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Hooray for the GBA!

OK, I admit it. I have been a fair-weather Game Boy fan. Over the years I have purchased and then become apathetic with each generation of the system.

Oh, how times have changed. Finally technology has caught up with Nintendo's vision for handheld gaming and the result, the Game Boy Advance, is simply one of the best pieces of hardware ever created by a mainstream gaming company.

Gone are all the blurry images of Game Boys past and most important gone is all the annoying sub-8-bit music that went along with them. If you discount the fact that Nintendo chose to omit a backlight, due to current technology and cost limitations, we have the perfect system for gamers on the go.

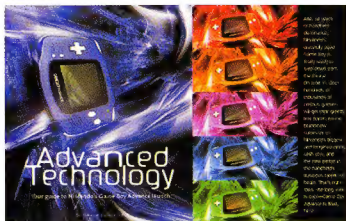
Original incarnations of Game Boy were popular with the mainstream crowd due to the unit's low cost and wide game profile, but expect GBA to spark a whole new generation of handheld game players. Just as the PS one mainstream video games five years ago with its mix of games featuring a whole new level of realism and sound, expect GBA to do the same for the handheld crowd.

So what does the future hold for us gamers? Inevitably the movie and TV license tie-ins will continue to flood the market but eventually developers will wise up and create whole new genres of games that tap into GBA's portable and multiplayer capabilities. You can catch a glimpse of the fun in games like Dodgeball, F-Zero and Bomberman but mark my words, GBA will be known in a few years as the game system that really brings people together.

Michael Stassus
Junior Astronaut
Signing Off...

POCKET games

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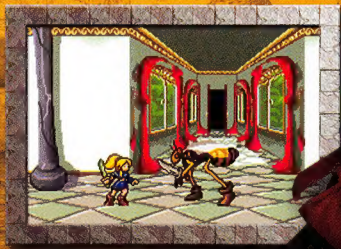
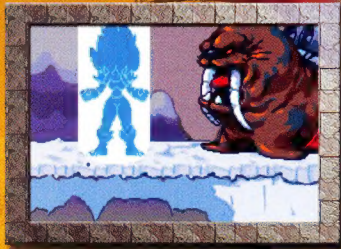
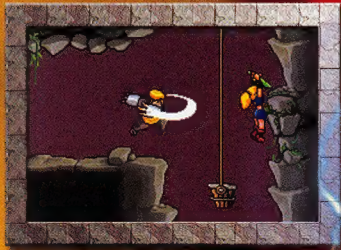
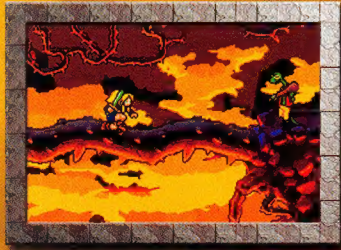
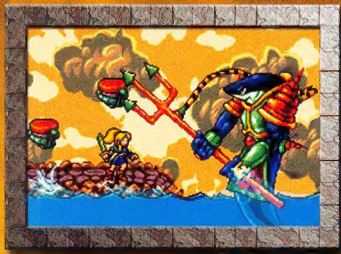
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GAME BOY ADVANCE

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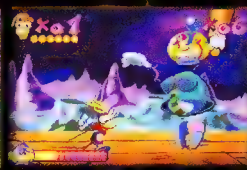
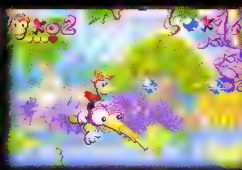
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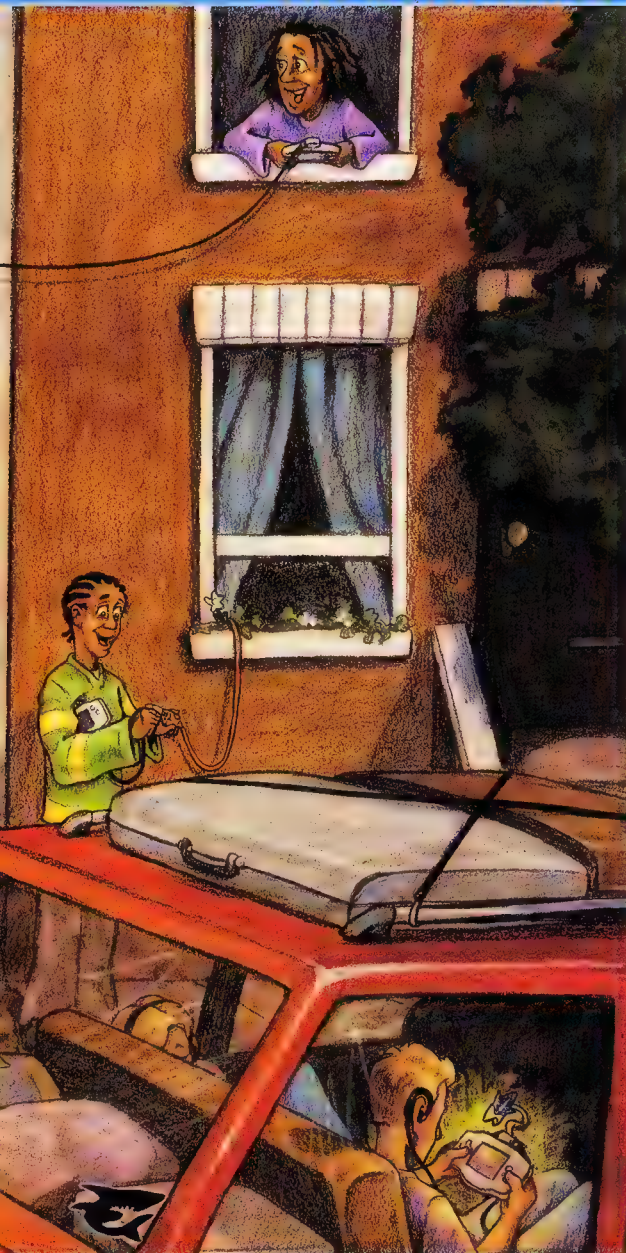
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Game Boy Advance Storms Japan

GBA breezes through Japan selling more than 1 million systems in less than 10 days

By the time you read this, Game Boy Advance mania will be sweeping across the U.S., as the system's long-awaited launch comes to a head on June 11. But in Japan, lucky gamers have already been playing with their new handhelds for nearly three months. On March 21, retailers all over Japan opened their doors to hordes of gamers, many of whom waited in line all night to get their hands on their very own GBAs. When the smoke cleared some several hours later, 650,000 units had been sold. By the end of the month, total hardware sales had soared to over 1 million. All in just 10 days!

The Calm Before the Storm

The prelaunch hype kicked into high gear on March 7, when Nintendo hosted a special "Game Boy Advance Preview" event in Tokyo for retailers and the media. It was there that the company made several key game announcements, including one that left absolutely no one surprised: a new Pokémon for Game Boy Advance.

Currently dubbed "Pokémon: Game Boy Advance Version," the new game will introduce "a brand-new Pokémon world," according to Tsunekazu Ishihara, the president of Creatures. No gameplay details have been unveiled thus far, but three brand-new Pokémon were shown as a teaser for fans—Ruriri, Kakureon and Hoeruko (Japanese names)—as well as a young boy, who could possibly be the game's new main character. The game is due to release in Japan in 2002, so don't whet your Poké-whistles just yet—it's gonna be a while. Nintendo also announced a strange, yet innovative new peripheral for Game Boy Advance, tentatively called the "Pokémon Card-e Reader." This device, which plugs into the cartridge slot of the GBA, uses Scan Talk technology developed by Olympus



and works with Card-e cards, a new type of trading card that Nintendo plans to release. Basically, the cards can hold loads of data on tiny barcodes (such as monster stats, sounds, tips, etc.), which can then be scanned and viewed using the Card-e reader and a Game Boy Advance. This quirky little gadget has much potential, and could revolutionize the way trading card games are played. No word yet on a U.S. release, but as you might expect, chances are good.

Metroid Lives, Mario Returns

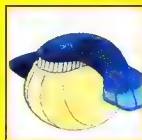
In addition to all the Pokémon news, Nintendo announced that a new Metroid game is in development for GBA, tentatively titled "Metroid for Game Boy Advance." This is NOT a port of an older Metroid game, but rather an entirely new sequel, which features brand-new elements. That's not to say that Nintendo doesn't have any ports in the works, though. No sir—in fact, they also went on

to announce that they are working on updated versions of Super Mario World (tentatively known as Super Mario Advance 2), Super Mario Bros. 3 (tentatively Super Mario Advance 3), Yoshi's Island and Yoshi's Story. Each of these games will be enhanced to take advantage of the GBA's characteristic features, most likely in the same way that Super Mario Bros. 2 was enhanced for Super Mario Advance.

The Software

Whenever a system launches, there's usually one title that stands out above the rest in terms of sales. In the case of Game Boy Advance, that game was none other than Nintendo's Super Mario Advance, which, after a month on store shelves, racked up nearly 500,000 units sold. With 25 games available from day one, it makes it a lot harder for any one game to do extremely well, but despite that, several titles sold in excess of 100,000 copies in just a few weeks. It's a promising sign for both Nintendo and for developers of Game Boy Advance software, especially since the average price of GBA games is significantly higher than that of former Game Boy systems. With first-party games retailing at 4,800 yen (about \$40) and third-party games averaging closer to 5,800 yen (\$48), these tiny carts don't come cheap. Fortunately, U.S. retail prices are about 20 percent cheaper, so gamers won't have to break their wallets every time they want to purchase a new Game Boy or two.

—John Ricciardi



Nintendo showed off three new Pokémon and a new trainer for their upcoming GBA title.

Japanese have their own taste in GBA launch games

Many video games are created in Japan and released in the United States later. However, at a system launch when there are not many U.S. games available, many gamers "in the know" seek to import games from Japan to build their libraries. Here is a roundup of the original GBA lineup in Japan along with our rating; one is bad and five is best, and our opinion as to which games could wind up here in the States.



Advance GTA (MTO)
GT-style racing with real cars and superb graphics. Coming to the U.S. from THQ as GT Advance Championship Racing. ●●●●



ChuChu Rocket! (Sega)
Sonic Team's frantic four-player Dreamcast action game heads to Game Boy Advance as a launch title from Sega. ●●●●



J.League Pocket (Konami)
Stat-heavy soccer coaching sims with little actual "gameplay" traditionally don't make their way to U.S. shores. ●●



Mr. Driller 2 (Namco)
The drillman is back in the second installment of Namco's action-puzzler; though not a launch title, a U.S. release is likely. ●●●●



Super Mario Advance (Nintendo)
Super Mario Bros. 2 (Super Mario USA in Japan) and classic Mario Bros. combined in one value-packed cartridge. ●●●●



Almajoyu Dracula: Circle of the Moon (Konami)
A brand-new 2D Castlevania, very similar in style to Symphony of the Night for the PS. Coming to the U.S. as Castlevania: Circle of the Moon. ●●●●



F-ZERO for Game Boy Advance (Nintendo)
High-speed futuristic racing goes portable in this excellent sequel to the Super NES classic. Coming to the U.S. as F-Zero: Maximum Velocity. ●●●●



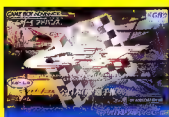
Konami Wai Wai Racing Advance (Konami)
Mario Kart-style racing with characters from several of Konami's major franchise games. Coming to the U.S. as Konami Crazy Racers. ●●●●



Napoleon (Nintendo)
A real-time strategy war game with some online components (mainly ranking features). Napoleon is currently not scheduled for release anywhere outside of Japan. ●●●●



Twenty's Hearty Party (Kemco)
A Mario Party-wannabe board game with lots of not-so-hot mini-games and unimpressive visuals. Planned by the Japanese press. Coming to the U.S. as Twenty and the Magic Jewel. ●●



All Japan GT Car Championship (Kemco)
Another GT-style racing game, though not quite as popular or well-received as MTO's game. Coming to the U.S. as Top Gear GT Championship. ●●



Fire Pro Wrestling A (Spike)
An update to the old school 2D Fire Pro Wrestling series of wrestling. Coming to the U.S. from Barr as Fire Pro Wrestling. ●●●●



Kuru Kuru Kururin (Nintendo)
An addictive "simple action" game where you guide a spinning stick through mazes. Not a U.S. release yet, but it's scheduled to be a launch title in the U.K. ●●●●



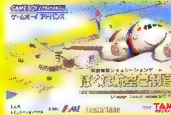
Pinobee: Quest of Heart (Hudson)
Side-scrolling platform action from a bunch of former Sonic Team guys. Coming to the U.S. from ActVision as Pinobee: Wings of Adventure. ●●●●



Winning Post for Game Boy Advance (Koei)
Horse racing game. Boy owners rejoice! All 't of you! Actually, it's much more popular in Japan, and so WP makes sense there. A U.S. release is not likely. ●●●●



Bakumetsu Dodgeball Fighters (Atlus)
Sequel of sorts to the classic NES dodgeball game, Super Dodge Ball. Coming to the U.S. as Super Dodge Ball Advance. ●●●●



I Am an Air-Traffic Controller (TAM)
A quirky little simulation where you take on the role of an airport air-traffic controller. There's little chance of this title making it to the U.S. ●●



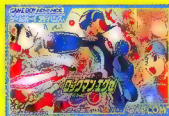
Momotaru Festival (Hudson)
A wacky "variety RPG" that's packed with mini-games and quirky Japanese flavor. Extremely unlikely that it'll ever make it across the pond, due to its heavy Japanese-ness. ●●



Play Novel Silent Hill (Konami)
This Silent Hill is a digital play novel, "which basically translates to 'fun-free text adventure.'" Unlikely to make its way to the U.S. ●●



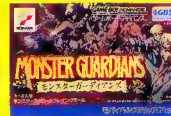
Yu-Gi-Oh! Dungeondice Monsters (Konami)
Konami's GBA conversion of their popular trading card game, Dungeondice Monsters. Strictly a dice-throwing card sim, this game has no chance at all of selling in the States. ●●●●



Battle Network Rockman EXE (Capcom)
A brand-new style of Mega Man game from the creator of the original series. Heavy on RPG elements, this title will hit U.S. shores in July. ●●●●



JGTO Golf Master: Japan Golf Tour Game (Konami)
A standard golf game with real Japanese golfers and Mario Golf-inspired gameplay. No word on a U.S. release yet, but we wouldn't be surprised if it ended up on these shores. ●●●●



Monster Guardians (Konami)
Part monster-trainer, part strategy/RPG, this game stands out for its online capabilities (you can purchase and trade rare items and monsters online). No word yet on a U.S. release. ●●



Power Pro Kun Pocket 3 (Konami)
Big-head baseball is back with Konami's super-popular Powerful Pro Franchise. Lots of stats, good gameplay and full licenses for Japan. No word on a U.S. release, but it'd have to be altered a lot. ●●●●

United States GBA launch games reviewed

OK, so you couldn't give a rat's butt about importing games from Japan. If this sounds like you, turn straight to page 54 for in-depth reviews of all the U.S. GBA launch games.

CRIB NOTES

Uh Oh! GBA Not 100% With All GBC Games

Nintendo Company, Ltd. of Japan has posted a list of Game Boy Color titles that have trouble running on their Game Boy Advance unit. The games still play fine, but all have intermittent sound problems, such as non-existent sound effects or muffled volume. The list is a short one—only 14 titles—but two are worthy of note to North American gamers: **Disney's Tarzan** by Activision and Nintendo's own **Kirby Tilt N' Tumble**. Nintendo spokespeople insist that all such problems will be cleared up in time for the U.S. launch.

WonderSwan Color Goes Platinum!

Bandai has announced that, in just its first three months (December 2000 - March 2001), of sales, their WonderSwan Color system has sold over 1 million units in Japan. The second generation of their handheld gaming system, the WonderSwan Color boasts such titles as **Final Fantasy, Gundam, Front Mission** and **Digimon**. Bandai is hinting that a U.S. release could come in time for the Christmas 2001 shopping season.

Do Not Taunt "Happy Worm Light"

nYko Technologies, peripheral maker and creator of the Worm Light peripheral for Game Boy Color, has filed a lawsuit against two competitors—Mad Catz and Nuby. In the suit, nYko claims that Nuby's Cobra Light and Mad Catz's Bone Light products infringe upon nYko's registered patents for a "white light" LED and "parasitic" power source. nYko uses these technologies in their Worm Light and Blob Light peripherals. Six other companies were dropped from the suit when they either halted production or legally licensed nYko's patented technology. nYko has shipped nearly 5 million units of the Worm Light to stores and plans to follow up with a GBA version in June.

SunSoft Sneaks Away

SunSoft is leaving the U.S. market—sort of. The company, known mainly for their Blast Master series of games, has closed their offices in Costa Mesa, Calif. Citing the sluggish economy, a lack of consumer interest in older consoles, and PS2 development costs, the move is expected to keep the company viable well past 2002. A former employee, speaking anonymously, put it plainly: "We tried really hard, but money doesn't just grow on trees. SunSoft does want to remain a contender in the U.S." To that end, the company intends to remain active in Japan while licensing their games to other third-party publishers for release in North America. SunSoft's latest GBC titles, **Blast Master: Enemy Below** and **Project S-11**, are in stores now.

Hedgehog or Phoenix?

Sega's departure from hardware biz clears the way for all-new games across multiple platforms

By FRANK PROVO

Sega's plans for breaking into the handheld market aren't just limited to Nintendo's Game Boy Advance. In fact, the intervening months have seen a maelstrom of activity from Sega and their parent company, CSK. Perhaps the greatest shocker of all though, was the announcement that Sega would be leaving the hardware market to focus solely on technology licensing and software development—a move that effectively signals the end for their Dreamcast system.

Don't start playing "Taps" just yet, however. Sega has promised that software support for the Dreamcast will continue for at least another year and, more importantly, they've recently penned a number of deals which may ultimately turn Sega into the leading source of third-party software for handheld game systems, portable phones and even set-top boxes.

Their new strategy is simple: broaden the company's reach and profitability by developing and releasing software for a variety of hardware platforms. As Peter Moore, president and COO of Sega of America puts it: "Sega has always dared to innovate and push this industry forward and will continue to do so with its new strategy. The result for consumers will be a library of pioneering, jaw-dropping content available any way you want to play."

Here is what to expect from Sega in the coming

year: Sega will continue to release software for the Dreamcast throughout 2002. Key titles to expect are **Sonic Adventure 2**, **Outrigger**, **Foigian Brothers**, **Alien Front Online**, **Crazy Taxi 2**, **Jet Grind Radio 2**, **Phantasy Star Online Version 2.0**, **Shenmue: Chapter 2**, as well as an entire array of 2k2 sports games, including **NFL 2k2**, **NBA 2k2** and **Virtua Tennis 2k2**.

The company also plans to dive headstrong into third-party console development. PlayStation 2 owners can expect to see games such as **Crazy Taxi 2**, **Shin Space Channel 5** and **Virtua Fighter 4** released throughout the year. A licensing deal with Acclaim will send a few more Dreamcast classics racing onto the PS2 as well, including **Crazy Taxi** and **18 Wheeler**.

American Pro Truckers. In a coup of sorts, Sega has announced that there are already 11 games in development exclusively for Microsoft's upstart Xbox console. **Gun Valkyrie**, **Jet Grind Radio Future**, **Sega GT 2** and a shooter-based sequel to **Panzer Dragoon** are four titles confirmed to be coming to the Xbox later this year. Additionally, Sega plans to license their Sega.com SegaNet network to third parties for use in PlayStation 2 and Xbox software. The network already has more than 250,000 loyal subscribers.

Besides cross-platform licensing of their console games and increased handheld development, mobile phones and PDAs also play a major role in Sega's new strategy.

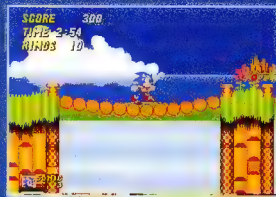


Sega's handheld plans are giving us sweaty palms

Besides the console changes, things are looking rosy for the *Pocket Games* audience too. Sega has three Game Boy Advance titles slated for release this year, including **Sonic the Hedgehog**, **ChuChu Rocket!** and **Puyo Puyo: ChuChu Rocket!** will be a launch title for the system's June 11 U.S. release, with **Sonic** following in July or August. **Puyo Puyo** the popular puzzle game known here as **Dr. Robotnik's Mean Bean Machine**, may make it stateside, although a name change is possible. Sega plans to support the Game Boy Advance with many more games in the future.

In addition to the Game Boy Advance, Sega has also signed on to develop games for Bandai's WonderSwan Color platform. Unfortunately, no specific titles have been announced yet, but we'll keep you posted. From past experience, though, **Sonic the Hedgehog** and **ChuChu Rocket!** seem to be sure bets.

On the PDA front, Sega and Palm Computing



are joining forces to bring a mixture of online and offline video games to Palm handhelds, such as the **Palm Pilot** and **Handspring's Visor**, later in 2001... and on into 2002. "This deal opens up new doors for the industry," said Peter Moore, president and COO, Sega of America. "Palm handhelds could become one of the best vehicles for enjoying Sega games anytime, anywhere."

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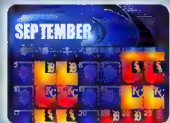
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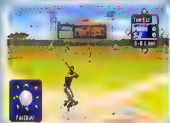


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EVERYONE
E
CONTENT RATED BY
ESRB

The 2D Renaissance Has Just Begun...

BY JASON BROOKES

Here's a story to get Nintendo execs hot under the collar. While flying back from Tokyo in late March, having just snagged what was possibly the last Game Boy Advance in Akihabara, I found myself in the crossfire of a discussion between some passengers behind me. During the 11-hour slog from Narita to San Francisco they'd been watching me play Super Mario Advance under the overhead cabin light (surely the ultimate Light Boy?). And they weren't too impressed.



"It looks baaaaad," I heard one say. And I knew it was a "baaaaad" meaning bad, not good. The other grunted in response adding, "Looks just like the other Game Boy," a verdict they eventually agreed upon before slumping back into the in-flight movie. Of course, all I needed was a copy of the blisteringly fast F-Zero to dispel such disapproval. But alas, Mario was my only defense.

Now, reactions like this could be Nintendo's biggest obstacle as it launches the GBA. And it's not helped by the fact that for the most part, this is a 2D machine. Well, let's be unkind and say it's about as 3D as a SNES with a Super FX chip—and that's not very 3D. So, to the uninitiated gamers raised on a diet of 3D PlayStation fodder, it may come as a bit of a shock to find "the latest thing" is effectively a step back in time. Well, kind of.

The irony, of course, is that mature gamers (i.e., old ones like me) see the GBA as mana from heaven. Particularly because its performance bears such a close resemblance to the Super Famicom/SNES—a system that seemed to bring out the very best in games designers. In fact, Nintendo's decade-old machine may have been the perfect games console—fast enough to pretty much max-out the potential of 2D graphics (so much so, they still look good 10 years on), and simple enough so that great games can be made with just a handful of people.

So the GBA is the handheld I've been waiting for—a "Super SNES" conveniently shrunk to fit on a beautiful little screen (OK, it needs a back-light as badly as Bill Gates' box needs a restyle, but I can forgive Nintendo if my batteries last longer than 10 minutes.) Let's just hope those 32 bits of power don't get used to create games that only need half as many. All new Metroids and cool, four-player link-ups? Yes please. Crummy old ports of dodgy 16-bit games? No thanks.

Fortunately we're already seeing clever 2D/3D stunts such as those pulled off by the team behind the stunning GBA version of Tony Hawk 2. Forget the screenshots, just wait 'til you see this running on that cute little screen—you'll be amazed, trust me. And let's not forget that the GBA has all those cool, scaling and rotating sprites, too... I suspect there's some pretty cool gameplay waiting to happen right there.

You know, I'm not worried that this is a 2D machine. And it's because most of the truly great video games are 2D anyway. In fact, I'd go as far to say that video gaming was closer to an artform back in the days of Asteroids, Galaga and Pac-Man than it's ever been since—simply because they weren't trying to be "interactive experiences," just plain, pixelated fun. And that's not a term I'd use to describe many modern-day video games...

So the timing of this mini-2D renaissance is impeccable. The games industry is entering its most crucial period yet with three major hardware companies fraying it out in a multimillion-polygon showdown. And I'm all psyched because there's a new handheld Castlevania. Sure, the 3D console battle is exciting—in the way a heavyweight title fight is exciting. But when it comes to fun games, this relentless hankering for ever-more realistic "3D experiences" is getting, for me at least, a little tedious. I'm happy to sit back with my GBA and let them figure it all out. Hopefully you'll do the same.



SECOND WIND

Majesco markets Game Gear again as an alternative to Game Boy

BY FRANK PROVO

Majesco Sales, the company behind the Genesis 3, has struck a deal with Sega Toys to remanufacture Sega's Game Gear. Although it bears a new, low price of \$29.95, the system remains the same as it was in 1991 when Sega first launched it. In addition to the system, Majesco plans to sell a library of classic Game Gear titles. The following games are available now: Disney's The Lion King, Disney's Aladdin, Disney's Deep Duck Trouble, Disney's The Jungle Book, Caesar's Palace, Super Battle Tank, Sonic Chaos, Sonic Spinball, Pac-Man and Ms. Pac-Man. Each game retails for a suggested price of \$14.97.

For those unfamiliar with the Game Gear, the system was originally released in 1990 to combat Nintendo's then-black-and-white Game Boy unit. An 8-bit handheld, the Game Gear sports a 3.58MHz Z-80 processor, a 3.2-inch passive matrix backlit screen, and is capable of displaying 4,096 colors at a resolution of 160x146 pixels. In layman's terms, it's roughly 20 percent more powerful than Nintendo's current Game Boy Color (but not the recent Game Boy Advance). Although the unit featured many A-list titles, the system's \$149 price tag and penchant for blowing through six AA batteries every three hours made it an unpopular purchase. Ultimately, the Game Gear met its original end in 1997.

In addition to the games Majesco plans to release, you can probably track down the rest of the Game Gear's 243-game library at your local used game store, video store, or via Internet auction sites such as eBay.com. Sonic the Hedgehog, Streets of Rage and Ecco the Dolphin are just a few of the many software titles to grace the system's three-inch backlit screen. If you're interested in taking a stroll down memory lane, Toys R Us retail stores and the www.toysrus.com web site are the exclusive retailers for Majesco's reborn Sega Game Gear.



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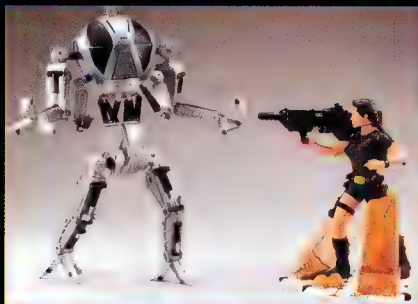
TOY SCOOP



Get Ready, 'cause here come the toys of summer

I hope you're hungry, fans, because here comes a heaping helping of the world's hottest toy gossip! By the time you read this, **Tomb Raider** toys should be arriving by the truckload at your local toy store. Five 6-inch action figures and two 12-inch dolls make up the assortment, and all but one of them is Lara Croft! What an egomaniac!... **The Simpsons** toys are more popular than 'N Sync at a Girl Scout camp, and characters like Dr. Hibbert, Professor Frink, Snake, Carl, Bumblebee Man, Martin, Sideshow Mel and Kent Brockman will all arrive at stores shortly.... The big **Gundam** news this year is the first *human* figures—4 1/2-inch versions of the Gundam pilots! Never fear, there's plenty more robots on the way from four different Gundam series, including the one that started it all, 1979's *Mobile Suit Gundam*.... The world of "extreme miniatures" continues to heat up this summer, with brands like **Flick Trix**, **Finger Boards** and **Tech Deck** releasing every kind of skateboard, snowboard, surfboard, scooter, BMX and motocross bike under the sun, with sick graphics that'll knock you on your keister.... Just because the new **Star Wars** movie isn't until next year doesn't mean toy fans are outta luck! More than 20 new figures come out this year, including another Jar Jar Binks, Obi-Wan in snow gear, Tessek, R2-Q5 and everyone's old favorite, Amanaman.... **Jurassic Park III** hits movie theaters in July, and the deadly Spinosaurus (bigger and badder than T-rex himself) hits stores even before that!... if you liked **Dragonball Z** toys before, wait until you see the new-and-improved figures coming out this year! They put the old unposeable DBZ toys to *shame*.... Your older brother will appreciate the new **Transformers**... they're vehicle robots, just like the old days!... We're out of room, fans, but join us next issue for more toy news hot off the presses!

— Tom Root





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IN THE CARDS

ALL THE COOL COLLECTABLE CARD GAME GEAR COMING YOUR WAY THIS SUMMER

Many of you probably got into collectable card games a few years ago playing Pokémon, right? It's OK, you can admit it, we're all friends here, pal! Anyway, read on and see what to expect from your favorite hobby in the near future.

APOCALYPSE NOW

It's the end of the world, and you'll feel fine once you pick up Magic: The Gathering's latest set on June 4. Wizards of the Coast's final Invasion block set provides more abrasive entertainment than a Roadrunner/Wild E. Coyote reunion party. Enemy color cards, destructive creatures, the death of legends. No one's safe. Even the villainous Croxax, Darth Vader-wannabe and king vampire, bites it.

SURVIVAL OF THE FITTEST

Tina won a million bucks. You probably won't win that much green, but you can brave the brutal Australian Outback in UpperDeck's Survivor II expansion this June. Take on the roles of Kimmi, Colby or Mad Dog as the show's challenges force you to make and break alliances in the ultimate struggle for immunity. In your Survivor world, Tina might not even make it past hungry crocs.

GREAT BALLZ OF FIRE

Replace pounding piano keys with screaming martial artists, keep the same frantic energy as a Jerry Lee Lewis song, and you've touched upon the electric trend that is Dragon Ball Z. Score's latest expansion, June's Android Saga, adds battlegrounds and locations to your decks and focuses on the powerful Tokui-Waza strategies.

UNITED NATIONS

Remember Godzilla? Well, that's not the only Japanese juggernaut to wreak havoc here in the States. Anime, that distinct Japanese animation style, has found its way into fan-favorite card games like Pokémon, Digimon and Card Captors. In June, another strong anime contender, Interactive Imagination's Magi-Nation, stirs again with its first expansion set, Awakening. Journey into the Moonlands for some magic spellslinging or recruit artifacts and build up an arsenal. Play the pixel version wit the Magi-Nation Game Boy version.



Magic: The Gathering's
Apocalypse

THE DISCOVERY ZONE

Who doesn't know what color Pikachu is by now? Or that Charminder is all you need for a backyard barbecue? Wizards of the Coast's Pokémon phenomenon continues with new darkness, metal and baby Pokémon in June's Neo Discovery. Maybe it's time you explored the secret of these cuddly cartoon critters yourself.

HARRY SITUATION

The most eagerly anticipated collectible card game of the year, Wizards of the Coast's Harry Potter CCG, emerges into the muggle world this August. Play Harry or Hagrid, trolls or phoenixes, in a contest to run your opponent out of cards. For those dying for the next J.K. Rowling book, the game's all-new painted artwork should hold 'em 'til the movie rolls around in November.



WRESTLEMANIA

WRESTLEMANIA! "Get ready to RUMMMM-BBBBLLL LLLLLLLLL!" Lay some smackdown with Comic Image's July release for the World Wrestling Federation CCG, Backlash. Tag team up to four players in matches which feature the Hardy Boyz, Edge & Christian and RTC. Even if you're Stone Cold set against the sport, the Rock-solid game mechanics will make you a believer.

LEGO MY ECHO

BattleTech. Killer Instinct. Gundam Wing. You may have heard of a few robot collectible card games before, but you haven't seen the most fashionable one yet. Upper Deck's Bionicle, based on the LEGO toy property, assembles machine, magic and mayhem into a battle royale that'll last from this July through the next decade.



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102 Dalmations: Puppies to the Rescue

Rescuing puppies from an evil toy factory could have been interesting at some level, but this uncreative platform game makes it mind-numbingly simple. Later levels feature the usual platform-game challenges, with little variety coming from ice and trampoline levels. Despite controls that can be a little sluggish, the difficulty of this game will let you breeze through it in a few hours, no matter what your game-playing ability may be. And once you're done with it, there's little chance you'll want to pick it up again. Because, like the movie, there's no reason to visit something so unexciting and mediocre.



