Handheld Games—GCN developer I Wish (Games) Ltd.—GBA developer M4 Ltd.—GCN developer

M4 Ltd.—GCN developer
Monster Games Inc.—GCN and GBA developer
n-Space, Inc.—GCN developer
N.A.P.S. Team S.N.C.—GCN and GBA developer

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Sancersh, I.d.—GCN developer
Semi Logic Entertainments—GBA developer
Snowblind Studios—GCN developer
Studio 3 Interactive Entertainment—GCN developer

Taniko —GBA developer
Vivid Image Development Ltd.—GBA developer
Wahoo Studios—GCN developer

NBA STREET

Game Type: Street basketball Developer: EA Sports Big ETA: Spring 2002

System: Nintendo GameCube

EA Sports goes huge with the most engaging street game ever. NBA Street for Nintendo GameCube drops in on the top courts around the country, where the best street players take on all challengers. including you. The City Circuit is a oneplayer mode that takes you to circuits around the country. If you defeat the homecourt NBA teams, you'll unlock more courts and players. You'll also face the street legends-fictional characters whom you can pick up for your team if you win a challenge. In fact, you can add players from any defeated team. You start off against the Wizards in D.C., which means Michael Jordan is up for grabs if you can win the match. In Hold the Court Mode for one or two players, you'll take on challengers and earn new items for the Create a Player Mode. Street School is the place to so to learn the ins and outs of controlling your players on the court. In addition to winning games, you'll want to boost your trick scores and try to set records in seven categories. Street combines some of the best basketball action we've ever seen with awe-inspiring graphics and sounds, and it fits well into the new EA Sports Big lineup. Look for NBA Street this spring.



Builds team of the best NBA and street legend players in the game and take it on the road





begins in London and heads back to Never

Land, where the notorious Captain Hook

has returned. The game play is fairly gen-

tle-suitable for young players-and the

graphics are vintage Disney. Peter's ability

to fly is the highlight of the game, but there

are plenty of other reasons to check it out.



the best of the best with your own style. such as its good story and bright music.

One amazing gem of an extra is that you

can unlock actual film clips from the movie

by collecting reels. The quality is amazing.

The fun begins this month on the big

DISNEY'S PETER PAN: RETURN TO NEVER LAND

Game Type: Platform Action Publisher: Disney Interactive ETA: February 2002

System: Game Boy Advance

When Peter gets the notion to visit Wendy

and her family in London, he and Tinkerbell set off on a new adventure. The action in the Game Boy Advance platformer

Peter's ability to fly allows him to evade many of

Poter Pan and Tinker Bell meet Wendy in London to

begin their new adventure.

screen and on the smaller, but interactive screen of Game Boy Advance.



18-WHEELER: AMERICAN PRO TRUCKER

Game Type: Racing action Publisher: Acclaim

ETA: March 2002 System: Nintendo GameCube

Originally, 18-Wheeler was an arcade game from Sega, but like Crazy Taxi before it, the GCN version is on the way from Acclaim Entertainment. When you take the wheel of the big rig, you'll have to deliver your cargo to a distant point within a strict time limit. Along the way in the Arcade Mode, you'll face an insane rival who will do just about

anything to stay ahead of you, and a marked van that you have to run over. Between legs of your cross-country jaunt, you'll face the Parking Challenge Bonus stage, where you drive your rig around a city, parking at designated locations within a limited amount of time and in a narrow space. There's a two-player option on lan courses, as well. Acclaim's 18-Wheeler is a bit like Cruis'n USA with 10 tons of cargo behind you. Look Out!



You may have to take shortcuts to shave off some precious seconds to reach your goal.



Head out on the highway and look for some adven-ture as you cross the U.S.A.





in the roadway can slow you down.

PROJECT: DIGIPEN This month's student spotlight shines on

a 1-D action puzzle game created by Elijah Emerson, Greg Morchower, Max Szlasor, Andy Kaplin and Tim Berry-all students at the DigiPen Institute of Technology in Redmond, Washington. Matrix Attack was their project and the winner of the 2000 IGF Student Showcase Award. The object of the game is to align sems of the same color in formations of five or more, and you can play Matrix Attack in Time Trial Mode or Puzzle Mode. The game's graphics incorporate both 3-D and 2-D images: The gems were rasterized in real-time 1-D while the other elements are 2-D. You can download Matrix Attack from DigiPen's download area at www.digipen.edu. For more about the games and programs at DigiPen, be sure to read this month's special article about the college. For anyone interested in game development, it's a must-read.



Matrix Attack is an action puzzler created by students at the DigiPen Institute of Technology.





In the award-winning game, players must align gams of the same color into formations.

For more information on DigiPen, and to download a copy of Matrix Atrack to play on your computer, head to wew.digipen.edu, where you'll find links to more projects and information about signing up for classes or workshops. And stay tuned, because Nintendo Power and DigiPen are teaming up to brings. Preaders more surprises in the months abend.

FEBRUARY GALLERY OF GAMES

This month we have a gallery of screen shots from upcoming titles and some games from Japan, such as Animal Forest Plus and Doshin the Giant for Nintendo GameCube and Legend of the Stafi for Game Boy Advance. We also have a first peek at Tony Hawk's Pro Skater 3 for Game Boy Advance from Activision. But the biggest news is the beautiful trio of screen shots from Star Fox Adventures: Dinosaur Planet. It's just a few months away



he latest THPS for GBA busts out the best tricks ever



Star Fox Adventures: Dinosaur Plan Fox McCloud brandishes the Crystal Staff in a tense moment in the uncommo Nintendo GameCube adventure. Rare and EAD are teaming up to make Star Fox a magical experience.



Star Fox Adventures: Dinosaur Planet Krystal, one of the new characters, enters a mysterious shrine.

Star Fox Adventures: Dinosaur Planet

Krystal arrives on the Dinoseur Planet. Her role in the adventure has not been revealed yet, but according to Rare, she was captured by an ancient power known only as the Krazoa.





Animal Forest Plus Animal Forest Plus for SCN is already a bit in Japan. Players do all sorts of tasks to earn money so they can buy items for their houses

Kirby isn't the only simple, bouncy hero in Japan. Stafi has been a platform game star there for several years



Doshin the Giant for GCN in Janan combines RPG

elements with world-building. If you play as the

good giant, you'll help the people of the island.





shoos, homes and museums.

Doshin the Giant





DEVELOPER PROFILE

This month, we on behind the scenes to one of the hottest development studios in North America-Vicarious Vicione

Vicarious Visions Trov NV IISA Founded: 1994 Respondent: Karthik Bala, CEO

GBC: Spider-Man, Polaris SnoCross, SpongeBob SquarePants, Vigilante 8, Blues Clues, Barbie Magic Genie Adventure, Monsters, Inc., Kelly Club: Clubhouse Fun

GBA: Tony Hawk's Pro Skater 2, Spider-Man: Mysterio's Menace, Crash Bandicoot: The Huge Adventure, Tony Hawk's Pro-Skater 3

GW: What are the types of products you make and who is involved in that task

K8: We develop games on all major console and handheld platforms, including Game Boy Advance and GCN. The types of games we create range from action, sports and racing to action/adventure and platformers. To create such diverse products. we have a talented group of designers, producers. programmers, artists, animators and musicians. We even have lots of kid testers, who come and play our games during development so we know what's good, what's bad, what to keep and what to improve to make the best game possible.

GW: What steps does your company go through when creating a game

KB: The first step is to start out with a concept document. Usually it is just a few pages long, but it outlines such things as what the game is about, what makes it unique and how the game is played, and includes some concept artwork, etc. The next stee is to create a prototype that shows working game play and demonstrates the "fun factor" and core game play mechanics of the game. From prototype. there are many intermediate stares of development until you reach a fully functional game.

GW: What was your favorite Nintendo gar

KB: It would be a tie between Tony Hawk's Pro Skater 3 and Crash Bandlcoot: The Huge Adventure, both for GBA. They both represent our best work ever, and boy do they push the GBA hardware to the limit

GW: What do you predict for the future of

KB: Interactive games will become the biggest form of entertainment amound the world.

Salt Lake 2002



ROCRET FOWEK

SEGA SPORTS NEA 283

NG DESVE

SPIDER-MAN: THE MOVIE GAME

T RONG RACING HILS EXTEN TIME 2002

HANT NEUTRON BOY GENIUS

HIJO-KAZOON

DAGON BALLY COLLECTIBLE CARD CARE

EUKOPEAN SOCCER LEAGU FIEVEL- AM AMERICAN TAIL LINTSTONES: BIG TROUBLE IN MIDROCK

W TEXT SIGNAFIES NEW GAMES ADDED TO THE LIST

MEGA MAN XATREMES MSTING GET TO THE SHOW

RAMEO: ELEMENTS OF POWER LY SLETTE'S PROSURE MASIO EAST MARIO SUMSMIRE HE CONTROLLE

EIGH CARMI PAC-MAK WORLD 2 PHARTASY STAK ORLIKE VERSION 2 EXPRAN ARTHA

LEAGUE BASERALL 2001

RELLY SLATER'S PAG SUBI

BE TYSON'S BOXING

MAXIMUM DESTRUCTION NOTOCROSS MANUACS

THE LAKE REPORT TIME

THE LEGACY OF GORU

MENS: ELIST

M010 GP

MRA JAM 2002

WHY MOSELFY WAS THE

FFRAN'S PRO BNX 2

ICE AGE

GEROR SOLUREPANTS SPYRUKTER

ECHOTECH: THE MACKOSS SAGA

CARROWNIE SALT LARF 2002 COCH CHESCH BOLD SEXES BART (TEXTATIVE TITLE) SUPEE MARIO PROS. 3 SUPER STREET FIGHTER ALPHA TINY TOOKS: MUSTER'S BAD DREAM, TINY TOOKS: WIKERY STACKER

TORY NAWR'S PROSENTER 3 WIRTHAL KASPA EZ: INLINE SKATER SNI'S STORY

ZONE OF THE ENDERS: THE FIST OF MARS

RESIDERT EVE GAIDER

GAME WATCH | 21

POWER ON

Turn on, tune in, geek out

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com We'll print the funniest lines in the April issue!



GAME OVER GAME Classic Game Revival Illegal Emulators Button Mashers Mutton Bashers Code Cop Code Cretin GCN . "You talkin' to me?" Taxi-driver games jokes

NINTENDO PERSONAIS



h Captain, v Captain asn't it ub... ie geniuses left go on long walks (preferably st mulating tion right, right.

ynesian

not moonlit ones) with the son of a mayor. Age doesn't matter (2) Give me flowers

Female innkeeper wants to

night Homesick visitor in town for issance man only a month (hopefully) e hot-tubbin' seeks blossoming friendship pu platter. only. Heavy lifting required. Let's go to

den Boy Russia with love Debonair, jet-setting eball shirts Englishman in St. you to pity Petersburg on an odd rob eet dude seeks female companion who knows that diamonds are Dre Dub forever but this relationship won't be. Knowledge of unemplove: satellites a must

for recording, gigs, dragonslaving. I'm blue Scruffy male into running and NPTV-Nintendo snowboarding doesn't want Power television see to take things slow-ever. extras to get buste

City girl seeks someone to

nick her up and drive her

crazy. Must have car.

If you're looking for a gold by the Code Cop i ring. I've got plenty-I collect a very special episode of NPTV them everywhere I roll.

I've had my share of Tommy Dodongo Ben and Matt seek puzzling relationships amateur actors/mi for the roles of Clo Single, churky T-shaped Pirates and Ennuzel character seeks the perfect to appear in the up match. If you fit the part, let's let the pieces fall Tommy 'Danger' into place.

Orc Factor 5-

Rock 'n' role-player

band seeks Level-5

Cleric/bass player

We were skimming the Nintendo Classifieds the other day, looking for a mint-condition, still-in-thebox Virtual Boy for under five dollars, when we happened upon these personal ads. We know they're supposed to be confidential, but we did a little snooping and found out which video game characters placed the ads. Can you figure out who's looking for love in black-and-white places?

othed S entheward one INDI AZDI AzeM ZerojcM zbleS to brieges an

hottie for

THE HEART OF THE MATTER

The Nintendo Power staff is so full of love, we give each other valentine cards every year. This year, we've decided to make a game of it. Look at the blurry screen shots in the valentines below. Each shot is from a game that features heart-shaped items or other elements. We've left the portion of the screen with the hearts in sharp focus, but we've obscured the rest of the picture, because we care. Can you guess which games the hearts appear in? Use the clues if you're weak of heart.













Nintendo

















Wers, The Legend of Zelda (NES), The Adventures of El opeye, Fourth row: Super Star Ms. Pac-Man: Maze Madness. (gck, Kid learus (NES), Lu berman The Second Wed Second row: er Mario Advance, Har Answers, from left to right: first row: Castlevania (MES),

AMMO IS ADD CIGAR

NIA

One of the 599 ingredients the tobacco industry puts in cigarettes. So, what can you do about it?





The official Super Smash Bros. Melec website got brawling maniacs stoked up for the game release and keeps the competitive fires burning by steadily releasing a few more secrets now and then, including a few jaw-droppers from the worlds of Pokémon, Star Fox and Donkey Kong.

Release Your Inner Smash-

Playing your favorite Nintendo characters goes a long way when you've unlocked all the hidden Smash fighters, which include a few blasts from Nintendo's past that we absolutely can't mention here. But we can drop the names of a few stunners that make smashbros.com a don't-miss website.







For those who've already figured out how to unlock all the characters, smoothers exceed the secret battle stages. Some are new to Smain, drawing from the Metroid and necessary of F-Zero, while others reach back to the Net, wenter tion. They include a bartle level that players of Net 5 min begged as see, and are make a notarilgal crit back to some of the most memoriable Net 5 small health make a notarilgal crit back to some of the most memoriable Net 5 small health and the stage of the some second section of the most memoriable Net 5 small health and the stage of the some second second section of the some memorials Net 5 small health and the stage of the second second section of the second second second section of the second second section of the second second section of the second second

WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEGGITES STAY TUNED FOR MORE UPCOMING UNLINE DEVELOPMENTS AND SE AMONG



In an inventive tests, manifoles on her what is go Smith Bro. Make as a largering pare that you can use of eag your Friendlijke to an ownl manifole. We constall, the rate world if you speed smajed. The website amounts is all. To start your mark, since the start is the same of the s



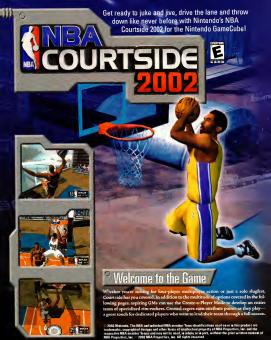




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nintendopower.co





Skills Mode

Even the best players need practice, so head to the gym for a shoot-around with your favorite team. Skills Mode is loaded with tips and also contains a three-point contest where the league's best bombers compete for fortune and glory.

Practice Makes Perfect



m to get comfortable with the c elized feeturas such as give end gos end using the C lick to pass. Geme hints will eppear in the top right er es you prectice—press the Z Button to turn non end off.

Drain a Trev



Arcade Mode

If you're tired of refs and gravity ruining your fun, try Arcade Mode. The 3-on-3 game puts you on a rooftop court where anything is possible—including mind-blowing dunks, five-point shots and leaps that carry you up and over the backboard.



Hotspots



The Extras



Season Mode

Take the team of your choice through a 14-, 28-, 56- or 82-game extravaganza in Season Mode. You can also set up the play-off system, choose a time limit for each quarter, turn the trading deadline on or off and participate in a Fantasy Draft.







Think carufully before decid-

Teams

Read on for descriptions of each team's strengths, weaknesses and go-to players. As far as abbreviations go, PG is the point guard, SG is the shooting guard, SF is the small forward. PF is the power forward and C is the center.



Atlanta OFF: 75 DFF: 86 ALL: 76

Attenta has been mired in mediocrity for years. SF Shareef Abdur-Rahm and C Theo Ratiff give an offensive punch, but the Hawks won't be competing for the title anytime soon PGEmanual Davis has good ball-handing skills but isn't a scoring threat. SF Toni Kukoo is the best player on a lousy bench.

Boston OFF: 85 DEF: 81



Boston is a young team with a great one-two punch in the form of SG Paul Pierce and PF Antoine Walker. Their youth and inexperience usually translate to sloppy defense and poor rebounding efforts on a nightly basis—and don't expect a lot of help from anyone but the starting five

OFF: 77 DFF: 97 ALL: 87 The Harnets have been knocking on the

door of greatness for years, but their lack of offense is a glaring weakness. A team of bangers who play fierce defense and fight boasts a strong bench to complement tal-ented SF Jamai Mashburn







Cleveland OFF: 79 DFF: 84 All: 78

Perhaps the only team worse than Chicago is the besement-dwelling Cleveland Cavaliers, Years of injuryplagued draft picks and poor trades have run this once-talented franchise straight into the ground. PS Andre Miller is the only bright spot in an otherwise unfortunate lineup.

Dallas

Descrite being the only team whose owns makes more headlines than the players, the Dallas Mayencks are a force to be reckoned with. The threesome of PG Steve Nash, SG Michael Finley and SF Dirk Nowitzki is enough to give any team in the league fits. If you want a high-scoring team with flash to scare, the Mays are your weapon of choice

Denver

OFF: 90 DEF: 74 ALL: 82

The Deriver Nuggets have plenty of offense compliments of PG Nick "The Quick" Van Exel and All-Star PF Antonio McDvess, but defense and role players are sorely lacking. Since you don't have to deal with his bizarre real-life outbursts. SG Isaiah Rider makes a welcome addition to the team.

Detroit

DEE: 88 DEE: 77 ALL: 80 Detroit has been on a downward trend since losing Grant Hill to the Orlando Magic, but the incredible play of SG Jerry Stackhouse has thrust them into cor tention once again, PG Chucky Atkins is just adequate, and the bench is somewhat suspect as well. Get the ball to

Stackhouse and let him do his thing Golden State OFF: 81 DEF: 72 ALL: 73

Despite the mad skills of SF Antawn Jamison, the Golden State Warners continue to be on the outside looking in. They're a young team with little defensive discipline, goor rebounding and almost no bench to speak of -- but flashes of offensive brilliance make them a fun team to use if you don't mind a challenge.

Defense A

There are two basic approaches to defending. The first is to control the man closest to the ball—which requires you to switch between players frequently. Switching gives you more control, but it's imprecise until you master changing defenders with the C Stick. The second tactic is to stick with just one player. It's easiest to play as the center, stay in the paint and concentrate on blocking and rebounding.

Face Un



Double Team



The Bia Mo



Motor is full all e time-out to cool him iff. The meter will reset

Wanted: For Stealing



Block a Shot



Ise the A Button to leap in

Attack of the Zones

There are 11 different defensive sets for you to choose from. Some, such as loose and tight man-to-man, are just variations on a theme-so we've listed only the five basic defensive sets (zone, man-to-man, box and rebound and the press).

In the Zone







Man-to-Man



Boxing Dav



There are four box sets: +1SG, +1SF, +1PF and +1C. The box set places a team eround the per with the fifth man on an assigned player. A +1C, for example, puts the extre man on the center

h and Low Rebounds



If you're expecting an arrant shot, or need to secure possession, call a rebound set. The high madism and low rebound defenses prapare plantes to catch the ball if it flies off the rim.

A Full-Court Press



all a full-court press if you want to pressure the other beam. noment it's inbounded when the press is active, but it's not wi



Houston



OFF: 92 DEF: 91 ALL: 86

Rocket PG Steve Francis, aka Stevie Franchise, is one of the best players in the league, Oespite Iosino Hakeem Claiuwon to free agency. Houston can still bring it courtesy of SF Gien Rice and SG Cuttino Mobley. The isolation play is the team's bread and butter, as Francis can cut through the lane with the best of them.



Indiana OFF: 82 DFF: 92 All: 83

Indiana has lost some luster since challenging the Lakers for the championship two years ago, but they continue to be a wellrounded team, SG Reggie Miller can light it up from three-point land, while PG Jalen Rose has quietly become All-Star caliber. Young PF Jermane O'Neal, acquired in a trade with Portland, is an incredible talent



The Clippers look like a team on the verge of greatness, but every season they man

age to snatch defeat from the laws of vactory Vou'll have no trouble segring points with the lineup of PF Elton Brand and SF Lamar Odom-call a lot of low post plays and have the rest of the team get out of the way.



OFF: 98 DFF: 95 All: 98 What can be said about the Lakers that isn't

already known? SG Kobe Bryant and I Shaquille O'Neel are the best players at their positions in the game today, and the rest of the team is impressive as well. If you're the type of player who wants to steamfoll the competition every night, choose the Lakers and watch the blowouts begin,





Grizzlies, who moved to Memphis from Vancouver, BC, during the off-season. The two bright spots on an otherwise lousy team are PG Jason Williams—the former Sacramento King who provides offensive flash and dazzle—and rookie SF Shane



OFF: 74 DEF: 99 ALL: 92

The real-life Mismi Heat are playing some truly horific baskerball, but their poor play doesn't translate to Courtside. Mismi is far and swey the best defensive team in the game—so while you won't score a ton of points, you can enjoy using C Alonzo Mouming and PE Brain Grant to being the boards and reject shots all day long.

Milwaukee

DFF: 99 OFF: 80 ALL: 94

Coach George Kerl has turned the Bucks into championship contenders through he work and dedication. The combination of its combination of it

into championship contenders through head work and dedication. The combination of PG Sam Cassell and SG Ray Allen is the best backcourt in the game, while SF Grenn "Bg Dog" Robinson and PF Authory Meson give them scorling and toughness inside The Bucks are a well-rounded, fun team to use.



Minnesota

OFF: 94 DEF: 87 ALL: 88

finally breaks out and advances beyond the first round of the play-offs, PF Kevin Garnett is just as comfortable raining treys as he is in the low post, while secoid-year SF Wally Szczerbak continues to impress. Their only weaknesse are a so-so bench and a barely adequate center.

New Jersey

UHT: 78 UHT: 78 ALL: 77

The Nets are the surprise of the 2001-2002 season, and the trade for superstar PG Jason Kidd is looking better and better every day, Your biggest problem with the Nets will be finding playing time for PFS Kerth Van Horm and Kenyon Martin — though Van Horm is a talented shooter who can object.



The Knicks continue to be one of the best defensive units in the game, but their offensive game is sorely lacking G/F Latriel Sprewell is an all-eround threat, while C Marcus Carriery continues to improve, if you play as the Knicks, you can expect a lot of low-sporing, foul-heavy, only games.

Offense

Remember, the best defense is a good offense. Most defenses are weak in the paint, so you'll do a lot of inside scoring—but don't neglect your hot hands on the perimeter. Use the C Stick to pass—it's faster and more accurate than the B Button.

The Alley-Oop



An alley-oop is a move in which one man preses the ball over the besket and e second man leeps in the air, grat the pass and slams it home in one motion. Wait for a man under the besket to ware his arms, then pess to him for an autometic allay-oop.

Baseball Pass



MASS

To pass out of a shot, u the B Button or C Stick white in midder.

Out of Sight

Sleepy Time

If your players are tired, call a time-out to restore some energy. You must pluy with Fatigue on for pluyers to tire.

It's a Setup

There are 22 offensive plays in the game, Press Left, Right or Up on the Control Pad to select a play, then Down to execute it. Your players will execute a play even if you don't press Down, but there's sometimes a little slow on the draw.

Triangulation







The triangle offense (both inside and outside) relies on defender missues to free up players, so look for the open man and make good, quick pussues. It's great for feams with a strong SG and C High and Low Posts







forwards Pers to the

Motion Granted



Get your team moving with e motion play. The set sends the SG and and SF in opposite directions across the court. Weit for e defender to lag hehind, then pass to the open man and take the shot.

Isolationists







The isoletion set sends your pleyers to the four corners of the floor, leeving the bell a single men to beet. If you have a telented PG, you can run the isoletion play all per

erimeter Passing







Box It Up





ering out the middle for your center



spreeds the floor like the triangle, but in a square-shaped o work—keep your PG at the top of the key and look for a d

On the Rebound







on cell a high-, normal- or low-rebound play on effects. If you're in the final mements of e time and must get the rebound if your shot misses, this is the set for you.

Orlando



DEE: 95 DEE: 83 ALL: 84 The real-life Magic would be a contender if E/G Grant Hill could stay heal thy-but

luckily for you, his Courtside version does-n't have that problem. SG Tracy McGrady can shoot the lights out on any given night, but the aging frontcourt combo of PF Horace Grant and C Patrick Ewing lacks speed and toughness.



OFF: 86 DEF: 96 ALL: 99

The 76ers made it to the Finals last year and hope to do the same in 2002. SG Allen Iverson is perhaps the best pure shooter in the game, while C Dikembe Mutombo and PF Derrick Coleman provide an intimidating defense. Their man weakness is a onedmensional of fense—if Iverson is having an off-night, you might find it difficult to score.

Phoenix OFF: 84 DEF: 94 ALL: 93



The Suns recently traded PG Jason Kidd to the Nets for PG Steehon Marbury, and the trade seems to have worked well for both teams. SF Shawn Marion is a future All-Star, while SG Anfernee Hardaway can still bring it on a nightly basis. The Suns are dangerous from downtown, so expect a lot of high-scoring games.



