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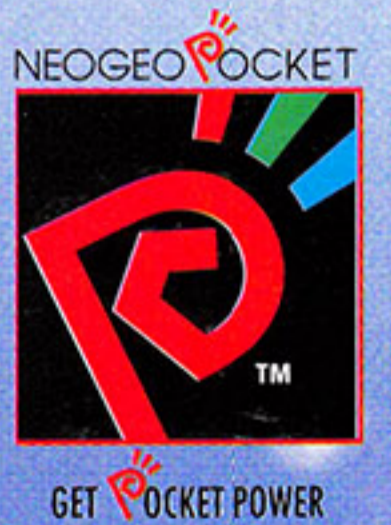
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Can I let you in on a secret?

In many ways, portable gaming seems to be the dirty little secret of the industry—everybody does it but nobody talks about it. More people own a handheld system (Game Boy) than any other console, the top spots on the video game sales charts for the past year have been handheld titles (Pokémon), and yet outside of a select few publications (like our sister mag *Electronic Gaming Monthly*) most of the gaming press give portable systems token coverage, if any at all. That's why we started Pocket Games—to finally give the huge handheld gaming market the comprehensive and critical coverage it, and you, deserve.

Of course when most people think portable games, they think Game Boy, and we certainly have Nintendo's big little system covered: 10 pages of reviews, three awesome strategy guides, and a mammoth feature on everything Pokémon. But gaming on the go doesn't begin and end with the Game Boy, so this issue we are branching out, covering SNK's excellent new Neo•Geo Pocket Color and a whole slew of stand-alone handheld games as well.

So what do you think? E-mail us at PG@zd.com and let us know—but not before sitting back and enjoying Pocket Games #2!

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Nintendo plans Next-Generation Game Boy for 2000

Game Boy is about to plunge headfirst into the 21st century with its newest iteration, the 32-Bit portable Game Boy Advance. Scheduled to debut next August in Japan (and the U.S. by Christmas), the Advance will be backwardly compatible with all Game Boy titles before it (including games designed for the Pocket and Color). A price for the machine has yet to be determined, and likely won't be announced until E3 in May. But unlike the Game Boy, this machine is being designed with connectivity in mind. More specifically, GB Advance will be able to connect to cellular telephones and the Internet for downloadable games, e-mail, multiplayer gaming and more. Exact features are to be determined, but in a recent interview with videogames.com, Nintendo's Shigeru Miyamoto commented, "the name of the system [Game Boy Advance] is a bit misleading. It's not an advanced version of the current Game Boy. We are now developing new hardware that will connect with cell phones.



What we are doing now is expanding the form of entertainment." Miyamoto is already rumored to be working on a Zelda title for the new machine. Will he do a new Mario as well? "We've seen several requests for another Mario title for the Game Boy Advance. I wouldn't mind doing one, but I don't just want to do a new version of the existing Super Mario Deluxe."

The design of the machine will be somewhat different than the Game Boy, which has kept basically the same design in its 10 years on the market. Rumors suggest that it might include a touch-screen, similar in operation to Tiger's Game.com. Current rumors suggest porting games from the Super NES to Game Boy Advance. In addition to being a skilled sprite-pusher, the system will also employ the use of polygon graphics, which up until now hasn't been a big part of the portable gaming experience.

Nintendo also plans to release a digital camera accessory, probably like an updated color version of the current Game Boy Camera, to go along with the system, for taking pictures and possibly even allowing gamers to see who they're fighting against in multiplayer games.

An artist's conception of what Nintendo's Game Boy Advance will look like, in all the requisite colors.

GAME BOY COLOR VS. GAME BOY ADVANCE

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Resolution:	166 x 144 pixels	240 x 160 pixels
Maximum colors displayed:	56 colors	65,000 colors
Size:	Approx. 78mm (H) x 133.5mm (W) x 27.4mm (D)	Approx. 80mm (H) x 135mm (W) x 25mm (D)
Weight:	Approx. 138g	Approx. 140g
Power Supply:	2 AA batteries	2 AA batteries
Battery Life:	20 hours of play	20 hours of play
Launch Date:	Nov. 15, 1998	August 2000 (Japan), Christmas 2000 (North America and Europe)
Suggested Retail Price:	\$69.99	TBA



Game Boy, master Nintendo designer Gunpei Yokoi's brainchild, is released into the market along with four games: Super Mario Land, Tetris, Baseball and Alleyway.



Nintendo's smaller version of the Game Boy, Game Boy Pocket, with a bigger screen and better resolution, is released.



Answering the call of portable gaming fans everywhere, Nintendo delivers Game Boy Color, which plays both the old games and new, fully color-compatible games.



Eleven years after Nintendo first entered the portable gaming market, it plans to release its next-generation portable, Game Boy Advance.

Game Boy Timeline

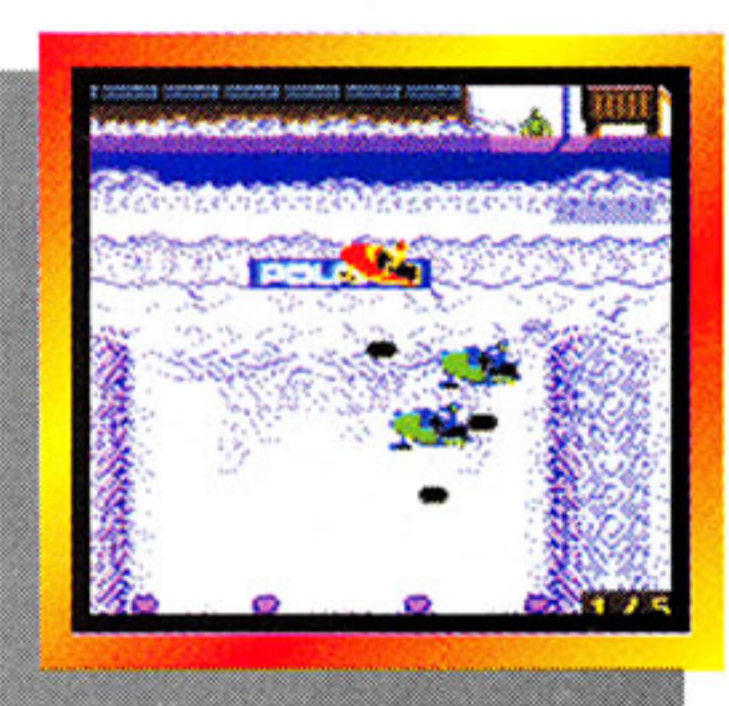
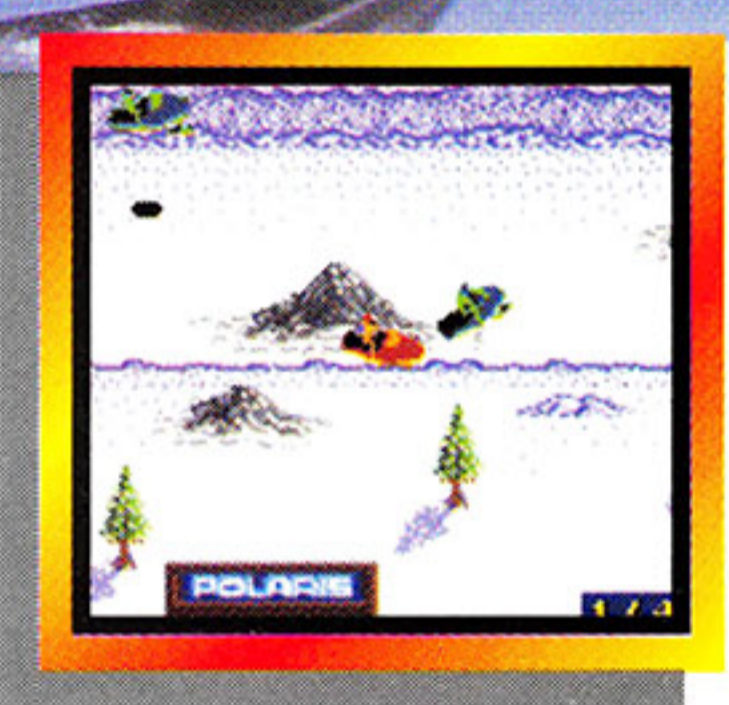
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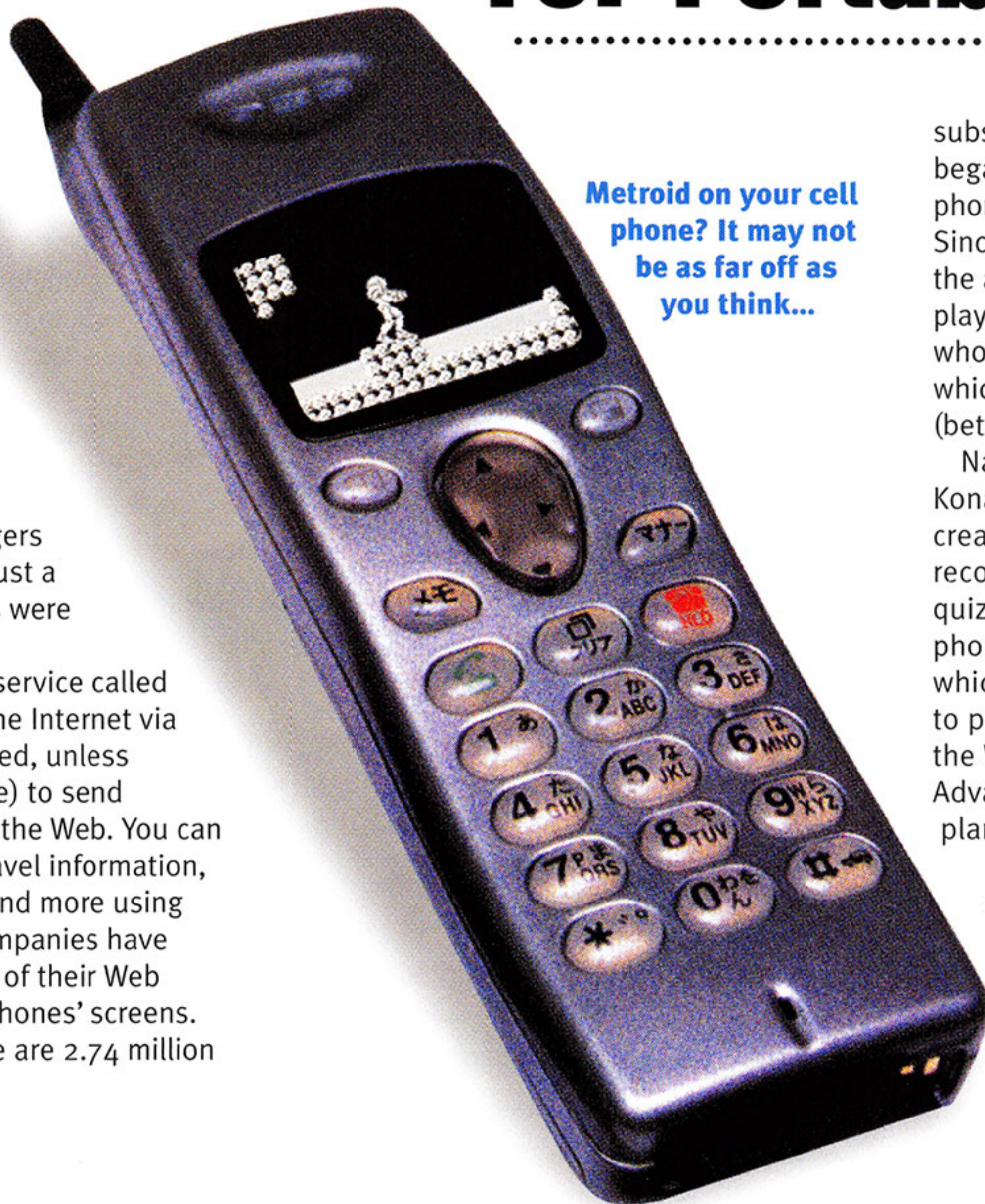
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Making the Cellular Connection For Portable Gaming

Cellular telephones aren't just for talking anymore. While the idea of playing games via cell phone may seem strange to those in the U.S. or Europe, in Japan the idea is making waves. In a country where everyone from businessmen to teenagers carries a cell phone, it was just a matter of time before games were put on them.

NTT already introduced a service called i-Mode where you can use the Internet via your phone (mostly text-based, unless you've got a high-tech phone) to send and read e-mail and browse the Web. You can also buy train tickets, get travel information, conduct bank transactions and more using the handy service. Some companies have even made specific versions of their Web pages to look good on the phones' screens. The company says that there are 2.74 million



Metroid on your cell phone? It may not be as far off as you think...

subscribers to the i-Mode service, which began in February 1999. Of course, the phones you play on have larger LCD screens. Since then, game companies have gotten into the action by creating games that you can play over the phone. The first was Bandai, who offered six games, including a quiz title, which cost a certain amount per play (between \$1 and \$3).

Names like Namco, Enix, Capcom and Konami are also getting into the market, creating games starring their most recognizable characters (but still mostly quiz-type games). Next year, several cell phone companies plan to release phones which have color LCD screens, therefore able to play more complex games. Systems like the WonderSwan, Game Boy and Game Boy Advance all have cell phone connectivity planned for the near future.

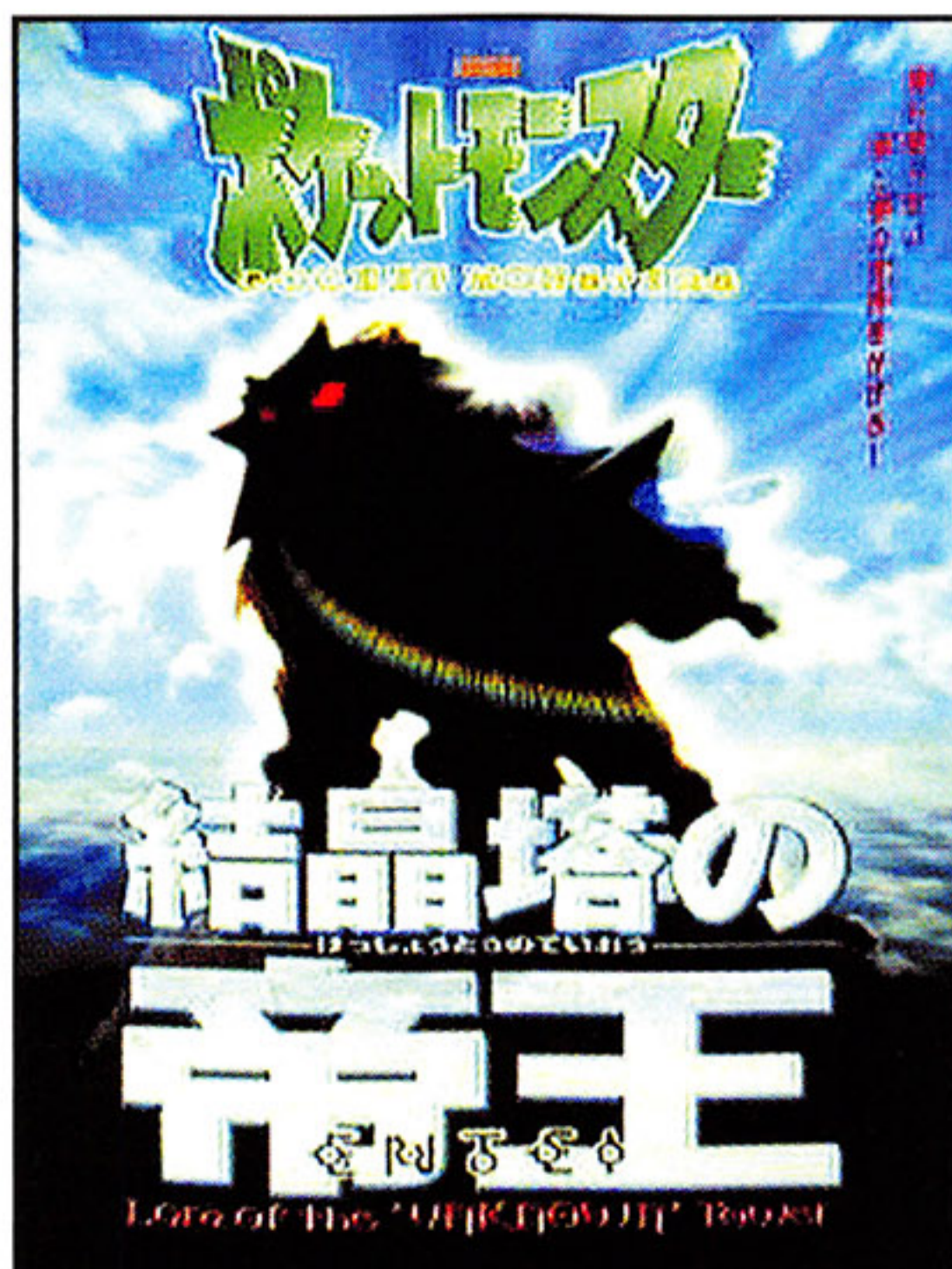
So far there are no plans to bring these similar i-Mode games to the U.S. But Nintendo's Game Boy Advance will likely have some kind of cell phone connectivity in the U.S. when it's released in late 2000.

Latest Pokémon News

- **The third Pokémon Movie, *Legend of the Crystal Tower***, is scheduled to hit Japanese theaters this summer. Who's the main Pokémon this time around? Well, we've had Mewtwo, Lugia and now Entei, a Lion-like Pokémon that breathes fire. He's one of the new Pokémon in Gold and Silver and it looks like he's the focus of this new movie.

- **A new Pokémon game**, already? If you believe the rumors—yes. Nintendo and Game Freak are rumored to be putting the finishing touches on Pokémon X, a new GB game which will use cell phones for trading/battling. Nintendo hasn't commented on the rumors.

- **A Pokémon card with a swastika?** Not exactly...When kids in the U.S. discovered the card, parents immediately voiced their protest. The card, included in a Japanese Pokémon expansion set, features the "manji"



Poster for the third Pokémon movie.

character—a symbol which means good fortune in Japan and can also represent a Buddhist temple. Media Factory has agreed to stop making the card with the symbol.

- **The first Pokémon movie** raked in \$52.1 million over its five-day opening weekend. Until *Toy Story 2*, that was the record for the biggest five-day opening in November, beating out the original *Toy Story* and *A Bug's Life*.

- **N64 fans** should get a double dose of Pokémon this year. Nintendo is putting the finishing touches on Pokémon Stadium (March). But Pikachu Genki Dechu, a Japanese game where you can "talk" to a virtual Pikachu through a microphone accessory, is also being brought to the U.S. The game should hit by this summer, when the second Pokémon movie (*Revelations Lugia*) hits, tentatively set for July 21.

Bandai's Step into Portable Gaming Takes Flight

When you think of names of portable systems, you think Game Boy, Game Gear, Neo•Geo Pocket Color. But later in 2000 you'll hear another name (unless they change it from the Japanese). It's WonderSwan, Bandai's tiny, black-and-white handheld system that was released in Japan earlier this year.

Released in March for 4800 yen (about \$46) and available in 10 different colors (yes, that many) the

Bandai's WonderSwan, shown actual size, can be played vertically or horizontally.

oddly named portable has been selling briskly in Japan. It was designed by ex-Nintendo employee and Game Boy designer Gunpei Yokoi who passed away just prior to finishing the system. Games range in price from \$28-36 with big third-party publishers like Square, Namco and Capcom already supporting the system. Square recently announced it will bring Final Fantasy 1, Romancing SaGa 1 (Super NES), Seiken Densetsu 2 (SNES-'Secret of Mana' in the U.S.) and Chocobo's Mysterious Dungeon 2 to the system. In addition to those, the company plans to release several new WonderSwan-exclusive

titles in the future. Capcom games include Rockman & Forte, Ghosts N' Goblins and Pocket Fighter, while Namco has released Klonoa and Tekken Card Challenge (not really a fighting game). Digimon, one of Bandai's popular game titles, has been brought to the system as well. A lot of games based on

attract users are its sound capabilities and graphics. The WonderSwan version of Konami's Beatmania, a music game that relies on sound, has almost PlayStation-quality music. Graphically, although its two-tone palette harkens back to the day of the GB Pocket, the visuals are sharp and relatively more detailed than your average GB game—limited full-motion video is even possible. As for

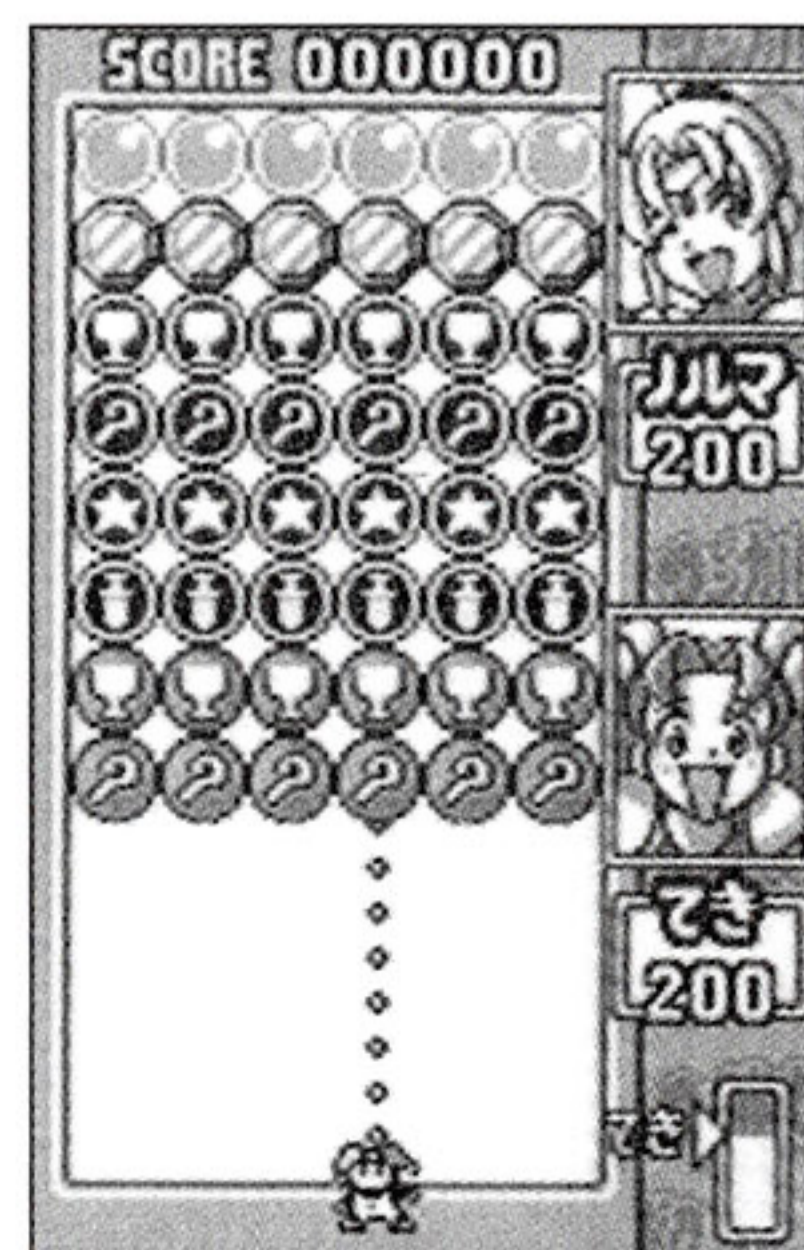
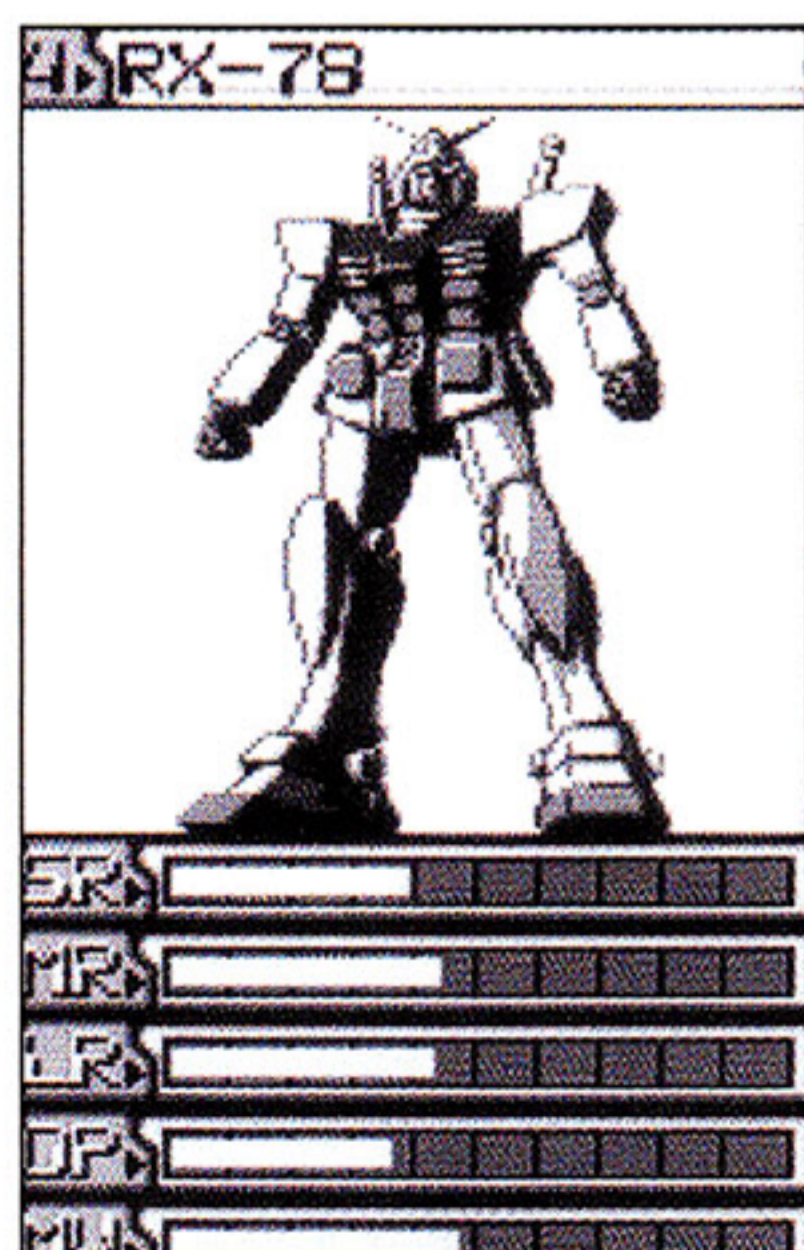
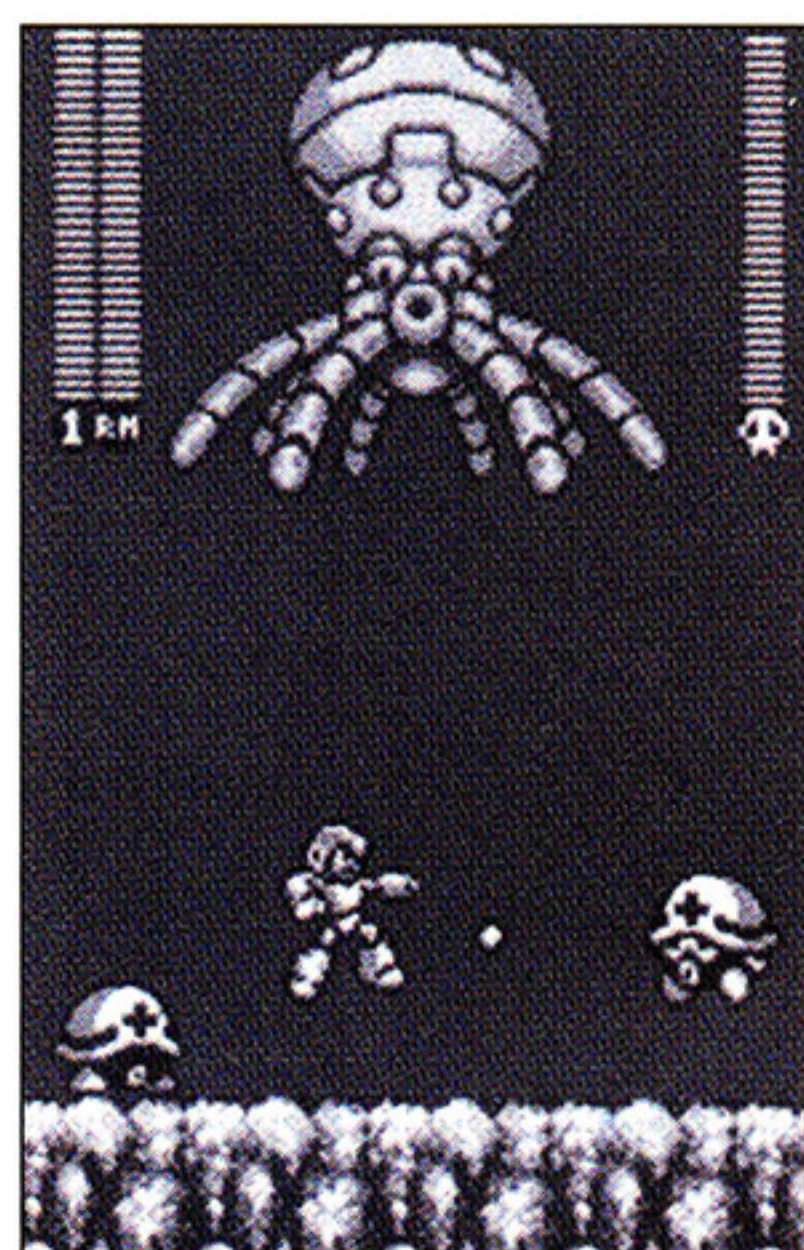
expandability, Bandai has introduced the Wonder Gate system, which will create a link between the system and cell phones and Sony's upcoming PlayStation 2 (although exact uses for the link with PS2 have yet to be determined). There's also a link cable for two-player games and a special headphone adapter. Perhaps the weirdest peripheral is a sonar microphone (about \$40) which can help the experienced fisherman track that elusive bass (before you start laughing, there's a similar device available in Japan for the Game Boy!).

Bandai and Mattel are currently considering releasing the machine Stateside, and due to the wealth of games already available in Japan that could easily be brought to the U.S., it would have a substantial software library quickly.



anime series, like Mobile Suit Gundam, Detective Conan, Card Captor Sakura and Neon Genesis Evangelion are available as well.

The system is so tiny it easily slips into almost any pocket for gaming on the go. Two other features of the WonderSwan that will no doubt



Four of the games available now in Japan—(left to right) Rockman & Forte, Gundam, Digimon and Magical Drop. If the system does land in the U.S. in 2000, we may see all of these games brought to the States.