Publisher Activision **Genre** Platform **ESRB Rating** Everyone

3D Ultra Pinball Thrillride

Pinball games are always a good fit for the Game Boy Color because it's easy to fire them up and play for short periods of time. The premise has you trapped in an about-to-close amusement park with 30 minutes left to see all the cool attractions. Attractions are visited by using the ball to spell out words or moving across all the bumpers, ramps and gizmos across the pinball table. While the game does not have the depth of Pokémon Pinball or the high-quality music and graphics and multiple tables of Little Mermaid, it does offer a solid pinball experience with a nice variety of mini-games. The only problems are the lack of multiple tables to choose from and a music soundtrack that is annoying as hell.



Publisher Sierra **Genre** Action **ESRB Rating** Everyone

Action Man: The Search for Base X

For a standard action game, there's a lot to do in Action Man. Depending on the terrain, you can run, jump, crouch, swim or climb. You can use a variety of gadgets in 15 levels, such as crossbows and spy cameras, as well as perform a number of tasks, including SCUBA diving and mountain climbing. Each area is colorful and vibrant, with foliage, lakes and mountains faithfully portraying extreme environments. As an added bonus, each area has two or three alternate secret routes. For the fashion conscious, each of Action Man's different ability-enhancing outfits provides a new look for the character to model, but you'll be too busy doing actions...to admire the view.



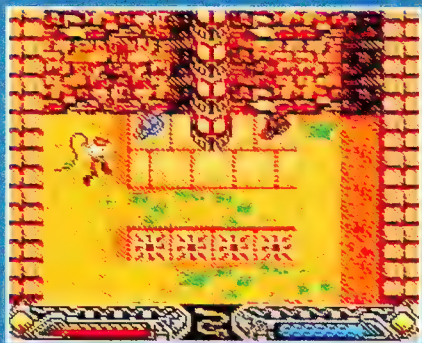
Publisher THQ **Genre** Action **ESRB Rating** Everyone

Airforce Delta

This game was a blast on the Dreamcast, but this version is barely an Afterburner wanna-be. Although it comes fully loaded with sweet graphics, the game is sorely lacking in the replay department. In all, there are 12 missions to complete and eight aircraft to unlock, including the F-18 Hornet, MiG-29 and A-10 Thunderbolt. The game's 3D visuals and scaling enemy sprites give it a zippy sense of speed, but an utter lack of physics combined with only basic airplane controls limit Airforce Delta's impact. The option of only two weapons (guns or missiles) is also disappointing. A great game for action fans, but don't expect it to be a Top Gun.



Publisher Konami **Genre** Action **ESRB Rating** Everyone



Indiana Jones and the Infernal Machine

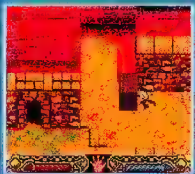
It's up to you to help Dr. Jones recover an ancient weapon before the Russian Army beats him to it. Equipped with only a pistol and his trusty whip, you'll help Indy sleuth, swim, climb and battle through 15 levels of puzzles and ancient traps.

Overall, gameplay is quite reminiscent of Tomb Raider, finding the best route through mazes and avoiding danger is the best way to stay alive.

Although each level combines 2D platform jumping with healthy amounts 3D exploration, the game's strong suit lies in its puzzles: Every area has its own unique riddle to solve, usually involving the gathering of items or a triggering of switches in order to move to the next stage.

Infernal Machine is also a treat to watch: A slanted, top-side viewpoint gives you a bird's-eye view of the action, while levels such as a sunken submarine or a Greek oasis impress you with their lavish detail. The characters are tiny, but the abundance of animation is amazing. As you run along and swing from post to post with Indy's whip, it's hard to believe they made those little legs move so fluidly.

For whatever reason, there isn't a soundtrack to accompany the game's visuals but there is more than enough sound effects to compensate. For each object you gather or item you use, there is an accompanying sound effect. Footsteps even vary in pitch depending on whether the terrain is wet, dry or snowy.

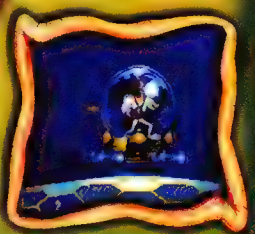


Unfortunately, if the game has one pejorative weak point, it's level design. There is little to no guidance as to where to go next. Thus, while there is much to see and do, it's strung out by hours of back-and-forth travel. This point notwithstanding, Indy fans will find much to enjoy.

Score 6.5

Publisher Sierra **Genre** Action **ESRB Rating** Everyone

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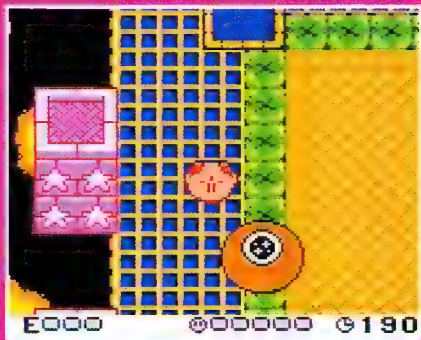
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Kirby Tilt 'N' Tumble

Kirby Tilt 'N' Tumble is one of the creepiest games that I've played in a long time. Now, I'm not talking about a Resident Evil-ish, impending doom sort of creepy. No, Kirby's creepiness stems from the game's new "Tilt Control."

You see, in this game, Kirby acts as a ball, much like he did in Kirby Pinball Land. Only this time, when you want to move Kirby, you must tilt your Game Boy system in the desired direction. That is to say, if you lean the system to the right, Kirby rolls to the right. Tilt the machine forward, and he acts like he's gonna fall right off the top of it. To make the pink-puff-ball jump, "pop" the system with a quick snap of the wrist to propel him into the air. It actually feels like Kirby is a tiny sphere sitting on top of your Game Boy's screen. You'll find yourself rolling the little guy around the screen long before you even get into the game.

OK, so the controls are pretty innovative, but can the gameplay hold up once you get past the novelty of the Tilt Control? Not surprisingly, the answer is yes. Over the years, the Kirby games have always been relatively simple but amazingly fun, and this one's no exception.

To get through the levels, you must guide Kirby through mazes and past obstacles. In the form of environmental hazards and ever-present enemies. While it may sound like your run-of-the-mill platform game, the Tilt



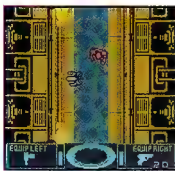
Control adds a whole new dimension to the fun.

Unfortunately, the game's unique control can lead to frustration as well: A steady hand is required to play as it's all too easy to accidentally roll Kirby off of a platform by tilting the Game Boy a mere fraction of an inch. Also, make sure you're playing the game under a good light source; once you begin angling the screen to move Kirby around, it can become difficult to see the on-screen action.

Even with these raw problems, this is a fantastic game, as both a platformer and as a "look at this cool thing I can do with my Game Boy" show-off piece.

Score 8.5

Publisher Nintendo Genre Action ESRB Rating Everyone

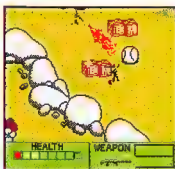


Aliens: Thanatos Encounter

Five space marines heading home receive a distress signal from the freighter Thanatos. They're sent in to investigate and the bug hunt begins. In this overhead shooter, players control five different characters each with strengths and weaknesses. The marines scour the ship rescuing hostages, finding colored keycards, and vaporizing everything that moves. Aliens range from

the puny facehuggers to the mighty queen and the levels are vast. Despite the antiquity of the genre, the game does have some perks in it. Some hostages reveal aliens when they're found and if a marine "dies," players have 200 seconds to find his cocoon and revive him.

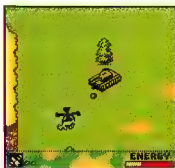
Publisher THQ Genre Action ESRB Rating Everyone



Army Men 2

If you can't find a copy of Cannon Fodder, then Army Men 2 is an acceptable substitute. You take control of a Green Army recruit who must clear each household location of the miniature enemy Tan soldiers. Moving the character is easy after some practice, but dealing with the weapons is a different story. Grenades, for example, usually land on your head instead of your target, making them completely useless. Other attacks, such as running over Tan soldiers in the jeep is amusing, but navigating three screens of menus to get in and out of the vehicle is too much of a hassle. All in all, this becomes just as much of a hassle as a joy to play.

Publisher 3DO Genre Action ESRB Rating N/A



Army Men Air Combat

Instead of a small green plastic soldier, Air Combat has you controlling a small green plastic helicopter. So much for variety. The objective is the same as all other Army Men games: Destroy all Tan units, this time with missiles and helicopter guns. The control system automatically aims your weapons, making the game well-suited for younger gamers. Graphically this is the best Army Men Game Boy Color game yet. Detailed vehicles are large and well-animated and the gameplay and high-color intermission screens look great. This game certainly looks better than it plays, but if you're hankering for an Army Men game, this is the one to buy.

Publisher 3DO Genre Action ESRB Rating N/A



Army Men: Sarge's Heroes 2

As one of three dedicated recruits your job is to once again blow up all Tan forces. While the objectives change, you're redundantly moving around and shooting, and to make things worse, the graphics are a waste. Every character is ridiculously tiny and the backgrounds are bland.

Understanding what is going on is next to impossible even at the best of times. Beyond some cool explosions, there is little to see and do: Enemy soldiers pose no threat and you could complete the game in your sleep. Even by Army Men low-rent standards, Sarge's Heroes 2 is pretty bad.

Publisher 3DO Genre Action ESRB Rating N/A

Pocket Games 27

Score: 7.0

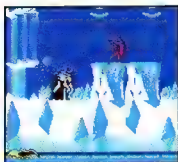
Disney's Atlantis follows the general plot of the upcoming animated movie, but focuses less on action and more on puzzles. Communication ports are set up in different spots in each level, allowing you to both save your game and switch characters. Each character provides a skill for different tasks; for example, Moliere can dig through the ground, while Audrey repairs broken machinery. Atlantis' downfall, however, is the game's visuals. The game is so dark, even with the use of a light, that eyestrain is imminent. And that's a pity, because Atlantis could be fun if you could actually see what you were doing.



Publisher THQ **Genre** Adventure **ESRB Rating** Everyone

Score: 7.0

Based on the Emmy-winning *The New Batman Adventures* cartoon series, Batman beats up some bad guys and drives the Batmobile really fast (plot? what plot?) against a backdrop of the TV show's delightfully edgy neo-noir art design. This tricky side-scroller/racer has great control, and that's a good thing since there's plenty of acrobatics to be performed right from the get-go. Parents will love this one, since Batman eschews guns for good old-fashioned pugilism. All the Bat's "toys" are used more to solve puzzles than to fight, so pound the scum of Gotham City and have a good time.



Publisher Ubi Soft **Genre** Action **ESRB Rating** Everyone

Score: 7.0

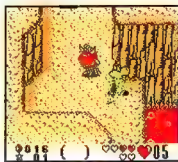
Someone probably had good intentions bringing Buzz Lightyear to Game Boy. But somewhere along the way poor Buzz became yet another victim of TV/movie licensing shovelware. You play the part of Buzz, who must complete 12 overhead scrolling missions for Star Command. Most of the action involves collecting weapons, health and power-up items while you navigate simple mazes in search of the end of each level. The weapons aren't exciting and the copious doses of health make it easy to beat; dying is rarely an issue. Sometimes the objectives of each level are not clear, making the biggest enemy the clock, not the actual game.



Publisher Activision **Genre** Action **ESRB Rating** Everyone

Score: 7.0

In search of Croc's mom, your quest will guide you through 16 stages and four unique environments. Besides an abundance of spatial puzzles, Croc 2's main appeal is all of the actions that the toothy guy can perform. You can jump, stomp, dash and tail slash, while additional moves can be purchased from the item shop. As far as looks, Croc 2's colorful backdrops really bring across the game's maritime, arctic and volcanic environments, even if the characters themselves are somewhat plain. Since the plot is light and puzzles often repeat, the game is best-suited for younger players.



Publisher THQ **Genre** Adventure **ESRB Rating** Everyone

**Score: 9.0**

For some reason, Nintendo has always had some of the best tennis games on the market. From the original Tennis for the NES to Mario Tennis on the Nintendo 64, the games have always been simple to learn, but incredibly addicting.

With this track record, it should come as no surprise that Nintendo's latest is also tons of fun. Mario Tennis is based on the N64 game of the same name, but it's not a mere translation. In fact, this portable version has more depth than its big brother. Sure, there's the standard exhibition matches that are the heart of any tennis game—the simple controls and addicting gameplay pull you in quickly and don't let go. But the real meat of this game lies in the Mario Tour mode, which is essentially Mario Tennis RPG. Here, you assume control of a typical kid who has just entered the Royal Tennis Academy. By competing in matches against rival classmates, you move up the ranks until you reach the top of the class. From there, it's off to the final tournament and the chance to play against the world's greatest tennis player, Mario.

As you win matches, you earn experience points and level up, just like a standard RPG. Upon leveling up, you can improve your character's stats, such as speed or ball control. With each improvement, your character becomes more powerful and much easier to control.

The Mario Tour is also a long quest that can go on for too long. Some matches can easily go on for an hour, espe-



cially during the later stages.

These long volleys can really do a number on your fingers with the Game Boy's tiny controls. If you have the stamina to handle it, however, Mario Tennis is one of the best and most involved games the Game Boy has to offer.

Score 9.0

Publisher Nintendo **Genre** Sports **ESRB Rating** Everyone



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



Stay tuned, Get real and Dive in .



Cruis'N Exotica

This series has run its course on the home consoles, let alone these pathetic GBC conversions Midway insists on releasing. This one only bears one resemblance to the game it's based on: Both of them have cars. Otherwise you could swap out the title for anything else and Cruis'N Exotica would still be nothing but a slow, ugly game with some of the most sluggish control in recent memory. When you consider the quality racing titles on the GBC (Wacky Racers, Test Drive Le Mans), it's almost an insult that Midway would expect gamers to spend their hard-earned money on something like Cruis'N Exotica.

Publisher Midway **Genre** Racing **ESRB Rating** Everyone



Dragon Tales: Dragon Wings

I don't know if NewKidCo realizes that if they're going to make games for kids ages 3-5 years old, they're going to have to make the games understandable to them. Tales is full of on-screen instructions that must be read and tasks that require way too much precision and patience for the target audience. Kids will probably get stuck on obstacles or not know what they're supposed to do in many places, and soon this cart will gather dust. Otherwise the game captures the style of the Dragonland adequately. Hopefully, NewKidCo will focus on making games playable and enjoyable for kids before they worry about what license to grab next.

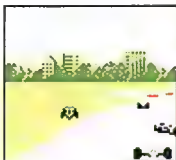
Publisher NewKidCo **Genre** Puzzle **ESRB Rating** Everyone



F1 Championship Season 2001

F1 Championship Season 2001 features all 23 drivers, 12 teams and 17 tracks from the 2001 FIA racing season. Even if it isn't a perfect ride, it is a lot of fun. Twenty-three F1 luminaries, including Mika Hakkinen, Jean Alesi and Michael Schumaker, are at your disposal, while variables such as body damage, tire wear and fuel loss further boost the game's realism. Car handling is stiff, but realistically so, and powerwides are easy to perform. Visually, F1CS2K uses a 3D engine similar to Nascar 2000, but with better results. Twelve vehicles at a time can fill the screen, while skids and rainy weather alter the overall look of the track.

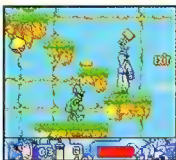
Publisher Electronic Arts **Genre** Racing **ESRB Rating** Everyone



Inspector Gadget

Four words: no jive-talking car. That sums up how glad we are that this game is based on the beloved '80s cartoon and not the live-action movie. The bumbling Inspector, pre-teen hacker niece Penny, and super-dog Brain are on the job in their good, old, colorful wacky animation, which is well-done for what's a cute little side-scroller. The game, like the cartoon, does not take itself seriously, and although the first few levels take pains to be far too easy, the game's goofiness makes up for it. Kids will have a great time. But where's that catchy cartoon theme?

Publisher Ubi Soft **Genre** Platform **ESRB Rating** Everyone



Thank you
Joel.
Ashley's middle
name is Fuller.
What's yours?

Ok

Skip

Exit



Mary-Kate and Ashley Pocket Planner

Video games based on Mary-Kate and Ashley generally flop, but Acclaim seeks to reverse the trend by appealing to the pre-high school productivity crowd. This cartridge won't transform your GBC into a Palm Pilot, but it is pretty cool.

After inputting an array of personal information, you're dumped into a daily status screen. From here, you can consult the day's "to do" list, view a schedule of events, or access the planner's G-Mail. Similar to E-Mail, G-Mail lets you and a friend exchange short memos across the GBC's infrared port. Most G-Mail subjects and "to do" list entries are limited to 20-30 characters though; so keeping detailed notes is impossible. Thankfully, text is remarkably crisp on the GBC's small screen.

There are 18 different functions to explore and although the calendar and tools areas contain useful items (such as a phone dialer and stop watch), it is the planner's friendship and fun stuff functions that'll occupy the most time.

The friendship area lets you record your friends' addresses, phone numbers and personal tastes into a lengthy contact list. There isn't a physical keyboard for text input, but Planner's on-screen keyboard has a semi-intelligent auto-complete function to minimize "typing." The cartridge has 64K of memory built into it—enough to store roughly 2500 events, contacts and "to do" list entries.

Publisher Acclaim **Genre** Organizer **ESRB Rating** Everyone



The planner's "fun stuff" section contains a number of mini-games. Among them, a slot machine, slide puzzle, and matching games seek to tax your brain. The most notable mini-game, though, is the Clue virtual pet simulator, where you can feed, play catch, and interact with Mary-Kate and Ashley's faithful dog, Clue.

Even though Pocket Planner is a bit impractical due to the GBA interface, it represents one of the very few, if not only, really innovative "video games" aimed at girls. This game is a must-buy for Game Boy girls under 13.

Score 8.0

PITFALL[®]

THE MAYAN ADVENTURE



EVERYONE
E
MILD VIOLENCE



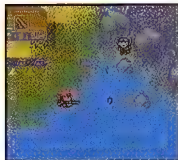
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ACTIVISION

Legend of the River King 2

This is more than a fishing game, it's a role-playing game as well. You assume the role of either Jiro or Taro, and your job is to catch two evil fish kings. Just like any RPG, you'll experience a fair amount of creature combat and character interaction on your journey. In addition, though, you'll also get to spend many hours enjoying the game's other pastimes, namely fishing, gardening, bug catching and trading. In a nod to Pokémon, there are more than 48 bugs, 32 flowers, 24 shellfish and 104 different fish to collect. That's not to say it's as deep or complex as Pokémon, but its story and "big head" visuals give off a similarly consumable charm.

Publisher Natsume **Genre** RPG **ESRB Rating** Everyone



LEGO Island 2

This lighthearted adventure follows Pepper, Lego Land's resident pizza boy, as he follows Brickster, the con he inadvertently helped escape from prison. Pepper's weapons include a pizza blaster and his skateboard, which he'll use as he explores Lego Land to pick up clues as to the Brickster's whereabouts. And to appease the "collect 'em all" generation, cards can be found all over the game; you can collect them and trade any extras with friends using the infrared communication link. The visuals in-game are somewhat stark, but that's because everything is made up of Lego blocks. This makes navigation sort of difficult through the terrain, but it should make a great addition for younger players.

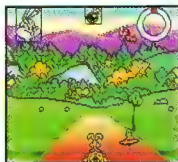
Publisher Lego Media **Genre** Adventure **ESRB Rating** Everyone



Looney Tunes Racing

Perfectly ordinary game. If it weren't for the Looney Tunes license and the bits of cartoony goodness tossed into this standard racer, it'd be getting a solid 5. As it is, it earns an extra half-point for humorous descriptions of the racers and their wacky vehicles (such as Foghorn Leghorn's turbo-tractor) and weapons such as Homing Pies. Otherwise it sticks to the formula. Its first-person format of press-A-and-steer is probably the best way for a racer to go on Game Boy, but it's still the same old, same old, even when you're dropping an anvil on an opponent instead of smacking him with a turtle shell.

Publisher Infogrames **Genre** Racing **ESRB Rating** Everyone



Looney Tunes: Marvin Strikes Back!

Does this game make sense? Did Looney Tunes ever make sense? The answer to both is no, but this game shows a lot less imagination than Chuck Jones' cartoons ever did. The look of this standard-type adventure game is loosely based on Jones' skewed-perspective animation style, and that's one of two things it has going for it. There's a lot of pointless side-quests and backtracking that makes the game a lot longer than it ought to be, and the fun wears off after about hour five. You do get to meet, and play as, various Looney Tunes characters, though, which is the other thing the game's got going for it.

Publisher Infogrames **Genre** Adventure **ESRB Rating** Everyone



Mickey's Speedway USA

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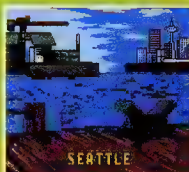
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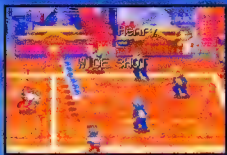
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Score 9.0

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Magi Nation

Finally, a Poké-clone that's worth playing, thanks to a novel shift in focus, instead of centering on "gotta catch 'em all," this sets its sights on developing interesting characters and a good story. The game's narrative is lifted straight out of *The Wizard of Oz*, and the landscapes are reminiscent of *The Neverending Story*. Tony Jones, the hero you control, spews out slang that makes him look and sound like a real suburban kid. The mammoth beasts he uses to defend himself in skirmishes aren't as endearing as Pikachu's buddies, but the battle system is engaging and strategic. On the whole, it's not as good as Pokémon, but really, what is?

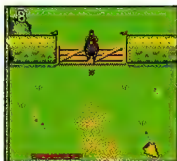
Publisher Interactive Imagination **Genre** RPG **ESRB Rating** Everyone



Mary-Kate and Ashley Winner's Circle

On the surface, what could be wrong here? Teenage girls have grown up with and love the Olsen Twins, and more importantly are suckers for a nice pony now and then. Winner's Circle starts out OK, letting you pick and customize your very own twin and electronic pony. But once you take the reins and run through the game's steeple-chase events, it becomes clear this nag is nothing but glue-factory fodder. While the graphics are nice, the control is simply abysmal. But considering the rote memorization nature of the gameplay, you needs to steer your horse anyway? There's not a lot of variety, so rent this first if you feel you have to try it.

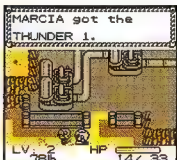
Publisher Acclaim **Genre** Racing **ESRB Rating** Everyone



Metal Walker

This ingenious game combines elements of Pokémon, Magic: The Gathering, and billiards? You control Tetto, who must find his father while stranded on a decimated island with his pet robot. Enemy robots will try to stop you, so to get rid of them, you must roll Tetto's robot around so it crashes into the others. Robot, corner pocket. Hitting a moving robot causes damage when it collides with a stationary one, and there's scattered power-ups to make things interesting. To top this innovative game off, the graphics and sound are superb. The only problem is the extremely high number of random encounters that bog things down a bit.

Publisher Capcom **Genre** RPG **ESRB Rating** Everyone



NBA Hoopz

In this sequel to NBA Showtime that features the likenesses of Shaquille O'Neal and 200 other NBA superstars, you go three-on-three against the league's finest players. As is common in NBA Jam-style games, turbo sprints, steals, dunks and alley-oops are easy to perform. The lack of a two-player mode is disappointing, but the additional teammate brings a lot of energy to the single-player mode. Traveling is overlooked, aggression is encouraged, and you never have to worry about going out-of-bounds. Other than some flicker, cartoon-style backgrounds and large player sprites give NBA Hoopz a wonderful look.

Publisher Midway **Genre** Sports **ESRB Rating** Everyone



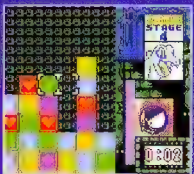
Pokémon Puzzle Challenge

Let's cut to the chase: This is one of the best pocket games ever published. Consider that when staffers of PG were presented with the option of playing Game Boy Advance launch games or popping this into their shiny new handheld unit, many chose the latter, time and time again. Why? Because Puzzle Challenge is incredibly addicting.

Yeah, you can play with the intention of putting your Game Boy down in 10 minutes, but good luck actually following through with that plan. No, two hours later, you'll still be jamming; all other time obligations will have been temporarily put on hold because you "just had to get past one more stage."

If you've ever played (and gotten hooked on) Tetris Attack, you'll know what to expect here: same game, but now it's in color (a big plus), there are more play options, and there are some superfluous Pokémon sprites thrown in to ensure high demand for the product (fear not, adult gamers: You don't need to know anything about Pikachu or his buddies to get into this).

The characters have nothing to do with the gameplay itself; they only act as window dressing. Mastering the one-player mode will take a long time—the higher difficulty levels get REALLY tough—but when you do, it'll be time to loan the cart to a friend. You won't want to part with it, but just watch: Your buddy will love the game. He or



she will then instantly go out and get a copy for him/herself, after which you can start up two-player matches. That, my friends, is where the real fun begins.

Nothing satisfies a Puzzle League pro more than hearing human opponents grunt and swear over losing. Smack-talking is also highly recommended. All said, PPC has created a new high-water mark in the world of handheld games. It's an absolute must-have game that should keep you addicted for hours, if not days (or weeks) on end.

Score 10

Publisher Nintendo **Genre** Puzzle **ESRB Rating** Everyone

Disney's ATLANTIS THE LOST EMPIRE



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Snoopy Tennis

Snoopy Tennis has the unfortunate timing of being released right after Mario Tennis, one of the best tennis games ever made. While Snoopy Tennis lacks the depth of Mario Tennis' RPG mode, it still plays a darn good game. While the control is extremely tight, the game demands accuracy. Wide swings that would return the ball in other games hit only air here, so make sure you're right on top of the ball when you swing. With multiple modes of play and unlockable characters, Snoopy Tennis will keep you busy for a while. Let's just hope the next Peanuts sports game has the gang playing baseball, which makes a lot more sense than tennis.

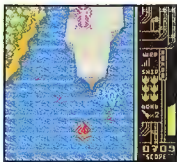
Publisher Infogrames **Genre** Sports **ESRB Rating** Everyone



Project S-11

Shoot-'em-up fans rejoice—Project S-11 is eight levels of vertical shooting that pits a lone ship against scads of aliens. As you fly over eight unique backdrops, your mission is to shoot everything and destroy the boss waiting at the end of every stage. There are five unique weapons: missile, laser, spread shot, spiral shot and flame fountain—each with seven levels of charge. A shield meter also affords limited protection against bullets. Sure, the formula is old, but the solid gameplay and the use of visual gimmicks give Project S-11 a distinctively polished feel.

Publisher Sunsoft **Genre** Action **ESRB Rating** Everyone



Razor Freestyle Scooter

Although it may be fun to ride those new-fangled scooters, it's hard to say the same thing about the video game. Here, you scoot in a straight line from start to finish in three modes (trick, racing and championship), avoiding road hazards and pulling off tricks. The mechanics are very simple—you can pull off any trick without having to worry about gathering speed. Avoiding obstacles is a simple matter of jumping at the right time. The basic gameplay (even the link play) feels extremely dated, and the game boasts no particularly impressive aspect. Steer clear of this sub-par game unless you're a scooter fanatic.

Publisher Crave **Genre** Sports **ESRB Rating** Everyone



Rescue Heroes: Fire Frenzy

All the right elements are in place for Rescue Heroes: not only do most kids enjoy playing fireman and other rescue-type professions, but the gameplay parallels the kinds of exercises kids find exciting. Early stages involve simple tasks like knowing which outfit a character wears. In other players will attempt rescue operations by using their memory skills to remember which square an animal was hidden behind, or aiming their water on a fire. It's a simple game with simple graphics, but it's perfectly suited for its audience.

Publisher Havas Entertainment **Genre** Puzzle **ESRB Rating** Everyone



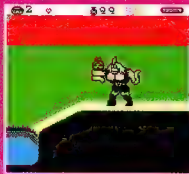
Powerpuff Girls (Trilogy)

Thanks to BAM!, the Game Boy Color now boasts three games based on the Powerpuff Girls animated series. The games, *Bad Mojo Jojo*, *Paint the Townsville Green*, and *Battle Him*, feature each girl separately in her very own adventure.

Sadly, although the three Powerpuff games have differing heroes and villains, they're all pretty much identical in terms of gameplay. Background tiles and boss sprites change, but controls, power-ups and henchmen do not. In fact, at five levels per episode, it's a wonder why BAM! didn't just combine them all into a single game in the first place.

Shameful rehashing aside, the design underlying this series is woefully lackluster. Each episode is a side-scrolling action platformer. Thus, you mainly have to fly across ledges, avoid bottomless pits, and defeat bosses until the game ends. Bubbles, Buttercup and Blossom are limited compared to their counterparts in the TV series. Basically, all they can do is run, fly, punch, stun and call for help. There's little variety to break up the monotony aside from a few treasures and trading cards to collect, provided you're willing to scour each level relentlessly just to see 100% displayed on the status screen. On the upside, you can trade excess trading cards to friends via a link cable.

Sadly, the visuals are just as unimpressive. Small character sprites, choppy animation, cubic backgrounds and forgettable



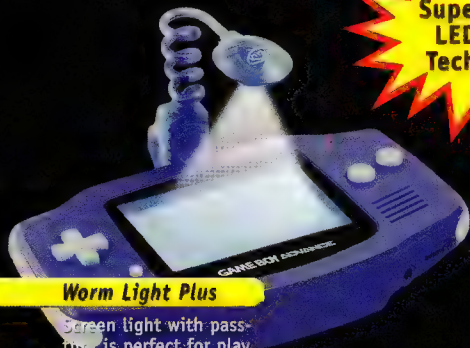
music tracks fill out the rest of the series' production values. There are a number of amusing cutscenes featuring show regulars, but even those are so plain as to be barely worth mentioning. Three games, three strikes—the Powerpuff Girls are out.

Score 4.0

Publisher Bantam Doubleday Dell **Genre** Action **ESRB Rating** Everyone

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Flexible screen light with interchangeable glowing light saucers and built-in pass-thru port



Shock 'N' Rock

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For Game Boy Advance



WORM LIGHT PLUS

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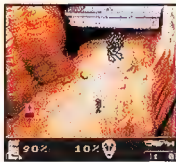
The NYKO Worm Light is protected by US utility patent 6,186,636, and US design patent 435, 679. Other worldwide patents are pending.

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Roswell: Aliens, Myths and Legends

Based on the popular animated television show of the same name, Roswell puts players in the role of a covert operative. Aliens have been landing on Earth and assuming human form, and it's up to the telepathic Nick Logan to bust them. Players must mentally scan assigned cities one person at a time to see which members are extraterrestrial. Once found, Nick must immobilize them and escort them to headquarters to face the music. The gameplay is ultra-repetitive, with protracted hikes and shootouts on enormous maps. Every now and then you'll drive one of five vehicles or face a boss, but that doesn't breathe any new life into this tired alien chase.

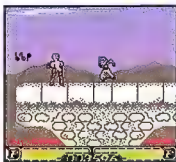
Publisher Redstorm **Genre** Adventure **ESRB Rating** Everyone



Shrek

Shrek is a one-player brawler that allows players to fight as one of the flick's many characters. Three can be unlocked, but Eddie Murphy is thankfully omitted. The backgrounds include the film's locales and figure into gameplay: Falling off a bridge is an instant victory for your opponent. Each character has special moves enabled by controller motions. Shrek fights with bad breath, Robin Hood shoots arrows, and King Farquaad jumps on your head. The character balance needs more tweaking, but the unlimited continues make beating this game with every character nothing more than a matter of time.