OFF: 87 DEF: 95 AU: 91 The beauty of basketball on the Nintendo GameCube is that you don't have to worry

about players griping about playing time or getting arrested. PF Rasheed Wallace, SF Scottie Propen and SG Derek Anderson are 3/5 of a fearsome starting five, but the Blazers also boast the deepest bench in the league.

OFF- 98 DFF- 88 ALL- 97



If any team from the Western Conference can give the Lakers a run for their money. it's the Sacramento Kings. If you're looking for a team that can score from the inside or outside and do so of ten look no further than the Kings. The frontcourt combo of PF Chris Webber and SF Predrag Stoiakovic strikes fear into opponents everywhere.



San Antonio

FF: 89 DEF: 98 ALL: 95

The twin towers have returned to San Antonio in the form of PF Tim Duncan and C David Robinson. Expect to dominate the glass, camp in the paint and live at the line if you play as the Spurs-but don't look for help from other quarters. Sen Antonio. with the exception of SG Steve Smith, is weak in the guard department.

Seattle



The Sprics are engaged in a rebuilding process, but PG Gary Payton continues to be among the top five players in the NBA, PF Vin Baker is pretty good in Courtside (as opposed to his on-again, off-again real-life counterpart), but a young passel of bench players and an untested center make the Sonics one of the league's weaker teams.



oronto OFF: 96 DFF: 89 ALL: 89

Air Canada, G/F Vince Carter, hes turned himself into one of the NBA's most exciting players—and one of the best, to boot, Daspite a collection of workmanlike nonames at the other positions (with the exception of CHakeem Olaiuwon) the Raptors are not a team to be taken lightly.

Utah

OFF: 91 DEF: 93 ALL: 96

Much like the Mami Heat, the real-life Utah Jazz have suffered a severe fall this year-but their Courtside after-egos are as good as ever PF Karl Malone is a 20-10 threat every time he steps on the floor, while PG John Stockton and SF Donvell Marshall add consistency and sconno. The three favorite words in Utan? Pick and roll, pick and roll, pick and roll.



OFF: 90 DFF: 80 ALL: 85

The addition of a high-profile veteran SG has thrust Washington into the national spotight, but the rest of the team is lukewarm at best. Number one draft pick PF Kwame Brown is a huge talent, but you'll still have a tough time winning with the Wizards' lackluster defense and sad-sack bench players.

Small Ball

ntains a number of details that can make the difference between winning and losing a close game. We've listed a couple below, but also keep in mind how much time is left and what kind of players you need. If you're down by three, don't be afraid to pull the center and put in an extra shooting guard.

Mind Your Meters





Endoame







uple of points with seconds to play, foul the other teem to ste ith the Adrenaline Meter et full or turn the Late Geine Foul or lay, foul the other teem to stop the c Some Setting menu. The other team will do the seme, so get your best free thr the court if you're clinquing to a leed.

Brannarts



We've dished out the strategy lowdown, now it's up to you to become a Courtside pro. Experiment with different teams and plays to find out what works best, then take your team through the season and onto the play-offs for a chance at the greatest prize of all—the NBA Championship! *





Like a graphic novel turned into a video game, Ubi Soft's adventure swoops in with Batman's worst enemies

and the most twisted caper of his career.

Based on the WB animated Batman series, Batman Ver ish appeal of the cartoon with snarling comic-book attitude to create 23 levels of sleek, atr pheric action. Ubi Soft's varied adventure pits the Dark Knight against Gotham City's foulest—the Joker, Harley Quinn, Mr. Freeze and Poison Ivy—in a bizarre case that would drive a lesser superhero batty. Keep your wits with a walk-through for the game's first 14 levels.





















THE DARK KNIGHT

Batman is known for his resourcefulness, unflinching fighting style and utility belt full of gadgets galore, and Batman Vengeance delivers the complete package of cunning Caped-Crusading action and adventure you're expecting.

MARTIAL ARTS

Basic Attacks















CAPE CRUSADING Happy Landings









Cape Feat



STEALTH







You'll elect enemies if you cherge ento the scene. Get the jump on vincins by using sneck ettocks, such as gliding to them. Sidestep with your back egainst a wall by hittips (Y while pressing the Control Sides toward the until

PREE FALL Taking the Plunge





TILITY BELT AND VEHICLES

Whether you're driving one of Battman's vehicles or relying on his utility belt, you'll need to budde up for plenty of high risk Capaci Crussader crime bust-ing. Though you'll crust in the Battmachi in one level and fiy in the Batplane in another, you'll do most of your work on foot and your utility belt will most hely you get by. Tip R to view which belt item you carrawth have copulped and press the I. Button to cycle through your gudget immensor,

BAT-COMMUNICATOR

Batairl Guidance



Vengeance Vision



FLASH BOTTES

Blinded by a Bat



Disarm or Destroy





BATCUFFS

In a Bind



BAT-LAUNCHER

Nets, Remote Charges and Electrical Stunners





RAT-BRAPPLE

The Reel Deal





UFHICLES

The Batmobile and Batplane







THE BOMB AND RANSOM DOTE





Venocance plunges the Dark Knight into an elaborate plot involving the Joker, Harley Quinn, Mr. Freeze and Poison Ivy. The adventure begins when Batman hears a woman in distress and the oreboding cackles of the Joker echoing through the streets of Gotham City.

scue the Woman





A Joker's Ransom







After the explosive opening sequence, Batman returns home to make sense of the Joker's scheme. The woman Batman has rescued is named Mary, and her son is being beld for ransom by the Joker. Determined to thwart the Clown Prince of Crime's sbenanigans, Batman readies himself by brushing up on his training.

Alfred's Training Lessons













ROOFTOP BATTLE AND THE BRIDGE





There's something about Mary, and it's pretty fishy. While Batman was training, Bargirl was investigating the mystery woman and uncovered some startling news—Mary and her son didn't seem to exist until only recently. The one record of Mary that Batgirl could find was her address, so Batman sets out to pay her a visit.

THE HAMMER



Bat on a Hot Tin Roof







The Chase Begins

The Trouble with Mary











Guard and Grapple









The green contains five secret cheats, and you won't name a particet 10-point score in the level unless you find the first cheet, fixelege & Drep onto the ledge below the gerden, then follow the ledge to the left, Grepple up to the doorway and enter to find the glowing envelope. Finish the gene and stort a new file to use the cheat

Going for a Glide

Under Construction











From the Gargoyle to the Bridge



The Loading Docks



Truck Stop



















avelege B will uneble you to max up your Charge Bar in on instent. Yes il find the best in the opening area of the Bridge level. Climb the tiest ledder, than face your tetring point in the level. Jump end glide or earned the cerner of the crate so you und on top of the bex by the yellow lights. Hep across the bexas to find the chaot.

Trouble over Bridged Waters



















e Joker's Wild





The Fall of Harley Quinn



EUERS. FREEZECOPTER





Though it seems to be unrelated to Mary's case, Mr. Freeze's plot to kidnap chemist Isaac Evers is actually a small part of the Joker's grand plan. The pieces will eventually fall into place, but to Batman, Mr. Freeze's takeover of Evers's workplace—Gotham Industrial—is just another scheme hatched by his cold-blooded nemesis.

Chill Factor







THE CLEAN SWEEP



Guards on Ice











Storage Area Key 2













yogenic tube room, free the two frozen security guerds. Ride the moverhead to reach the guerd in the coreer who holds Storege

focus so you can disarm each lice Meid Cuff all three to move on to Mr. Freeza Dark Knight in Flight

Playing It Cool











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nintendopower.com

The Netwire Puzzle in Isaac Evers's Laboratory NE **Crossed Wires**

sh each colored circuit by BLUE PUZZLE

VELLOW PUZZLE 🚺 🙀 🙀

บินายาติ RED PUZZLE

Hall of Injustice



Gas and Electric



Cold Storage

























gut against Freeze, dodge the suporvillein's freeze ray, if he puts you on ice, rapidly rol Stick to break free. To defeat Mr. Freeze with esse, shoe i Ramote Cherges at the set that are being freengered everheed. Dotenate your cherge when the table it's to is directly above Mr. Freeze.





SAVIDG BATBIRL, BATMOBILE CHASE ATO THE CRASH





Mary's transmitter somehow got planted on Gotham City's Mayor Hill, and Bugirl has spotted him making a shady transaction with a suspicious man in a trench coat. When Bugirl follows the man onto train, she discovers that he isn't even fuunan. It looks like Batman has a train to catch and a sidekick to rescue.

Riding the Rails









Recch Bargirl et the front of the trein before her time runs oet. Destroy the cust boxes inside cers 2, 6 end 9 leeter from the enlocked front eedl end the opcesside the engine car. Flip the switch cer II ligance the other switches to est perfect secret. To defeet the moustest them.

The Thrill of the Chase











Follow Poisse hy/s thug as he drives across Gotham. Stey close on the thug's bemper by blasting pleet bombs set of year geth end fodging treffic. As soce as a comparation of the property of



The Caped Crusader's caper is just getting interesting. In the game's remaining areas, Batman will buttle against Poison key's Green Monster before finding himself framed. On the

run from Commissioner Gordon's SWAT team, the Dark Knight must go undercover to dear his name and crick the case. Harley and the Joker have hatched a twisted plan, and Batman has 10 remaining levels to make sure he's the one who has the last hauch. The















THIS ISSUE, NINTENDO POWER GOES BRCK TO COLLEGE TO DISCOVER WHAT GOES ON WITHIN THE WALLS OF NORTH AMERICA'S PREMIER VIDEO GRME PROGRAMMING INSTITUTE.



TEHEMITE THE FUTIDAMENTALS OF PUT



founder of DigiPen Institute of Technology, likes what he sees-a classroom full of freshman students displaying the products of their first semester in the school's Real Time Interactive Simulation program. "You can see the history of gaming here," he says, while walking among the dozens of projects that look much more like classic computer games than Computer Science assignments. When you create a same here, you get to focus on the elements that will make it fun," says Comair, That's why

the school, based in Redmond, Washington, introduces students to the principles of video game creation, along with the hard science of mathematics, computer programming and physics, from the first day of class. When students see what they can bring to the screen in situst weeks. "It ovies them a reason to study math."

The promise of learning video game development and applied sience has brought seadents to DigiFm of several years. Easillished in the late 80 as a Vancouver, B.C., computer animation production company, DigiFm first offered wideo game programming courses in 1994. The schools two-year game development digipman cereficiare program was the first of its laid in North-America. In 1995, indeed by a long-standing relationships with Nivrector, the school continued in Redment campus and began is exceeded to the school of the school of the school of the school of the school is now-year. Real Time Interactive Simulation program receives an associate decree of science, while Gouverse rudents.



degree of science. The school's first four-year class graduated in December. DigiPen also offers a two-year art and animation program that results in an associate degree of applied arts in 3-D computer animation.

거짓살이 깨대성장 원인이 다중이[다하시]이상 놀라수 끄움츠

"Our students are very dedicated," says DigiPen's chief operating officer, Jason Chu. "Over a 15-week semester, they are in school 13 hours a day, Monday through Friday, and eight hours on Saturday." Students in the Real Time Interactive Simulation program spend their time in classes with titles such as Advanced Surface Modeling, Game Implementa-



guage and a DigiPendeveloped tool called Fun. After the first year, project assignments become more complex and require teams of six or more programming students with

While developing their advanced semester projects, DigiPen students take the same steps that professional same designers and programmers take in the creation of a game. "First they propose an idea and write a game design document," says Chu, showing a large binder full of concept, control and interface descriptions. "Then they develop a technical design that discusses the programming concepts and the technology that they

will use to create the game." Chu shows another document that is / filled with diagrams and programming examples. "While they're creating the game, they even make a

two or more art students

To qualify for admission to the Real Time Interactive Simulation program, students must meet strict requirements in the areas of math and science, and once they are in school, they must dedicate themselves to their courses and projects to tion Techniques and receive passing grades. Because of the school's strong commit-Mythology for Game ment to a serious education, its students have landed jobs at Designers, They also several game development companies, including Nintendo Software Technology, Iguana, Electronic Arts, Valve, work on a video game project each semester. DreamWorks Interactive and Microsoft. In fact, many of the First-year students members of the programming staff at Nintendo Software Techwork on single-person nology, the developers of Nintendo GameCube hit Wave Race: projects as they learn Blue Storm, are former DioiPen students. the fundamentals of

> In addition to a full curriculum on its Redmond came nus. DigiPen has recently added oneyear classes for two Washington skill centers, that cater to more than 40 high schools. It also offers four summer workshops

in Redmond, four times over course of each summer. Two 3-D animation workshops are

The DigiPen Institute of Technology has earned a reputation

for being a tough school that demands a lot from its students.

available to students in eighth grade and above. Two video game programming workshops are "When you create a game here, you offered to students in ninth grade get to focus on the elements that and above. Information about fees and registration is available through DigiPen's website.

will make it fun,"-Claude Comain mock-up package and instruction booklet."

The school participates

entrants. The games are

available as free downloads from dieinen.edu.

in the Independent Games Festival, part of the Game Developer's Conference that is held each spring in San Jose, California, In 2001, three DioiPen projects were recognized, including student project winner GenIox and runner-up MatrixAttack, In 2002, the school will have even more student project

Future plans for the DigiPen Institute include more involvement with high school programs nationwide and an ambitious online club. "A lot of people have ideas for video games," says game project department chair Christopher Erhardt. "We want to offer a tool that will give same enthusiasts a way to express those ideas and create their own games." The DigiPen Institute of Technology has plans to offer novice programmers a way to learn programming skills and develop games with tools that will be available through the digipen.edu website in the near future. Tentatively titled Club Fun, the service will provide members with the Fun developing environment and an online community within which they can discuss ideas, ask questions and submit their own projects. Plans are to have the club online in the spring. Look for announcements in a future issue of Nintendo Power or check the DigiPen website for details as they become available.

te a namet

"This is not the pretty picture department," says Erhardt while introducing some of the recent freshman projects. The first-year games may not have the

"This is not the pretty picture department."-Christopher Erhardt

able to create games with moving sprites and backgrounds, complete with sound effects and

tainly do have a lot of content and appeal for projects that have been developed over a threemonth period by music. Among the most recent freshman projects are Jason Rost's Pool Fun, a billiards simulation



artistic polish of commercially

available games, but they cer-

relative programming novices. The success of the freshman projects is due to both the dedication of the students and the availability tools that give

By the end of the first semester, programming students are

with realistic physics, Matthew Clyne's Fun Hack, a hacky

sack game that features a stick figure with a Mohawk, and

DigiPen's development environment is called Fun because it was designed to let people who are new to C programming get their games up and running in a hurry and to focus on the aspects of the games

Joshua Billeaudeau's Blobby the Blob, in which a gelatinous player-controlled character consumes its enemies to a banio sound track. The one multiplayer offering in the slate of recent freshman projects is Stick

that make them fun to play. "Fun enables you to visualize your game; uour came idea."-Erhardt idea," says Erhardt, But it's not a replacement for technical knowledge. With the framework in place, students use C code to create the

"Fun enables you to visualize Fighter, developed by Luis Correa. The game is a 2-D brawler with stick figure fighters.

individual elements of their projects. "Of course, you still have to know how to We present the fundamentals of programming

program," offers Comair.

Stick figures and simple graphics are prevalent in the firstyear projects, because the programming students create all of the art themselves. "Pro-

"We present the fundaclasses, we turn off areas of Fun."-Comain mentals of programming one at a time, and as we go through the classes, we turn off

grammer art." as Erhardt puts it, is not the emphasis for beginning students. What's important

areas of Fun." Eventually, students are able to create games without the Fun tool at all, and with complete knowledge of all aspects of C programming as they apply to game development. is that they establish a foundation of programming knowledge and game development that they can take to the next step and continue their education. ?





one at a time, and as we go through the



WIN A SUMMER SESSION AT DIGIPEN

Attending the DigiPen Summer Workshops in Redmond, Washington, is a great way to start learning about the production of 3-D art and game programming. If you'd like to be Nintendo Power's guest to a 2002 DigiPen summer workshop, we'd like to send you there. All you need to do is write a short essay (500 words or less) that explains why you would like to attend one of the DigiPen workshops. We'll select one winner and send that person to the school for a 12-day stay, with airfare, accommodations and living expenses provided. Entrants must be old enough to attend the workshops (eighth grade for the art workshop or ninth grade for the programming workshop). If the winner is 17 years old or younger, he or she must be accompanied by a parent or guardian. Entries must be received by March 30, 2002.





SEND ESSAYS TO:

NINTENDO POWER DIGIPEN CONTEST P. O. BOX 97082 AEDMOND, WA 98073-9782

> YOU -DIGIPEN







ARRIVES FOR INITENDO GAMECUBE EARLY THIS YEAR, IT WILL MARK THE BEGINNING OF A NEW CHAPTER IN ACTION GAMING, INITENDO POWER HAS BEEN CHECKING OUT SEGA'S FLAGSHIP GAME, AND WE THINK YOU'RE GOING TO LOVE WHAT WE'VE FOUND. LET'S COUNT THE REASONS!

WHEN SONIC ADVENTURE 2: BATTLE

TWO HUGE GAMES

Utilitie most adventures, Sonic Adventure a Battel tets you play through the game two completely different ways. If you choose the Hero adventure, you'll begin the quest as Sonic then play ranges as some of the blue blazer's buddles, such as Knuddes and fall. The Dark adventure begin with De Eggman, and players will take the controls of the mysterious Shadow and the untrustworthy Ronge. The two story lines intersect at time, but to get the Up (pleuter you exilt paced for his both adventures.





DRIVE YOURSELF NUTS PLAYING BY THE 'TOON RULES OF THIS GCN DEMOLITION DERBY. HANG ON FOR A LOONY RIDE!



LAFF ATTACK

If you like the thrill of the chase and have the need for speed, but need a little something new under the hood, EA Games bends the rules with weired curtoon drivers, hilarious wespons and 12 serons crummed with surprises and boobly traps. Follow us to victors.

MOTLEY CREW OF 'TOONS



FOWL MOUTH

His old Studebaker makes him one of the slowest in the derby, but his personal tommy gun weapon transforms this gangster duck into a bird of prey that you wouldn't want to meet in a durk alley.

PROS: Good turning and acceleration make him just ducky for nimble close combat CONS: Poor speed means he's pretty much a quack for racing. Bad deceleration, too PERSONAL WEAPON: Tomay Gua



No one's going to tell this Elvisobsussed lunk that an ex-construction guy can't make it in showbiz not with his tank-solid 'dozer and sledg-hammer, a personal weapon that smacks all naysayers flat.

PROS: He's a heavyweight, so B. T. buffles his way through collisions. Great braking. CONS: Miserable speed. Sad acceleration Bruse is just not built tough for racing. PERSONAL WEAPON: Stadgachammer.



Brainiac geck Flemming might have invented his hi-tech hovercraft to outdo the competition, but he still gets pushed around in the lightweight vehicle. Fortunately, he's among the fastest in the pack.

PROS: For loag race stretches, he's hard to beet with his spand and acceleration CONS: Flerming's craft is full of air, so precision is prefly floaty. PERSONAL WEAPON Dual Leser Cannons

SMACK ATTACK

The first player to score 500 smack points wins, so either nickel-and-time your way there with countless face-to-face attacks or keep your distance with a few dozen high-scoring ranged attacks. Doing both can muddle your mission.



SMACK ATTACK STRATEGY: Know your vehicle's pres end cons, then learn what perts of the landscapen mahnen your strongths end guerd your wenknesses. Knowing how to activate special eavirenmentel booby traps—like the rack avalanche or 100-ten weight—can also tig the balence of power in your favor.

GATE RELAY

The fast and the furious tend to win the high-speed Gate Relay by passing through 20 gates on a loop. But the slow and studious don't have to throw in the towel; they just need to be more devious with vehiclebashing action on the fly.



GATE RELAY STRATEGY Of course, choosing an instrument of speed is the ensists way to lend the pack. Eventuelly you'll take on Gete Relay with slower cors, however. To slow everyone etcn, rece in the opposite direction. You'll have meny more chunces to smeath foes and still score every gete eround the loop.

FLAG RALLY

Most difficult of the game modes, Flag Rally requires you to pick up four flags and deliver them to the winner's circle. Complications: The flags are running for their lives, foes can easily steel your captives and the winner's circle is often hidden.



FLAG RALLY STRATEGY. Find the winners circle before extering the flag-steeling freexp. Once, you're cerrying flegs, wait on eventege point—or, better yet, in mider vice rocket power—ye—to reduce your chances of being embushed. Then swoop in raid serwinge freed flegs efter your focus are embushed.



A netherworld reject, this freaky spark plug burns up the road with his all-terr in vehicle. Sinder's personal weapon is a grill-mounted wood chipper that turns fender benders into lethal collisions.

PROS: Speedy, sure. But his wicked edge comes from being able to turn on a dime.

CONS: Soary brakes, but overall Sinder rules this flame-or-be-flamed game. PERSONAL WEAPON: Woodchipper



Hell-bent on destruction, anime demon girl Violet tears up the strip with her armored personnel carrier. When equipped with her personal mortar weapon, Violet can shell foes from a distance.

PROS. Good speed and ewesome accoleration keep Violet wheed of the pack
CONS: Hers is the worst turning our of the hunch on their decel is so-so
PERSONAL WEAPON: Morrar



DOMINIQUE TRIX

Smart as a whip behind the seat of her pink Cadillac, the sassy Ms. Trix can achieve outrageous velocity. If armed with her personal dynamitecrossibow weapon, she can spank competitors badly.

PROS: Breatsteking speed and e speciel medium-renge weapon open up the reed CONS: She slides all over the trecks with her Caddie's wretched traction PERSONAL WEAPON: Openmits Creasbow

NINTENDO GAMECURE I CEL DAMAGE I SIL

BAG OF BIZARRE TRICKS

















One of the most effective ways to

it's en aspecially vicious white firing with a close-range weapon like the basoball but or chain saw.



RANGED WEAPONS

With long-range weepons, seek oat the choice strike zones, where voli yoar attacks from e safe distence.



down after you've pecked him with a range weapon like the chain gen. After the chase is on, pat it in roverse and exploit the extre time you have to strike your pursuer.



weapon is smartly paired with its vehicle, so study how the weapon

DESERT THEME

With a look and feel and freaky physics reminiscent of Looney Tunes' badlands backdrop for the Road Runner cartoons, the Desert derby arenas make battle messy with peaks, precipices and lots of Acme-flavored devices. One-hundred-ton weight, anyone?





SURPRISES: Spring to the opposite end of the bettlefield fast by riding into the

train tunnel. To trigger a wast rock eva-lanche, strike the ball's-eye target neer



RISES: Trip the hridge trapdeer wit the ball's-eye targets at either end of the

dge. Another set of bull's-eye targets acted at the other end of the canyon



fely and return vin the reils below such the winner's circle in Fleg Rally by cine off the arch shown above

JUNGLE THEME

Hungry gators. Fender-chomping plants. Vegetation with squidlike strike capability. The wildlife is out for blood in the derby areas. Fortunately, the Jungle also gets you out of their reach with towering temples, trechouses and vines for the swinging.

The vain jark totes a shrink my when he's armed with his personel weapon. Combine with his monster-truck momentum, he'll tyremicelly squash you flet whenever per





SURPRISES: Alligetors lurk in the pool so don't stop near them, or you'll fece ck extinction. Also, enter the tree-nk nortals to reach the treehouse ridges end gein e predetory perspective



from the vehicle-enting flytreps that nbound in the arene. If other competitors



TRANSYLVANIA THEME

Wicked devices and booby traps return for the horror-themed derby arenas, from a gargantuan flaming crossbow to a bridge that makes crossing a catastrophe. You'll need to know all the sinister tricks in Transylvania to survive the night.

COUNT EARL: The Count tours up the strip in his impossibly fast Drac-vacing car. And ha's even more





SURPRISES: Except for a conspicuously lorge spiderweb, them eren't outlendist surprises to exploit in the arana. But you will find several solid tembs, so teke over in them then fire et pessersby

EST SURPRISE: That enormo s



COUNT'S CASTLE

SURPRISES: A cataputt will flip you into SURPRISES: A company with my you and the central cestle if you drive onto it. If you're pleying Smeck Attack, you'll find e second weapon nower-up inside. In Fleg



BOHEMIAN RASPBERRY

cers, two ramps offer airborne bypess; of the menn, end driving off cliffs isn't the end. You'll rebound off clouds.

SPACE THEME

The future's supposed to make life easier? Not in the Space arenas. Walking bull's-eye targets and floating power-ups are unpredictable, though new sel-fl surprises like tele-portation pods, twisted gavity and destructo-rays make it all worth the trouble.