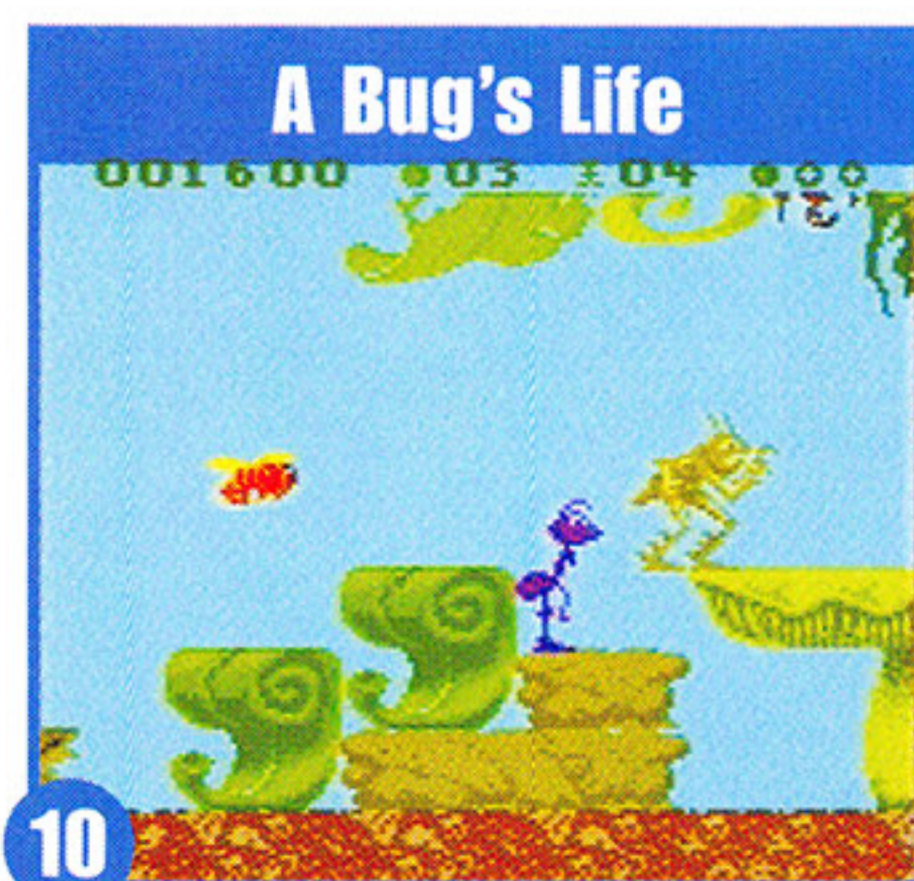
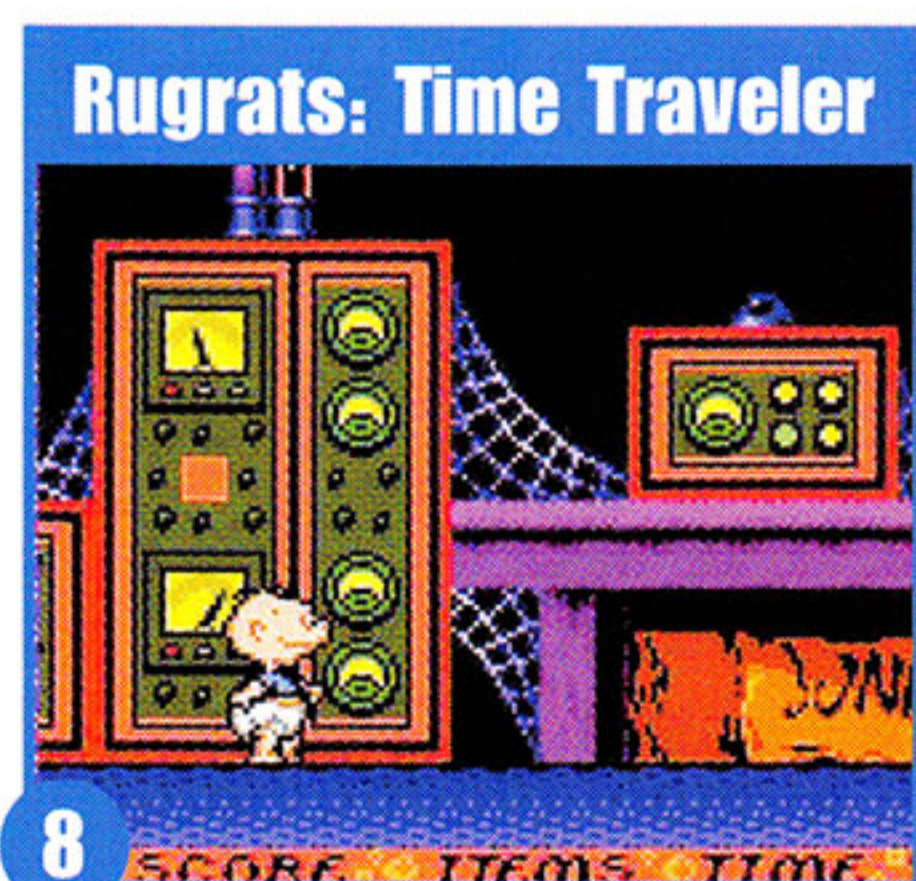
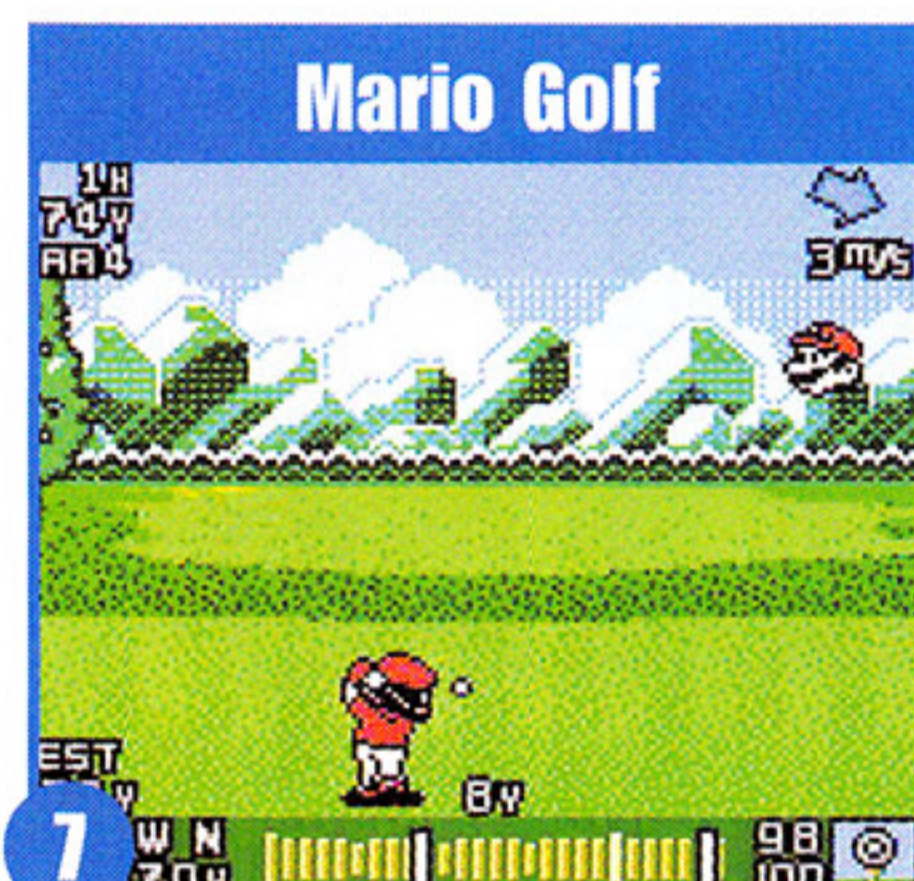
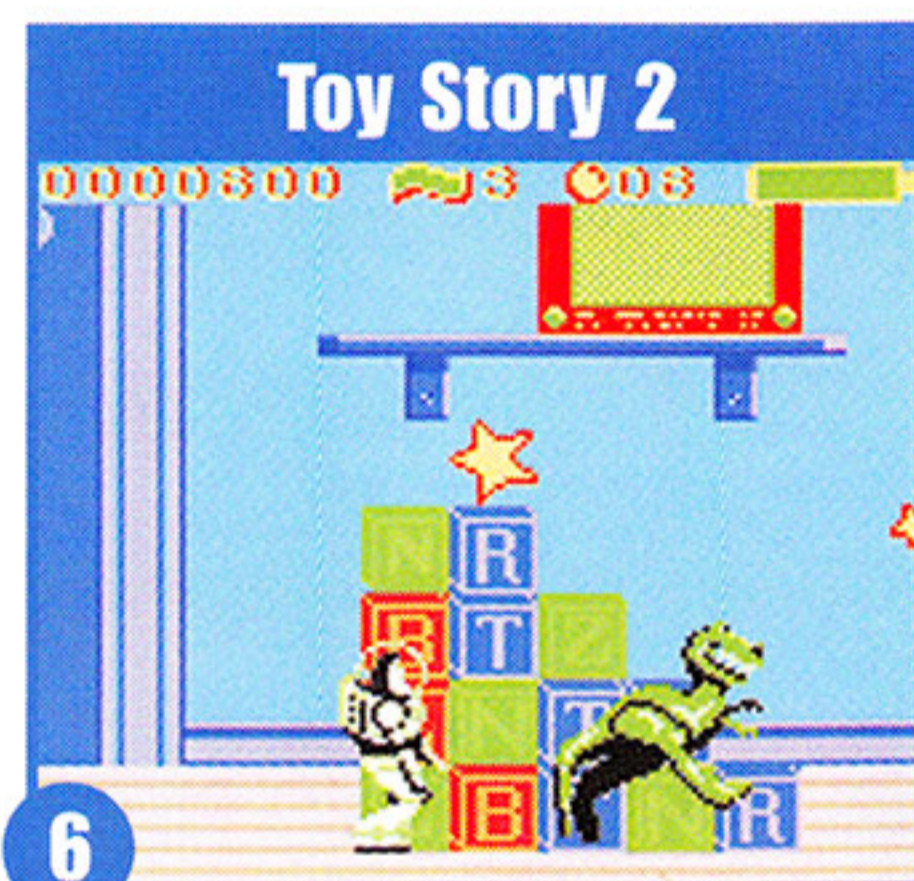
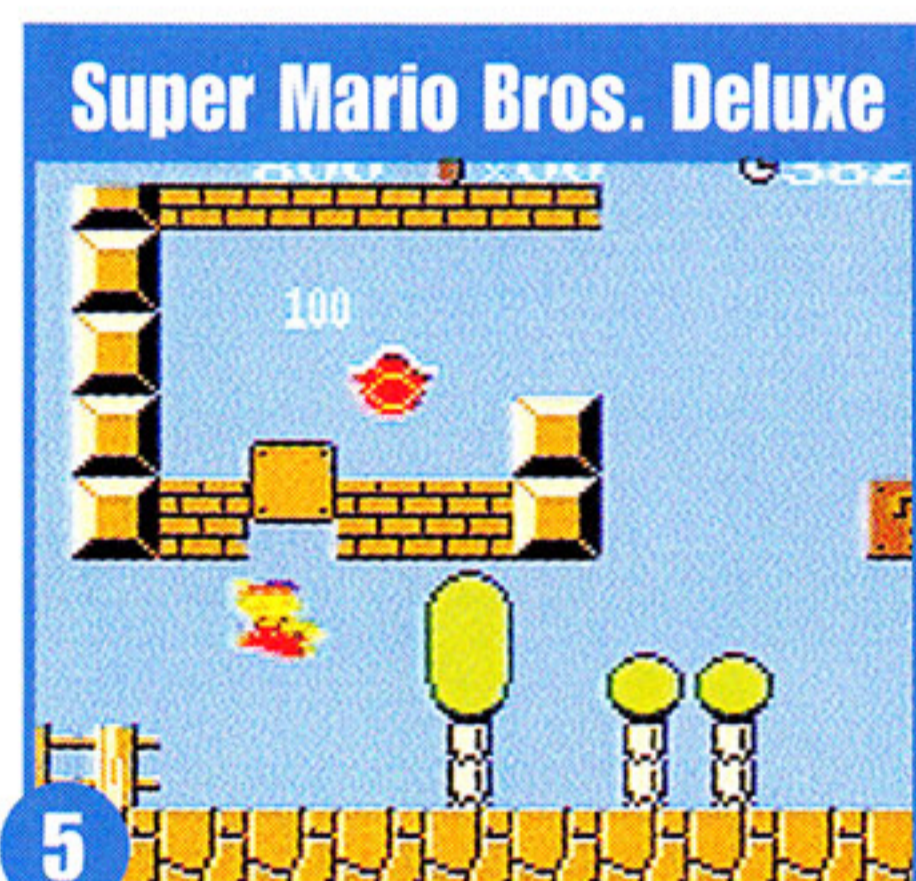
Top 10 Game Boy Games November 1999

Source: NPD TRSTS Video Games Service. Call Mary Ann Porreca at (516) 625-2345 for questions regarding this list.



The Pokémon craze shows no signs of slowing down—just look at the top four best-selling Game Boy games. All Pokémon-related titles, just like the month before. And during the holidays, the special-edition Pokémon Yellow Game Boy was one of the hardest-to-find items, akin to the Furby frenzy of

last year. With Pokémon Gold and Silver coming next fall, plus Trading Card Battle also on the way, it looks like we will be hearing about Pokémon for awhile to come. Rounding out the top 10 are a few titles from THQ, Namco's Pac-Man, and Nintendo's Super Mario Bros. Deluxe and Mario Golf.




Most Wanted Series

Which series would you like to see another game of on the Game Boy?



Source: Videogames.com poll, 12/9/99.

- GAME BOY COLOR**
- JANUARY**
- All Star Tennis
 - Armada
 - Army Men
 - Battletanx
 - Bionic Commando
 - Brunswick ProPool
 - Bugs Bunny 4
 - Carnivale
 - Dragon Warrior Monsters
 - Ghosts N' Goblins
 - International Track & Field
 - Magical Tetris Challenge
 - Micro Machines 1&2 Twin Turbo
 - Micro Machines V3
 - Millennium Winter Sports
 - NBA Live 2000
 - NBA Showtime
 - Oddworld Adventures 2
 - Puchi Carat
 - Rainbow Six
 - Resident Evil
 - Shadowman
 - Tiger Woods 2000
 - Toobin'
 - Vegas Games
 - 1942
- FEBRUARY**
- Carmageddon
 - Frisbee Golf
 - Golf King
 - Jack Nicklaus Golf
 - Metal Gear
 - Mission: Impossible
 - Rayman
 - Street Fighter Alpha
 - Test Drive Cycles
 - Wicked Surfing
- MARCH**
- Alice in Wonderland
 - Blaster Master
 - Crystalis
 - Konami Rally
 - NHL Blades of Steel
 - Tomb Raider
 - Thrasher: Skate and Destroy
 - WCW Mayhem
- APRIL**
- Pokémon Trading Card Battle
 - Moomin's Tale
 - Futsal Soccer Madness
 - Daikatana Adventure
 - Worms Armageddon
- NEO-GEO POCKET COLOR**
- FIRST QUARTER 2000**
- Dive Alert
 - Gal Fighters
 - Last Blade
 - Neo 21
 - Shanghai Mini
- SECOND QUARTER 2000**
- Bio Motor Unitron 2
 - Faselei
 - King Of Fighters R3
 - Magician Lord
 - Metal Slug: 2nd Mission
 - Puzzle Link 2



It started as a Game Boy game. Now it's a billion-dollar business for Nintendo. Just what is all the fuss about? We examine the Poké-phenomenon.

The story goes something like this: When he was a kid in Japan, Satoshi Tajiri would stalk bugs.

He'd capture them. He'd collect them in jars. He wanted to make them fight like the rubber-suit monsters of his favorite flicks. He wanted to catch them all.

Sound familiar?

Now in his 30s, Tajiri, the founder and president of Game Freak, has taken this hobby and turned it into something bigger than a game, bigger than a movie, bigger than a toy line. The inventor of Pokémon, Tajiri has unleashed a global pop-culture phenomenon that has made more money than Poké-icon Pikachu can shoot sparks—\$5 billion in worldwide merchandising sales. American gamers have bought 4 million copies of Pokémon Red and Blue. The animated series, now in its second season, is the top-rated kid's show in the country.

Nintendo's Pokémon training tour crams malls with 10,000 kids at every stop.

And, yes, even though the number of Pokémon licensees is up to 90, the craze is still growing. "I don't even think the property has been fully taken advantage of by the industry," said Ed Roth, president of the NPD Group's Leisure Activities Tracking Services. "I don't think it's anywhere near its upside potential. There's a lot of pent-up demand." At this point, Pokémon faithful can get their hands on nearly anything emblazoned with Pikachu or his too-cute kin, including toys, T-shirts, comic books, ball caps, pajamas, backpacks, novels and lunch boxes—all items from heavy-hitter licensees such as Hasbro, Topps, General Mills, Viz and Pioneer. Nearly all the licensees are expanding their Pokémon lines. The first Pokémon flick—*Pokémon: The First Movie*—hit

GOTTA CATCH 'EM ALL!

Lock up your wallets! *Pocket Games* gives you the lowdown on a slew of Pokémon product

by Tom Root

Pikachu!

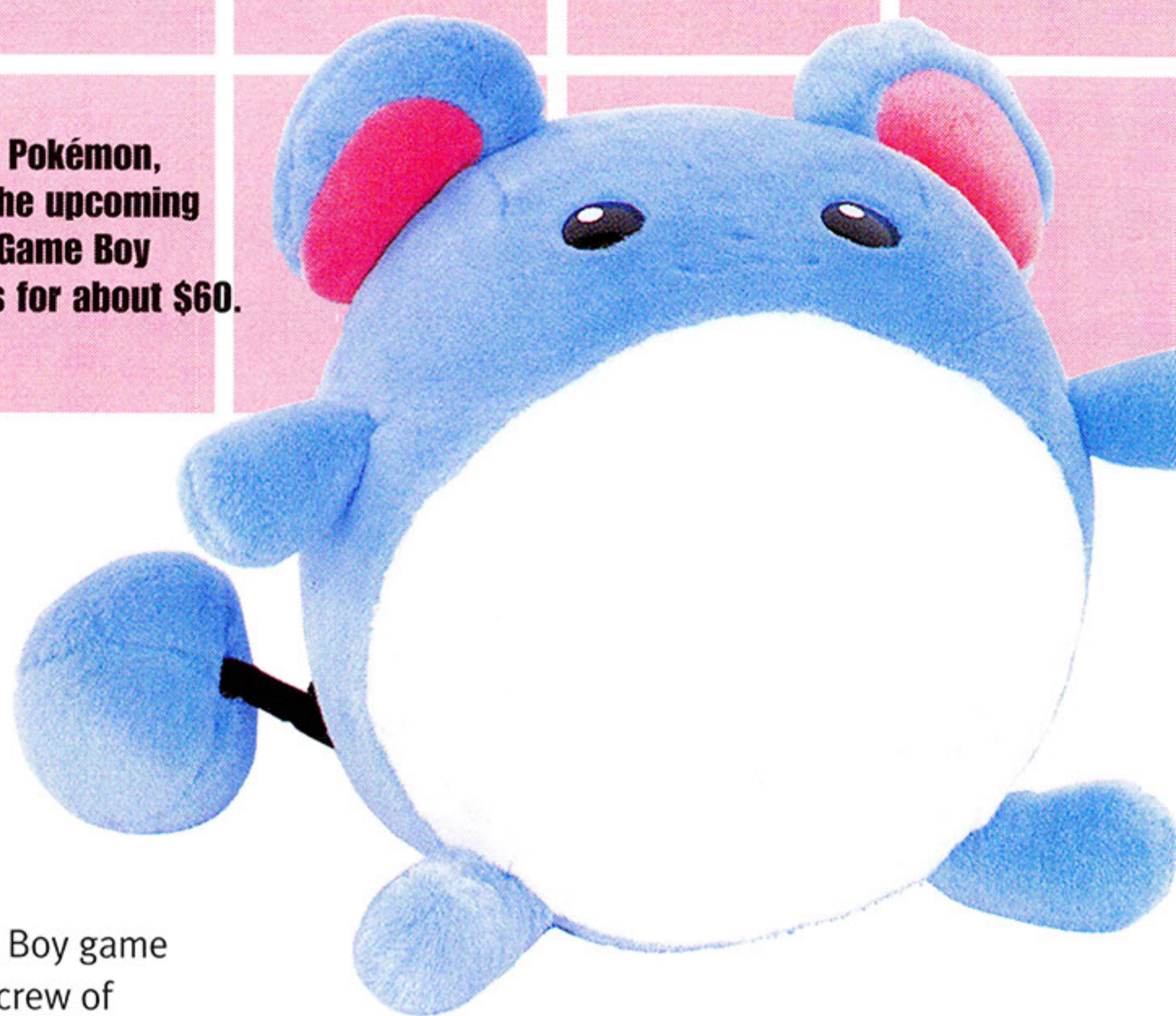
It was the battle cry of 1999. The cross-cultural phenomenon known as Pokémon ruled almost every facet of popular culture last year, and it shows no signs of slowing down in 2000. In 1998 alone, the Pokémon license raked in \$5.85 billion in Japan, and has since added at least another \$1 billion here in the U.S. At one point in November 1999, Pokémon charted in as the No. 1 video game, movie, animated kid's show, collectable card game and comic book. And 1999's Christmastime Pokémon sales were expected to account for 20 percent of all toy revenue. All of that means that Pokémon fans have a lot to choose from when it comes to merchandise. So check out all the cool loot on the following pages, and discover all the wonderful ways Pikachu has to separate you from your hard-earned cash.

I CHOOSE YOU PIKACHU

This is by far the coolest piece of Pokémon merchandise in the free world! I Choose You Pikachu is a plush toy with all the trimmings; squeeze its paw and you're greeted with a merry "Pika! Pika!" (or some variation thereof). But this is a demanding little Pokémon, because once you start neglecting it, a sad lament of "Pika?" will haunt you until you pet it again. Then it cheers right up, with wiggling ears and mouth. It's the closest thing to catching your own Pikachu, only without that hard work and perspiration.



JAPAN ONLY: This Pokémon, **Marril**, is from the upcoming **Gold and Silver Game Boy** games. It retails for about \$60.



theaters across the U.S. last Nov. 12. And, of course, Pokémon Stadium, Gold and Silver are on the way.

Not bad for a Game Boy game crafted by a skeleton crew of programmers and artists. Tajiri's first step into the world of video games came in 1981, when he won first prize in the TV Game Idea Awards, a Sega Enterprises-sponsored design contest. Later he became a game-industry analyst, writing about and critiquing games for his own magazine called *Game Freak* in 1982. In April 1989, he incorporated Game Freak, which has since designed and created games for the likes of Sony, Sega and Nintendo. In 1990, Tajiri began designing the concept and code for Pokémon. That's also when he started working with Tsunekazu Ishihara, president of Creatures, the Japanese game company that among other things produced the artwork for Pokémon and its 151 critters. During the six years it took to develop the project, Nintendo invested in the game and

became co-owner of Pokémon in Japan.

The Red and Green versions hit Japan on Feb. 27, 1996. Accompanying merchandise included a weekly comic series but little else. Nintendo hoped Pokémon would boost the original Game Boy's lagging sales. It did a bit more than that. It sold nearly 4 million copies in 1997, topping newer titles like Square's *Final Fantasy VII* and the mega-popular horse-racing title *Derby Stallion*. To date, more than 12 million copies—split across four "color versions"—have been sold in Japan, putting Pokémon sales ahead of other high-profile titles like *Final Fantasy VIII* and *Metal Gear Solid*. Japanese fans have bought more than a billion cards of the Pokémon trading card game, also designed by Ishihara. The animated series, which gained notoriety after one episode's strobe light-like scene threw a few hundred kids into seizures (turns out the whole thing was blown out of proportion), is just as big a hit in its home country. It's spawned two feature films, the second of which has just finished a run in Japanese theaters. Japan's two toy-filled Pokémon Centers have lines out the door and down the block on weekends and holidays. And All Nippon Airways painted way-larger-than-life Poké-critters and logos onto several planes in its fleet

It's a standard 35mm camera and a whole lot more...well, not really. Mainly, it just prints all 150 Pokémon on the border of each pic.



to lure family travelers.

If the thought of a 30-foot Pikachu staring down at you from the hull of an airliner doesn't strike you as odd, consider this: Pokémon has followed the standard franchise formula backward. Instead of starting as a popular movie, TV show or comic book and then moving on to become a game (like *Spawn*, *Batman*, *South Park*, etc.), Pokémon started as a hit game and went on to become a hit TV show, movie and merchandising phenomenon. Few saw that coming, and when the Pokémon craze did hit hard, even the experts were surprised by the big Poké-boom. Roth said, "I expected when the concept was launched in the U.S. last year, not just the video game but the toys in general, it would probably be a nice success and generate \$25 to 50 million retail on an annual basis, and then it would just fade as most of these fads do."

So what is the deal with Pokémon? There's gotta be something about this crude-looking black-and-white Game Boy RPG that captivates millions of pre-teen boys and adults, not to mention an unusually large audience of

girl gamers. "I think it's the amount of depth and overall quality," said

Gail Tilden, Nintendo's vice president of Product Acquisition and Development, who left her position as head of *Nintendo Power* to launch Pokémon in America. "It took six years for the creators to complete the game and all the original ideas and concepts and things about the RPG, the evolve system, the battling, the trading. It has so much depth and it's so carefully and creatively thought out, and I think that's appreciated."

We won't argue with that, but when it comes to the merchandising blitz, we have our own theory on why so many gamers want to buy so much Pokémon stuff: The game programs you to collect things. After spending 50 hours gathering 150 pocket monsters, the average player's probably pretty keen to get his hands on as



ELECTRONIC POKÉMON FIGURES

These battery-powered babies actually react to various stimuli, like touch or sound, and they'll reward you with a battle cry and sometimes a little dance! Hasbro didn't bother to change the voice chips when they imported these figures, so Meowth does its trash-talkin' in Japanese. And there's no telling what the heck Psyduck's chattering as he waggles back and forth in its eternal misery, but it's sure ain't "Psy-yi-yi!"

POKÉ BALL BLASTERS

Now here's a brilliant bit of cross-promotion: You can set your Pokémon up for target practice, then knock 'em down with a Poké Ball launched from—a GameBoy! Yep, even when you're not feverishly huddled over your



Game Boy trying to get that next evolution in Pokémon Yellow, this toy will remind you to get crackin'. Each Poké Ball Blaster comes with three Pokémon figurines, as well as three Battle Discs which store away in the Blaster itself. This was one of Hasbro's best-received Poké-products of 1999—maybe deep down we all want to knock Pikachu on its little yellow butt? Nah?

POKÉMON BATTLE FIGURES SET

These aren't exactly action figures, they're more like collectible figurines (i.e., they just sit there and you can't pose 'em), but

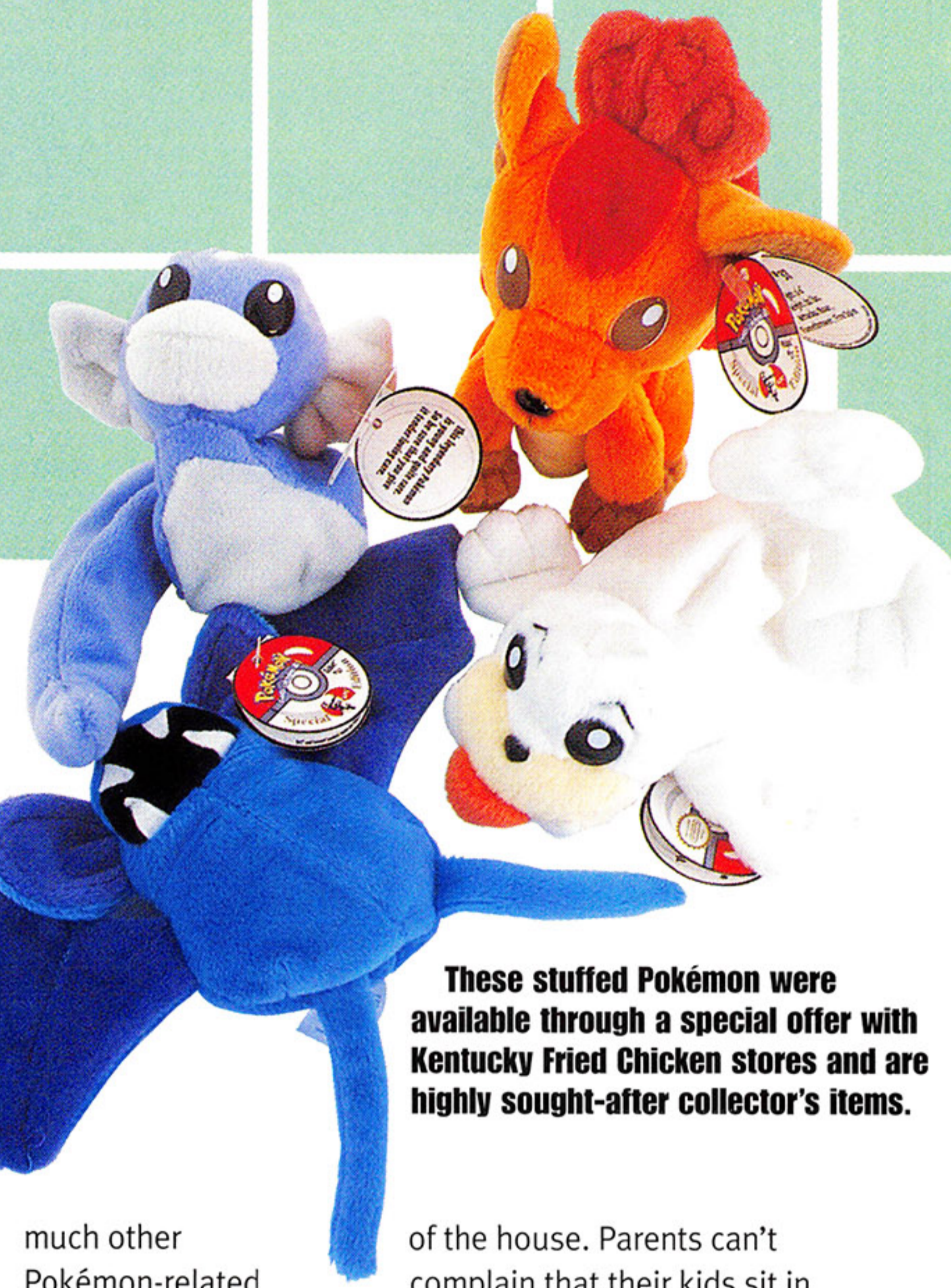


can afford.

The game's creators, however, say Pokémon's merchandising bonanza is more of a happy accident than part of any sinister plan to turn kid gamers into Poké-addicts. "Mr. Tajiri didn't start this project intending to make something which would become very popular," Pokémon producer and master game designer Shigeru Miyamoto told us. "He just wanted to make something he wanted to play himself. There was no business sense involved, only his love involved in the creation. Somehow, what he wanted to create for himself was appreciated by others in this country and is shared by people in other countries."

One of the main reasons Pokémon has become so popular with a mass audience of younger players is its emphasis on trading and battling. It's a social game that gets kids out

JAPAN ONLY: This toy plane is based on the real-life Pokémon jet from All Nippon Airways. Rev it up and it rolls forward.

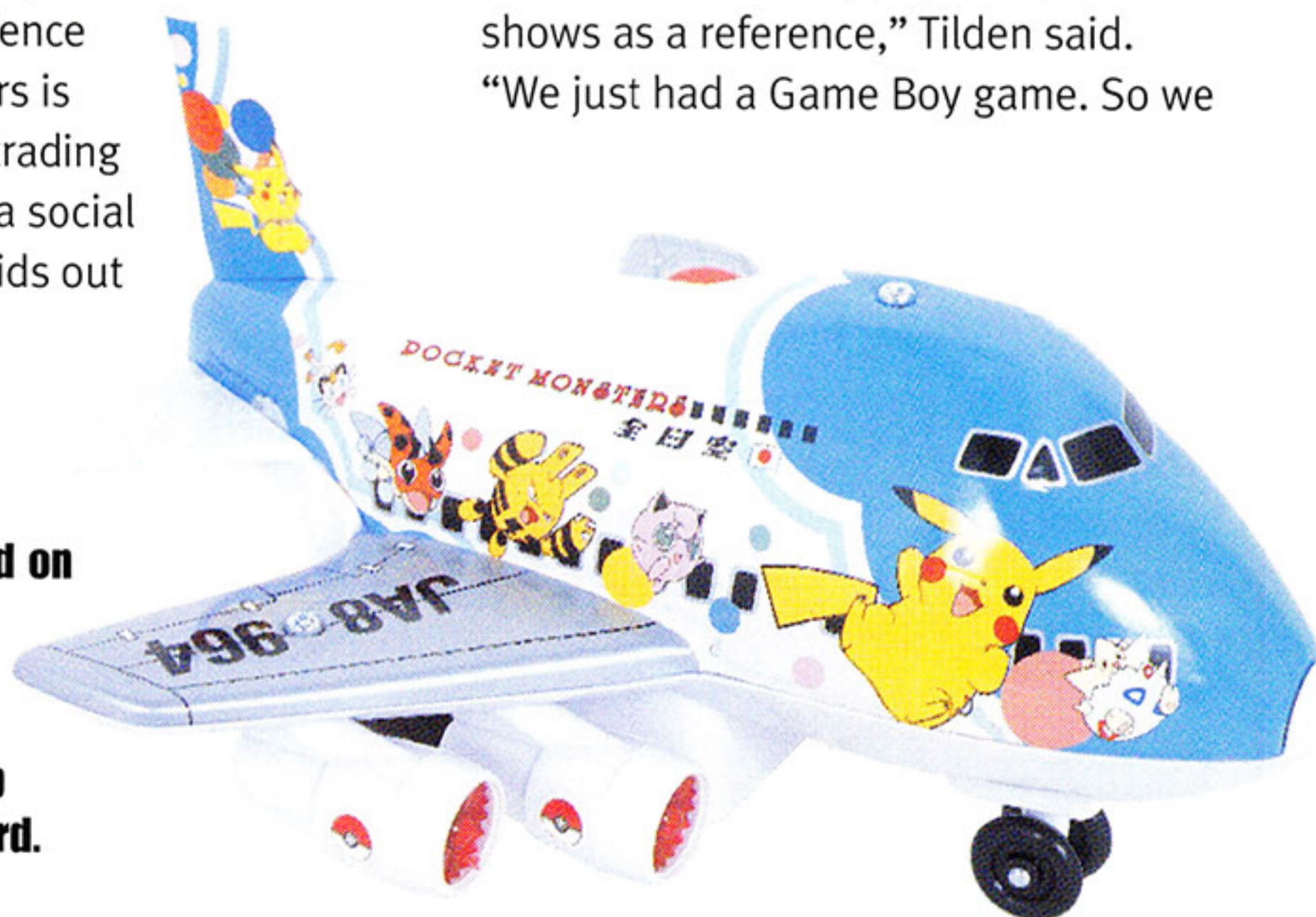


These stuffed Pokémon were available through a special offer with Kentucky Fried Chicken stores and are highly sought-after collector's items.

much other Pokémon-related gear as he or she

of the house. Parents can't complain that their kids sit in front of the TV all day because, unlike traditionally popular home video games, you can take Pokémon anywhere. Nintendo Co. Ltd. President Hiroshi Yamauchi told a crowd at the company's Space World '97 exhibition, "I want people all over the world to play Pokémon. First in the U.S. But people in different countries have different tastes. So changes must be made, and we are working on that."

Even though Yamauchi was steadfast, Nintendo was never sure Pokémon's appeal in Japan would translate to American gamers. After all, it is a fairly complicated and unusual game, and Nintendo of America had few raw materials to build a Pokémon hype machine back when Red and Blue launched here last September. "We didn't have any artwork or TV shows as a reference," Tilden said. "We just had a Game Boy game. So we





These Pokémon books are based on episodes of the popular TV show.

“...I was told that this kind of thing would never appeal to American audiences.”

—Shigeru Miyamoto

went to great lengths to localize the game, to make it just as intriguing for American players as in Japan.” Tilden added that Nintendo actually had to reprogram Pokémon Red and Blue instead of just translating the Japanese text (which would explain many of the subtle differences between the U.S. and Japanese versions). “Because the original creators, Game Freak and Creatures, had taken six years to build the game, the code was somewhat fragile, so we couldn’t directly port the game to English.”

One of the first steps was changing the names of the 150 Pokémon into names that kids in the U.S. would understand. While Pikachu was still called Pikachu (“pika” in Japanese means a flash of light), American kids might not have accepted Fushigidane as much as the altered name—Bulbasaur. To make sure that each name was unique only to Pokémon, Nintendo trademarked all 150 monster names.

A small team at NOA’s Redmond, Wash., headquarters came up with the names for the U.S. versions’ monsters. Headed by Hiro Nakamura, they eyeballed each Pokémon’s appearance and characteristics, then submitted names to the game’s creators in Japan for approval. “It’s not just the way the Pokémon look that determines what they’re called,” Tilden told us, “It’s

also their attacks and powers and what kind of Pokémon they are. Like Snorlax has a sleep spell. And if they evolve, you have to think of how the name fits the first, second and third phase of this character.”

Meanwhile, Nintendo of America purchased the rights to all things Pokémon, thus locking up the rights to the TV show, merchandise and the Pokémon name everywhere in the world except Asia. Then NOA kicked off a \$20 million marketing campaign to support the launch of Pokémon Red and Blue, the animated series, the toy line—everything. Nintendo held its first and most spectacular publicity stunt in Topeka, Kan., which the mayor renamed ToPikachu for one day while cargo planes



they’re your best hope for amassing large quantities of characters. Each set of two comes with a clear plastic Poké Ball to store ’em in, as well as two Battle Discs with handy-dandy Pokémon data printed on the backs for gameplay against your friends (or enemies, as the case may be).

POKÉMON ACTION FIGURE TWO-PACKS

Finally, some poseability! These electronic figures come in two-packs, each articulated and sporting an interactive feature, whether it be sound or movement.

POKÉMON PULL BACKS

You pull ’em back, you let ’em go, you watch ’em race. Notice that they didn’t make a Psyduck—if they did, it’d just spin in circles and bump into things.

POKÉMON TRAINERS

Each Trainer comes with his or her signature Pokémon (die-hard fans would debate that Psyduck is Misty’s signature Pokémon, not Starmie, but let’s just be happy with what we’ve got, OK?) and fit into the Battle Figures scale. We’ve got two complaints about these toys: First, they don’t move, and second, we want more characters! Brock and Nurse Joy are a sure bet, but how about Professor Oak or Ash’s archnemesis, the evil Gary?

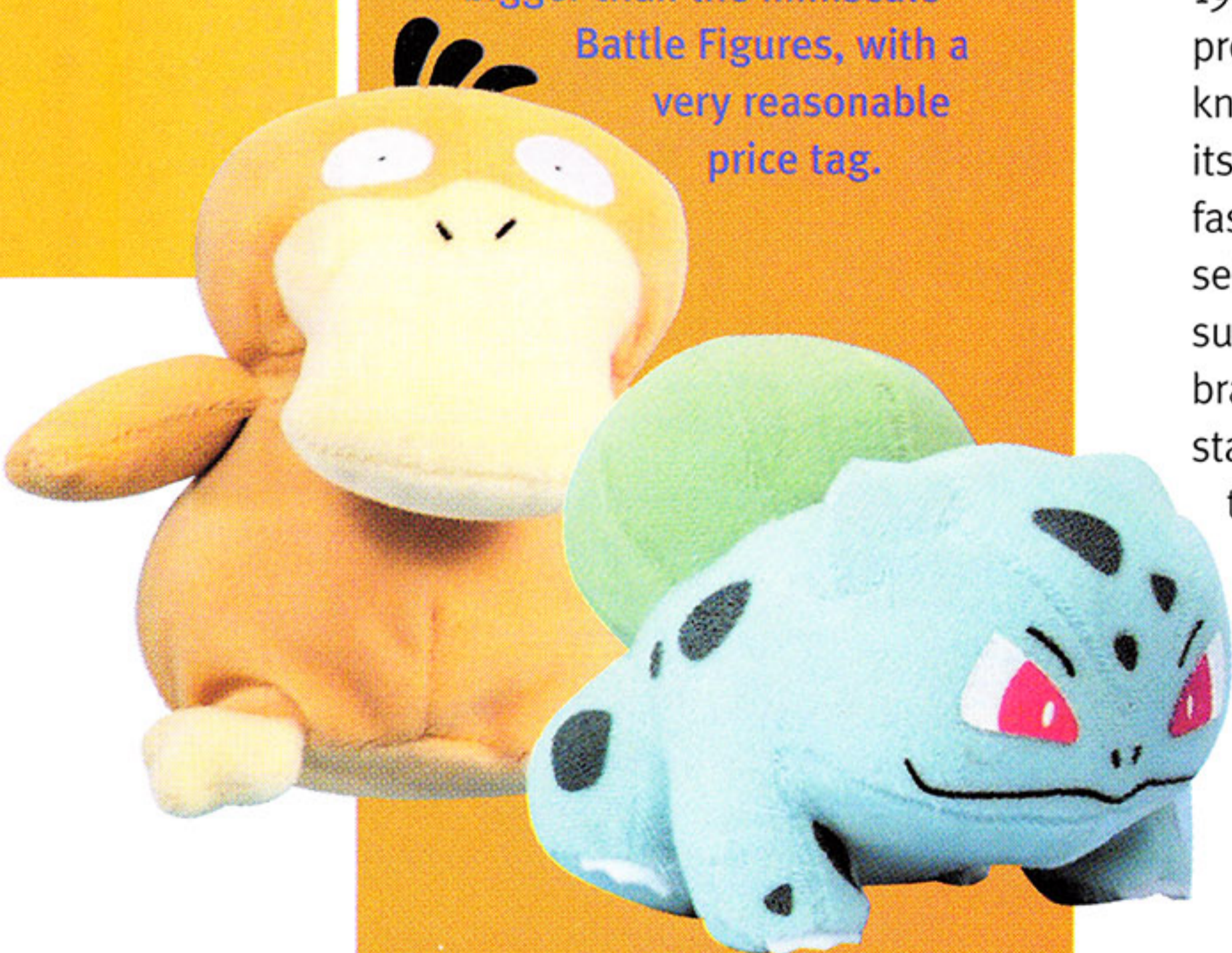


PIKACHU PLUSH

Two sizes of Pikachu to choose from: 8 or 16 inches. The 16-inch Pikachu happens to be life-size! Y'know, um, if Pikachu was real. Ahem. Oh, and there's a 16-inch Meowth, to boot!