Publisher TDK **Genre** Fighting **ESRB Rating** Everyone



SpongeBob SquarePants: Legend of the Lost Spatula

The cartoon hero in this adventure aspires to one day wield the legendary Golden Spatula and it's your task to guide him to it. The gameplay consists of standard side-scrolling platform action with emphasis on exploration. You'll need to search for important objects and treasure chests, dealing with enemies and hazards all the while. To figure out what to do next, Bob gathers information by talking to his neighbors who will ask the occasional favor of their absorbent friend. This is a nice-looking game that captures the flavor of the cartoon, so if you enjoy exploration and are a fan of the show, this is definitely worth checking out.

Publisher THQ **Genre** Action **ESRB Rating** Everyone



Tech Deck Skateboarding

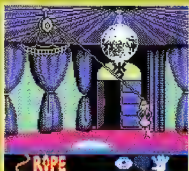
He's no Tony Hawk, but Finger Guy, the dismembered digit that players control in this game, gives the birdman a run for his pocket money—and this guy never falls off his board. Players control a potato-shaped piece of flesh that can perform dozens of flips, switches and grinds with the touch of a button. On X-Treme difficulty, the only setting which grants access to all 50 boards and the game's end, players have only 20 seconds to snatch the tech decks strewn across the various skateparks. Extra time is earned by grabbing the boards or linking three tricks together. The visuals and sounds are clean, but, most importantly, the control is rock-solid.

Publisher Activision **Genre** Action **ESRB Rating** Everyone



Scooby-Doo! Classic Creep Capers

It's a little hard to believe, but Scooby-Doo! Classic Creep Capers is a pretty good game. It's a side-scrolling platformer that lets you play as Scooby-Doo, Shaggy, Fred, Daphne, and Velma. The game is set in a classic Scooby-Doo style, with a spooky mansion and a variety of creepy creatures. The gameplay is simple and fun, with a focus on exploration and puzzle-solving. The graphics are colorful and detailed, and the sound effects are well done. Overall, this is a great game for fans of the show and for anyone who enjoys a good platformer.



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Score 8.0



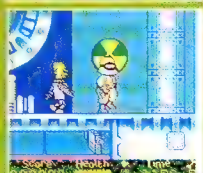
The Simpsons: Night of the Living Treehouse of Horrors

It's a horror game, but it's not scary. It's a puzzle game, but it's not hard. It's a platformer, but it's not fun. It's a game that's just... there. Like a bad joke that's been around for a long time. The game is a collection of puzzles and platforming challenges that are designed to be solved in a specific order. The puzzles are often simple, but they can be frustrating if you don't know what you're doing. The platforming is also simple, but it can be frustrating if you don't know what you're doing. The game is a collection of puzzles and platforming challenges that are designed to be solved in a specific order. The puzzles are often simple, but they can be frustrating if you don't know what you're doing. The platforming is also simple, but it can be frustrating if you don't know what you're doing.

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Score 5.5



The Mummy

This video game rendition of *The Mummy* takes the movie's treasure-hunting premise and transforms it into an addictive puzzle game. Throughout the game's 46 increasingly difficult spatial brainteasers, you'll collect relics within each level of the tomb.

Completing a level requires that you adapt the environment to your needs—shoving crates, jumping across platforms, and dynamiting walls until you can make your way forward. In a nice twist, you can even swap between three characters, each of whom has their own skills and abilities. Crisp visuals, fluid animation and orchestral-style music make this a nice game to look at and play.

Publisher Universal Interactive **Genre** Adventure **ESRB Rating** Teen



Tom and Jerry Mouse Hunt

If mouse chasing were ever this boring, then most of Tom and Jerry's cartoons would probably be punctuated with large bouts of napping. All you do in this game is pick up mice and throw them in a catcher while Jerry tries to save them. The only subtle elements of strategy come in the form of cheese and weapons which can be used to make your mousey rival's life miserable. Finding cheese will make mice come closer to you (making them easier to catch) while weapons can put you or him out of commission for brief periods of time. This repetitive gameplay is fine for the first 20 minutes, but after that, you'll wish you stuck to the cartoon.

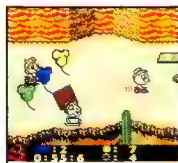
Publisher Natsume **Genre** Action **ESRB Rating** Everyone



Toy Story Racer

This game features Buzz, Woody, Mr. Potato Head and the rest of the *Toy Story* gang, and includes 10 full-motion video-rendered tracks. As you race for the finish, you'll swoop under picnic tables and over couches—all in glorious 3D. Gameplay is typical kart-racer flair: not too easy, but not too difficult either. There are eight unique power-ups, including coins to boost your score, horseshoes for invincibility, and a clock to increase the timer. Thanks to its lighthearted feel and simple gameplay, *Toy Story Racer* is an excellent choice for children and Disney fans.

Publisher Activision **Genre** Racing **ESRB Rating** Everyone



Walt Disney World Quest: Magical Racing Tour

Did you know there's a fireworks machine under Walt Disney World? Neither did we, but it's the premise of this kid's game featuring Chip, Dale, Jiminy Cricket, and other characters the manufacturers just made up—no Mickey, sorry. To get ahead of the pack, you must

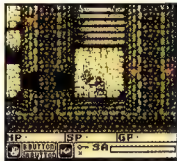
hit rainbow arrows for extra speed in this side-scrolling racer, whose difficulty seems just right to make it inviting and fun. It could have used a little more originality, though—it feels like something you've played a million times over, not to mention that all the secrets can be found in a couple of hours. It's cute and harmless, nothing more, nothing less.

Publisher Eidos **Genre** Racing **ESRB Rating** Everyone

Warriors
Unpleasantly Accurate Game of Thrones

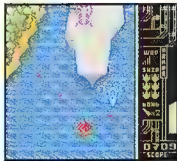
Warriors could have been a contender, but lacks in so many ways. While the graphics are decent, the oodles of faulty collision detection, unavoidable damage, and "You have fallen to your death" messages make playing this title an exercise in sheer frustration. Aleron can walk through hordes of monsters without taking a single hit, then brush up against a lone enemy and die almost instantly. The slightest misstep in a dungeon will cost the player his/her life and around 10 minutes of gameplay time per death. Speaking of which, someone at *Pocket Games* nearly took his own life to bring you this information. Pity him.

Publisher 3DO **Genre** RPG **ESRB Rating** Everyone

**World Destruction League**
World Destruction League

The problem: how to entertain survivors living in the rubble of the Great War. The solution: The World Destruction League, where members lay waste to one another with heavy artillery in an attempt to become the league champion. There are 12 different characters to choose from, each of whom drives a unique vehicle. There's plenty of weapons and the idea is simple: Destroy everything. Almost all enemy tanks and buildings reveal health and weapon power-ups when destroyed, so death is a non-issue. It's mindless fun with tight controls and enough variety to keep pocket gamers blasting happily.

Publisher 3Do **Genre** Action **ESRB Rating** Everyone

**Woody Race**
Woody Race

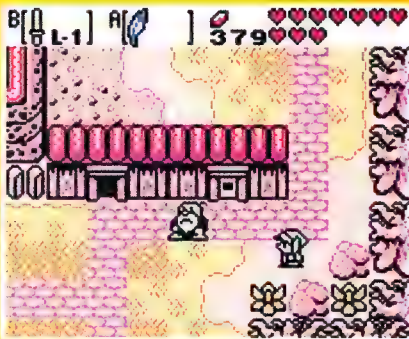
In this top-down racer, you take control of Woody and friends in over 24 tracks to conquer. New car parts, car upgrades and drivers are unlocked as you win each three-race cup, so you'll need to mix and match your car parts for optimal performance. To get ahead in the competition, items and weapons are available to make life miserable for your fellow drivers. It's just unfortunate that the repetitive tracks and sluggish control will make your life miserable as well. There's just no reason to bother with this racer, when there's so many that are better. What in the heck is Woody doing in a kart-racing game, anyways?

Publisher Konami **Genre** Racing **ESRB Rating** Everyone

**Yogi's Bunch**
Yogi's Bunch

In this lighthearted romp, you have to help Yogi, Boo Boo and Cynidi pop balloons before they fall to Earth and clutter the park. Forty single-player levels and a two-player link cable mode await those who answer Yogi's plea. For those keen on puzzle games, Balloon Blast is similar to Bust A Move or Magical Drop. As a preset array of multi-colored balloons drop from the top to the bottom of the screen, your goal is to fire your own balloons upward, match like colors, and clear the mess away in groups of three or more balloons at a time. Tetris it's not, but Balloon Blast an adequate diversion for the younger crowd.

Publisher Bam **Genre** Puzzle **ESRB Rating** Everyone

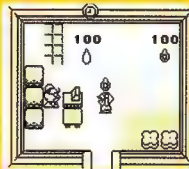


Zelda Oracle Series

Nintendo's latest Zelda release is a genuine hit...er, ahem, two hits. Subtitled Oracle of Ages and Oracle of Seasons, each chapter in the series is an action-RPG that emphasizes real-time combat, magic use and puzzle solving. Beyond the basics, though, both games also contain their own storylines, characters and worlds, as well as a number of enhancements that make either an excellent candidate for "greatest Zelda game ever."

When it comes to presentation, the Oracle series builds upon the previous Link's Awakening DX. Character sprites, sound effects and music remain similar, but a number of improvements spruce things up. The stall-move-stall style of screen scrolling from previous Zelda games has been replaced in some places by smoothly scrolling, multi-screen stages. Character animation and terrain interaction are also more complex compared to the previous effort. Musically, the classic Zelda anthems are joined by newer pieces that wonderfully fit the on-screen action.

New additions include mini-games, such as rhythm dancing and battling cages, which offer nonvital ways of obtaining items; animal collaboration, featuring Ricky the kangaroo and Demitri the Dodongo, for accessing hard-to-reach areas; and Pokémon-style ring collecting, where you can collect and trade 64 different rings, each with its own status enhancement.



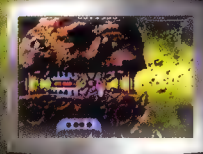
Be advised, though, Oracle of Seasons contains a greater number of enemies and hazards than Ages does, but fewer mini-games, making it the more action-oriented of the two chapters. Since there is an underlying plot woven throughout both chapters, Nintendo has included a password system for linking the two games. Once you've finished one, you can bring your items and rings over to the other, unlocking additional characters and plot points in the process.

Thankfully, the redistribution of items and areas between each attempt is significant enough to warrant multiple (and very enjoyable) replays.

Score 10

Publisher Nintendo **Genre** Action/RPG **ESRB Rating** Everyone

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Advanced Technology

Your guide to Nintendo's Game Boy Advance launch



After 12 years of handheld dominance, Nintendo's gracefully aged Game Boy is finally ready to step down from the throne. On June 11, 2001, hundreds of thousands of anxious gamers will get their greedy little hands on the brand-new successor to Nintendo's biggest and longest-running cash cow, and the next period in the handheld's illustrious career will begin. That's right folks, the long wait is over—Game Boy Advance is finally here.

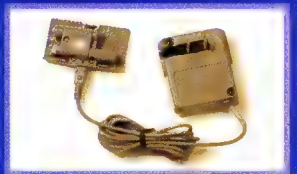
Official Nintendo GBA Peripherals



GBA Link Cable

Unless you have absolutely no friends at all and/or live in a cave by yourself on a privately owned island, you'll want to nab yourself a GBA Link Cable. With three cables, four people can play supported games simultaneously, which adds up to hours upon hours of on-the-go fun. The cable is a tad bit larger than the old GBC one, because of the connector in the middle, but it looks nicer and can actually move a lot more data a lot faster than the older cables.

SCORE: 9



GBA AC Adapter Set

The GBA AC Adapter Set is a great way to save money on expensive batteries, but only if you're planning on doing a lot of playing at home. By using this, you're pretty much removing the portability factor from your GBA. Still, if you're going to be stuck in one place for a long time, it makes plenty of sense. The GBA AC plug is slightly better than the older GB ones in that the prongs fold in to the unit, making it more compact when not in use.

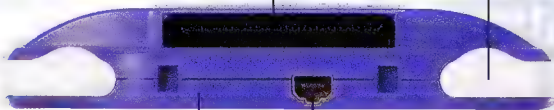
SCORE: 7

Cartridge Slot

The GBA cartridge slot accepts GBA carts (of course), as well as all older GB carts. There's a tiny button inside the cartridge slot that's designed so that it only gets pushed when older cartridges are inserted, alerting the GBA as to what kind of game is being played. The only downside to this backward-compatibility is that older GB carts stick out quite a bit from the back of the unit.

L/R Buttons

The GBA features L and R shoulder buttons, similar to those found on the Super NES and Nintendo 64 controllers. Another two buttons on the face certainly would've been nice, but alas, the only new buttons are these.



Peripheral Grooves

Contrary to what you might have thought, these inconspicuous little grooves actually do serve a purpose: They're there so that future peripherals can be attached to the GBA with minimal effort.

Communication Port

The GBA's external communication port is primarily designed to accommodate the new GBA Link Cables (which can be linked together for up to four-player simultaneous play). It also takes the older Game Boy Link Cables, for when you're playing older Game Boy games on your GBA. But that's not all it'll be used for. When the GameCube is released, you'll be able to attach the GBA to the "Cube via a special cable that connects to this port. And who knows what else they'll think of...



Strap Hook

For all you strap lovers out there, the GBA has a strap hook so you can attach your favorite keychain or phone strap, just like on the GBC.

The history of Game Boy Advance or "AGB" as it's known in the development community (Advanced Game Boy), was first officially announced by Nintendo back on Sept. 1, 1999. Rumors of its existence (or pre-existence, really) date as far back as 1996, when word leaked that Nintendo was working on a 32-bit color handheld code-named "Atlantis." But alas, Atlantis slipped off the radar until that fateful day in September 1999, when Nintendo finally let the cat out of the bag. At that time, the company revealed initial specs for the system, now known as Game Boy Advance, and touched upon a few of its key selling points (backward compatibility, online connectivity via what would become the Mobile Adapter GB,

and "widescreen" format). They also announced a release date of August 2000 in Japan, with a "Fall 2000" date for the U.S. and Europe. Unfortunately, the unit itself was not revealed—only its initial specs.

Things remained pretty quiet on the Game Boy Advance front until around E3 time last year (May 2000), when it was revealed that the system would not make its August 2000 release date, due to difficulties in keeping up with manufacturing demands. The main cause of these difficulties? Game Boy Color, or more specifically, Pokémon. With the Pokémon phenomenon in high gear, the demand for Game Boy Color systems was at an all-time high, and Nintendo could barely produce

enough GBCs, let alone GBAs. And so, things were put on hold, with "new details" to be revealed at a special conference prior to the annual Nintendo Spaceworld show in August in Japan. As is often the case with Nintendo, once again, their fans had to wait. Just a little bit longer...

Finally, on Aug. 24, 2000, one day before Spaceworld, Nintendo held a special invite-only event at the Makuhari Messe in Japan, called "Nintendo: The Upcoming Generation." It was here that the company finally pulled the lid off of Game Boy Advance, revealing the system's design, final specs, launch details and a slew of playable games for showgoers to check out. (They also unveiled the 128-bit Nintendo GameCube at this

Select/Start Buttons

Although the D-pad, B and A buttons are basically unchanged from the Game Boy Color, the Select and Start buttons are now smaller, round and located to the left of the screen. This'll probably take some getting used to for long-time GB players, but they seem to work well there.

Power Lamp

They've even enhanced the old Power LED. The light shines green until the batteries are down to about an hour's worth of life left. Then, it switches from green to red, letting you know it's almost time to change the batteries. Very useful!

GBA CPU Specs

CPU	32-Bit ARM with embedded memory
MEMORY	32 Kbyte + 96 Kbyte VRAM (in CPU), 256 Kbyte WRAM (external of CPU)

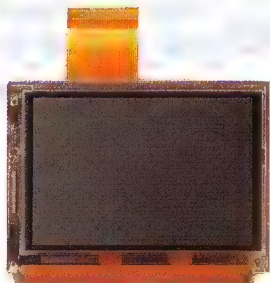


Speaker

Like the GBC, GBA only has one speaker, located here. If you plug in a pair of headphones, however, you'll be treated to full stereo sound.

Liquid Crystal Display

The new 2.9" reflective TFT (Thin Film Transistor) screen is capable of displaying up to 512 colors simultaneously from a palette of 32,768 colors. This is roughly 10 times as many colors that the Game Boy Color could display at any one time. Plus, the screen resolution is 240 x 160, which is 50 percent wider than that of the Game Boy Color, and slightly taller, too. If you're not that good with math, all you need to know is that this is a major improvement.



event—talk about doubling your pleasure!) They announced that the GBA would be released on March 21, 2001 in Japan, for 9,800 yen (about \$80), with a U.S. release to follow in July (this was later moved up to June). They also announced launch peripherals, and went into detail about the system's capabilities (more on those later).

Game Boy Advance: Up Close and Personal

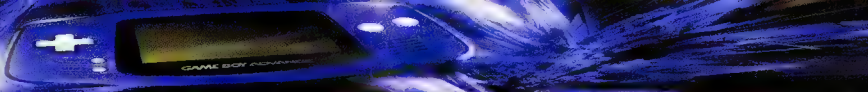
So now that Game Boy Advance has finally arrived, it's time to take a closer look at the system and its capabilities. How powerful is it, really?

What kinds of games will it play? And why buy a Game Boy Advance instead of a Game Boy Color? Now that we've spent a good deal of time with the system (we've had ours for nearly three months already), we're ready to tackle these questions and plenty more. Read on...

First, let's take a look at the Game Boy Advance unit itself, using the above graphic as a guide. As you can see, the most obvious difference from the older Game Boys is that the GBA was designed to be held horizontally, instead of vertically. This change in design allowed Nintendo to go with a much wider screen than that of the previous Game Boys, while keeping the actual hardware very small and portable.

Under the Hood

Game Boy Advance is a pretty sophisticated little piece of hardware. In development for over two years, the unit has gone through various changes and adjustments before becoming the final unit you see here. According to Satoru Okada, co-creator of the original Game Boy and head of development for Game Boy Color and Game Boy Advance, plans for a true follow-up to Game Boy (i.e., GBA) were under way before Game Boy Color was even developed. In the end, however, the decision was made to go with a slightly enhanced Game Boy first (GBC), to "ease" consumers into the next generation of Game Boy hardware, while allowing for GBA development



Game Boy Family: Side by Side



	Game Boy	Game Boy Color	Game Boy Advance
Colors On-screen	4 (shades of grey)	56 (out of 32,768)	512 (out of 32,768)
Screen Resolution	160 x 144	160 x 144	240 x 160
Processor	8-Bit, 1.05 Mhz	8-Bit, 2.10 Mhz	32-Bit, 16 Mhz
Buttons	D-pad + 4 (B, A, Select, Start)	D-pad + 4 (B, A, Select, Start)	D-pad + 6 (B, A, L, R, Select, Start)
Batteries/Battery Life	4 AA - 35 hours	2 AA - 20 hours	2 AA - 15 hours
Released	1989	1998	2001

GBA Battery Pack/Charger Set

The GBA Battery Pack/Charger Set is an excellent choice for those who play their GBAs often, as it eventually pays for itself if used enough. It comes with two parts—a Charger, which plugs into an electrical outlet, and a Battery Pack, which goes in either the Charger or the GBA, depending on if you're...charging or playing (this isn't rocket science, kids). When fully charged, the Battery Pack provides for about 10 hours of playtime. This is slightly less than a pair of normal AAs, but on the plus side, it can be recharged up to 500 times, and only takes about two hours to fully juice up. A great value for hardcore players.

SCORE: 9



Light Boy Advance

SunSelbu's Light Boy Advance is a combination screen magnifier/brightener, not unlike the older Light Boys for previous Game Boys. The unit snaps over the GBA's screen and then folds up to provide light from two bulbs (one on the top-left, one on the top-right). But is it any good? Well, yes and no. The light is excellent, especially when playing at night. There's a tiny shadow at the top of the screen from the LBA, but it doesn't hurt too much. The magnifier, on the other hand, is almost useless. It hardly magnifies at all, and since it's double-sided, that's two times the dust you need to worry about each time you play. Also, this thing's a battery hog—two AAA batteries last less than eight hours, which means you'll be replacing batteries more often than not. An overall good peripheral, but not without its problems.

SCORE: 6

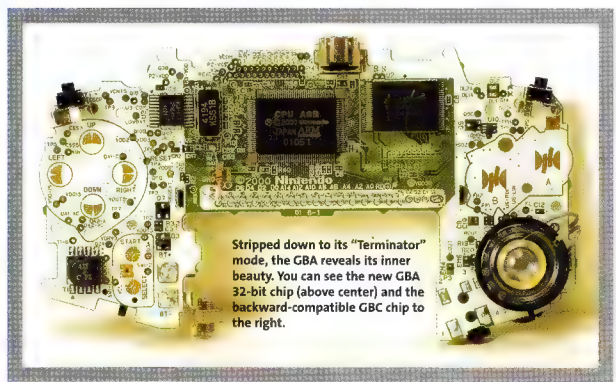
costs to drop as time went on.

In terms of raw power, Game Boy Advance far surpasses any previous handheld to date. The system contains two CPUs—a 32-bit RISC processor developed by U.K.-based ARM, and an 8-bit processor used for Game Boy and Game Boy Color games. Performance-wise, it's like a handheld Super NES on steroids. The system was designed from the ground up as a 2D machine, though it's entirely capable of producing "pseudo-3D" effects like those found on the Super NES. In fact, the GBA can handle everything the Super NES could (Mode 7-esque rotation, transparency, multiple layering, etc.) and even some things the SNES couldn't handle (like hardware-based sprite scaling). While the system wasn't made to play host to "true" 3D graphics, games with minimal polygon usage, like the kind found in the Super NES classic, Star Fox, are entirely possible. Additionally, it's possible to show FMV (full-motion video) on the GBA, though it's obviously not that practical since video clips take up a ton of cartridge space. Silent Hill, a launch game in Japan, features some snippets of FMV which look pretty darn good. (Too bad the game itself is a text-based snooze.)

The Game Boy Advance uses a 2.9" TFT

(Thin Film Transistor) Super Mobile LCD screen developed by Sharp. It's very similar to the type of screen on Game Boy Color, except for some minor improvements in contrast and how whites are displayed (they look more "white" than they did on the GBC screen). While this screen is extremely crisp, cheap to produce and energy efficient, it lacks the one thing gamers have been begging for: a backlight. According to Ken Lobb, long-time Nintendo guru and Game Evaluation Marketing Support Manager, the idea was certainly discussed, but in the end it was decided that most gamers would rather play their Game Boy outdoors, in which case a reflective screen would serve better than a backlight. We don't necessarily agree with this, but the fact remains—even if they did include a backlight, it probably would've drove the unit's price up over the \$100 mark, which is a bit on the high side for a handheld.

Finally, there's the issue of sound. This is one particular area where the Game Boy Advance falls short of the Super NES. While the sound is infinitely better than that of the Game Boy Color, nothing we've heard so far has knocked us off our poof chairs. But to be fair—the system has only just launched, and since the GBA's main CPU powers the sound, developers will



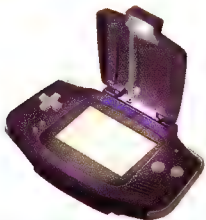
Stripped down to its "Terminator" mode, the GBA reveals its inner beauty. You can see the new GBA 32-bit chip (above center) and the backward-compatible GBC chip to the right.

Coming Soon

Now that you've seen some of the officially reviewed peripherals, take a look at some of the stuff we did not get a chance to test yet. At press time many are still in the late prototype stage or being manufactured, but it is still cool to see what's coming.



While we are big fans of NUBY's Cobra light for the GBC, we are a little frightened by their all-new snake-inspired GBA gear. If it works for them that's cool, but the most important thing to us is how their gear works, not looks.



PELICAN has yet to get us any of their new products, but as you can see, a light enhancement and a battery peripheral could be in your future.



The Game Boy Elite: 30 Must-Own "Classic" Game Boy Games

Don't forget—Game Boy Advance is backward-compatible with all older Game Boy systems, which means there's already a world of classic titles ready for you to tear into. Whether you're new to the handheld scene, or just want to relive some of your old favorites, you can't go wrong with any of these gems:

Bionic Commando: Elite Forces
Crystalis
Donkey Kong
Dragon Warrior I & II
Dragon Warrior Monsters
Final Fantasy Adventure
Final Fantasy Legend I, II, III
Game & Watch Gallery 1, 2, 3
Harvest Moon 2
Kirby's Dream Land
Kirby's Dream Land 2
Kirby's Tilt 'n Tumble
Zelda: Link's Awakening DX
Zelda: Oracle of Seasons/Ages
Mario Golf

Mario Tennis
Metal Gear Solid
Metroid II: The Return of Samus
Mole Mania
Pokémon Red/Blue/Yellow
Pokémon Gold/Silver
Pokémon Pinball
Pokémon Puzzle Challenge
Super Mario Bros. Deluxe
Super Mario Land
Super Mario Land 2: Six Golden Coins
Tetris DX
Wario Land: Super Mario Land 3
Wario Land II
Wario Land 3

likely hold back on going all-out with sound until they learn to program for the system better (nobody is going to sacrifice graphics for better sound, at least not yet anyway). Look forward to better music and lots more voice samples in the future, as developers get smarter, compression gets better, and cart sizes get larger.

Touchy Feely

So now you've seen it all up-close and personal, but how does the Game Boy Advance feel? After playing many of the Japanese launch titles until our thumbs were about ready to fall off, we've come up with a simple conclusion: We like it. At first, getting used to the L and R buttons is a bit tough—especially L, as it's so close to the D-pad. If you have large hands, you may find it to be uncomfortable. But once you get used to the horizontal layout, and figure out a comfortable way to rest your index fingers near the shoulder buttons, it's all smooth sailing from there.

Game Boy Color vs. Game Boy Advance

Nintendo has been touting the Game Boy Advance screen as being 50 percent larger than the Game Boy Color screen. While this is only half true (it's 50 percent wider, but only a tiny bit taller), it still makes for a huge difference when playing games. Thanks to the wider resolution of the GBA screen, ports of classic console games to the GBA should be much more friendly to players. Scrolling is still necessary for "exact" ports, because TV resolution is different from that of the GBA (the aspect ratio is different), but the amount of scrolling involved

will be greatly lessened from the Game Boy Color. (Super Mario Advance is a perfect example of this.) Of course, the defining factor of any system is its games. Without a good variety of games, even the most technically impressive hardware would be worthless. That being said, GBA is no slouch when it comes to software. Already there are over 200 games due out at launch, and an additional 40 are expected to be available by Christmas. And that's not even counting the fact that GBA will play all previously released Game Boy and Game Boy Color software...

Back to the Future

Don't go throwing your old Game Boy collection up on eBay just yet, kiddies—fortunately for you, Game Boy Advance is 100 percent backward-compatible with all older Game Boy and Game Boy Color games. Right off the bat, that's an additional 450 titles you can play on your GBA. Not bad!

Because of the difference in screen size, older Game Boy games show up with a large border to the left and right of the screen, and a small one on the top and bottom. By pressing the L button on the GBA, you can "stretch" the screen to simulate a widescreen mode. It's an interesting little effect, but to be honest, it's not very useful. Few games actually look good in widescreen mode—most of them will just give you a headache.

The Game Boy Advance communication port is capable of accepting Game Boy Color link cables for playing GBC games linked (such as Pokémon). However, you can NOT use a GBC link cable to link up two GBA games. You'll have to get a new GBA link cable for that.

Palm, Inc.

PALM IIIc (\$275)

The Palm Pilot gave birth to this market years ago, so it's easy to assume their line of PDAs are among the best. That may be true in respect to their intuitiveness, but not when it comes to gaming. This sleek, 8MB device is the first (and cheapest) of Palm's color devices, but its 256-color screen, speed and color software support isn't as robust as competitors.

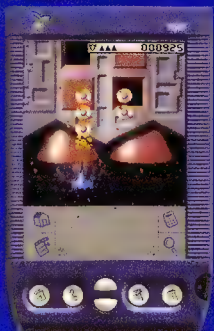
The biggest problem, ironically, is the device's backward compatibility that pushes software makers to optimize for widespread monochrome screens rather than take advantage of the system's newfound color capabilities. Sadly, games aren't immune from this phenomena. There is a wider variety of software to choose from, but most of it consists of rudimentary card games, and even the most ambitious titles (such as Electronic Arts' Tiger Woods Golf) look archaic after you've seen a Game Boy Advance in action.



Handspring Inc.

VISOR PRISM (\$400)

Slimmer and better is the mantra of Prism, and when compared to its rival, the Palm IIIc, nothing could be more true. The sharp, back-lit screen is more vibrant than the Palm, and its 64K color depth is perfect for gaming. It sports more memory and a faster processor, but also shares a lot of the same weaknesses and strengths of the Palm, since it uses the same operating system. In other words, there will be some games more advanced than your Palm (such as Pac-Man and Galaxian ripoffs), but nothing substantially different. The biggest complaint for Palm games is a lack of a directional pad, but Visor offers a snap-on GameFace that adds a small joystick to the middle of the device.



Have PDAs Advanced Past Game Boys?

By Craig Kujawa

If you've been in an airport or a conference room and someone was moving the stylus on their PDA a little too frantically to be taking notes or checking their schedule, chances are they probably weren't. Wireless companies are just starting to figure out what you and Nintendo have known for years: The most compelling application for a portable device are games, not a calendar or glorified address book.

In the past year, PDA game libraries have been swelled due to a conscious focus on them by manufacturers and a shareware community who realize you want to play more than just monochrome Solitaire. The sophistication of the hardware is growing while prices are dropping, and that's enticing companies like Electronic Arts who are getting involved with making PDA gaming a serious industry. That's not to say that these devices will unseat our beloved Game Boy Advance as king of the handheld market, however. It simply means that there's finally a cool alternative that may become a viable alternative in time.

Or so we hope. It's easy for companies to talk about how they want their device to be the next wireless gaming platform, but it's harder to deliver. We decided to hand-pick a few of the devices with the most gaming potential to take out for a test drive, and were a little surprised by the results. After years of Innovation, we found a bevy of unique hardware with pluses and minuses, but nothing that completely filled the bill. But if you're in the market for a PDA, this can steer you to the most entertaining one.

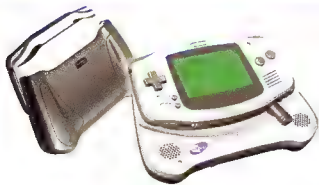


Compaq iPaq 3650 Pocket PC

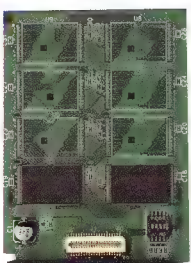
Compaq Corp. (\$400)

Pocket PCs are like portable computers and come with a hefty price tag, but you get what you pay for. This 32MB Compaq uses a 206 MHz ARM processor that can move lots of detailed graphics across the iPaq's uniquely sidelit, touch-sensitive, crystal-clear LCD screen. MP3s can be played on the unit, and it even comes complete with an audio digitizer, all of which can be easily transferred back and forth from your desktop computer since the iPaq's operating system is Windows CE. All of these features sound great until it comes time to find the software to use it. The biggest problem with Pocket PCs, this one in particular, is software availability. Even though the iPaq is the best of the field, contenders such as the HP Jornada and Casio Cassiopeia have splintered the Pocket PC software market. That

means it will take more legwork to find shareware that runs fine on the iPaq, but once you get up to speed, there's some real gems. JimmySoft, for example, (www.jimmysoftware.com) has some of the most impressive (and inexpensive) titles, ranging from a simple Super Sprint, top-down racing game to Turjak, a high-octane, colorful shooter that looks great on the system's arcaid-shaped vertical screen. There's even a Quake port and a buggy, yet fully functional iPaq-tailored MAME emulator that plays classic games such as Pac-Man, Joust, not to mention a black-market Game Boy emulator. Playing these can be difficult, however. The iPaq only accepts input from either the pad or its buttons at one time, making it hard to maneuver and react quickly. Moving a character and pressing a jump button at the same time isn't an option, for example. It's a real irony, since iPaq is one of the only PDAs to have a directional pad. Shame it isn't a good one.

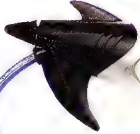


NYKO's powerhandle with stereo speakers has us drooling with excitement and per usual, we expect good things from their GBA worm light accessory.