BRIAN THE BRIAN: The callous cortex will blow half of the arean to smithereens with his personal nuclear waste burrel, so put a universe between you if hat's bugging a green berrel



SURPRISES: Cross the erace fast with three teleport pods to put your oppoects off year trail. One pod station is ocecot-of-reach pletform, where you'll

BEST SURPRISE: Driving op the yellow striped floor platform will tracs form your vehicle into e jet glider for nearly e half



SURPRISES: Prebell obstocles please the nrene, with rebond humpers and bell nconleretors throwing a medom curve et delibereto drivers. Enter the lunar fortress

BEST SURPRISE: leside the fortress, smack the rambling bnll's-eye to trigger a heat rey ieside. Use it dering Gate Relay when the compatition is closing in fest



SHOOTING STARS

ing way stations end a sick sense of growity thet may be a blassing or a curse. BEST SURPRISE. The path to one orbiting way station is generated by a high-tach shower stall. Smack its halls-eye for a

MULTIPLAYER MAYHEM

As if single-player Cd Damag, werent insone enough, multiplayer brings more animated madness to the screen with smooth style. It's always a pleasure to drop a 100-ton weight on your best friend's head.



WO-PLAYER 'TOON COMBAT WE toegh competitive pley has i

egh competitive pley has its shere of hiterity—aspeciel thee you're brondishing pons like the cer-galping nem hose—joieing forces to tell the others ie Fleg Relly se sweetest rewerd of ell.



FOUR-PLAYER 'TOON COMBAT

Medesss, we tall you! Playing cer too a smeckdowe with four people is like conseming Looney Teess efter downing or 12-peck of Monetrin Dew. You'll seed a steedy hand and some mied to come out on too

CRUSH THE COMPETITION

Cel Damage has dreamed up the funniest form of racing revenge with its crazy Disc. Nothing takes the sting out of a chain saw gutting your car quite like smacking your foe flat as a pancake then speeding over his 2-D auto body to victory. With our tips,

you'll be a lean, mean laff-track machine in no time.







Play It Cool with Konami's Winter Decathlon

While you can play ESPN International Winter Sports 2002 in the warmth of your home. Konami's cold-weather decathlon will manage to numb your fingers like you've been in a blizzard without mittens. Filled with blistering button-mashing games, the 10-event

skiing, skating, snowboarding, curling and bobsleighing Wil competition will also test your timing, precision, rhythm and combo-crunching prowess. It may not be the Olympics, but it goes for the gold with just as much gusto.









AUSTRIA

ITAIY

TECHNIQUE:

CANADA

1124

JIMP

The Competitors Eight countries participate in the games, and a male and female athlete represent each country. The athletes' abilities are ranked on a scale from one to eight, with eight being the best. GREAT RRITAIN GERMANY FRANCE

2DEED-

		-					$ \leftarrow $								
RIC GORDON		EDWARD BIS	SHUD	TAKED JIWA		MARTIN BA		KLAUS GROS		JULES BELM	DMOD	FLIPPO BAS		HENZ STRAL	7
POWER:	1.7	POWER:	1.7	POWER:	3.2	POWER:	8	POWER:	8	POMER:	6.3	POWER:	4.5	POWER:	6.3
SPEED:	1.7	SPEED:	1.7	SPEED:	45	SPFF0:	8	SPEED	8	SPEED:	8	SPEED:	45	SPEED:	8
JUMP:	6.4	JIMP-	6.4	JUMP:	5.7	JUMP:	3.2	JUMP:	3.2	JUMP:	1.7	JIMP:	45	JIMP:	17
TECHNIQUE	8	TECHNIQUE	8	TECHNIQUE-	4.5	TECHNIQUE.	1.6	TECHNIQUE	1.6	TECHNIQUE	1.7	TECHNIQUE:	4.5	TECHNIQUE:	17
OUCK:	4.8	OUICK:	4.8	OUICX:	4.5	OUTCK:	1.6	OUICK:	1.6	QUICK:	4.8	OUICK:	4.5	QUICK:	4.8
8								*		C		6		50	
KAREN TURN	FR	SALIY EVAN	s	MOYING AIK	410	BRIGIT RAM	TF.	KERSTIN STE	INFR	MAZINALIE DIO	HAMP	SARFIJA BI	UFR4	STEFAME BII	V.F

OUT IN THE COLD

Trial Mode



event of your choice to win a gold medal. Different athletes excel in different events, so choose your character based on his or her attributes.

Competition Mode



Competition Mode. In some events, you'll take turns with your rival, While other events will be played head-to-head on a split screen.

Championship Mode: Men or Women





series of events. The Men's Championship features eight events (only men can participate in ski jumping), while the Women's Championship sports seven events (only women can participate in figure skating). To be the champ, you must have the most points at the end of the three-day competition.

Let the Games Begin! **DOWNHILL**

Alpine Skiina: Men or Women

It's all downhill from here in the alpine skiing competition. As you schuss your way down the mountain, ski through every flag gate. If you pass a gate without skiing through it, you'll be disqualified. Speed and power are the best attributes to have in the Downhill event so choose a skier who excels in those departments.



You must ski through all of the flag gates or you'll be disqualified. Avoid skiing over the green bushes growing near many of the flags. If you plow over one, you'll lose speed.

Watch the horizon so you can keep an eve out for the next flag gate. You'll make great time if you make a beeling from one gate to the next. Knowing your next destination will help you plot a direct course





Some gates are located in tricky scots so you'll have to hang a few sharp turns. To make a tight turn, press the A Button, which controls your edano

SLALOM Alpine Skiing: Men or Women

In the Slalom event, you can hit the slopes as a male or female skier. You'll race downhill on two separate runs, so turn in a fast time and ski through all of the flag gates. On the second run, the flag gates will be rearranged, so be prepared to zag where you previously zigged.



faster. It's easier to maintain your speed when you're sking in a straight line, so avoid learning and turning more than necessary.

You must zigzag your way downhill, and making wide turns will cost precious seconds. Save time by swerving near the inside pole. Brush by it, but don't get too close or the collision will slow





K90-INDIVIDUAL

Ski Jumping: Men Only

Both ski jumping games are men-only affairs, and both events require precision timing. In the Koo jump, prep for takeoff by watching the billowing wind flag carefully. You'll have the least wind resistance if you start your run when the white line on the flag is perfectly horizontal. Lock in the inrun's line position by pressing and holding L and R simultaneously.



Buttons right before you reach the red Ine on the ski jump After launching slowly tap L and R to lower the blue levels in your meter. Try to keep the levels even and just below the slowly descending vellow line on the meters

As your air time winds down, the vel low line on the vertical meters and the vellow line on the dangeal meters will approach one another. To land, press the A Button the moment the vellow lines meet. If you're too early or too late, you'll wipe out.



GOLD MEDAL SCORE: 187 Desires

RECOMMENDED COUNTRY: JAPAN

Both your distance and landing will fig ure into your final score, so you'll need to fly far and touch down gracefully to beg the big points.

GOLD MEDAL SCORE: 273.5 points

RECOMMENDED COUNTRY: JAPAN

K120-INDIVIDUAL

Ski Jumping: Men Only

The K120 ski jump is longer than the Koo, and the control setup is totally different. As in the K90 competition, your final score will be a combination of two attempts and you'll start your run by selecting the wind resistance. Choose the wind (or lack thereof) by stopping the flag with a tap of the A Button.



Once you've selected the wind resist ance, alternately tap A and B as fast as you can to build up your inrun momentum. Keep the lower horizontal meter maxed out with blue power to ski down the slope at full speed

As you approach the end of the jump, the yellow needle will approach the yel-low line on the left curved side of the meter. Tap the L Button just as the yel-low needle meets the yellow line to take off.



Once you're airborne, alternately tap A and B as fast you can to increase your distance. As you approach the ground, the blue needle in the vertical meter on the right will slowly drop toward the blue bar, Tap I, the moment they meet

MEN'S GOLD MEDAL SCORE: 6.401 points WITMEN'S COLD MEDAL SCORE: 6.013 poin

RECOMMENDED COUNTRY FOR MEN: ITALY RECOMMENDED CHINTRIES FOR WOMEN: FRANCE AUSTRIA

Get ready for a bumpy ride in the Moguls freestyle event. The rugged slope will send you bobbing left and right as you ski downbill toward the run's two ramps. Alternately tap L and R in rhythm with the timing meter to navigate the moguls. If you get into the swing of things, you'll be able to max out your speed on the slope so you can catch mon-

MOGULS

Freestyle Skiina: Men or Women



There's a rhythm to navigating the moguls. Get into the groove by tapping L or R just as the puising blue needle enters the L or R section of the Timing enters the Lork section of the but-Meter. If your timing's right on the button, the meter will allow yellow



but you'll rack up the bulk of your score by busting out air tricks. Press the Y Button any time during your run to view the trick list. All tricks require you Louise the Control Stick and C Stick



The run sports two ramps, so you ha only two chances to pull off different tricks. You can begin tapping out a combo as soon as the Air Time Meter appears, so start cranking out combos quickly to make the most of your flight.

ster air on the ramps.

In the freestyle snowboarding competition, you'll ride in a halfpipe and you must bust out tricks whenever you catch air. You'll have seven chances to perform your stunts, and you'll be ranked according to how accurately you punch in the button combos and bow much air time you score.

The Rank Meter will fill up from left to right, Hit A, B, X or Y to stop the blue bar as soon as it enters the highlighted area. Each button activates a separate

After you stop the Rank Meter, a Control Pad sequence will appear, You'll score bigger air and more time to punch in the combo if you stop the Rank Meter within the highlighted zone. Tap the combo as quickly as possible to complete your trick before landing.



failed to stop the Bank Meter within the highlighted zone. You'll earn fewer points, though, and your Height Bonus won't soar as high.

RECOMMENDED COUNTRIES FOR WOMEN: CANADA, GERMAN'S

MEN'S GOLD MEDAL SCORE: 6.80

WOMEN'S GOLD MEDAL SCORE: 7,62 RECOMMENDED COUNTRIES FOR MEN: GREAT BRITAIN, GERMANY

SPEED SKATING

500m: Men or Women

The race in the rink is probably the most intense of the button-mashing activities. Alternately tap A and B to skate quickly around the track, and slow down the pace carefully when you round a bend or you'll lose control. Power and speed are everything in the race, so choose your skater accordingly.



the A and B Buttons as fast as you can to fill up your meter with blue. Continually pound like crazy to keep your speed maxed out and your meter full.



The circle in the meter will turn vellow to indicate that you must slow down to round a corner. As the right side of the meter fills with vellow, ease up on the button mashing to keep the blue level as close to the encroaching vellow section as possible.



Tap A and B alternately to skate. Drop the pace a few notches when you approach a turn. Keep the blue level as ose to the vellow zone as possible. but avoid overlapping it or you'll wipe out. Pick up the page as you exit the MEN'S GOLD MEDAL SCORE: 1:12.00

BOBSLEIGH

Men or Women

In the Bobsleigh competition, you'll speed down a twisting chute. Press Left or Right on the Control Stick to steer. Avoid scraping the sidewalls, since the run-ins will slow you down or bounce you into the opposite wall. Overcompensating when countersteering is the easiest mistake you can make. A gentle tap of the Control Stick will usually suffice.









WOMEN'S GOLD MEDIAL SCORE: 1-13-50 RECOMMENDED COUNTRIES FOR MEN: GREAT BRITAIN, GERMANY

RECOMMENDED COUNTRIES FOR WOMEN: CANADA, GERMANY Each of the four meters represents a rider, At

the get-go, tap A and B alternately to fill each meter. When a meter maxes out, tap L so the rider will hop aboard. Get all four riders aboard before you pass the final red line on the track

When you turn, the bobsleigh will drift toward either sidewall. Avoid bumping the edges by gently countersteering to stay in the middle of the track. Use the technique to avoid close shaves in the treacherous and twisting yellow tunnel For a jolt of velocity, coast over the blue arrows on the track-the course features two of the blue strips, and both of them are speed boosts.

MEN'S ROLD MEDAL SCORE: 6,000 points WOMEN'S GOLD MEDAL SCORE: 6,000 points RECOMMENDED COUNTRY FOR MEN: ITALY RECOMMENDED COUNTRIES FOR WOMEN: FRANCE AUSTRIA

In the sport of Curling, teams take turns sliding four stones across the ice into a circular target called the "house," The team that lands the stone closest to the center of the house wins the point. The scoring team will also win additional points for any other stones it has in the house as long as a rival stone isn't closer than they are to the center







the farther your stone will travel. Stop

sweeping if you want the stone to end



curving trajectory, so aim at either side of the house. Shoot for other stones to nudge your resting stones closer to the center and to bounce the rival team's stones out of the house.

GOLD MEDAL SCORE: 4,700 points

RECOMMENDED COUNTRIES: ILS & JAPAN

FIGURE SK ATING

A seemingly odd entry for a video game activity, Figure Skating more than skates by since Konami has presented the routines in a twitchy rhythm game format. As the music plays, Control Stick step commands will scroll up the screen, and you must mimic each movement at the precise moment the arrow enters the Step Zone.

Women Only



You can perform to one of three different songs. Song his the easiest, while Song 3 is the most difficult. There's less room for error in the easy song. but the tougher number offers more opportunity for big points.



Keep time with the music when mimicking the Control Stick commands. When you string together error-free moves, you'll start a combo, Ayoid making a mistake or missing a command to keep racking up the points.



When the blue bar appears, it that a button combo is about to appear. Quickly input the commands to perform a special maneuver Memorize the button combos for each player, since they're always the same.

PULLING RANK



ou finish third or better in any Trial Mode or Championship Mode event, you'll win a medal. Check the Ranking/Awards section of the game to view all of the medals you've earned in the winter games.

Reaister Your Score



When you finish Championshi password will appear. Enter the pass word at Konami's website to register your final standing and see how you measure up against other players who've competed in the ESPN games

GOOD AS GOLD Gold medals, top-notch Championship Mode rankings and

world records aren't only a source of pride-they're a source of bonus outfits for the game's athletes. To unlock the first set of special outfits, you must win a gold medal in every men's



women's event. Go for the gold in every sport by shooting for the "Gold Medal Score" printed in red in this article. If you tie or beat the score, you'll win a gold medal. 89



CLASSIFIED • INFORMATION



February finds us in a finding mood. This issue, we uncover every Secret Tape in the latest Tony Hawk skate jun, all of the tech upgrades in Rogue Squadron II and every CD in Wario Land 4. We've also located a mother lode of codes. Get racking.

BACK TRACK GBA 800M GBA LEGO BIONICLE GBA

LEGO BIONICLE GRA
NHL HITZ 20-02 GCN
STAR WARS ROGUE SQUADRON III: ROGUE LEADER GCN

TETRIS WORLDS GRA
TONY HAWK'S PRO SKATER 3 GCH
WARIO LAND 4 GBA
WAVE RACE: BLUE STORM GCH

NHL HITZ 20-02

CODES

🔻 HITZ BLITZ

AND MOST DOTTINETT TO THE HITT CONTRIBUTE COM AND MASS THE SOUTHER SERVICE AND WAY ADDITION OF OWNER COME. In the tradition of followy desides NRA Jun and NR1 Bits. NR1 Hitts 20 of 180 m lang selection flowed by the Contribution of the Contributi

CODE MANAGEMENT

The Input More Codes entry gives you about 10 more seconds to enter codes. If you enter the code several times in a row, you can build up time to enter a lot of codes.

B Y X CONTROL STICK

RESULT INPUT MORE CODES IGNORE LAST CODE

RULE CHANGES

The First-to-Seven-Wins code ensures that blowouts end fast. The "Won Fight Equals Goal" code rewards fighting technique.

В	Υ	X	CONTROL STICK	RESULT
3	2	3	LEFT	FIRST TO SEVEN WINS
Z	D	2	LEFT	WON FIGHT EQUALS GOA
4	2	4	00WN	NO FAKE SHOTS
2	1	3	LEFT	NO ONE-TIMERS
1	7	1	OOWN	NO PUCK OUT OF PLAY

TWD-PLAYER SKILLS

	ac S	dille	Versus code adds a player	to the Skills conte
В	Υ	X	CONTROL STICK	RESULT
2	2	2	DOWN	SKILLS VERSUS

HIGH SCORES, EXTRA SPEED, MDRE HITZ

The Bulldozer Puck flattens skaters. The Hitz Time code adds slow motion to some of the moves for dramatic effect. If you want to score big, the Show Hot Spot code reveals a place on the ice to shoot from for an increased scoring chance. The Domino Effect code knocks both skaters down after hits.

Y	X	CONTROL STICK	RESULT
1	2	LEFT	BULL DOZER PUCK
D	4	RIGHT	HITZ TIME
1	3	RIGHT	INFINITE TURBO
0	2	UP	TURBD BOOST
0	1	UP	SHOW HOT SPOT
0	1	UP	SHOW SHOT SPEED
3	4	00WN	ALWAYS BIG HITS
1	2	RIGHT	OOMING EFFECT
2	1	00WN	LATE HITS
	1 D 1 0	1 2 D 4 1 3 0 2 0 1 0 1 3 4	D 4 RIGHT 1 3 RIGHT 0 2 UP 0 1 UP 0 1 UP 1 UP 1 1 UP 1 2 RIGHT

GAME PLAY ODDITIES AND WACKY GRAPHICS

Use the Hockey Ball code to turn the puck into a very visible orange sphere. Use the Pinball Boards and Tennis Ball codes to add more bounce to the game.

В	Y	X	CONTROL STICK	RESULT
1	3	3	LEFT	HOCKEY BALL
4	2	3	RIGHT	PINBALL BOARDS
ī	3	2	OOWN	TENNIS BALL
2	1	0	RIGHT	NO CROWO
2	0	0	RIGHT	BIG HEAO PLAYER
3	0	D	RIGHT	HUGE HEAO PLAYER
2	2	D	LEFT	BIG HEAD TEAM
3	3	D	LEFT	HUGE HEAD TEAM
ī	2	1	UP	BIG PUCK
3	2	1	UP	HUGE PUCK

WE RACE: BLUE STORM

FLIPPER TRIP

CODE TRADE IN YOUR WATERCRAFT FOR A DOLPHIN WITH A SLIPPERY PASSWORD.

While the residents of Dolphin Park usually swim aloneside your watercraft, you can get one of them to replace your craft for a few laps around any unlocked park. On the main menu, select Options then press the X, Z and Start Buttons simultaneously. The Password option will appear. When you go into the Password entry screen, key in DLPHNMOD as your password. When the password clears away, you will go straight to the Character Select screen in Free Roam Mode. After you select the character and course, you'll ride on the back of a fast finned friend.



You'll automatically go to Free Roam Mode and find your character entry. Then key in DLPHNMDD on the back of a swift swimmer.

V NAME GAME MINICAME HINI OCK UNLOCK A SELECTION OF SIX MINGAMES BY ENTERING UNUSUAL NAMES.

Minigames are part of the reward of a job well done in the LEGO Bionicle adventure. If you want to skip the adventure and go straight to the minigames, you can use character creation as a shortcut. Start a new game and choose one of the names below as the name of your character. After the adventure begins, save your game. When you reset and select a single-player minigame, the name's corresponding minigame will be available. The minigame will continue to be available, even if you delete the saved game. Create five more characters with the names listed to unlock a full slare of minoames.

NAME	MINIGAME	
8MR472	USSAL CRAB DIG	
9MA268	NGALAWA BOAT RACE	
5MG834	KOLI FOOTBALL	
3LT 154	KEWA BIRD RIDING	
V33673	HUAI SNOWBALL SLING	
4CR487	IGNALA LAVA SURFING	

TETRIS WORLDS

SECRET SOUARES SAME UNLOCK ATE THE ORIGINAL BLOCK-FALLING PUZZLER WITH A SIMPLE MOVE

If six variations of Tetris aren't enough for you, you can unlock Mode, then, on the Select Game screen, press and hold L and press Select. The "Popular" version of the game will become available-no frills, no back-

ground, just Tetris.



SPELL DOOM FOR ALIEN ATTACKERS WITH A PASSWORD TRIPLE THREAT.

CODES

CODES

Aliens have descended on the Moon in old-school first-person shooter Back Track, and there's only one way to defeat them: Cheat like crazy. Start a one-player game and press the Select Button to pause the action. Then use the buttons and Control Pad to enter the following sequence: L, Right, B, L, R, Left. You'll transport to the Moon Base computer, where you can enter password cheats. The passwords shown below will give you ammunition. weapons and invincibility-not bad for a computer back,

PASSWORD	RESULT	
AMMO	AMMUNITION RELOAD	ī
WEAP	ALL WEAPONS	
SOD	INVINCIBILITY	

W RI AZING RATTLES

GD BERSERK WITH A LOAD DF DODM CODES.

Ever since Doom first appeared on the PC scene, the game has included cheat codes that power up your fighter and allow you to skip levels. The Game Boy Advance version continues that tradition with a strong code collection. Begin a game and pause the action by pressing the Start Button. Then press and hold the L and R Buttons and press the A and B Buttons in one of the sequences specified below. When you enter a code correctly, a confirmation message will appear on the screen. The Berserk code takes away your weapons and makes your fighter extra strong.

CODE	RESULT
HOLD L AND R, PRESS B (3x), A (5x).	INVULNERABILITY
HOLD L AND R, PRESS A (2x), B, A (5x).	GDD MODE ON
HOLD L AND R, PRESS B, A, B, A (5x).	BERSERK
HDLD L AND R, PRESS B, A (7x).	COMPUTER AREA MAP
HDLD L AND R, PRESS B (2x), A (6x).	RADIATION SHIELDING SUIT
HDLD L AND R, PRESS A, B,	LEVEL SKIP



STAR WARS ROGUE SOUADRON II: ROGUE LEADER

NABOO BOOST EARN THE SUPERSPEEDY NABOO STARFIGHTER BY TRAINING DAY AND NIGHT.

SHIP UNLACK

If you can't get enough of the Rogue Squadron II Training Mission, you'll enjoy unlocking the Naboo starfighter. The ship will be yours if you complete the Training Mission in each of four times of the day. In addition to completing objectives and training lessons, you must collect two bonus items in each time of day. While there has been some controversy about the Rogue Squadron II times of day in the game-strategy community, we at CI have been working every hour to uncover the truth. The hours between 6 a.m. and 10 a.m. make up the morning shift. You will find C-3PO inside Jabba's Palace at that time. Destroy the palace, then rescue the droid. The midday hours of 10 a.m. to 4 p.m. are when you will find an Escape Pod half buried in the sand near Tosche Station. Between the hours of 4 p.m. and 8 p.m., you'll have another chance to rescue C-1PO from Jabba's Palace. The late night/early morning hours of 8 p.m. to 6 a.m. find R2-D2 in a lawa sandcrawler. You'll uncover the droid after you destroy the massive vehicle. Near that sandcrawler, you can also find Krayt Dragon bones at all hours of the day. During each of your four Training Mission

runs, you must collect the bones and a time-dependent bonus item. If you don't want ro wait 24 hours before you unlock the ship, you can set your Nintendo GameCube clock to the different times of day and finish the task in about 90 minutes.



Your reward for thorough con tion of the Training Mission is the sleek Naboo starfighter. ESCAPE POO-10 A M TO 4 PM

C-3P0-6 A.M. TO 19 A.M.



nick un C-3PO C-3PO-4 PM TO 8 PM





The late morning/afternoon

brings the appearance of an

Escape Pod under the desert sun

82-D2-8 PM TD 6 A M

LOOK WHO'S TALKING NOW ENABLE DEVELOPER COMMENTARY AND BLACK-AND-WHITE MODE

While it can be a little annoving to listen to people talk while you're trying to save the Rebellion, you may want to hear what the developers of Rogue Squadron II have to say about the making of the game. One way to enable the game's audio commentary, found in the Special Features section of the Options menu, is to earn a medal in each of the game's 10 main missions. Another way to accomplish the rask is to chear with a passcode. Enter the passcode BLAHBLAH, then so to the Special Features section and toggle on the commentary. When you start playing the game, you'll pick up special development

insights from the guys at Factor s. If you want to view the action in beautiful black and white, enter LIONHEAD as your passcode, then start playing. The interface elements will still be in color, but the rest of the display will appear in black and white. Enter the code again to bring color back to the action.



CODE **EFFECT** BLAHBLAH UNLOCKS COMMENTARY IN THE SPECIAL FEA-TURES SECTION OF THE OPTIONS MENU LIONINE AC TRIGGERS BLACK ANO-WHITE MODE, MAKING GAME ACTION MONOCHROME

STAY ON TARGET

STRATEGY

COOFS

TURN OFF THE COMPUTER AND INCREASE YOUR TARGETING EFFICIENCY. One of the trickiest medal requirement categories to master is targeting computer efficiency. Some missions require 100% targeting computer efficiency for the gold medal. The more you use your targeting computer, the lower your efficiency rating will be. Once you earn a secondary weapon with homing capabilities, you'll be able to use the tracking system of the homing weapon to single out enemies in low visibility without using the targeting computer at all. Press the B Button once to call up the homing reticule. When an enemy is within range of the device, a targeting mark will highlight the fighter. You can press the B Butron again to send the homing torpedo, missile or cluster bombs in the direction of the enemy, or hit it hard



see enemies until they're very close, if you want to raise your targeting

computer efficiency, you can use a homing reticule to single out fighters.

sandcrawler. Hit it to find R2-02.

▼ UPGRADE UPSHOT

POWER-UP LOCATIONS

HAD TEST UPGANDES TO DEAL AN ADMACED BLOW TO THE EMPIRE.