POKÉMON SMALL BEAN-FILLED PLUSH ASSORTMENT

These Pokémon should prove irresistible for even the most jaded veteran of the bean scene. The mug on Squirtle is a vision of cuteness that must be seen to be believed. Hopefully this line will continue to grow, as they're bigger than the miniscule Battle Figures, with a very reasonable price tag.



carpet-bombed 10,000 kids with Pokémon toys. From there, Nintendo reps piled into 10 Volkswagen Beetles painted like oversized Pikachus and zoomed to 10 cities across the country. Nintendo also mass-mailed more than 1 million videotapes to open-minded gamers that explained the game's workings, introduced some of its 150 monsters and previewed the animated series.

All Nintendo could do was wait for Pokémon's release date—Sept. 27, 1998—to come and go to see if the preparation paid off. As we all now know, it did. In the first two weeks of its availability, Pokémon became the fastest-selling Game Boy title ever, selling 200,000 copies. Pokémon's success even took Nintendo's top brass in Japan by surprise. "When we started this project in Japan, one of the first things I was told was that this kind of thing would never appeal to American audiences," Miyamoto

told us. "They said, 'Because the characters are in a very Japanese style, you cannot sell them to Americans.' So from the very beginning, I never thought there would be an English version. Now, it's just as popular in the United States [as in Japan], and I realized that we shouldn't always believe the opinions of conservative marketers."

Today, Nintendo is pushing the competitive aspect of Pokémon—the link-cable feature that lets you battle your best pocket monsters against a pal's—by holding special tournaments across the country. The tour hit malls in 19 cities this summer, with tens of thousands of Pokémon fans earning badges by participating. Nintendo recently extended the tour and is now giving away the 151st Pokémon, Mew, at these events. Check www.pokemon.com for a listing of tour dates and cities.

And, of course, Nintendo is readying several new Pokémon titles for U.S. launch. First up is Pokémon Stadium for the Nintendo 64 due in March, and Nintendo's finally decided to also bring over Pikachu Genki De Chu—the N64 game that lets you talk to Pikachu with a special microphone peripheral—but it may take a while to



This two-player spinning top game from Tiger is called Pokémon Challenge. You win by making your top spin longer than your opponents'.

JAPAN ONLY: Cheap figurines of the new Pokémon from Gold and Silver are already available in Japan and no doubt will be coming to the U.S. soon.



alter the voice-recognition system so it understands English.

But it's the sequel— Pokémon Gold and Silver— that have Poké-freaks in an I-can't-wait frenzy. These Game Boy Color titles are the true sequels to Red and Blue in every way, with a new story, new characters, a new world to explore and 100 new monsters. You won't get to play them for a while, though. Gold and Silver aren't due in the U.S. until at least this fall.

At this point, Nintendo could name Gold and Silver's critters after the kids on *Brady Bunch* and the games would still sell a few billion copies, but that doesn't mean Pokémon will remain Nintendo's cutesy cash cow forever. "You don't know with these things," Roth said. "I don't want to make a cop-out and say it's just a fad, but that's what it is. This too will have its peak. It won't be around for the next 20 years, I don't think."

Whatever Pokémon's lifespan, this humble little Game Boy game has already accomplished more than anyone expected. We're certain Gold and Silver will be a blockbuster, and the merchandise will get more

varied and bizarre. But even if the franchise Pikachu built dries up sooner rather than later, there are those at Nintendo who will always like Pokémon for what it is—a good game. "The point was not to make something that would sell, something very popular, but to love something and make something that we creators can love," Miyamoto said. "It's the very core feeling we should have in making games."



BURGER KING

It was a masterful promotions plan: To help pump up *Pokémon: The First Movie*, the nation's 8,000-plus Burger King restaurants unveiled a Pokémon collector's dream. Over the course of 56 days, the fast-food behemoth offered an incredible 57 Pokémon

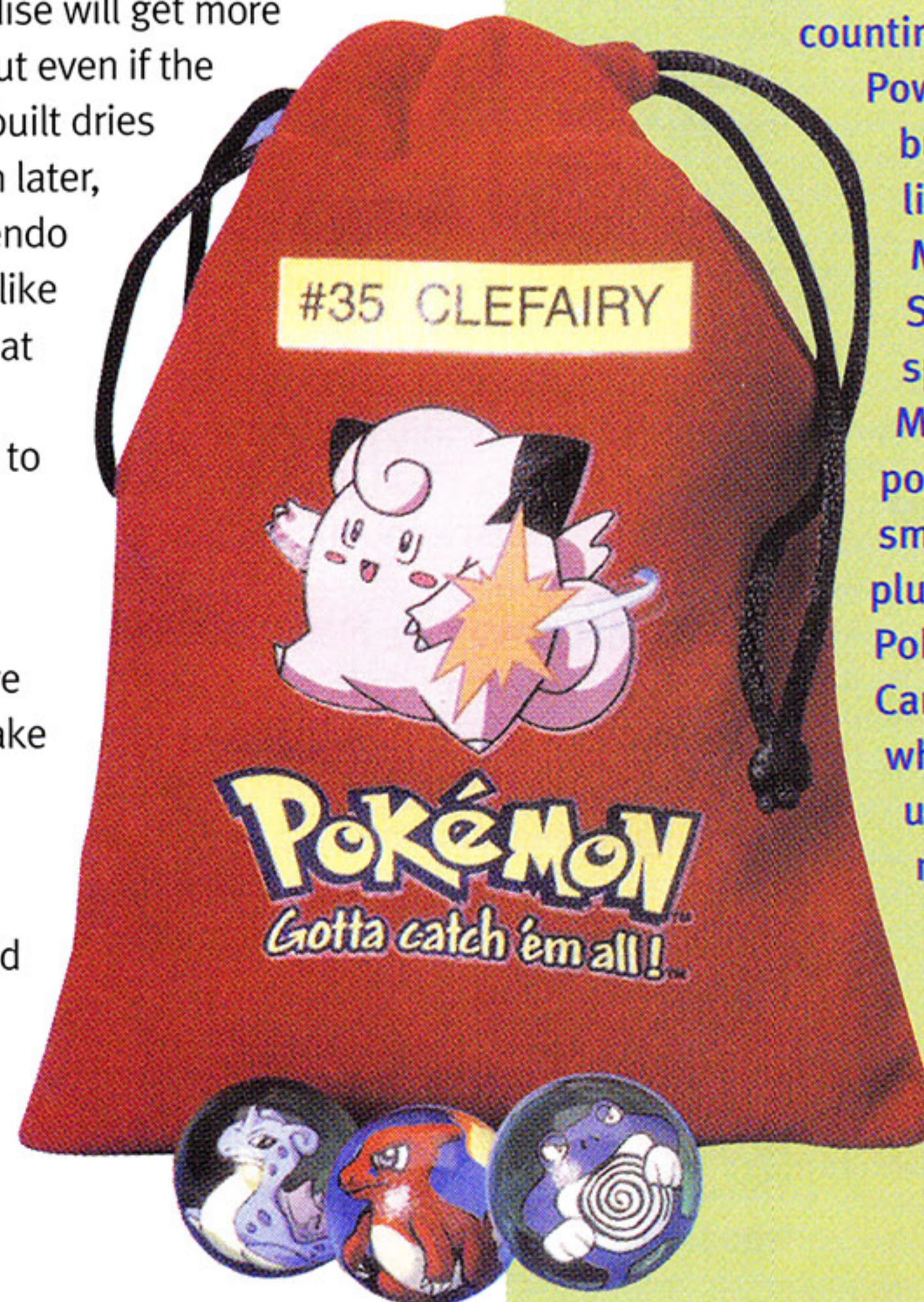
toys! Each toy came with its own Poké Ball plus one of 151 trading cards, free with the purchase of a kid's meal. Also up for grabs were six 23-karat gold-plated trading cards, available for \$1.99 with the purchase of a value meal. Collectors are still going bananas for these items, and their value is skyrocketing.

MARBLES

The Pokémon Collector Marbles line includes not only 150 different character marbles (not counting special Power Marbles) but also a light-up Marble Shooter, a special Battle Mat, collector pouches and small cases, plus a gigantic Poké Ball Carrying Case which can hold up to 178 marbles.



Unscrew the lids on these little guys and you can blow bubbles with the goo kept inside.



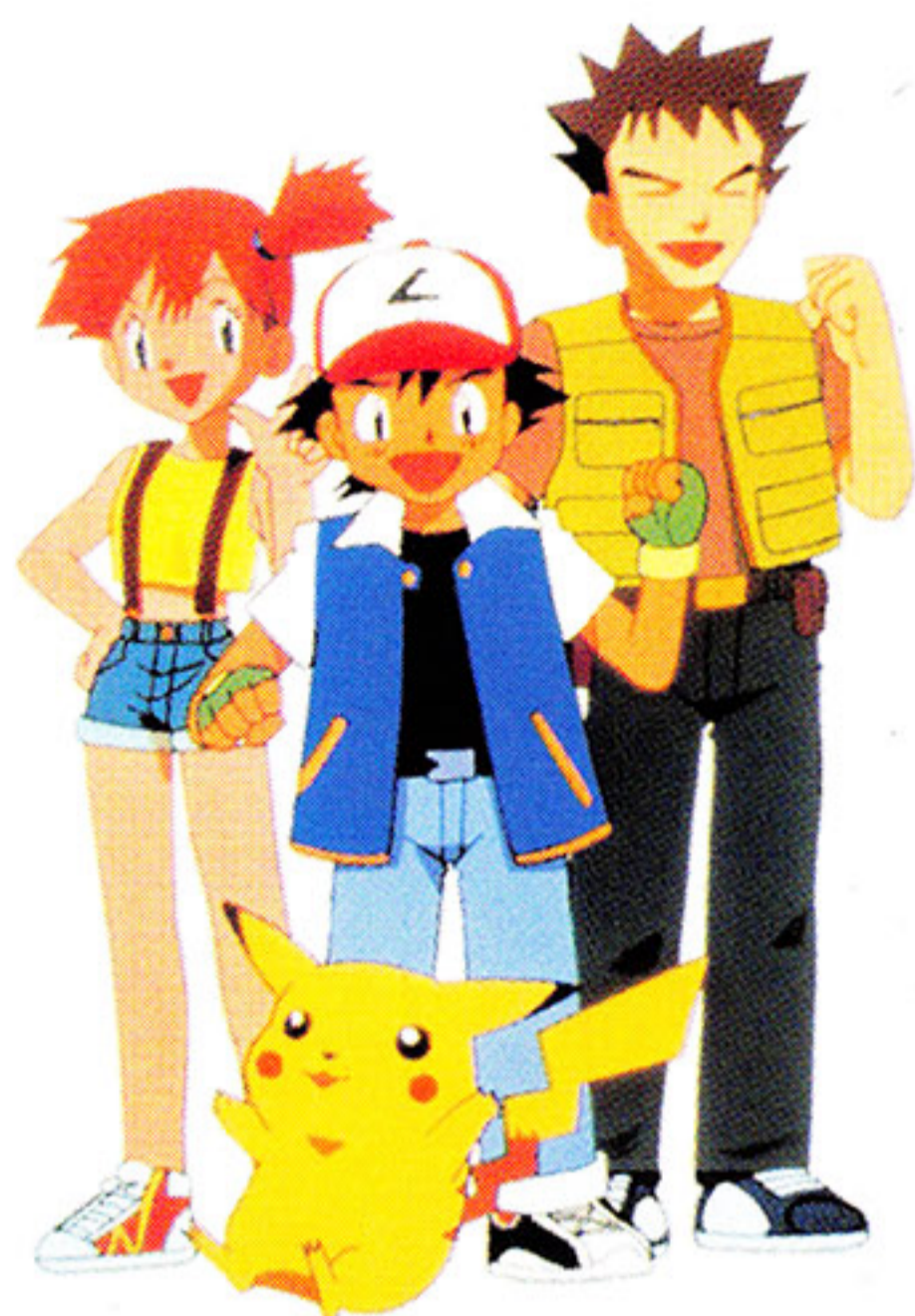
TV Show Pokédex

Although missing the infamous seizure-inducing scenes, *Pokémon* debuted on TV screens in nearly every market in the U.S. on Sept. 7, 1998, and quickly became a top-rated syndicated show. Funny thing: When Nintendo and 4Kids Productions launched the series here, the game wasn't even available, but the show helped build hype toward its release a few weeks later. Not only is the show based on the game, it actually follows the game's events (with some divergence to mix things up a bit and keep it fresh) and gives players tips on how to become a better trainer. Heck, you can almost use the show as a strategy guide. For instance, Ash learns in the show that rock-type Pokémon are weak against water-type. And if you're playing and watching the show at the same time, but not quite sure which town you should be traveling to next, you can find out by following the show's continuity.

Monsters from Gold and Silver have been introduced slowly into the TV show in Japan, mainly because the release date of the game has been pushed back so many times. But on Oct. 14, the show will start to have a more Gold and Silver slant, introducing the new monsters. Don't worry: Ash is likely to remain the main character.

Kids WB has taken over airing the show in the U.S., and will run the original 52 episodes in addition to 52 brand-new episodes. So if you're a Poké-freak who needs your daily Pikachu fix, you can get it six times a day on your local WB affiliate.

If you're getting into the TV show late, or are slowly watching all of the first 52 episodes, we've compiled this handy Episode Guide of the first season. Have you seen 'em all?



The Heroes: Ash, Misty, Brock and Pikachu. Ash is on his way to becoming the world's greatest Pokémon master, whereas Brock wants to become a skilled Pokémon breeder and Misty hopes to be the best at everything.

1: Pokémon, I Choose You!

Who's That Pokémon: Pikachu

Ash begins his Pokémon training. He receives a Pikachu from Professor Oak, but this Pika-pal is a stubborn Pokémon, refusing to be friends with him. A run-in with a horde of nasty Spearows puts Pikachu in danger.

2: Pokémon Emergency!

Who's That Pokémon: Koffing

Ash races to the Pokémon Center in Veridian City, where Pikachu is nursed back to health. Team Rocket bursts onto the scene to steal the rare Pokémon staying in the Center, but with the help of Pikachu, they are blasted.

3: Ash Catches A Pokémon

Who's That Pokémon: Caterpie

After plenty of trying, Ash catches a Caterpie. It takes an immediate liking to Misty, who hates bugs (but loves other types of Pokémon). Caterpie helps defeat Team Rocket and evolves into Metapod.

4: Challenge of the Samurai

Who's That Pokémon: Metapod

Just as Ash is about to catch a Weedle, a Samurai challenges him. Their battle is interrupted by a swarm of Beedrill, and in the confusion Ash loses Metapod. Will he be able to get Metapod back without getting stung?

5: Showdown in Pewter City

Who's That Pokémon: Onix

Misty and Ash travel to Pewter City, where Ash challenges the city's Gym Leader, Brock. After a loss, and with the help of Flint, Ash energizes Pikachu and goes back to take care of Brock. In the end, Brock joins the two on their Pokémon journey.

6: Clefairy and the Moon Stone

Who's That Pokémon: Clefairy

The adventurers run into Seymour the Scientist, who is studying Clefairy and the fabled Moon

Stone. When Team Rocket show up, they help the Clefairy defeat them and protect their precious stone.

7: The Water Flowers of Cerulean City

Who's That Pokémon: Seel

Our friends end up in Cerulean City, where Ash challenges the three Sensational Sisters to a Pokémon match to gain his second badge. Misty counterchallenges Ash to a battle, but Team Rocket intervenes.

8: The Path to the Pokémon League

Who's That Pokémon: Sandshrew

After leaving Cerulean City, Ash & Co. drop by A.J.'s private training gym. A.J. trains his Pokémon extra hard (and is undefeated in 99 matches). After his 100th win he'll start going for badges. Ash, a little too proud of himself for already acquiring two badges, thinks he'll beat A.J., but gets proven wrong.

9: The School of Hard Knocks

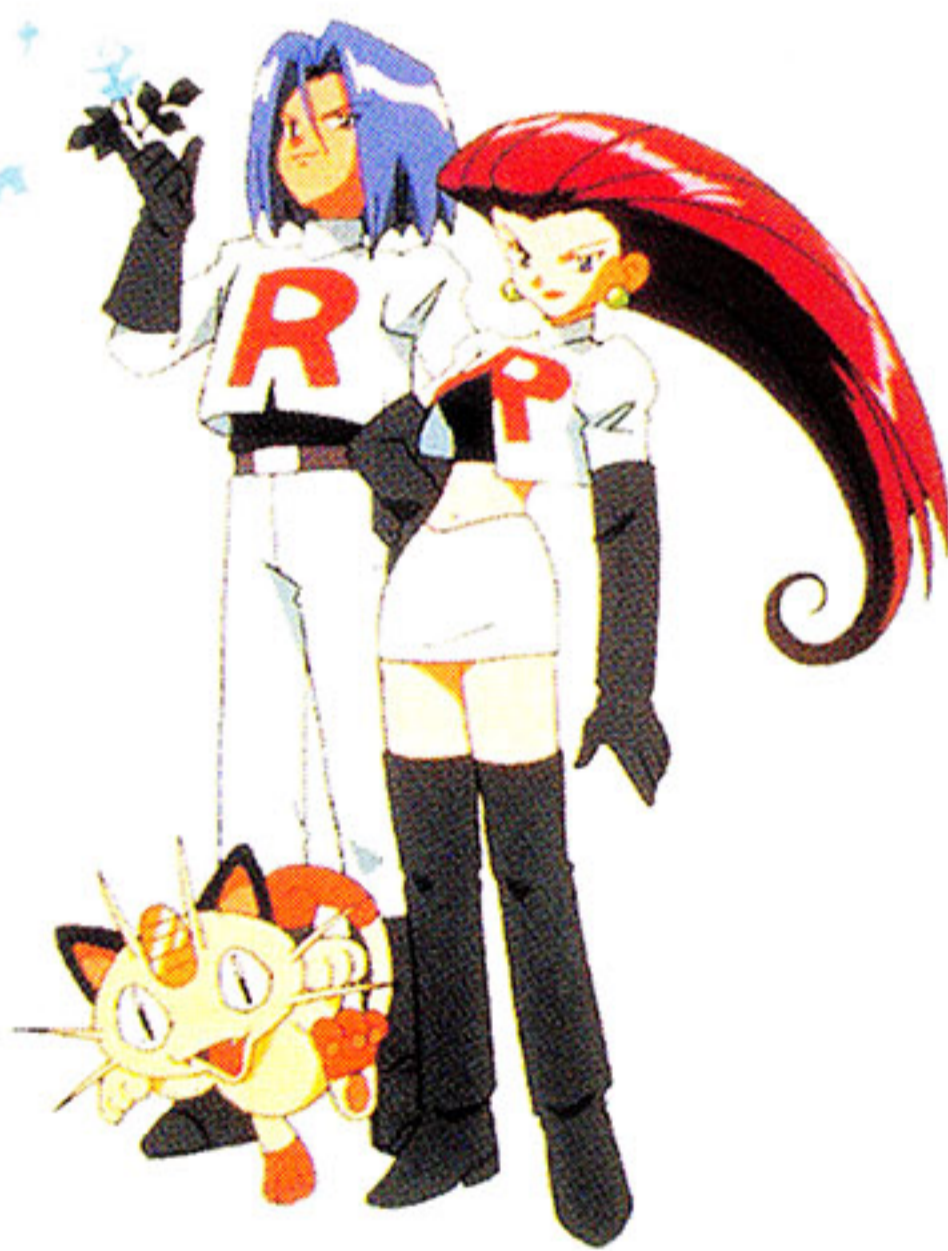
Who's That Pokémon: Cubone

While Ash is learning how to be a Pokémon trainer as he goes along, some actually go to school for it. Ash and Pikachu stumble on a group of Pokémon Tech students picking on a younger student, and our friends stick up for him. Turns out Team Rocket are Pokémon Tech flunkies, too. But Jezelle, the top student at Pokémon Tech challenges them to a match.

10: Bulbasaur and the Hidden Village

Who's That Pokémon: Bulbasaur

Ash, Misty and Brock come across an Oddish while wandering through the forest, and try to capture it. But a Bulbasaur appears and stops them, and the two Pokémon disappear into the woods. After Brock falls into the river, our friends come across a Pokémon rest center, where Melanie nurses injured Pokémon back to health—



The Enemies: Team Rocket blast off at the speed of light! Surrender now, or prepare to fight. Jesse, James and Meowth want to steal Ash's Pikachu and other rare Pokémon so they can get in their boss' favor.

Bulbasaur being their guardian. And, Team Rocket to capture those Pokémon for themselves.

11: Charmander – The Stray Pokémon

Who's That Pokémon: Charmander
Finding a Charmander that is stubbornly waiting for its trainer, our friends stop at a local Pokémon Center to rest and eat. They overhear the Charmander's trainer talking about how he left it out in the forest. As it's raining, there's a danger that Charmander's flame will go out and it'll die. So our friends save it from danger, and it must decide whether to go with them or its old, neglecting trainer.

12: Here Comes The Squirtle Squad

Who's That Pokémon: Squirtle
Our friends meet up with the Squirtle Squad, a gang of prank-playing Squirtles who're terrorizing the local town. Jessie and James strike a deal with the pranksters to help capture Ash's Pikachu. Having captured them successfully, Ash tries to convince them that not all Pokémon trainers or humans are bad. The Squirtles see the light of day and help defeat Team Rocket and a new Pokémon joins Ash's team.

13: Mystery at the Light House

Who's That Pokémon: Crabby
On the way to Vermillion City, Ash & Co. stop at a mysterious light house. There they meet Bill, a researcher studying extinct and rare Pokémon. Bill has been hoping to meet a faraway Pokémon for years, and when it comes to visit the light house, Team Rocket are there to try to capture it. But they only succeed in scaring it away.

14: Electric Shock Showdown

Who's That Pokémon: Raichu
Will Ash evolve Pikachu into a Raichu? That's the dilemma at hand in this episode, when they arrive at Vermillion City. Ash does battle with Lt. Surge, the town's Gym Leader, for a Thunder Badge but Pikachu is defeated. Surge taunts Ash, saying that he should evolve him into the stronger Raichu, but Pikachu's got some attacks that Surge's quickly evolved Raichu doesn't.

15: Battle Aboard the St. Anne

Who's That Pokémon: Raticate
Setting sail on the trainer-filled St. Anne, our friends head toward trouble as the ship's overrun by Team Rocket members who start nabbing everyone's Pokémon. Ash trades Butterfree for a Raticate but starts to regret his choice, and James buys a worthless Magikarp. Ash gets his Butterfree back and the ship begins to sink...

16: Pokémon Shipwreck

Who's That Pokémon: Magikarp
Trapped in the still-sinking ship, our friends use their water Pokémon to escape. Team Rocket's only water-type monster is Magikarp, which helps them to escape. Marooned in the middle of the ocean without food, Team Rocket try to fry up their fishy Pokémon, but kick it off the makeshift

raft after finding out it's all bone. It evolves into Gyarados and exacts some harsh revenge.

17: Island of the Giant Pokémon

Who's That Pokémon: Slowbro
Perhaps the best idea for a Pokémon episode— subtitle what the Pokémon are saying! When our friends and Team Rocket land on an island, they get separated from their Pokémon. They quickly discover that this is no ordinary island, but infested with giant-sized Pokémon. As Pikachu and the rest of the Pokémon try to find their trainers, we find out that the island is really an amusement park.

SKIPPED JAPANESE EPISODE!

18: Holiday at Aopulco

Who's That Pokémon: Obaba
In this episode, Ash and friends find themselves in a sunny summer paradise. After enjoying a boat ride they accidentally smash into a dock, damaging it. The dock's owner isn't too pleased, either, so they offer to help out at his restaurant. Team Rocket steps in, helping to promote a competing restaurant. Discovering they still don't have enough cash to help pay for the damage to the dock, they enter Misty in a Pokémon trainer Swimsuit Competition. Team Rocket—with James in a rubber, pump up suit—and Gary's entourage (Shigeru) compete in it too. There is a flashback to this episode in episode 26 (Hypno's Naptime), which did air in the U.S.

18: Tentacool & Tentacruel

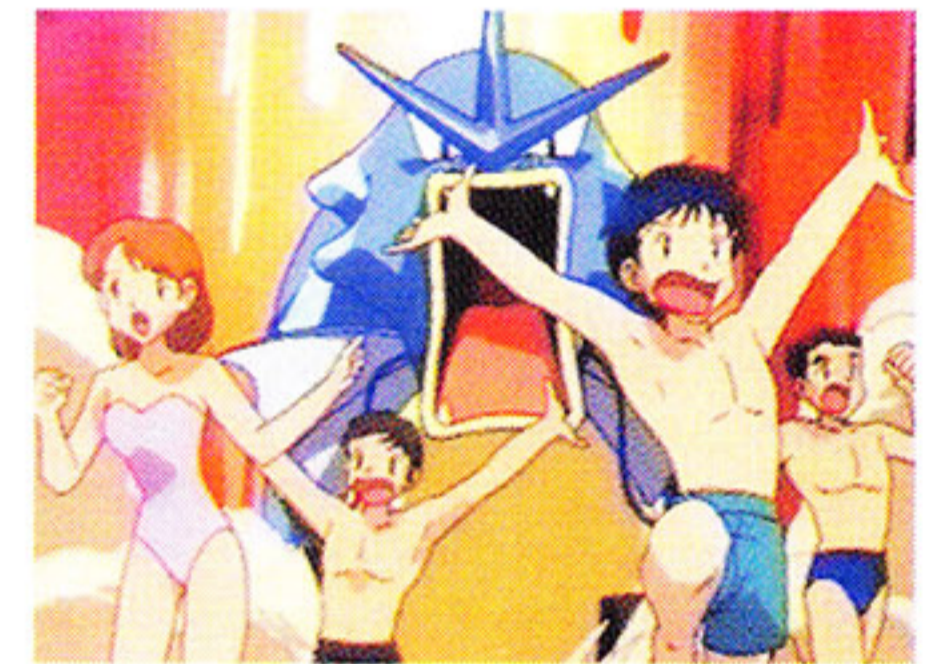
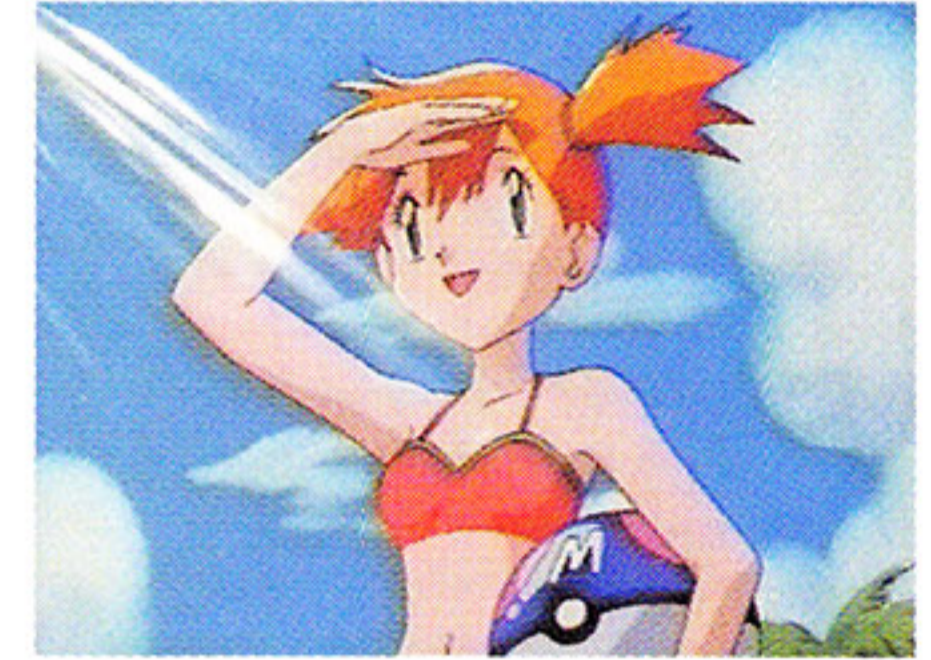
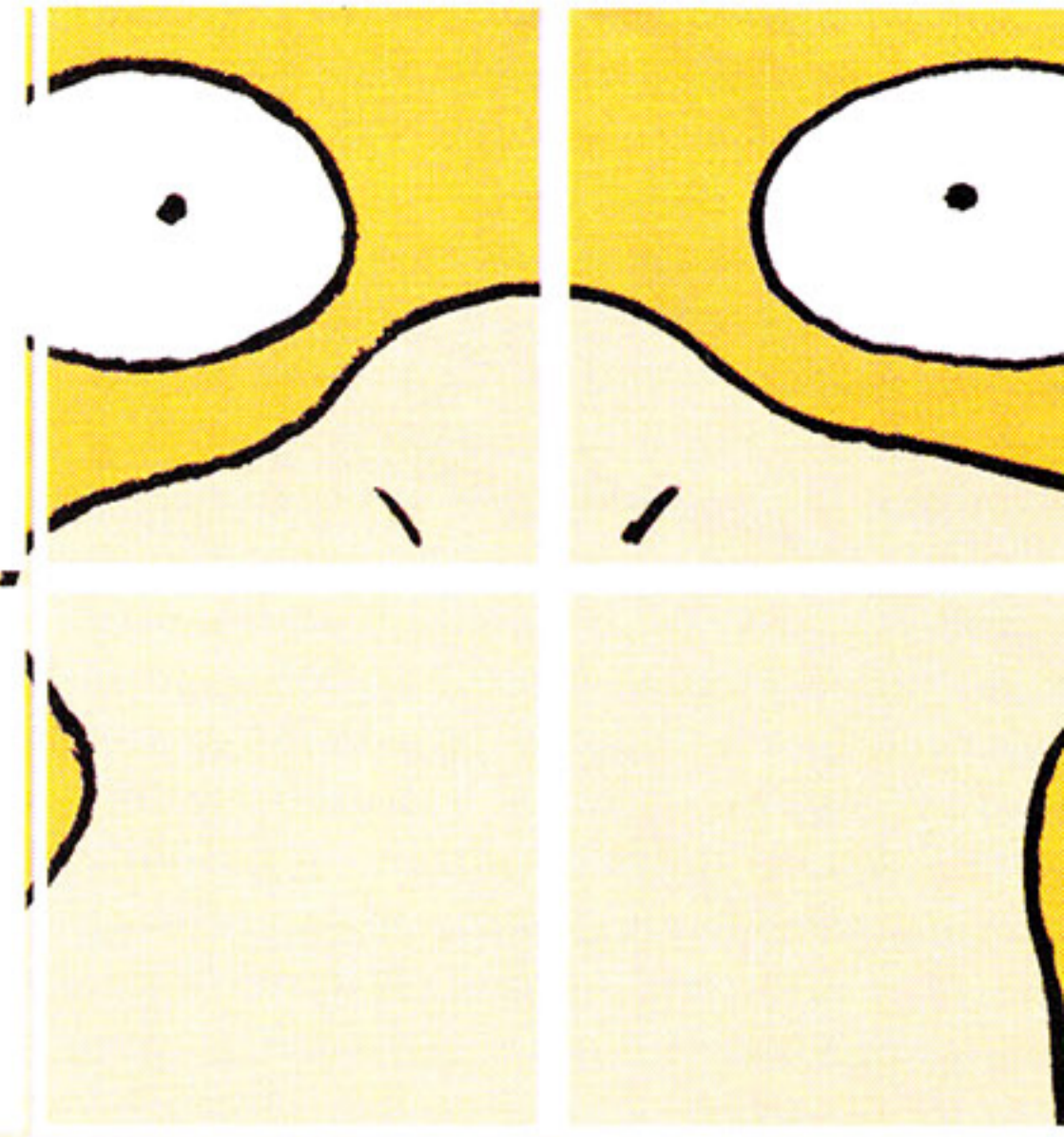
Who's That Pokémon: Horsea
After saving a group of construction workers and a Horsea from imminent doom, our friends find themselves in Porta Vista. There they meet Nastina, who's building an amusement park but having a problem with unruly Tentacool meddling in her plans. She tries to get Ash & Co. to help, but Misty (who likes the water-type Pokémon) refuses to help. Team Rocket, though, isn't against it.

19: The Ghost of Maiden's Peak

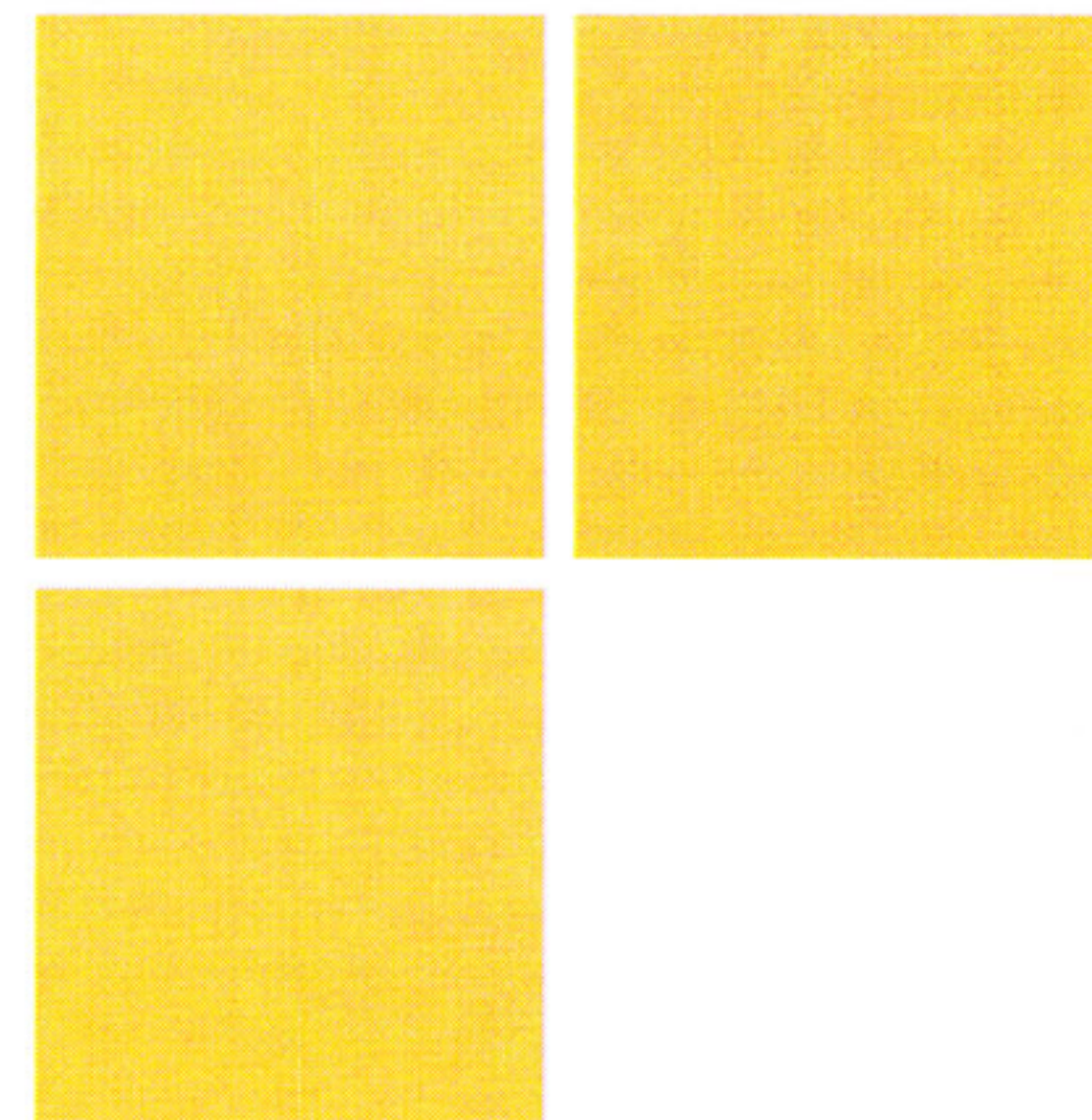
Who's That Pokémon: Gastly
After hearing the legend of a beautiful maiden that hangs out near the seaside, Brock and James begin a fruitless search to find her and capture her heart. The legends turn out to be false when our friends find out that the image of the maiden is just a Gastly. They do battle, but the Gastly retreats as the sun rises.