It's Not the Size of the Cart that Matters...

Compared to N64 and regular Game Boy Color games, GBA cartridges are downright tiny—almost half the size of a GBC cartridge. All of these carts above are to scale but reduced in size about 50 percent. ROM sizes can go as high as 256 megabits (as big as Ocarina of Time for N64), though they probably won't reach that point anytime soon (currently, most games fall in the 32 to 64 megabit range). So what's the big cartridge with the green thing on it, you ask? It's actually a GBA game that is not yet ready for final shipping. Game companies give us titles in this format so we can play and review them in order to meet deadlines. After we are done with the EPROM (erasable, programmable read-only memory), the company can use a special computer to load the memory chips with a new test game for us.



Looks like **INTERACT** has a rumble powerpak and non-rumble version in the works. We hope their new GBA Shark Light works as good as it looks.

One Cart Multiplay

Speaking of link cables, Game Boy Advance features the ability to link up four systems (using three GBA link cables) for multiplayer play. Even better, on select games such as Mario Advance, F-Zero and ChuChu Rocket!, four players can go at it using only one cartridge. Still, this feature has its limits. Because each system has to download data from the one "master" cartridge, play options are often going to be limited, since the GBA can only store as much play data as can fit in the system's RAM. For example, when playing F-Zero linked with four cartridges, you get the whole shebang—all tracks, all cars, etc. But when playing it linked with only one cartridge, there's only one selectable track and everyone has to use the same model car. Of course, this isn't always the case—ChuChu Rocket! doesn't even support four-cartridge link because it fit everything into RAM with only one cart—but more often than not, one cart multiplay options will be limited.

Region-Free Gaming

Similar to most handheld game systems, Game Boy Advance does not have any regional lockout protection. In plain English, this means

you can import GBA games from Japan, Europe or anywhere else, and they'll play on your GBA. Of course, many Japanese games require that you understand the language in order to fully enjoy the game, but there are always going to be some games that are very easy to just pick up and play. Count on *Pocket Games* to keep you abreast of any new imports that are worth seeking out in the months to come.

The Best is Yet to Come

So there you have it, folks. Game Boy Advance. With a ton of quality launch titles and a very, very bright future, it's hard not to get excited about Nintendo's latest handheld wonder. Considering that the original Game Boy has been delivering the goods for nearly 12 years, who knows just how long the GBA will be around. (They're planning on shipping 24 million GBAs in its first year alone, so the likely answer to that question is "a long, long time.") And don't forget—with Nintendo's GameCUBE just around the corner, console/handheld interactivity is going to leap ahead to entirely new levels. One can only imagine what the wizards at Nintendo HQ are thinking up this very moment. As always, you can be sure to find everything you need to know about all things Advance, right here in *Pocket Games*.

I wanna hold your hand

The official chronology of handheld programmable games

What, there were other handheld systems besides Game Boy? Although the Game Boy has become the most popular console in video gaming history, it is not the only handheld, nor was it even the first! Let's take a walk down memory lane and revisit all of the programmable handheld units, and some memorable non-programmable ones, since time began...

Missile Attack (Mattel 1976)

Battlestar Galactica Space Alert (Mattel 1978)

Missile Attack was the very first handheld game. Players had to fire missiles (red LED blips) up from a city that looked like New York, and destroy the enemy missiles (more red LED blips) before one could fall on the city and end the game. Players scored points based on the location of the enemy's missiles when hit. Points decreased as the missiles fell closer to the city. Missile Attack was sold only through the Sears catalog. A commercial was produced for NBC, which the network refused to air. The network feared that children who lost the game might believe they had actually caused the destruction of New York City. The game was removed from distribution after a very short time. Mattel Electronics decided to relaunch Missile Attack in 1978 during the run of the hit TV show *Battlestar Galactica*. The game was renamed *Battlestar Galactica Space Alert* and as a TV tie-in it became a hit.

Comp IV (Milton Bradley Electronics - 1977)

The first successful handheld electronic game, an electronic Mastermind. Players entered numbers through a keypad which triggered red LEDs that told the player how many of the numerals were correct and how many were in the correct position.

Handheld Football (Mattel Electronics - 1977)

Known as the first handheld electronic sports game. While Football is better known, Auto Racing actually came first. Cars and players were displayed as red LED blips. Surprisingly, Football was reissued in 2000 with a few minor changes. The new version used AA batteries instead of a 9-volt. And although the "players" looked the same as on the original, they were actually LCD blips (rather than LED) that merely looked red because of the red film over the display.

Head To Head (Coleco - 1977)

Coleco hired the marketing director who had been responsible for Mattel's handheld games and then released a series of sports games that carried the generic brand name Head To Head. These games allowed two players to compete against each other at the same time.



Blip: The Digital Game (Tomy - 1977)

Pong Extreme (Tiger Electronics - 2000)

Although it was a handheld version of Pong, Blip was actually a mechanical game, not an electronic one. A wind-up timer controlled the "ball" which was merely an LED blip on a track and buttons controlled the "paddles." Batteries were only needed to light up the LED. Pong Extreme, released a quarter of a century later, resembles Blip more than Pong. Once again the ball is represented by a series of LED lights, but at least this time it's all electronic.

Simon (Milton Bradley - 1977)

Touch Me

(Atari - 1974 - arcade, 1978 - handheld) Which came first, the Touch Me or the Simon? Touch Me began its life in 1974 as an Atari arcade game. The machine had four large buttons and four lights that lit randomly. Players watched the random cycle of blinking lights and then duplicated the pattern by pressing the buttons. The game was a commercial failure. Ralph Baer, the inventor of the first home video game, studied Touch Me and thought the game would be cooler if the machine generated a different tone for each of the four buttons. It was released as Simon and became an instant success, inspiring dozens of clones. Simon is still available today, 25 years later. One of those clones was the handheld Touch Me. Packed in a yellow calculator-sized case, it was as popular as its arcade ancestor.

Microvision (Milton Bradley - 1979)

Microvision, designed by Jay Smith, was the first programmable handheld unit. Games were sold in long plastic cartridges that plugged into a basic unit that had a tiny two-inch square LCD screen. The games were diversified with titles like Bowling, Cosmic Hunter and Connect Four. Each cartridge had its own 4-bit microprocessor. The theory was that as new, more powerful CPUs came out, they could easily be used in the software rather than the hardware. However, that

wasn't the case as Milton Bradley discontinued the Microvision in 1982 so they could concentrate on the Vectrex, which ironically, had also been designed by Jay Smith.

Game & Watch (Nintendo - 1980) Time Out (MEGO - 1980)

These tiny card-sized units fit in the palm of a person's hand. They were designed by Gunpei Yokoi who would later design the Game Boy. Each game bore simple names like Ball, Vermin and Fire. The original four games were also released the same year by Japanese toy company Mego under the brand name, Time Out.

The format of the Game & Watch series evolved over several years. The screen first became wider and in 1982 Nintendo introduced the multi-screen series. The consoles had lids which when opened, revealed a second LCD screen. The game action took place on both screens. Some of the more well-known titles are Super Mario Bros., Donkey Kong Jr. and Popeye. In 1984 Nintendo released the Micro Vs. series which allowed a player to compete against a second player. Two tiny controllers that attached to the regular controllers allowed two players to compete at the same time. Each controller had a cross-key directional pad which players could push in four directions. This cross-key pad has been included on every Nintendo console released since.

Game Boy (Nintendo - 1989) \$109

The \$109 Game Boy went beyond Milton Bradley's Microvision with a high-resolution monochrome screen and real digital stereo sound. Two players could compete against each other by connecting two Game Boys with a Video Link cable. On the negative side, the screen wasn't backlit and it was so small that some people developed eyestrain. Much of the success of the original Game Boy can be attributed to the game that was packaged with it: Tetris.

Lynx (Atari - 1989) \$159.99

Lynx II (Atari - 1989) \$159.99

Announced before the Game Boy but released after, the Lynx excelled above the Game Boy with its 16-bit graphics engine and 3.5" backlit color LCD screen. The image on the screen could be rotated so the player could hold the unit comfortably. And while the Lynx was normally held horizontally, it could also be held vertically for games that demanded a longer screen rather than a wider one. Unfortunately, the color screen came at a price. The Lynx required six AA batteries that only lasted four to five hours. Surprisingly, Atari didn't reach into its catalog to produce classic titles for the Lynx. However, some notable games are: Checkered Flag, Klax and Rampage.

The Lynx II was a much smaller and lighter console. Its main enhancement over the original was that it could automatically turn the screen off to conserve battery power if a game was paused.

TurboExpress (NEC - 1991) \$299.95

The TurboExpress was the first portable console. It was a handheld with a high-resolution 2.6-inch backlit color LCD screen, but it used the same software as NEC's Turbografix-16. This was a good idea because if you owned the console, you didn't have to purchase an entirely new software library for the handheld. The problem here was that the Turbografix-16 simply wasn't a popular machine in the United States and this resulted in a lack of interest for the



TurboExpress. The \$300 price and power capacity of only three hours from six AA batteries didn't help its popularity much either.

Game Gear (Sega - 1991 - \$159.99, Majesco - 2000 - \$30)

The Game Gear was released as competition to the Game Boy but it was more similar to the Lynx. The horizontally held console had a 3.2-square-inch color backlit LCD screen. But like the Lynx this came with a price. The six AA batteries only lasted six hours. The Game Gear shared the same 8-bit Z-80A processor as the Sega Master System, but it had its own software library. In an effort to claim a large software catalog, Sega later offered the Master Gear, a converter that allowed Master System games to play on the Game Gear. The unit was packaged with Columns, a colorful game that was similar to Tetris. Curiously, the Game Gear was reissued in 2000 by Majesco, a software company that had also released the Genesis 3 in 1998. The retail price for the Majesco model was only \$30.

Supervisium (Wataru - 1993) \$50

Hong Kong-based Wataru went after Nintendo with this low-cost console that featured a 2.76" square LCD monochrome screen, the largest of any portable system. The screen was built into a pivoting base which allowed a player to tilt the screen if he/she had too much glare, although you have to wonder about the practicality of this feature since it's not very difficult to merely tilt the console.

Approximately 65 games were released but none of them were licensed from arcade sources and many of them were obvious rip-offs of Game Boy games. Most of them were not much fun to play. Initially, the only thing that the Supervisium had going for it was its low price, but even that became a moot issue because by the time it was released, Nintendo had reduced the price of the Game Boy to \$50.

Nomad (Sega - 1995) \$179.99

Had the Nomad been released a few years earlier, it might have been a winner. The first true 16-bit handheld, the Nomad used the same cartridges as the Genesis, which had been the most popular console in its day. It even had the ability to replace the Genesis since it could connect to any television set. When it was released in 1995, the same year as the Sega Saturn, the writing was on the wall for the Genesis. And of course the fact that it could only play for two hours on six AA batteries didn't help its chances much.

Game Boy Pocket (Nintendo - 1996) \$59

How do you make a successful handheld better? By making it smaller, adding a larger, clearer screen, and reducing the price to \$59. While the original unit required four AA batteries, the Pocket version only needed three AAA batteries, which made it lighter to carry and cheaper to run. And all of the cartridges that played on the original were right at home on the new model. Nintendo later introduced an optional camera and printer to go with the Game Boy Pocket.

game.com

(Tiger Electronics - 1997) \$69.95

game.com Pocket Pro

(Tiger Electronics - 1998) \$49.95

When first announced in late 1996, the game.com sounded like a true threat to the Game Boy. The two had many similarities such as a non-backlit monochrome LCD screen and a link cable that allowed two players to compete against each other. However, the game.com offered additional features like a touch-sensitive screen which allowed players to choose menu options with an included stylus. There were also built-in features like a calculator, a calendar, an address book and a solitaire game. Most of the games were licensed titles like Sonic Jam, Mortal Kombat, Frogger, Centipede and Monopoly. The game.com also had two cartridge ports, a unique but totally useless feature that allowed gamers to switch back and forth between two different games. But the game.com's major must-have feature was the ability to log on to the Internet and to send and receive e-mail messages. While this was a revolutionary move for a handheld, it also had a significant limitation. Users could only surf the Internet with a text-only browser.

The game.com Pocket Pro was a smaller version of the system and featured a slightly smaller screen and a single cartridge port.

Game Boy Light

(Nintendo - 1998) \$55

One of the biggest complaints about the Game Boy was that it wasn't backlit. Nintendo of Japan heard these complaints and finally released the Game Boy Light. Slightly larger than the Game Boy Pocket, the Game Boy Light used two AA batteries which lasted 20 hours with the light off or 12 hours with the light on. The Game Boy Light never made it to the United States because Nintendo decided that most people wanted color instead of light.

Game Boy Color

(Nintendo - 1998) \$79.95

The addition of color was something that Game Boy fanatics had been begging for since the console was originally introduced. But Nintendo didn't just add 54 simultaneous colors from a palette of 32,000. The clock speed was twice as fast as its predecessors and the console's screen buffer was doubled from 8k to 16k. RAM was raised to 32k from the original 8k. Finally, an infrared port was added so consoles could be linked together. While the \$79 Game Boy Color was compatible with all of the Game Boy games that were already on the market, new games that were only for the Game Boy Color were released to take advantage of the new system's additional features. But it wasn't the games that took advantage of these features that made the Game Boy Color so popular. It was a pair of monochrome cartridges that played on any Game Boy that caused the Game Boy Color to set new records: Pokémon Blue and Pokémon Red.

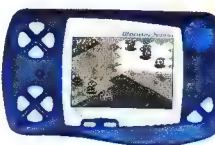
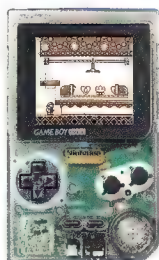
Neo-Geo Pocket

(SNK - 1998) \$68.00

Neo-Geo Pocket Color

(SNK - 1999) \$69.95

The Neo-Geo Pocket also came with built-in functions such as a calendar, world clock, alarm clock and horoscope generator. The system had a non-



backlit monochrome screen and two AAA batteries could last 20 hours. The unit was not released in the United States except from SNK directly. The Neo-Geo Pocket Color did make it to the United States. Similar in appearance to the Neo-Geo Pocket, including the same built-in features, the color model used two AA batteries that lasted 40 hours. The color screen was not backlit. Besides linking up to another Neo-Geo Pocket, the console could also link with Sega's Dreamcast, although only one game, King of Fighters, was designed to take advantage of this feature. Other noteworthy games included Sonic the Hedgehog: Pocket Adventure, Card Fighters' Clash and Bust-A-Move Pocket. SNK had a great showing at E3 in May 2000. One month later the company unexpectedly pulled the plug on the Neo-Geo Pocket Color from everywhere except Japan.

PocketStation (Sony - 1998) \$30

The PocketStation was only released in Japan where gamers used it to train characters they downloaded from their PlayStation. Sony also designed the PocketStation to be a stand-alone device and even announced a pair of games for the tiny console. Pocket Dungeons and Pocket Muumuu were to be sold on discs that would be inserted into a PlayStation which would then load the game into the PocketStation. Despite announcements promising otherwise, the PocketStation was never released in the United States.

Dreamcast VMS

(Sega - 1998) \$25

The Dreamcast VMS was similar to the Pocketstation and was released in the United States. VMS-only mini-games could be loaded from regular Dreamcast games or downloaded from the Dreamcast Web site. The VMS fit inside a Dreamcast controller so players could watch primitive animation on the VMS while they played a standard Dreamcast game. And it doubled as a memory card!

Wonderswan

(Bandai - 1999) \$45.00

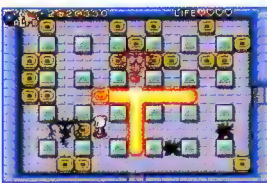
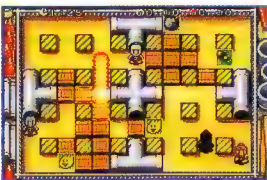
Wonderswan Color

(Bandai - 2000) \$65.00

Bandai's Wonderswan is a cousin to the Game Boy because both handhelds were designed by Gumpel Yokoi. The Wonderswan, the smallest of any handheld, is a monochrome non-backlit system powered by a 16-bit CPU. While the system was primarily held horizontally, it could also be held vertically for some games that required a higher screen ratio than a wider one. It is powered by a single AA battery which will last from 30-40 hours. Despite rumors that the unit would be imported to the United States by Mattel, the Wonderswan was only available in Japan. In December 2000 Bandai released a color version of the Wonderswan that was compatible with all of the monochrome games. In addition to the color LCD screen, the Wonderswan Color also has a USB interface so it can connect with Sony's PlayStation 2 or a computer. Bandai's future plans call for software which will turn the Wonderswan Color into a PDA.

Bomberman Tournament

Publisher Activision Genre Action ESRB Rating Everyone Pros Multiplayer Mode Cons Kind of a Pokémon ripoff



The world's most famous demolition expert is back on the job after recent excursions on the N64 and PlayStation, and this time he's brought friends.

More specifically, Bomberman Tournament supports up to four players using only one cartridge and some link cables. So you don't have any friends? That's OK, you can still play the old-school tournament modes against three other computer-AI opponents, so you won't miss out on the old-school Bomberman fun. If you achieve victory in multiplayer tournaments, you are taken to a bonus fishing round where you can attempt to snag yourself a permanent power-up to use in multiplayer matches.

However, the meat of the gameplay in Bomberman Tournament is the single-player, Zelda-esque RPG-styled story mode previously explored on the N64. Similar in fashion to Nintendo's own Pokémon games, story mode sends you on a quest to find and collect all 25 Karabons (who look eerily like various Pokémon), which are found by blowing up trees in the environments. Each Karabon has an elemental alignment, and knowing which ones cancel out the others is your secret to success. Knowing that water beats fire, that fire beats earth, that earth beats electricity, and that electricity beats water, is integral to achieving success in Karabon battles.

Each match takes place in a boxing ring of sorts and Karabon fights play out a lot like the Pokémon games, with moves pre-selected before each round, with the results played out in real time afterward. Raising your

Karabons well (feed them special foods to raise different attributes) will benefit you in the long run as their enhanced stats will make life much easier for you.

Another point of interest is the Bomb Maker in the game who can create new types of bombs for you such as a remote-control bomb, a landmine (it's underground so enemies can't see it) and an underwater

bomb, among others.

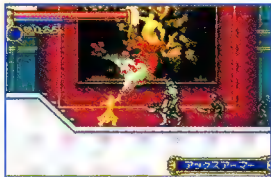
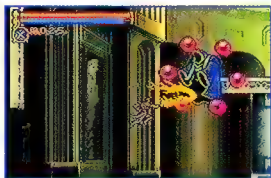
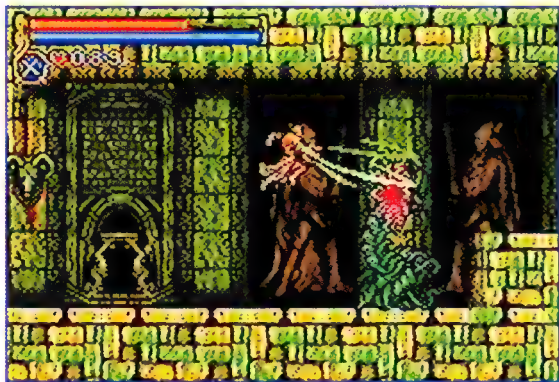
As a launch title, Bomberman Tournament doesn't push any technical boundaries, but that's not what Bomberman is about. Offering solid gameplay, which is easily shared with three other people, is what BT boils down to. The story mode, while clearly a bomberified Pokémon rip-off, is equally engaging and should provide many hours of bus-riding, train-catching, on-the-go entertainment. Anyone who enjoys playing Bomberman will want this in their games collection, and anyone who has yet to try it should investigate immediately.



Overall Score: 8.0 Visuals: 7 Sound: 7 Ingenuity: 8 Replay: 10

Castlevania: Circle of the Moon

Publisher Konami Genre Action ESRB Rating Teen Pros Elemental attacks are cool Cons Items found are not very powerful



Millions of gamers lamented the fall of the 2D Castlevania empire when the 3D revolution twisted a classic series beyond recognition.

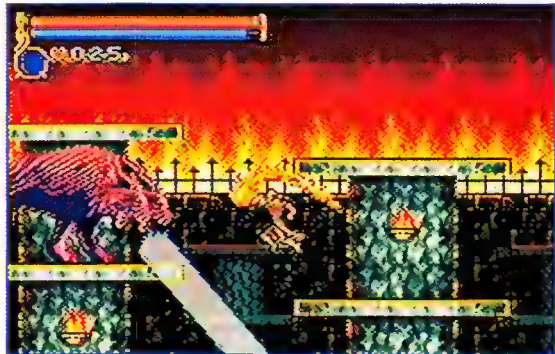
If it weren't for the PS1 and Saturn (in Japan) hosting the diabolically delicious *Symphony of the Night*, the late '90s could have been a very dark era for Konami's flagship action/adventure franchise. But like *Dracula*, repeatedly reborn even after centuries of continuous thwarting, the side-scroller has proven far too powerful to die off so easily, and has resurrected itself masterfully on the GBA.

Graphically, it's everything you could ask for in what's essentially a scaled-down version of *SOTN*. Instead of blades, new hero Nathan wields whips infused with all kinds of magical powers. His abilities stem from a unique card-collection system. By finding and matching up 20 different cards during your quest, you can employ an astounding number of elemental attacks, each with its own effectiveness against particular foes. This feature is at least three or four times as cool as it sounds—you'll spend hours toying with the different techniques and trying them out on the unknowing undead. Speaking of the bad guys, lots of the enemies in *COTM* are making encore appearances from other *Vania* titles along with several innovative new ones conjured up for *Dracula's* GBA debut.

The game is laid out just like *Symphony*, and the level design is nothing short of brilliant, with save points, bosses and power-

ups placed intelligently across the 10-hour adventure. I only wish they made the relatively small stock of items and equipment more effective—eventually you just stop caring about whatever weak items you acquire and start relying on save points to recharge your vital signs. Thanks in part to the insignificant impact most items have, this vampire hunt is one of the toughest in the gothic game's history.

Exploring the castle for secrets and journeying into harder areas that are supposed to be left for later in the quest make for loads of fun. Even if you do get annihilated, it feels great to have that kind of latitude in a portable adventure game. Go ahead and drain the ol' piggybank of its coin inwards if you have to, just make sure you have *COTM* leading your shopping list for the GBA launch.



Overall Score: 9.5 Visuals: 9 Sound: 10 Ingenuity: 9 Replay: 8

ChuChu Rocket!

Publisher Sega Genre Puzzle ESRB Rating Everyone Pros Create your own characters Cons AI not very smart

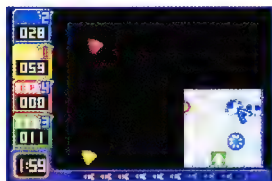


Straight from the Dreamcast comes Sega's *ChuChu Rocket!*, a competitive puzzle game for one to four players.

The goal is simple: Lead a greater number of mice into your own rocket than your opponent's in the time allotted. To accomplish this feat, you need to lay arrows. The arrow is your only tool in guiding the helpless mice to safety and staving off the invading army of hungry cats.

Enriching the game's combat experience are 12 wild power-ups. When a color-coded mouse enters your rocket, a number of amusing status changes result, such as more mice, less mice, base swapping, speed adjustments and bonus points. There are even a couple new GBA-specific power-ups, such as huge cats and tunnel vision. When you factor in three opponents and hundreds of stampeding mice, you end up with one frantic puzzle-fest.

As is common with multiplayer-capable puzzle games, *ChuChu Rocket!*



is more fun when played with human opponents. The game doesn't forsake the solitary gamer, though. The four-player Battle and Team Battle modes can be played against CPU or human opponents, and each features 24 different stages to enjoy. For single-player practice, a time-limited Stage Challenge mode gives you



25 real-time goals to achieve, while Puzzle mode gives you another 2600 prefab levels in which to sharpen your arrow-laying skills in a static environment.

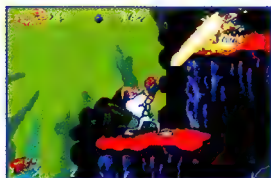
Chu Chu Rocket!'s real flaws lie in terms of CPU AI and mass confusion. The game's "robotic" AI makes single-player battles too predictable, while the sheer madness of tracking more than 100 on-screen objects at a time in multiplayer contests may prove frustrating for less brassy players. On the upside, the game's visuals are crisp and well-animated, and in some ways outdo even the Dreamcast original. Furthermore, the ability to play multiplayer games with only a single cartridge (at the expense of lengthy load times) is priceless.

For the adventurous, *ChuChu Rocket!* also includes built-in stage and sprite editors, which allow you to create 100 custom battle and puzzle stages, as well as replace the game's default cat and mice graphics with your own 16-color creations.

Overall Score: 7.5 Visuals: 3 Sound: 7 Ingenuity: 8 Replay: 7

Earthworm Jim

Publisher Majesco Genre Action ESRB Rating Everyone Pros The characters Cons No save or password options



It's tough to do comedy in a video game; developers might be able to make a player laugh at a gag once, but since vids are all about repetition, that same joke is gonna be seen countless times, and eventually, it'll be more likely to grate than anything else.

Given this, it's nothing short of astonishing that Shiny Entertainment's *Earthworm Jim* feels fresh even seven years after its initial release. The game's characters, and the environments in which they live in, are so off the wall...so wildly imaginative...that you can't help but giggle at the absurdity of it all.

This first adventure is still Jim's best one; it's consistently challenging (part 2 was a bit too easy), and every stage is brilliantly constructed. I mean, c'mon...what other game allows you to launch cows into the air? Or thrash evil, four-eyed accountants? The title hero—a common day worm decked out in powerful space gear—is as endearing as he is bizarre. He's capable of an impressive range of emotions (Jim's facial features are priceless), and his animations are as smooth as butter.

This all sounds great, right? Well, it would be, if the GBA screen was backlit. But since it isn't, some of the darker platforms, enemies and obstacles are darn near invisible to the eye. Want an example? The fifth stage in the game (aptly named *Level 5*), is comprised of ink-colored platforms set against a dark blue sky. In all but the very best lighting conditions, the only

thing you'll be able to see is a pitch-black screen.

Another, arguably more serious flaw: no save or password options. Fortunately, these stages are all fun to play (the ones you can make out, that is), so busting through them multiple times does not

equate to torture (see *Pitfall: The Mayan Adventure*). But NOBODY wants to start a portable game from scratch every time they turn their unit on. Any game on a system like this should allow for players to jam in short spurts; requiring four+ hours of playtime for every session is absurd.

These issues could easily have been ironed out with a bit more development time, but nooo...Majesco needed to hit the GBA's launch date, so players are forced to settle on a sub-par port. Talk about a blown opportunity. Let's just cross our fingers and hope *Earthworm Jim 2* turns out better than this installment.



Overall Score: 5 Visuals: 3 Sound: 7 Ingenuity: 4 Replay: 3

F-Zero: Maximum Velocity

Publisher Nintendo Genre Racing ESRB Rating Everyone Pros Lightning-fast action Cons Finger-cramping controls



Old-timers will get all nostalgic for the glory days of 16-bit gaming while newbies will discover a classic racing series for the first time.

Some of you older gamers should remember being wowed by this game on the SNES back in the early '90s. Lightning-fast futuristic racing above busy cities in some of the coolest hovercrafts the world had ever seen. Ah...memories. All you need to know is that this version of F-Zero is just as good—better in some ways—than its SNES forefather.

For all you youngin's out there, F-Zero Maximum Velocity is one of the first Game Boy Advance games to really show off the scaling power of the new system. You pilot one of four (at first) super-fast machines around various, hazardous courses in an attempt to place first and advance to the next track. Of course, getting some Link Cables and a few GBA-owning friends together makes for some great head-to-head competition, too.

Graphically there's not much to complain about here. In fact, they're even better than the SNES version in some ways—namely the two levels of "mode-7" scaling on each course. The various hovercrafts are all colorful and animate well, and the tracks scream by at a silky-smooth framerate.

But F-Zero on the GBA isn't the one-track pony the original was. Beating all the different modes and difficulty levels in Maximum Velocity unlocks a myriad of hidden vehicles and play modes, and trust us, it ain't easy.

Becoming an F-Zero master requires lots of practice and lots of track memorization.

If we could want for anything, it would be some more influence from the N64's F-Zero X. The cool rival system and rewards for taking out your opponents—either by depleting their energy or knocking them off the course—are sorely missed in this game. The



series has come a long way since the first game. You folks with bigger hands might suffer some severe cramping due to the mandatory shoulder-button use during gameplay.

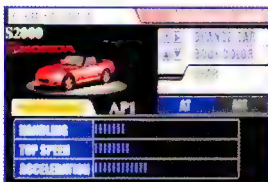
Still, you can't get much better than F-Zero Maximum Velocity for racing thrills during the GBA launch. Old-timers will get all nostalgic for the glory days of 16-bit gaming while newbies will discover a classic racing series for the first time.



Overall Score: 9.0 Visuals: 9 Sound: 7 Ingenuity: 5 Replay: 9

GT Advance Championship Racing

Publisher THQ Genre Racing ESRB Rating Everyone Pros 48 smoothly animated, real cars Cons Backgrounds could use a little more detail



Barely out of diapers and already the GBA has its first racing simulation, THQ's GT Advance Championship Racing.

Boasting 32 individual tracks, four championship classes and 48 different cars, this game has come to race.

Borrowing a page from Nintendo's F-Zero, GT Advance takes advantage of the GBA's background rotation abilities in order to present the racing environment from a three-dimensional behind-the-car perspective. Superimposed over the track are car sprites that have been modeled at a variety of angles in order to convey the illusion of 360° re-creation. Combined with the GBA's ability to display a whopping 256 colors at any given time, the overall effect is remarkable. As you're cruising along in your Mazda RX-7, Nissan Cube or Daijats Midget, you can swerve left, right and even spin out—all with visible results.

A respectable racing sim, GT Advance prides itself on offering the diverse array of

gameplay and customization options fans of the genre require. Each of the game's 32 tracks contains its own specific mixture of turns, hairpins and rough terrain. Racing along these fine roadways is a matter of learning the ins and outs of your specific vehicle. For example, the Subaru Impreza has great speed but turns poorly, while the Honda CAPA has immaculate handling but atrocious speed and acceleration.

Overall, the physics in GT Advance

emphasize braking and skidding over raw speed. If you're the type of person who likes to tweak their car for maximum performance, the game will let you do so in two areas. Engine type, suspension type, muffler quality, tire grip, onboard computer, weight, body aerodynamics, oil filters and even the car's seat, may be adjusted with any number of optional or earned upgrades. Should you desire, you can also repaint your car with one of five stock paint jobs.

The final bonus waiting for those seeking GT Advance lies in its versus mode, where you and a friend can battle your custom cars against one another on any of the game's tracks.



Overall Score: 8.0 Visuals: 8 Sound: 8 Ingenuity: 8 Replay: 8

Iridion

Publisher Majesco Genre Action ESRB Rating Everyone Pros Visuals are stunning Cons Not very exciting to play



First the good: This is, without question, the most visually impressive Game Boy Advance title available at launch.

You've probably read reports indicating that this little handheld is fundamentally a pocket Super Nintendo, but the visuals on display here indicate that the system is far more powerful than that; Iridion is sharp enough to put many PlayStation shooters to shame. From the first level, you are immersed in a 3D world that feels real—F-Zero's presentation is primitive by comparison. The scrolling backgrounds and enemies are incredibly solid, and the art direction is second to none—as you travel above photo-realistic clouds that change in hue as the sun rises, it's impossible not to come away impressed. This would be an absolute must-have title—if only it was fun to play.