YOU can keep up with the latest advances of the Rebellion by picking up power-up modules that are hidden in the so main missions. There of the game is IT Est Upgrades add to the strength of your ship. The other upgrades give your secondary weapons advanced capabilities. After you collect an upgrade then complete the current mission, you'll be able to take advantage of the new technology.





After you destroy the Deflection Towers and begin the attack on the TIE fighter fleet, you'll find an upgrade on the Death Star surface. Veer slightly to the left from your starting position and go low to collect the item.



You'll see a large piece of debris at the bottom of the screen when you start the mission. Dive down to the chunk of space junk and fly through its rectangular opening to collect a proton torpedo power boost.



You might have seen this one in Counselors' Corner, Volume 15t. After you tie up three Impenal Walkers and witness the destruction of a shield generator, turn around and look for a Tech Upgrade at the demolition site.



While you fight to free the prisoners, you'll find a dome structure betwee the weapons storage building and the cluster of communications relays. Destroy the dome to reveal the prison's traden upgrade RAZOR RENDEZYOUS—ADVANCED PROTON ROMBS



As soon as the mission begins, head straight for the Star Destroyer and fivunder the missive ship. If you manage to intercept and destroy an Imperial shuttle, you'll uncover a Tech Upgrade.

VENGEANCE ON KOTHLIS-HOMING PROTON TORPEODES



As the Rebell transport lands, approach the crashed Star Destroyer from behind and fly through a hole in the command deck to pick up a power-up.



There are two Tech Upgrades in the Imperial Academy. When you take on the mission in the day time, favor the right side of the academy complex as you approach the shuttle. You'll find the upgrade in a hangar.



hanger at night. As you close in on the shuttle, go to the left side of the complex and fly through a hanger to discover the item.



form. While it is possible to fly under the tenk with an A-wing, you'll have more lock collecting the item if you destroy the tank.

BATTLE OF ENDOR—ADVANCED HOMING CLUSTER MISSILES



As you approach the huge ships, wor left and down, and look for a shim mering white dot against the background of the planet. That's the upgrade.

STRIKE AT THE CORE—ADVANCED TARGETING COMPUTER



core After several twists and turns, you'll find the power-up under a pipe, just before you reach the rib braces at the end of the turnel.

WARIO LAND 4

W ROCKIN' WITH WARIO

ADD TO WARID'S CO COLLECTION BY UNCOVERING 16 HIDDEN DISCS. The surreal sound effect, music and image presentations on

the hidden CDs in Wario Land 4 have to be seen—and heard—to be believed. You'll find one CD in each of the 16 areas that lead up to the Golden Pyramid. The following CD locations are broken down by passages. You can enter the passages in any order.

EMERALD PASSAGE

The CDs of the Emerald Passage are hidden but not difficult to reach once you know where they are.

each once you know where they are.



After some time on the beach, you'll enter a cave. Hop onto the first platform and walk through the wall to the right. The CD is in a hidden cover

WILDELOWER FIFEIDS



In the first section of the fields, let abee sting you, then zigzag around the platforms as you float upward. You'll find the CD when you're sky high.

MYSTIC LAKE



have the room you need to break through the rock that blocks the cave.

MONSOON JUNGLE



and the state of t

RUBY PASSAGE

The first two Ruby Passage CDs are in remote locations, but you'll find them if you are persistent. Don't give up.

CO LOCATIONS

THE CURIDUS FACTORY



After you hit the timer and go to the right, get flattened and fall down a shaft, then skitter through a narrow passage to the CD.

THE TOXIC LANDFILL



When you find yourself in a huge room full of compressed junk, you'll be able to create a path that leads down and to the night.



break through to a new passage, you'll be CD bound.

40 BELOW FRIDGE



way to the warp area, take a detour and work your way around to the disc.

PINBALL ZONE



reach the section of the main area that holds the CD. Grabit.

TOPAT PASSACE

The most difficult CDs to find in Topaz Passage are the discs in Doodle Woods and Domino Row. You'll need speed and agility to outwit the enemies and outrace the dominoes.

TOY BLOCK TOWER



shaped block to unlock a door. Enter and collect the CD.

THE BIG BDARD



If you have the luck to transform into Flat Wario in the room with the polar bear background, you can work your way through a tight area to the CD.

DDDDLE WDDDS



When you get to the end of the first long, honzontal section, make sure that you break the four blocks that lie side by side.



On your way back to the warp, after you hit the timer, you'll approach the last section from above. Roll down a ramp and through a tunnel to the CD.

DMIND RDW



If you gat to the top of the last vertical climb before all of the domin fall, you'll gain access to a domino-blocked passage that leads to the CD

SAPPHIRE PASSAGE

If you want to collect every CD in Sapphire Passage, you'll really have to be on your toes. None of the CDs are a gimme. Avoid enemies, search and discover.

CRESCENT MODN VILLAGE



After you make your way through the second street scene, you'll dive down to the underground and collect a Gem Piace.



Go to the right until you reach a slope, then roll left through a tunnel to a cove that holds the CD.

ARABIAN NIGHT





water. Fly high above the water, to the left. You'll find a ladder to the CD.

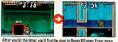
FIFRY CAVEDN





On your way back to the warp, you'll take a passage through the ice. Avoid the ky beam of the enemy and make your way to the CD.

HOTEL HORROR



up and to the right, then drop to the CD as Ghoul Warro.

▼ VIDEO RETURNS

COLLECT SIX SECRET TAPES ON YOUR WAY TO SKATING GREATNESS. While you can unlock all of the movies in THPS3 by using the

POPCORN cheat, you'll have to work hard to collect all six of the high-flying videotapes. You'll find a tape in each of the game's noncompetition courses. Build up your speed, air and balance stats, then take to the air to capture the Secret Tapes.

THE FOUNDRY

The first tape that you'll find floats over a girder near the top of the Foundry. Veer right or left from the starting point and jump to the catwalks. Follow the metal walloway to the high point near the center of the building and crash through the glass, toward the back. Then origin the eirider and take the tare.



Skate to the top of the highest catwalk, crash through the back glass and grind. You'll quickly be on your way to the first Secret Tape.

CANADA

Access to the Secret Tape that floats high above the Canadian counter-equires that you travel a windy and rickety wooden path. After you roll down the runn pat the start, baild up your speed, the path of the the trees. When you reach a forfu, wer right, then grind a switch on the side of the path to raise the suppended halfpipe. Use the halfpipe tool baunch up to another wallowy, Follow that wallowny to the real, then grind the old our track to the tape.



weer right and trigger the halfpipe mechanism with a grind.



cart path to the end of the road. One last offic will get you to the tape.

SEND YOUR CLASSIFIED INFO TO
CLASSIFIED@NINTENDO.COM

SECRET TAPE LOCATIONS

SUBURBIA

Before you can collect the suburban Secret Tape, you'll have to accomplish the "Help the Thin Man", goal. After you collect an ax on the construction site and take it to the thin man near the del bouse, the "Il chop through a barrier and make a pash to the backyard. Transfer cover the leaders of the site of the part of the yard, stall due speed on a quarterpipe and make your way up to the second floor of the bouse. Shate through the half, crush through the front window and grind a flangelo to the stare.



After the thin man gives you access to the old house, use the ramp in the backyard for access to the second floor. Then crash, ride and grind.

AIRPORT

The Airport's Secret Tape floats over a rail, high above the C Terminal. Use the last C Terminal gate as a ramp to reach the top rail, grind it and get the tape.

INS ANCELES

After you grind four rails to cause an earthquake, the city will be in shambles. Build up speed on the quarterpipe near the starting point and grind a wire to the old building in the center of the city. Ollie to the highway, jump off a wood ramp to a high ledge, then ollie to the roof of Buster's. Grind the Buster's sign, ollie to a rail and grind pour way to the tape on top of a purphe pillar.



grind and ollie to the top of Buster's, then grind the sign and grab the tape.

CRUISE SHIP

After you medal in Tokyo, you'll unlock the Cruise Ship. The ships Secret Tape is high above the stern, on the starboard side. Turn around from the start, grind a wire to the assembly above the stern, then do tricks for big air and pluck the tape from the sky.



pipelike assembly, then skate back and forth, jump and grab the tape





Your pulse quickens. Your stamach drops. You feel it in your bees. With an intense 60+ FPS frame rots and speeds ares 750 mg/h 353 is super-charged, granty-delying combat motorcycle sacing that will have your mind. Bet it before your parents make you sin down and talk about.







9 lecredible racing circuits with gul-wreeching loops, hvists, spirals & drops















Fare Warning

Smashing Drive is a white-knuckle cab ride over every flat surface in New York City-from the IFK Airport tarmac to Madison Square Garden's basketball court. Nine wild routes put you and your fare in harm's way. If you can get from point A to point B before your rival, keep your cab in good condition and find plenty of power-ups and shortcuts, you'll move up the cabby ranks.





Go Your Own Way

There are three ways to play Smashing Drive. Two singleplayer modes start with the early bird shift and take you

through a 24-hour city tour. If you finish a run in the allotted Arcade Mode



ut the pedal to trace your scout the city Every fraction of a second counts. Survival Mode

Survival Mode follows the ame rules as Arcade Mode ence is that taxi Head to Head Mode



time, you can move on to the next challenge. The two-player

game takes place in your choice of unlocked shifts. Whatever

way you race, the goal is always to get there before your rival.

The split-screen action of Head to Head Mode puts two play wheel in a top speed duel-Moner takes a

Moving Violations

There are varieties of power-ups, ranging from the roadinto a traffic-crushing monster. Pick up every power-up and clearing Sonic Blast to the 4x4 transformer that turns your taxi ride the Risky Routes, too. You'll earn points and a long lead.

Boost and Blast



You can slice through traffic with the Cutter, fly over con-Glider and clear estion with the away cars with the Crash power-up Anything goes



Risk It!

Your rival always takes the safe route. You can catch up or pad your lead by yeer ing off the main avenue and take the off-road less traveled.

To Brooklyn

The first course leads from the JFK Airport to Brooklyn. You'll construction site, exploring three Risky Routes along the way. race past moving airliners on the tarmac then blast through a Follow your rival through heavy traffic.

Up and Over Double Boost Crash Landing







Time Trial



on the other side. You'll probably land on an arplane. Ride it as far as you can, then line yourself up for a Turbo Boost.

Gear Steer Fast Fix





a Repair power-up as you fly.

As you rejoin the road, grab



the? power-up, then turn and veer to the right when you see the Cutter. You'll join a right to the Time Extension Risky Route on a snow-packed ramp Ride. Slide and Glide

You'll see two planes on your tnp down the runway. Move away from the landing gear. Gotta Go

Sharp Drop





After you veer off the overpass, you'll follow a route to a skating pond Ride over the pond and catch a ramo on your way out. You'll grab a Glider that will help you collect two more power-ups on the homestretch

On your way down from the second Risky Route, you'll collect a Turbo Boost.

To Wall Street

Competition with your rival gets tighter in your race to the financial district. You'll start on the Brooklyn Bridge then take a

heavily congested road through the waterfront, finding as many as five Risky Routes along the way.

Ramp Up



Follow your rays into oncoming traffic and launch off a urning vehicle ide the upper nirder then dro



after you hit the ound with the Glider, you'll have a chance to go airborne again. Take off and grab

an Ungrade



Stay in the wrong lane until you see a Sonic Blast to the right. Veer right, fly off a ramp and collect the hornenhancing power-up. You'll need it to clear the next area.

Sound



Fuen efter the Sonic Riger wears off, you can use your horn to part traffic.

Detour Power-up



You'll ride a windy road to the waterfront. After you pass Pier 17, year right, through barriers, to grab a ? power-up-either a Turbo Boost or a Sonic Blast.

Water Route



After a pair of 90-degree turns, you'll hit a straightaway. If you drive straight when the road turns right, you'll jump over the water, skip over a ferry and land on a dock.

Mall Tour



When you leap off the dock, grab a 4x4 Boost, stay left and crash through a mall.

Over Art



Veer right to grab a Repair Boost and improve your taxi's condition before the firesh.

Late Fix

To Little Italy

You'll end the early shift with a race to Little Italy. In a driving sequence fit for a movie, you'll part pedestrians, crash through fruit carts and even drive through a burning building. You can find five Risky Routes in the neighborhood.







To Little Italy continued.

Alley Rally



With the Cutter operational, you can easily break into an alley to the right, just before the next right turn.



Fast Flier

off with a Glider and a Turbo Boost.

Park Pandemonium



After you cross through the Time Extension, continue

straight through the park.





On your way to the goal, you'll find a ramp that leads to another Gider and a Turbo Boost. Fly to the goal.

Trailblazing Shortcut

When you get to the area with the orange hue, favor the right side and drive up a fire lad-

der to the top of a burning building. Stay right on the roof to collect two power-ups

To Brooklyn Navy Yard

After you graduate from the early shift, you'll enter the rush hour shift with a trip to the Brooklyn Navy Yard. Your journey will take you through a construction zone and China Town, with a chance to cut through five Risky Routes. You'll finish the run after a thrilling bridge ride.

Zigzag 4x4



When you start the race, weer to the left side of the road then take a sharp right turn when you see a ramp, You'll launth to a 4x4

Ledge on the Left



turn tight and catch a rampup to a ledge. You'll see another ramp that leads to a Crash power-up.

Left Again



Take the next left turn tight, too. You'll launch to a? power-up.

Walk Run



avoid heavy car traffic. The pedestrians will run.

Repair on the Run



After several twists and turns, you'll see a Repair power-up to the right. Veer, jump and grab it. Repair power-ups are especially important in Survival Mode.

Cut through Construction



Not long after you pass through the Repair power-up, you'll see a Gilder and a Turbo Boost to the right. Hit both powerups and fly into the construction site.

Brooklyn Navy Yard continued.

Wrecking Roll Monster Move Tight Time







Barge Charge



You're too fast for the wrecking balls.

Drive straight to collect a

There's a Time Extension on the bridge. Keep on racing.

4x4 before the bridge. Bust the Barriers



Traffic Plow



The barge route leads to a Cutter. After you grab it, you'll be able to break through a long line of barriers.

When you reach the homestretch, you'll see a ? power-up to the left. It's usually a Turbo Boost.



To Music City Hall

You'll take a long ride through the industrial part of town. After you deal with trains and sewers, you'll finally reach the before you reach Music City Hall in your second rush hour run. Manhattan tunnel



Sewer Short

ly to the Finish Line





The course starts with a lazy turn to the left. When you come out of the turn, you'll hit a ramp that will launch you to a Cutter power-up. Grab it and slash through logs.





Snow Jump



The road to Music City Hall is backed with jump ramps and power-ups. There's a snowman at the end of one of the ramos. Smash through the snow andersh a





The final booster that you can collect is a mysterious?power-up. Like the snowman power-up, it's usually a Turbo Boost. Grab it and finish with speed.

Shift into High Gear

After you complete the rush hour shift with a run to West Central Park, you'll embark on the challenging night owl shift with a continuation of your whirlwind ride through New York City. When you see a power-up, pick it up. You'll always get something that will help you reach the goal, and you'll get points. too. Keep smashing and blaze a trail to the bonus level. The

SHOOT THE CORE

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GAME BOY ADVANCE









CHOCKETONG ROODES

The main game in Dark Summit is the one-player adventure, which covers six runs and 45 challenges. If you'd rather mix it up with a pal, plug in an extra Controller and go head-tohead on some custom runs in three competition modes.



Dark Summit's mein focus is on the chellenging one-player adventure, where Naya must best challenges to get Lift Points and perform stunts to earn money for new equipment. Only by unlocking the upper slopes of Mt. Garrick will she be able to solve the mystary of the Dark Summit.

Rule the Mountain





Face off ageinst two, three or four players in the three Head-to-Head Modas. In Wrecking Ball Mode, you have to plaw over the most elasticals to vini. Rare to the Bottom is just what if south like, and Hell Pipe Bettle Mode is a stunt rece where you try to sees mere sturt points than the competition.

SON STREET

After Nava runs into the chief, she heads to the chairlifts. An unknown helper gives her instructions on a cell phone, telling Naya that she'll have to earn Lift Points that she can use to buy forged chair passes to reach higher runs. Armed with her basic board and gear, she sets out.

Something in the Air





Iricks, flips and grebs for Equipment Points. Only if you get enough are no your properties of the properties of the properties and flips of the oney. We can add to your score by throwing in extra grab, flips and creticals. Of carers, it counts only if you stick the lending. Greb as gaining Special Trick icons to add to your bog of tricks.

Grinding for Combos





will earn upstatut combos while grading, or sithing is grant to grant upstatute or you higher scores. Release the V Batton Risd Batton I to rive a hop, then positi spain when keys lasks. You can odd oren one points to your total by throwing in Marnal Grinds and combing gridds with Special Tricks, flips and grahs.

Equipment Points Are Like Cold Cash









There's no use shredding the runs and feiling Chief O'Leary's plot if you're not going to look great doing it. All the Equipment Points you earn could an upgrade, which you can pick enipment Hut at the base of the hill. It so the place to check on your progress, act all five bombs and reech 100% comp nlock alternative boarders.

MUR CHAVERDICIK

Strange sightings and dire warnings aren't about to keep Naya off her favorite runs, but she begins the game with just one forged pass, and that's to the easiest chairlift. The only way to get more forged passes is to buy them with Lift Points, which she can earn by completing challenges. The Helidrop runs will be unlocked much later in the same. At the start, work on the challenges,

The numbered locations on the map are Com Link Stations for the initial stage—First Cut. They're the places where you receive new challenges. You don't have to complete the 16 challenges in any particular order, although some challenges appear at a Com Link Station only after you've completed a previous challenge. Look for branching paths to take you to the left or right side of the course that matches the position of the numbered locations.

STIMMITT: 1.250,000 Lift Points

WET.TOROP. ??? Lift Points

PTPRITING: 825,000 Lift Points

> FUNCTION JUNCTION: 220,000 Lift Points

FIRST CUT: Available

0000000000





Bonns of light stok into the sky, merking the feestions of Com Lisk Stations' Diney we acter the Com Lisk craw, with receives a childrings. Some strations have second or third chellenges that appear efter you've completed the initial chellings. After completing of the chellenges for a stellor, the been of light will disappear. You can exer List Points sait one for each challenge. Be sure to end the hint see well est the requirements.





The seter is the top left purifies of the screen inflicence to distance you have to complete o challenge. The net or along the left alor of the scene shows how meny challenge objectives you've completed. If you've seems the ond of the challenge and it looks like you want be able to complete it, passe the gene need set over. At the base of the hill you can check the Challenge Summy to soo how many challenges remain.

Tricks and Points





You'll begie the geme with three Speciel Tricks, end you cae edd to the by grabbing the Special Trick power ups along the course. The Specie Tricks are Protest into two extengions: one for it states and one for pipo moves. You can perform the tricks only in the correct location, of in the eit or it in half pipe. In addition to correin Equipment Points by performing tricks, you can grab bounts EPs worth 5,000 points.





The set chellenge is bearing the terrein -finding the best image, because the Com lake sed picking as the power up. Look for breaching pitch. To reck some brenches, yet? If here to break through betriors or jump over up. Look groups, Jampen marked with yellow oned parple strings ere good for big eir. Purjes stripes eions indicet e geg beyond the jump. You can knock down some objects, but some will stop you end mines will blow you let on the city.

PHESIP CON CHARLENCES

First Cut may be the bunny slope of Mt. Garrick, but it's anything but cute and cuddly. You can complete 16 challenges for a total of 410,000 Lift Points. Many of the challenges are designed to teach you skills you'll need later. After completing a challenge, save the game and, on the next run, return to the Com Link Station to see if there's a new challenge. One Memory Card saves one game.

Make Yourself Sick Air: 20,000 pts.

Heads Will Roll: 20,000 pts.



The chellenge requires you to complete six \$40° spins, so you'd better look for some jumps. After amping, pash Left or Right on the Courted Sick and weet hit retetions. The game tells you how men rotations you've made. Stert off on the right aids of the ceurse where you'll find a series of big jumps.



After the first Com Link Stetic After the first Com Link Stetion, hoed to the right, bust through u barrior and duck through e turnel. The chellenge Com Liuk is just cheed. Your goel is to brack over 10 snowmen. Teke it slow so you don't miss any snowmen. Just run into them. The snowmen that you crunch will roll down the hill, ped bly wiping out even more snowm

Turn On, Tune In, Flip Out: 30,000 pts. Beck et the Make Yourself Sick Air chullenge Com Link, you cau sturt the second of three chellenges.





oper times, end they will ell count towerd your totel. A simple front or beck flip will do the job. Just make sure you got enough eir to com-plete the flip.







The goel is to perform five flips.
You can perform the seme flip mu
tiple times, end they will ell coun

The first of the three chellenges at the top of first Cut will be open after, you complete from 0. Then in fig. flow it You have to have carefully many complete from 0. Then in fig. flow it You have to Special Firsks. Since you start the game with three Special Firsks, you'll have to collect at least one more to complete Phet Ar. Plen sheed so you know what threes you're going to gull and perform the Controller suppresses gravity. You'll need laye are to complete the three in the Controller or the controller or





There's a Gap in Your Teeth: 40,000 pts





Stay to the left side of the course to hit the Com Link for the Gup chal lenge. Your job is to clear five gaps over goo-siled ponds, Look for pur, stripes and green rising mist to locate the gups. Some of the gups are wide, so you'll need lots of speed. Use relist to jib ecross some gup por

Clear the Table: 20,000 pts.



Chief O'Leury hes left his lunch on a picnic table, and you have to knock it off. The turkey on the table is at the for end and to the left in the Picnic Areu. Slow down and head left, then grind over the table to boot the bird. The chief will be hungry for revenge.

Groomer Gap: 30,000 pts.



Junging over the snow grooming muchine may seem like a tell order, but it's really all shout speed and position. There's a small ramp right in front of thin groomer for year telsoof. He't it has not all a ten middle, niming slight by to the right. Thy pullings a bock flip to gain extra height. Look out for the "second methins when yet limit and were right.

Jib Street: 10,000 pts.



inces to got in your jibs. Go slow ad make sure you land upright or our jib won't count.



Jib Street end Menuel Overdrive enge, so once you've d tel, hop down end look her surface to grind.

On the Runs: 50,000 pts. A/R





syond the Com Link Strition where you get the Grab Some Air chellenge thy right and grind the long blue rail, then jump a gup and strup left to pu to the Onthe Rose chellenge, Voril There one minst to the grad such the lacks the large yellow building on the left side of the run near the botto igns will direct you. Forget elsout pulling stusts. Just tuck end drive traight to the yellow building the togeths relief.

MINSHAIG(O) ICTUMEN

After completing the 16 challenges on First Cut, you'll have carned more than enough points to go farther up the mountain to Function. Junction, where the challenges get even tougher. Later, you'll head to Pipeline, the Summit and beyond to solve the mystery of Mt. Garrick. You'll definitely have fun getting there. \$\foatsetern{\circ}\$

Army Boots? 20,000 pts.



The Ski Petrol is hot on your tell, and the treil is full of explosive mises. Two tectics will keep you sele for the distence of the chal-lenge. First, grind mary thing in sight. The petrol cen't get you when you'm jibbing. Snoond, switch poths ns oftnn as you can. It takes n wi for the petrol to catch up once you've switched paths. Watch th reder to see the petrol closing in

Grab Some Air: 30,000 pts.





The Surface of the Surface of Sur

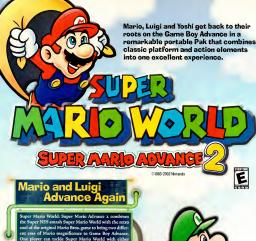
The Chase: Opts.



The Chese bogins eutomntically as soon es you hit the snow at the top of the run on year second visit to First Cut. All you have to do is evoid being cought. Push forward on the Control Stack to go into a truck end take estreight line down the hill. Stay eway from objects ead don't perform stunts until the cholleage. ds. It you stey on your feet, you'll







Mario or Luigi, while two players can go head-to-head with the brothers in their self-titled game.

The Best of Both Worlds



Super Mario World features clastic Mario platform fun. New to his version is the shillty to play



One or two players can enjoy Mario Bros. action. The fast paced game is quite unlike Supar Mario World



Super Mario World Super Power-ups













ou can save one extra item in the box in the to center of the screen. To use the extra item, hi Select. It will float to the ground for you to use ou can carry only one extra item at a time.



Fire Flower





Cape Feather

Learning to Fly



heights never before possible, which adds new avenues for the bros. to explore. Flying is tricky, so practice up. You need a long, safe stretch of land to build up speed.

Controlled Flight WX B AND OT AND BEAUTY





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Get a Running Start

Caped Crusading



Yoshi's Story the First Chapter

Yoshi wants to save his pals as badly as Mario and Luigi want to save Peach. The dino lets the Mario bros. hitch a ride with him to bring a whole new game play style to the Mario universe.