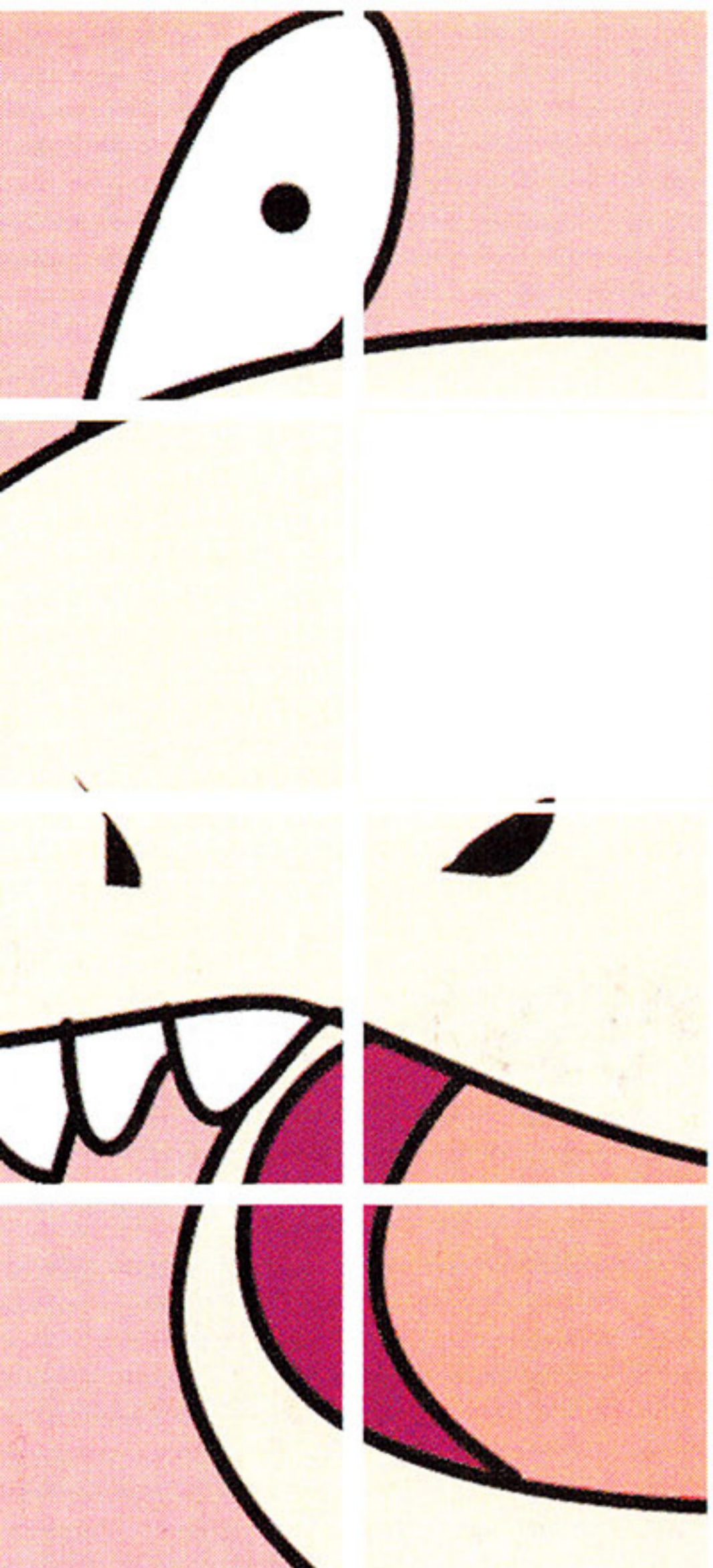
20: Bye Bye Butterfree

Who's That Pokémon: Butterfree
A very heartwarming episode of Pokémon where Ash bids farewell to the first Pokémon that he captured and trained as it evolved. A Butterfree festival gives Ash the chance to let his roam free, and it finds a girlfriend, but is rejected. Ash gives him a little bow to wear, but it doesn't please the girl Butterfree. After Butterfree saves the whole flock of Butterfree from Team Rocket's clutches, she warms up to him.



SKIPPED JAPANESE EPISODE! 18: Holiday at Aopulco





21: Abra and the Psychic Showdown

Who's That Pokémon: Abra
Beating Sabrina, the Saffron City Gym Leader, isn't going to be as easy as Ash thinks. Our three adventurers get shrunk down to miniature size and are used as dolls in Sabrina's dollhouse when Ash loses the match against her. They escape and find out that the only way to beat her is to use a ghost Pokémon in Lavender City.

22: The Tower of Terror

Who's That Pokémon: Gengar
The three arrive at Pokémon Tower to nab a ghost Pokémon so that Ash can defeat Sabrina. Ash, Pikachu and Charmander venture in alone after one ghostly experience scares off Brock and Misty. After a run-in with the ghosts, Ash and Pikachu become ghosts themselves to have some fun. In the end, Ash does get a ghost-type Pokémon. We also get an inkling that Misty might actually care about Ash.

23: Haunter Vs. Kadabra

Who's That Pokémon: Haunter
Ash and Haunter return to the ring against Sabrina, but Haunter deserts Ash when called upon for battle. Brock and Misty are turned into dolls, while Ash escapes. He finds Haunter, and goes back to battle Sabrina, but Haunter deserts again. But Haunter does help Sabrina find her true self, and Ash gets a Marsh Badge in the process.

24: Primeape Goes Bananas

Who's That Pokémon: Primeape
On their way to Celadon City, our adventurers run into a wild Mankey. Determined to get more new Pokémon, Ash tries to capture it, but only ends up making it angry (driving it to steal his Pokémon League Expo Hat). When Team Rocket appear and kick Mankey, it makes him evolve into Primeape—and Ash has to figure out how to beat him.

25: Pokémon Scent-sation

Who's That Pokémon: Gloom
Something smells fishy in Celadon City, and it's Ash! After declaring that he hates perfume, he's banned from battling the Gym Leader (so he can't get the next badge). He teams up with Team Rocket, for the moment, and disguises himself as a girl to get into the Gym. He's soon found out, but still gets to battle the Gym Leader and save the gym from Team Rocket.

26: Hypno's Naptime

Who's That Pokémon: Psyduck
As our friends arrive in Hop Hop Hop Town, Ash is attacked by a Mother who thinks he's her missing son Arnold. They find out that Hypno was making the kids (Misty too!) act like Pokémon, and help them snap out of it after getting rid of Team Rocket. Misty gets Psyduck, too!

27: Pokémon Fashion Flash

Who's That Pokémon: Vulpix

Team Rocket puts their fashion knowledge to use by opening a Pokémon Beauty Salon as a front to steal rare Pokémon. Ash & Co. meet with Susie, a Pokémon breeding expert, and Brock falls in love—asking her to accept him as her pupil. Misty gets kidnapped by Jessie and James, but Ash and Brock battle them and save her. Brock gets Vulpix.

28: The Punchy Pokémon

Who's That Pokémon: Hitmonchan
Our friends come across what they think is a wild Hitmonchan, and Pikachu tries to box it, but gets the bejeezus beaten out of him. They find out Hitmonchan belongs to Anthony, the city's Gym Leader. After promising his daughter that they'll get him to retire from Pokémon training, they enter the P-1 Fighting Pokémon tournament. Ash says goodbye to Primape, for now.

29: Sparks Fly for Magnemite

Who's That Pokémon: Magnemite
As they arrive in the aptly named Gringey City, Pikachu starts losing energy and gets seriously ill. They take him to the city's Pokémon Center, but the power goes out because hordes of Grimer have clogged up the hydroelectric power intakes. Magnemite, attracted to Pikachu for some strange reason, give our friends a helping hand.

30: Dig Those Diglett!

Who's That Pokémon: Diglett
On their way to Fuchsia Gym, our friends stumble upon a Dam Construction Site, who's got a little problem with interfering Diglett. But no Pokémon will battle the Diglett! They discover that the reason is that the Dam is being built on top of Diglett and Dugtrio's homes, Koffing and Ekans evolve into Wheezing and Arbok.

31: The Ninja Poké-Showdown

Who's That Pokémon: Venonat
Ash and friends arrive at Fuchsia Gym by accident as they enter a mysterious house filled with booby traps. As Ash goes for a Soul Badge against Koga, the Gym Leader, Team Rocket bursts onto the scene. Psyduck knocks Team Rocket into orbit in time for Ash and Koga to continue their battle.

32: The Flame Pokémon-athon

Who's That Pokémon: Ponyta
Welcome to the Big P Ranch, where the Laramie family raises fire-type Pokémon in their natural habitat. The group befriends Lara Laramie, whose Ponyta is a contender in her family's festival Pokémon Race. But Dario, a Dodrio trainer, is up to no good. He hires Team Rocket to sabotage Lara. Ash takes her place with Ponyta in the race, but can he avoid Jessie and James' traps and win?

33: The Kangaskhan Kid

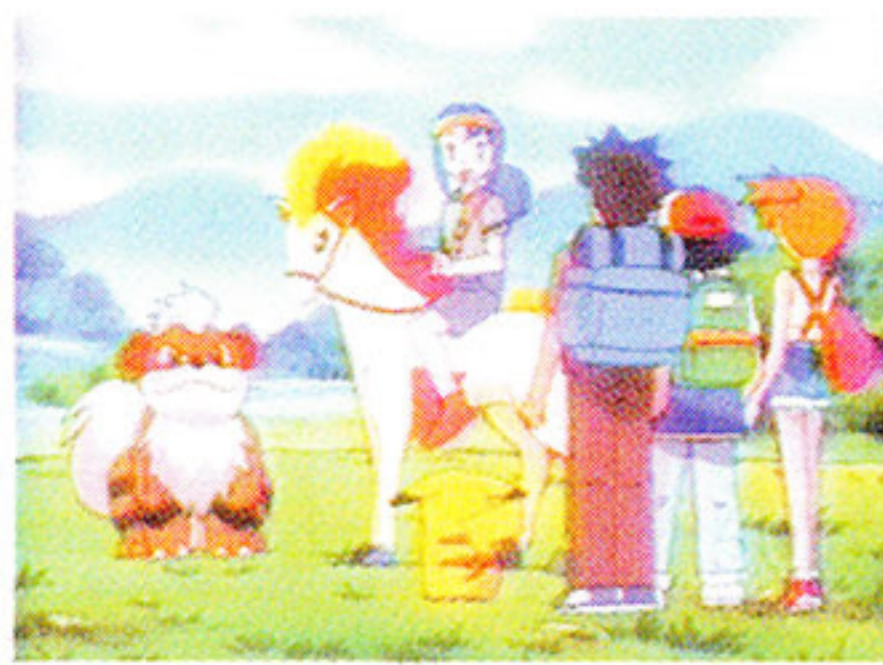
Who's That Pokémon: Kangaskhan
Arriving at the Safari Zone, our friends are apprehended by Officer Jenny, who mistakes them for Pokémon poachers. After explaining that they're in a Pokémon reserve, our friends go with



22: The Tower of Terror



24: Primeape Goes Bananas



32: The Flame Pokémon-athon

her to stop Team Rocket from capturing a herd of Kangaskhan. Tommy, a young boy who was raised by the Kangaskhan, throws a wrench into all their plans (helping to defeat a mechanical Kangaskhan), and Ash reunites him with his parents.

SKIPPED JAPANESE EPISODE!

35: Legend of Dratini

Who's That Pokémon: Dratini

Still in the Safari Zone, the group finds itself at the Warden's house. The Warden's a strange fellow who's just a little trigger-happy (pointing guns at just about everyone). But he did catch a Dratini once, and when Team Rocket finds out about it, they want a piece of that action. They torture him to find out where the Dratini is, and Ash, Misty and Brock arrive just in time to stop them from capturing it.

34: The Bridge Bike Gang

Who's That Pokémon: Cloyster

Finally out of the Safari Zone, they arrive at the bridge to Sunny Town. They can't cross on foot, but Nurse Joy sends them on an errand so they can bike across. They run into a gang of bikers and start battling when Jessie and James (who are infamous biker gang members) show up. Officer Jenny breaks it up, and they continue across the bridge.

35: Ditto's Mysterious Mansion

Who's That Pokémon: Ditto

There's trouble at the House of Imite! Ash and friends stumble upon a mysterious house during a rainstorm, meeting up with Duplica and her Ditto. But her Ditto can't transform into other Pokémon perfectly. That is, until Team Rocket gets ahold of it! Contains one of the funniest moments in the show—the good guys doing their version of the Team Rocket theme.

SKIPPED JAPANESE EPISODE!

38: Electric Soldier Porygon

Who's That Pokémon: Porygon

Our friends get transported into the Pokémon Transfer System to check out a bug, but find Team Rocket's inside up to no good. They're able to vanquish team rocket, ending with the flashing blue and red sequence that gave hundreds of kids seizures in Japan. While one of the better episodes of the show, this one won't be seen again in Japan, but 4Kids Productions does want to translate and edit it to run in the U.S.

SKIPPED JAPANESE EPISODE!

Holiday Special: Jynx's Christmas

Who's That Pokémon: Jynx

This episode was originally supposed to air the week after Electric Soldier Porygon, but, because of the epileptic seizures incident, it never aired on TV (Pokémon was taken off the air for a few months). Jessie is haunted by a memory she has of a Jynx short-changing her on Christmas. She mistakes the Jynx as the real Santa Claus, so she goes on a quest to exact her revenge. Ash and

friends show up at the North Pole just in time to save the real Santa from being nabbed by Team Rocket, and the Jynx send Jessie, James and Meowth flying.

36: Pikachu's Goodbye

Who's That Pokémon: Pikachu

As they're walking through the forest, our friends run across a group of wild Pikachu frolicking. They're scared of Ash and the rest of the group, until Ash's Pikachu saves one of them from a watery grave. Team Rocket shows up and tries to nab them all, but there are some holes in their plan (or their net). Will Ash say goodbye to his Pikachu, leaving him with the pack of wild Pikachu? A new song is debuted in this episode.

37: The Battling Eevee Brothers

Who's That Pokémon: Eevee

After finding an Eevee tied up, our friends travel to Stone Town (known for its evolution stones) to return it to its owner. Mikey, its trainer, can't decide which Pokémon to make his Eevee evolve into—and gets pressure from his brothers (who have three different kinds of Eevee evolutions) to make up his mind. Team Rocket shows up to nab all the evolved Pokémon, but Mikey and his brothers foil their plans.

38: Wake Up Snorlax

Who's That Pokémon: Snorlax

An old man by the side of the road plays the group a song on his Pokéflute, expecting something in return. The town they stop in is running out of food because the river that flows through their town has stopped flowing. They find out that a snoozing Snorlax is the cause of the problem, and after trying everything possible to awaken it—even with Team Rocket's "help"—they get the old man to help them move him and restore the river to normal.

39: Showdown at Dark City

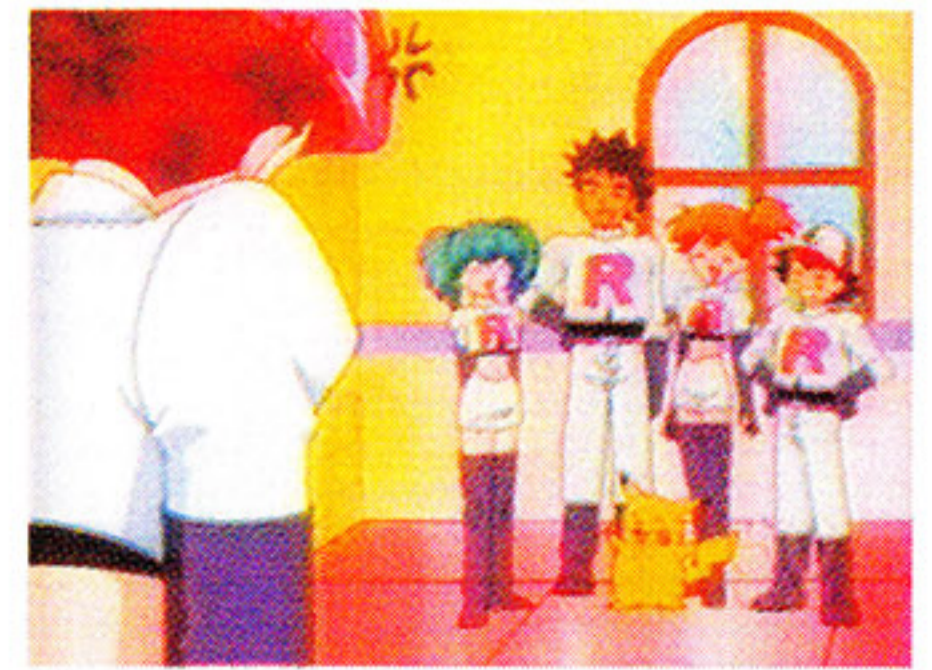
Who's That Pokémon: Scyther

Rival Pokémon trainer gangs? Dark City is terrorized by battling gangs of trainers, the Yaz Gym and the Kaz Gym, who want control of the town's Gym purely for the money to be made. To teach them a lesson, they're covered in ketchup so that their Pokémon (who are enraged by red) turn on them. But that only makes the gangs combine efforts and attack Ash & Co.

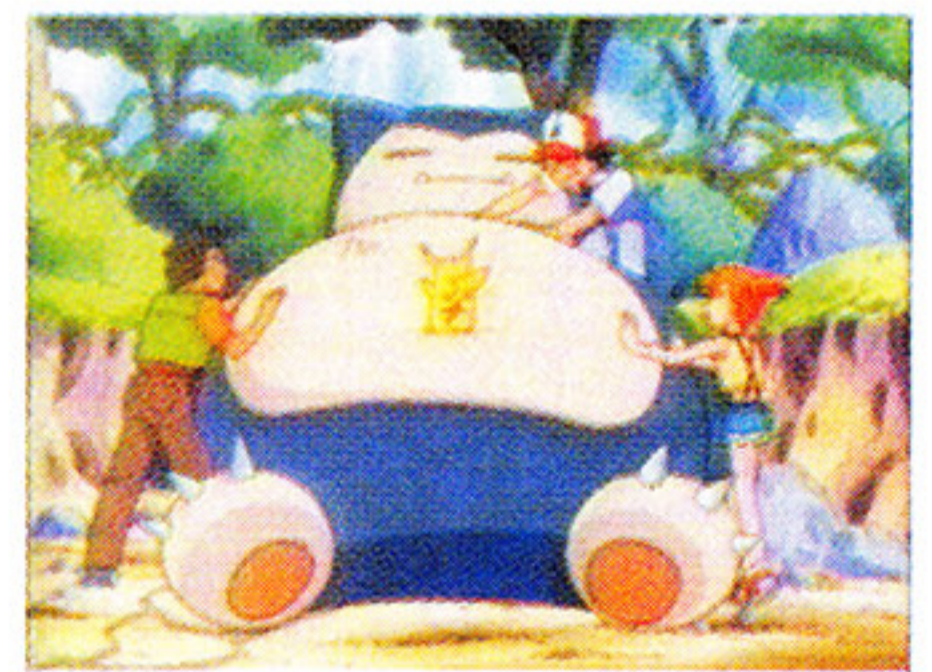
40: March of the Exeggcutor Squad

Who's That Pokémon: Exeggcuter

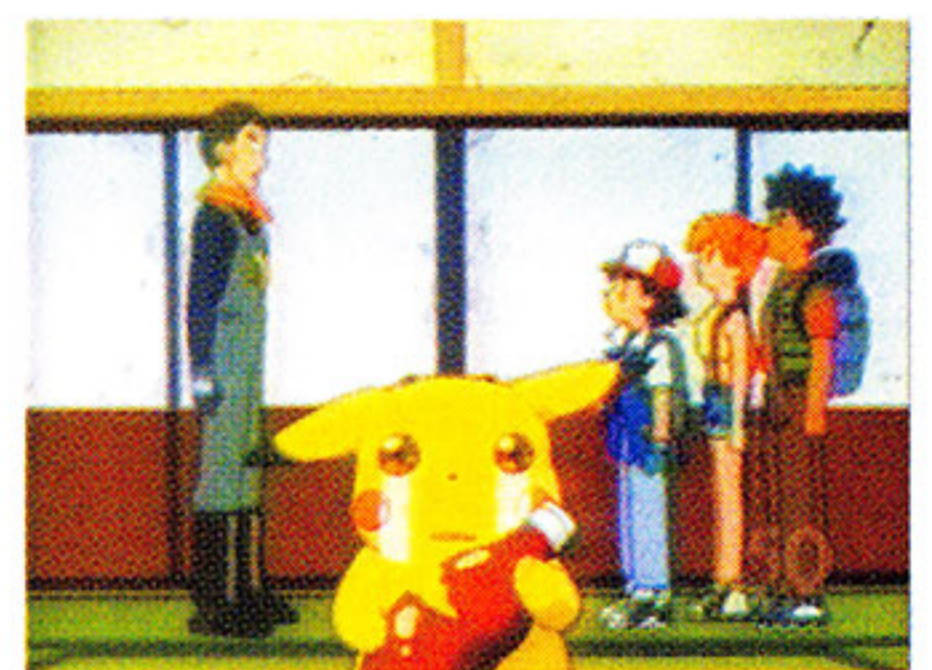
Melvin the Magician's carnival magic act is in serious need of help. After Misty helps him, he shows them his tricks and hypnotizes Ash to make him do his dirty work and capture some Exeggcutor. But things go awry and the Exeggcutor go on a stampede through the carnival. Melvin and Charmander save the day, and Charmander evolves into Charmeleon!



35: Ditto's Mysterious Mansion



38: Wake Up Snorlax



39: Showdown at Dark City

41: The Problem With Paras

Who's That Pokémon: Paras

This is the first episode of Pokémon run on Kids WB. We meet up with Cassandra, a Pokémon good samaritan whose Paras is a real wimp. She wants it to evolve into Parasect so she can make a potion to help Pokémon everywhere. Everyone (even Team Rocket) helps Cassandra meet her goal, but a disobedient Charmeleon makes things difficult.

42: The Song of Jigglypuff

Who's That Pokémon: Jigglypuff

Jigglypuff can't get any respect. Every time it sings its song, it puts people to sleep! When that happens, he likes to draw all over the snoozing audiences' faces. And, this particular Jigglypuff doesn't like Pikachu much, either. Team Rocket tries to harness Jigglypuff's power, but it puts everyone to sleep, no matter how hard they try to stay awake.

43: Attack of the Prehistoric Pokémon

Who's That Pokémon: Kabutops

Our friends take part in the Great Fossil Rush, but end up getting more than they bargained for. They end up accidentally in a cave that's full of prehistoric Pokémon that haven't been seen for millions of years. Aerodactyl takes Ash for a ride, and Charmeleon evolves into Charizard to "help" Ash escape its clutches. And what's this? Ash wakes up to find a mysterious egg...what could it be?

44: A Chansey Operation

Who's That Pokémon: Arbok

After Pikachu chokes on an apple (that's what you get when you eat 'em whole), they rush to get help. Finding no Pokémon Center in the area they're forced to take him to a human hospital. After being taken care of comes word of a big accident which involved many Pokémon. Ash and friends help treat the Pokémon while thwarting Team Rocket's attempts at capturing them.

45: Holy Matrimony!

Who's That Pokémon: Growlithe

If James doesn't marry his fiancée, Jezebel, within 24 hours, he won't collect his inheritance, or so the plot goes. His parents fake their own death to try to trick James into marrying Jezebel (who looks like Jesse). He refuses, turning to his childhood Pokémon friend Growlithe as well as Ash for assistance in fending off the advances of Jezebel.

46: So Near, Yet So Farfetch'd

Who's That Pokémon: Farfetch'd

The trio are all excited after seeing a Farfetch'd in the forest. But things aren't always as they seem, as this Farfetch'd is helping a thief rob trainers of their monsters. He even fools Team Rocket, stealing their Pokémon too. Will they be able to get them all back?

47: Who Gets to Keep Togepi?

Who's That Pokémon: Aerodactyl

Now that they've been carrying around that egg for four episodes, we get to find out what's in it. It's a game of hot potato as our friends and Team Rocket try to be the ones who keep the mysterious egg (and get it to hatch). It hatches into Togepi and after battling for it, Ash wins, but Misty did see it first.

48: Bulbasaur's Mysterious Garden

Who's That Pokémon: Ivysaur

Bulbasaur's bulb starts to glow, indicating that it's about to evolve. As part of its evolution, it makes a pilgrimage to the Mysterious Garden. Ash and friends follow it to a garden filled with other Bulbasaur, Ivysaur and Venusaur. Bulbasaur doesn't want to evolve, and Ash tries to convince the others to accept his choice.

49: Case of the K-9 Caper

Who's That Pokémon: Vileplume

After seeing a Police K-9 trainer in "action," Ash and Pikachu decide to take part in the training too. They fail...miserably. Team Rocket shows up and gasses the place, making everyone's voices change. They then imitate Officer Jenny and Ash to get Growlithe and Pikachu to turn on them. In the end, their Pokémon see through the act and get rid of Team Rocket.

50: Pokémon Papparazzi

Who's That Pokémon: Geodude

The travelers meet up with Todd, a Pokémon photographer hired by Team Rocket—disguised as senior citizens—to "capture" Pikachu. Of course, Team Rocket doesn't understand that he's a photographer. After multiple tries to find Pikachu's natural poses, Team Rocket realizes their mistake, taking matters into their own hands. So the trio becomes a foursome, at least for a little while. If you've played Snap, you'll recognize Todd, who is the star of that game.

51: The Ultimate Test

Who's That Pokémon: Vulpix

Can Ash pass the test to be accepted into the Pokémon League? He thinks so, but it's harder than it looks. Team Rocket takes the test too, and the final exam is a hands-on battle using random Pokémon. James breaks the rules and gets expelled, but Ash does pretty well (before Team Rocket interferes, that is). Maybe collecting the badges would be easier, though, eh?

52: The Breeding Center Secret

Who's That Pokémon: Psyduck

In this episode we meet Butch and Cassidy, two more members of Team Rocket, who are stealing Pokémon under the guise of a Pokémon Breeding Center. Misty leaves Psyduck there, but they discover they need Psyduck (for a change!) and go back to retrieve him, discovering what Butch and Cassidy are up to. This is the last episode of the first season, and is also the episode where Todd leaves the group.

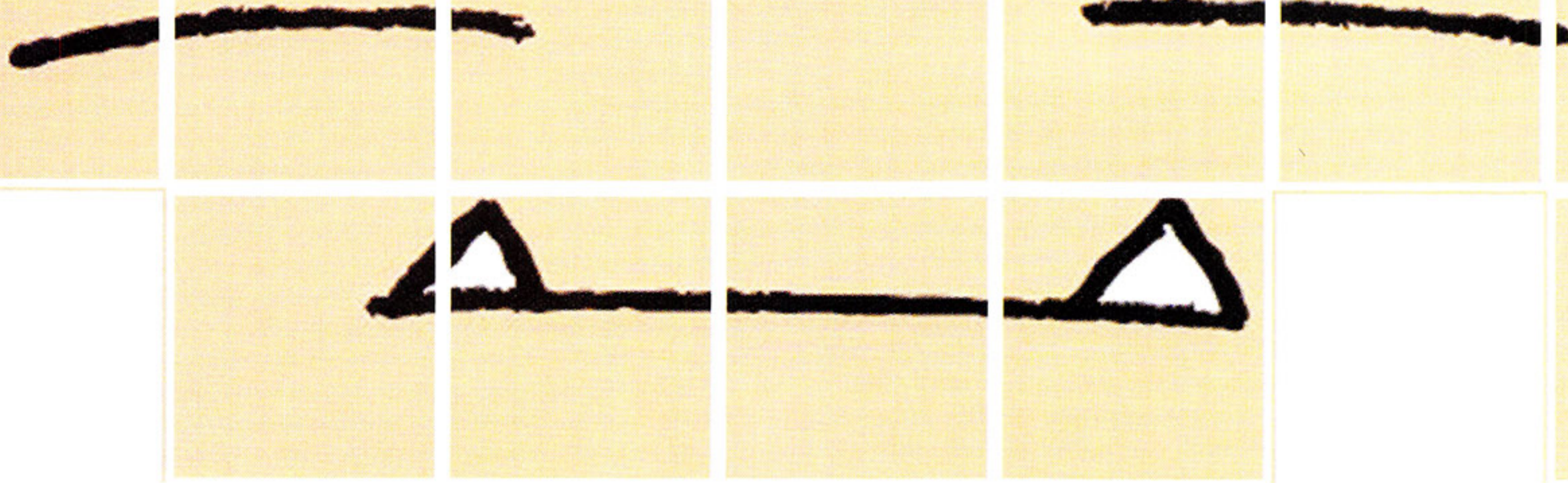


You can see some scenes from the Japanese intro in the American show, but not these. Character names are a bit different, too:

Ash = Satoshi
Misty = Kasumi
Brock = Takeshi
Jesse = Musashi
James = Kojiro



Who's That Pokémon? is also in the Japanese version of the show. Of course, the names of the Pokémon are different.



Poké-Flix

Pokémon: The First Movie

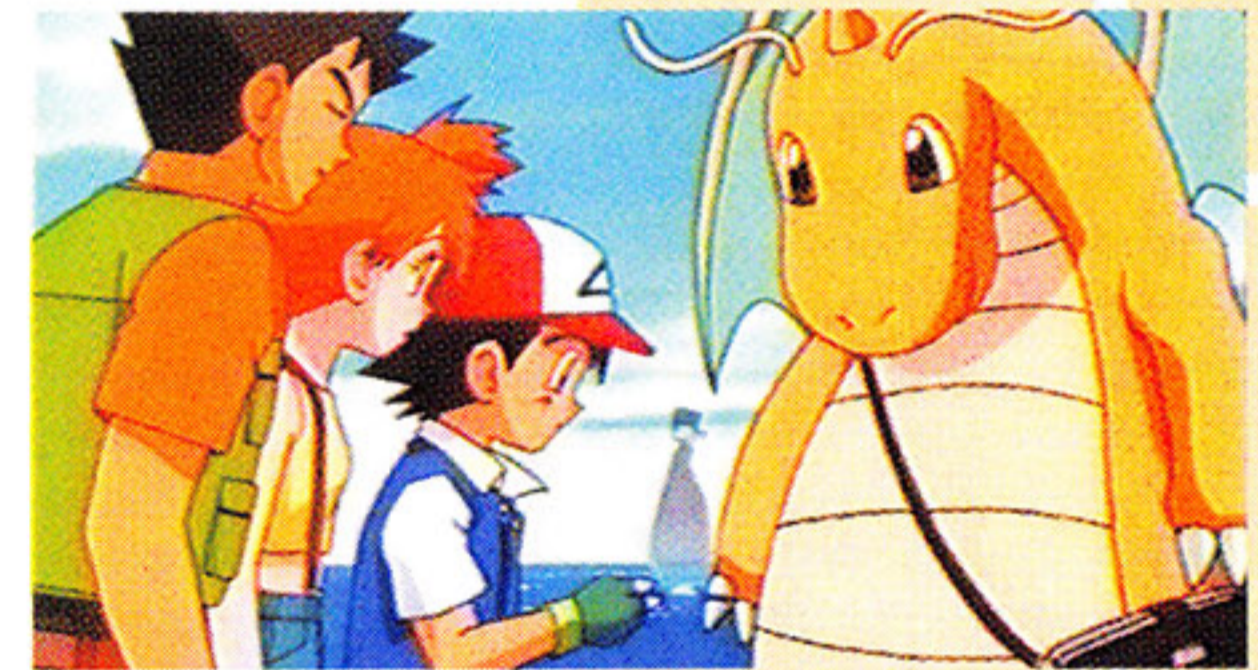
If you've seen Mewtwo in the game, you know that he's one tough customer. This first Pokémon movie, which hit theaters last year on Nov. 12, told the story behind Mewtwo, who was genetically created by scientists as the ultimate rare Pokémon. Things go horribly wrong as Mewtwo goes a little berserk, escaping from his test tube. After some training by the mysterious leader of Team Rocket, he escapes from his binds and flies to a faraway island. He elevates himself a level above Pokémon, who he thinks are only for fighting, and he invites trainers from across the land to come to the island. Little do they know why they're actually being brought to the island. It's a kind of *Enter the Dragon* meets *Goonies*-type movie. Compared to the series itself, *Pokémon: The First Movie* is a much darker, more foreboding flick. It's well-paced and the ending (which we won't spoil in case you still haven't seen it yet) might bring a tear to the eye of the young Poké-fanatic.

This is the first theatrical Pokémon movie, originally released in Japan during the summer of '98. Warner Bros. distributed it in the U.S. and abroad, except in Asia. The music from the original Japanese movie has been completely replaced by all-new music, and the soundtrack album by Atlantic Records is also available.

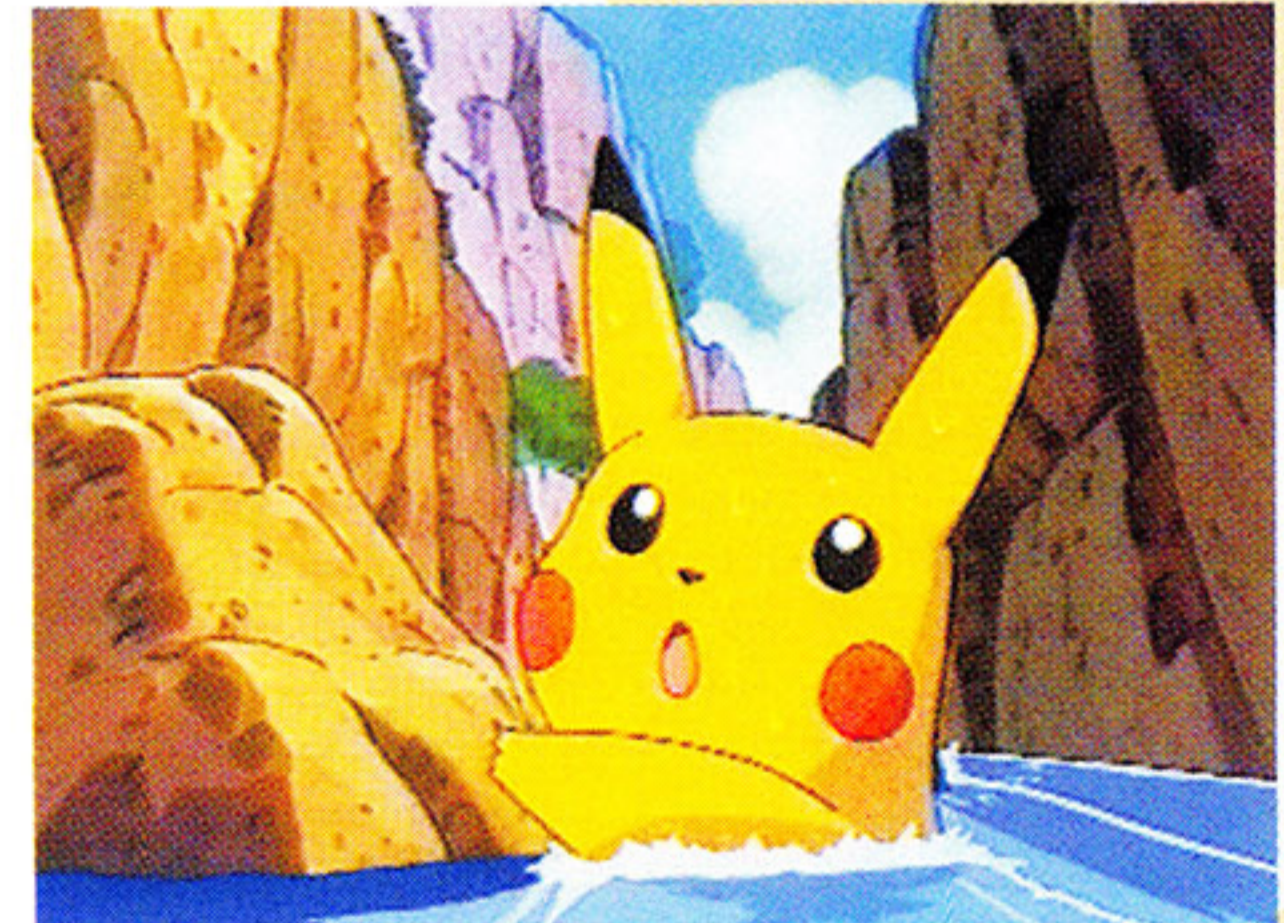
Pikachu's Summer Vacation

Pikachu's Summer Vacation (called *Pikachu no Natsu Yasumi* in Japan) is the 22-minute short film shown before *Pokémon: The First Movie*. It takes place in a Pokémon resort and opens with Pikachu and friends trying to stop Togepi from crying. Of course, things end up going horribly wrong as the good guys have a run-in with a gang of not-so-nice Pokémon: Snubble, Marril, Raichu and Cubone. But they come together in the end to help a Pokémon in need.

Summer Vacation isn't like the rest of the TV series—there's very little dialogue. What's there is mostly Poké-speak—weighing in heavily on the cuteness factor (and when we say heavily, we mean bordering on vomit-inducing cuteness for those uninitiated with the show). Pikachu fans will get the most enjoyment out of it, but it was also the first time U.S. audiences got to see Snubble and Marril, which are both in Pokémon Gold and Silver.



Mewtwo is one badass Pokémon. He invites trainers around the world to his island to prove he's not just a fighting monster.



Pikachu hangs on for dear life after falling into the river in *Pikachu's Summer Vacation*.