Sadly, the cart stumbles badly in the excitement department. At its heart, it's nothing more than a simple, straightforward shooter—no super-powered weapons or wily enemies, just an anemic assortment of colored blasters and a generic (albeit beautiful) series of mechanical, addle-brained baddies to fire at. The bosses are all elaborately constructed, but knocking them off requires little strategy: Shoot at the center of the screen, swerve, repeat. The levels are tedious and uninviting; players are not granted many opportunities to interact with the environment (swerving through obstacles, etc.), so there is never a strong feeling of immersion. Another significant problem is the game's general lack of iden-

tity: There is no unifying theme, nothing to make its world stand out. Where Star Fox had its Muppet-styled heroes and Darius had its fierce mechanical fish, Iridion's good guys and villains are in no way distinct: The game may as well have been called 3D Space Shooter. Ultimately, this is more a technical demo than anything else; a cool cart to pop in and show off to friends who

have not yet picked up a Game Boy Advance.

In the very least, this game does offer password support (though battery backup would've been better) and a nice, long play experience. It'll take many, many sittings to get all the way through it. Just don't expect to be able to pop in the game a year from now and walk away satisfied—once we get used to games of this visual quality on a handheld, Iridion will seem pretty lame. It's all flash and no substance. While not nearly as pretty, F-Zero still reigns as the best sci-fi-themed game.



Overall Score: 7.0 Visuals: 10 Sound: 7 Ingenuity: 5 Replay: 5

Krazy Racers

Publisher Konami Genre Racing ESRB Rating Everyone Pros Colorful and fun 4P kart racing Cons Lame battle mode



Nintendo's Mario Kart is months away, but Konami's Krazy Racers is ready now.

Sporting a cast of characters drawn from a variety of Konami video games, the game has all of the speed, slides and power-ups that kart-racing fans adore.

Krazy Racers features five familiar game modes: GP, Mini-Battle, Time Attack, Free Run and VS. Amusingly, the GP mode makes you qualify for advanced competitions by taking license tests. They're not terribly difficult, but you'll have to beat a few time trials and mock races to unlock the tougher cup tournaments. The mini-battle mode only offers bomb-tag and chicken-style competitions, but lacks a deathmatch-style combat option—ouch. Up to four players can race against one another in the game's VS mode, provided each has their own copy of the game.

The gameplay underlying Krazy Racers is simple, yet brilliant. You can accelerate, brake, trigger a power-up and jump—that's it. There are 10 different power-ups to use against opponents, including homing missiles, bombs and lightning storms. You can even upgrade your capacity for each with the gold coins you collect in GP races. Physics are skid-happy, but the character you choose definitely affects overall handling.

Graphically, Krazy Racers is a hoot to watch. Each participant is colorful and full of reactive animation, such as singed hair, bug-eyes, or leaning into turns. In terms of

locales, each of the game's 16 tracks and eight battle stages is chock-full of hairpin turns, deep puddles, tall trees and a variety of other fun hazards. Transparency effects and day-to-dusk lighting transitions are also present. Admittedly, the scaled 2D backgrounds do become overly pixelated at times, but the action is so fast that you'll

rarely notice.

Underlying all of the craziness are poppy renditions of familiar Konami tunes, the most recognizable of which are the Metal Gear Solid and Castlevania title themes. By contrast, all of the game's engine, collision and character voice samples are original creations.

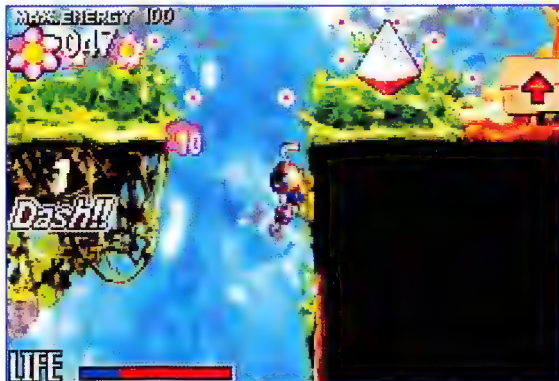
In the end, Krazy Racers is more than ample to substitute for Mario Kart. It's just too bad that the game's battle mode isn't more diverse.



Overall Score: 8.0 Visuals: 8 Sound: 8 Ingenuity: 9 Replay: 8

Pinobee: Wings of Adventure

Publisher Activision Genre Action ESRB Rating Everyone Pros Beautiful graphics Cons Control a little difficult



Developed by “newcomer” Artoon (composed of former members of Sonic Team), *Pinobee: Wings of Adventure* is an old-school mascot-centric platformer with a twist—you’re a bee.

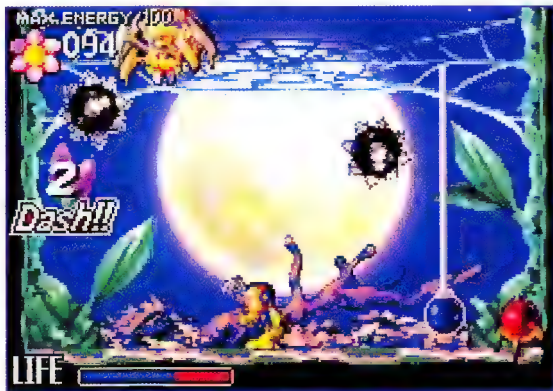
Kind of like a side-scrolling *Buck Bumble* minus the abnormally large guns, *Pinobee* has a number of basic moves designed to carry you throughout the game. For starters, *Pinobee*’s got a vertical and horizontal dash move that will either score him some extra height during a jump, or a quick lateral move good for escaping trouble. These moves can be powered up by finding various items, enabling you to reach even greater heights, or string together even more dashes, which will allow you to find hidden areas. *Pinobee* can also break his fall (or rather, YOU can break his fall) by repeatedly pressing the action button, which will allow you to reach faraway places. Yet another skill our little insect friend has up his sleeve is the ability to walk up walls (he’s an insect, come on!) a la *GeX*. With this simple but diverse skill set, you’ll have *Pinobee* searching every nook and cranny in no time.

The storyline finds our hero waking from a dream and having to rescue his grandfather, who has been kidnapped while *Pinobee* was sleeping. To this end, *Pinobee* must get up off his bee-butt and find the old man. For some strange reason, *Pinobee* looks very surly stomping around the levels, as if somebody really put a damper on his day. Thankfully, the gameplay should put a smile on your face.

Throughout the 27 levels found in the game, you can find up to 54 cards, each of which gives you different powers. At any given moment you can hold 24 of these cards, giving you different combinations and abilities. There are various specific sets of cards you can collect, and when you have a

complete set you get a new power-up. If you also collect 100 flowers found around the levels, you’ll trigger Hyper *Pinobee* mode, which lasts until your flowers run out.

Graphically the game is beautiful, with rendered characters and backgrounds, and multiple layers of parallax. While the control can be a little stern (jumping diagonally is a near impossibility), the gameplay and level design is top-notch. *Pinobee* is a great character and this seems like the start of a great franchise. And with its multiple endings, *Pinobee: Wings of Adventure* will keep you coming back again and again.



Overall Score: 8.5 Visuals: 8 Sound: 8 Ingenuity: 9 Replay: 8

Pitfall: The Myan Adventure

Publisher Majesco Genre Action ESRB Rating Everyone Pros Classic gameplay on portable system Cons Screens too dark to see details



It's great to see classic Super Nintendo games on the Game Boy Advance, provided they are designed with the system's hardware limitations in mind.

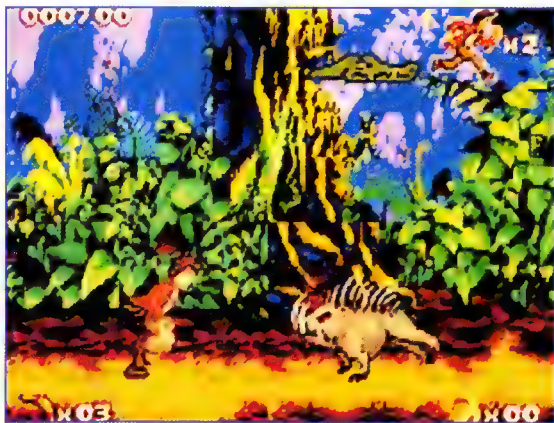
Of course, I am not suggesting that the GBA lacks the ability to crunch 16-bit code: This 32-bit monster is more than capable of swallowing any SNES port whole. No, I'm talking about the fact that we are playing these games on a tiny screen that isn't backlit. The designers responsible for this release clearly have not kept this in mind, as much of *The Myan Adventure* is presented in dark shades of brown, black and blue, faithful to the original console game, sure, but impossible on the eyes when looked at on the GBA. Everything blends together, making for an ugly mess in all but the very best lighting conditions (outside on a bright, sunny day). More frustrating are the incredibly small, darkly painted enemies that blend into the background. When you can't see the little buggers, you can't avoid 'em, and you'll subsequently end up falling prey to way too many cheap deaths.

Time has not been kind to *The Myan Adventure*, which was mediocre to begin with in 1995. I'd call it a cash run, if I thought anybody was thinking about buying this game—but who in their right mind would, when so many other, more interesting carts are hitting stores on the same day? Barring an impressive range of animations for the hero and the hidden inclusion of the original 2600 game, there is nothing in *Pitfall* to speak of positively—level

design is clumsy, control is sloppy, and end bosses are dull. Every stage looks more or less the same, and far too often, you'll find yourself at a loss as to where you're supposed to go next. Worse still, there is no save option, so every time you pop this sucker on, you have to start from the top.

This is an absolutely unforgivable offense on a handheld game: I mean, c'mon, when are you gonna have the chance to beat this in a single sitting? Long trips? Have fun draining your battery as you stop at restaurants. At home? OK, but doesn't playing in your bedroom defeat the purpose of owning a handheld unit in the first place?

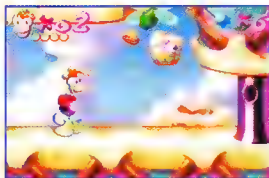
Stay far away from this one—even if you're a fan of the series. You'll be much better off going with either *Mario* or *Rayman* (or better yet, both).



Overall Score: 3 Visuals: 3 Sound: 5 Ingenuity: 3 Replay: 2

Rayman Advance

Publisher Ubi Soft **Genre** Action **ESRB Rating** Everyone **Pros** Great gameplay and graphics **Cons** Character is big and slightly clumsy to control



If anything, *Rayman Advance* is a stunning example of what can be accomplished graphically with the new Nintendo handheld.

Simply put, the game looks insanely beautiful—it's without a doubt one of the most impressive GBA titles at launch. Ubi Soft and developer Digital Eclipse have managed to take the already stellar-looking PlayStation version of the game and cram it into the GBA, with the results being nothing less than amazing. The backgrounds are all so lush, overflowing with detail and color. And you won't even believe how well Rayman and many of the other characters animate—this just doesn't seem like it should be possible on a handheld. A few changes have been made in the transition to the small screen, though, such as enlarging of characters for better display on the GBA, but for all intents and purposes, this is the original Rayman in all of its glory on the GBA. And for fans of the original game—or fans of platformers in general—that couldn't be better news.

To this day, Rayman still stands as one of the best platform games around. While it can seem very simplistic at times, there are plenty of moments when the true gameplay genius shines through. Whether it's punching large grapes in order to get them to land correctly in water, or navigating platforms while getting tossed around by bellowing horns, Rayman has a really unique feel to it. And the game's controls also feel solid as ever—something that *Digital Eclipse* should be commended for.

There aren't really many downsides to this stellar port, but one thing that should be mentioned is that there can be the occasional difficulty caused by the larger size of your character. Also, it should be mentioned that the music isn't nearly as good as the original's was on the PlayStation, but that's to be expected considering the move to

handheld from the CD format. And lastly, it should be pointed out that the game is a tad on the difficult side as you progress further into it, but seasoned gamers should welcome this.

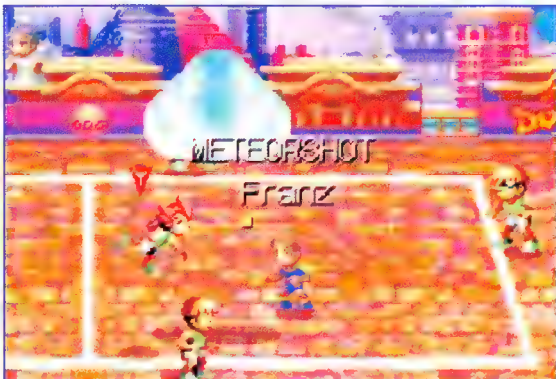
Because this is such a fine port of an already awesome game, *Rayman Advance* comes with several high commendations as a title to pick up with the GBA when it releases. Even if you've already played through one of the previous versions of the game, it's still worth checking out—having Rayman on the go simply rules.



Overall Score: 8.5 **Visuals: 9** **Sound: 8** **Ingenuity: 8** **Replay: 8**

Super Dodge Ball Advance

Publisher Atlus Genre Sports ESRB Rating Everyone Pros Multiplayer Mode Cons Single-player not very challenging



One thing that's always been great about the Game Boy is that everybody seems to have one.

On trips or during lunch breaks (sometimes even during classes or lectures), avid gamers rarely had trouble finding someone to link up with for a rousing Pokémon challenge or a quick match of Mario Tennis. Assuming most die-hard players will jump to GBA at launch, you'll probably know plenty of people who'll be ready for some multiplayer action come June. And the one thing you'll want to chant in their presence, over and over again, is: "Buy Super Dodge Ball! Buy Super Dodge Ball!" Why? Because this is—bar none—the very best competitive handheld sports game I've ever played. If you were fortunate enough to have owned this title on the original NES a decade ago, you'll know what to expect—intuitive play, fast action and calloused thumbs. If you're new to the game, hold on tight—few games are as instantly addicting as this.

The game's charm lies in its deceptively simple play mechanics. All you have to worry about is learning to run, jump, catch, throw...and stay alive. Think of this as kind of a brutal volleyball game, where the object is to hit your opponents with a leather ball as hard as you can. Smack around a single enemy enough times, and you send him to heaven. Do the same to all of his teammates, and you win the game.

The game's overall presentation is really solid—characters sport an impressive level of detail, and though you'll often have as many

as 16 players crowding the screen at once, the display never gets too confusing or congested. Everything moves smoothly; no slowdown or flickering. Gotta love the power of the GBA.

Though the multiplayer stuff is incredible, do be forewarned: the single-player experience won't do much for ya. The computer A.I. is a tad on the stupid side, even on the

higher difficulty levels. It's incredibly easy to blow through the championships, and when you do, there isn't much of a reward waiting—just a still screen proclaiming, "Congratulations!"

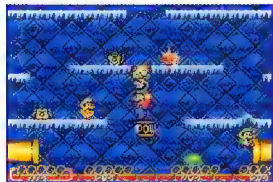
In fairness, this game wasn't designed with solo gamers in mind, but a deeper single-player mode would have certainly been a nice feature to round out the title. Bottom line: You probably won't dig it if you're not into linking up, but if your buddies are picking up the system on day one, make sure you get at least two copies of this one.



Overall Score: 8.5 Visuals: 8 Sound: 6 Ingenuity: 9 Replay: 9

Super Mario Advance

Publisher Nintendo Genre Platform ESRB Rating Everyone Pros Graphics and sound Cons It's a remake of Super Mario 2



For those of you who don't already know, Mario Advance is not a new installment in Nintendo's venerable series; rather, it's a polished remake of 1987's Super Mario Bros. 2.

In its day, this title did not stand up well when placed next to the original game or the superlative Part 3; its play mechanics (plucking plants from the ground and throwing them at enemies), backdrops (a mystical dream land), and enemies (the evil Wart and his minions) never felt like they belonged in the Mario Universe. Given this, one may wonder why Nintendo has chosen this as Mario's GBA debut, but consider: We already got a perfect translation of Super Mario Bros. on the CBC, and NOA recently indicated that enhanced GBA editions of Super Mario Bros. 3, Super Mario World, and Super Mario World 2: Yoshi's Island will be arriving in the near future, so...would these collected games seem complete without a new edition of Part 2?

In fairness, the title has aged very well. It is still the only game in the series that allows players to take control of four different characters (Mario, Luigi, Toadstool and Peach), each with different skills and abilities (Luigi can jump the highest, Toad is the strongest, etc.). The stages don't offer any new surprises (save for the Red Coin and Yoshi Egg challenges, also present in Super Mario Bros Deluxe), but they're a helluva lotta fun to blast through regardless. Puzzles are tricky and inventive: Can't

get past a large pool of icy water? Try riding a Birdo egg. Stuck at the end of a stage with nowhere to go? Pluck a plant...a rocket ship may be hidden underground.

Graphically, the game is a huge step up from both the original cart and the 16-bit remake featured on the SNES Mario All-

Stars pak: The backgrounds are alive with motion, and the characters are beautifully animated. The GBA's sound system gets a good workout, too: All four heroes and every boss speak with crystal-clear voices.

Deciding to let the characters talk was prudent; it adds a tremendous level of personality to the game. Another great feature is the handy battery-save system, which allows you to keep your progress tracked after every stage.

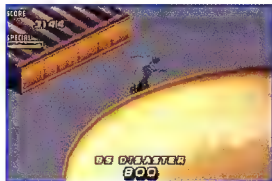
If you're a platform fanatic, you can't be without this game on launch day. Pick up this—and Rayman—and watch your other systems collect dust all summer long.



Overall Score: 8.0 Visuals: 8 Sound: 9 Ingenuity: 6 Replay: 8

Tony Hawk's Pro Skater 2

Publisher Activision Genre Sports ESRB Rating Everyone Pros Crystal-clear graphics Cons Control takes getting used to



OK, so Tony Hawk's Pro Skater 2 for any other system (PS, Dreamcast, N64) is universally praised, adored and revered.

So what's a poor handheld system, lacking 3D oomph supposed to do? Well, judging from what developer Vicarious Visions has managed to turn out for the GBA version of THPS2, the answer would be "kick ass." By taking all the animation data from the PS version of THPS2, Vicarious Visions then ran the information through some sort of amazing compiler that renders each 300-polygon modeled character at 30 frames-per-second, while the game itself runs at 60 frames-per-second. A feature unique to the GBA version is an automatic zoom-in feature that triggers any time you pull off an outstanding move or combo. Due to the clarity of the graphics, there's little pixellation, even when the camera zooms in close.

The visuals aren't the only surprise. Another outstanding feature the game offers is near MP3-quality music. The music played during the opening menus is taken directly from the PS version, although, due to memory constraints, the other tracks in the game have been specifically recorded for the game.

Still, it's amazing that the game sounds so good. Listening with headphones is a must, as you'll otherwise miss out on all the grinding, jumping and face-planting sounds VV has gone through so much trouble to include.

While all the aesthetics are in place, how does the game handle the switch from a fully 3D game to a strictly 3/4 isometric game without losing something? Adding to the concern is the loss of a number of buttons, and yet somehow, Vicarious Visions pulls it off. Using the A and B buttons (along with the shoulder buttons) takes some adjusting to, but quickly becomes second nature. You'll soon be pulling off

crazy combinations for high points and cash rewards in no time. The game contains most of the secrets the other versions boast (hidden characters, levels, Spider-Man, etc.), but a few notable features had to be cut in order to fit within the cartridge constraints. Gone are the create-a-player, park editor and multiplayer options. It certainly would have been nice if those features had survived the transition, but based on what the game manages to offer, in such grand style, you'd be hard-pressed to complain after a few minutes with this mini-marvel. An absolute must-have—grab THPS2 as quickly as you possibly can.



Overall Score: 9.5 Visuals: 9 Sound: 9 Ingenuity: 9 Replay: 10

Fire Pro Wrestling

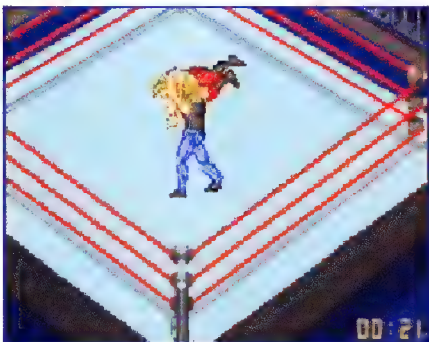
Publisher BAM! Entertainment **Genre** Action **ESRB Rating** Teen **Pros** Lots of options **Cons** Steep learning curve

Wrestling games in the United States are basically a license to print money (unless it's the ECW license, in which case it's not).

Keeping that in mind, BAM! Entertainment hopes to strike gold with the newest release of the legendary Firepro Wrestling franchise, this time for the Game Boy Advance.

While it may not boast a WWF or WCW license, anyone who picks up Firepro Wrestling would be hard-pressed to find fault with the number of options on offer. Offering roughly 200 wrestlers (split up among 16 different groups, with all manner of "fighting styles" represented, not just wrestling), and an incredibly flexible create-a-wrestler option allowing for the creation of practically any "franchise" look-alike that comes to mind, Firepro's flexible roster will keep nitpickers at bay. With the equally formidable number of tournament modes (pick the Octagon for an Ultimate Fighting Championship-style brawl), creating any sort of pay-per-view event imaginable, along with the four-player link-cable, make this a mighty multiplayer social event. The downside is that the semi-static animations and the fairly steep learning curve make this an acquired taste.

Learning the moves isn't as intuitive as it should have been, but anyone who's imported a Firepro game for the Saturn or PlayStation (or even the Super Famicom) in the past will be right at home.



Graphically the game looks on par with the basically unchanging, uncompromising series. For people willing to put in the time necessary to master such a deep game, you certainly will not be disappointed. For casual gamers, the difficulty may not be worth the price of admission.

Overall Score: 7.5 Visuals: 6 Sound: 7 Ingenuity: 8 Replay: 8

Namco Museum

Publisher Namco **Genre** Various **ESRB Rating** Everyone **Pros** Contains some of Namco's best games **Cons** Contains Pole Position

For years, humble diners, pubs, laundromats, bowling alleys, supermarkets and gas stations have held court to legendary quarter-gobblers Ms. Pac-Man, Pole Position, Galaga, Galaxian and Dig Dug.

For the last few years, Namco has made a considerable effort to remind the world of that with their Namco Museum compilations on the PlayStation, N64 and Dreamcast. Crystallizing all that is good about Namco (except for perhaps the badly aging Pole Position), Namco has released a singular Namco Collection for the Game Boy Advance.

While Ms. Pac-Man never seems to get old, being a much-improved successor to the original Pac-Man's predictable patterns, the other games don't hold up equally as well. Dig Dug remains the second-best game among the group, but is less the hi-octane pleasure that Ms. Pac-Man is. Galaga is a better proposition than Galaxian, and proves time and time again why it was one of the premier twitch games of the '80s. Pole Position will most likely be the least-played member of the family, as racing games have advanced steadily over the last decade or so, and PP remains little more than a relic of an era gone by.



Still, for the majority of gamers who would find this collection worthy of a purchase, you'll find little fault with the assembled handful of games. Sure, there could have been a few more games included, but the replay value of the two or three games that matter will more than make up for any shortcomings. Definitely worth a look.

Overall Score: 6.5 Visuals: 5 Sound: 6 Ingenuity: 5 Replay: 7

Ready 2 Rumble

Publisher Midway Genre Action ESRB Rating Everyone Pros Multiplayer helps the fun Cons Poor control

While not exactly hot-on-the-heels of the Dreamcast or PS2 version, R2RR2 makes a timely debut on the GBA with a graphically appealing game whose gameplay fails to meet the achievements of its visuals.

Featuring a pared-down roster that reflects a mix of the boxers found in the other versions of Ready 2 Rumble, the GBA version features Afro Thunder, Lulu Valentine, "Raging" Rivera, Jet "Iron" Chin, Mama Tia, Johnny Blood, Robox RESE4, Joey T and three hidden boxers (cough, Michael Jackson, cough, Shaquille O'Neal?). Getting these formerly 3D fighters onto a primarily 2D handheld console was no mean feat, but simply getting them there wasn't enough. While the background and ring "rotate" to simulate the sensation of moving in and out of the foreground, the boxing takes place on a purely 2D plane, which is fine, if the controls were up to snuff.

Featuring a delay between button presses and actual response that is so divorced it makes any sense of involvement negligible, you'll find yourself praying for the bell for all the wrong reasons. Good luck trying to get your RUMBLE meter to fill, as the controls are so vague that simply landing a deliberate punch is a chore. The biggest problem is that no matter how crappy a game is, it's always more fun



when two people are involved. To this end, R2RR2 stymies even this remote pleasure by denying you any sort of link-cable two-player action, thereby making this a completely solitary experience. Consider yourself warned. A fool and his money are soon parted, but a fool who reads this review, and still buys R2RR2 is simply a fool.

Overall Score: 3.0 Visuals: 6 Sound: 4 Ingenuity: 2 Replay: 2

Tweety and the Magic Jewel

Publisher Kemco Genre Puzzle ESRB Rating N/A Pros Monotonous gameplay Cons Replayability not there

Let's face it—Mario Party has long been the benchmark against which all future board game-turned-video game shall be judged (handheld or otherwise).

And looking at it that way, Tweety ultimately falls short of being a game that's going to be fun more than one time through. As one of five Looney Tunes characters, you have to gather the power of five magic jewels to save Tweety, who's slowly being turned to stone (slowly or fast depending on the difficulty you choose), before your opponents do.

Gameplay doesn't vary at all—the jewels are located in the same spots around the game's one huge world map board each time you play. Like Mario Party, you compete in mini-games when you land on special spaces or you can also challenge opposing characters when your paths cross. However, there's really no challenge there because most of the mini-games are button-tapping extravaganzas that are easily won. In fact the only real difference between the three difficulties (easy, medium and hard) is the speed at which Tweety turns to stone. All it means is you have to collect the jewels faster.

Whoever collects the power of all five jewels first is the winner, saving Tweety from certain doom. Unfortunately, the 20 mini-games



are all pretty lame and the board is too big and confusing with lots of dead ends. The board graphics look fine, but the mini-games look like they use sprites originally made for the GBC. If playing the whole board game isn't your style, you can just play the mini-games, but there's very little skill involved in that, even if you link up with three other people. Fun once, but not worth buying.

Overall Score: 4.5 Visuals: 3 Sound: 5 Ingenuity: 3 Replay: 2

GAME BOY ADVANCE PREVIEWS

Breath of Fire

The first in the long-running RPG series by **Capcom**, *Breath of Fire* joins the ranks of SNES ports on the GBA. Due out in the **fall**, BOF will have been updated with new environments, gameplay tweaks and link support (for exchanging items) to beef up the nostalgic trip through a 16-bit classic.



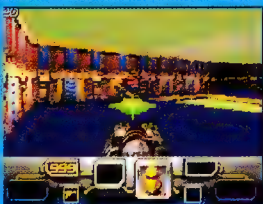
Broken Sword: Shadow of the Templars

The detailed backgrounds and animations in **Revolution Software's** first GBA title look truly incredible. The graphic adventure will incorporate most every element of the PC and PS1 versions, right down to the music, and will arrive just in time for the **holiday season**.



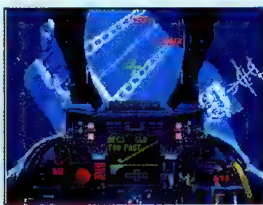
Dark Arena

Sidling up alongside *Doom* in the first-person shooter column is **Majesco's** *Dark Arena*. Twenty levels of futuristic battle against renegade biology experiments gone wrong should keep action gamers busy for a while. It'll be interesting to see how the GBA handles 3D shooters when DA steps in this **fall**.



F-14 Tomcat

Majesco's flight/combat sim goes a lot deeper than just gunning down planes. You'll have to take off and land your F-14, navigate at night, refuel in mid-air, and shoot it out with both surface and air-based enemies in order to get through this **summer** release. Looks like a fun break from your standard platformer GBA fare.



Final Fight One

Among the growing list of arcade and console ports to the GBA, **Capcom** is pounding out the original *Final Fight* to the handheld. You'll be able to wire two GBAs together for cooperative, 2D side-scroller brawling—'cause that's what *Final Fight's* all about! No U.S. release date yet, but it is confirmed for the States.



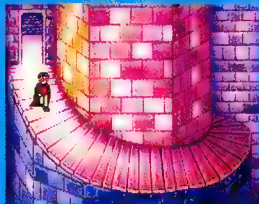
Fortress

Portable consoles are incredibly fertile ground for puzzle games, and *Fortress* could really bloom into something cool. The object of this **Majesco** July release is to arrange blocks falling from the sky into a "fortress" to house your soldiers and weapons. You'll use these to destroy the opponent's forces, naturally.



Harry Potter and the Sorcerer's Stone

EA is the lucky company that nabbed the *Harry Potter* license, and they've conjured up this little GBA title for a **fall** release. With over 20 familiar names from the hit novel series, the game focuses on developing Harry's magic skills through an array of tasks and quests.



High Heat Major League Baseball

The first baseball title available at GBA **launch**, **3DO's** handheld version of the PS1/PS2 hit offers all 30 Major League Baseball teams with updated rosters for 2001. Unfortunately, there's no multiplayer option, but the single-player should be great if it's anything like the console versions.



Jimmy Neutron, Boy Genius

One of Nickelodeon's newest cartoons will take shape on the GBA at the hands of **THQ**. Its unique art style and characters seem cool, but will *Neutron* mark the successful translation of an animated series, or is it the beginning of fast-developed gaming fodder on the GBA? We'll have to wait until this **fall** to find out.



Klonoa: Empire of Dreams

Namco's cutest critter returns for a puzzle-laden trip through more than 40 levels. His goal: to restore the ability to dream to his sleepy little town by vanquishing four mean old boss monsters (don't you just wish you had Klonoa's problems?). The best news: Platform gamers can get their hands on it this **summer!**



GAME BOY ADVANCE PREVIEWS

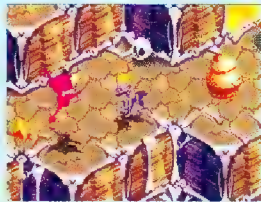
Men in Black

It's nothing to make Soid Snake quake in his boots, but the off-beat military action in **Crave's** MIB has its own charm. Rounding out the nine weapons are tools like night-vision goggles and an alien visualization unit that make this more than just a shooter. Two agents can also play via a link cable. Look for it in the **fall**.



Spyro

Making a fiery **fall** debut on Nintendo's portable, the dragon formerly exclusive to Sony is branching out for some side work on the GBA through **Universal**. With over 30 levels, a host of mini-games, and new abilities like Bubble Breath and the Water Spit, this adventure will certainly be all-new.



Monster Rancher To Go

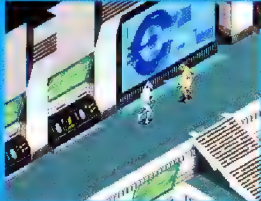
Based strongly on *Monster Rancher 2*, **Tecmo's** July release places a lot of emphasis on the player's caretaking abilities. Instead of relying on a music CD to determine your monster's characteristics, the GBA will depend on the user to help the little guy grow into his surroundings and abilities.



Star Wars:

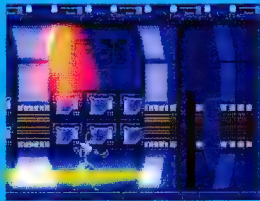
Jedi Power Battles

Throw down against the evil trade federation in the first GBA *Star Wars* game from **LucasArts**. Pick from three Jedi in a solo fight to protect Naboo, or link up for two-player cooperative action. Don't power up the lightsaber just yet, though—**Power Battles** won't show 'til **late this year**.



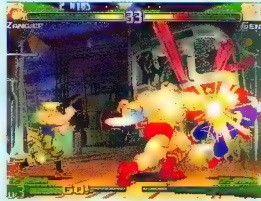
Power Rangers Time Force

A relatively quiet license lately, the *Power Rangers* are back with a new TV show and a contemporary game on the GBA, thanks to **THQ**. The idea behind this **end-of-year** action release is to keep criminals from altering events in time to their own evil ends. *Timecop*, anyone? Hey, it worked for Van Damme.



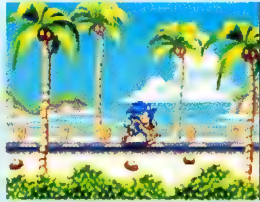
Street Fighter Alpha 3

Holy cow, does this game look incredible! Along with *Super Street Fighter II*, **Capcom** is porting *Alpha 3* to the GBA with what looks to be PlayStation-quality graphics. It looks like an *MVC*-style tag-team feature has been added, which should give a lot of depth to the two-player linked game. Watch for both games **late 2001**.