Hatch an Egg and Hitch a Ride





ocks contain eggs that hatch immadiately into the helpful Yoshi his back to begin your dino ride. You control Yoshi's movement a se same way you control Mario and Luigi. Use B to samp Yoshi's

Feed the Babies



to feed it so it will g or coins to grow the Yosh

Yoshi's Defense



Yoshi's Stomping Grounds, Dinosaur Land

Super Mario World takes place in Dinosaur Land, a large archipelago in the middle of a sea. We're covering the first area, Yoshi's Island. The map on the right shows the many other areas you can explore.

- YOSHI'S ISLAND DONUT PLAINS
- VANILLA DOME TWIN BRIDGES
- VALLEY OF BOWSER STAR ROAD





Later in the game, you'll come across differently colored Yoshis, some of which are too small to ve you a ride. Differently colored Yoshis have lifferent abilities

Eat a Shell, Use It to Fly or Attack



ow a red shell or to give Yoshi Fire h. Ent a blue shell

as projectiles









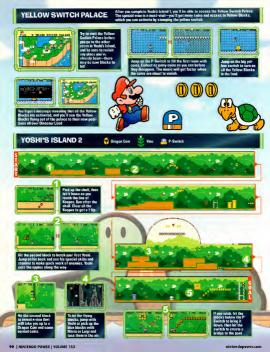


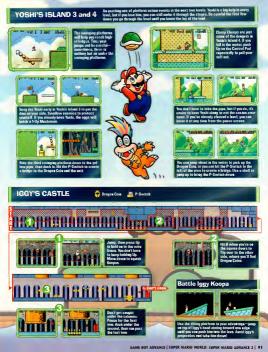












The Magic and the Mystery of Mario World

Super Mario World has more than a few hidden areas. bonuses and other secrets. You don't have to open the areas to finish the game, but if you have the skills and the curiosity to uncover them, you'll be very pleased.

























xits ere herd to find







Mario Bros.







Multiplayer Mario Madness

















that's almost as long as the incredible adventure within Dino Town. Be with us next month as we tackle more of the levels and Koopa's bratty kids, 🚏





"Titus" stoneage side-scroller rocks" -Nintendo Power

"Prehistorik Man rocks!"



"Planet Monsters Is an addictive fun-fest that you can play for hours..." -nigaming.com



"Kao the Kangaroo is a hopping mad knockout of a game that's highly recomended for tans of platformers"







Pokémon Center New York opened on November 16—the same weekend that the Nintendo GameCube launched in the U.S. Hundreds of invited guests attended the preopening event the day before the Pokémon Center opened to the public.



Pokémon Trainers can check the Ultra Pokédex to see all 251 Pokémon as they appear in the Game Boy games, on the Nintendo 64 and in arimated form.



Mr. Itoh, the man who designed the store, played a patriotic tune on the Pikachu Ukulele.



Pokémon circle the main area of Pokémon Center New York's first floor. The Pokémon Mini and special edition Game Boy Advance are displayed in the glass cases. Below, attendees survey the store at



There are many cool things to do at Pokémon Center New York. You can shop, of course, but you can also play a Pokémon Trading Card match, try out the latest Nintendo games and even receive a gift of a rare Pokémon from the store's exclusive machine.







Arimatronic Pokémon entertain visitors to the Pokémon Center, as well as curious passersby on the sidewalk outside. The view shown above is what the creatures look like from inside the store.





Squirtle, Charmander, Bulbasaur, Totodile, Cyndaquil and Chikonta watch over the checkout counter.





You can find many delightful Pokémon toys at Pokémon Center New York, from small PVC figures to cuddly stuffed Pokémon in several sizes.

Colossello

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.

Nicholas Jacobs, another stalwart member of the online Pokémon community, has a "bell-resting" team he'd like to share. His Miltank Q is the core of his team, because it uses Heal Bell to cure the status problems of every member on the team. Heal Bell can cure any status problem, even the sleep caused by Rest, which Nicholas says is a real boon to his team. Miltank is a strong Pokémon in its own right, too, and it uses Attract and Body Slam together to make things very uncomfortable for any male Pokemon it's fighting.





















Nicholas's team features many creatures with recovery or healing moves such as Rest, Milk Drink, Heal Bell and, to a lesser extent. Giga Drain. Recovery and healing moves can add longevity to your Pokémon by allowing them to regain HP or fix status problems. Mint Berries and Miracleberries can work with moves like Rest to



The Scope Lens attached to Nicholas's Machamo raises the chance of a Critical Hit. Cross Chon already has a good chance for a Critical Hit on its own, and the move matches Machamp's type, which boosts its power to 15 times its gormal strength.

wake the Pokémon up immediately from their healing sleep. Nicholas's Zapdos is rounded out with the powerful and accurate Thunderbolt, the paralyzing Thunder Wave and the dependable Drill Peck. Tyranitar doesn't have a recovery move, but it does have a powerful roster of hard-hitting offensive moves.



Tyranitar's move set works well with its two types, Rock and Dark-especially Ancientpower and Crunch, which get the same power boost that Machamp's Cross Chop receives. Ancientpower sometimes raises all of its user's stats, which

McGRATH supercross world

. #CGT2TH // BOCH 11.19 TI / PRO GINCA 15

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G. Do you know how to navigate the Internet or a computer program? 2 No 3 A little H. Which of the following types of games have you made?

1. Board game 2 Card game 3. Computer game 4. Sports game 5. Word game

4 Building things with wood or metal or malong models 5. Computer programming or computer graphics D. Have you over wanted to make your own video game? 1 Yes 2 No

C. What creative activities do you like most?

3 Writing stories, plays, journal entries or poems

1. Art, such as drawing and painting 2 Music, such as playing an instrument or composing

6 I don't like creative activities

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WEB-SLING WITH SPIDEY!



Swing out to L.R. for a screening of Spider-Man and land a role in a future Spider-Man game from Activision!





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the Nintendo GameCube, from Acclaim Sports.

ARMED AND DANGEROUS

Bullet passes, long bombs and fast footwork are all part of the arsenal of the NFL quarterback, the central focus of NFL Quarterback Club 2002. With game play that compares well to the Easy Play Mode of Madden NFL 2002, QB Club is a game that even football novices can pick up and play. In addition to exhibition games and full-featured season play, the game includes a quarterback challenge and a general manager option that tests your off-the-field maneuverability.



PRACTICE

Before you take on the competition, you can develop your quarterbacking skills on the practice field. Set the conditions and the vardage, and practice the same plays over and over again until your offense performs likes a well-oiled machine. You can practice against any defense, including your own, or run the plays without a defense on the field.



EXHIBITION

You can cut to the chase and play some football in a hurry by starting an exhibition game. Every NFL team is represented, and up to four players can par-ticipate. Select the stadium, weather conditions, time of day and quarter length, then hit the field

Perfection on the Rise





The only way to got good at something is to do it repeatedly. The QB Club Practice Mode allows you to solect a play and run it as many times as you want with or without defensive resistance. It's great for understanding the mechanic of a play and for fine-tuning

Get Up and Go





Exhibition Mode is the perfect place for you to get used to the rigors of the NF The play selection screen shows how much each formation and play relies on passing and running skills. The line of scrimmage and first down markers help you make quick decisions when the play is in motion.

Go for the Glory





Select any number of teams for human control, and play a season or enter the play-offs immediately. If you start from the beginning of the season, you can take an also ran team to the promised land. If you jump into the play-offs, the participating teams will be predetermined.

Simulation Sensation





ulation Mode gives you complete control over game condi ssession, quarter, down, time remaining and even the hash mark outs. Set up the situation tha way that you want it, then get down

and experience game day pressure.

SEASON/PLAY-OFFS

Like any good football game, QB Club 2002 allows you to play a full season of 16 games then go to the play-offs if your team makes the cut, or enter the play-offs from the start. You can participate in any game in the NFL schedule and invite your friends to play, too.

SIMULATION

Every football fan dreams about the ultimate challenge-third and 20, deep in your own territory. down by 12 with less than two minutes to go. In the QB Club Simulation Mode you can create, or recreate, any game situation you want and rewrite his-tory or relive a great comeback.



QUARTERBACK CHALLENGE



The feature that separates the NFL Quarterback Club franchise from other football series is the Quarterback Challenge, a four-event competition that tests the skills of the NFI's top play makers. Up to four players can lead as many as eight QBs into the competition.

	5		

Every quarterback has an overall rating and ratings in five subcategories, which include speed, agility and accuracy. Since the QB Challenge covers four different styles of competition, the overall category is most important.

		Kurt	Warne	r HT:	6′2″	WT:	220	
	Overall Speed							91 70
2 5	Agility							67
	Accel		_	-				65
	ArmStr							92

	Name: Overall Speed Agility Accel Accur	Brett	Favre	HT: 6'2"	WT: 225	91 74 76 77
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	ccur		87
	rmStr		91

Overall	baante corpepper III. 0 4	90
Speed		80
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Accel		75
Accur		8
 ArmStr		95

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Name: Rich Gannon HT: 6'3" WT: 210

		Brian Griese	HT: 6'3"	WT: 215
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Name: Elvis Grbac HT: 6'5" WT: 238

		DOUGNAU WCMADO	HI: O Z	
1	Overall			89
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The second second	Name:	Steve	McNair	HT: 6'2"	WT: 225	
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491	Agility					79
	Accel					75
Property like	Accur					84
	ArmStr					90

		Drew	Bledsoe	HT: 6'5"	WT:	240	
	Overall						71
1.00	Agility						7
100	Accel						70
	Accur			_			8

	Name:	Doug	Flutie	HT: 5'10"	WT:180	Ŧ
	Overall		$\overline{}$	100		87
	Speed					70
	Agility					72
200	Accel					70
	Accur					83

			Chris (handle	HT: 6	4" WT:	226
7		Overall		-	_		85 72
2	20	Agility					72
۹	1	Accel			_		72 88
0		ArmStr					89

SPEED AND MOBILITY

When a play falls apart, your ability to scramble, avoid defenders and throw on the run is tested. The speed and mobility competition focuses on those skills. If you don't clear the obstacles cleanly, you'll receive a time penalty.



Fancy Footwork



The object of the speed and mobility competition is to make your way past a variety of obstacles then tess the ball at the target. You'll execute every action with the A Button, including ducking under a bar, jumping over another bar and releasing the ball.

ACCURACY

Your throwing speed and ability to aim quickly are tested in the accuracy competition. Targets more laterally across the field. You must throw three footballs at each of the first two targets, and one football at a final pair of pargets that move together. You'll have to work fast to get all of the throws off in time.

Aim and Fire





e largets move very quickly across the field. You must aim quite a distance ead of the bull's-eye to hit even the closest target. As soon as your OB picks the bill, the aiming reticule will turn yellow. That's your cue to aim and go.

LONG DISTANCE

The art of the long bomb comes in making long passes that are on target. In the long-distance competition, official measurements start at a distance of 50 yards, in a target area that is 10 yards wide. Naturally, a QB with high accuracy and arm strength ratings will have an advantage in the competition.

Go the Distance





The long distance throw works like a kick in a game situation. Press the A Batton once to start the movement of the power meter, then press it again when it reaches top strength. Timing is crucial when you press the button the third time. It the meter is close to the mark, the throw will go long.

READ AND RECOGNITION

The competition that is worth the most points overall is unique to the quarterback position. Six targets—five mobile, one stationary—are sentered over the field. The four targets that are open are marked with flags, Norll have four tries to hit an available target, with additional points awarded for precision. If you want a sure thing, you can hit five stationary target.

Speed Reading





When the targets begin to move, the targets that you can throw to are marked with button designations and flags. Push the button that is appropriate for your target of choice, then aim with the reticule and push the A Button to release the ball.

GENERAL MANAGER

You can take on the role of the general manager in any mode of play. The duties of the QB Club general manager include trading players from team to team, picking up players from free agency, exploring the depth charts and creating new players. What the feature lacks in realism, it makes up in versatility



Create a
Dream Team
As the overall general manager, you can make changes to every team in the league, allowing you to create the league, allowing you to create teams with all of your favorite play ers or to metch the reel pleyer trens ections of the NFL.

TRADE PLAYERS

The Trade Players option lets you pull off straight one-for-one swaps. Every type of trade is allowed. If you want to trade Brett Favre for a backup defensive lineman, you can, It's not realistic, but it does allow maximum flexibility.



Swap Meet

The players are broken down by to and position. Select the first playe on the top of the screen end the other player to be traded on the bot tom of the screen. Then press the A Button to seal the deal.



The key to free agency in QB Club is that every team must maintain the same roster size. When a team claims a player from free agency, it must release another player to free agency. No teams or players are off limits



Free Movement Free agent transactions ere simil to tredes. The difference is that hen you pick up a quarterback, for

DEPTH CHARTS

The depth charts not only allow you to explore the ability of every player on every roster, but they also give you a chance to reassign ayers to different positions. The feature gives you complete con trol over the minutia of roster molding.



example, you must release beck from the team's roster

Job Juggling The current assignments for each position are shown at the top of the screen. The team's complete roster appears at the bottom of the screen. You can just players into different positions with the Control Stick and the A Button.

GREATE A PLAYER

You can create and develop up to 22 players and assign them to teams via free agency. Everything from the player's name and position to his appearance and abilities is up to you. Skill categories vary depending on the position.



Make the Team

After you give your player a name background and style ell his own, can distribute 950 skill points over categories. The player's strengths end weaknesses can reflect your own style of play

SKILLS AND THRILLS

NFL Quarterback Club 2002 tests your abilities to act under pressure and perform when all eyes are focussed on the star of the show. It's simple, playable football with a lot of bells and whistles, a skills competition and a team management program all wrapped up in one game. 😤



SCIIC ADVANCE TO THE PARTY OF T

Sega's celebrity hedgehog makes his Nintendo debut in a hyperkinetic epic that looks like classic Sonic but has made the quantum leap to brand-new cool.







A FRESH SPIN

This swift side-sculler has the retto fed of 2-19 Sonic genue but balls up with the addition of three more playable characters. While Sonic spins and speeds through sones, who then glide, helicopter or hammer their way through sones, which changes the challenge quite a bit. Add to that a time the challenge quite a bit. Add to that a time the challenge with the day to the stress of the mitigames and with your toor prize—this mitigames and with your toor prize blue-blazing Pak spins its way to a very welcome place to Glame Boy Advance.

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all for one, one for all

Sonic might have started the whole Hedgehog story line, but he's bumped into lots of friends who can hold their own over the years, including three more who join him for his GBA game. All

are playable, and each brings a dramatically different mode of attack and transport to the game. We recommend playing through with Sonic first then trying the others later.



Sonic the Hedgehog

The supersonic star of the show hoasts incredible speed, daredevil acrobetics and various soin ettacks. His Soin Dash gets him to hard-to-reach spots, and he is only one of two characters who can prind rails to reach special spots.



Miles "Tails" Prower

He's nicknamed Tails because he's go two of them, which he can use as heli copter blades that lift him into the air for short flights. He is elso the only character who can swim upward when trapped underwater.



Amy Rose

She used to have a crush on Sonic, but now Amy can pretty much crush whatev er she likes with her messive hammer. which she also uses to hammer-jump he way to higher altitudes. Like Sonic, she, too, cen grind rails to reach special spots.



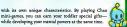
Knuckles the Echidna

At one time, he mistook Sonic for a foe. but he's turned eround since and now helps out his friends. Fierce-fisted Knuckles has a tough uppercut, and he can also glide long distances and scale wells if he olides into them.

mmy chao carden

Separate from the epic Sonic struggle raging throughout the cosmos is a pleasantly pokey garden in which you can raise a tiny Chao creature from eggy beginnings into a pet

mini-games, you can earn your toddler special giftswhile developing your mental powers at the same time.



Playpen for Personal Pet



When you hatch your first Cheo from its egg, you'll see that it's got lots of room for development. Swimming, flyng, running and other attributes can ell be built up, given the right care and attention. You can even pat your Chec on its head for a warm response.

Chao Wants to Chow



By earning points in the minigames, you can buy exotic ruits and other entertaining gifts to give to your Chao. Your tiny pet will be overjoyed and developits personal attributes further based on which gifts you give.

Minigames for Miniprizes

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An Added Dimension

Ising the Nintendo GameCube Game Boy Advance Link Cable. you can port your Chao back and rth between Sonic Advance and Sonic Adventure 2 Battle for the Nintendo GameCube, in which Chaos compete in swimming, run-ning and other challenges.

Tiny Chao Garden includes two minigames, in which you can earn gift-buying points. One involves quickly matching colors and hand signals to symbols speed-ing around a ring; the other is a variation on the classic game of Concentration.

ZONE 1 / ACT 1

Fans of the Sonic series will know Neo Green Hill Zone-beachfront property, palm trees and cabanas crawling with crabs. Wideopen spaces make it easier to learn the classic Sonic game elements, like how to launch toward high spots via springs and speed through loop-the-loops. The maps in this article show approximate placement only, not all the background details.

Cracking Crabs



Stomp on the crah's back to eliminate the post, or else you'll have to be wary of its enercy blasts after VOU Dass.

Power-Up Prep



Before you callect a power-up. scout the nearby area for possible uses. The Barrier DOWER-UD WILL nelp against the upcoming flier.

Flick the Bugs



The floating wasps drift in a leisurely pattern. so jump-attack into them to poo them out of existence. Avoid their projectile spit.





A bed of spikes will often be where you least expect t. But when it's out in the open, ensure that the arc of your jump will clear all spikes.



Investigate whether your flight path from a spring will be safe-or even profitable—by using the Control Pad to look up in the direction the spring points.



Seek Save Points

Since each life has to complete the zone within a save points to keep your come

time limit, use the back attempts on track

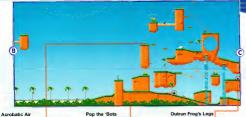
For Speed Freaks Sonic's world is

full of pinballmoving devices such as bell accelerators which give characters a sudden boost of speed.

Simian Surprise



Monkeys slide up and down palm trees, hurling coconuts at you in hopes of jarring loose all your rings-or a life if you're ring-free.





bounce you high-er and higher to a finel limit if you ride them long enough. Ride out your bounce with the Control Pad.



Robot drones petrol their des consted areas. If you walk into them you'll lose rings-of a lifeso jump attack to best them.





Giant frogs leap back and forth, trying to dislodge your ring collection, but a welltimed jump-attack will flip them first.





ZONE I / ACT 2

You can pass Neo Green Hill Zone after you take on Sonic's longtime foe, Dr. Eggman (a.k.a. Dr. Robotnik) at the end of the zone. Until you take on Eggman and his tech monstrosity-one of many throughout the game-explore the layered levels of Zone 1, Act 2. You'll often find great power-ups and lots more rings if you backtrack on other platforms.

Private Grind Route



Sonic and Amy Bose can prind rails to reach places more quickly. To get on a rail, jump onto it and press the R Button, then speed up or decelerate with the Control Pad.

Against the Tide



across the gap, then fight the stream to run out over the spikes and plung into the gap. You'll find an Extra Try power-up.

Molten Metal Mambo

Sonic's Old Nemesis



above. When he swings down, run through and pounce on Egaman's head. After you hit him several times, he'll use the mal let as a techno-leg. When his tank lifts up, pounce from below.

ZONE 2 / ACTS 1 G 2

The Secret Base Zone is full of industrial hazards, like robotic blowfish, helmeted molemen and flame-spewing ladybugs. Fortunately, there's lots of industrial help as well, such as chasm-spanning tightwires and intake pipes that move you through the system's bowels. Step lively around the flaming metal flows-you may survive to face Eggman again.

Huge Zone Syndrome



With someny twists, turns and lay

ered levels, it's easy to become lost. Make note of landmarks, like where

certain enemies are-or were You'll

always keep your bearings.



If you find your self crossing the industrial lave flows, watch out for sudden fireballs bursting up. They usually surge in a requiar pattern, so don't make your dash until the timing's right.

Peg-Legged Eggman





tank that will jar loose your rings, then your life. When he launches high into the air, run from your current spot. When he settles into shorter hops, jump onto the tank repeatedly to topole him.

cus casino gone horribly wrong, the zone is patrolled by menac-

ZONE 3 / ACTS 1 & 2

You'll need to be a pinball wizard to fly through the Casino Paradise Zone. Sonic turns into a hedgehog ball among flippers, bumpers and other pinball machine tricks. And like a Circus Cir-

ing clowns and other big-top enemies who all want to wipe that silly grin off Sonic's face.

Pinball Wizard Honey-Covered Evil



When you leap on a flipper, activate it by pressing the A Button. Angle your flip just right to bound up toward more power-ups.

1 1

Mechanical bats whir through the eight carrying a golden peyload that they'll drop on your head if you haver underneath too long, Jump-attack from below or just run on by.

Connonhall Cross Fire



Act 2 concludes with a deadly one-ring circus, in which three pairs of cannons project cannonballs across the arena, from one can non into the other. Avoid the red ball: instead, strike recentedly at the blue one, which contains the persistent Eggman.

ZONE 4 / ACTS I & 2

You'll scale the highest peaks, swim chilling channels and speed through crystalline loop-the-loops in the Ice Mountain Zone. Penguins, arctic fish and hot-tempered snowmen are on the



Especially when you're on the fivesecond countdown, watch for the trickles of bubbles that signify an voen leak. Jump into the biggest bubbles to catch your breath.

Abominable Snowmen



They might have heads that fire sud den snowbursts unward, but you can take the flaky foes out of commission by jump-attacking when they're not popping their top.

ZONE S / ACTS 1 & 2

Angel Island Zone is another famous feature of the Sonic landscape, a sky island that bears aloft an ancient civilization. Sonic's pal Knuckles hails from the place filled with freaky critters, booby

Yo-Yo Controls



Operate the stone wheels by running in either direction to move the when clackwise or counterclackwise. which moves the wheel back and forth along its track

Creatures in the Clouds

Purple Izards grawl through the halls. flicking their long tongues. To beat the Annel Island oddities, jump-attack over their short-range lick and come down hard on their backs.

ZONE 6 / ACTS T

Act 1 begins in Egg Rocket Zone, where you rush into Eggman's spacebound rocket just as it's blasting off for Cosmic Angel Zone, the site of Act 2. In both areas, techno-foes like laser-equipped



No need to lose your head when you suddenly float to the ceiling and flip over. You've just entered a reversecravity field, so spin, jump and use springs just like you normally would.

Take Out Space Junk



While speeding through the circuitous pathways, you'll find yourself surrounded by more enemies than ever Wipe out fees as you find them to minimize cross fire

Breathtaking Crisis

prowl, but your worst enemy in Zone 4 is your inabil-

ity to breathe underwater. You're on a quickly ticking oxygen time clock every moment you dawdle below sea level.





Sonic faces Eggman in a submerged cavern. Riding in a ceiling-clinging vehicle, Eggman pounds loose ice shards. The tips are dangerous, but if you can jump onto the flat tops, you can jump again toward air-if needed-or toward Eggman's bashable underside.

traps and chasms that drop dangerously into the sky. You'll soon discover that Eggman has corrupted the sacred spot in pursuit of revenge against Sonic and friends.

Bad Rap for Knuckles





Or. Engrean's greated a fake Knuckles to be the zone boss. Don't attack when it's gliding. Instead, pounce several times while it's spinning to reveal its true nature—a missile-firing robot—then pounce several more times to defeat the pseudo Knuckles.

probes crowd the passages, while sci-fi modes of transport like hyperfast transport tubes and reverse-gravity fields make reaching Eggman a dizzying challenge.

Crack Eggman Open





The demented doctor pilots a spiky vehicle that rides along an elastic coil and sorts out energy pulses that home in on your pos tion. When his head appears, jump fast before the spike back. Keep repeating until Egoman goes splat at last.

FIMAL ZONE

During the big outer-space finale, Dr. Eggman trots out three increasingly difficult vehicles. Though the first two-an armored sphere and a drilling tank-are a cinch to beat, the final Eggman

creation involves a massive battle against a hovering pod equipped with many methods of destruction. But is this really the end for Dr. Eggman?

Clash of the Titans



Eggman first challenges you h a hovering spheroid that's swipping a wrecking ball. Use the ledges both to leap over the ball and to jumpattack into Eggman's spheroid. Several hits should send him packing.



For his second challeng Eggman carts out in a crillequipped tank, Leap onto you nemesis's head several times to destroy his vehicle, but watch out for the drill tio. which Eggman can use as a speedy projectile.





His third vehicle is a doozy-it can fire an energy beam, pop out cannonballs and lash out with a mech-arm. Crouch as far away as possible, then when Ecomen use



EXTRA ZONE

If each character collects the Chao Emerald hidden in each zone, you'll access the truly final Ecoman finale that takes place in the Moon Zone. With the power of the 28 emeralds, Sonic powers up

into a flaming phenomenon that's strong enough to take on Eggman's deadly robosuit in a hyperkinetic side-scroller that races toward final cataclysm-or cosmic victory.



Though Eggmen packs serious weaponry, the killer factor is that your ring counter is ticking down oward zero, at which point you lose a life. Prolong the battle by finding rings.

Turn Tech against Eggman



Eggman has three main attacks. He'll release cage-pods, swat at you with his mech-arms and release seismic energy that pushes you backward. The cage pods are key. If one strikes you, you'll be encased for precious moments; if you

Cosmic K.O.