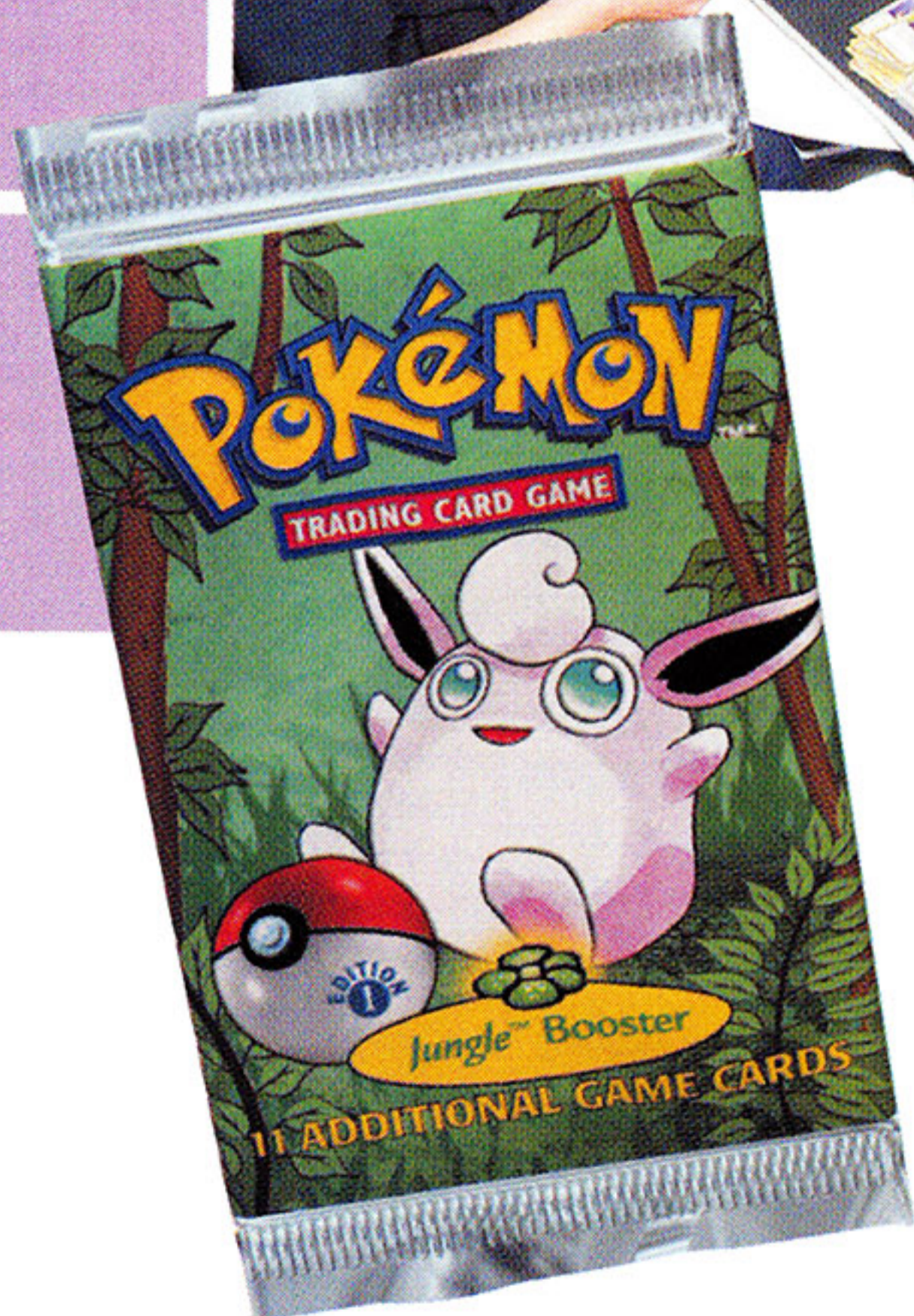
The teaser poster for the U.S. movie (far left), and the new Japanese movies—*Pikachu Tankentai* (Pikachu Explorers, middle) and *Revelations Lugia* (right).

Pokémon Collectible Card Game

A beginner's guide to the other handheld Pokémon game

It didn't take long for Pokémon to catch on in America. But it wasn't until the Pokémon collectible card game, imported from Japan by Magic: The Gathering publisher Wizards of the Coast (now owned by Hasbro) that the fad became a phenomenon. Since its debut in spring 1999, sales of the Pokémon CCG have been nothing short of astonishing, consistently outselling

almost every other product in the American "toys and games" category. In fact, December's sales stats showed Pokémon Booster Packs placing third behind Mattel's ever-popular Hot Wheels line in units sold. That's Pika power. What's become a national obsession for kids has become a national headache for parents and teachers. Many schools have banned the cards, calling them a disruptive nuisance. A group of lawyers even filed a (rather dubious) class-action suit against the CCG, charging that the game is a form of illegal gambling. But those setbacks have hardly halted the Pokémon onslaught—far from it. Here's a brief overview for you rookies who think you have what it takes to be a Pokémon master.





Know your card types! Here's examples of three types of cards (from left to right): Pokémon (Zubat), Energy and Trainer cards.

THE BASICS

The game is basically a playing-card representation of the standard Pokémon plot: You're a trainer collecting as many Pokémon as possible, battling other trainers to prove your mettle and become the "very best." Advanced trainers can go on to challenge gym leaders, possessors of the precious badges all trainers must obtain before entering competition in the prestigious Pokémon League.

The card game follows the established Pokémon battle rules, as well. Trainers square off one on one, each sending one monster into battle where it either wins or perishes (but don't worry, the game literature is quick to point out that the poor Pokémon don't die, they're just knocked out of competition). Trainers also have the option of calling their bruised and battered Pokémon back in mid-battle and sending out a fresh combatant. The experience gained in these tussles pays off for the Pokémon, which can evolve into more powerful forms the more they fight. Plucky little Charmander evolves into the tougher Charmeleon, which evolves into king butt-kicker Charizard, for example.

GAMEPLAY

There are four different kinds of cards: Pokémon cards, which combat your opponent's Pokémon; Energy cards, which are played on Pokémon cards to power their attacks; Evolution cards, which turn them into bigger and badder Pokémon; and Trainer cards, which can perform many different tasks. At the start of the game, you lay out six Prize cards. Then you and your opponent each send a Pokémon into battle. Battles are won by inflicting enough damage points on your opponent's combatant. Since each Pokémon has different attacks and can take different amounts of damage, the strategy comes from knowing which Pokémon to play, when to call them back and when to evolve them. How do you win the whole shebang? When you've either taken all six of your Prize cards (you claim a Prize card each time you've knocked one of your opponent's Pokémon out of competition), when your opponent is out of Pokémon, or when your opponent is out of cards at the start of his turn.

Deck Strategy Q & A:

Q: What's a good balance of Pokémon/energy cards?

A: You'll want 22-26 energy cards in your 60-card deck, depending on how big your Pokémon get. If you mostly use low-power pip-squeaks, you can get by with less; with the honkin' big evolvers, you'll need a bit more horsepower.

Q: Can I build a deck using only one type of Pokémon? After all, if I only have one type of energy in my deck, I never have to worry about getting a bad hand.

A: Because of weakness, you're better off building a deck with at least two different types of Pokémon. Having a mix means you'll always have a critter who can defend against an attacking Pokémon.

Q: Are there cards that can go into every deck I build?

A: Heck, yeah. Professor Oak and Bill—which let you draw up to seven and two cards respectively—are the best trainer cards in the game. Energy Removal, which blows away an energy from an opposing Pokémon, is essential for defensive play.

Q: What's the best Pokémon to start with?

A: Chansey is a fantastic defensive choice thanks to its buff 120 HP and scrunch ability, and since it's colorless it works in every deck. For a more explosive punch, try Hitmonchan, Nidoran (Male) or Electabuzz.

Q: I'm all set to kill my opponent's active Pokémon turn. Is there ever a reason I wouldn't want to?

A: If killing an enemy Pokémon will let you win the game, go for it. But if he's got a big bruiser on the bench, you might prefer keeping a weenie alive and knocking you for 10 each turn to seeing his stage 2 critter whale on you for 50.

—Paul Sudlow



Pikachu and Raichu are two great Pokémon to have in your deck.

BASIC DECK STRATEGY

Who's everyone's favorite Pokémon? Pikachu, of course! Here's a good Pikachu deck, and how to win using the world's most famous electric mouse.

POKÉMON	TRAINERS	ENERGY
4 Pikachu (Jungle version)	3 Gust of Wind	11 Lightning
3 Raichu	3 Scoop Up	7 Psychic
3 Electabuzz	3 Energy Removal	4 Double Colorless
2 Mr. Mime	3 Switch	
2 Mewtwo	3 Bill	
4 Jynx	2 Professor Oak	
3 Magnemite		
STARTING LINEUP		
Pikachu	Energy Removal	Double Colorless
Mr. Mime	Professor Oak	Lightning
Raichu		



THE WINNING FORMULA

Strike fast and carry a big shield! With this combo, you're able to inflict damage with blurring speed—that's good. You're also able to ward off your opponent's offense—that's better. Mr. Mime can shrug off most of your enemy's big attacks, and Raichu's a good defensive Pokémon too. But don't spend all your time ducking—use Mewtwo to get medieval on 'em. And with so many charge-packing Pikachu and Raichu on your side, your opponent's dead meat if he or she dares to field a Water deck. Electricity and water, y'know.

BUT BE CAREFUL!

Sometimes waiting for your Pokémon to evolve can give your opponent an opening. Make sure you start attacking as soon as humanly possible!

GENERALLY SPEAKING

What are the most important things to remember when creating your first deck?

1. Always have more of the basic form for evolutions. Sure, it's exciting to pack a deck with Charizard, but you'll never get to use 'em if you don't have enough Charmander and Charmeleon to evolve! A good general rule is four basics and two evolutions.
2. Stock enough energy! Try to keep between 22-26 energy cards in every deck, because without them, even the best Pokémon won't be able to lift a finger.
3. Watch your weaknesses. Fielding a deck made of only one color (Pokémon type) gives you a giant Achilles' heel. It's always better to diversify, otherwise your opponent has a good chance of clobbering you.
4. Don't forget Professor Oak! Sure, he's old and boring, but he's also the most valuable card you can have, with his Pokémon-swapping abilities. Make sure you keep at least two in every deck.

BREAK THE BANK

In gaming circles, some cards are referred to as "broken" cards, meaning they're so great, having them in your deck is almost an unfair advantage.

For example, Mr. Mime is a tremendous card—it repels big attacks from your opponent's heaviest hitters. Hitmonchan is a fantastic offensive card with few weaknesses. What happens if you find yourself up against these killer cards? Pinsir (with its Irongrip attack) can put the serious smack down on Mr. Mime, while Confusion attacks work well against Hitmonchan (as well as other Pokémon with no evolutions). And remember, all's fair in love, war and Pokémon.

CARD SHARKS

One of the reasons the Pokémon CCG continues to challenge gamers is the massive amount of different cards available, some of them quite rare. It's not as simple as going to the store and buying the cards you want—you've gotta buy packs and booster sets and no matter how much money you spend, you still can't always find what you're looking for! Here's a brief rundown of what the ambitious Pokémon collector is up against:

- The Basic Set is 102 cards.
- The Jungle Set was the first addition, consisting of 64 cards (U.S.) and 48 cards (Japan).
- The Fossil Set was the next, very powerful, addition, comprised of 62 cards (U.S.) and 48 cards (Japan).
- The Team Rocket Set was next. It was 64 cards.
- Gym Leaders (Decks 1-4) were 64-card preconstructed decks, meaning you knew just what you were getting. It was followed by...
- Gym Leaders (Decks 5-6) which were also 64-card preconstructed decks. Most of the cards in these decks were also available in Gym Leaders I and II, which were booster packs.
- Vending Machine cards were available only in—you guessed it—vending machines, and only in Japan! There are 124 of these cards.
- Southern Islands was the next booster set, consisting of 18 cards.
- Promo cards now number 82, and are often quite difficult to track down.



Mr. Mime is one of the best defensive cards around.

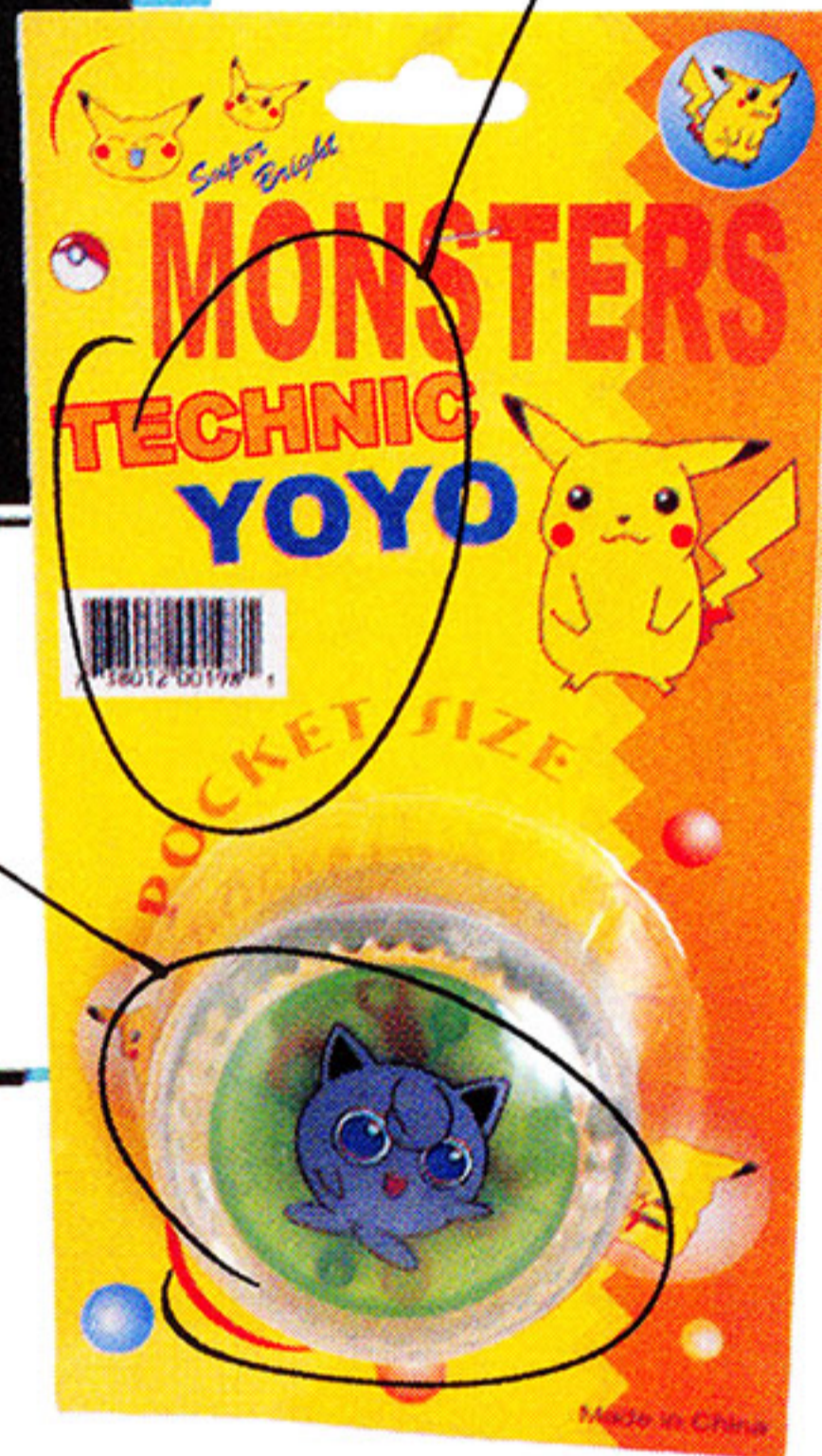
Find the Fake

Look for These Warning Signs to Avoid Counterfeit Poké-Goods

sloppy, blurry text

No official Nintendo or Pokémon Logo

Pokémon is the wrong color



Poké-Banned

The Dark Side of Pikachu

There are people who don't like Pokémon, and then there are people who really don't like Pokémon.

Sometimes they even make headlines. Mark Juvera, a children's pastor at Grace Fellowship Church in Colorado Springs, Colo., nabbed national attention in August when he took a sword and soldering iron to Pokémon merchandise in front of dozens of kids during one of his church services. While he says the whole thing's been blown out of proportion (newspaper reports claim he used a blowtorch to incinerate trading cards, when he really just singed them with the iron), Juvera readily admits to bringing his wrath down on Pokémon. "We do have a sword, which is symbolic of the word of God," he told us, "and we struck a stuffed animal—that Pikachu guy—with it. The sword isn't sharp, and since Pikachu is soft, we didn't cut it. We only struck it one time and then ripped it apart so no one could take it from the trash."

Juvera said he gave little thought to Pokémon (his 9-year-old son had even

amassed more than \$400 worth of games and toys) until he read an e-mail on the evils of Pikachu and his ilk. "I learned it can be a stepping stone toward other role-playing games like Magic the Gathering," he said. "And I saw that one of the videos is titled 'Psychic Friends.' When it starts talking about the ability to use psychic power, magic and things like that, well, all that's totally opposite of what we Christians believe."

Juvera's son has stopped playing with Pokémon, and the pastor thinks he has other kids thinking twice about the pocket monster craze, too. "I had one girl in the service tell me that they're not allowing Pokémon in her public school anymore."

In fact, several schools across the country have banned Pokémon cards and the Game Boy games. They're too distracting, say some teachers, while others fear that bigger kids are bullying younger ones into unfair Pokémon trades.

Cripes—and we thought it was bad when they just took our lunch money.

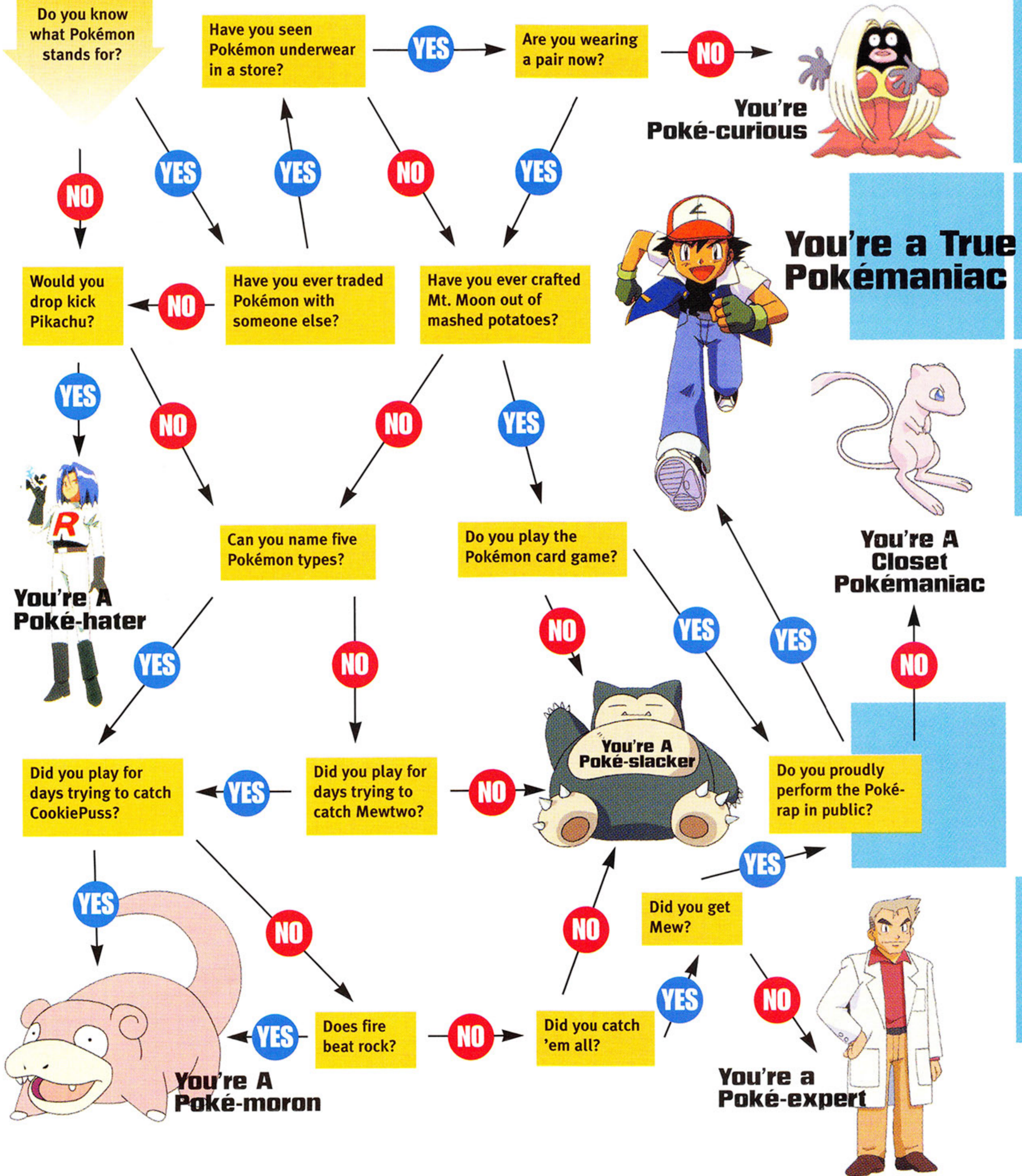


Are You A Pokémaniac?

Take This Test of Your Poké-Aptitude

Start Here

Do you know what Pokémon stands for?



POKÉMON GOLD & SILVER

Publisher: Nintendo

Developer: Game Freak

Release Date: September 2000

Web Address: www.nintendo.com

Welcome back to the world of Pokémon! More than three years after the original Japanese release of Pokémon Red and Green, the first true sequels to the original Pokémon games have arrived. Pokémon Gold and Silver, the dual editions of “Pokémon 2,” build on the solid gameplay that made Pokémon a smash hit worldwide.

The basic premise is the same—once again you’ll help a spunky, cap-wearing young Pokémon trainer rise to greatness, gather Pokémon data for a professor and thwart the attempts of an insidious rival. While the story is basically the same, Game Freak has built a huge new world to explore and added a slew of new features to the gameplay to make Pokémon Gold and Silver more than the originals.

OTACHI BY DAY, HO HO BY NIGHT

The most noticeable edition to Pokémon Gold and Silver is the addition of time. Thanks to a built-in chronometer, Pokémon Gold and Silver reflect the time in the real world...or at least a simplified version of it. Each day is divided into three parts—morning, midday



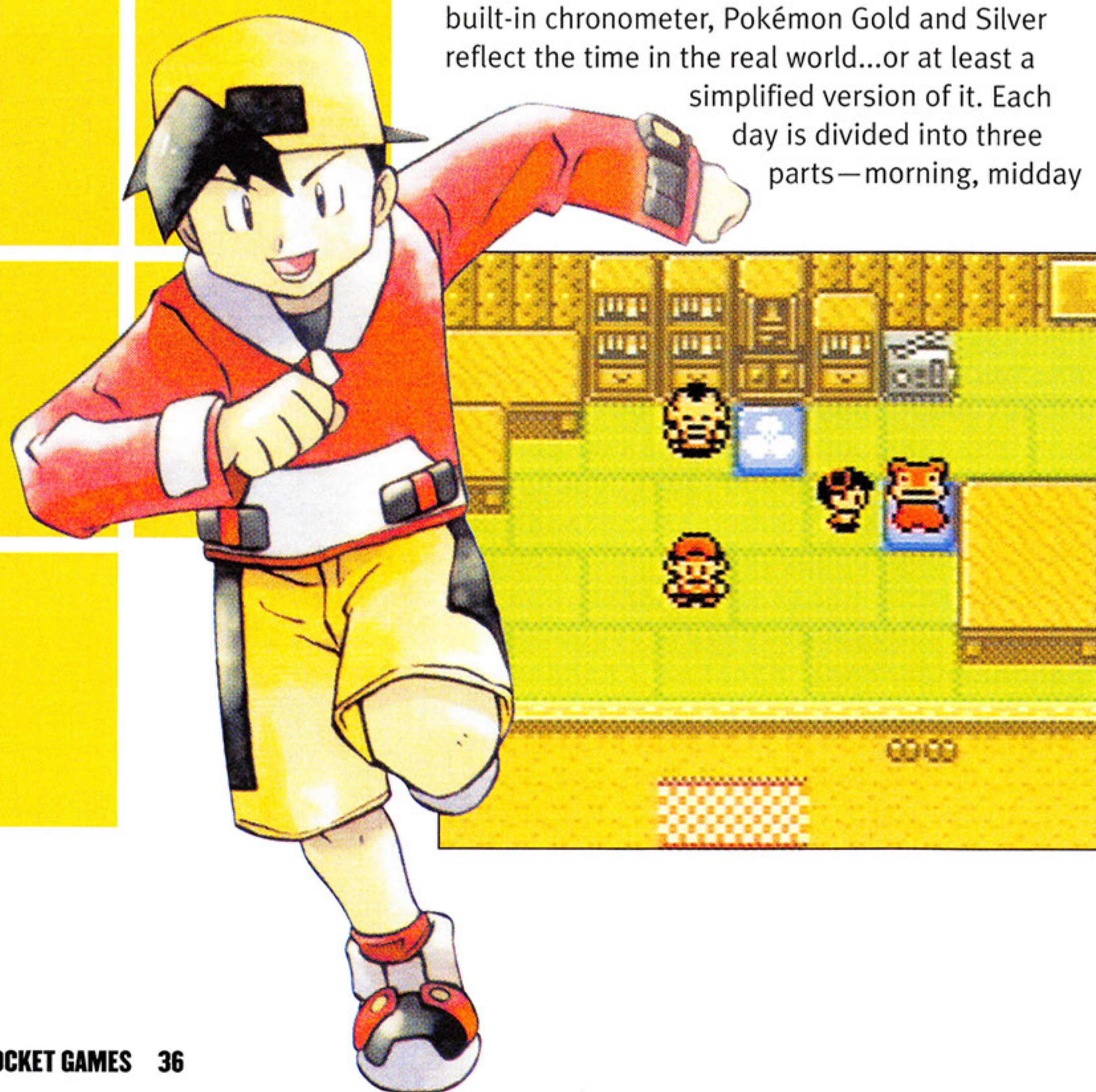
Gold and Silver feature 100 new Pokémon to train, including the male Ladyba (on left) and Otachi, pictured above.

and night. The time of the day affects what Pokémon are hiding in the grass. For example, in Pokémon Gold, Route 29 is teeming with Otachi during the morning and midday, but not a single one lurks at night: In their place the owl-like Ho Ho roam. Additionally, certain events occur after a certain amount of time, from the hatching of eggs to the forging of Poké Balls. (More on that later.)

Not only do hours pass, but also days. Different days of the week have different events associated with them: For example, on Friday you might get a free TM item from a girl named Kaneko. Every Tuesday the Bug Park has a bug-catching contest. Also, fruit trees scattered throughout the world regenerate fruit on a daily basis, providing an unlimited source of useful healing items. These are just some of the day-dependent events, events that are sure to make no two players’ Gold and Silver experiences the same.

EVOLUTIONARY EXPLOSION

Not that the game does anything to explain it, but out of nowhere 100 new Pokémon have suddenly appeared. While the requisite cuteness





is there, some of the new Pokémon are downright weird—for example one named ‘Tsubotsubo’ looks like a sock puppet inside a holey rock and ‘Kirinriki’ is a giraffe with a pirhana’s head growing from its backside. Not that this weirdness is a bad thing—the new Pokémon, for the most part, have even more character and originality than the very animal-centric monsters of the original games.

With 100 new Pokémon, there were bound to be a few new Pokémon types—two new ones, to be exact. Strong against many and only weak against the otherwise harmless Bug-type Pokémon, Psychic-type monsters reigned supreme in the original games. To bring some balance back into the world and slow the proliferation of Psychic Pokémon in battles, Game Freak has introduced Steel- and Dark-type Pokémon. Steel Pokémon are powerful, resilient and shiny. While Steel-type attacks won’t do more damage than usual against Psychic Pokémon, their metallic hides easily deflect mental assaults. Dark Pokémon are not only protected from Psychic attacks, but their Dark attacks are critically damaging to Psychic Pokémon. Additionally, these two new Pokémon make previously neglected types more useful. Fire and Ground-type attacks are strong against Steel Pokémon, Fighting-type attacks are strong against both Steel and Dark Pokémon, and, finally, Bug-type attacks are strong against Dark Pokémon.

Adding to the variety, each Pokémon now also comes in male and female varieties. While the two genders look the same, each develops differently than



POKÉMON PIKACHU COLOR

Where would we all be without Pikachu constantly at our sides? The little yellow mouse that put Pokémon on the map is once again counting your steps, but this time there’s an actual point to it.

Like the original Pokémon Pikachu, the central point of the Pokémon Pikachu Color is to walk. For roughly every 20 steps taken, the little device rewards the player with 1 Watt, a small amount of electricity on which Pikachu can munch. Watts can also be earned by means other than gettin’ to steppin’—Pikachu Color contains a mini-game by which players can multiply their Watts. At 5 Watts a play you can play a game of High-Low with Pikachu, a far more entertaining and profitable diversion than the completely random slot machine in the original pedometer.

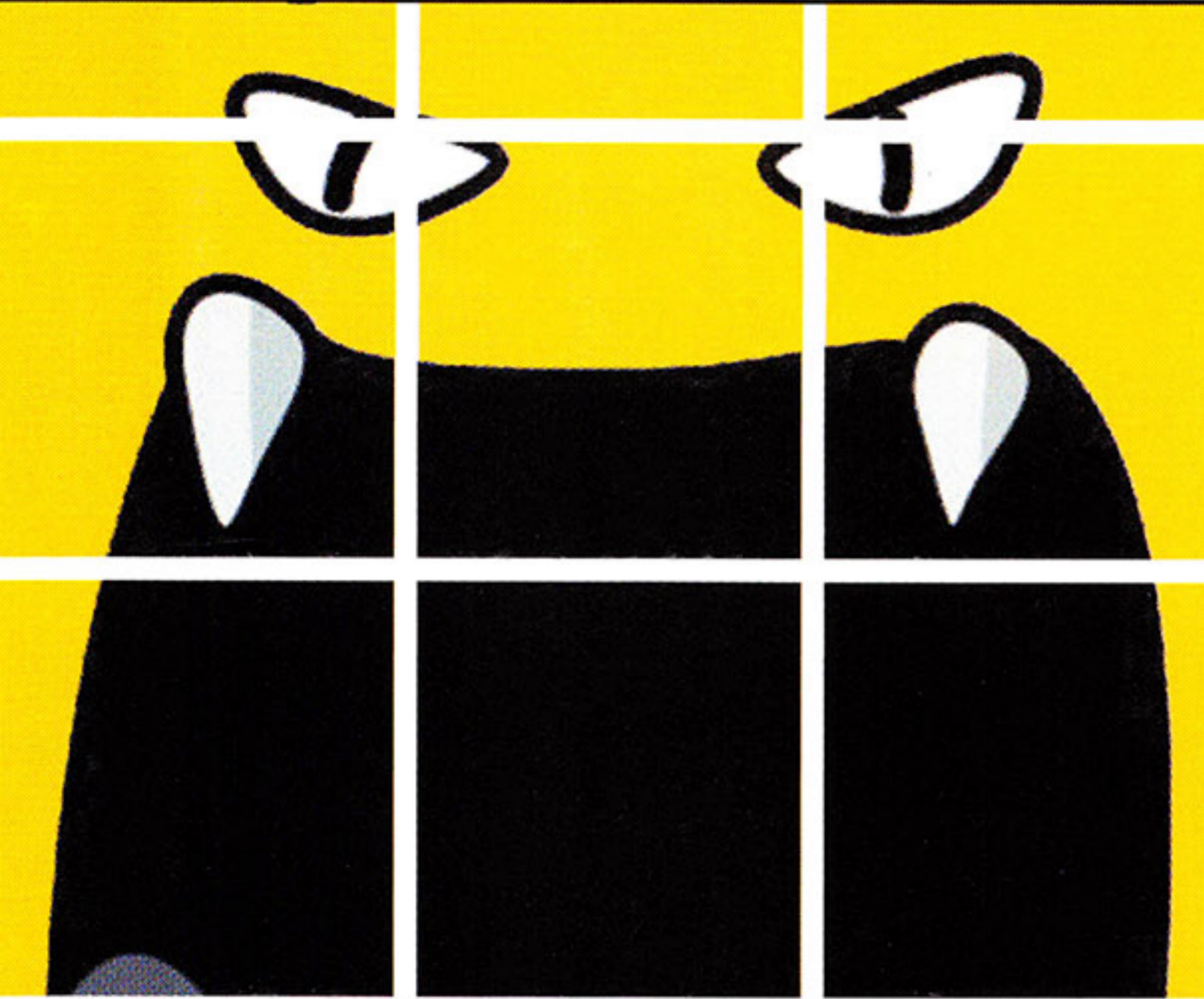
So what other differences does the new Pocket Pikachu offer over the old model? First, Pikachu is far more fickle—you’ll need to feed him Watts-a-plenty to even dent his mood. While this does extend the playtime, it does feel a tad artificial. The second new feature uses those same Watts that Pikachu loves to eat. At the top of the device is an Infrared port similar to that on your Game Boy Color. After advancing sufficiently in Pokémon Gold and Silver, a new option will appear on the starting menu—“Mysterious Present.” Using this option, you can transform Watts into rare and useful items within the Game Boy Pokémon games. This feature alone is cool enough to make you clip the Pikachu Color to your belt every morning.