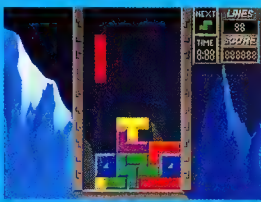
Sonic Advance

Let the presence of **Sega** on other platforms spread far and wide! In a classic 2D action title that incorporates many of *Sonic Adventure's* style elements, the little blue guy gets in early on the GBA this **summer**. There's yet to be a bad *Sonic* handheld game, and this should be no exception to the rule.



Tetris Worlds

Someone over at **THQ** must be thinkin'. You really can't go wrong with *Tetris* on a portable, especially when it's got eight modes of play (including the reliable old classic version) and four-player compatibility via the link. It's not much to look at graphically, but hey, if we've got *Tetris* action come **September**, who cares?!



Spider-Man:

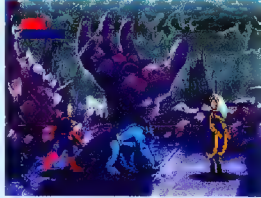
Mysterio's Menace

As if it weren't enough that **Activision** just turned out a cracking good version of *Tony Hawk* for GBA launch, they're at it again with *Spider-Man* for **fall**. With seven levels, alternate endings, hidden characters and non-linear gameplay, it's sure to net a lot of new fans.

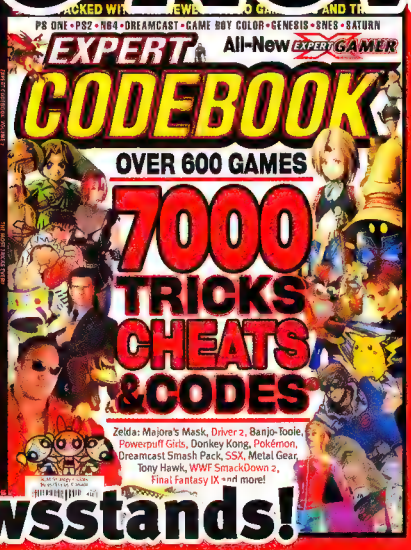


X-Men: Reign of Apocalypse

Activision places 30 of your favorite mutated superheroes into a brawler that promises not to be a rehash of past 16-bit nightmares. Showing up alongside *Spidey* in the **fall**, *X-Men* plans to add link play (versus and cooperative) and 12 levels of mutant madness. Let's hope they can pull it off!



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What's Old is New Again...

by Ethan Einhorn
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Yeah, you've seen this one before...it debuted on the Nintendo Entertainment System a whopping 14 years ago as Super Mario Bros. 2. The game popped up again on the Super Nintendo (as part of the Mario All-Stars package) in 1993, complete with a 16-bit makeover. Now it's been given a 32-bit facelift, and can be taken with you wherever you go. So, you might ask...is it still fun to play, after all these years? The answer: absolutely! Mario games are kind of like those classic Disney movies; they just get better with time. Your kids, and your kids' kids, will eventually get their hands on this one in some form or another (on the Ultra Game Boy Advance, perhaps?). And to think—when you're a grandparent, you'll be able to tell little Sally or Jimmy that you beat the game way back in 2001...with a little help from your pals at Pocket Games.

database

time to complete **6 hours**
challenge **Finding all Eggs**
most fun **Riding magic carpet**
best advice **Don't use warp zone**
also try **Super Mario Bros. Deluxe, Rayman Advance**

EVERYONE system **GBA**
publisher **Nintendo**
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SUPER MARIO ITEMS

It's easy to master the game's play mechanics, but uncovering every mushroom, potion, red coin, warp zone and Yoshi Egg can get tricky. This text will outline how to find them all, step by step. Before jumping straight into the walk-through, take a moment to familiarize yourself with what these items are:



MUSHROOMS

Eating a mushroom will give you an additional heart container, which, when filled, will allow Mario and his buddies to take more damage before dying. There are FAR FEWER mushrooms to be found in the Yoshi Challenge mode.



POTIONS

When thrown, these red vials will create a door that allows players to enter the game's "dark world." Slot-machine coins, mushrooms, warp zones and Yoshi Eggs are found by using these. In this guide, watch for potions marked

with a blue asterisk. When you are in Yoshi Challenge mode, these potions are only to be used for finding Eggs.



RED COINS

There are five of these scattered throughout every stage—most are in plain sight, but some are pretty hard to find. You need them all to get a "perfect" score at the end of the game.

WARP ZONES

When you find a warp zone, you can travel instantly to a later stage in the game.



YOSHI EGGS

You can only gather Yoshi Eggs AFTER you've beaten the game at least once. Like the coins, you need to find them all in order to get a "perfect" score at the end of the game.

STAGE 1-1

Best character to use: **MARIO**

RED COIN 1: It's in plain sight after entering the first door.

RED COIN 2: It's between the logs that are rolling down the first open waterfall.

RED COIN 3: It's near the top of the screen at the start of the cave area.

RED COIN 4: It's at the top of the giant hill, just as you reach the clouds.

RED COIN 5: It's up in the clouds, to the left of the three vines.

MUSHROOM & POTION *: It's on the first hill in the second area; pluck it, then drop it at your feet. **YOSHI EGG 1:** Drop it between the vine and the tiny pillar at the right.

MUSHROOM & POTION *: It's to the right of the cave exit; pluck it, then drop it between the two patches of plants.

MUSHROOM & POTION *: It's in the vase on the fourth platform of the cloud hill; pluck it, then drop it right outside the vase. **YOSHI EGG 2:** Drop it right outside the vase.

STEP 1: DROP! See the five Ninji jumping up and down in front of the cave exit? Grab a veggie and throw it at them from the left—the Ninji will all get knocked off the screen, and you'll receive a 1UP. Exit and re-enter the cave; your enemies will have regenerated. Jump "left" over them, grab another veggie, and take them out again to get another 1UP. It takes some time, but you can repeat this until you reach 99 lives...kind of nice to have right at the start of the game.

New Boss: PINK BIRDO

This gal is fairly easy to beat: when she hurls eggs at you, jump on top of them, grab them, and throw them back at her. When you hit her three times, she'll surrender an exit crystal; pick it up to finish the stage.

STAGE 1-2

Best character to use: **MARIO**

RED COIN 1: Grab it on your carpet ride; it's in the air, at about the middle of the screen.

RED COIN 2: Grab it on your carpet ride; it's up in the air, just before you reach safe ground.

RED COIN 3: It's just above the head of a Snifit sitting next to a ladder in the first cave.

RED COIN 4: Exit the cave, jump on top of the platform above the door, then run left to find it.

RED COIN 5: It's just above the door leading to Pink Birdo, at the top right of the screen.

MUSHROOM & POTION *: It's near the edge of the gap you flew over with your carpet (to the left of the vase); pluck it, then drop it where you find it. **YOSHI EGG 1:** Drop it to the immediate left of the first locked door.

MUSHROOM & POTION *: It's in the cave area where you have to clear the stone

walls, to the immediate right of the ladder (see map). After the walls are cleared, pluck it, then take it down to the ground floor and drop it. **YOSHI EGG 2:** After the walls are cleared, take it down to the ground floor and drop it.

STAGE 1-3

Best character to use: MARIO

RED COIN 1: It's on top of the hill to the immediate right of the stage entrance.

RED COIN 2: It's hovering above a ground-level waterfall, right between two rolling logs.

RED COIN 3: It's to the right of the door leading into the warehouse, at the very end of the screen.

RED COIN 4: It's in the warehouse, just below the three chains stretching downward.

RED COIN 5: It's on the bottom-left side of the stage's trio of parallel half-log bridges.

MUSHROOM POTION 1: It's to the immediate left of the long log bridge in the first area; grab it, then drop it on the middle of the bridge. **YOSHI EGG 1:** Take it down to the platforms under the log bridge and drop it. **WARP ZONE 1:** If you want to zip to WORLD 4, carry this potion to the right until you reach a vase. Drop the vial, enter the "dark world," and step into the vase.

MUSHROOM POTION 2: It's in between the two tiny hills linked together by a short log bridge; pluck it and take it to the left, where the hill lined with red sprouts rests. Drop it on the hill's top.

MUSHROOM POTION 3: It's in the warehouse, in the vase at the right of the screen. Pluck it, get out of the vase, jump onto the brick ledge, and drop it on the metal portion of the platform. **YOSHI EGG 2:** Take it to the metal platform located above the brick ledge.

World Boss:

MOUSER

Mouser is a much tougher opponent than Birdo—he lobbs bombs instead of eggs. Keep your distance from these projectiles when they begin to flash! Your best strategy for knocking this baddie out is to catch his bombs and throw them back before they detonate in your hands. When you are "returning" Mouser's gifts, try to get them to land on the center of his platform—otherwise, their blasts might not do any damage (the "BOOM" animation actually has to touch Mouser for a hit to register). When you hit him three times, you'll be declared the winner!

STAGE 2-1

Best character to use: TOAD

RED COIN 1: It's above the first collection of bones you run across.

RED COIN 2: It's on top of the last cactus growing out of the quick sand.

RED COIN 3: It's above a cactus to the left of the pyramid door.

RED COIN 4: It's in the pyramid—under the sand—on the right of the screen.

RED COIN 5: It's in the pyramid—under the sand—on the left of the screen.

MUSHROOM POTION 1: It's on the far left side of the structure made of yellow bricks in the first area; pluck it, then drop it on the center of the structure's top level.

YOSHI EGG 4: Drop it on the far right side of the structure.

MUSHROOM POTION 2: It's on top of the yellow brick structure that looks a bit like an unfinished pyramid; pluck it, then drop it at your feet. **YOSHI EGG 2:** Drop it right where you find it.

MUSHROOM POTION 3: It's on the far right side of the first area; carry it left and drop it next to the first cactus you see.

STAGE 2-2

Best character to use: TOAD

RED COIN 1: It's above the first set of bones you'll see.

RED COIN 2: It's above a set of bones sliding into the quicksand.

RED COIN 3: It's on top of a yellow brick structure, in between a set of Pansers.

RED COIN 4: It's in the digging area, under the sand, on the left side of the screen.

RED COIN 5: It's in the digging area, under the sand, a bit further down on the left side.

MUSHROOM POTION 1: It's to the immediate right of the first vase you come across; pluck it, then drop it at your feet.

MUSHROOM POTION 2: It's in the small cave's left side, on the yellow structure; pull it up, then drop it next to you. **YOSHI EGG 1:** Take the potion back into the right side of the cave; drop it there.

MUSHROOM POTION 3: It's to the left of the vase located at the bottom of the dig site; pluck it, then drop it at the small clearing halfway up the screen. **YOSHI EGG 2:** Take it to the top of the dig site, then drop it.

New Boss:

RED BIRDO

This gal mixes up her egg attack by periodically spitting fireballs at you as well; dodge those, and (as before) throw the eggs back at her. Three strikes and she's out.

STAGE 2-3

Best character to use: LUIGI

RED COIN 1: It's in the air, to the right of the first cactus.

RED COIN 2: It's above a series of cacti, right atop the fifth one.

RED COIN 3: When falling to the bottom of the pyramid, veer left—you can't miss it.

RED COIN 4: It's under the sand where you find the locked door, on the left side of the screen.

RED COIN 5: It's in the locked door, on the sand pyramid.

MUSHROOM POTION 1: It's the first sprout you run across on the surface; pull it up, then walk left with it until you reach a couple of yellow hills. Drop it on the tallest hill. **YOSHI EGG 1:** Drop it right where you find it.

MUSHROOM POTION 2: It's in the tiny cave that only Luigi can reach; pluck it, then drop it where you find it.

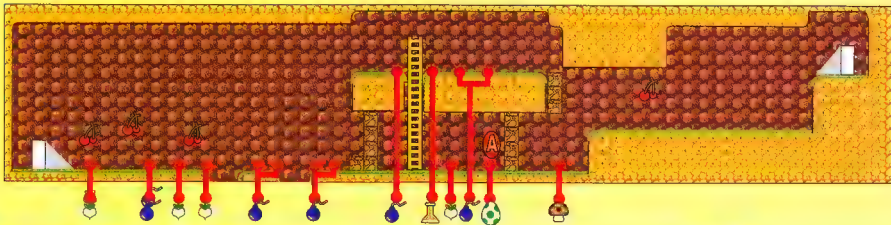
MUSHROOM POTION 3: When you're at the pyramid doorway, fall to the right; you will land on a wooden platform. Above this platform is a brick ledge; it's on the top of this ledge. **YOSHI EGG 2:** Drop the potion at your feet.

World Boss:

COBRAT

This guy is pretty tough—he attacks by spitting out multiple fireballs, so watch your step! Your first move should be to block off the low attacks: Stack a pair of colored stools between the two green platforms at the center of the screen to create a barrier. When that's taken care of, use the remaining stools as weapons—grab one, stand on top of the highest green platform, jump in the air (while avoiding fireballs), hurl the stool at the apex of your jump, and repeat 'til Cobrat disappears.

STAGE 1-2



STAGE 3-1

Best character to use: **LUIGI**

RED COIN 1: It's at the very start of the first major area. Drop off the ledge; as you fall to the secret area below, you'll find the coin on the left side of the screen.

RED COIN 2: It's above the door that marks the beginning of the first major area.

RED COIN 3: On the carpet ride, stay to the right and you'll find it.

RED COIN 4: On the carpet ride, keep looking toward the top-left portion of the screen.

RED COIN 5: It's just past Red Birdo. Super jump to the top right of the screen, then run forward until you fall upon this well-hidden coin.

MUSHROOM POTION 1: It's in the cave found at the bottom of the waterfall (the sixth sprout from the right); pull it up, then drop it to your right. **YOSHI EGG 1:** Take it to the right side of the screen; drop it just to the left of the vase. **WARP ZONE 4:** Drop this potion next to the vase at the right of the screen, enter the "dark world," and jump into the vase—you'll be taken to WORLD 5.

MUSHROOM POTION 2: It's on top of the hill that's located to the right of where the vine ends; pluck it, then drop it to the immediate left of the stools. **YOSHI EGG 2:** Take it to the cloud just above the hill you're standing on; drop it there.



then drop it at your feet. **YOSHI EGG 2:** Drop it at your feet.

STAGE 3-3

Best character to use: **MARIO**

RED COIN 1: It's the first outdoor area, just above the fourth wooden stump.

RED COIN 2: Enter the unlocked door at the bottom of the first warehouse area; make your way up the screen 'til you see it.

RED COIN 3: In the warehouse area that leads back to the outdoors—it's to the right of the metal girder.

RED COIN 4: It's on the platform just above the door that took you outside.

RED COIN 5: It's above the Eagle door exit.

MUSHROOM POTION 1: It's to the right of the trio of stumps at the beginning of the level; pull it up, then drop it next to the tallest stump. **YOSHI EGG 1:** Drop the vial next to the tallest stump.

MUSHROOM POTION 2: It's to the left of the warehouse entrance; find it, then drop it next to the locked door.

MUSHROOM POTION 3: It's in the area that the locked door was protecting; move upward until you can't go any higher. You'll find the potion on the right side of the screen; pluck it up, then drop it on the platform at the far left side of the screen. **YOSHI EGG 2:** Fall down the ladders below you. You will land on a set of metal platforms; drop the vial there.

STAGE 3-2

Best character to use: **MARIO**

RED COIN 1: It'll be in plain sight after you run past a couple of green hills and wooden posts.

RED COIN 2: It's just above the giant POW block.

RED COIN 3: It's just above the stone bricks blocking your route to the lower level.

RED COIN 4: When you step into the basement area for the first time, go left until you reach an insurmountable gap; you'll locate the coin right next to the drop.

RED COIN 5: It's right above a trio of gaps located in lower level 2.

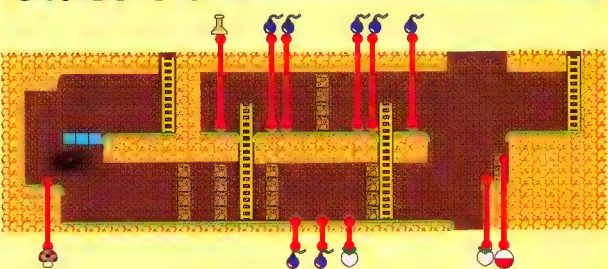
MUSHROOM POTION 1: It's on the hill at the end of the first stretch of land; grab it, then drop it at your feet.

YOSHI EGG 1: Drop it in front of the stone blocks.

MUSHROOM POTION 2: It's in the bomb blast area (see map). Pick it up, take it to the left, and drop it when you reach a metal ledge.

MUSHROOM POTION 3: It's in between the two horizontal stone slats blocking off the Porcupos; pull it up,

STAGE 3-2



World Boss:

MECHA BIRDO

The strategy for beating this boss is simple enough—grab the huge eggs she throws as they blast toward you and throw them back at her. What's tough is avoiding getting run over as she dashes from one side of the screen to the other. The key to survival: Jump on top of her head whenever she dashes at you. When she pulls back, jump down and get ready to catch her projectiles. When Mecha Birdo's been knocked around five times, she's a goner.

STAGE 4-1

Best character to use: **PRINCESS**

RED COIN 1: It's just above the first Troutor you run across.

RED COIN 2: It's just a bit farther right, between the ice ledges.

RED COIN 3: It's still farther right, on the bottom ice platform.

RED COIN 4: It's just above the Shyguy riding a flame cannon.

RED COIN 5: When you reach a pair of vases just before a gap, perform a running jump to the LEFT; Coin 5 is in the sky.

MUSHROOM POTION 1: It's just a bit past Coin 2, growing all by itself on the bottom ice platform; pull it up, then drop it about six paces to the left. **YOSHI EGG 1:** There will be a patch of sprouts located a jump away from where you picked up the potion; drop the vial to the immediate right of where they are growing.

MUSHROOM POTION 2: It's on the berg at the far right of the first outdoor area; pluck it up, then drop it on the left side of the berg. **YOSHI EGG 2:** Drop it into the hollowed-out part of the berg.

STAGE 4-2

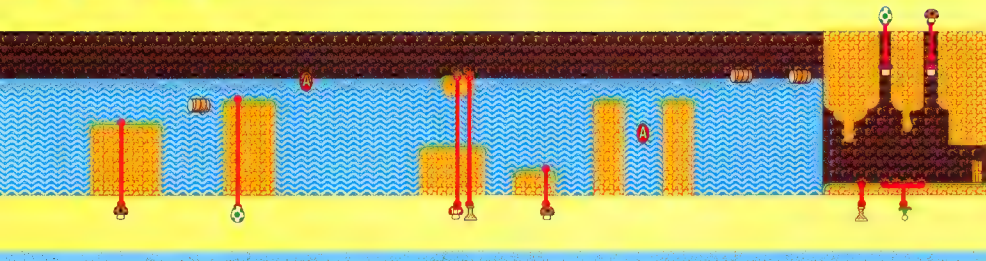
Best character to use: **PRINCESS**

RED COIN 1: It's at the start of the outside area, where the Beezos attack.

RED COIN 2: It's in the same general area as Coin 2 (just a bit farther to the right).

RED COIN 3: On the second set of whales—find it on

STAGE 5-1



the second one's tail.

RED COIN 4: On the second set of whales—find it on the fifth one's tail.

RED COIN 5: It's above the cannon-riding Shyguys who are near a spiky path.

MUSHROOM POTION 1*: On the first set of whales—find it on the first whale's back. Pick it up, then drop it four steps to the right. **YOSHI EGG 1:** Drop it on the second whale's head.

MUSHROOM POTION 2:** It's on top of the third of the three snow pillars past the whales; snag it, then drop it on the ice steps to the right. **WARP ZONE:** You can also take this potion to the right until you reach a vase. When the vase is on-screen, drop the vial.

STAGE 4-3

Best character to use: PRINCESS

RED COIN 1: From the snowy island at the right of the first outdoor screen, super jump and float with Princess to grab it; it's in the air.

RED COIN 2: It's about one-fourth of the way up to the top of the first warehouse area on the left-hand side.

RED COIN 3: It's in the second warehouse, past the first set of spikes on the left side of the screen.

RED COIN 4: It's just to the right of the locked door.

RED COIN 5: It's in the room just before the boss lair, on the far left side of the screen.

MUSHROOM POTION 1*: It's outside, right above the first door; pull it up, then drop it on the left side of screen, where three ice poles are standing. **YOSHI EGG 1:** Drop it where the three ice poles are standing, at the left.

MUSHROOM POTION 2: It's in the first warehouse; you'll find it about halfway through your climb. Pluck it up, then drop it one platform below where you found it.

MUSHROOM POTION 3*: You'll run across a sprout in the second outdoor area; pull it up to reveal a potion. Take it over to the clouds at the left, jump onto the brick platforms above, and make your way to the right side of the screen. Stop on the last brick platform and drop the vial. **YOSHI EGG 2:** Jump over to the clouds, hop onto the brick platforms, and STOP; drop the vial.

World Boss: FRYGLY

Stay alert when attacking Fryguy; his sweeping range of motion can be deadly. Use the colored stools as weapons against him; take them to the room's upper platforms and throw them when he's underneath you. When he gets hit three times, he will degenerate into four tiny fryguys; each one of these takes a single hit to put down. When they get wiped out, you've finished the stage!

STAGE 5-1

Best character to use: PRINCESS

RED COIN 1: It's above the Panzer, right at the start of the stage.

RED COIN 2: It's above the waterfall in the cave, and can be grabbed from the second rolling log.

RED COIN 3: It's below the waterfall in the cave, and can be grabbed from the fourth log.

RED COIN 4: It's above the waterfall without logs (jump on the Troutler heads).

RED COIN 5: It's in between the two stone walls that are separated by a narrow stretch of water (use a Troutler to get the coin).

MUSHROOM POTION 1*: It can be found right at the start of the cave; grab it, then carry it far along to the right. Drop it on the left side of the waterfall with the single log rolling down its center. **YOSHI EGG 1:** Drop it on the left side of the waterfall with the single log.

MUSHROOM POTION 2: It's on the ledge past the trio of Troutlers; pull it up, then drop it down below on the platform to your right.

MUSHROOM POTION 3*: This one's at the very end of the cave, right in front of the door that leads to the level boss; pluck it, then drop it at your feet. **YOSHI EGG 2:** Drop it at your feet (see map).

New Boss:

GREEN BIRDO

She only hurls fireballs, so don't expect to be able to grab any eggs. Instead, use the colored stools as weapons. Three hits and she's outta there!

STAGE 5-2

Best character to use: MARIO

RED COIN 1: It's above the first Hoopster's head.

RED COIN 2: It's in the grove with the Porcupo, high above the Shygyu riding a Flamingo.

RED COIN 3: It's in the air, above the fourth set of Hoopsters you encounter.

RED COIN 4: It's to the left of the two vines stretching upward, just above the vase.

RED COIN 5: It's in the FREE FALL area on the left-hand side.

MUSHROOM POTION 1: It's in the first vase you run across; pull it out of the vase, then drop it in front of the two tiny trees.

MUSHROOM POTION 2*: It's underneath the Panzer to the right of Red Coin 2's location; pick it up, then drop it on the grass-and-sand platform at the right, under the tiny green hill. **YOSHI EGG 1:** Drop it on the grass-and-sand platform to the left.

MUSHROOM POTION 3*: It's underneath the Snifit on the right side of the vine pair; grab it, then take the vial to the second of the three clouds on the left side of the screen. When you're there, drop it. **YOSHI EGG 2:** First, take the potion up the vine by riding on a Hoopster. When you reach a cloud formation on the right side of the screen, hop off the Hoopster and drop your vial.

STAGE 5-3

Best character to use: MARIO

RED COIN 1: It's at the start of the stage, to the left of the vase on the platform above.

RED COIN 2: It's far, far above a tiny hill nestled inside a gap.

RED COIN 3: It's inside the tree, down two levels from the tree's entrance.

RED COIN 4: When you're riding the carpet, you'll see it on the upper half of the screen.

RED COIN 5: A little farther down on your carpet ride, you'll see it on the lower half of the screen.

MUSHROOM POTION 1*: It's growing to the right of the vase on the far left side of the first outdoor screen.

WARP ZONE 1: If you drop the vial at your feet and enter the "dark world," you can get shot over to World 7!

MUSHROOM POTION 2*: It's on the grass-and-sand mound just past the stone obstacles; pull it up, then drop it to your left. **YOSHI EGG 1:** Drop it on the grass, just past the mound you're standing on.

MUSHROOM POTION 3: It's on a grass-and-sand platform being supported by two pillars; take it, then drop it underneath the platform (after the first pillar has been eliminated).

MUSHROOM POTION 4*: It's in the caves, where the sealed-off sprout bed is located; grab it, then drop it at your feet. **YOSHI EGG 2:** Drop it at your feet (but make

sure the stone wall above you has been eliminated first).

1UP LOOP! When you've made it to the outside, pluck the sprout growing closest to you—it's a **TURTLE SHELL**. Drop the shell between the first two brick obstacles at your right, then hold down the diagonal pad to duck. Albatoss birds will keep throwing Bob-ombs into the path of the shell; in a matter of seconds, every totaled Bob-omb will yield a 1UP! It's fast and easy...pick up 99 lives!

World Boss: CLAW GRIP

Claw Grip's projectiles will come at you hard and fast, so get ready to do a lot of crafty dodging. Get used to the timing of his throws; when you think you have it down, grab a rock as it bounces off the wall and toss it back. It'll take five hits to knock this bad boy from his perch.

STAGE 6-1

Best character to use: **LUIGI**

COIN 1: It's above the first cactus after the vase (use Pokey).

RED COIN 2: It's above the second stack of bones located just past the vase (use Pokey).

RED COIN 3: It's just past the seven cacti, far above Pokey's head; super jump for this one.

RED COIN 4: It's at the start of the cave; run right, fall off the edge of the ledge, hook a left, and you'll see it.

RED COIN 5: It's set between two stools resting on vases in the cave.

MUSHROOM POTION 1: It's inside the first vase you run across; drop it on top of the stack of bones lying to the right. **YOSHI EGG 1:** Drop it on top of that same pile of bones.

MUSHROOM POTION 2: It's the second of the two sprouts resting between the seven cacti; snag it, then take it to the end of the screen and drop it right above the door.

MUSHROOM POTION 3: It's on the far right side of the screen with all the vases; pull it up, then drop it between the room's 7th and 13th vases (see map). **YOSHI EGG 2:** Drop it between the room's 7th and 13th vases.

STAGE 6-2

Best character to use: **MARIO**

RED COIN 1: Grab as you're flying to the right; it's in the air, on the top of the screen.

RED COIN 2: It's in the air, farther down, on the bottom of the screen.

RED COIN 3: It's in the air, farther down, near the top of the screen (super jump over three Albatoss birds to get it).

RED COIN 4: It's just inches away from Coin 4.

RED COIN 5: It's in the air, farther down, near the bottom of the screen.

MUSHROOM POTION 1: It's on the platform to the right of Coin 1's location; pluck it up, then carry it to the pair of platforms just past Coin 2. **YOSHI EGG 1:** Carry it to the platforms to the right of Coin 2 and drop it there.

MUSHROOM POTION 2: It's on the platform that's just to the right of Coin 2 (where the first MUSHROOM is located); pluck it up, then drop it on the platform that's located before the exit on the right side of the screen.

YOSHI EGG 2: Drop it on the same platform; the one just before the exit.

STAGE 6-3

Best character to use: **MARIO**

RED COIN 1: It's between the third and fourth stack of bones (use Pokey).

RED COIN 2: It's in the vine area—you can reach this Coin from the second cloud platform.

RED COIN 3: Once you reach the Snifits, taking the vine furthest to the left will lead you to this Coin.

RED COIN 4: As you continue upward, this Coin will be on the right side of the screen.

RED COIN 5: It's on the cloud surface at the far left side of the screen.

MUSHROOM POTION 1: When you're standing in the sand, it's the first sprout you come across; take it to the second stack of bones you find (a Shyguy will be walking on them) and drop it. **YOSHI EGG 1:** Drop it on the first stack of bones you see.

MUSHROOM POTION 2: It's at the top of the stone blockade area in the Bob-Omb cave. Eliminate the barriers, then pick up the vial and drop it on the lower level, just to the right of the vase.

MUSHROOM POTION 3: Outside in the "vine area," there's a vase on the right side of the screen. You'll find

the potion inside; jump over to the cloud platform at the immediate left of the vase and drop it there. **YOSHI EGG 2:** Drop it on the same platform—the one to the left of the vase.

Boss Fight: MOUSER

Again? He might not be new, but hey—he's the coolest boss in the game, so why not bring him back? There are two new factors at work this time: **1)** you have to avoid a Sparkster that travels the periphery of the screen, and **2)** you have to super jump in order to place the bombs back at Mouser's feet. This makes for a much tougher fight. When you are charging for the super jumps, do it from as far back as possible. When you pop into the air, veer right, and toss the bomb at your jump's apex. Just as before, aim for the center of Mouser's platform. After he takes five hits, this boss is a goner.

STAGE 7-1

Best character to use: **MARIO**

RED COIN 1: When riding on the back of an Albatoss from left to right at the start of the stage, Coin 1 will be in plain sight.

RED COIN 2: It's in the air, to the left of Coin 1; this one is also in plain sight.

RED COIN 3: When the rocket drops you off, hop to the small column at the left. Above it is Coin 3.

RED COIN 4: In the last Sparkster area—just before the Hoopster/ladder section—it's on the right side of the screen.

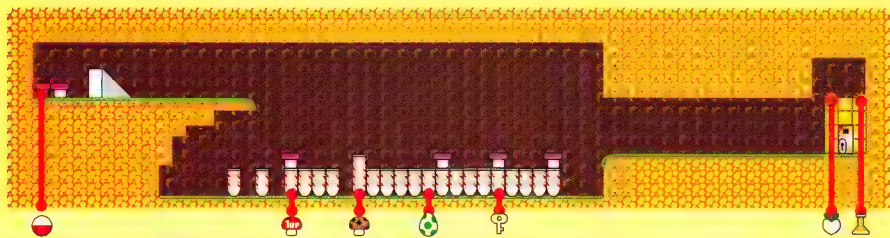
RED COIN 5: It's in Green Birdo's room on the right-hand side.

MUSHROOM POTION 1: It's on the second screen up, on top of the fifth pillar. **YOSHI EGG 1:** Drop it in the middle of the stone platform.

MUSHROOM POTION 2: It's in the room on the right side of the Albatoss screen; drop it at your feet.

MUSHROOM POTION 3: In the ladder area, you'll find this on the right pillar; grab it, then take it down to where the ladders begin and drop it. **YOSHI EGG 2:** Take the potion over to where the left column stands. Drop it on the column itself.

STAGE 6-1



STAGE 7-2

Best character to use: MARIO

This final stage is by far the most complicated of the 20—it can be tackled in a number of different ways. The route we present will ensure you get all of the eggs and coins. Good luck!

- You begin the stage outside—before entering the castle, you can grab a 1UP from the Ninji perched atop the building's entrance (just jump on a Snifit to get a boost).
- When you enter the castle, run forward until you see a chain dangling at the bottom of the screen. Make your way to the chain (don't climb down it); you'll find **RED COIN 1** located at its immediate right. Snap up the coin, jump back to the platform above your head, and leave the room by climbing UP the chain on the FAR RIGHT side of the screen.
- You will find yourself in a circular room with a bunch of Sparksters. As you carefully step around the enemies, super jump to grab **RED COIN 2**. When you've gotten it, snag the heart at the far left of the area, then go up the room's chain.
- Mario has to go upward from here—make sure he stays on the left side of the screen. When he reaches a door (it will be to the left of a pillar), enter.
- Back outside! Do a running jump to the left of the screen, fall through the air, and pick up **RED COIN 3**. After your fall, take a ladder to the very bottom of the screen and enter the door.
- There are two sprouts growing in this little room; you're going to want to pull up the one to the right (it's a POTION!). Drop the potion next to the room's door, enter the "dark world," and pick up your first MUSHROOM.
- **YOSHI EGG 1**: Drop the potion to the right of the room's door, enter the "dark world," and pick up the egg.
- Return to the "light world" and leave this room.
- You should be outside again; take the ladders all the way back to the door at the top of the screen, and step inside.
- Take the chain to your right back down to the Sparkster platforms. Cross over to the right and ascend to the top of the screen. Once you reach a door, enter it.
- In this next room, take the Sparksters out with the POW block, then jump into the air to collect **RED COIN 4**. After that, take the chain up to the conveyer belt; let it carry you to the right side of the screen. Drop off the conveyer edge and take the second chain down to the next room.
- Ah, RED BIRDO...again. When you finish her off, she will give you a key; take it and move along to the next room.
- This area should look familiar. Take the key to the door between the columns; unlock the door. From here, you can go directly to the boss, but don't do it if you're collecting coins and eggs. Instead, leave the room (it will remain unlocked), jump over the pillars on your left, and take the chain down a level.