Eggman's weak spot is his faceplate When he's not flating with his mech arms, surge in to his face repeatedly to drive him closer to his final reckoning.

BE KIND, REWIND



blast it, the god will explode into time-prolonging rings.





Police the Fleece!



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We figured that Epic Centre would be well received, but a flood of e-mail comments about the new column has our editors cleaning out their in-boxes every 10 minutes. Still, we managed to find the time to track down information on three upcoming titles and research an Epic Tactics Solden Sun extravaganza that reveals the location of every lipina in the game. And don't miss next month's issue, where we'll debut the Epic Center letters section.



70F on the GRA

Konami recently announced a title change for its upcoming GBA mech strategy game, Zone of the Enders. The new game will be known as Zone of the Enders: The



Fist of Max. ZOE past you in control of a young LEV pilot named Cage who have been recruited by the Max underground resistance. (LEV are ginst trobes used in warfner, Jac Cage, you must add the resistance by ourselling multiple LEV — as well as equipment such as tanks, trucks and inflatnymen. The game uses turn-based comban, upgradable weapens and massive health of the comban coverseen by the comban coverse by the c

More Mechs

Speaking of mechs, TDK Mediactive has announced plans to bring a Robotech game to the GCN and GBA later in 2002—so fans who waited in vain for the long-rumored Robotech title on the N64 can gnash their teeth anew.

Atlus Arrives

Atlus Software has announced that its Jong-awaited GBA title Tactics Ogre Gaiden will hit North America in the second quarter of Congo. Atlus is also bringing out a sequel to its robot-collection titles Robopon Sun and Robopon Star. Called Robopon Advance, the new game should hit the GBA around the same time.

Start the Evolution

Finally, Epic Center has learned that UbSoff's upcoming Niterachol GameCube RDC, Boulcaton World, is a new advenure formating characters from the Sega Demanaest titles Evolution and Evolution 2. The game uses turn-based combast, gene-looking graphics, takented voice acting and plenty of dausgeon crossling to create an integring adventure. Well have more one Evolution Worlds in the next few months, but in the meantime, finest your eyes on the exclusion screen-looks adventured.





EPIC TACTICS

Got Diinn? If not, then you've turned to the right page—because





THE DIINNI LOCATOR

Before starting a wild Djinni chase, you should know how to read the Djinni boxes on the following pages. The number in the colden circle next to the Diinni's name corresponds to the numbered circle on the overworld map above. The bar under the name shows how the Djinni will alter a character's stats when Set. The Special Power description tells how the Djinni's power works and how to use it effectively. And finally, the Location section explains where the Diinni is hiding and gives detailed instructions-if necessary-regarding its capture.



+4 +3 0 0 0



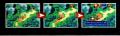
SPECIAL POWER:

Atteck a single enemy with a blow that can cleave stone.



LOCATION: OVERWORLD (SOUTH OF VALE)

First is the first Djani you encounter, and it couldn't be easier to find. Simply leave the town of Value after clearing the Sol Sanctum eras and walfs south. The clearful Wasson Djani will saddenly expect and ask to join your party. Does you give it permission, Flint will give you a brief randown on the nature of Djins and how they function both in and out of combat.





TYPE: Mars ELEMENT: Fire

HP			Defense		Luck
+10_	0	+2	0	+2	+2

CATION: GOMA CAVE

na Cave is located east of Vale, but you must dispatch to wes in Vault before entering. Drice inside, jump ocross to use the door on your left. Walk down the stairs and to t

as the door on your left. Welk down the stars and to you see a stone column. Push the column into the sa-we upper levels as shown in the first screen shot. N is, amp over the water and go through the door. Follo of a large, blue lake until you reach another door. Go oo and walk injet until you find a stone stamp. Use it off the ledge and creete a stepping stone in the it or to the blue lake and jump onto the stepping-stone. o the blue lake and jump onto the stepping-stone. Once you nd, use the meanly door and proceed to the cave's upper ise the stone pillar that you pushed previously to reach the nen stand next to it end press the A Button. Forge will chal nt. If you win, it will join your party. If not, you must the mare, reenter and fight it enew



ost your entire party's etteck reting.

Forge is one of a hardful of Dism that can state a character by increasing or decreasing states such as defense, ethsts and resistant of the states of the state of the st









TYPE: Jugiter ELEMENT: Wind

HP	EP	Attack	Defense	Agility	Luck
+9	0	+2	0	+2	0

LOCATION: BILIBIN

Climb the stairs on the east side of Billibin, then v Climb the stars on the selfst side of Simble, uses want sweath money in fance posts that surround the town. Follow who fence around the outskirts of town until you find a doorway blocked by leaves. Use hars's Whirtwind Paymery to remove the leaves, she enter the doo and climb down the ladder. Use the More Paymerry to push the staruse of the mayor's wife south, then jump ecross the gep end clein Gust as your own. It will join your party without e struggle.

SPECIAL POWER:

Attack a single enemy with mighty wind gusts.



Use Gust to smash your enemies with the power of wind. Since Ivan is a Wind Adept be's a natural for Jupiter Ojnn, but you are free to trode Ojinn emong your party means. bers as you sae fit









Granite TYPE: Venus ELEMENT: Earth FP Attack Belense Applity Luck +2

0

0 Create a defensive barrier around your entire party.



Greate creates a barrier that greatly reduces demage to the entire party for a single turn. Granite's special power will always be the first move of the turn, regardless of the user's equility reting.

+2 +1

LOCATION: KOLIMA

The amour of Bilbin will send your party off to break the carse of Kolina Ferest, but take a defour to Kolina before entering the woods. Though the townspeeple have been turned into trees, ove can still source e new Djimi. Locate the stump next to n lenced in Djimi and has on south as seen in the first screen shot below. Walk directly late the tree stump to enter a socret cave that lends to Greate, which will jois your perly without a fight.









5 Breeze TYPE: Junitor FLEMENT: Wind



CIAI PRI





Elementel ettecks, such as Firebells end Earthquakes, are a constant threat to your perty's well-being. Boost your resistence to elemental attecks by calling on Breeze during e tierce battle

LOCATION: KOLIMA FOREST

The fifth Djimi, Brezze, is found high stop the Tret Tree in Kolime Forest. Enter the tree and climb to the fourth floor by using the wires lenetted both inside the tree and or its outer Nanches. Dnce you are on the fourth floor, walk to the far right hand Innach where the Djimis is welling for you. You must defect Breeze in bettle before it will join your party.







TYPE: Mars ELEMENT: Fire

HP			Detense		Luck
+8	0	+3	0	+2	0

Cause damnge and delusion in e single toe



Fever is the first of mnny Djinn that cen ceuse n ste tus change in addition to dealing damage. Once you strike with Fever, your enemy will some times become deluded—which will reduce its egility and of ten cause it to miss when natacking.

LOCATION: INU

So through Billibin Cave to reach the town of Imil. Once there, climb the set of steps on the eastern side of the frozen river end leok for a snowman. Use Move to push the snowman onto the ice, then cross to the snowman onto the ice, then cross to the west side of the river. Follow the arrow on the map to the right and slide into the troznn water fulls gap. Fever is writing for you inside—it will join your party with out he join your party with











TYPE: Mercury ELEMENT: Water

EP Attack Defense Agility Luck +4 0 +3 0

SPECIAL POWER:





Use Fizz to restore large amounts of HP to e single character. Don't wait too long to heal your party members—it you delny, they may fell in bettle before you can come to their sid.

LOCATION: MERCURY LIGHTHOUSE

Since Fizz is already pined to Mia, you don't have to worry about trocking it down or challenging it to het for royst. Simply go to the Micrary Lighthouse on the of limit holy light through you to the first royst rooms—pour tasks coassist of using the Move Paynery to shift in your of states before a single of states but her are blocking but grain and debates go Lizerdman in combat. Duce Mis relents and joins your party, you'll be able to use fizz like any other Dirini.









+3 +12

SPECIAL POWER:

Demege e monster and drop its ettack reting



If you're being pummeled by e superior foe, you can even the odds with a little Sleet. The Djinni causes damage in addition to decreasing an enemy's attack rating sharply.

LOCATION: MERCURY LIGHTHOUSE

Nor the end of Mercury Lighthouse you'll encounter a puzzle that requires you to push e weter pipe. Once pushed, the pipe will creeke a powerful streem of water that reveile a secret doer. Go through the door to find a room with five waterfalls, then walk into the mid-die waterfall to find Sleet's secret hiding place. You must defect the Djmni in bettle before it will join your porty.



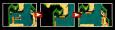
Attack Defense Agility Luck FP

SPECIAL POWER: Boost your entire perty's egility reting.

An egile party is a happy party. Characters with high againty retings act first in bettle a dodge more enemy attacks then those with out. Use Zephyr to send your entire perty's egility through tha root.

LOCATION: FUCHIN TEMPLE CAVE

After the mester of Fuchin Temple gives you permission to enter the cave under the weterfall, go inside end look eround. You'll see a log on your left and a door on your right. You must wind your way through the cave until you reach the log, then roll it across the water end enter the door—which loads to Zephyr. Deteat the Djinni in combet to heve it join your perty.



10) Ouartz Type: Venus ELEMENT: Earth

EP Attack Defense Agility Luck ±10 +3 0 +3

CIAL POWER svive e downed ally

Mist 🕡

If e porty member falls in battle, you cen revive him or her by using Quertz. The pow is not a sure bet, however. Some perty me bers will remain downed the tirst time you attempt to revive them.

LOCATION: MOGALL FOREST

Quartz is located in a section of Megali Forest with e river, three rolling logs, two hollow true stumps, a woodsa bridge and e mose-elbe rock. You can see Quartz is the southwest corner of the screen ence you enter the area. For each the Drimi, no Move to shift the rock, then roll legs unit you clear a path to the south) there you have en open route, wilk along this rivertheak nately you rock Quartz. You must prove your worth on the betterfield before it will given your party.



TYPE: Mercury ELEMENT: Water

HP EP Attack Defense Audity Luck +11 0 +4 0 1 0 CIAL POWE

Cousa damage and sleep in a single for



INCATION: XIAN

Countries. Aprel.

Liters the town of Xien and look for a pair of doors on the lower layer of the three thre





oost your entire party's defense rating.



Corona's special power is greet if used right eway, but unnecessary for most battles. Keep the statistical bonuses intact end cell out Corone only during a difficult boss bettle.

I OCATION: OVERWORLO (NORTH OF XIAN)

Leeve the peaceful town of Xien end trek north until you come to e wooden bridge that leads to a small, roand island. Cross the bridge end walk aroand the island said forosa appears and challenges out to a tight. Defeat the Mars Djimi to claim it as your own. If Corona flees before you can down it, leeve the island end return to meke it appear agein.







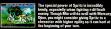


TYPE: Mercury ELEMENT: Water



SPECIAL POWER

Restore some HP to your entire perty.



LOCATION: ALTIN

Coolculus Action

The State of the State of







🔞 Smoa

TYPE: Juniter ELEMENT: Wind



SPECIAL POWERS

Cause damage and delusion in e single enemy



LOCATION: LAMAKAN DESERT

Lamaken Desert is divided into four main arens, and Smog is locat ed in the second one. Though nll four areas look very similar, you'll ed in the second one. Though nill four areas look very similar, you'll know you've renched the second area when the screen turne block for a split second heliors displaying the new location. Once you reach the new new, well north. You'll find two school circles as you do. Once you reach the second circle, walk west until you find pair of conjudest stone circles. Use fleved on the left-shand circle to find Simgs, which will join your party without any trouble.











TYPE: Venus ELEMENT: Earth



Drop e single foo's agility reting by tangling it in vines.



While Vine can sherply lower en enemy's egility rating, it does not ceuse my damage in the process. Whe has one of the weakest special powers of any Djinni, and should be celled out only during e lengthy boss britin.

LOCATION: OVERWORLD (EAST OF KALAY)

Vines it he second of threa (bit int are hidden in the overworld (four if you count the first Qinat, Filist). To find the new Yesus Qinat, leave the Innakian Desert end work west until you see a small saled surrounded by a river—the island is located just east of the town of Kallay Cores the bridge to the island and week in circles until you en eltecked by Vinc. Once you detect the Qinat, it will throw its lot in with your perty.





TYPE: Venus ELEMENT: Earth

EP Attack Defense Agility Luck +3 0

PECIAL POWER:

Stael HP from en enemy end return a portion to the Djinni's usar.



Sop possesses one of the best special pow-ers in the game. When used in battle, the Diran inflicts e lerge emount of demage on your enemy ead then beels your character to hoot. Wait until your HP is diminished to cell

I OCATION: VALUE

Once you've cleared the Lameken Desert, return north to treck down a pair of Dijnn that ware previously inaccessible. The first of the Sep, is in the town of Veult. Enter Veult and ring the hell on the inc. Sep., is in the town of Vesial. Other World and risp this belief on the sile of the time of the sile of the sile of the sile of the sile of the sacape. Climb down the passage and under past very through the sex substances that when the passage climb of the sile of passage of the sile of the sile of the sile of the sile of passage of passage of the sile of the sile of the sile of the sile of the passage of the sile of the sile of the sile of the sile of the scaling of the sile of the sile of the sile of the sile of the scaling of the sile of the sile of the sile of the sile of the scaling of the sile of the sile of the sile of the sile of the scaling of the sile of the sile of the sile of the scaling of the sile of the sile of the scaling of the sile of the sile of the scaling of scaling scaling of scaling of scaling of scaling scaling scaling s

17 Kitte

TYPE: Jupiter ELEMENT: Wind

EP Attack Defense Agility Luck +4 +3 0 0

CIAL POWER:

Allow a single party member to etteck twice on the next turn.



Kito lets a party member attack twice in the same turn. Since you won't gain the second attack until the current turn is finished and a new turn has began, a bit of advanced plan-ning will be required.



LOCATION: VALE CAVE

Welk to Kreden's house on the western side of Vale end look for e large, round rock, the Lift to move the rock end gain passage to Vele Cave, amp of which is shown to the left. Use forced on the ring of stoses to find e hidden rock, than jump on the rock and head west. Use Move to posh the wooden crefs with the water, then jum west. Use Move to posh the wooden crefs with the water, then jum on the submerged box to reach the log in the northewatern contin the ceve. Roll cest on the log and go through the neerby door, the follow the path until you reach e peir of logs. Push the logs into-water below, then return to the ceve's entrence end tele the rig water object, the return to make the cover entertained mit real requir-hand door. You'll emerge in a room with the two logs you pushed earlier, Push another log ocross the first two to create a bridge, then walk north until you come to e chest with the Helt Gem inside Equip the gem, then use Helt to stop Kite from moving and odd it to





TYPE: Mers ELEMENT: Fire

Attack Defense Agility Luck FP

igo and stun a single opponent with e blest etteck.



LOCATION: KALAY

On the text with Kely ned look for a store building to the right of point of the text building. Which we buildings store and large cost to a small embedances twill a statue, then use Move, to white statue out reveal door that leads to entwice, for thursts underneath Kalay, Look for a stone statue near a waterfall, then push the statue in treat of the fall to block the water and reveal a lodder. Claim down the budder to record Scorch, which will immediately join year perty.









19 Ground TYPE: Venus ELEMENT: Earth HP EP Attack Defense Apility Luck +9 +3 0 0 +3 0

SPECIAL POWER:

Use grevity to stop the ettecks of a siegle foe for one turn.

Behold the power of physical Ground's spe-cial power uses grevity to bolt a moester to the ground—readering it unable to move for a single ture.

LOCATION: KALAY DOCKS

After you sail the ship from the Kalay Docks to Tolki, leave the city and walk west around the leke. You'll ead up or the Kalay Docks, but you'll be able to eccess it from the eorther saids. The Djied Ground will be waiting for you as soon as you after the docks, and it will job your cease without a struggle.







20 Hail

TYPE: Mercury ELEMENT: Water

HP EP Attack Defense Agility Luck +9 0 +4 0 0 +1

LOCATION: OVERWORLD (WEST OF TOLBI)

The field overworld Direc is located on the outskirts of Tobis. Leave the large city and heed west, then walk north across the first bridge years. Co. Continue walking north until you cope go to forther, then take a second bridge to the south. Walk reround the new area until hall appears and tests your perty's mettle. Check the map on pege 177 it you're herwing trouble fielding any of the overworld Djine.



SPECIAL POWER: age a single eeemy aed drop its defeese rating

Freeze a foe with the power of Heil. Ie addi-tion to causing a large emount of demage, the ettack will elso severely drop your enemy's de base retieg.







TYPE: Mars ELEMENT: Fire

HP EP Attack Defense Apility Luck +9 +4 0 +2 +2 0

LOCATION: TOLK

Look for a small green plant south of the Tolbi ien. Use Growth oe the ploet to create a view, then climb the vine end use Frost on the nearby puedle to create e view, plant could be up the stairs to the inn, jump on the piller and then jump east Walk a Tew steps to tha cern to that Ember, which wall for ley would like the total to the country of the piller and then jump east Walk a Tew steps to that cern to that Ember, which wall for ley would like the



Restore some PP to your eetire party. Depending on your bettle strategy, you'll use Ember either almost every ture or so intro-queetly that it's oot worth meaticoing. Ember udds a lot to the stots of its user, so leaving it on Sat ed simply using Psy Crystels or inns to restore your PP is oftee o hotter strategy.

INCATION: ALTMILLER CAVE





Menn2 2

TYPE: Juniter ELEMENT: Wind

EP Attack Defense Agility Luck 0 +5 0 0

Il find a room with three fellee columns and e Jupiter Djimi deep de Altmiller Cave. (A map of the room is loceted to the right.) Climb stairs, then push the bottom- and left-d columns. Next, use Frost to eithe puddle

and columes. Next, use Frost on the puddle create each gillar, thee push the same blums again and create a peth to the Djieel hough Squall chellenges you to e fight, till run et the first sign of trouble—hove four snus Djine on Standy so you cee summore wortful mouster and take it out in one blow.





Squall's power is very similar to that of Scorch. You will always hurt your foe, but it will sometimes he able to shake off the paralysis—so don't depeed oe it too much.







HP EP Attack Defense Agility Luck +3 | 0 +2 0 +2

SPECIAL POWER: Heal all party ailments



Tonic's special power can remove stun, sleep, delusion and poison status—among others—from every member of your party. I a Qinni with limited use, but it's very handy the right situation.

LOCATION: LUMPA

After clearing Colosso and getting the Cloak Ball from Baki, rets to the town of Lunpa and rescue the merchant Hammet from Lun to the town of Lunga and rescue the merchant Hamnet From Lunga Fortress. When you attempt to leave, a helpfat fellow will offer to smuggle you out of town. Declino his offer by saying that you still have unfinished business, then return to the fortress and work your way bank to Donga's bedroom. He will give you Tonic as a reward for teaching his son a valuable lesson.



TYPE: Mars ELEMENT: Fire





Create a defensive barrier around the entire party for a single turn. White Flash's power sounds similar to that of Granite, the Mars Djami's ability is much more powerful. Even the most formidable enemy atteck will cause only a few points of damage when the barrier is active. Flash is incredibly helpful during boss battles.

ON: SUHALLA DESERT

Walk through Suhalla Desert until you come to a ladder carred into the face of a cliff. Jest north of the ladder is a spot where two cliffs almost town. Bue Revel at the spoint to expose a hidden pile ladder is a spot where two cliffs almost town. Bue Revel at the spoint to expose a hidden pile ladder. Suhal deven the ladder and walk south until your run into Flash. The Mars Djamir will put up a lacer stringgle, so prepare your most powerful water based attacks.







25 Dew TYPE: Mercury ELEMENT: Water



SPECIAL POWER: Revive a downed ally.

Dow performs the same function as the Venus Djinni (Duartz-and like that Djinni, it's not always successful. If a comrade falls, try using both Dow and Quartz on him or har in the same turn. The combination will usually produce a successful result.

LOCATION: SUHALLA GATE

You'll find Shahila Gate after leaving Subalia Desert. (Don't be fooled by the same—the gate is actually a long cliff that connects two areas.) As you well east look for a series of small indenteation in the cliff face. Side down the third indentation from the left to land on a small rock where Dew is welling for you. The startled Dinni will immediately challenge you to a fight.



TYPE: Mars ELEMENT: Fire



Penetrate a single foe's dafenses with a melting blast



ON: LALIVERO

After entering the town of Lalivero, go into the weapons store After entering the town of Lativero, go into the weapons store and use the ladder at the rear of the shop to claims on the root. Jump east to the wall that surrounds the city, then walk west eround the well until you reach the moof of a small, yellow building. Jump east to the pink building next door, then climb up a vine to find forch. The fire Djimi, being a peaceful sort, will join your party without mass or fuss.







SPECIAL POWER: Seal a single foe's Psynergy



Cut a monster off at the knees by removing its ability to use Psynergy. The move has a fairly high success rate and usually blocks Psynergy for multiple turns.

LOCATION: BABI'S LIGHTHOUSE

On the centrance of Bab's lighthease but don't go insided an legal for a gain of some glinks. On show the badies must be be set hand for a gain of some glinks. On show the badies must be be set hand for and woulk to the right-hand piller, then push it at at the way and fine down the ladder Use move on the second column, well north, climb the ledder at the end of the hallway and use Graveton in the push of the ladder of









Bane TYPE: Venus ELEMENT: Earth

HP EP Attack Oelense Agility Luck +12 0 +4 0 0 0

SPECIAL POWER:

Demage and poison a single enemy with nature's venom



Bane's special power is an extremely potent attack that damages an enemy and leaves it personed to boot. The poison inflicts massive amounts of damage each turn, so you'll want to use Bane as early in the battle as possible.

LOCATION: CROSSBONE ISLE

fou could beat Golden Sun without ever seeing Crossbone Isle. The mysterious area is filled with mind-benefing puzzles, shoulous weapons and armor and ene of the most difficult bosses in the or game—and you need the Carry, Catch, Cloak, Frest, Halt, Move an Groval Psynergies to find everything. To reach the Island, look for

Roman Psynongias to find overything, To reach the island, look for a pink termine is inhalis Desert. Done is pickey as up, let it carry yes swoy anticard at deserting it like you did with the other winkinvent. The pink is the pink is a shared of the pink is a shared or the pink is pink is board on it is alardy in the pink is pink in the pink is challenge, since you wan taysias if the puzzle islind rome and declar might you most term before you can eater the Dijm area. Build at temp party, summan year courage and take on Cressbone Isle once, pur've Claimed the other Digm In to your or has the pink is your or you've Claimed the other Digm In to your or has the pink is your or the pink is the pink is your or the pink is your or the pink is the pink is your or the pink is your or the pink is the pink is the pink is your or the pink is the pink is your or the pink is pink is the pink is your or the pink is your pink is pink in the pink is your pink in the pink is the pink is your pink in the pink is your pink in the pink is the pink is pink in the pink is your pink in the pink is the pink is pink in the pink is your pink in the pink is the pink is pink in the pink is your pink in the pink is the pink is pink in the pink is your pink in the pink is the pink is pink in the pink is your pink in the pink is the pink is pink in the pink is your pink in the pink is the pink is pink in the pink is your pink in the pink is the pink is pink in the pink is your pink in the pink is the pink is pink is the pink is the pink is pink in the pink is the pink is



THE CRAFTY COLLECTOR

Here are a few more tips that every Djinni seeker should bear in mind. Collect Djinn as early as possible—they? Il boost your state of and make the adventure easier. Also more that the above list of bijnni is shown in the order that you offer them, but strine Golden Sun offers so much freedom of movement, you can rowesh the order somewhat. For example, you could collect the 18th Djinni, Soroch, at Kalay before grabbing the 15th and 46th Djinn in Vale and Waul: A daff filling, you does attension to whether your Djinn are no. Set or Standby, Many Djinn that you mate fight will run and force you to find them again, so how a few Djinn on Standby so you can sammon a spirit in the first turn of a batter. Alove all, remember the manner of general every more result of the first turn of a batter. Alove all, remember the manner of general everywhere State or the remember of the manner of general everywhere State of the state



E-MAIL US

Advance Wars? Harvest Moon? Starcraft 64? Even more Golden Sun? Let us know what you want to see covered in the next few months. Your general comments about Epic Center are always welcome, too.

epic@nintendo.com

ROGUE SPEAR

2002 Ubi Soft Entertain

PREPARED TO NEUTRALIZE SOME TANCIOS?
THE UPCOMING CHAPTER OF THE RAINBON
SIX SERIES WILL PIT YOU AGAINST THE
SUBVERSIVE TWERPS AND PUT THE FATE OF
THE WIGHT OF THE WARDS ONCE MORE,
WITH A COOPERATIVE MODE ON GAME BOY
ADVANCE THAT MIGHT BLOW THE DOORS OFF WHAT
WE'VE SEEN FROM MULTIPLAYER PLAY IN THE PAST.