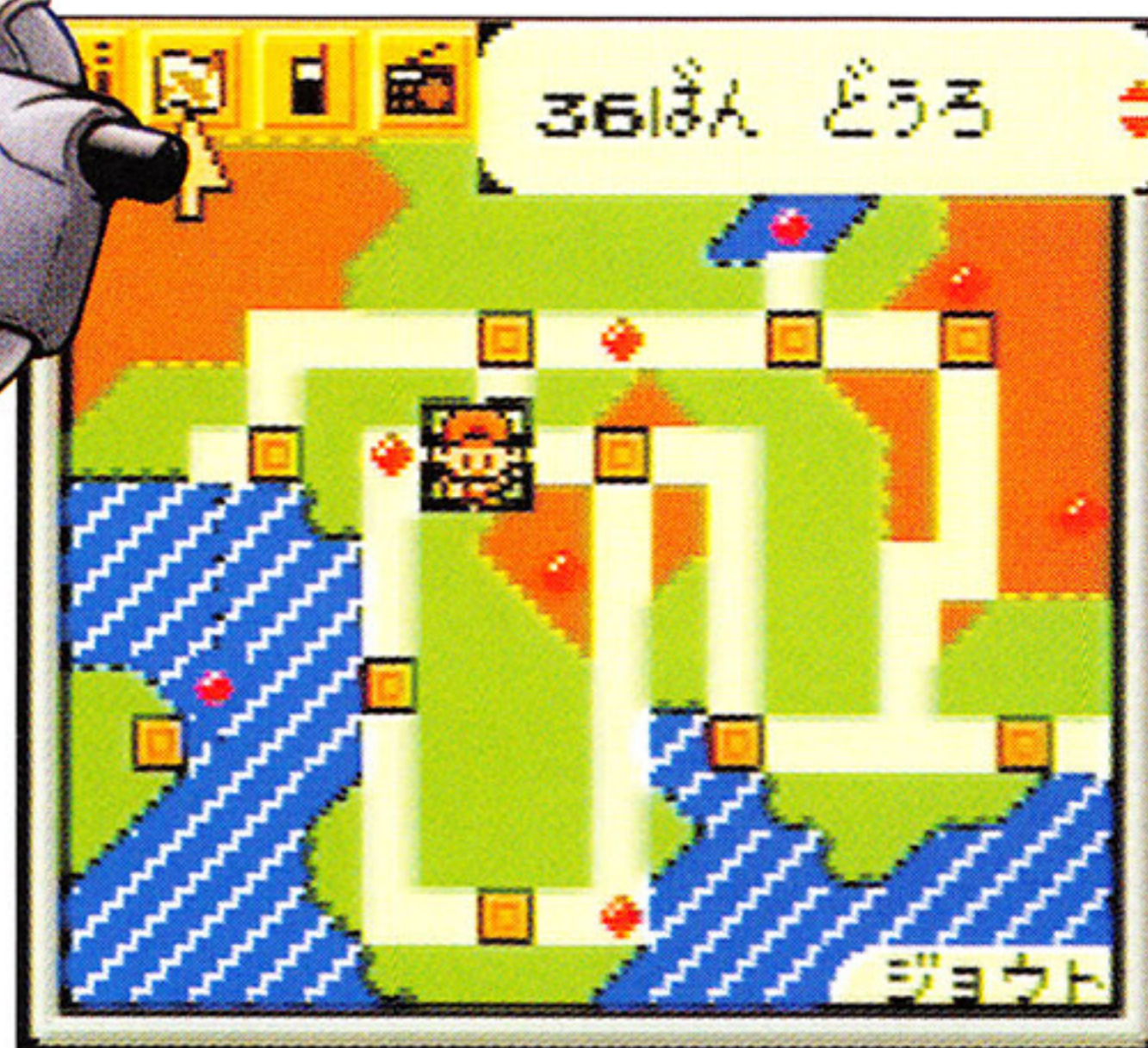
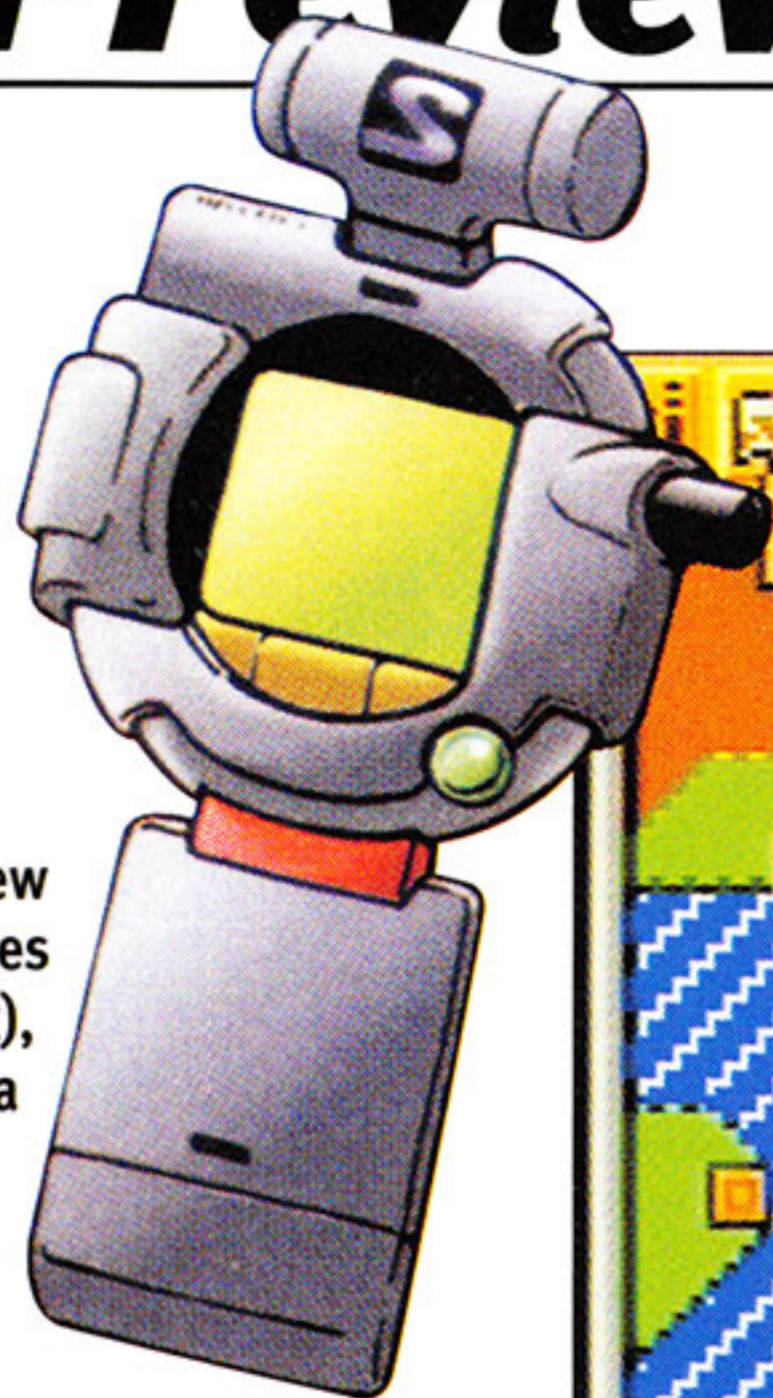
REAL TIME

Time passes in the game just as it does in real life. Different Pokémon appear in the morning, day and night. Catch ‘em all 24 hours a day!





The awesome new Pokégear includes a town map (left), radio, and even a cell phone.



the other. Male Pokémon are slightly better at dishing out raw damage—their attack rating is higher. Female Pokémon, on the other hand, edge out male Pokémon in Defense, Special Attack and Speed. While the differences may seem minor, even small statistical differences can change the whole course of a battle.

THE SPEAROWS AND THE BEEDRILLS...

The addition of male and female Pokémon is more important than you might think. If you leave male and female Pokémon of the same type at the day care center you'll be rewarded with a nice, big Pokémon egg (apparently no species of Pokémon is live-bearing).

Oh, and don't throw away your old Red, Blue and Yellow carts—a few of the new Pokémon can only be captured by breeding or evolving Pokémon imported from the first set of Pokémon games—like the adorable Pichu, who you can get from breeding two Pichus. In addition to getting new Pokémon, breeding Pokémon can lead to stronger monsters. For example, a baby Magmar is Level 5 at birth. The lowest level

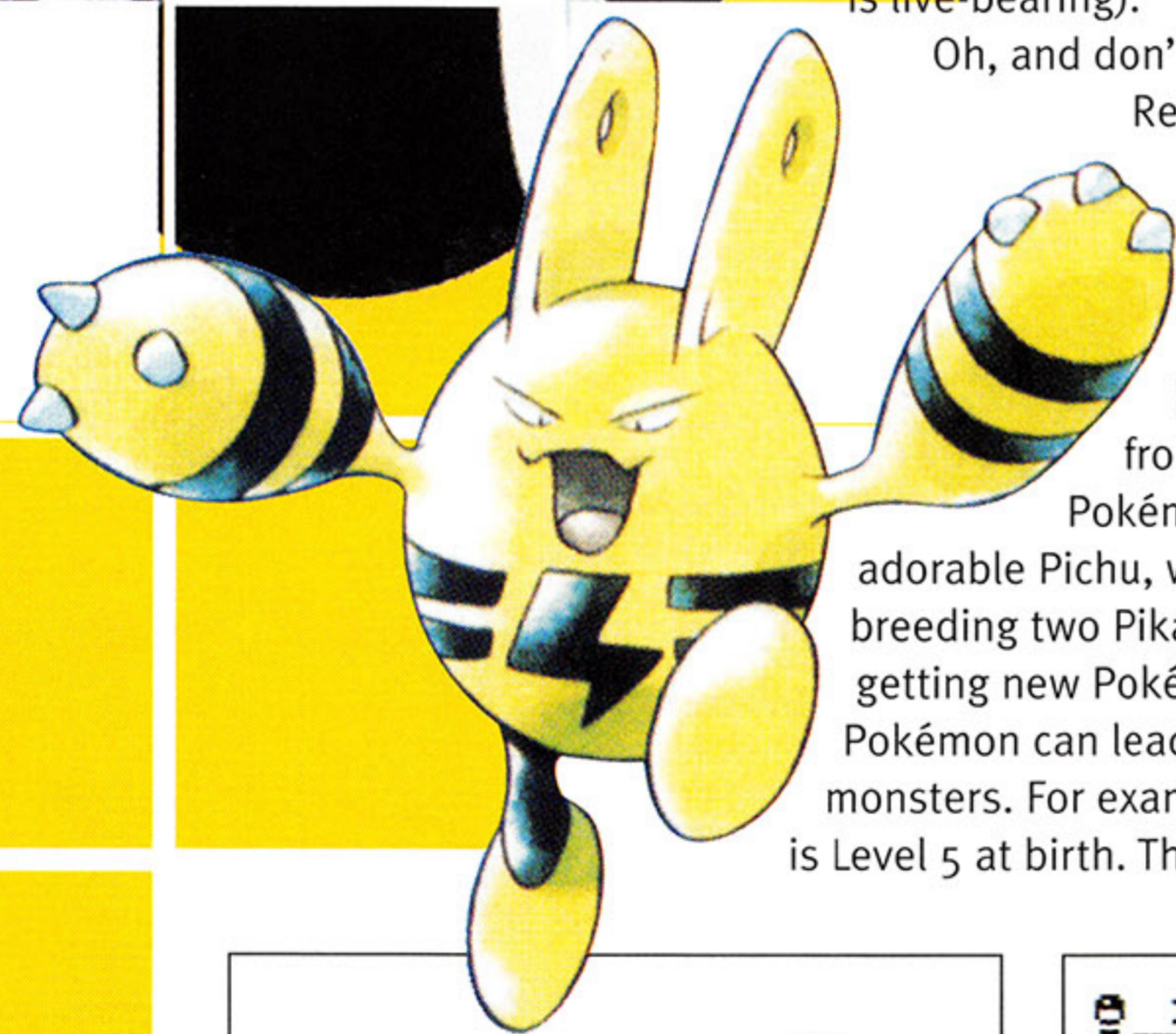
Magmars are Level 33 in Red and Blue and 16 in Gold and Silver. A Magmar raised from childhood by a human trainer would be stronger than either when it reached those levels, making it possible for players to get some truly awesome Pokémon in their possession by breeding.

And no, you cannot mate Mewtwo—some Pokémon remain genderless.

WELL-EQUIPPED FOR THEIR MISSION

Sure, you've got lots of new Pokémon to play with, but Game Freak didn't stop there. Just as every James Bond movie needs its new gadgets, so must every Pokémon game.

Topping the list is the Pokégear, a multi-function computer wristwatch straight out of the *Jetsons*. In addition to making game characters yell, "It's so cool!" the Pokégear contains a Town Map, Telephone and Radio. The new Telephone is, perhaps, the coolest of the new features. After beating certain trainers you can enter their phone number into the Pokégear's 10-number memory. Once you have their number you can call them anytime you want, but often times they'll call you. Most calls serve no purpose but to keep in touch and inform you of recent happenings in their worthless, digital lives, but occasionally trainers will call you up for a rematch—find them and chat



てきの メノクラゲの ちょうおんぼ!

デンリュウ♂:L30
HP 66/106

オドリドリ♀:L15
HP

ノコッチ♀:L8
HP 34/34

▶たたかう リュック ポケモン にける

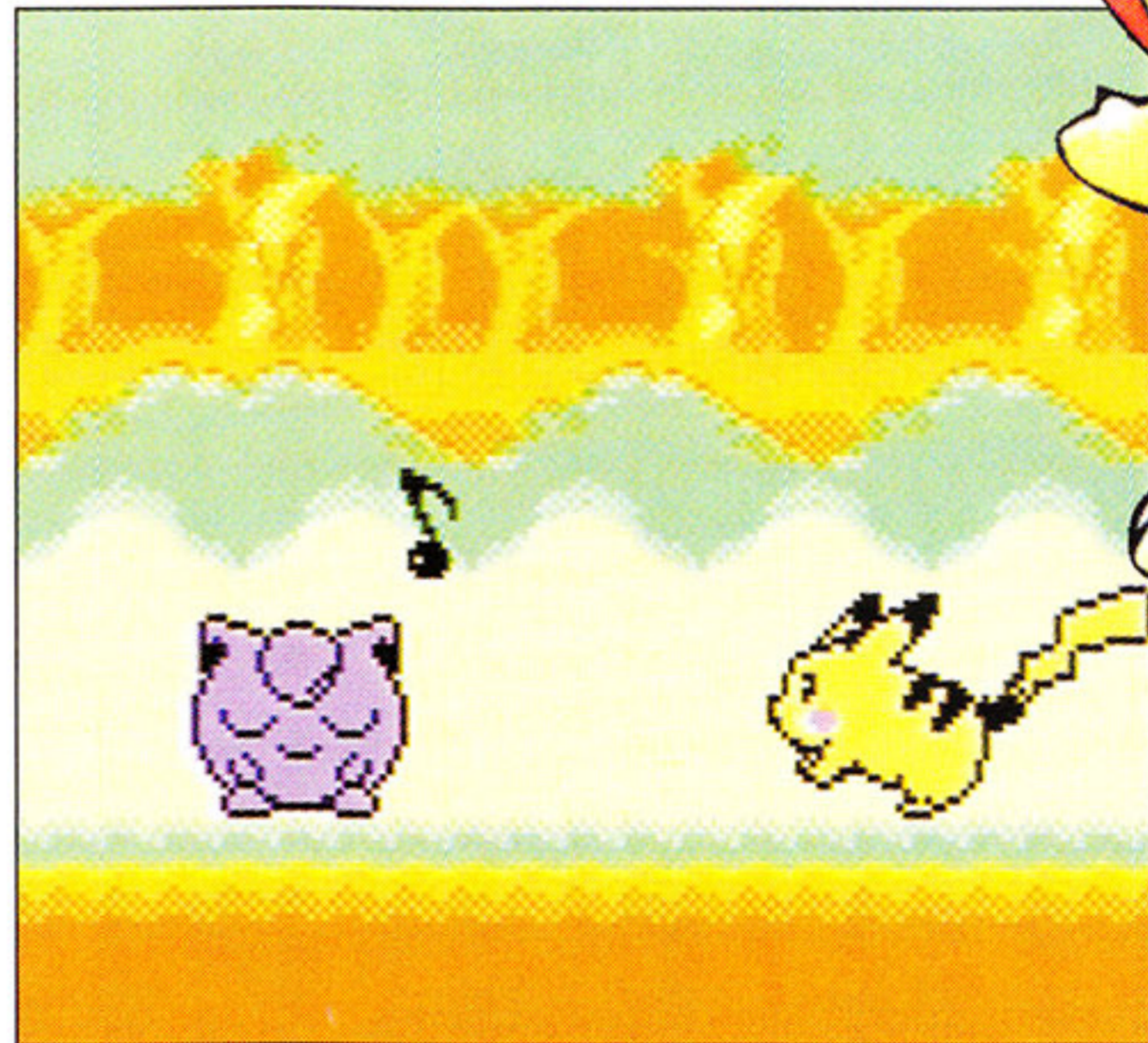
オーダイル♂:L38
HP

チコリータ♂:L14
HP 39/39

▶たたかう リュック ポケモン にける



One of the new Pokémon for Gold and Silver, the adorable Pichu, can only be found by breeding two Pichus.



and you can fight against beefed-up versions of their old Pokémon.

The Radio not only lets you listen to rockin' new tunes whenever you want, but also provides you with a variety of useful information. The Lucky Channel has a contest which randomly draws a Trainer ID—whoever has that ID wins an awesome prize. The Pokémon Channel, hosted by Professor Oak and his sidekick, Kurumi, tells you where you can find different Pokémon, a very useful tool.

While more of an interface improvement than an original piece of equipment, the Backpack is where you keep all of your items. Unlike the cluttered menu of the original games, the Backpack neatly auto-sorts items into different pockets for you by type—Single Use Items, Important Items, Pokéballs and TMs.

Also new are specialized Poké Balls. Gantetsu, a friendly Poké Ball blacksmith will forge these rare Poké Balls in exchange for rare fruit. Specialized Poké Balls make catching certain monsters easier—for example, the Lureball makes catching Pokémon you have to fish for a snap, while the Speedball captures Pokémon with a tendency to flee.

BACK TO THE FUTURE

While it's broken for the first half of the game, the Time Capsule is easily one of the coolest features of Pokémon Gold and Silver. Once repaired, players can link up with their old Pokémon games and transfer their favorite Pokémon into the new games. The Time

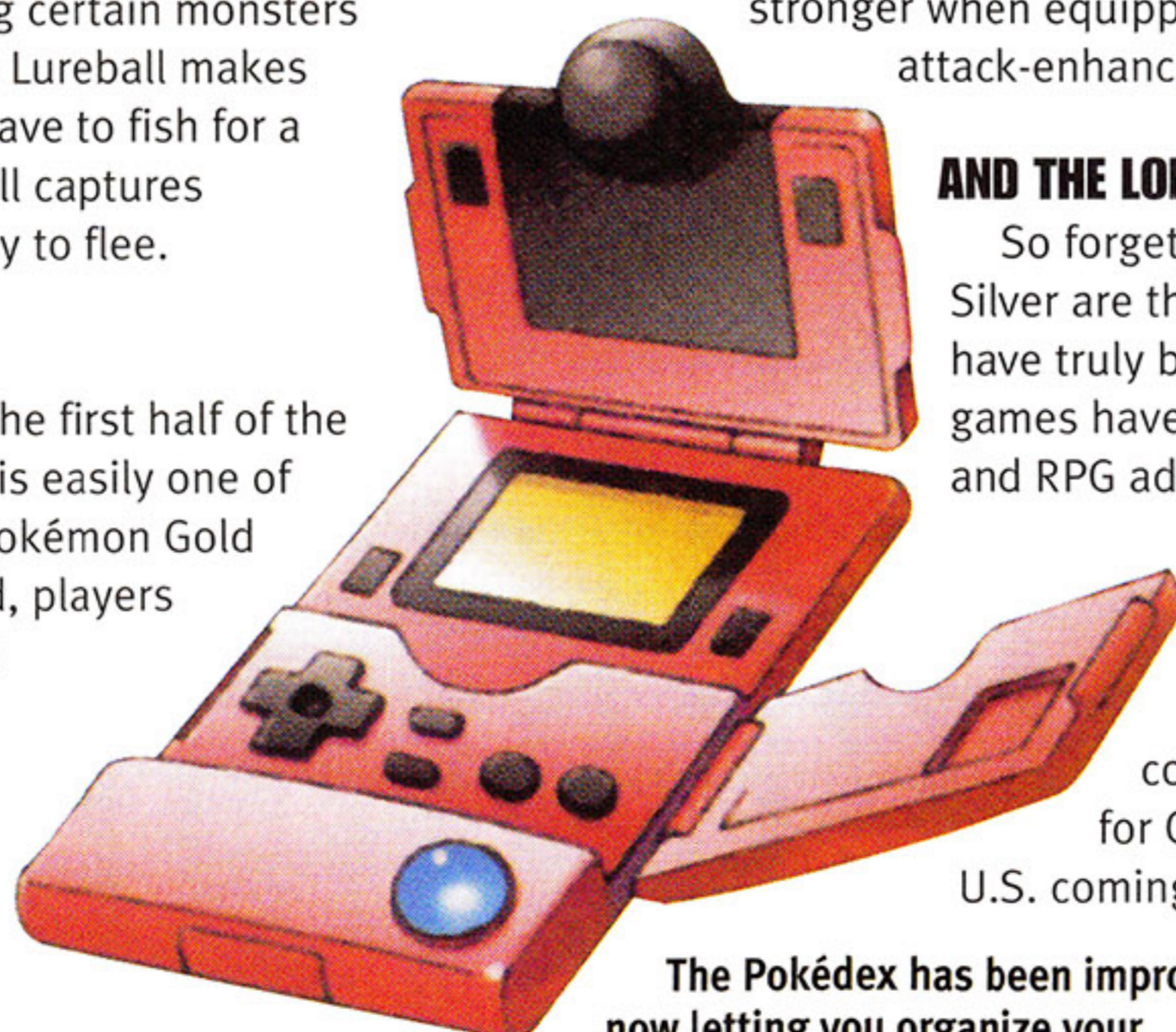
Capsule does have its limitations, however. First, Pokémon must be traded between the new and old Pokémon games, which proves problematic for two reasons: First, you can't have Gold/Silver Pokémon in your party when using the time capsule. Second, you can't have Pokémon with attacks exclusive to Gold/Silver in your party when attempting to transfer Pokémon from the past. Once working, however, the Time Capsule is very cool—not only can you bring out old standbys, but some Pokémon evolve when transferred from the old games.

EQUIPPABLE EQUIPMENT

Finally, along the way you'll pick up a variety of unusual items that can be equipped by your Pokémon. Most healing items can be given to Pokémon to use at their discretion. For example, if you give a Bitter Nut to a Pokémon, it will eat it when it becomes confused to undo the confusion. Other items will make certain types of attacks stronger when equipped, such as the fire attack-enhancing Burnt Stick.

AND THE LONG WAIT BEGINS

So forget Yellow—Gold and Silver are the games Pokémaniacs have truly been waiting for. These games have all the collectible fun and RPG adventure of the first two games, along with spruced-up graphics, new features, new Pokémon, and some cool new secrets. Watch for Gold and Silver in the U.S. coming this September!



The Pokédex has been improved, now letting you organize your Pokémon in three different ways.

NEW BEGINNINGS

Pokéwho?

Professor Utsugi gives you a choice between three new Pokémon at the start of the game. Here they are:



Hinoarashi
#155
Fire type
Height: 1'08"
Weight: 17.4lb

With a flame mohawk shooting from his back, this lil' guy is one tough Poké!



Wainoko
#158
Water type
Height: 2'00"
Weight: 20.9lb

A small alligator who evolves into a mighty, Godzilla-like monster.



Chikorita
#152
Plant type
Height: 2'11"
Weight: 14.1lb

A plant-type Pokémon with a leaf growing from its forehead.

NEOGEO POCKET COLOR™



SNK may not be a household name, but they've been around for a long time. For the past 10 years, they've been publishing games for their own expensive arcade-hardware based system, the Neo•Geo. Now they've entered the mainstream market with their new handheld system, the Neo•Geo Pocket Color. Because of SNK's strong arcade background and its lack of mainstream success, the very fact that they were launching a competitor to the unbeatable Game Boy seemed shocking. But even more surprising was the fact that the system was of such high quality—easily rivaling the Game Boy Color technically.

The unit itself is comparable to Game Boy Color in both size and weight. What sets it apart is its horizontal layout, a large, clear screen, and an amazing hybrid joystick/pad

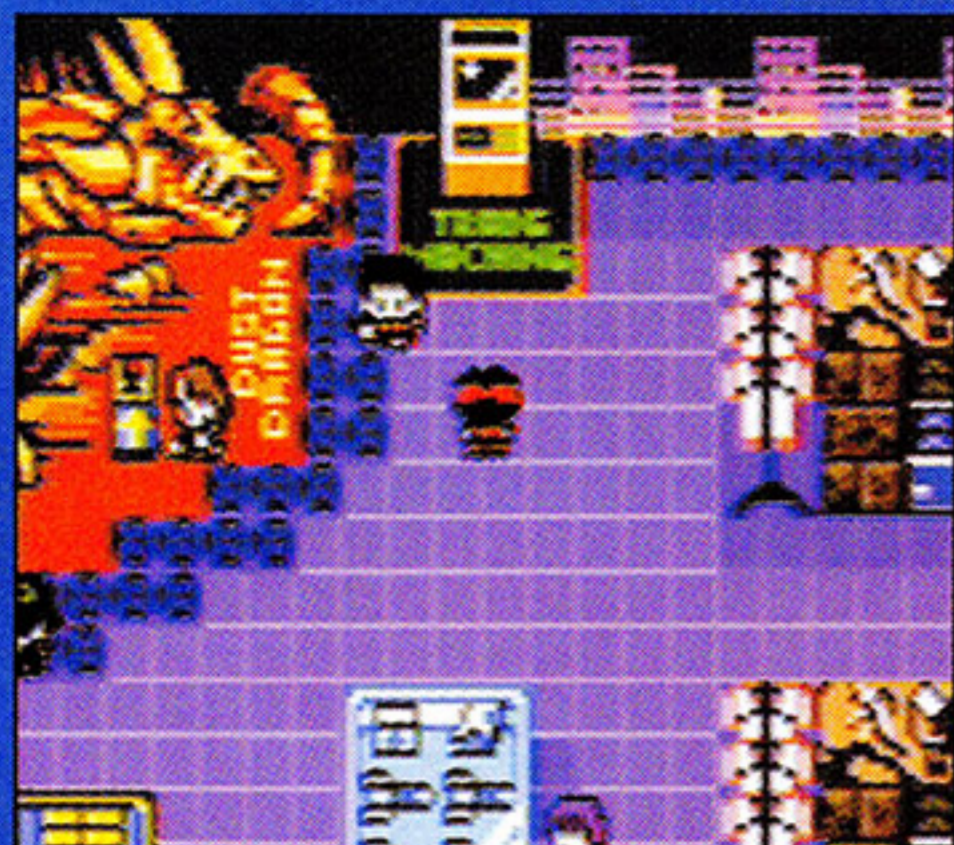
controller that is unique to SNK consoles. Smooth but 'clicky', it works well for all game genres, especially fighting. Other features include a whopping 40-hour battery life for two AA batteries, and basic calendar, horoscope and clock functions built right into the unit. It's also worth mentioning that you can link your NGPC to Dreamcast—meaning that games can share data between the platforms. It hasn't been used much yet, but it could mean exciting things in the future.

But what about the most important feature, the software? The first batch of games were simple, lackluster titles, but as time progressed, quality fighting, puzzle and RPG

games arrived. As we move into 2000, we see that SNK has entered strategic partnerships with both Sega—bringing the enormously popular Sonic the Hedgehog to the system—and rival fighter developer Capcom, with two quality games: SNK vs. CAPCOM Card Fighters' Clash and Match of the Millennium.

It's obvious that SNK is serious about competing with Game Boy Color and although they have a strange history, they might be the first ones to do it. Here's a look at the games currently available for the system:

CARD FIGHTERS' CLASH: SNK VS. CAPCOM



9.0

Visuals: 8 | **Ingenuity: 9**
Sound: 7 | **Replay: 9**

SNK EDITION

If you've never paid much attention to Card Fighter's Clash because the whole thing just stinks too much of Magic The Gathering, give this game a shot. Between this game and Match of the Millennium, SNK definitely has a solid lineup for fighting fans this winter. Sure, it's got the collectible appeal (take heed, you Pokémon freaks), but more importantly, the gameplay is deep and rewarding. Plus, the SNK starter deck is infinitely cooler than Capcom's because Neo•Geo fighters have always had more style and flair. Each card also has five exclusive cards...fans of SNK, get your hands on this NOW!

CAPCOM EDITION

Fans of the diverse world of Capcom will get a kick out of this cart. It's full of nice little touches (like being able to play against a character named after the producer of Resident Evil...inside the original RE mansion, no less!), and just about everyone is represented in card form, from Ayame to Zangief. That's what makes this game so likeable—collecting Capcom cards is almost as addicting as collecting freakish pocket monsters. Plus, the card game itself is fun, especially against a friend (and it even has a nice handicapping feature to help balance out uneven decks).



FATAL FURY FIRST CONTACT

Fatal Fury's been around for ages now—SNK's first serious competition for Street Fighter II in arcades has grown and changed over the years but eventually ended up playing second fiddle to King of Fighters and Samurai Shodown. How does this game stack up to its competition? Surprisingly well. As you'd expect from an SNK fighter, the graphics are good, the control excellent, and it's fun. A nice alternative to King of Fighters.

Visuals: 8 | **Ingenuity: 6**
Sound: 8 | **Replay: 8**



NEO TURF MASTERS

Neo Turf Masters is a solid game of golf, pure and simple. Visually, SNK has ramped up the production values on this title, giving it some of the most impressive graphics yet seen on the NGPC (which is somewhat odd considering it's a golf game). As far as extra options go, there aren't many, but nothing that needs to be there is missing and the basic gameplay is elegant, if a bit on the simple side. If you're a golf fan you can't go wrong with this title—one of the best portable games of the sport.

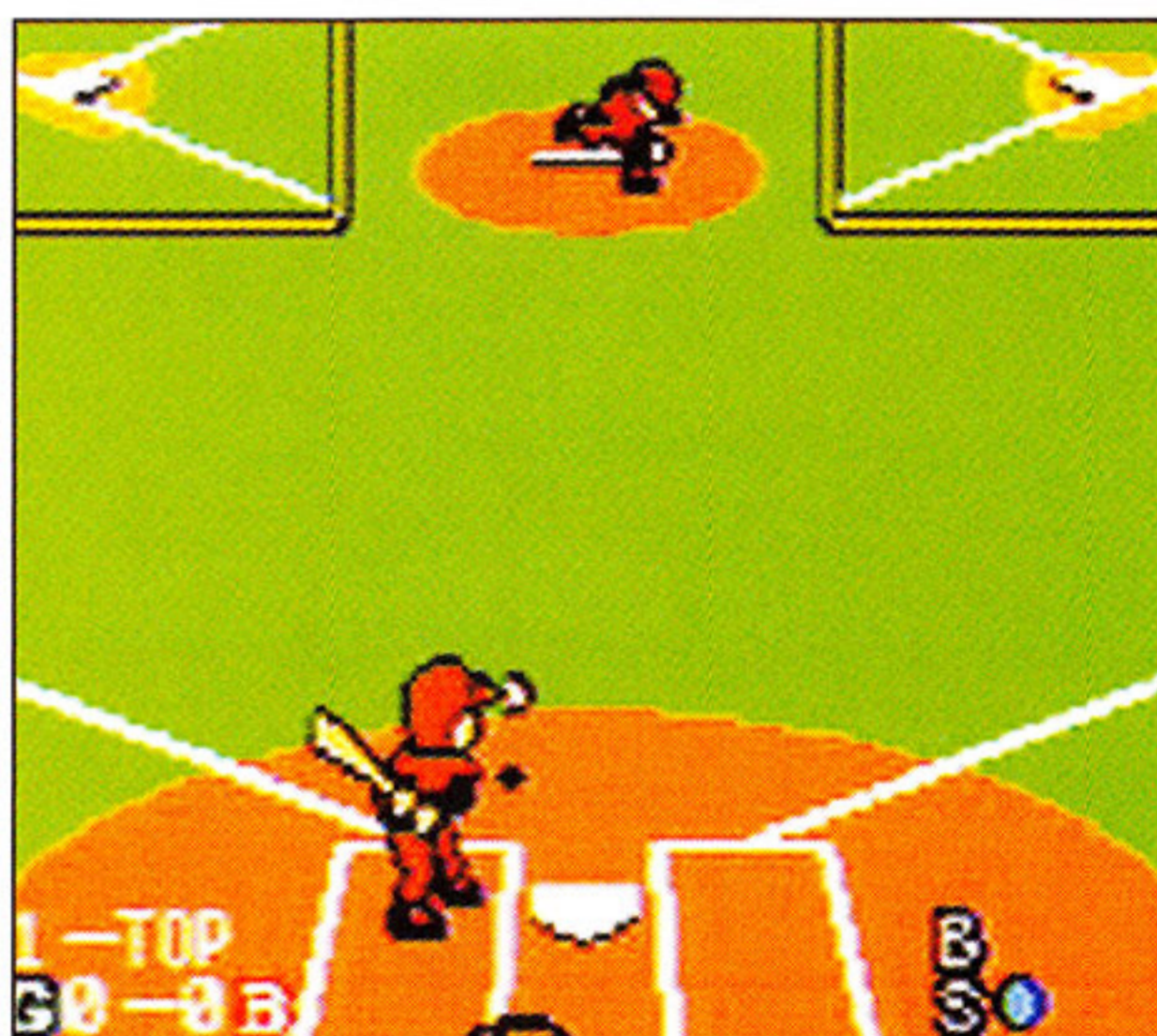
Visuals: 9 | **Ingenuity: 5**
Sound: 7 | **Replay: 8**



BUST-A-MOVE POCKET

What could've been one of the best titles for the system unfortunately falls short. While the Bust-A-Move series is a great puzzle franchise, this is a rather lackluster version of the arcade hit. The graphics are far more simplified than they needed to be, and while the control is spot-on, the bubbles are so small and the color so ambiguous that you often miss shots. The linkable multiplayer option is cool, but the shortcomings still derail this one in the long run.

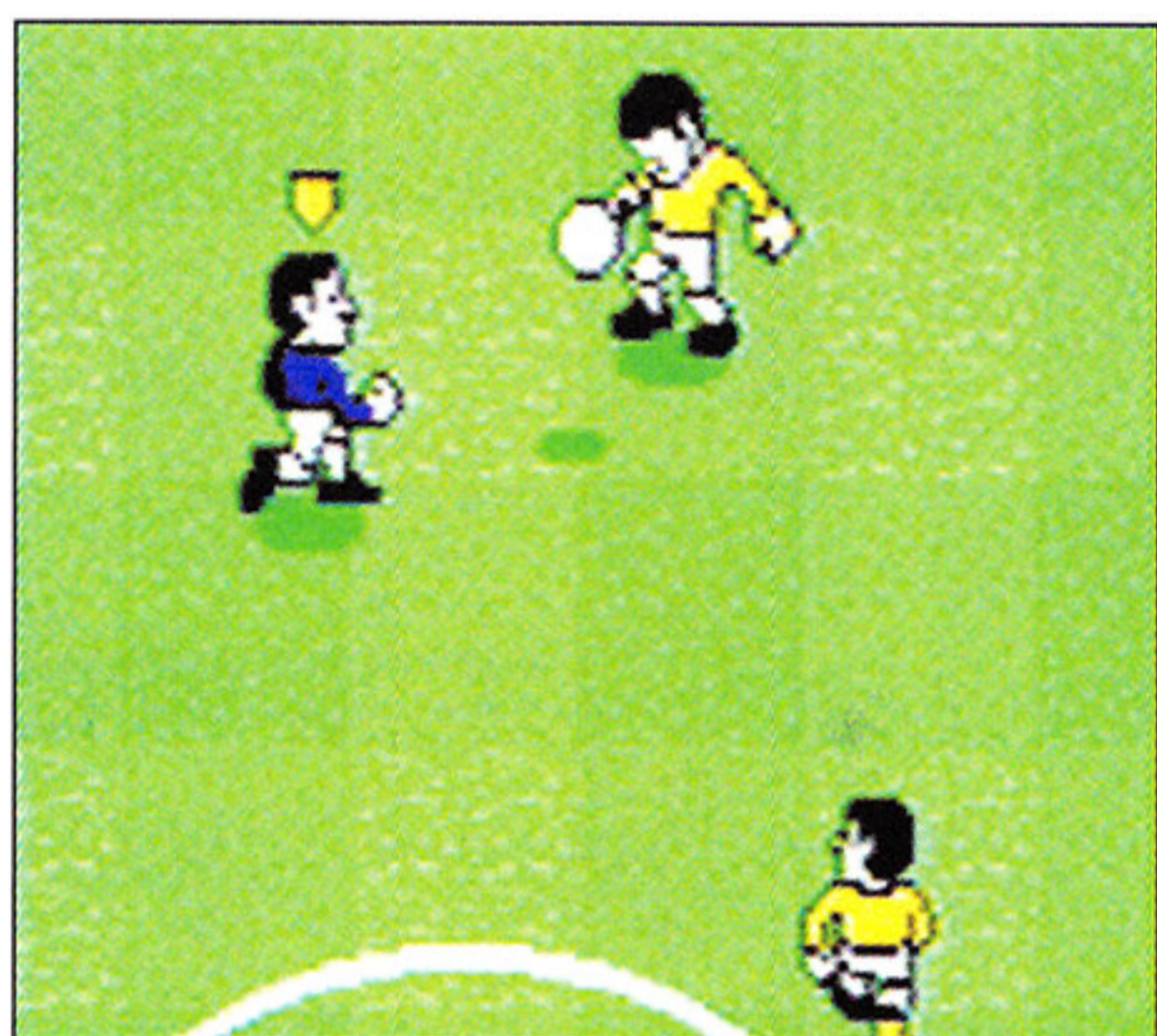
Visuals: 2 | **Ingenuity: 6**
Sound: 5 | **Replay: 5**



BASEBALL STARS

This game is just too generic. While it's a competent baseball game and definitely playable, there is nothing here that is very interesting. You've seen everything before—except for the player portraits, because they're too ugly to ever be used in another game. The graphics are basic, the gameplay is what it has to be and nothing more—no special attention was paid to this one during its development. Get it only if you absolutely must have a baseball game.