- Another RED BIRDO battle. Get on her right side if you can; it's much easier to fight from that vantage point. When she's out of the picture, take the chain to the right down another level.
- That chain will take you to the conveyer belt room. You'll want to drop down to the bottom of the screen; stay on the left side of the screen to snatch **RED COIN 5**. When you reach the bottom of the room, take the chain down to the next level.
- Other than another heart, there is nothing of use in this area; hop to the right and exit through the door.
- Climb down the chain 'til you reach a stop-off point at the right. Hop down and grab the sprout growing there. It will be a POTION; drop it; enter the "dark world," and pick up that much-needed MUSHROOM.
- Return to the "light world," grab the chain, and slide down to the bottom of the screen. Exit the room through the door.

• In this next area, you're going to want to walk left until you reach a door; open it.

• The room you've just entered has two sprouts growing inside of it; pluck the one to the left and you'll uncover another POTION!. Step all the way over to the left side of the screen, drop the vial, enter the "dark world," and grab a MUSHROOM.

• **YOSHI EGG 2**: Here it is...the very last egg in the game. Take the potion to the right; jump on the platform just above the pillars and drop the vial. Enter the "dark world," grab the egg and cross your fingers—if you can avoid dying from here on out, and have collected all of the earlier Red Coins and Yoshi Eggs, your game will be completed with a "Perfect" score!

• Return to the "light world" and exit this room.

• Now that you have everything, it's time to make your way back to the door you unlocked a few minutes ago. Go to the right and enter the door at the end of the screen.

• This will take you back to the chain room. Take the chain to the top of the screen and exit through the door.

• Dodge over to the left; climb the chain up to the next level.

• You should now be back in the conveyer belt room. Make your way up to the top of the screen, then climb the chain up to the next level.

• Fight Birdo one last time, then jump to the left and take the chain up a floor.

• FINALLY, you've made it back to the door between the column pairs. Enter it.

Boss Fight: EAGLE DOOR

This is certainly the weirdest boss in the game; grabbing the exit crystal will bring this eagle door to life. He will come at you from diagonal flying angles; try to attack him when he's close to the ground. Use the room's stools as weapons—if you can nail him three times, he'll open his mouth and let you leave the stage.

Final Boss: WART

This guy's not gonna be easy to dethrone. Careful of the bubbles he shoots from his mouth; they can't be caught. Memorize their falling pattern. Try to be as far to the right as you can when he spits 'em out; they are easier to dodge that way.

The dream machine to Wart's left pops out vegetables, which are the tools you'll need to win this war. When Wart opens his mouth, feed these to him. You'll want to throw them at close range, just as he's about to spit some more bubbles. After six mouthfuls, he'll drop off his perch, defeated.





Oh Dirk, Slay the Dragon

by Frank Provo
mosaic@frankprovo.com

The fair princess Daphne has been seized by an evil dragon! As Dirk the Daring, you need to venture into the Dragon's Lair and rescue her.

A remake of the original 1983 arcade smash hit, *Dragon's Lair* is the Game Boy Color's first full-motion video game. As scenes play out, you need to tap in the appropriate direction or use Dirk's sword in response to the dangers on screen. Watch, tap, and survive—those are the rules of the game.

On your quest to rescue Daphne, you'll fight your way through the castle of the Lizard King, battle the nefarious Goons, traverse turbulent whirlpools, and even stand face to face against a devilish Black Knight. Lead on brave adventurer!

database

time to complete **30 minutes**
challenge **Medium**
toughest room **Throne Room**
funniest enemy **Lizard King**

also try **Scoby-Dool CCC**
system **GBC**
publisher **Capcom**
developer **Digital Eclipse**



www.capcom.com

DRAGON'S LAIR



The hero. A hapless knight who wants to rescue Daphne and live happily ever after.



Characters

A fire-breathing dragon. He's using Daphne to oppress the land of Aethred.



She's a spoiled princess, but cute and likeable. Save her, Dirk!

Solutions

In order to beat *Dragon's Lair*'s "Main Game" mode, you'll have to solve each puzzle listed below. Many will appear at random. Of the 30 scenes, eight will also be mirrored, meaning that you'll actually have to beat approximately 40 scenes to complete the game. You have five lives—Good luck!

Scenes that may be mirrored are labeled with an asterisk (). When mirrored, reverse the R for L commands.*

DRAWBRIDGE

After falling through the drawbridge, tap A.

YELLOW CORRIDOR

Tap R when the floor crumbles.

CLOSING WALL

Tap U when the room begins to fill with bricks.

DRINK ME

A sign reads: "Drink me." Tap R.

*CRYPT CREEPS

Skulls will pile out, so tap U. A hand will appear, now tap A. Repeat U and A again. When the floor disappears, tap R or L as needed and tap A to slash the skeletons in the next room.



*DROPPING PLATFORM

When the purple platform drops, tap R or L when you hear the "warning" sound. If you mis-time, you'll die. However, if you wait too long, you get six full chances.

BLACK KNIGHT ON HORSEBACK

Move in the opposite direction when spikes appear: L, L, then R.



The Lizard King

To flee, tap L. In the hallway, you're going to want to do R, R, R, R, R. However, don't tap R until you hear the Lizard King's second squeak sound. Once you reach the dead end, Dirk will grab his sword and the Lizard King will attack. Tap L, then A, wait, and then finish him with L and A once again.

*THE SMITHEE

Tap A to parry the sword. When the anvil appears, move L or R away from the flames.

CAULDRON SLIME MONSTER

Tap L as the green goop escapes, but not too soon. Tap A just after Dirk examines the bottle. Tap D, then R right after you slash the monster.

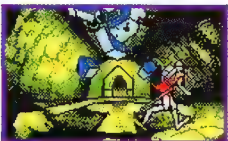
THE GOONS

After climbing through the trapdoor, tap A to slash the Goon. More goons appear—quickly tap R, U and L as the scenes change.

*POOL OF WATER

Here's the solution for when the room begins to crumble from the right. Tap L, then U quickly. Wait until the darts pass, tap R, then U. In the water, tap L. On the ledge, tap U, then A to slash the bat.

When Dirk lands on the closing blocks, tap U.



BATS & STAIRS

Ignore the bats. Tap L, R, L—one move for each of the three sets of stairs.

MUD MEN FIELD

When the Mud Men appear from the craters, wait. After the scene shifts, tap U when Dirk jumps toward the mud plume. In the next scene, tap U when Dirk nears the crater and U again at the lava bridge.

The Controls

As you play through the game, hazards will appear. It's up to you to tap the appropriate command at the proper time to avoid them.

U = Move up or forward
D = Move down or backward

R = Move to the right
L = Move to the left
A = Slash

*BURNING ROPES

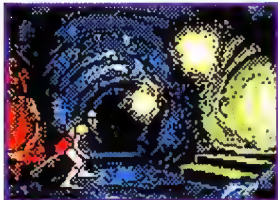
Tap R to grab the rope. When Dirk's arm extends, tap R for the next. Do it three times.

*FLYING HORSE

If the horse is facing left, tap R, L, R, L — once for each new screen.

ELECTRICITY AND A CAVE

Dirk finds himself in a red, blue and green room. Wait until Dirk hops and then tap U. At the chomping doors, tap U when you hear the second chomp. In the next scene, when Dirk looks behind himself, tap L to cross the bridge.



*SPINNING BATONS

Tap U quickly to pass the batons. Tap A when the magician appears. When the thorns grow, tap D.

TENTACLED CEILING

Tap A to slice the tentacle. When more tentacles appear, tap U, then R. The final moves are D, R, L, and U.

SLIDING STAIRCASE

If you see a blue staircase, hit L ASAP. Tap A to slash the monster below, then L when the scene shifts and L again when Dirk looks at the pipe.

*BLACK KNIGHT

The Black Knight will send electricity through the floor toward Dirk. Each burst has an opening to exploit. The solution is L, R, U, wait, R, L, R, L. To finish the knight, Tap A when he rears back.



FINAL LEVEL: THE DRAGON'S LAIR

The basics:
U, L, L, D - D, U, D - A, A

The long version:

Singe, the Dragon, has Daphne imprisoned in a cage. Luckily, he's asleep! Some treasure will sway and you'll look at Singe. When the treasure flashes — tap U. Dirk will look at the dragon again. After Daphne speaks, tap L to jump onto the chest. The dragon will wake up and spew fire, so tap L. After he winks, another batch of plates will fall, so tap D to catch them.

In the next scene, you'll be hid-



ing behind a pillar and the dragon will try to crush you — tap D. The dragon will follow. When the scene changes from his backside to a flame, tap U quickly! In the next pillar scene, tap D again.

All you need to do now is get the sword, which Dirk will do automatically. Tap the A button once to parry the dragon's flame and then A once more to finish him off. Congratulations!

WHIRLPOOLS

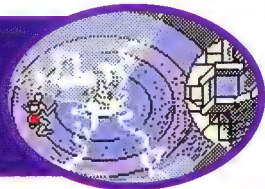
R, L, R, L — once for each whirlpool. When you reach the blue section, tap U.

ROLLING BALLS

To escape this Indiana Jones style chase, tap D each time a red ball passes in front of Dirk. You'll do this four times.

Electric Throne Room

This room often appears right after the Black Knight stage. You'll be in a room where water is seeping across a carpet. The instant you see this room, tap R! If you wait ANY amount of time, you'll fail. Quickly follow that with U, then R to sit on the throne. When the throne turns and the electricity appears, hit R.



HURRICANE

After following Daphne, you're sucked into a doorway. In the misty room, wait a brief moment, then tap R.

SNAKES

In the room with the two snakes, tap A when each appears. After that, press U to leave.

ROOM OF FIRE

When the bench drops and lightning hits the floor, tap R. Hit U to avoid the blue lightning. After that, more yellow flames, so hit L. Wait a moment, then hit L to crawl away.



WOODEN CATWALK

As the catwalk crumbles, tap U.

CHECKERBOARD ROOM

A red and blue floor will vanish beneath Dirk's feet! The solution is D, U, D, but wait until the flame appears to do the first motion.





Mario's Game of Love

by Phil Theobald
phil_theobald@ziffdavis.com

It's pretty rare that a sports game comes along that I'm interested in. Perhaps this stems from the trauma from repeatedly being picked last to join the sports team in gym class. Mario Tennis is different, though. I was addicted to the excellent N64 version, and I rushed out and bought the Game Boy version on the day it was released.

Although I was expecting a simple translation of the same game that I'd played on the N64, the portable Mario Tennis contains much more. In addition to the standard tennis matches, there's an RPG mode where you control a non-Mario character on a quest to become the best tennis player in the world.

With all that depth, Mario Tennis is one great Game Boy game. The only problem with it is that some of the matches go on too long. It's a case of too much of a good thing.

database

time to complete **20 hours**
challenge **Moderate**
best racket **Gold Racket**
best time waster **Mario Mini-Games**
best advice **Train a lot to level yourself up**
also try **Mario Golf**
system **Game Boy**
publisher **Nintendo**
developer **Camelot**
www.nintendo.com



MARIO TENNIS™

BEATING THE CPU

Whether you're playing the Exhibition or Mario Tour mode of Mario Tennis, the computer can be a tricky opponent. Still, there are a few methods that you can use to beat the computer on a fairly regular basis. You can even use these techniques on a human opponent, but don't rely on them exclusively. If you don't vary your attacks, your friend will figure out how to counter them.

Playing the Net

If you're sure of your tennis-playing abilities, you may want to move your game closer to the net. When you're up against the net, you'll push your computer opponent to the back of its court. From this position, you can begin hitting the ball sharply to opposite sides of the court, forcing your opponent to dive to return it. In this position, it's just a matter of time before it misses a dive and you score a point. Being close to the net also puts you in a prime position for some devastating shots. Just be careful when you're this close. Your opponent may try to hit the ball over your head and into the back of your court.



Drop 'n' Smash

To smash the ball past the computer player, begin playing the net and force your opponent to the back of its court. Then, just barely hit the ball over the net with a Drop Shot (by pressing the B Button and quickly pressing the A Button). Your opponent will most likely have to dive forward to return the ball. As it's returned to you, use a Smash Shot (press A and B at the same time) to send the ball shooting to the opposite side of the court. Your opponent won't have nearly enough time to get back up and return the ball.

Smash Back at 'Em

When you send the ball to a back corner of the computer's court, it tends to return the ball to you and then move to the center of the court, expecting you to hit the ball to the opposite side of the court. You can often fake the CPU out by using a Smash Shot to hit the ball back to where the computer just returned it from.

THE MARIO TOUR LEVELING UP

Become Well Rounded

As you defeat opponents and finish training exercises in the Mario Tour, you earn experience points which you can distribute between yourself and your doubles partner. With enough experience points, you move up a level and are allowed to improve one of four different attributes: Spin, Control, Power and Speed. You'll want to power yourself up fairly evenly; never let one aspect become more powerful than another. If you concentrate on Power, for example, you may end up being too slow to use the Power effectively. It's much better to be well-rounded.

Double the Pleasure

When you are distributing experience points, don't forget your Doubles partner. Even if you're playing the Singles mode at the time, if you don't raise your partner's level, he or she won't be of much use to you when you are competing in the Doubles Tournament.

Change which skill?					
7	SPIN	3	8	CONTROL	4
5	SLICE	2	4	POWER	3
6	SMASH	1	3	SPEED	2
2	STROKE	2	1	SMASH	1
1	VOLLEY	1	1	REBOUND	2
1	LEARN	1	1	SLIP	2



TRAINING

Before you attempt to move up the ranks in the Mario Tour, you should hit the practice courts and play a few training games.

■ The instructors on the Training Court teach you different aspects of the game. Keep up with their lessons and you'll earn some much-needed experience points.

■ In addition to all the experience-building possibilities on the Training Court, there's another area in the game where you can hone your tennis skills.

■ Inside the Training Center that sits in the Courtyard, you'll find two mini-games (with four difficulty levels each) that will both improve your aim and give you experience points. You'll want to complete all the training lessons in the game, not only to improve your skills and earn experience, but also to unlock one of the game's hidden courts (see the Smashing Secrets section).



If you can conquer "The Wall," you'll earn plenty of experience.

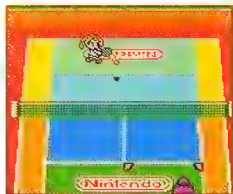
See this mysterious loner by the Training Court's pond? (He won't be hanging out there early on in the game.) If you're curious about who he is, why he's there and what he can do for you, check out the Smashing Secrets section at the end of this guide. It's definitely worth the effort to meet him.

To Training Center (P. 24)



■ The courts above are the training courts. As you can see, there are three pairs of courts, a standard court and a multi-colored one. Manning each pair of courts is a trainer who will challenge you to multiple tests that teach you different tennis skills. Continue talking to them and taking their challenges until they tell you that you've learned all that they have to teach.

■ Also at each pair of courts is a person who will challenge you to a game. Take them on for some extra experience points. If you beat them, they'll run off in shame, but if you leave the Training Court, they'll be back there when you return. You can challenge each rival a few times before they give up and refuse to play against you anymore.

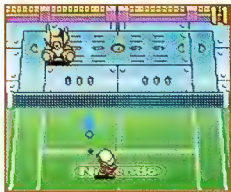


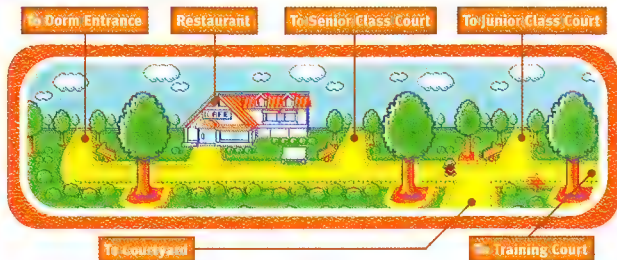
COURTYARD

The main attractions of the Courtyard are the Training Center and the Varsity Court.

■ Inside the Training Center, you'll find the Tennis Machine Room and the Wall Practice Room. Build up your skills and your experience by defeating all four difficulty levels of these exercises.

■ The tennis court in the Courtyard is the Varsity Court. Once you reach the top of the Senior Class, come to this court and defeat the lone challenger here. Once you do, you'll become a member of the Travelling Team.





RESTAURANT PLAZA

Restaurant Plaza is your gateway to all the wonders that the Royal Tennis Academy has to offer.

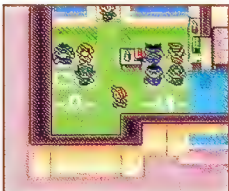
- Return to your dorm if you want to meet your partner to play a Doubles game.
- Stop by the Restaurant to get some advice from fellow students.
- When you're ready, head over to the courts to actually start playing.



TOURNAMENT COURTYARD

There's a pretty good amount of ground to cover at the Tournament, and the Tournament Courtyard leads to all of it.

- There isn't much to do when you wander into Court #1 and Court #2 except to talk to the spectators who have gathered there to watch the finals. You can't get onto the courts themselves until you begin competing in the Tournament.
- Once you're ready to compete, head inside the building. You'll find yourself in a room where all the finalists have gathered. They're standing in circles on the floor, waiting for the Tournament to begin. When you're ready to play, step into the empty circle—you and your opponent will be lead to the proper court where the match begins.
- You'll be facing the game's most difficult opponents in the Tournament. All of your tennis skills will be put to the test here, so stay alert.
- Some opponents have quirks that you'll have to take note of if you hope to win. For example, if the challenger is exceptionally fast, you'll have to fake him out to get the ball past him. Being aware of how your opponent plays is the best way to beat him.

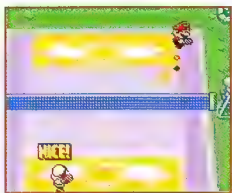


You're nearing the end of the game, step in the circle and go for it!

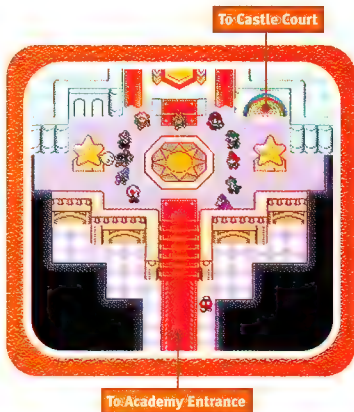
PEACH'S CASTLE

After you win the Tournament, you'll receive a personal invitation from Mario, the greatest tennis player in the world, to travel to Peach's Castle for an exhibition game.

- Mario is quite a bit easier than the last few challengers in the Tournament. If you were able to defeat them, Mario shouldn't pose too much of a problem.
- You've no doubt noticed that Mario Tennis has several false endings. Rest assured—once you defeat Mario, you have won the game. Sit back and enjoy the true ending.
- If you carefully watch the credits, you'll notice a clue that hints at how to get the game's secret rackets. Look in the Smashing Secrets section for more info.



Once you win the Tournament, you'll play against Mario.



CHARACTER PROFILE: "TENNIS PHIL"

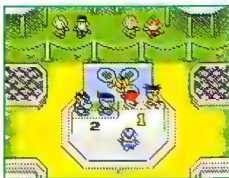
Name: "Tennis" Phil

Bio: Phil's parents shipped him off to the Royal Tennis Academy at a young age in the hopes that he would return to them a man. After he defeated the Varsity Class champion, Phil declared, "Oooh, it looks like school's out!" and promptly joined the school's Travelling Team. He then went on to win first place at the annual tennis tournament. Soon after, he was sent an invitation to play against Mario, the world's greatest tennis player, in an exhibition match. The legendary plumber had grown soft in his old age, and Phil returned to his family a champion. They, however, forgot all about sending him off to the Academy and weren't all that impressed.

Record: 87 Wins, 1 Loss ("Curse that Luigi! Curse that handsome devil!")

Doubles Partner: The broad-shouldered, Guile-coiffed Harry.

Favorite Mario Opponent: Wario ("He's not such a bad guy once you get to know him.")



Phil proudly shows off the trophy he won at the tournament.



A heated match is about to begin against bitter rivals, Phil and Luigi.

Greatest Rival: Luigi ("He is a wily lad, this Luigi.")

Interesting Trivia: "Tennis" Phil is not related to *Pocket Gamer's* Phil Theobald. "Tennis" Phil's skin tone is much healthier-looking than *PG Phil's* pasty, Irish-borne complexion.



SMASHING SECRETS

Secret Courts

There are five hidden courts in Mario Tennis. If you want to play on them, however, you're gonna have to do a little work. Use these methods to unlock all the courts:

Coconut Court: Earn at least 50 points in level 3 of *Shooting Star Jungle Tour*. Earn at least 50 points in level 3 of *Rainbow Race*.

Star Courts: Burn all of the windows shown in the Clear Status screen. **Rocky Courts:** Earn at least 50 points in level 3 of *Target Shot Warioverse Course*. Using a Mario character, defeat the remaining Mario characters in Exhibition Mode.



Secret Rackets

Once you're qualified for the Travelling Team, you're able to purchase all the game's rare special rackets.

We'll introduce these rackets for you. **Blue Racket:** With this racket, the player uses as a small bond in the marketplace. Consider it the "budget" racket. When you use it, you'll get a small amount of money. Look to use and sell this racket. It doesn't have a fast swing. You'll probably be forced to swing your racket by pressing the A Button as fast as you can to succeed. Use the button at least 100 times and a Medal pops up with enough time to use and give you the Blue Racket. If you eat enough items of level 300 ratings, this will give you the Gold Racket. Alternatively, you can only find this racket in the marketplace. **Red Racket:** If you want this Red Racket, you're going to need to find the elusive "Red" one. This one is a special one. It's very tough to come across, so watch out.



Where's a Mario?

When after you're introduced to the new Mario characters with the new and the Transfer Pak, you'll notice that Peach and Mario aren't the only ones. If you want to play as these two Nintendo heroes, you'll have to do a bit of work. They aren't available until you play through the entire Mario Tour. Here are the methods to unlock both characters.

Unlocking Peach: Complete the Mario Tour in Doubles. **Unlocking Mario:** Complete the Mario Tour in Singles.

TRANSFER PAKKIN'

Is that Transfer Pak you got with *Pokémon Stadium* gathering dust? Well, clean it off, Sparky! You got some transferrin' to do with *Mario Tennis!* That little Pak is the only way to access some of this game's many features.

Game Boy Unlockables

Hidden Characters

You know, for a game called "Mario Tennis," there's a disturbing lack of playable Mario characters when you first start the game. By using the Transfer Pak and transferring data between the Game Boy and Nintendo 64, you can unlock more Mario characters and their respective mini-games.

Nintendo 64 Unlockables

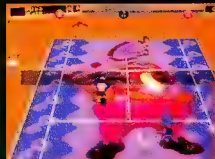
Hidden Characters

One of the coolest features in the Mario Tennis games is the ability to transfer your character and his/her doubles partner from the Game Boy's Mario Tour mode into the Nintendo 64 version of the game. Not only will you be able to play as your characters in full 3D, but those characters will also perform just as they would in the Game Boy version. That is to say, if you weren't built up their levels and enhanced their abilities in the Mario Tour, you'll never win a game with them in the N64 version.



Hidden Courts

The mini-games in the Game Boy version of Mario Tennis are the keys to unlocking extra courts in the N64 version. Whenever you earn the high score in Level 3 of the mini-games, transfer the data into the N64 game. You'll open up a new court in the N64 version.





Pure Pokémon Pugilism

by Phil Theobald
phil_theobald@ziff-davis.com

Regular readers of *Pocket Games* (and you are a regular reader, aren't you?) will remember that last issue, I wrote a big ol' strategy guide for *Pokémon Gold and Silver*.

By now, you've probably used that guide and gotten through the game, right? But you didn't actually think that you were done with those Pokémon that you caught, right?

Bust out those Game Boy carts and plug 'em into your Transfer Paks, because it's time to start fighting with Pichu, Togepi, Lugia and all those other new Pokémon in 3D.

If you played the first *Pokémon Stadium*, you know just what to expect from this game. It plays exactly like the first, but with the ability to use all 251 Pokémon in battle.

It can be a bit frustrating at times, but it's still a good time for any hardcore PokéFan.

database

time to complete **Quite some time**
challenge **Moderate**
toughest Pokémon **Mewtwo**
funniest Pokémon **Weeper**
best advice **Start with a well-balanced team**

also try *Pokémon Stadium*
system *Nintendo 64*

publisher *Nintendo*
developer *Nintendo*

www.nintendo.com



Raise or Rent?

Before you head into battle, you have to decide if you're going to fight with the Pokémon that you've been raising in your Game Boy version of *Pokémon*, or if you'll be using *Pokémon Stadium 2*'s rental Pokémon.

Actually, there isn't much to decide. If you can, always use your own Pokémon over the rentals. Although the rental Pokémon are acceptable, they are considerably weaker than Pokémon that you raise yourself.

Not only are the rentals' overall stats lower, but their repertoire of moves are predetermined and cannot be changed. More often than not, the rental Pokémon won't know their type's more powerful moves. Heck, you'll often find instances where a type will only know one attack that is of its type (a Charizard whose only Fire type move is Fire Punch, for example).

If you do have your own Pokémon, the only time you shouldn't use them is when you don't have any that meet the rules of a certain match. In that case, you should just pick the most suitable rental Pokémon for the job.



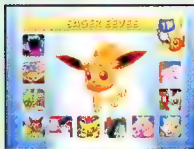
Build a Better Team

While you're choosing which six Pokémon to put in your party, stop and think about the opponent that you're going up against and the Pokémon that he or she is most likely to use. This should definitely help you with your choice.

As a rule, you'll want a well-balanced party, with representatives from as many different types as possible. This is especially important during the Cup battles, where you can't change your team.

When you're facing the Gym Leaders, however, you can change teams between each Gym. Since the Gyms are themed to a certain Pokémon type, you should put together a team that counters the Gym Pokémon's skills.

Mini-Games



Like the first *Pokémon Stadium*, this game features several mini-games for when you want a break from the fighting. Although the games are actually a lot of fun, they're also beneficial to you if you play them while your Game Boy version of *Pokémon* is connected to your controller with a Transfer Pak.

When you play through the Mini-Game Champion mode, which you earn there will be transferred to your Game Boy so you can spend them in the Game Centers.

		DEFENSE															
Advantage		Normal	Fire	Water	Electric	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Steel	Dark
ATTACK	Disadvantage																
	No Effect																
	Normal																
	Fire																
	Water																
	Electric																
	Grass																
	Ice																
	Fighting																
	Poison																
	Ground																
	Flying																
	Psychic																
	Bug																
	Rock																
	Ghost																
Dragon																	
Steel																	
Dark																	

Type Weaknesses

The main strategy of the *Pokémon* games has always been trying to determine which Pokémon you should use in battle. Each Pokémon is of a particular type (or two) that makes it strong against one particular type and weak against another. Attempting to determine which Pokémon your rival is choosing gave the game its main challenge.

Above is a chart that you should use to see which Pokémon you should take with you to effectively stand up against rival Pokémon.

Mystery Gift

Another fun bonus if you're playing with a Transfer Pak is the Mystery Gift option. Once a day, you can stop by and visit the Mystery Gift Girl, who will "go beep" with you, resulting in a free item for you. These range from Berries that heal your Pokémon to items to decorate your room in the Game Boy game.

Stop by every day to stock up on items. It's a rare thing nowadays when you can get something for nothing.



LITTLE CUP

BATTLE 1

Youngster Bernie
Topegi, Omanyte, Sunkern, Slugma, Squirtle, Mankey



BATTLE 2

Picnicker Stacy
Iggybuff, Snubbull, Meowth, Pidgey, Rattata, Teddiursa



BATTLE 3

Camper Grant
Chikorita, Totodile, Cyndaquil, Diglett, Chinchou, Bellsprout



BATTLE 4

Pokéfan Janet
Tyrogue, Paras, Geodude, Spinarak, Zubat, Sandshrew



BATTLE 5

Schoolboy Clark
Mareep, Ekans, Natu, Growlithe, Smoochum, Larvitar



BATTLE 6

Swimmer Cora
Cleffa, Dratini, Hoothoot, Oddish, Wooper, Kabuto



SEMI FINAL

Teacher Tina
Elekid, Sentret, Vulpix, Eevee, Scyther, Swinub



FINAL

Pokéfan Rex
Pichu, Gastly, Magby, Chansey, Poliwhg, Abra

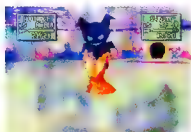


POKÉMON HEAVY HITTERS

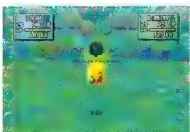
Mewtwo

When it comes to heavy-hitting Pokémon, Mewtwo is about as heavy as they come. The only way to collect this Psychic creature is to defeat the Elite Four in the Red, Blue or Yellow versions of Pokémon for the Game Boy. Once they're defeated, the Unknown Dungeon opens up in the game. Fight your way through there until you can finally fight against (and hopefully catch) Mewtwo.

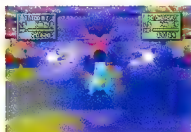
Infamous for being way too powerful, Mewtwo is your best choice if you want to get through the game with minimal effort. Its Psychic attack will tear through just about any Pokémon in its path. Just watch out for Dark-type Pokémon. They're Mewtwo's only weakness.



Give Nightmares to sleeping Pokémon to sap their health.



Grass Pokémon tend to know energy-stealing techniques.



To slow down a rival Pokémon, show it your Scary Face.



Normal-type Pokémon are vulnerable to special attacks.

POKÉ CUP Poké Ball

BATTLE 1

Bug Catcher Nelson

Ledyba, Spinarak, Caterpie, Weedle, Yanma, Venonat



BATTLE 2

Swimmer Male Bruce

Golddeen, Seel, Staryu, Shellder, Remoraidd, Poliwhirl



BATTLE 3

Hiker Chester

Machop, Onix, Graveler, Sudowoodo, Rhyhorn, Phanpy



BATTLE 4

Super Nerd Clifford

Magnemite, Haunter, Porygon, Flaaffy, Ekans, Electrode



BATTLE 5

Beauty Alissa

Miltank, Snubbull, Qwilfish, Corsola, Skiploom, Chansey



BATTLE 6

Burglar Jensen

Persian, Charmeleon, Houndour, Electabuzz, Quilava, Gligar



SEMI FINAL

Boarder Claude

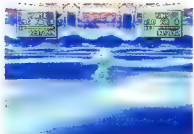
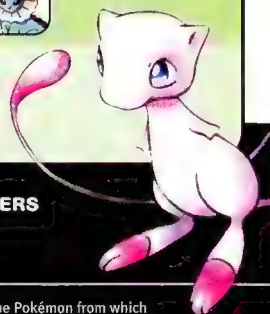
Delibird, Sneasel, Tentacruel, Tauros, Teddiursa, Vaporeon



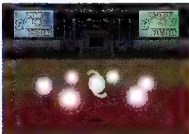
FINAL

Psychic Mason

Smeargle, Slowpoke, Raichu, Growlithe, Natu, Clefable



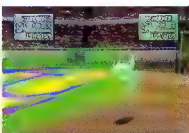
Surf is one of the most powerful Water attacks. Whoop!



The Unowns are cool, but they only know one attack.



Water Pokémon are no match for the mighty Electric type!



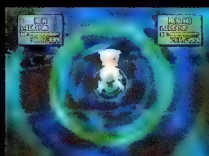
Seemingly weak Pokémon can learn powerful techniques.