Tom Clancy's Rainbow Six introduced new worlds to the N64, both a shadowy world of international villains and a world of gaming that required thinking 20 times before shooting even once. Soon Ubi Soft will continue the saga in the yet-unrated Rogue Spear, with a story just for Game Boy Advance—only one reason to look forward to this thrilling Tak.

from tangos to tom clancy

Both kow what 'ungon' and Nordist from Clancy created work field they've all found now ungo gigs backing up insane the fictional counterterrowine team Rainhow to beat the bad-global political agendas. The cvil mastermind in the latest dies. According so its leader, John Clark—an ex-Nny SEL. game remains to be seen, but you can be this scheming involves who saw the world's ugly undertrolly before leading his new a "Rogue Spaze," a nuclear weapon that is not controlled by one crew—the end of the Cold War put is to of mankens out of of the world's major countries. Nice.







was egge steros, interest tres

COOPERATIVE MODE

The coolest part of this Pak is a multiplayer mode that allows up to three players—connected with Game Boy Advance Game Link Cables—to play



the mission as a team. In other w if your team needs to neutralize the tangos on a balcony, one player can sneak upstairs to pop one from behind, another can shoot openl from the ground floor and a th snipe from a long distance. You'll see one another only when in the same screen space. Truly covert game play.

ADVERSARIAL MODE



shaping up to be an intense experience for up to four players connected by the Game Boy Advance Game Link Cables. Again, the beauty of multiplayer is that yers might be tracking each other in a huge complex, but they'll only hear tsteps growing louder and louder until they first see each other on screen, Major suspense

AROUND THE WORLD IN 15 MISSION

While taking on the missions in multiplayer mode requires suspenseful ver-bal coordination—see our Bad Teamwork/Good Teamwork sidebars single-player mode offers its own difficulties. Both modes follow the same story, one full of beautiful level design. We've gotten a briefing on where your globe-trotting will lead you, but the screen shots won't spoil the surprise.







nother mission leads you into a snow

BAD TRAMWORK

In Cooperative Mode, you can't see your buddies it they're executing their parts of the mission in distant areas, so constant verbal communication can make or break a mission. On our first attempt, we broke our mission into a million pieces. Observe



Gost To resque a hostage held by a room within an ar ned first: We didn't talk kusinges wandered off in

STEVER: "Uh, Dave. I think the hostage is over here." DAVE: "What is this, an Egyptian exhibit?" STEVER: "Hey, dimwit. We don't have time for arty

stuff." DATE: "What would happen if I shot up that

obalisho* STRUKE: "Okay, that's total nonsense. See you later." DATE: "All right, I'm coming. Hey, where ere you?"



What happened next After lots o yelling at each oth we finally stumble across each other. wasn't a pretty scene, and Stew nearly wet his pant

DAVE: "Are you near the Annhie frescoss?" STEVEN:"I dunno, What does Anubie or freecoes mean?" DEFE: "The dog-headed wall paintings, idiot."

STEVEN "I'm near . . . wait, I hear bad guys coming Footsteps!" "Ride for e while until I get there."

STEFES "I can't, We's right there. I'm shooting!" DAVE: "Someone's shooting at me, tool Wait, it's you



couldn't agree which and barned right or results were pre dictably idiotic and

STEVEN: "The door's wide open down here. I'm going in." DEVE: "There's another door up top, Come up here." STEVEN: "I'm inside! There's a guy next to the hostage!

BAYE: "Seer, don't panic, Set out of there, Betreut! STEVEN: "We can't retreat. Be'll aliminate the hestage!

"All right. I'm coming in shooting! STEVES: "I'm come . . . and I think you moved me down!

CHURACTER COLUMN

Rogue Spear offers four character classes, each of which has important strengths that are useful in specific missions. While Assault operatives bring well-needed firepower to most missions, the others have their special uses.

COMMIT DECORATIVE



Equipped with medium armor, an assault rifle, pistol and tango-blinding flashbangs, the Assaul operative is perfect for rushing into an enemy-occupied building and quickly rescuing, bostrages from an armed group of tangos. Assault operatives have also got strong health and speed, which makes them part of your frontline strategy.



DEMOLITION OPERATIVE



Protected by the strongest armor, the Demolition operative totes the most explosive power of the group, carrying frag grenades, a demolitions kit and a shongun — along with a standard issue pixel just in acc. Wils foir suggests that the best use for the Demolition operative is to prop him up in the front of any team, because of his strong health and armor.



RECON OPERATIVE



The Recon (short for reconnaissance) operative possesses the high stealth and speed to go behind enemy lines and get the sneak peck at tango operations that are critical for planning a mission. Recon operatives are equipped with light armor, an electronics kit, a submachine gun and a pistol. His heartbeat sensor dues the team in on nearby tanges on the mission map.



SNIPER DPERATIVE



Plan to cover your back with the Sniper operative, who has high aiming and stealth skills. You'll be able to use a Sniper in external environments or buildings with large interiors to make the most of his very long-range shooting capability. Sniper operatives will be equipped with light armor, a pistol and, of course, their essential sniper rile.



BUILD THE PERFECT TEAM

Missions can succeed or fail based on whether you can assemble the perfect team. In every single-player mission, you choose a new set of four operatives and control the front one. Sounds like a good idea to take in at least one Assault guy, unless you've got mission orders not to shoot. And because the Recon operative carries that heartbeat sensor "radar," you should take him along on all missions, too. A team of four grenade-lobbing Demolition dudes? Big trouble.

One player. Four operatives. How's that going to work? The game has imiqued team control. You'll directly manuary at the frontmost operative of the group and the rest will either follow behind him or follow his individual orders.

When he perishes, you'll assume control of the accond-position operative.

Whoever's leading the group has several important control options.

FOLLOW THE LEADER



Though your men are always or autopilot—firing when it's wise sniping when necessary—they'll follow you in a line wherever you go. That's why Ubi Soft says you should put your Sniper in the rear, where they'll be protected from frontal assaul watch your back.



Another methal of team control is to disengage from the group and leave them standing where they are. The technique will be useful hen scouting ahead to see what kind of threat is coming, rather than discovering it with e conga line in tow then making an unwieldy retreat.



Once you've disengaged from the whole team, you can walk up to specific operatives and pick up just that one. Let's say you're an Assault guy and need another Assault operative to help you rush into a hostage situation. Pick up just the one-he'll follow you into the crisis situation.

TEAM PINPOINT PLACEMENT



Using the above techniques, you can spread out your operatives. Let's say you hear a tango ahead. You could drop your weak Recon guy off out of harm's way, position your Assault man close by, stick your Sniper at a vantage point, then draw the tango into your strategic spiderweb.

GOOD TRAMWORK

After our pathetic first attempt to rescue the hostage in Cooperative Mode, we played through a few more times and eventually realized that one person had to be the leader, taking feedback but ultimately calling all the shots clearly, coolly and descriptively. Eventually, we got our game down and won the day.



Mission: After six attornets it's still to rescue a hostage held by a tango in a small mom within an art museum, What happened first; Dave coordinated the move through the

"Stay put until I give the go-code 'slphs." STEVER: "You scouting shead? Okay, roger that, I'll stay at the obelisk."

DAVE "Wa're clear. I'm coming back." STEVER "Sorer that."

DAYE: "Go alpha. Follow me through the gallery." STEVEN: "I'm reloading my machine gun. Just in case it gets really ugly." "Good. There's the room. We enter vis the



Botton."

DAVE

next: Dave furthe discussed the roo mak-instratory then followed esults, though Steven still nearly

"Don't make noise. We'll eliminate his hostags." STEVEN: "So no shots until he's in our sights."

DATE: "We won't have time to both use manual tergeting." STEVEN: "I'll menual-target, You charge in." DAVE: "Good plan. Oksy, 3 ... 2 ... 1. Gol"

STEVEN: "I'm teresting, I'm teresting! Tenco down?" DAYE: "Yep, hold your fire. Hostage safe and sound."



tion zone, which is largon for where you take a hostage for

STEVEN: "I've picked him up. He's following me." "We're becktracking, but someone might have beard.

STEVEN: "You scout, We'll trail you from a distance." DAVE: "Good thinking. Okay, this gallery's clear."

STEVEN: "Extraction point should be just shead, right? STAGE "There's the door! Mission completed, Hostage

GAME BOY ADVANCE | TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR | 129

COLB OF OR THE ROTTERS CONTRACTOR

Sound is a critical part of the espionage-heavy Rainbow Six series, and Ubi Soft is planning on delivering the strategic component of game play to the Game Boy Advance, very a saying that use of headphones will maximize the strategic experience. From what we've heard we far, it sounds inke they re d livering the sonic suspense. We'll definitely be wearing headphones and turning up the volume to stay to steps shead of tangos.







INTENSE SUSPENSE

We can't wait until we can lead a few friends through all the missions when Rogue Spear is released in March. It's going to look odd to outsiders, seeing three frantic multiplayer operatives-plugged into their connected Game Boy Advance systems and headphones suddenly breaking into heated discussion at the sound of approaching tango footsteps. Between that and an engaging single-player mode, this is one Pak to keep in your sights, *



TUTU UUTUR 94

TALKING THE TALK

Rogue Spear is filled with Tom Clancy jargon from his covert world of secret missions. Ubi Soft armed us with some useful explanations.

ALPHA, BRAVO, CHARLIE AND DELTA "Go-codes" used by a leader, chosen because they're

easier to tell apart when heard.

BREACHIM Breaking into a room by blowing a door down. In Roque

Spear, it's done with a shotgun blast.

Describes a team action made to eliminate all the threats in a room.

Damage to the environment or other people that isn't

necessary to achieve mission objectives Close-cuarters battle-cramped indoor combat often

involving hostage situations.

A meeting after a mission in which team members find

out how well or poorly they performed.

Where the team brings hostages to have them taken out of the dancerous situation safety.

Hostage rescue team. This is core to most Rainbow missions in Roose Spear.

The spot where the team begins its mission, usually

the most strategically sound spot to start.

The collection of items carried by an individual operative that allows him to complete chiectives.

Phrase the team uses when another team member is

Short for "reconnaissance mission," in which operatives must not fire upon or be seen by the enemy.

The list of available operatives from which a team can

An attachment for some weapons that reduces the loudband heard when a bullet is fired.



A sassy half-genie snaps her magic ponytail of justice in WayForward and Capcoms magical adventure for Game Boy Color.



When the lady pirate Risky Boots, cutie-meanie of the seven seas, steals a steam engine to further her career, the fate of the world depends on one slightly underpowered half-genie named Shantae. The harem-pants-wearing hero has a lot of work to do in her huge adventure.



The story starts with a cannonball smashing through Shantae's employed as the town genie, you'll have to run and jump to avoid roof. As you guide Shantae to Scuttle Town, where she is many more cannonballs before you meet up with Risky Boots.

Pirate ATTack Dock Block



where the projectiles will land. Run or pause to avoid the attack. 132 | NINTENDO POWER | VOLUME 153



the cannonballs will break holes in the dock. Jump over them,



Breakdown

At the end of the dock, the structure will begin to crumble. To run hold down B as you move right.



After you hit the green grass, a larger cannonball will land, Inside is the lady pirate, Risky Boots.



Small pirates will emerge from big cannonballs and other places Whip them with your ponytail.



In the flaming part of the city, the pirates will jump out of barrels to attack you. Whip them.



Gettin Steamy Risky Boots makes off with the steam engine. Mimic, the engine's

creator asks Shantae to help.













SCUTTLE TOWN

Save Room

Shantae feels a little guilty about Risky's attack on Scuttle Town. she's only half genie. She vows to take down Risky Boots, but She's the town Guardian Genie, but she hasn't told anyone that first, she's got to suit up for battle in her hometown. ITEM Show



Shantae can take a hot bath to reuvenate her tired muscles and regain health.







Fallen enemies drop getts

chase weapons and items.

Use your wealth to our-



earn the ability to warp. There are five difficulty levels of dances you can try in the Dance Parlor. You must bit the buttons at the right time in the rhythm game to earn getts. The higher levels are very difficult. Try for perfect scores on the lower levels to get big

bonuses most easily.



GAME BOY COLOR | SHANTAE | 133

genie iburneu (

After you've earned gems and stocked up on items in Scuttle Town, head right from Scuttle Town's gates to start your journey

to Water Town. The map below shows the difficult path through mountains and waterfalls, where you'll climb and descend.



Arrows from The Sky







drop lots of pems and hearts. You

can run past them if you wish.



arrows. You can run past them without incident if you time it correctly, or avoid the arrows then hit the enemies when they return to the ground.

Soiders Falling Snakes



One-eved spiders drop from the trees and shoot yellow balls of venom. You can whip them at any time.

Any area with holes in the wall will occasionally pro duce annoving little snakes Crouch to whip them.



You'll need to run and jump to the ledges and plants to climb up and move down the mountains safely.



Water Logs

in between the mountains, you'll find small logs you can use to iump across the

ar that will add a heart to your health meter. You can't reach it yet. Jump Across



Cross the mountain with multiple waterfalls at its too by jumping across the

Once you reach Water Town, head to the Save Room to record your progress. Be sure to visit every room in town to learn more about your mission. When you visit the Firefly Shrine, you'll discover that you must try to collect 12 fireflies that come out only at night. In Bolo's Gazebo, you'll learn that you need to head to the strange fountain you passed on the way to Water Town, Bolo will meet you there, but you'll have to get back to the fountain on your own.

Bolo's Gozebo

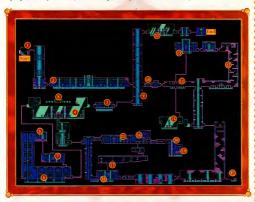


Fire-By Shrine



Leave Water Town and head left, back over the mountains, tak- will open the fountain for you. You might want to visit the save

ing a slightly different path dictated by the cliffs and ledges. Bolo point left of the fountain before you start the level.







Smack the grill in the upper right of the first room to make your way into the fountain.

Don'T GET All WET!



Attack the little round enemy before you reach the first platform or after you're already them. Blue enemies will pop up out of the water. Smack them with your hair or wait until they return to the water to continue.

Water Creature



Attack the watery creature with your ponytail as quickly as you can. If you're fast enough, it won't attack.





Moving Platform Challenge



can open with the key.





active.











Mad Dash







Warp Squid.



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Move ITE









The genie will teach you a dance that allows you to turn into a morkey. Hit Select to start the beat, then perform one move of the dance every time the note and the first star light up. Use your monkey powers to leave.



Savid Baby

Monkeys can jump higher and climb better than half-genies can Pick up the sould, then continue left and up



Fight Two Guys

Try to corner the water creatures so ou can attack them at the same ime. Defeat them to continue.

The Eve Has IT MB

The monster guarding the fountain's ancient relic, the Drib ble Stone, is very tough, Practice your dance before you

HIT The Eyeball Eye Line



briefly then roll along the bot-tom. Jump over its eye.



When the creature turns into the sysball above, quickly turn int the monkey then climb the wall to avoid the rising water. Drop the mankey then climb the wall to avoid the rising water. Drop back to the ground and chonge to Shantae to continue the light

After you defeat the sea creature, you need to reach Oasis Town, which is left of Scuttle Town. However, while you're still close to Fighter's Boot



When the sea creature st

whack its eye with your hair. Don't hit it with anything elsel



Save up 300 ne Fighter's Boot, which gives Shantae m upwerd kick. ouble-tap Up to perform the San Kick.

Water Town, you might want to return to the city and buy some of its famous goods before you set off for the desert. Fighter's Soch The Fighter's Sash gives Shantae a





-genie-dus

Many brilliant adventures await players savvy enough to pick up this Pak. Shantae dances her way through dozens of clever puzzles and difficult dungeons on her enemy-laden journey to defeat Risky Boots, Developer WayForward (Wendy: Every Witch Way) proves that great things can come in GBC packages with this enormous, challenging, complex and entertaining game. 8





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Coshier instructions: Welfy product qualifies Scan causes bar code. Scot product har code. Highlight axolfed from Pless Tern Modify! Pless Term Depart " Press "Tob " Enter "500" and press "Enter." White









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TITLE WAVE

ESPN GREAT OUTDOOR GAMES: BASS 2002 INSPECTOR GADGET:

INSPECTOR GADGET: ADVANCE MISSION MONSTERS, INC. PLANET MONSTERS
SALT LAKE 2002
SHEEP
RESIDENT EVIL GAIDEN
YU-GI-OHE DUEL MONSTERS:
DARK DUEL STORY





ESPN GREAT OUTDOOR GAMES: BASS 2002

You can pull in a tropby or talk about the one that got away when you hook up with ESPN Great Outdoor Games: Bass 2002 from Konamal. When you get the right mix of locations, turns and trolling tethniques down, you can bring in the basts by the boatfoad. Practice with Free Fishing Mode, then take on a rournament or challenge another Bass 2002 player to a linked match using a CBA Game Link Cable. We of 6284 and few to Game Pals.







The travel diagram for each lure shows you the lure's optimal movement pattern. With the right moves, you can match the pattern, build up the API meter and make the lure attractive to fish, When the fish takes the bat, you can real it in with the right A Button finesse.



The only way to catch the big list is to use the right lones at the right locations. Experiment with different combinations and tune as you go. Before you know it, you'll have a Live Well full of catches



You can select any fishing location from the start in Free Fishing Mode. You'll start at a preset location in Tournement Mode. If you want to move, pause the game and choose the Move Location selection.



Casting is quok and easy. Press the A Button once to pull back and start the power meter. When the power meter reaches the desired strength, press A again to send the lare flying.



You can change lures before you cast your line Press the B Button to bring up a rotating list of lures. Lure selection is crucial. As you look at each lure, study its travel dagram for movement pointers.







POWER PLAY When you need to reach a high ledge, Brain should be your character of choice. Switch to the day and double-jamp. If he reaches the edge of the ledge, he'll grab out oit and heag until you instruct him to pull himself up.



INSPECTOR GADGET: ADVANCE MISSION



When Dr. Claw hatches an evil plan, there's only one thing to do-call on Inspector Gadget and his team of crime stoppers. The insidious doctor has placed Mad machines in five locations worldwide. It's up to you to take Inspector Gadget, Penny and Brain on the road for some sidescrolling, Mad-smashing action to stop Claw's plans.



Of the three playable characters Inspector Gadget is the one most capable of clearing away enemies. Tap B to smash them.



wear a disguise. Brain can walk among them as a penguin, but the penguin can't jump.



Inspector Gadget's dog, Brain, is the best iumper of the traveling trio. He can fly high and go far with his double jump



shot abilities. In the Statue of Liberty, for example, a special item will allow you to float up.



When you drop into the water, you'll want to switch to Penny She can swim and dive for buried coins and treasure









MONSTERS, INC.







launcher to stun the agents of the CDL They won't go away, but they will leave you alone for a few moments.



Smash the crystals with your roar attack, then send roars and laughs n Randall's direction



area by pressing the Select Button Candy, door pieces and other items are shown in every room that contains them





You'll use the door pieces that y have collected to reconstruct Boo's door. Rotate the pieces using the L and R Buttons and place them into the holes.





NBA JAM 2002







POWER PLAY



You can execute a dunk with a tap of the A Button, If you're shooting from downtown, hold the button momentarily. then release.



If you want your computer-controlled opponent to shoot as soon as he receives your pass, press Up on the Control Pad as you release the ball.



Horse Morie challenges you to match opponent. Button instructions at the bottom of the screen will help you jam it.



NBA Jam 2002 includes the home courts for every NBA team, along with two cement courts; on the beach and on the street.



Players rate in four skills categories and carry an overall rating. You can select your players at the beginning of every quarter.



In Jam Mode, the court will have hot spots and power-ups. You can enhance your player's abilities by finding power-up icons





standing wins.

PLANET MONSTERS A comet has collided with the sun, and humans have mutated into wacky block-kicking mon-



sters in Planet Monsters from Titus. The post-apocalypse has never been more cheerful than in this puzzle-oriented action game. Take on mutant human opponents and more dangerous enemies in eight worlds and more than 40 levels. The last mutant



POWER PLAY



The radar in the Inwer-right corner of the screen shows the basic location of your opponents Find them, then hit them with blocks.



The only way to knock percepts out of the arena is to hit them with blocks. Cut off their routes and set them up for a block barrage.



Power-ups give you special abrities. Clocks freeze all enemies. Guns stun their targets and springs allow you to jump over gaps.



You'll walk the rainbow road from one world to the next. There are eight worlds in all pach with five regular lev els and a boss level.



When you find all of the letters that spell MONSTERS then beat the boss, you'll tinue after all of you lives are gone.



The only way that your fellow combatants can hurt you is with blocks. Other level enemies can hurt you with direct contact





SALT LAKE 2002



The torch has been lit and the games are about to begin. Ubi Soft's Salt Lake 2002 takes you to the Winter Olympics for six gold medal events. Up to four players can compete with no additional GBAs or Game Link Cables required.







Wait for the wind to blow with you before you take off in the ski umping event, and stay centered when you're in the air.



With good timing, you can build the power meter at the start of the downhill skiing event and fly to the goal at top speed.





a succession of misses Slow

down and correct your path.

The key to success in the sking

Balance is everything in the two man bobsleigh event. Watch the racing line inflicator and keen the dot in the center of the ring

SHEEP

slalom is control. Build up speed f you can, but not so much that you miss gates.



or face disqualification. A few bad turns will send you packing.



your score will be



POWER PLAY







When you get close to a sheep and press the A Button, you can pick it up and carry it. You'll find that it's the only way to take a sheep over a grate.



When you pause the game, you can look at a map and learn the location of any stray sheep in the area. You can also look at sheep status.



Tractors electric fences and other farm hazards can thin out your flock. Avoid the hazards or find a way to turn them off.



If you collect all of the golden sheep over the course of several levels, you'll jump into a flock building bonus stage



The several types of sheep vary in their willingness to coop erate with you. If you lead more independent sheep, you'll earn bonus points.







RESIDENT EVIL GAIDEN

In the first of a wave of Resident Evil games to be released for Nintendo systems over the next several years, bio-organic weapons have taken over a cruise ship. Capcom's Resident Evil Gaiden for Game Boy Color focuses on

operative Barry Burton's attempts to thwart the evil plans of the Umbrella corporation and their army of zombies. The same features tension-building zombie encounters and a targeting system that tests your aim and timing.



POWER PLAY reticle so that it covers your ter-get. When you relense the button combat will begin.



u never know where you'll find a helpful Item. When the green alert icon appears. search the objects around you to discover a chie. a weapon, an herb or ammo.



icon moves to the left and right. When the icon covers your target, press the A Button to score a bit A deadon hit causes more damage give you room to move.

When a zombie grabs you use the Control Pad to wriggle out of its grasp. If you move quickly, the zombie will take soveral steps back and







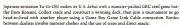
When you press the Select Button an interface screen will display your current health status and your inventory of items, weapons and







YU-GI-OH! DUEL MONSTERS: DARK DUEL STORY



















out monsters with high Defense factors from the start to establish a strong front line.



To the victor come the spoils in this case, you will earn cards and card



When you win a card examine it closely and decide how best to use it in your next duel.



opposing duelist's mon-

When you collect card parts, you can put toget er cards and build a better dack



AREN

ARE YOU

CHALLENGE

If you're a plucky Pikmin fan, you'll give a green thumbs-up to this month's Arena Challenge Blast off for Pikmin's Challenge Mode, then set down in the Distant Spring to spend a full day of beastie battling and Pikmin picking. The area features two puffstools and a pearly clamclamp, so you can easily harvest a bumper crop of 110 Pikmin. To reach the nearl, you must build two bridges. You'll need blue Pikmin to build one of the bridges, so work on boosting your blue team

DIVMIN'S CHALLENGE MODE

STRENGTH IN NUMBERS

THE DISTANT SPRING







CAUTION: TWISTED CHALLENGES AHEAD

so it can quickly unroll the walkway leading to the valuable pearl. If you manage to crank out a large population of Pikmin in the Distant Spring, snap a photo of your Challenge Mode

Keep sending us the craziest and toughest gaming challenges you can think of-maybe you'll see your Twisted Challenge in Arena. We'll send you a Nintendo Power T-shirt if we print your suggestion. The Twisted Challenges are just for fun, though, so there's no reward or scoreboard ranking for players who manage to pull off the feats of fancy-such as this month's Desgon Warrior III Twisted Challenge, If you want to try the DWIII challenge, start off by leaving Aliahan without recruiting any companions from the local tayern.

What's the smallest amount of money you can finish with in Luioi's Mansion?

- LUIGI'S MANSION FOR NINTENDO

How far can you get through Dragon Warrior III for GBC without using a party? - DRAGON WARRIOR III FOR GAME BOY COLOR

In Batman Vengeance for GCN, can you finish the Batmobile Chase without driving into any of the

plant bombs? - BATMAN VENGEANCE FOR NINTENDO GAMECUBE

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CAMECURE

Seza's ChuChu Rocket for GBA stars cats and mice, but you can replace the critters with some of Sega's other popular characters by using the game's Let's Create a Character Mode. Refer to the picture grids below to create a Super Monkey Ball or Sonic the Hedgehog theme for your game. To soften the edges and add dimension to your creations, select Color then edit your palette. By adjusting the amount of red, green and blue in your colors, you can create subtle shading effects. Once everything's picture perfect, save

your characters—the upper save slot replaces the mice while the bottom save slot replaces the cuts



Aiai the monkey can chase bananas, and Sonic the Herbehoo can chase rinns in ChuChu Rocket. Re-create the grids on the right in the name's Let's Create a Character Mode

CUSTOM CHARACTERS

line		Characte
Soni c the Heckehos	建建建设	1
Banana	100	Charact
fiai	6655	2
Sonic the Hedsehos	WELL BOTH	Characte
Soni c the Hedsehos	医非压力	3
	1	Charact
		4

To replace the cats and mice with the characters you've created, select Dotions from the main menu then choose Character.