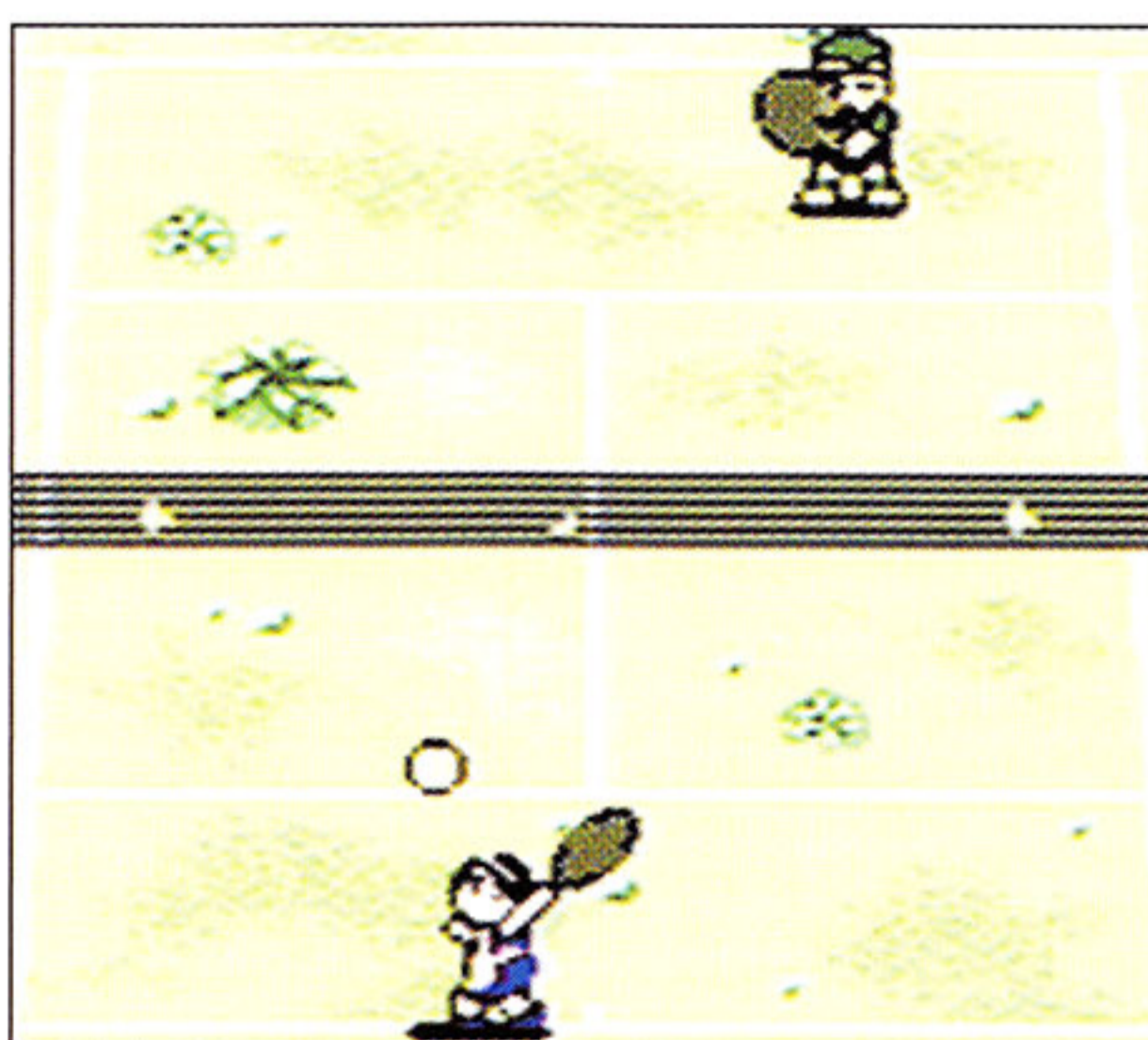
Visuals: 5 | **Ingenuity: 3**
Sound: 5 | **Replay: 5**



NEO-GEO CUP '98 PLUS

While it may have catchy music and a well-done story mode, those don't make up for the serious problems at the core of this game. Unfortunately, it all boils down to the fact that you just can't see enough of the field on the screen at any given time. The control is pretty basic, and all the players look alike, adding to the confusion. While some effort did go into this title, the bells and whistles can't save what is an average soccer game at best.

Visuals: 4	Ingenuity: 7
Sound: 7	Replay: 5



POCKET TENNIS COLOR

What's going on here? The worst of the system's almost universally mediocre sports titles, this game has very plain graphics, extremely basic play mechanics and utterly forgettable music. While there is a tournament mode, chances are you won't be interested. It's about as unoriginal as you can imagine a tennis title being—we've been playing this one for the past 15 years and it's time to offer something new.

Visuals: 3	Ingenuity: 1
Sound: 3	Replay: 2



BIOMOTOR UNITRON

A quality conglomeration of the different monster-raising and robot-building titles out there, Biomotor Unitron pulls its influences together into a cohesive whole. Taking a cue from both Pokémon and Monster Rancher, you have dungeons and an arena hierarchy to deal with in this unique title. Maybe it's just unique because it so seamlessly borrows from other titles—something which never seems to work right—but the package ends up being very playable. A must-have for RPG fans.

Visuals: 7	Ingenuity: 8
Sound: 8	Replay: 8



PAC-MAN

An arcade-perfect version of Pac-Man on a portable? While that may not sound like an amazing accomplishment since the arcade game is 20 years old, it's something that's never been done before. Pac-Man looks great, sounds impeccable, controls just like the arcade with the included ring accessory, and the choice between scroll and full-screen mode lets you choose whichever suits your tastes. A truly outstanding version of this classic title.

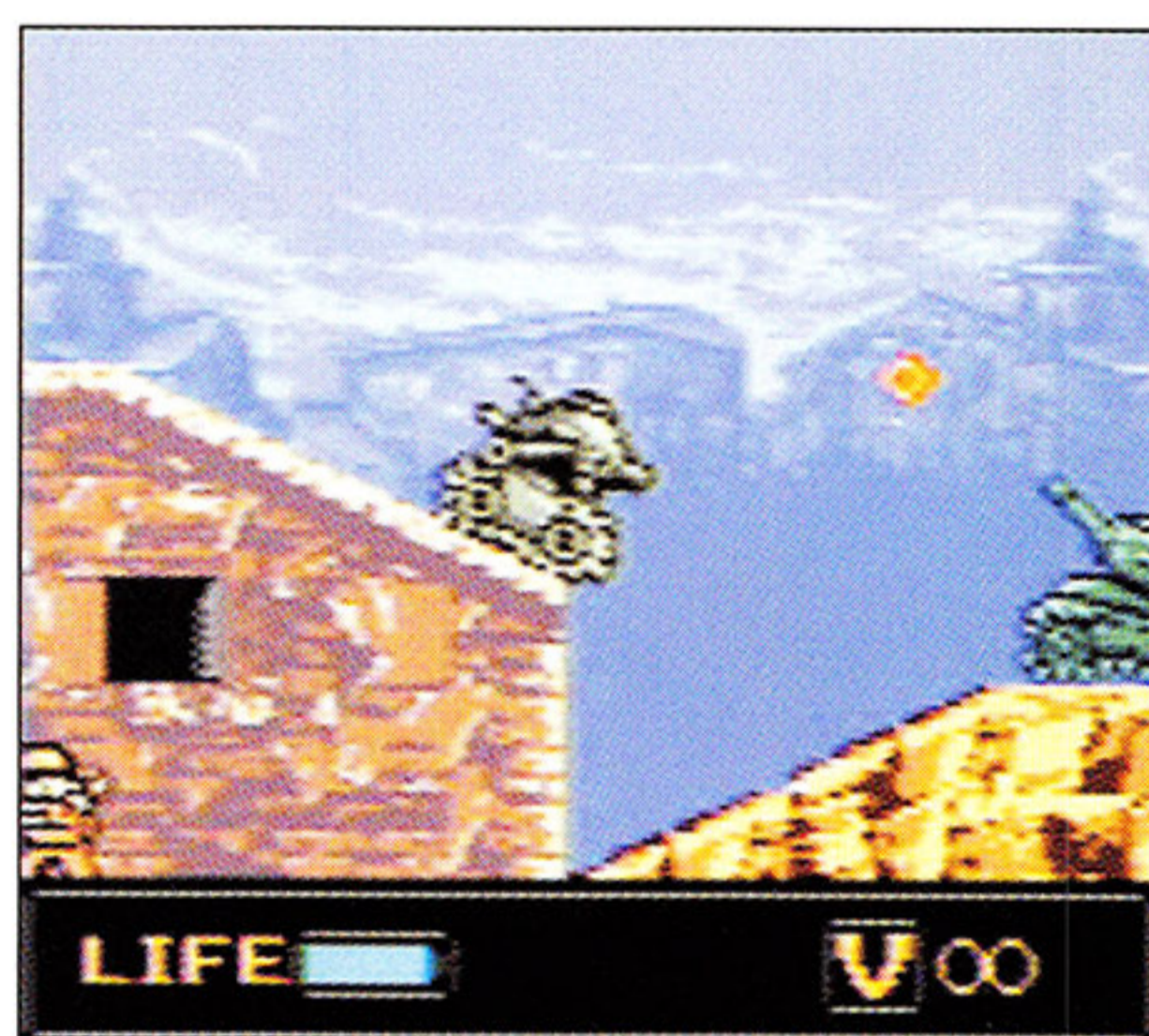
Visuals: 8	Ingenuity: 8
Sound: 8	Replay: 7



KING OF FIGHTERS R2

SNK's premier fighting series makes the transition to their handheld system with all its best attributes intact. Superb control, a large selection of characters, plenty of modes, the fact that it links to the Dreamcast version of the game—all put KoF above the rest. SNK definitely knows its stuff when it comes to fighting games and this is no exception—along with SNK vs. Capcom: Match of the Millennium, one of the best games in the genre for any handheld system.

Visuals: 8	Ingenuity: 9
Sound: 8	Replay: 9



METAL SLUG FIRST MISSION

Another excellent title from SNK, Metal Slug crams full arcade-style play into a tiny cart. While the run-and-shoot platform genre is almost extinct on the big consoles, this brings the twitch gameplay of the most treasured blast-fests of yore to life with perfect execution. Metal Slug is intense, difficult and rewarding—and the graphics aren't too shabby, either! SNK proves again they know how to treat serious game fans.

Visuals: 9	Ingenuity: 8
Sound: 7	Replay: 8



PUYO POP

You may have seen this series before, but this is the first time it's been in the U.S. in its true form. The basic premise is to match up the quickly dropping puyo-beans and wreak havoc on your computer or real-life opponent. It has tons of options, classic gameplay, and that addictive quality only good puzzle games can pull off. Not to mention that SNK managed to crowbar the arcade experience into this tiny cart. Try it out if you like puzzlers.

Visuals: 6
Sound: 6

Ingenuity: 8
Replay: 7



SAMURAI SHODOWN! 2

Samurai Shodown is one of the best fighting games the stand-up arcade Neo•Geo system ever saw, but there's something a touch off about this handheld version. Maybe it's the deadly serious characters as tiny and cute as can be; maybe it's the somber traditional Japanese instrumentation reduced to beeps and squeals. The controls are solid and there's plenty of moves and characters, but it's not quite up to the level of King of Fighters.

Visuals: 7
Sound: 4

Ingenuity: 6
Replay: 5

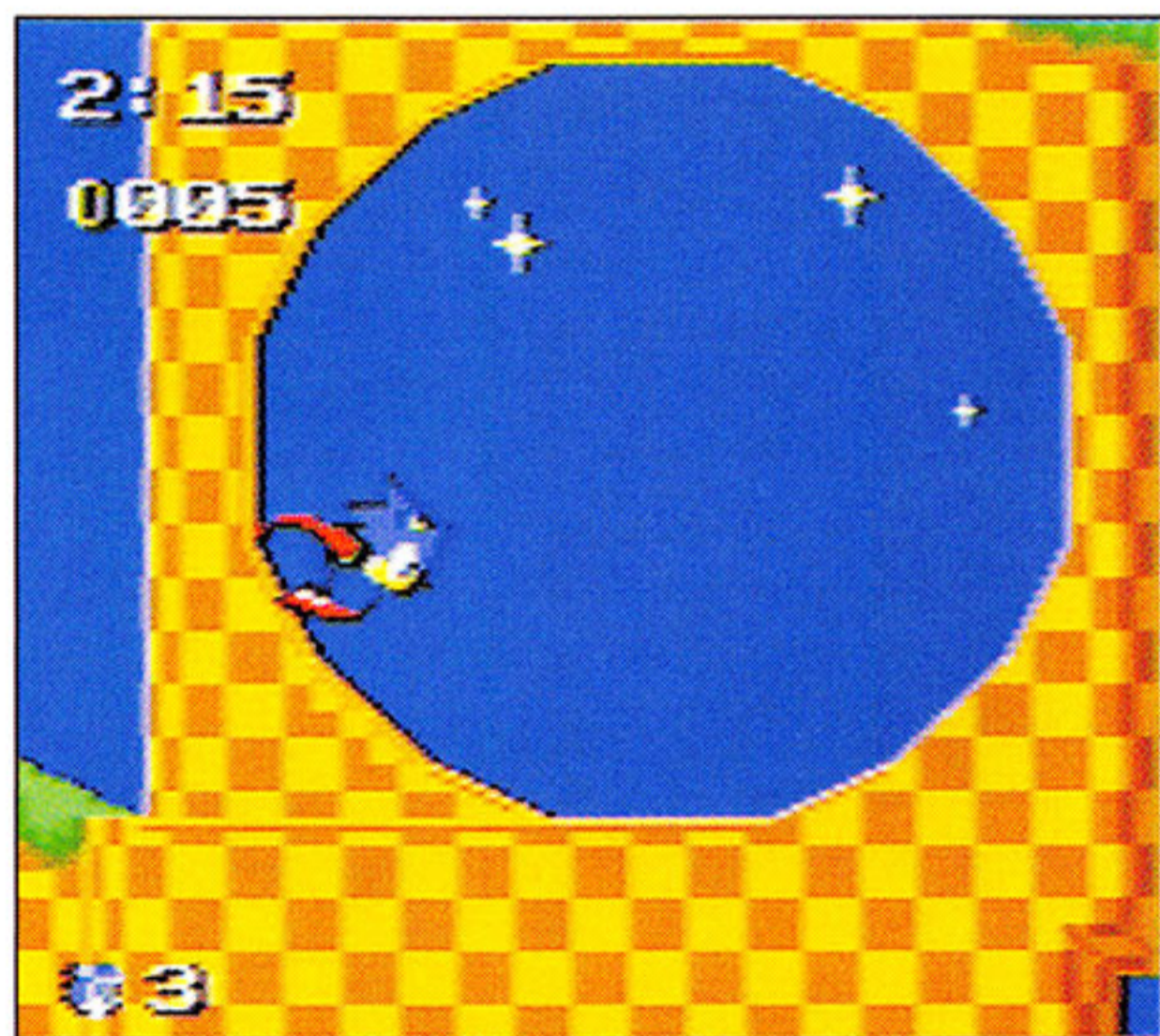


CRUSH ROLLER

Where did the idea for this one come from? It's like a gaming fossil—Pac-Man rip-offs might have been a growth industry in the '80s, but times have changed. Another thing: If you're going to copy a classic, try to bring something new to the equation. If that wasn't enough, Crush Roller has come out for the one handheld system that already has a perfect version of the game it's trying to copy. Truly pointless and silly. Get Pac-Man instead.

Visuals: 5
Sound: 4

Ingenuity: 1
Replay: 1

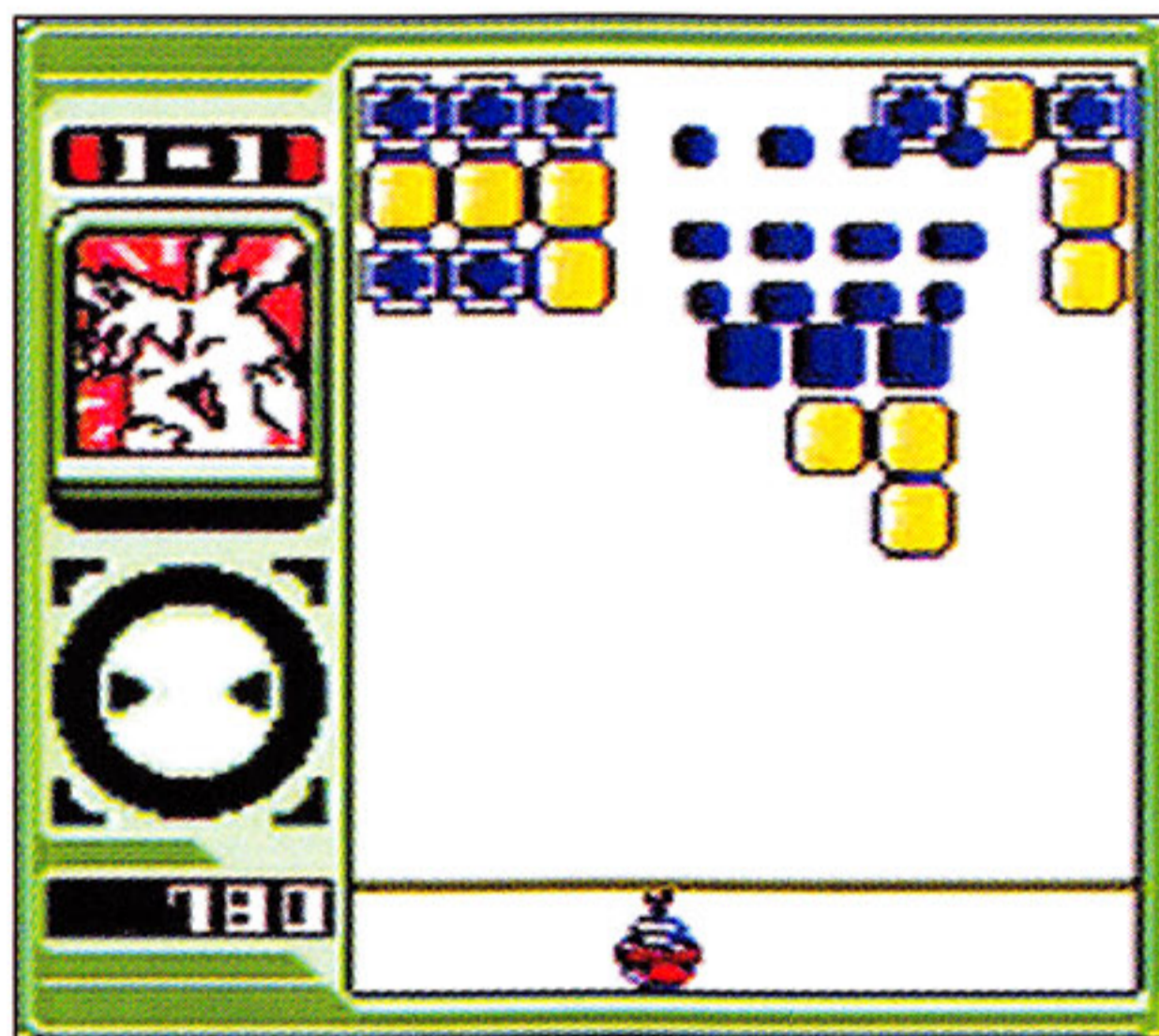


SONIC

Sonic's one of those games that lends itself so well to 2D, you wonder why Sega ever changed it. Any big fan of the early Sonic games will welcome this throwback to the start of the series. No Game Boy game—definitely not a side-scroller—can move this fast. Graphics and sound are crisp-yet-simplified versions of Sonic 2's. The levels are huge and take multiple playings to fully explore, and the bonus stages look great and scale smoothly. Highly recommended.

Visuals: 8
Sound: 7

Ingenuity: 4
Replay: 7



PUZZLE LINK

Bizarrely addictive. Puzzle Link has somewhat unusual play mechanics for a puzzle game, and the beat the clock mode really gets the blood pumping. While the graphics border on ugly, it ceases to matter when you're racing to pop those cells. The card collection aspect of the game brings an incentive to play more, and the various modes add long-term value to what could've cooled off quickly. A nice title for anyone and great on the go.

Visuals: 4
Sound: 6

Ingenuity: 8
Replay: 8



MOTM: SNK VS. CAPCOM

Don't let the size or the graphics fool you here, MOTM is a real fighting game that offers plenty of depth for fans of the 2D genre. Techniques like counter hits, tech rolls, 2-in-1 combos, juggles and supers are all present and accounted for. The NGPC's "click stick" has always been easy to use for fighting games, and it's no exception here. Other highlights include the "tag" mode where you can tag between two fighters in real time, link-up features and mini-games. Awesome.

Visuals: 9
Sound: 8

Ingenuity: 8
Replay: 9

HANDHELD

reviews

HEAD TO HEAD BASKETBALL

If Allen Iverson was “the Answer” to the 76ers’ woes, then maybe Head to Head Basketball would manage a similar reputation among handheld hoops games. But this isn’t necessarily the case. There are a lot of nice features, a constant game clock is a plus, but the passing seems restricted and when you finally fling the ball at the hoop there’s no way of telling where to move your pixelated ‘man’ to crash the boards. It’s a good effort, but there’s just not enough fun involved.

GAMEPLAY: 5

PRESENTATION: 6

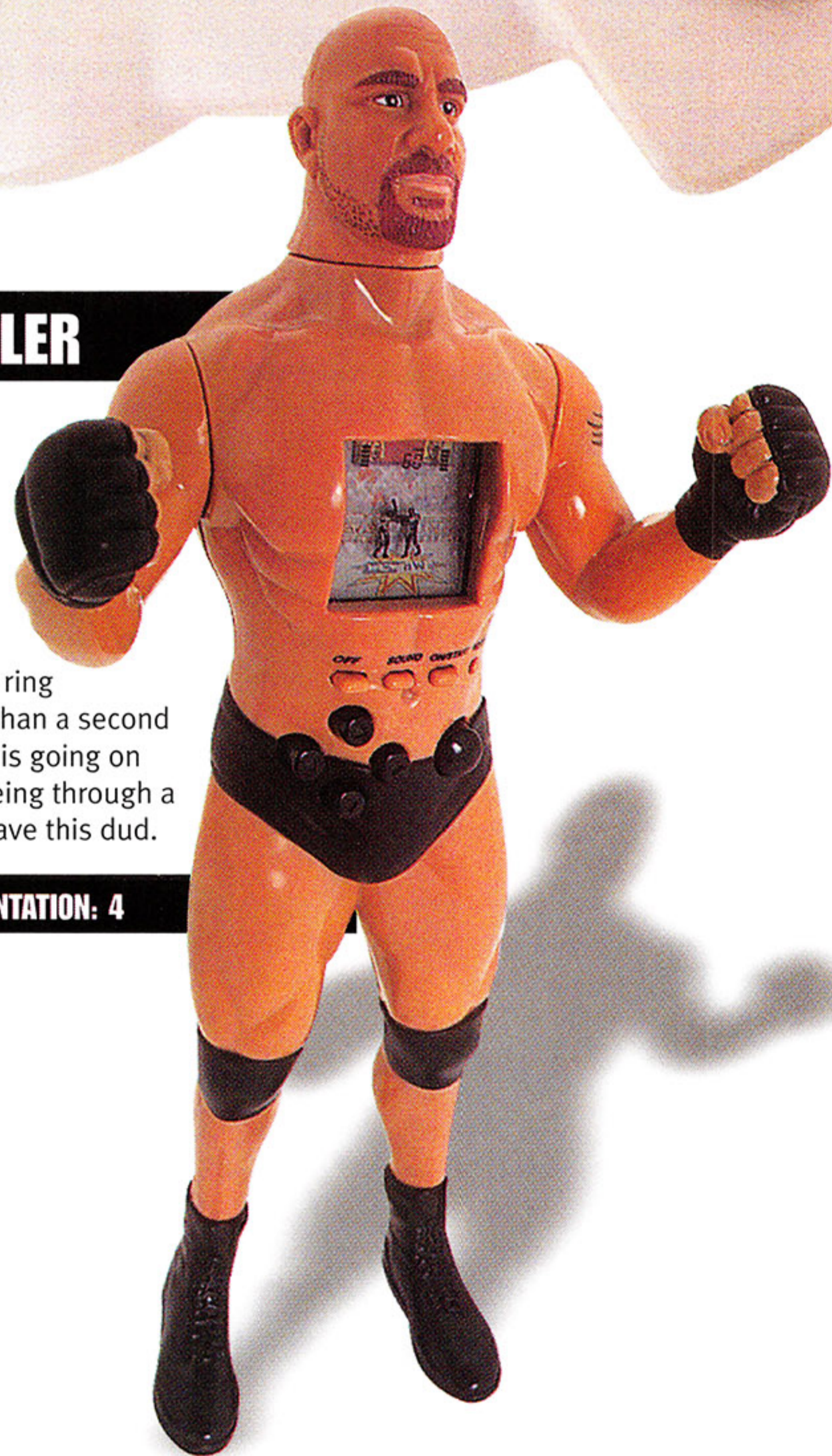


GOLDBERG WRESTLER

There is no reason, no matter how impassioned (or delusional) of a wrestling fan you are, to buy this game/doll. There is a claim of seven different levels of wrestling excitement, but there’s little wrestling and even less excitement. The wrestlers move from the center of the ring to the top of the ropes without more than a second passing by, and comprehending what is going on within that screen is as difficult as seeing through a brick wall. The Goldberg shell won’t save this dud.

GAMEPLAY: 0

PRESENTATION: 4



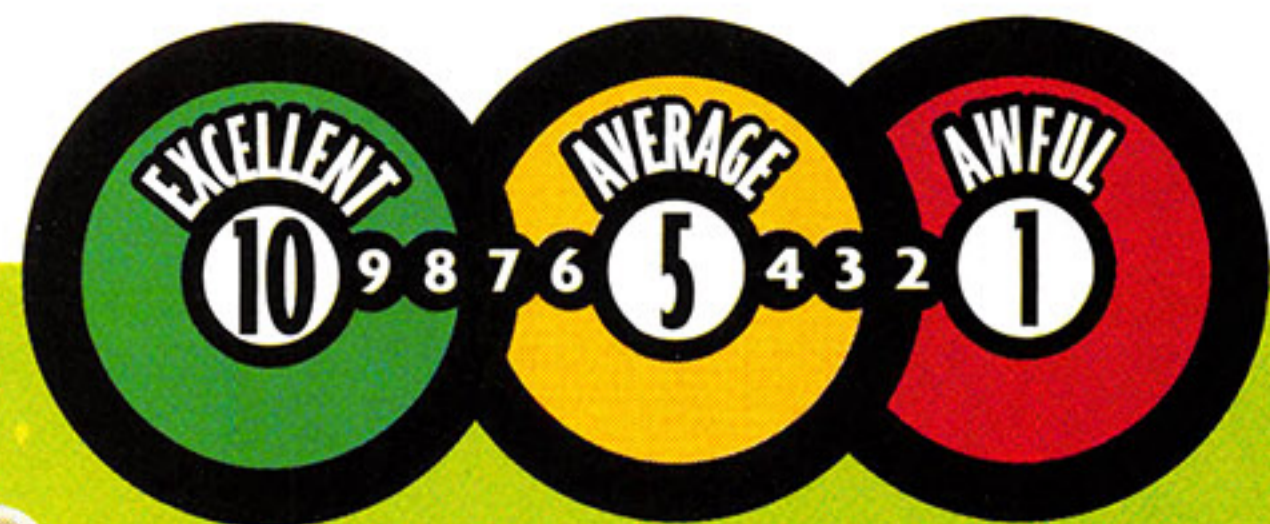
FROGGER PEN

If you’re searching for the charm and excitement of the original Frogger and a writing instrument wrapped into one, this is certainly the answer. The game offers 10 different levels of competition and it really gets to be a challenge. By the time you’re ready for level 10 you’ll have to be prepared for not only the turtles sinking and rising from the water, but the logs, too. This is one of the best games of the lot, and the fact that it doubles as a pen makes it extra cool. Don’t miss this quick fun.

GAMEPLAY: 8

PRESENTATION: 7





JEOPARDY!

The only thing that could make this game more fun is Alex Trebek's voice and a little more speed on the part of CPU competitors. Overall, it's a good form of entertainment. A great feature is the option for another cartridge with a slew of different questions, so you won't get bogged down in the same categories time and again. Not that you'll run into that problem too soon, after all, there are 30 categories per cartridge. It's a great multiplayer game as well. Consider buying this one.

GAMEPLAY: 10

PRESENTATION: 9



HEAD TO HEAD SOCCER

Head to Head Soccer may narrowly miss the excitement of the World Cup, but not by much. It's a two-player, head-to-head (hence the title) game that you can play against a CPU opponent as well. The best feature is the Tournament Mode that allows you to play in a 16-team single elimination tournament for a chance for Head to Head Soccer's grand prize. Unfortunately the gameplay is a little rough. The players are hard to control, but it's still a pretty good game.

GAMEPLAY: 8

PRESENTATION: 6



JEFF GORDON RACING

No matter how many tracks, features or details you pour into a racing game like this you just can't hope to save it. Driving around the track using the strange, reversed pedals on this car model creates about as much excitement as watching grass grow, and even less control. Wait'll you mysteriously run out of gas for the 100th time. Thank goodness the wheels on the car actually spin (a feature prominently displayed on the package) or this thing would have scored even lower.

GAMEPLAY: 2

PRESENTATION: 5



HANDHELD

reviews

WHEEL OF FORTUNE

If you don't mind missing out on the lovely Vanna White and the annoying Pat Sajak, you'll really enjoy this gameshow classic. The only part you need to overcome is the speed of the gameplay. Spinning the wheel is an act of utter torture. And when the CPU finally chooses a letter after an exhaustingly long spin, it's time to rejoice. The puzzles themselves are typical of its gameshow counterpart and alternate cartridges are available if the puzzles repeat or get stale.

GAMEPLAY: 8

PRESENTATION: 7



PONG

Pong is back in a tiny little form half the size of the old-school cartridge. Now you can relive all the fun and wild times that Pong used to bring. It comes with a battery, which is a real plus and there are six different modes of play, so you won't be too bored too quickly. The big strike is that there are no two-player games. But, if you don't mind going solo, you'll still have a hoot. Pong is a game you can really sink your teeth into, and with this version you can also use it as your keychain.

GAMEPLAY: 9

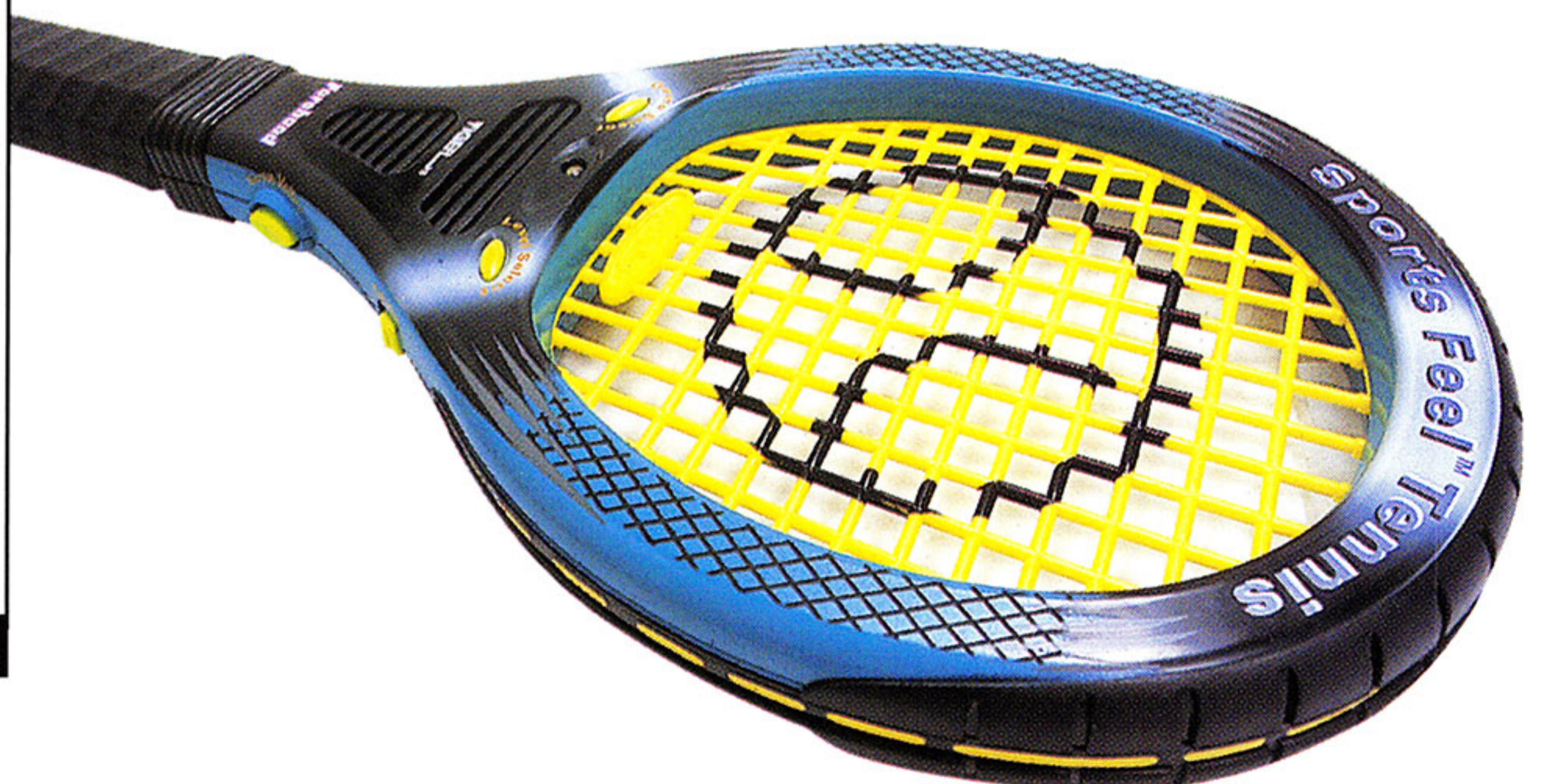
PRESENTATION: 8

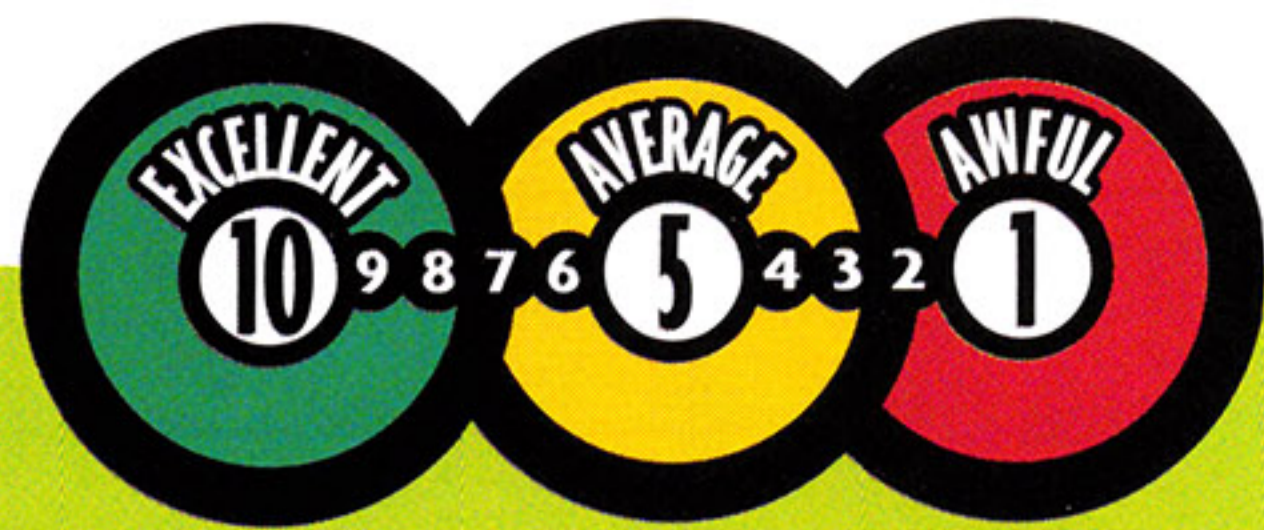
ELECTRONIC TENNIS

If you're up for a workout and a load of fun then Sports Feel's Electronic Tennis will really light your fire. Simply put, this game is a ton of fun. After figuring out the timing (which takes a good 20 minutes of concentration) you'll be in a battle versus an invisible computer opponent. The racket is set up on a balance system so you'll have to return shots with lobs, backhands and forehands after the announcer lets you know which shot is coming at you. This is the #1 game among those listed.