POKEMON HEAVY HITTERS

Mew

Even rarer than Mewtwo is Mew, the Pokémon from which Mewtwo was cloned. The only way to catch Mew is to attend one of Nintendo's travelling Pokémon Tours, where Nintendo will upload the little critter into your Game Boy game. Of course, you could also use a cheat device to nab it, but let's face it, that's just not fair.

In battle, Mew is a terrific Psychic Pokémon to use, but it comes up just short of Mewtwo. Its stats are slightly lower than its clone, making it the second choice between the two. As with Mewtwo, Mew is especially weak against Dark types, which the computer likes to use to cancel out powerful Psychics.





POKÉ CUP Great Ball

BATTLE 1

Pokéfan Carmen

Pikachu, Meowth, Clefairy, Shuckle, Togepe, Mr. Mime



BATTLE 2

Youngster Wyatt

Ivysaur, Skiploom, Pidgeotto, Nidorina, Ditto, Heracross



BATTLE 3

Firebreather Cliff

Rapidash, Magmar, Cubone, Ninetales, Furret, Vileplume



BATTLE 4

Biker Dillon

Weepinbell, Ariados, Sandslash, Koffing, Dunsparce, Ampharos



BATTLE 5

Teacher Molly

Ledian, Kadabra, Aipom, Girafarig, Mantine, Dragonair



BATTLE 6

Sage Chen

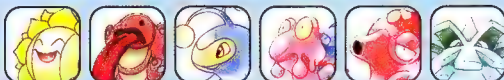
Spinarak, Jynx, Haunter, Misdreavus, Murkrow, Zubat



SEMI FINAL

Pokéfan Baxter

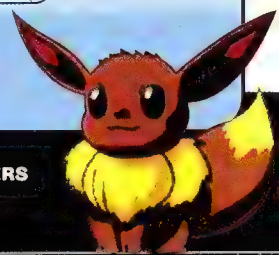
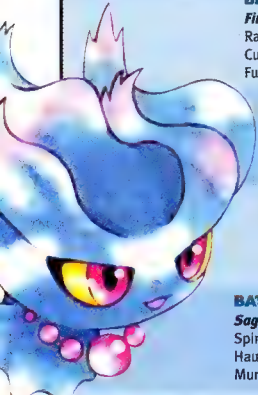
Sunflora, Lickitung, Lanturn, Magcargo, Octillery, Pineco



FINAL

PokéManiac Pedro

Seadra, Pupitar, Nidoking, Raticate, Noctowl, Tangela

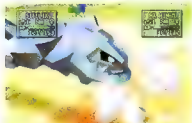


POKÉMON HEAVY HITTERS

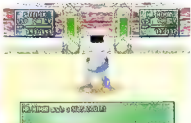
Eevee

When you're building your Pokémon army, don't overlook lovable Eevee. This cute little bugger may not seem like much, but with the proper evolution, it can be quite a powerful contender.

On its own, Eevee is a Normal-type Pokémon and it has no real advantage over any other type. What makes Eevee special is its ability to evolve into five different creatures, each one with a specific type. Vaporeon, Jolteon and Flareon are Eevee's Water, Electric and Fire-type forms, respectively. They're all good types, but Eevee's best forms are the Psychic type, Espeon, and the Dark type, Umbreon. Consider Umbreon to take out any rival Psychics.



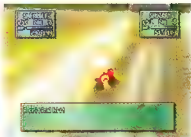
Encore forces you to repeat the last move you used.



A Substitute takes the brunt of your attacks until it's destroyed.



When your rival plants a Sweet Kiss on you, you'll get confused.



Shuckle's defense is extremely high, so it may be a long fight.

POKÉ CUP Ultra Ball

BATTLE 1

Bug Catcher Nelson

Scyther, Butterfree, Parasect, Dunsparce, Heracross, Pinsir



BATTLE 2

Swimmer Mole Bruce

Dewgong, Poliwrath, Quagsire, Magneon, Kabutops, Slowbro



BATTLE 3

Hiker Chester

Golem, Donphan, Ursaring, Omanyte, Forretress, Steelix



BATTLE 4

Super Nerd Clifford

Ampharos, Corsola, Porygonz, Wobuffet, Tentacruel, Skarmory



BATTLE 5

Beauty Allissa

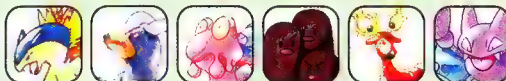
Miltank, Jumpluff, Persian, Lickitung, Mantine, Wigglytuff



BATTLE 6

Burglar Jensen

Typhlosion, Houndoom, Magcargo, Dugtrio, Stantler, Gligar



SEMI FINAL

Boarder Claude

Sneasel, Delibird, Blastoise, Jolteon, Vaporeon, Flareon



FINAL

Psychic Mason

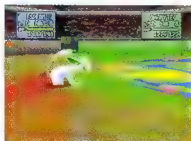
Kangaskhan, Hypno, Arcanine, Raichu, Smeargle, Xatu



If you have a type advantage, one shot may win you the fight.



Attract keeps the opposite gender from attacking you.



It's generally a good idea to have a Psychic in your party.



Delibird's Present attack "set up Steelix the bomb."

POKEMON HEAVY HITTERS

Raikou/Entei/Suicune

Remember the Legendary Birds from Pokémon Blue, Red and Yellow? In the Gold and Silver, you can catch the three Legendary Cats, Raikou (Electric), Entei (Fire) and Suicune (Water). A well-balanced party should have at least one Electric, Fire and Water type in it, and the Cats are some of the best representative for these types.

Although the Legendary Birds are the same types as the Cats, they're half Flying-types, which makes them weak to Electric attacks among other things. Since the Cats are pure-bred types, they don't have any extra weaknesses. Once you power these chaps up, they can really do some damage.



POKÉ GUP Master Ball

BATTLE 1

Pokéfan Carmen

Bellossom, Azumarill, Persian, Clefable, Togetic, Raichu



BATTLE 2

Youngster Wyatt

Pidgeot, Nidoqueen, Ditto, Raticate, Pinsir, Primeape



BATTLE 3

Firebreather Cliff

Magmar, Marowak, Dodrio, Houndoom, Exeggutor, Arcanine



BATTLE 4

Biker Dillon

Weezing, Cloyster, Steelix, Rhydon, Venusaur, Arbok



BATTLE 5

Teacher Mollly

Girafarig, Mr. Mime, Lapras, Aipom, Lanturn, Politoed



BATTLE 6

Sage Chen

Misdreavus, Crobat, Gengar, Jynx, Murkrow, Umbreon



SEMI FINAL

Pokéfan Baxter

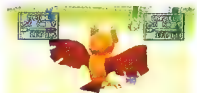
Feraligatr, Typhlosion, Meganium, Granbull, Blissey, Hitmontop



FINAL

PokéManiac Pedro

Aerodactyl, Machop, Kingdra, Dragonite, Tyranitar, Charizard



To get out of attack range for a while, use the Fly technique.



Future Sight damages its target after three turns have passed.



Steel attacks are even more rare than Steel-type Pokémon.



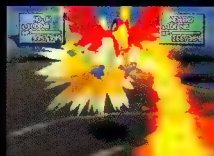
Defense-lowering moves like Leer really weaken your rival.

POKÉMON HEAVY HITTERS

Lugia/Ho-oh

Although the Legendary Cats are some of the best new Pokémon in the Gold and Silver versions of the game, the two new Legendary Birds are nothing to sneeze at, either. Lugia (who first appeared in *Pokémon: The Movie 2000*) is an extremely powerful Psychic/Flying type, and the awkwardly named Ho-oh is a Fire/Flying type. Both Psychic and Fire-type Pokémon are must-haves for a good party, so you might want to consider these two powerhouses.

Keep in mind that these birds are half Flying types and that they're vulnerable to Electric attacks. Still, they're very tough and can learn some devastating moves.



PRIME CUP

BATTLE 1

Loss Terry

Bellossom, Azumarill,
Ampharos, Furret,
Wigglytuff, Togetic



BATTLE 2

Blackbelt Yang

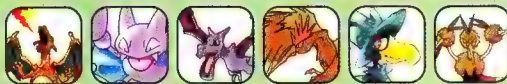
Wobbuffet, Primeape, Hitmonchan,
Hitmonlee, Hitmontop, Nidoking



BATTLE 3

Bird Keeper Adam

Charizard, Gligar,
Aerodactyl, Fearow,
Mukrow, Dodrio



BATTLE 4

Cooltrainer Floria

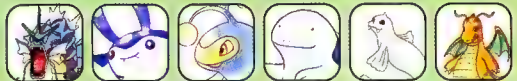
Stantler, Hypno, Exeggutor,
Clefable, Victreebel, Poliwrath



BATTLE 5

Fisherman Chase

Gyarados, Mantine, Lanturn,
Quagsire, Dewong,
Dragonite



BATTLE 6

Scientist Craig

Forretress, Persian,
Electrode, Sneasel,
Crobat, Ninetales



SEMI FINAL

Skier Kathy

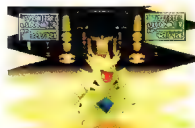
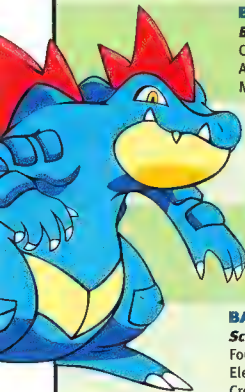
Jynx, Lapras, Slowking,
Piloswine, Mr. Mime,
Feraligatr



FINAL

Cooltrainer Marty

Mew, Ursaring,
Starmie, Umbreon,
Muk, Tyranitar



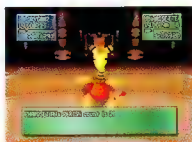
Dark-type moves like Crunch will wipe out Psychic types.



Beware of moves like Sing, which can put you to sleep.



The health-restoring Recover move is always worth having.



Perish Song wipes out both Pokémon after three moves.

POKÉMON HEAVY HITTERS

Celebi

OK, in case you haven't heard, Pokémon Gold and Silver contain a super-secret 251st Pokémon called Celebi. The method to catch this Psychic/Grass type is still unknown, but it's expected to be the same method used to catch Mew (that is, by attending Nintendo's Pokémon Tour). Regardless, we know some of you cheaters out there have used a cheat device to catch one, but is this mysterious critter worth using?

Well, Celebi is pretty powerful (although Mewtwo is still stronger), and its Grass type gives it another type advantage (but also another type weakness). Its main problem is that it learns mostly defensive moves. Use TMs to teach it attacks.



GYM LEADER CASTLE

VIOLET GYM

Bird Keeper Matt

Pidgey, Hoothoot, Spearow, Natu, Doduo, Pidgeot



Gym Leader Falkner

Pidgeot, Farfetch'd, Noctowl, Delibird, Fearow, Togetic



AZALEA GYM

Bug Catcher Chaz

Yanma, Spinarak, Shuckle, Rattata, Paras, Geodude



Twins Min and Lyn

Ledyba, Sunkern, Jigglypuff, Hoppip, Pikachu, Clefairy



Gym Leader Bugsy

Scyther, Butterfree, Beedrill, Weepinbell, Pinsir, Pupitar



GOLDENROD GYM

Lass Lois

Teddiursa, Maril, Meowth, Phanpy, Poliwhag, Snubbull



Beauty Rita

Aipom, Mareep, Diglett, Ponyta, Remoraid, Sentret



Gym Leader Whitney

Miltank, Clefable, Wigglytuff, Gloom, Dodrio, Stantler



ECRUTEAK GYM

Medium Holly

Bellsprout, Hoothoot, Ledian, Ditto, Nidorina, Unown



Sage Ty

Zubat, Smoochum, Gastly, Golbat, Misdreavus, Haunter



Gym Leader Morty

Gengar, Ariados, Sudowoodo, Marowak, Girafarig, Noctowl



CIANWOOD GYM

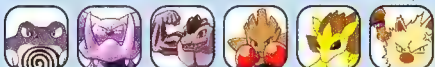
Blackbelt Nick

Hitmontop, Nidorino, Dugtrio, Hitmonlee, Seaking, Rhyhorn



Gym Leader Chuck

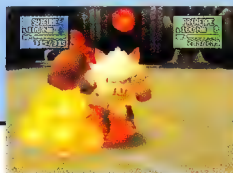
Poliwrath, Granbull, Machoke, Hitmonchan, Sandslash, Primeape



OLIVINE GYM

Gym Leader Jasmine

Steelix, Corsola, Magnetron, Mantine, Skarmory, Forretress



TEAM ROCKET**Rocket Grunt**

Geodude, Koffing, Pineco, Graveler, Weezing, Electrode

**Rocket Grunt**

Murkrow, Drowzee, Spinarak, Dunsparce, Zubat, Houndour

**Rocket Executive**

Sneasel, Muk, Lickitung, Vileplume, Raticate, Arbok

**Rocket Executive**

Houndoom, Golbat, Persian, Misdreavus, Victreebel, Wobuffet

**MAHOGANY GYM****Boarder Alvin**

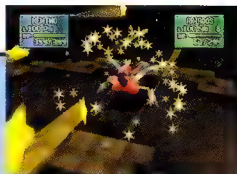
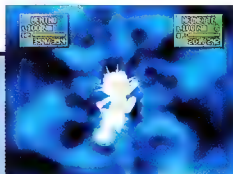
Seel, Swinub, Shellder, Smoochum, Kingler, Flaaffy

**Skier Carol**

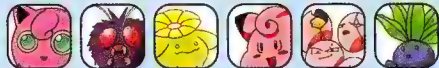
Delibird, Azumarill, Cubone, Qwilfish, Dratini, Seadra

**Gym Leader Pryce**

Piloswine, Dewgong, Cloyster, Ursaring, Donphan, Jynx

**BLACKTHORN GYM****Cooltrainer Gloria**

Jigglypuff, Venonat, Skiploom, Clefairy, Exeggcute, Oddish

**Cooltrainer Vince**

Bulbasaur, Squirtle, Charmander, Chikorita, Totodile, Cyndaquil

**Gym Leader Clair**

Kingdra, Ampharos, Dragonair, Rhydon, Arcanine, Lapras

**ELITE FOUR****Elite Four Will**

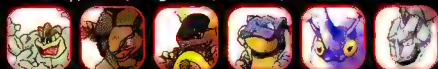
Xatu, Kadabra, Girafarig, Clefable, Exeggutor, Jynx

**Elite Four Koga**

Venomoth, Ariados, Golbat, Gligar, Electrode, Muk

**Elite Four Bruno**

Machop, Golem, Kangaskhan, Blastoise, Heracross, Onix

**Elite Four Karen**

Umbreon, Victreebel, Murkrow, Magmar, Gengar, Vileplume

**Champion Lance**

Dragonite, Tyranitar, Charizard, Aerodactyl, Steelix, Gyarados



Game Boy Advance

CASTLEVANIA: CIRCLE OF THE MOON

select, enter
 While the main menu screen is open, press the select button. The game will return to the main menu.

Press the select button again. When the main menu screen is open, press the select button. The game will return to the main menu. Press the select button again. When the main menu screen is open, press the select button. The game will return to the main menu. Press the select button again. When the main menu screen is open, press the select button. The game will return to the main menu.

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GT ADVANCE
rocket start
 When the countdown starts at the beginning of the race, hit

the accelerator between the second and third lights, and you will get a boost ahead of the other cars.

Game Boy Color

102 DALMATIANS: PUPPIES TO THE RESCUE

level passwords
 On the main menu screen, access the password option. Enter any of the codes below to get to new levels.
 Garage: Bone, Bone, Paw, Toy Tank.
 Cafeteria: Domino, Bone, Key, Paw.
 Cruella: Toy, Bone, Bone, Bone.



1 000270

ACTION MAN: SEARCH FOR BASE X

every stage open
 Go to the password screen from the main menu and enter 7!B! to access all of the stages in the game.



ALADDIN

playing tips
 In the Agrah Street, try to entice the Sultan's guards to walk onto the hot coils. Timing is of the essence when throwing knives at the Knife Juggler. One second off and it's not a pretty sight. Be aware of the basket thieves.
 Jump on the camels' backs for

Tricks & Codes

a little extra height. Sometimes more than coconuts are found in the tops of palm trees. It's not just monkeys either. It's sometimes easier to leap adversaries instead of confronting them. There is no clock to worry about, so you can take your time to complete a level. You may find items of interest where you'd least expect them.

ARMY MEN 2
All missions open
 On the main menu, choose Password and then put in Helicopter, Jeep, Grenade, Rifle. This will open up all of the Field and Assault Missions in the game.



ARMY MEN: AIR COMBAT

level passwords
 On the main menu screen, access the password option. Enter any of the codes below to get to new levels.
 Garage: Bone, Bone, Paw, Toy Tank.
 Cafeteria: Domino, Bone, Key, Paw.
 Cruella: Toy, Bone, Bone, Bone.

Access a password screen. Enter the password. When the main menu screen is open, press the select button. The game will return to the main menu. Press the select button again. When the main menu screen is open, press the select button. The game will return to the main menu. Press the select button again. When the main menu screen is open, press the select button. The game will return to the main menu.

ARMY MEN: SARGE'S HEROES 2

mission passwords
 Mission 2 Complete: C1F6Q3TP
 Mission 3 Complete: V4R2B1JK
 Mission 4 Complete: X6K2L1KT
 Mission 5 Complete: S5H8L2RG
 Mission 6 Complete: Y2C3T6BF
 Mission 7 Complete: F1C4P9VP
 Mission 8 Complete: V1C2PFHC
 Mission 9 Complete: W3S4C7S5
 Mission 10 Complete: M8R2X4LS
 Mission 11 Complete: KBHD4V1D
 Mission 12 Complete: 14N6168
 Mission 13 Complete: PDot54N5
 Mission 14 Complete: Bot7V9CK
 Mission 15 Complete: BDD61977
 Mission 16 Complete: K4TLLC11

Tricks & Codes

Mission 17 Complete: S6P8D2KG
 Mission 18 Complete: 77N5Y14N
 Mission 19 Complete: Y2K4X8TP
 Mission 20 Complete: 825VN1N6
 Mission 21 Complete: KFHIJGCo
 Mission 22 Complete: T3FBRoZY
 Mission 23 Complete: Y7C8R2No
 Mission 24 Complete: XW3L7B26
 Mission 25 Complete: C2X3Q5TC
 Mission 26 Complete: LV75HRR9
 Mission 27 Complete: D2K7Po54
 Mission 28 Complete: H4KXJ68D
 Mission 29 Complete: 1NSY1912
 Mission 30 Complete: JYM-CBB01

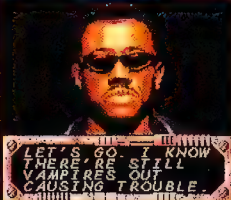
BLADE

ending password

From the main menu, access the Password option. Enter this code to see the ending cinema and credits.

Ending Cinema Password: 8T!IN?BJT?530

WHY WAS I THE ONE WHO HAD TO TRY TO PURIFY THIS MUDDBALL OF A PLANET?



BUFFY THE VAMPIRE SLAYER

level codes

Enter these level codes for access to each stage in the game.

Graveyard: 3NKFZ8
 Alley: 9MD1WV
 Sewers: XTN4F7
 Zoo: 5BVPL2
 Mansion: 9D6Fo5
 Initiative: TSCNB4
 Caverns: CSJTQZ
 Hellmouth: BNPXZ9
 Ending: GH9MRY

BUZZ LIGHTYEAR OF STAR COMMAND

level passwords

From the main menu, access the "Password" option and enter these codes for new levels.

Level 2: CVVBB
 Level 3: XBVB
 Level 4: YVVBB
 Level 5: GBVBB
 Level 6: HVVBB
 Level 7: 3VBVBB
 Level 8: 4VBVBB
 Level 9: LBVVBB
 Level 10: MVVVBB
 Level 11: 7BVBB
 Level 12: 8VVBB

CHICKEN RUN

awesome secrets

Go to the "Password" option. Put in any of the codes for these results. After you enter any of these passwords, press A and you will hear a sound.

You can then enter any of the other passwords as well to combine the codes.

Stage Skip: Oval, Triangle, Circle, Rectangle.

Unlimited Time: Diamond, Oval, Cross, Crown.

Unlimited Corn: Triangle, Triangle, Eagle, Circle.

No Alarms: Crown, Circle, Oval, Triangle.

Level 2: Circle, Cross, Crown, Eagle.

Level 3: Diamond, Eagle, Oval, Circle.

Level 4: Cross, Eagle, Circle, Circle.

Level 5: Crown, Diamond, Crown, Oval.

Level 6: Triangle, Diamond, Cross, Rectangle.

Level 7: Oval, Triangle, Cross, Circle.

Level 8: Diamond, Rectangle, Cross, Crown.

Level 9: Oval, Triangle, Eagle, Diamond.

Level 10: Circle, Eagle, Cross, Eagle.

Level 11: Rectangle, Cross, Rectangle, Diamond.

Level 12: Eagle, Diamond, Cross, Triangle.

Level 13: Rectangle, Cross, Eagle, Eagle.

Level 14: Triangle, Crown, Triangle, Triangle.

Level 15: Circle, Crown, Cross, Oval.

Level 16: Triangle, Rectangle, Eagle, Eagle.

Level 17: Circle, Rectangle, Triangle, Diamond.

Level 18: Crown, Triangle, Diamond, Rectangle.

Level 19: Cross, Rectangle, Rectangle, Crown.

Level 20: Rectangle, Diamond, Triangle, Eagle.

Level 21: Crown, Triangle, Cross, Rectangle.

Level 22: Oval, Cross, Crown, Cross.

Level 23: Crown, Rectangle, Cross, Oval.

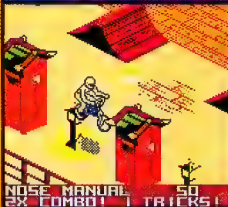
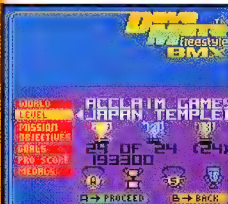
Level 24: Oval, Diamond, Triangle, Diamond.

DAVE MIRRA FREESTYLE BMX

all goals and trophies

On the main menu, access the "Password" option.

Put in your password as R6KZB57L1CTQMh to complete all goals and open all the locked levels.



THE JUNGLE BOOK: MOWGLI'S WILD ADVENTURE

level codes

From the main menu, choose Continue and then enter BMHG as the password. Then press START and you will be taken to the level map of the game. Here, you can choose from any level, including the Extra levels.



M&M'S MINIS MADNESS

stage passwords

On the main menu, access the "Enter Password" option and change the colors to match the passwords shown here.

LEVEL 1

Stage 2: Yellow, Red, Blue, Blue, Green, Blue.
Stage 3: Green, Blue, Yellow, Red, Yellow, Yellow.

LEVEL 2

Stage 1: Green, Blue, Green, Red, Green, Yellow.
Stage 2: Red, Yellow, Orange, Yellow, Brown, Blue.
Stage 3: Brown, Green, Red, Blue, Orange, Blue.

NASCAR RACERS

level codes

Jungle Level 1 Finished: KTHZTRYW
Jungle Level 2 Finished: PXMMZCHW
Jungle Level 3 Finished: TYGNDPTS
Jungle Level 4 Finished: LZMTXRS
Egypt Level 1 Finished: GCLSYGZW
Egypt Level 2 Finished: DYCLNSDR
Egypt Level 3 Finished: DTDWYDZ
Egypt Level 4 Finished: CNCMCML
Europe Level 1 Finished: DSTZLCTY
Europe Level 2 Finished: NHKMRXZ
Europe Level 3 Finished: LSCLLZS
Europe Level 4 Finished: MKYTNHCX
St. Petersburg Level 1 Finished: PPTSZTNT
St. Petersburg Level 2 Finished: TTCWDXSW
St. Petersburg Level 3 Finished (Press START during the race and choose "Quit Race" to win with Gold Racer status): PGPMPWKPY



POKÉMON (GOLD/SILVER)

duplicate pokémon and items

WARNING: THIS TRICK AFFECTS YOUR SAVED GAMES. USE WITH CAUTION!

First, you must decide on the Pokémon and item you want to clone. At any time during the game, press Start and access the Pokémon option. Choose the Pokémon you want to clone and make it hold an item that you also want to clone (such as a Great Ball). Next, go into a town and find a Pokémon Center. Move in front of the PC and press Start. Move down the menu and access the Save option. After saving your game, press the A button to turn on the PC. Access Bill's PC and deposit the Pokémon you want to clone into one of the boxes. Then choose "Change Box" and move to an empty box. Press A and choose "Switch." When it asks if you want to save the game, choose "Yes." Now, this part is very important and requires precise timing. The game will tell you that there is already a save file, and it will ask you if it is OK to overwrite the file. Choose "Yes" and immediately turn off the Game Boy. Be sure to turn it off before any words other than "Saving" appear on the screen, or the trick will not work. Turn the Game Boy back on again. Check your party status and you should see the Pokémon you wanted to clone still in your party. Access Bill's PC and look at the box in which you deposited the Pokémon. The Pokémon and the item it was holding will be cloned inside the box, and still in your party! You can clone up to 5 Pokémon and items at one time by doing this trick.

POKÉMON PUZZLE LEAGUE

new options

On the options screen, hold SELECT and press the A button. Seven new options will appear beneath the Gallery option.

super-hard difficulty

Go to the one-player mode and choose Challenge. Highlight the Hard difficulty level and hold the SELECT but-

Tricks & Codes

ton. While holding it, press A. S-Hard will appear beneath the Easy option.

Intense difficulty

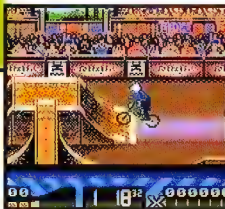
Go to the one-player mode and choose Challenge. While highlighting the S-Hard difficulty level, hold SELECT and press the A button. Intense will appear underneath the Normal option.



ROAD CHAMPS: BXS STUNT BIKING

every mode available

On the password screen, put in QGF7 and all of the modes will be available on the main menu screen.



most areas available

Put in SBPN on the password screen. This unlocks most of the areas in Training, Career

and Single Run.

THE SIMPSONS: NIGHT OF THE LIVING TREEHOUSE OF HORROR

stage passwords

From the main menu, access the Password option. Now put in any of these codes to get to new levels in the game.
Stage 2: LYPTJQWBKQ
Stage 3: SKCFKPIJFSJ
Stage 4: GFTFSRTNWQC
Stage 5: WQJLQTFWYK
Stage 6: NPKYGBKTFWQ
Stage 7: XQRJWRBTWP



SHOOPY TENNIS

unlock everything

Go to the Password option and put in FFWJ as your code. This will give you access to all characters and courts in the game.



Tricks & Codes

hard mode passwords

Access the Password option and put in these codes for the Hard difficulty levels of each character.

Hard Difficulty - Snoopy:

XZNZ
ZNZD
NZDP
ZDPT
DPTF
PTFF
TFW
FFWJ

Hard Difficulty - Charlie

Brown:
FWJB
WJBC
JBCB
BCBJ
CBJS
BJSJ
JSJF
SJFK

Hard Difficulty - Lucy:

JFKH
FKHR
KHRS
HRSW
RSWL
SWLW
WLWJ
LWJX

Hard Difficulty - Linus:

WJXC
JXCM
XCMJ
CMJQ
MJQS
JQSK
QSKW
SKWS

Hard Difficulty - Franklin:

KWSJ
WSJW
SJWD
JWDV
VDVW
VDVZ
VDZD
DZDH

Hard Difficulty - Sally

DZHV
DHVQ
HVQN
VQNV
QNVG
NVGP

VGPS

GPSH

Hard Difficulty - Peppermint

Patty:

PSHX
SHXS
HXSS
XSSX
SSXN
SXNX
NXXN
NXXT

Hard Difficulty - Schroeder:

XXTP
XTPL
TPLC
PLCS
LCSP
CSPW
SPWV
PWWD

Hard Difficulty - Pig Pen:

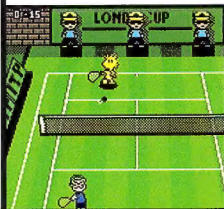
WVDR
VDRC
DRCC
RCCW
CCWV
CWVS
WVSH
VSHN

Hard Difficulty - Marcie:

SHNR
HNRW
NRWJ
RWJD
WJDP
JDPV
DPVW
PVWZ

Hard Difficulty - Rerun:

VWZR
WZRZ
ZRZW
RZWD
ZWDZ
WDXX
DXXL
XXLX



Hard Difficulty - Woodstock:

XLXF
LXFP
XFPN
FPNJ
PNJW
NJWW
JWWX
WXXR

STAR WARS EPISODE 1: OBI WAN'S ADVENTURES

stage passwords

On the main menu screen, access the Password option. On the Password screen, enter any of the codes listed to go to that level.

The Trade Federation Landing Craft: BQVQK

The Naboo Swamp: WNLRM

Naboo Swamp & Sacred

Place: SDGNK

Coruscant: CNLML

The Catacombs of Theed:

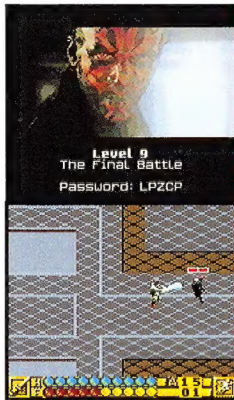
BXGTG

The Streets of Theed: QSRVJ

Queen Amidala's Palace:

TKGJZ

The Final Battle: LPZCP



TOY STORY RACER

final level code and quick race level select

At the Restore option, put in these symbols to get to the showdown level at Andy's and Sid's House:

Toy Cube, Falling Star, Rocket Rocket, Ball with Star, Spiral

Also, if you exit the game or complete the level, go back to the main menu screen and choose the Quick Race option.

Now you will be able to select any level in this mode!



XTREME SPORTS

debug menu

On the main menu screen, press Left, Left, Left, Left, Left, Up, Up, Up, Up, Up, Right, Right, Right, Right, Down, Down, Down, Down, SELECT, SELECT, SELECT, SELECT. A debug menu will appear where you can choose from various events, a scrapbook and sound test!

400 Medals

From the main menu, choose New Game. Go to the Sign-In Booth. Enter your name as xzyzy (all lower-case). Exit the booth and hold the A button and press SELECT. Press START to get 400 medals!

Ending

From the main menu, choose New Game. Go to the Sign-In Booth. Put in your name as staff (all lower-case). Exit the booth and go left to the snack shop. Enter the shop and you will be taken to the playable ending and credits.



GUPPI: Ahhh...
This is perfect!



the

legend

lives

on

Castlevania

Circle of the Moon™

all new for the game boy® advance



Use over 80 spell effects



Destroy Dracula's minions



Choose from 5 sub-weapons

GAME BOY ADVANCE



FOR GAME BOY ADVANCE
AVAILABLE AT LAUNCH

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GENIUS ROBOTICS ENGINEER, GRANDPA BEE,
WAS ALMOST FINISHED CREATING PINOBBE—A ROBOTIC
BEE DESIGNED TO PROTECT THE WORLD, WHEN HE
WAS SUDDENLY KIDNAPPED. NOW AS PINOBBE,
YOU'VE GOT TO FACE AN INCREDIBLE QUEST
TO RESCUE YOUR CREATOR AND
PROVE WHAT YOU'RE MADE OF!



"EVERYTHING ABOUT THIS
GAME IS IMPRESSIVE!"
— NINTENDO POWER



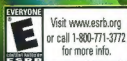
JOURNEY THROUGH 9 AMAZING
3-D WORLDS—OVERCOME
OBSTACLES, MEET
CHARACTERS AND COLLECT
SPECIAL ITEMS.



MULTIPLE STORYLINES AND
ENDINGS MEAN YOU'LL WANT TO PLAY
AGAIN AND AGAIN. PLUS,
USE THE GAME BOY™ ADVANCE
GAME LINK™ CABLE TO COLLECT AND
TRADE ITEMS WITH FRIENDS FOR
COOL POWER-UPS!



AWESOME BEE ABILITIES—WALK,
CLIMB, FLY, AND TAKE
ON ENEMIES AS YOU GUIDE
PINOBBE ON HIS QUEST.



GAME BOY ADVANCE

ARTOON

Hudson

ACTIVISION