The game refers to each frame of character animation as a box. For some frames you'll need to reuse an image. Copy the picture, then paste it into the appropriate box to save time.

9 YOL. 152 ANSWERS: Pokémon Puzzle Lesgue

Puzzle 2: C3 ↔ D3, C3 ↔ D3 (while the first move is in motion)

SONIC THE HEDGEHOG



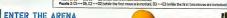


DOTES | 6 3









Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of your photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NPT-shirt. Entries must be received befor March 4, 2002.

Puzzle t: C7 ↔ D7

THE NUTS & BOLTS

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ARENA | 147



POWER GUIDE TO THE LATEST RELEASES

京文章 EXCELLENT 女女女女 GREAT 女女女 GOOD 女女 SO-SU

NBA COURTSIDE 2002

The first basketball game to bounce onto the GCN was made exclusively for the console, and Nintendo has redrafted Left Field Productions-the creator of the series for the N64-to guarantee that NBA fans get the hardwood hit they're after. With NBA Courtside 2002, the developers at Left Field prove they've got game, and they've stuffed the hoopster with loads of realism. The complete roster of all 20 NBA teams has been painstakingly designed with detailed face-mapping and accurate body types (right down to Allen Iverson's tattoos), so there's no mistaking who's playing. On the court, realistic simstyle action dominates Quick Play and Season Modes, but the true-to-life game play is never so complex that it slows down the action. Innovative

use of the C Stick enables you to pass in one direction while you can use the Control Stick to move in another. You can call one of 11 defensive or 22 offensive plays in an instant, and you can pump up the jams, pulling off sweet fakes and steals when you've filled up the Adrenaline Meter. In addition to the five-on-five fun, you can play

Skills Mode's 3-Point Contest or go for in-yourface street b-ball in Arcade Mode. The three-onthree games played on the rooftop court feature Hotspot shooting zones worth bonus points, and the mode's supercharged physics and over-the-top action make it seem like you have NBA Jam as a

minigame. With great sim style and arcade jams, NBA Courtside 2002 nets the best of both worlds.

COMMENTS: Alan-It looks incredible. The bad points? They increase the difficulty by ramping up the opponents' shooting percentage, Scott-In real life. not even Kobe makes every shot, George-Smooth animation and great action make it fun for any fan.



COURTSID

• 1 to 4 players





ATMAN VENGFANCE

Jbi Soft has created a Batman experience as rich as Bruce Wayne. Sure to brighten the days of Dark Knight fans, Ubi Harley Ouinn, Mr. Freeze and Poison Ivy, you'll

Soft's Batman Vengeance is a heroic triumph for comic-based games, deftly blending the seething cinematics, brooding feel, beefy action and art deco stylings of the WB animated series.

Batman Vengeance boasts over 40 minutes of beautiful 3-D cut scenes that'll knockyour Bat-socks off, and Ubi Soft has added plenty of substance to the style. The game features secret cheats to find and combo-activated attacks to earn, and the 23 levels sport varied game play ranging from hiff-hong-new fisticuffs action to hot pursuit in the Batmobile to brain-bending puzzles (the truly innovative Netwire Puzzle plays like a futuristic Rubik's Cube). Through a series of intertwining capers starring the Joker,





COMMENTS: Alan I love how much this game looks like the cartoon. Scott-The cinema scenes are all the motivation you'll need to play this game, Jenni-It seems like the cruddy camera angles were borrowed from the '60s TV show, but mostly this is a fun little adventure



• Ubi Soft • 1 player

NU STATE cente of the de 如東京東京



CEL DAMAGE

Buckle up for a head-on collision with cel-shaded animated mayhem. Though its smash-'em-up setup is sure to make EA's demolition derby a multiplayer fave. Cel Damage's big claim to fame is that it's the first cel-shaded game for a Nintendo console. For those not in the know, cel shading is a graphical effect that mimics the look of cartoons-right down to their flat colors and black outlines. Cel shading was first introduced to gamers in Jet Grind Radio for the Dreamcast, and the GCN's first taste of the art form will make players feel like they're cruising through a Gorillaz music video. The wonderful graphics and bad-tothe-bone character design gas up the game with gallons of attitude, but some might aroue that the game's cel shading is merely a gimmick that gives a cartoony paint job to what is otherwise Vigilante 8.





Miles ahead of V8 in the zany, frenetic action department, CD shifts the hit-and-run fun into overdrive by putting you in a pack of seven drivers who can wield 34 different weapons. The fender-bender's 12 areas are conveniently small to maximize your run-ins and tighten up the unrelenting action, and the pedal-to-the-metal thrills are always chaotic. Regardless of the mode you play-Smack Attack, Flag Rally or Gate Relay-the energetic action often gets too fast and furious to keep up with. But it's that over-the-top excitement mixed with the game's tight steering, funky look and groovy tunes and EA's "stretch and squish" physics

engine that makes Cel Damage a wild ride.

COMMENTS: Scott-The action is intense, especially when you can be clobbered at almost any moment. Jason It's fast, wild and brainless-to survive, just drive in circles while attacking like crazy. Alan-The courses are too small for the type of frenetic game play it offers. George—Pure loopy fun



• EA 2 • 1 to 4 players



ESPN INTERNATIONAL WINTER SPORTS 2002

Stay cool with Konami's 10-event sports extravaganza. isn't as freestyle as it should be since you can

Button-mashing decathlons like ESPN International Winter Sports fall into an unusual subgenre of sports games, since they tend to highlight timing and rapid-fire button tapping rather than technique specific to the event. In the Moguls event, for example, you don't have to worry about steering along the fall line-you'll automatically find the perfect path between the bumps by tapping L and R alternately in perfect rhythm. While it may not convev the sensation of the event. Konami's test of dexterity will please fans of rat-a-tat tapping.

For gamers who want more control, the Downhill, Slalom and Bobsleigh competitions are good bets, because they give you the freedom to swerve and steer wherever you see fit. The Halfpine event



entertainment and dig games that test your motor skills, you won't be left cold by Konami's decentlooking mishmash-you'll be cool with it. COMMENTS: Andy-Until we get PaRappa, I'll be playing the Figure Skating event nonstop. I felt so . . . graceful. Scott-The play control in some events tries to mimic the physical experience of the real event. Unfortunately in many

cases, the Controller functions are just awkward and unintuitive

bust out only the combo that appears on-screen.

The action freezes to display the required trick,

so the stop-and-go setup might disappoint fans

of fast and smooth stunt games like SSX Tricky.













SMASHING DRIVE

Hit the streets and everything on them in Namco's reckless racer. Crazy Taxi paved the way for insane cabbie games, museum shortcut, speeding across a passing

but the third taxi racer to hit GCN shares little in common with the drive-and-deliver setup of the Sega game, Like Crazy Taxi, Namco's Smashing Drive gives you the keys to a virtually unstoppable cab that can plow through traffic and bounce cars in the air like they're toys. From there, the similarities end-Smashing Drive owes more to San Francisco Rush because it sends you on a reckless race down city streets stocked with outrageous shortcuts.

The Risky Routes are the highlight of the game, and you can smash through buildings and launch from makeshift ramps to find score-boosting bonuses hidden in the levels. Cool detours include crashing through glass-encased exhibits in a



COMMENTS: Scott-Smashing Drive goes even further than Crazy Taxi in the destruction department. Alan-The graphics are pretty subpar and there's not nuch game here, but it's a total blast while it lasts, Jenni-This easily has the worst in-game music I have ever heard.









OARK SIIMMIT

Snowboard on a mysterious mountain in THQ's chiller.

Turning snowboarding into an objective-based adventure, THQ is taking stunt gaming to uncharted regions, and one of those places seems to be the Twilight Zone, Dark Summit's eerie tale unfolds on Mt. Garrick, a one-time haven for boarders that's been turned into a restricted area by the shady authorities who have something to hide. As you shred, flip and iib on your board using the simple trick system, the snow won't be the only thing giving you the chills-THQ has successfully created a mysterious and paranoid atmosphere. Spacey lighting and top-notch sudio, including moody music and stern warnings echoing from the

intrigue. To reach the summit, you must complete



mission objectives, such as finding a bomb or













ening on top of it. Andy-The control felt floaty at first, but it made sense the more I played. Overall, I didn't want to stop playing. Scott-The tricks are fairly easy and the control is solid, if not quite as realistic or spectacular as SSX Tricky.

COMMENTS: Alan - You don't feel like

NFL OB CLUB 2002

in the club for sim football action and quarterback challenges.

Charging shead with gridiron gaming for GCN, Acclaims NFL QB Club 2002 boasts helmetrattling action starring hundreds of players from all 11 pro football teams. For the same's on-the-field modes-Practice, Exhibition, Season, Play-offs, Simulation and Quarterback Challenge-NFL QB Club 2002 arms you with many moves to justile. including fake-outs, dive tackles and stiff-arm shoves. The sim action's bulked up by variable weather, dual commentary, over 300 play combinations to call and real-time field deterioration, but what really sets QB Club apart from other NFL games is its exclusive Quarterback Challenge. In the unique competition, you can play as a current OB or as a hero from the past, such as John Elway or Dan

Marino. The retired players will join your rosters if you score big in the challenge's long-bomb contests, accuracy tests and other trials of pigskinpassing prowess. For high-pressure fun, Simulation allows you to set up situations to see if you can score. In General Manager Mode, you can trade players or build your own character from the cleats up. The modes are nice, but they're not as slick, smooth or deep as the ones in Madder NFL 2002. If Madden was too complex for you, QB Club's basic action might be the NFL game to tackle.

COMMENTS: Scott-The dropped passes were just inexplicable. You hit the receiver right on the numbers and he drops the ball. At times, the animation skips frames, making the game look ierky. Alan-Madden is far and away the better game. QB Club has shoddy graphics, iffy play control and a tiny list of options and modes. George-While it doesn't have the complexity or polish of









SUPER MARID WORLD: SUPER MARID ADVANCE 2

Revisit a world of tried-and-true Mario fu

Over to seam since its release on the Super NIS. Super Maio Word resultation on GRA, and the classic Mariosease action that has become the standard in side-scrotlers in well worth rediscovering. Super Mario Word was the game that introduced afford the side of the side o

and the 2002 version of the game gives you the new option to explore Super Mario World as Luigi. Mario and Luigi handle differently, and you can use the siblines concernitively or competitively in the

the siblings cooperatively or compectively in the untilplayer version of the srade hit, thino flows Up to four players can join in the Koope-felding action, and the multiplayer mode is Game Link compatible with the Mario Bros. Mode in the original Super Mario Abarue (the multiplayer versions are identical). After all these years, the big adventure and arcade smash still lobel up, and playing them will remind you why Mariol's a star.

COMMENTS: George-Super Mario World was



simultoneously

Game List compatible
(Single- and Multi-Fels)

Compatible with Super
Mario Advance

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New 克克克力

Sense 克克克力

Sense 克克克力





the best side scrolling action game of all time when it was released over to years ago, and it still is the best today, and it still is the best today.

Jenni—Super Mank Werld is a brilliant platformer, fall of all the things the world loves the things the world level design, excellent challenges and tricky acress.



SONIC ADVANCE

The hyperactive hedgehog finds a new home.

Some the Hodghong in colorbuming his order anniversary, and the constrols in even more memorranes are used to the control in even more memorranes on a Vintende guarte representation of the vintende guarte representation of the vintende guarter guarte

a new home.

The graphes are colorid and look as sharp as the spikes on the harmed leoghy, bead, and the spikes on the harmed leoghy, bead, and the public aphabal machine, and, quite firingly, you'll find yourself fispering and ricochesing like a house line. The public aphabal machine and public aphabal machine and a second public and adventure, since it almost finds his you're applies adventure, since it almost finds his you're applies and are consistent of the public adventure, since it almost finds his you're leading time play, you can hatch a Chao critter and naise it like a remained public you withings patherms. For extending the public and the control of the public and the public a

pick up this surefire hit fast. Lightning fast.



THORS Mousely
 to a payers
 simultaneously
 Game Link compension
(Single- and Musti-Pak)

**** **** **** ****







COMMENTS: Jenni—The different characters change the game play so much it's almost like adding levels to the game. Jason—This is classic Sonic turbo-changed action set in well designed side-scrolling worlds.

SHANTAF

You'll dream of genie games thanks to Capcom's top-notch adventure.

Developer WayForward Technologies has consistently created first-rate Game Boy Color games, including the RPG-flavored stunt game Xtreme Sports, and the superb supernatural side-scrollers. Wendy: Every Witch Way and both Sabrina games. For Capcom, WayForward continues its impressive tradition with Shantae, a must-have adventure that is more difficult, ingenious and exciting than its charming graphics might lead you to believe. Simply getting to the first dungeon in one piece is tough!

As Shantae, a cenie in training, you must traverse treacherous overworld areas teeming with monsters so you can explore nicely designed dungeons stocked with difficult enemies and even harder puzzles. As you free trapped genies, you'll learn combo-

activated dance moves, which will transform Shantae into various creatures. As a monkey, she can climb to places that were previously unreachable. while her elephant form enables her to ram barricades. Dance moves also figure into Shantae's rump-shaking minigame, which is an irresistible rhythm challenge. The rough-and-tumble platformer features plenty of items to collect, keys to find, moves to learn and goodies to buy, and the energetic game shines with inspired level design, quirky characters and snappy dialogue. WayForward and Capcom have unbottled a genie who'll rub gamers the right way, and Shantae grants what action and adventure fans have been wishing fora truly difficult game that never fails to be fun.



Secret character and-mode available when played on GBA





ESPN GREAT OUTDOOR GAMES: BASS 2002

• 1 to 2 pla



A great catch for fishing allcionados, ESPN Great Dutdoer Games: Bass 2012, enic Lindway gamers with its wonderful sce-nic Lindway gamers with its wonderful sce-nic Lindway gamers with its wonderful sce-nic Lindway gamers with a scenario gamers of cough challenges, too, and you'll have 30 lakes to latch, 15 forth is used that a sensitive of Visua or latch, 15 forth is used that a sensitive of Visua or latch. ows off how real the fish look and behave, and the addictive game will have many falling for it hook, line and sinker.

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SPECTOR GADGET:







The humbling, gizmo-enhanced detective from the '50s animated series stumbles se play as Penny or Brain. Eac unique abilities, so if you like

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NBA JAM 2002

· Acclaim/32 Megabits • 1 player • 6 modes





Shoot for NBA Jam 2002 if you're looking Short for IRBA fam 2002 if you're bloking for arriad action, monster jums and two-en-two b-ballin fun. Acclaim his the hardwood with over 400 NRA players, and they all beast signeture and special mores. Superhood accorded effects and fact, single-re-fire action is sooned effects and fact, single-re-fire action is could effect and fact, single-re-fire action is considered and fact actions and fact actions and fact actions are actions as a single-re-fire action in the single-re-fire action is action of the single-re-fire action in the single-re-fire action is a single-re-fire action in the single-re-fire action is action. UN RESERVE

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PLANET MONSTERS

· Titus/32 Megabits • 1 to 4 players simi - Multi-Pak Game Link



In Titus's far maze g-me, you show and sales the Books that form a mize as they side, it me storling senders. The concept is the sales to be storling senders. The concept is the sales to be sales to

more than the short nonce of the th JASN 全全全全 8000 倉倉倉倉

SALT LAKE 2002

• Ubi Soft/32 Megabits 1 to 4 players alternating • 6 events



The "Official Vidao Geme of the Olympic Winter Gemes" features 50 countries but on read at theired and as events. Up to four players can take furns competing in the Ski Jumping, Carling, Downhill Skiller, Boutsleigh, Stoubeterling and Downhill Skiller, Boutsleigh, Stoubeterling and Downhill Skiller, Boutsleigh, Stoubeterling and Downhill Skiller, Welley at Villey, and on the Skiller, Ski

AUN AA ALLERY THE THE ann de de

SHEEP . Cascom/32 Merabits

• 1 player · 3 varieties at sheepherder and 4 varieties of sheep





The concept of Sheep sounds bizarre, but In corcept of sheep search kerrin, but it turns out that running with the wool is illustrated and interesting don, you must rece against the clock to chase a fleck of sheep into a truek. The lively red gongous puzzler into It Hart—Lis channingly fan with docuprisely trickly gene pire filled with macalika landscapes to minglyth, hazardous fare machinery to dodgs and houses to colfect. Sheep efforts sheep puzzle carefulness that's testing wee-migus.

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HOLL BET THE RE

DOKAPON · AM USA/64 Megabits . 1 to 2 players simultar . Mutt-Pak Game Link





Just about every three-syllable genre that ends with "on" is some sort of Polybron-style game, and Dokapon is no exception. In the bold-looking RPG, you'll set traps to capture mensters that you can raise and recruit for battle. The term-based combat rovolves around the rock-The turn-based compart reviews around the rots paper-scissors concept liquite interingly, and the ligh-risk battles aron't very forgiving. Nevertheless, Dakapon offers for adventuring while freshening up the critter-catching genre.



NO RULES: GET PHAT • TDK/64 Meanhits • 1 player

• 5 worlds TERM





No Rules: Get Phat is a med-shreddin' side-screller on the funky tip. Struttin' with hip-hop flava and sweet, stylin' graphics, TOK's streetwise platformer thinks it's grephics, TUKs strectwess platformer thinks it is all thet, but it's part frontin with kutry play con-trol that quest the game all cutto wheek. In plain English, the fire-levels of skarting and also busing action are trendy but frustrating. Mercows, the PARappe-style combo-scratching boss battles are almost cool, but corny Get Plat just falls filet.

000 黄黄 *** RAZOR FREESTYLE SCOOTER + Crave/32 Menshits • 1 to 4 players sim

· Multi-Pak Game Link



Like Tony Hawk on a scooter, Crave's stunt game rolls out easy-to-best tricks stunt game rolls out usey-to-bust trecks that you can string together into major combos. As you scool through the six perks, you must complete objectives, such as grinding for 500 feet or mothing the cellectible Wheels floating in the area. The controls are smooth and similar to the property of the six perks. ple, and you can try out tricks at the Circus, on an Aircraft Certier and in other strange locales. It might not be wildly original, but it works.

NAM A A AUGUST THE THE T an 有余台

SPONGEROR SOHARFPANTS: SUPERSPONSE • THO/32 Mesabits

Comic Mischief



Based on the "Marmid Man and Barm eta Bay" spinol from Spong-Bob's Nichadeon series. This selec-sording sends the squisity square on quirty De-lord quest Among the highlights was a show-down spinol the Flying Dictionan and a londar-tic spinol that the properties of the same period of the spong of the spinol spinol and as for-all the spinol that the spinol spinol spinol Sames Bob from the spong as these taxation in

SpongeBob fun than you can shake a spatula at

AUN THE THE S *** ALTER THE THE T

RESIDENT EVIL GAIDEN

· Cascom/16 Messalls

Violence



The popul of service horror series sets and to see for a GRC everyor. As Lone or one of two other characters, and the service of the control of the control

nu AAA CHAIR T 100 **40 40 40 4 血血 女女女** som के के के

YU-GI-ON' DARK QUEL STORIES Konami/32 Megabits

Mild Violence



In every upisode of the Kids' WBI cartoon, Yagi and his friends play Doul Monsters, a card game that's sort of like poker with vicious Pokemon. In Dark Doul Stories, fining polar with wicione Pokismon. In Dark Buel Steries, from will fish by a belt to try their hand at the complex strategy game by strategically building ducks of migical building ducks of migical building ducks of their strategic strategic and finings. Takes not to any that the ducks and trughy and fall of dynamic interaction, but it's purely thoughtful gaining for Magic this Githering fines and other hard-core cand players.

MEY AL AL DELESSE THE THE T AUSSA THE MORNA JOHN TO THE STATE OF THE STATE

MENSTERS, INC. THQ/8 Megabits



Mild Violence



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SARRINA THE ANIMATED SERIES: SPOOKED · Simon & Schuster/S N



From Wayforward Technologies—the creators of Shartne—comes another delightful side-scroller for GBC. A straight chend platformer with some clever GGC. A straight-shead platformer with some clever twists, happy gribbs can drice of signification the Animated Series. Spoolade is the treatings witch's second GGC game, and few very similer to and past are fur as her fact outing. Accessing hard-to-reach sease with Schrims, Salesto, or the proper power-very anakesty with bealf of the game, and or the proper power-very anakesty with bealf of the game, and and the tricky semple always find it may not be as topical Sountab, but if we graph beweitching and spetitioning.

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CASTING CALL

Write a brief review and include your rating in stars for a co game, then e-mail it to us at nowplaying@nintendo.com (please include your name and hometown). You can also rate games

online—just search for them at www.nintendo.com and tlick on "Cast your vote," We'll print reader ratings and portions of constructive and insightful reviews in future Now Playing articles.







See page 149 for



Acclaim









• EA







Baset Noviewer's Scare

OF NEMORY CARO BLOCKS REQUIRED

@**@@@@@@@**@

Zurahn from Samia, Ontario GOLDEN SUN





"I played Golden Sun and was blown away! Excellent graphics and sound add extra effect to the compelling story and game play. The battle system is very thorough and easy to use and should please. any RPG fan. The story scenes do tend to drag on a bit, but not without meaning for the most part. The area you travel through is fairly large get much better than this. -Zurahn

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◎ ◎ ◎ ◎ ◎ ◎ ◎ SCOTT:







describe their unique personal tastes, each of NP's

diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

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













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Welcome to the second Wave Race Challenge, hosted

by Ricky Winterborn, Held in Dolphin Park under sunny conditions, this Stunt Mode challenge is to earn the highest possible total score from the course. To take the challenge, enter the password below

ato the game's Password menu. Choose any character, After you complete the race, the game will provide you a 24-character results code. To enter the contest, you must send your results code and top score on a postcard as detailed below.

and press X, Z and Start at the same time. Select the Password menu

To access the Password menu, go to Options from the main screen 44 44 USING THE PASSWORD

when it appears and use the Control Stick to select the numbers and letters in the password exactly as it is printed in the box on this page. If you enter the password correctly, a message will appear telling you what sort of challenge you've opened. Select OK to go directly to the race.

The competitor with the highest score will win a new 32' TV and a trip to Nintendo and Nintendo Software Technology Corp. in August!

KTUPWNPD

March 11th





RICKY'S TIPS:

Ricky Winterborn has the biobest Stunt skill in Wave Race: Blue Storm, so he's a natural choice for a few insights into the Dolphin Park challenge. His main tins: The most obvious places to pull off stunts are from the ramps. especially the mega-ramp, but don't pass up the slight three-foot waves that sneak in. Squeeze them for the extra stunt points that could put you shead of the competition. One wave rolls in from your left at the start; another rolls through the first arch.

₹ \$URMITTING THE RESULTS CODE

Once you've completed the challenge, enter your initials to receive your 24-character code. Write it down, along with your total score. You can take the challenge as often as you like, but send in only your top score and its corresponding code on your Ricky Winterborn Wave Race Challenge entry. Make sure the letters and numbers are written clearly and in the correct order. Illegible or improper codes will invalidate your entry. Persons over 13 years of age can also enter online at wavernce-bluestorm.com/npenter.html.

MAIL YOUR ENTRY TO: RICKY WINTERBORN WAVE RACE CHALLENGE P.O. ROX 3481 REDMOND, WA 98073-3481

WAVE RACE DOLPHIN PARK SWEEPSTAKES

Though only the best score will win the Ricky Winterborn Wave Race Challenge on the opposite page, hundreds of entrants can win the Wave Race Dolphin

Deadline: February 28th

Park Sweepstakes. Every month through June, you can enter a Wave Race sweepstakes for hundreds of prizes. All you have to do to enter this month's Wave Race sweepstakes is fill out a postcrast and send it to the address noted below, just one sweepstakes entry from each contestant will be valid, so you can win only once each month. Plunge into the Wave Race worker and enter colds.



COMING NEXT ISSUE... Volume 154) March 2002



He fun, he's furry and he's blazing toward the GCN at breakned speed. We'll catch up with Sega's hurried hedgehog next month for a strategy-filled review and find out what makes him run so fast.



Nintendo Power will be taking it to the streets with March madness NBA-style when we jam on latest basketball sensation from EA Sports Big. It's a rim-busting block party that is pure fun on both ends of the concrete court.



Breaker one-nine, this here's the American Pro Trucker. We've got a GCN convoy and we're about to put the hammer down. Dial up Nintendo Power next month and head off on an all-night crosscountry ride. That's a big 10-4.



Crash Bandicoot is coming in from the Nintendo parking lot and making his way onto Game Boy Advance. Next month, he'll reach the pages of NP and complete the video game mascot triumvirate with Mario and Sonic.

. SUPER MARID WORLD: SUPER MARIO ADVANCE 2 PAC-MAN WORLD 2

- SOCCER SLAM

PLUS!

SONIC

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BACK ISSUES

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