GAMEPLAY: 10

PRESENTATION: 10



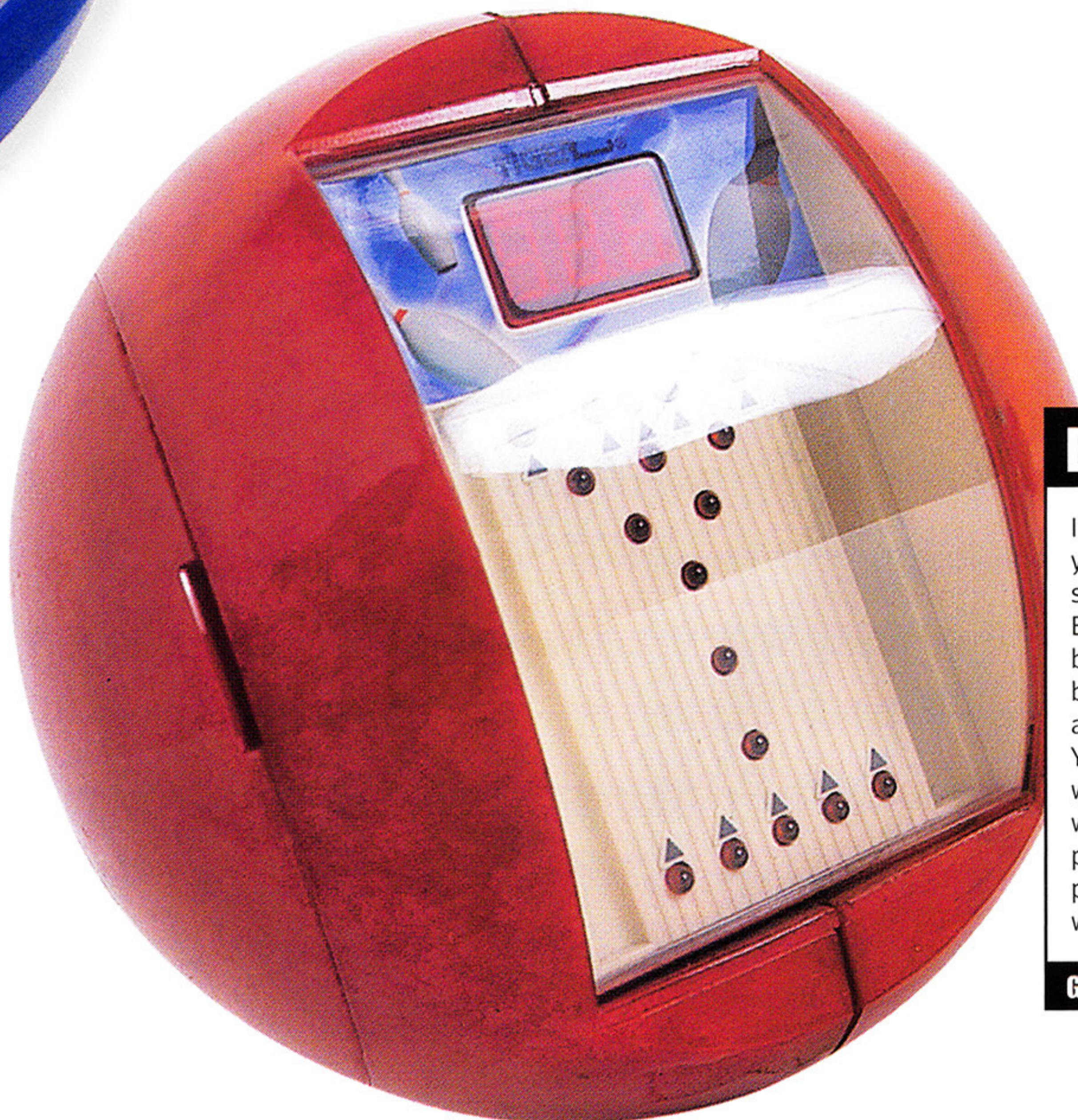


POKÉBALL

For all the Pokémaniacs who just aren't content with nabbing strange creatures on their Game Boys, Tiger's Pokéball isn't a bad resort. It has five different games where the ultimate goal in each is, surprise, to catch Pokémon. You'll tilt the Pokéball in different directions to weaken the Pokémon, then once it darts to the center it can be caught. This game is actually quite fun and it features many of the Poké-favorites. The coolest part is that it's the shape of a Pokéball.

GAMEPLAY: 7

PRESENTATION: 8



ELECTRONIC BOWLING

If you're a big fan of bowling, or even if you like taking on the lanes occasionally, you'll have a great time with Electronic Bowling. The physics of the ball are such that you have to get into a bowler's stance and throw the ball like a real bowler to get the best throw. You'll look completely ridiculous, but when you're having this much fun it's worth it. You can play alone or with two players and there's a feature to practice picking up spares. This bowling ball is well worth the purchase.

GAMEPLAY: 9

PRESENTATION: 9

HEAD TO HEAD FOOTBALL

Surely, by now there would be a handheld game that rivaled Mattel's 1978 Football game, right? Not exactly. Head to Head Football offers a plethora of moves, but it never achieves the simple fun of football. The field is simply too small for the pixelated he-men that trounce the gridiron. It's not a bad game, but each play develops really slowly and blockers are like Mack trucks. The trackball's slipperiness seems to impede breakaway, Terrell Davis-style runs. An OK game.

GAMEPLAY: 7

PRESENTATION: 6



There are a load of peripherals out there for handhelds—specifically the Game Boy Color. And unfortunately, a good portion of it is below-average (both in quality and concept). So we cut through the crap to show you what you should own. Be aware: In addition to the stuff shown here, any licensed peripheral is generally a safe bet (like carrying cases and other add-ons with the Nintendo logo on them).

Worm Light

Company	Price
Nyko	\$9.99

For God's sake, don't spend your hard-earned dough on those goofy-looking light magnifier devices when you can just get yourself a fashionable and functional Worm Light from Nyko. No, it doesn't magnify anything, but it'll light up your screen like a champ.

www.nyko.com

Game Boy Camera

Company	Price
Nintendo	\$39.95

The GB Camera from Nintendo allows you to do stuff your average everyday peripherals only dream of. You can snap pics of friends, print out stickers (with the optional printer) and even make your own home-brewed movies. And that's just the beginning of what you can do with this amazing device.

www.nintendo.com

Camera Link

Company	Price
MadCatz	\$9.99

If you're a computer-savvy Game Boy user—and you own a Game Boy Camera—take a look at the Camera Link from Mad Catz. This cable and software package allows you to transfer pictures from your Game Boy to your PC for use with e-mail, Internet and other computer programs.

www.madcatz.com

DC Link NGP

Company	Price
SNK	Around \$10

If you were one of the lucky gamers out there who received a Neo•Geo Pocket *and* a Sega Dreamcast for the holidays, you might want to look into the Dreamcast Link Cable for the Neo•Geo Pocket. The cable allows you to transfer data and saved games back and forth between the two systems, for use in certain games. It's yet another way to get your handheld connected.

www.snkusa.com



Color Protector

Company	Price
InterAct	\$6.99

If you haven't already accidentally dropped your Game Boy since you bought it, chances are you'll drop the thing at least once in its lifespan. So why not give it some protection for the trip to the floor? This officially licensed, rubberized-housing from InterAct should do the trick. It even comes with a carrying strap.
www.interact-acc.com

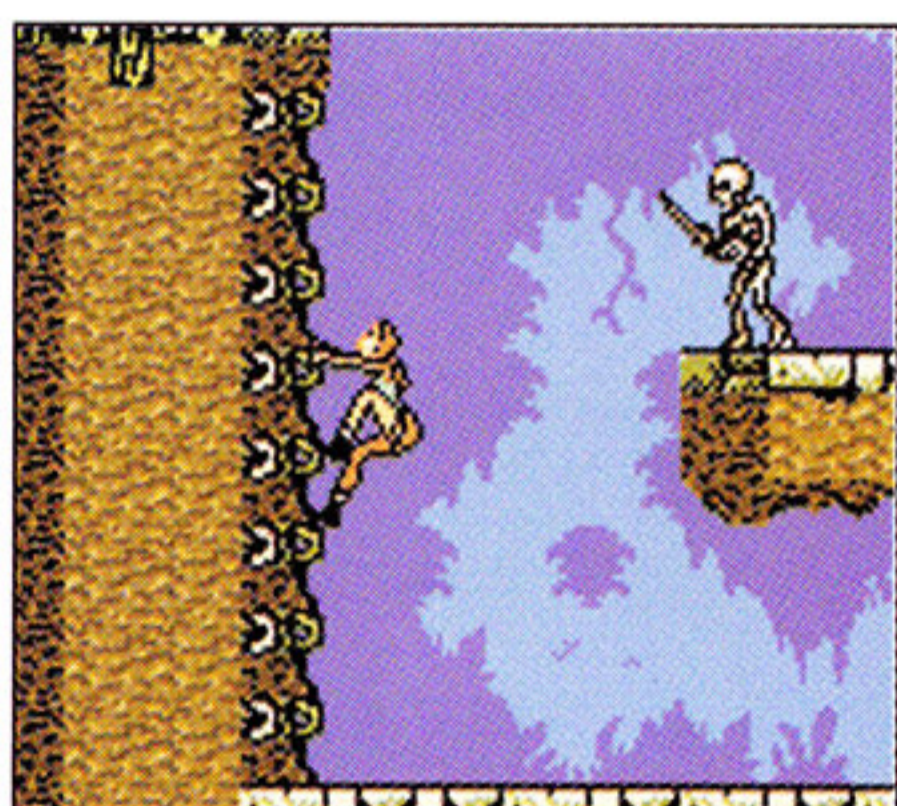
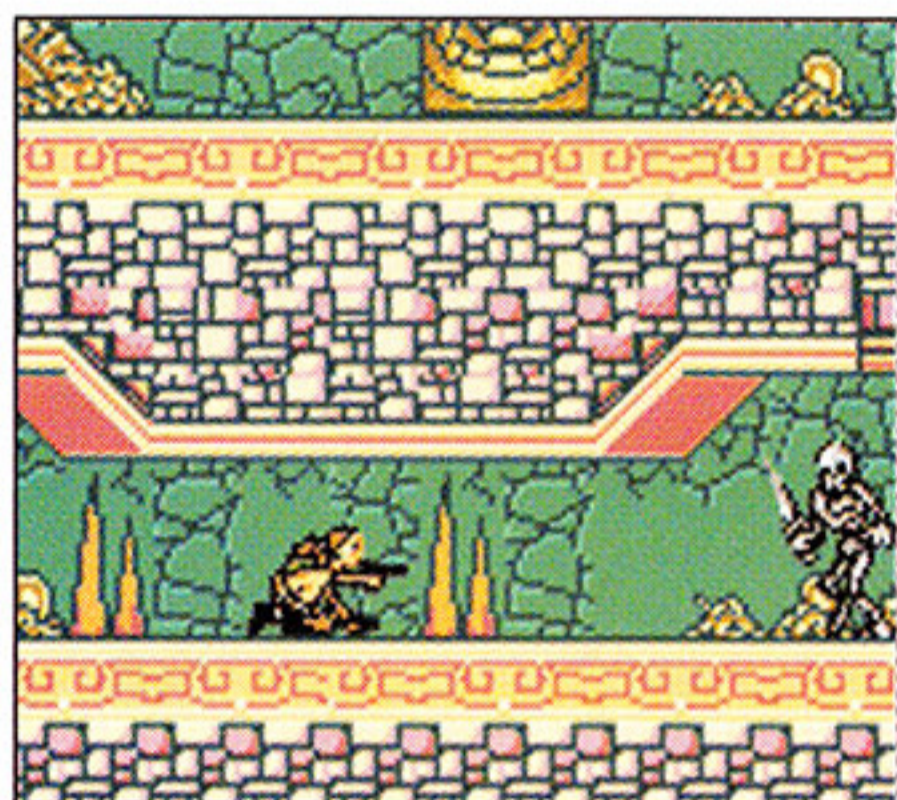


Shock 'N' Rock

Company	Price
Nyko	\$29.99

It's not a bad idea to get yourself some kind of battery pack for the Game Boy. After all, buying batteries all of the time can get expensive! Consider the Shock 'N' Rock from Nyko. Not only does the thing juice your Game Boy for around 10 hours, it features better speakers, a rumble feature and rubbery grips that make your Game Boy Color easier to hold. Plus, it just looks cool.
www.nyko.com

Tomb Raider



Lara can perform all the moves she's famous for from previous games, like running, crawling and climbing walls.

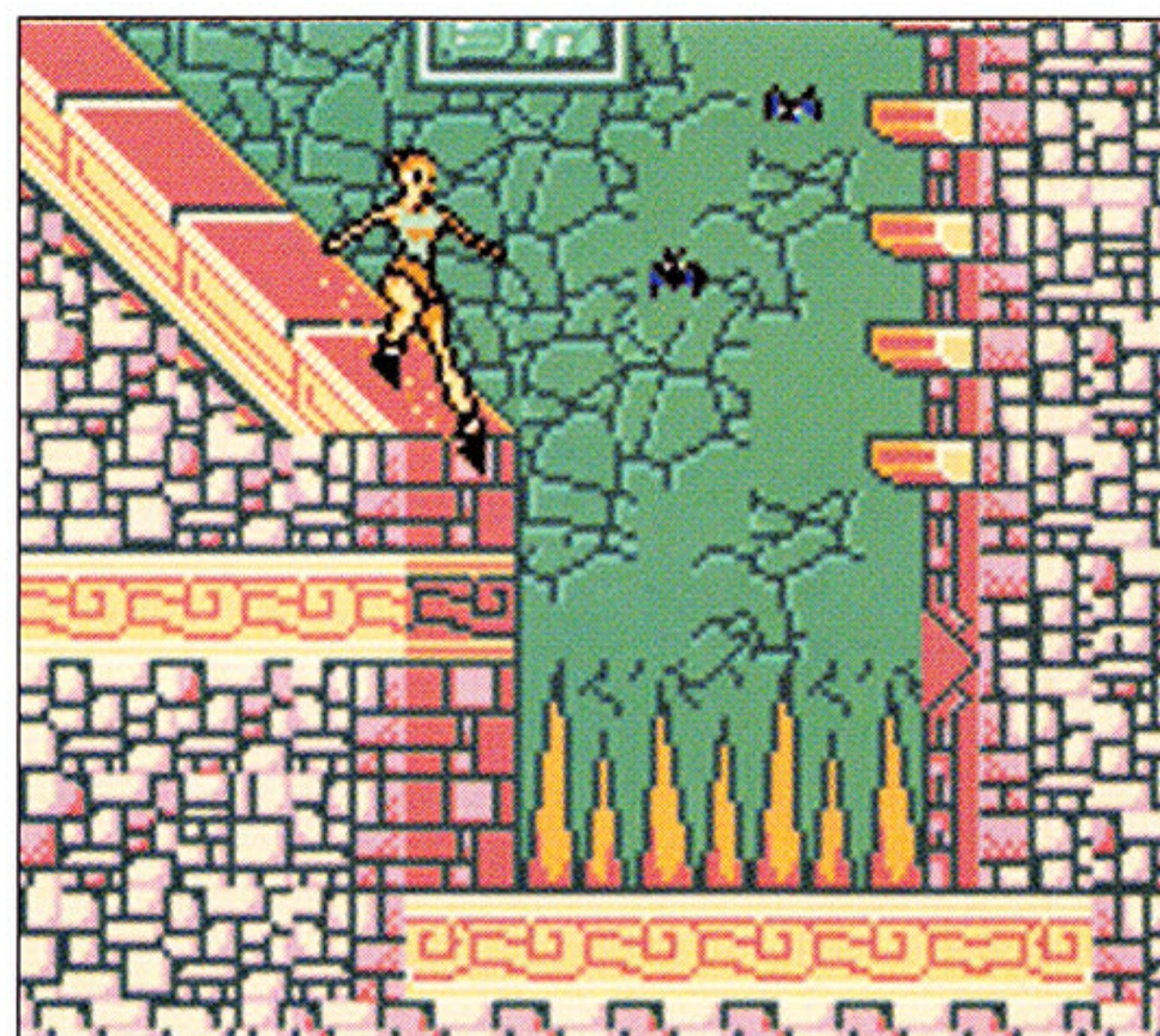
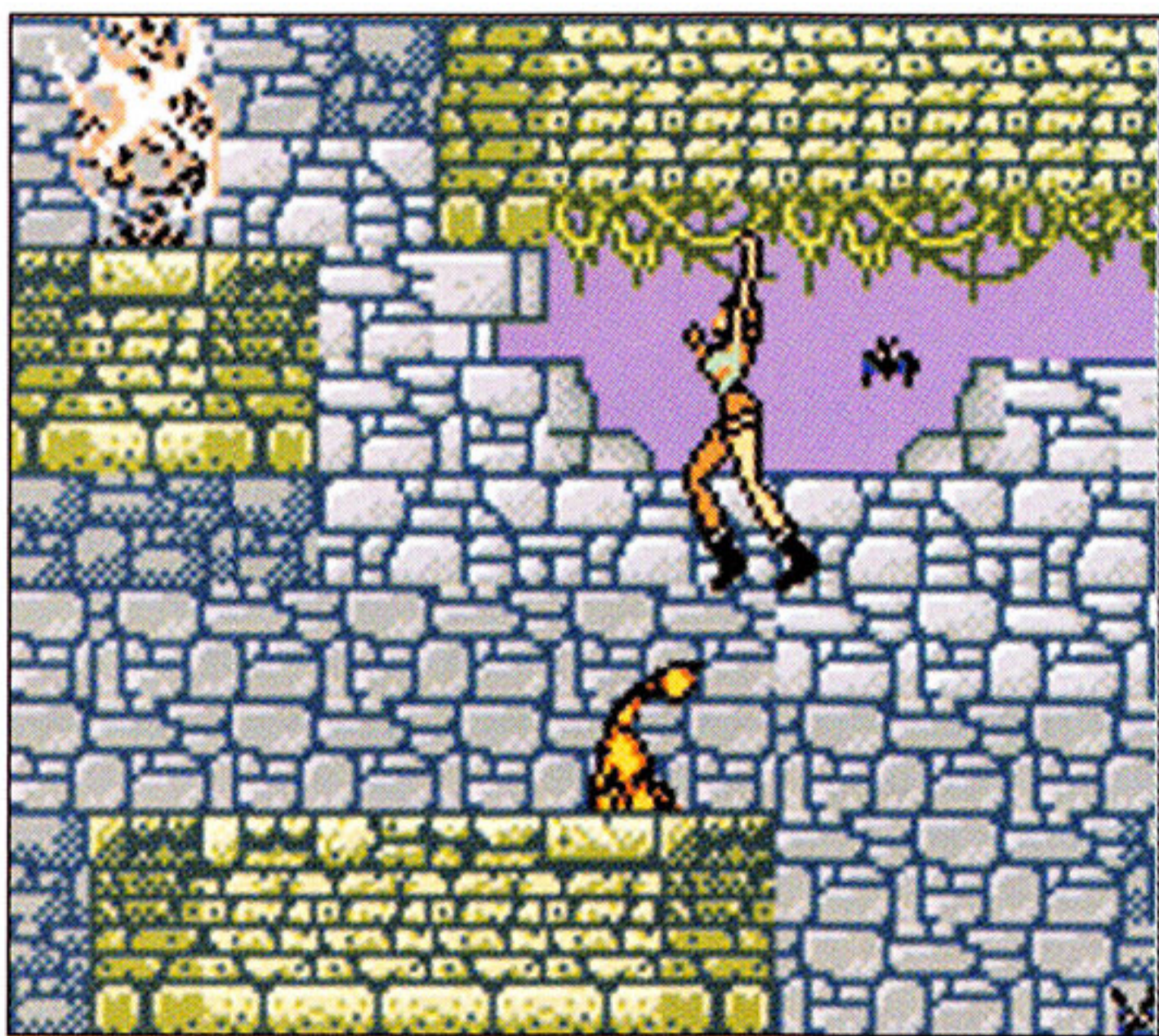


Can Tomb Raider translate to the GBC? By the looks of these shots it has a good chance.



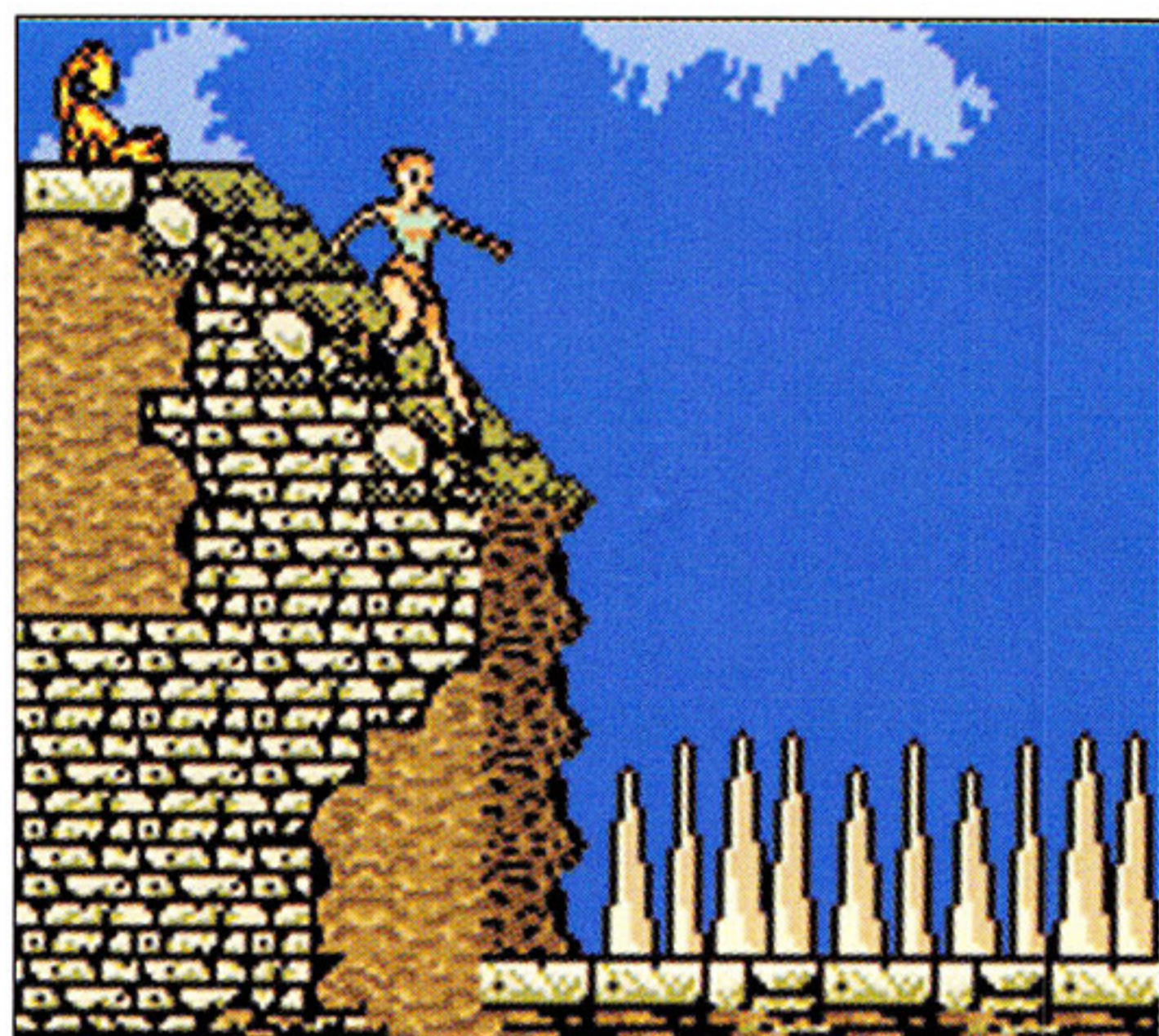
Hey kids, it looks like Eidos is bringing Lara Croft to the Game Boy Color in grand fashion. What's so grand you ask? For starters the game moves smooth as butter—almost 2000 frames of animation help Lara retain all her moves from the previous PlayStation editions. And beyond the sexy moves, this game boasts action-packed FMV cutscenes (you heard right—FMV!), parallax scrolling, and the biggest sprite (Lara) ever in a Game Boy game!

The story revolves around Lara's search for The



Dream Stone, which has been lost in the wilds of a South American Jungle. More specifically, the stone is hidden in a large, trap-laden, enemy-infested temple (sound familiar?).

A high degree of interactivity has Lara blowing up walls, pushing levers, blocks and more, with gameplay that looks similar to the classic action/platformer Prince of Persia. The question remains—will Lara translate into 2D? (Especially since so much of her appeal stems from seeing her in full 3D, if you know what we mean.) Find out **this spring**.



Crystalis

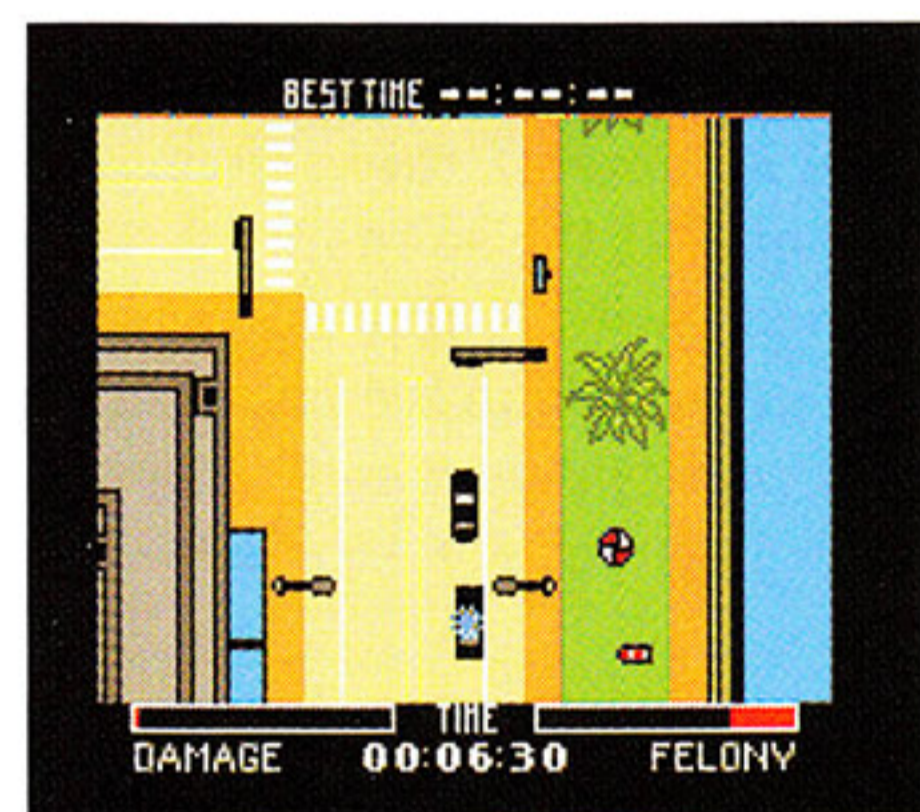
This March, Nintendo will be releasing a Game Boy Color remake of SNK's classic NES RPG, Crystalis. In addition to enhanced graphics and better control, the GBC version (developed by NST) will sport some new gameplay elements (such as the ability to wield the Crystalis after assembling it). This game is remembered by many old-school NES junkies as one of the best RPGs ever released for the system—we'll see if it stands the test of time next issue.



Unfortunately an evil sorcerer named Draygonia chose to combine



ey. You aren't so bad after all. Except for that stink! Oh well...



Driver

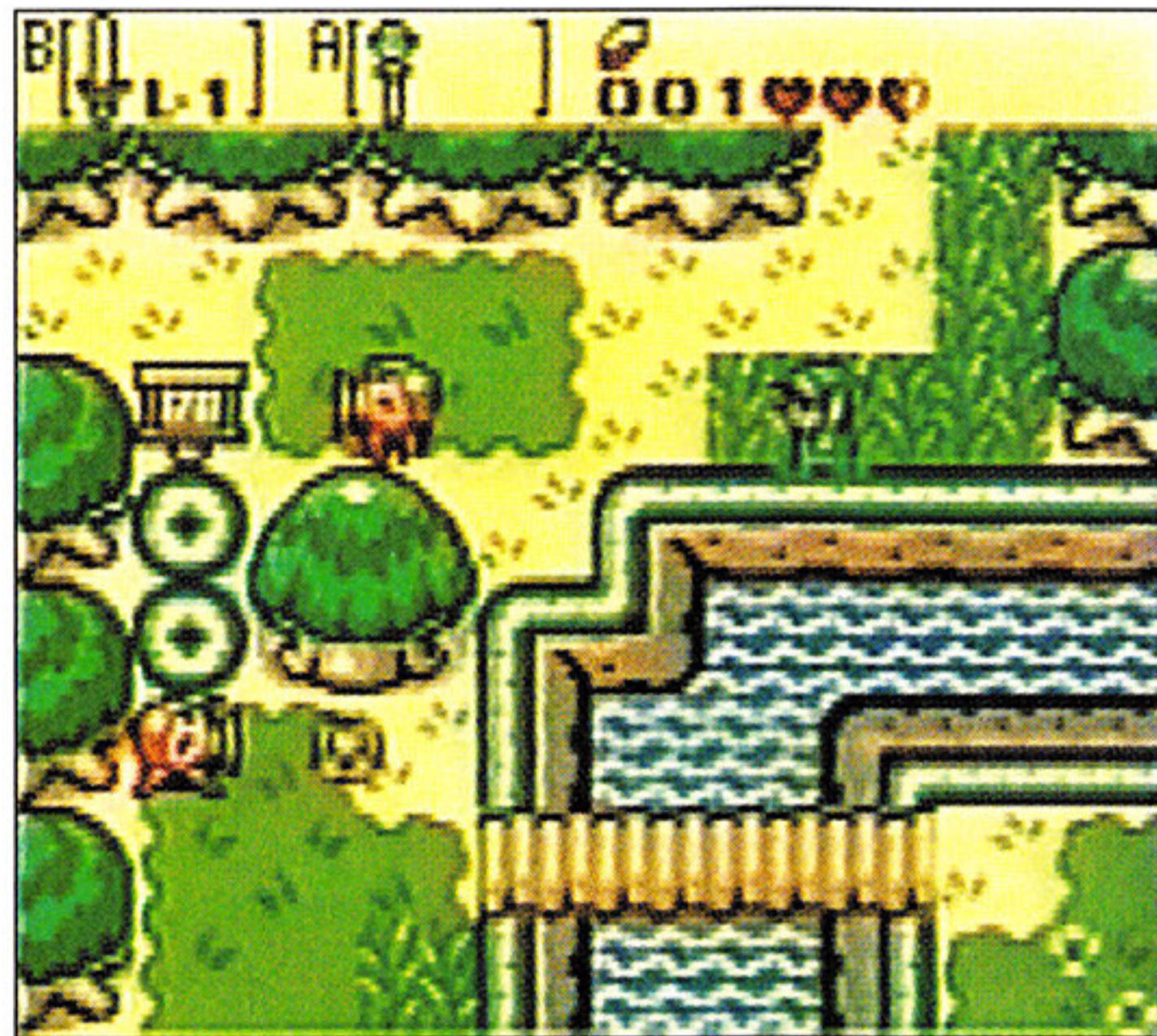
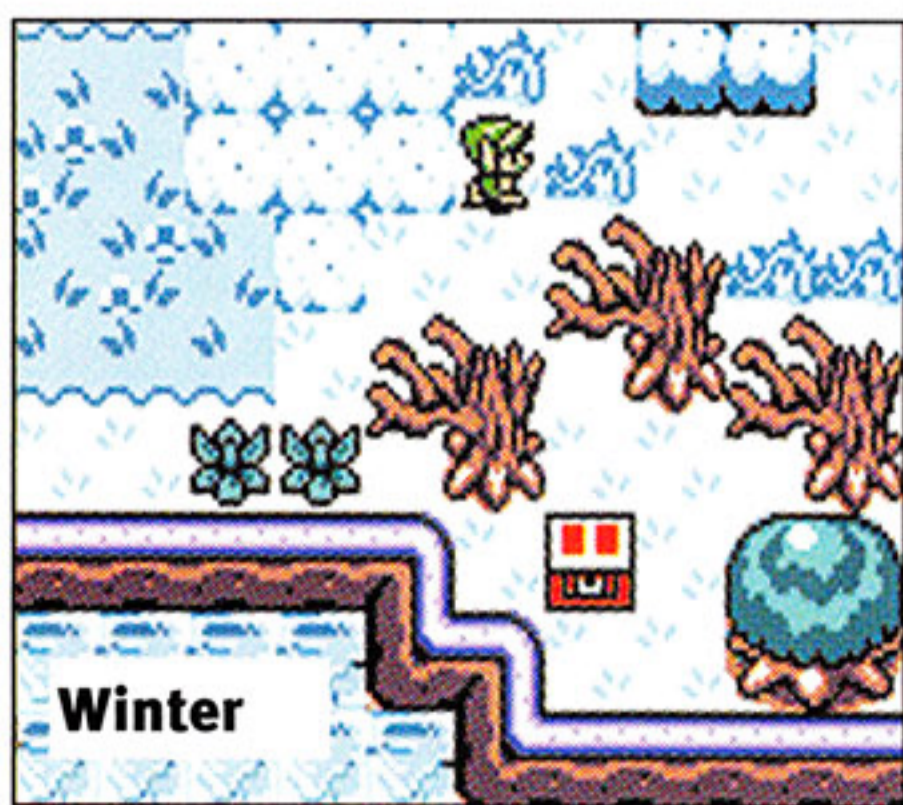
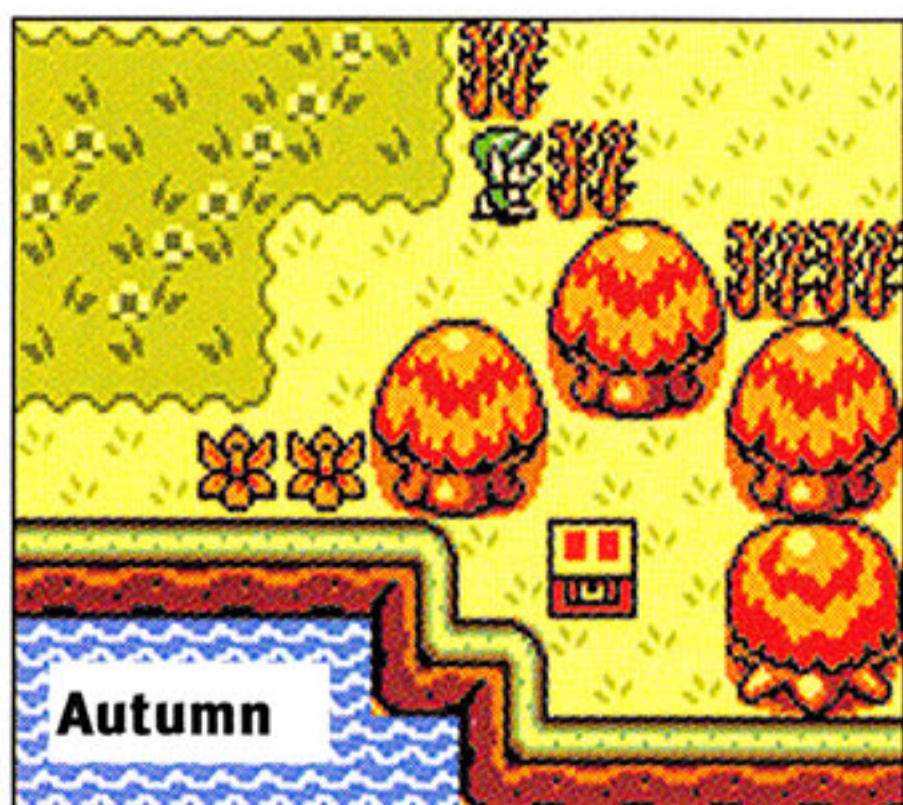
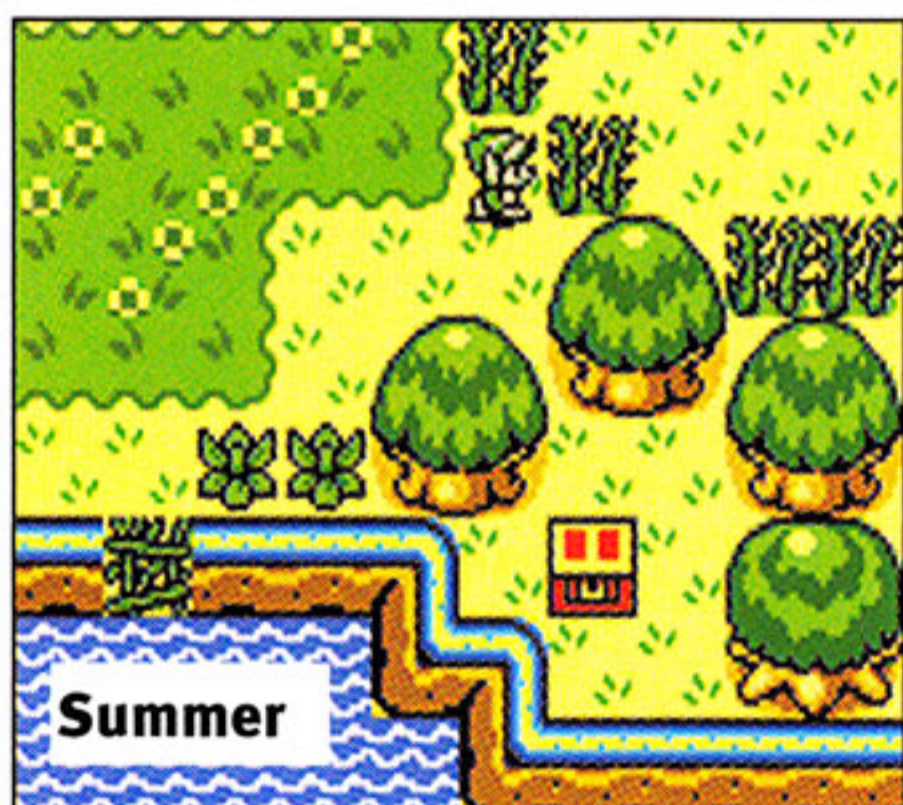
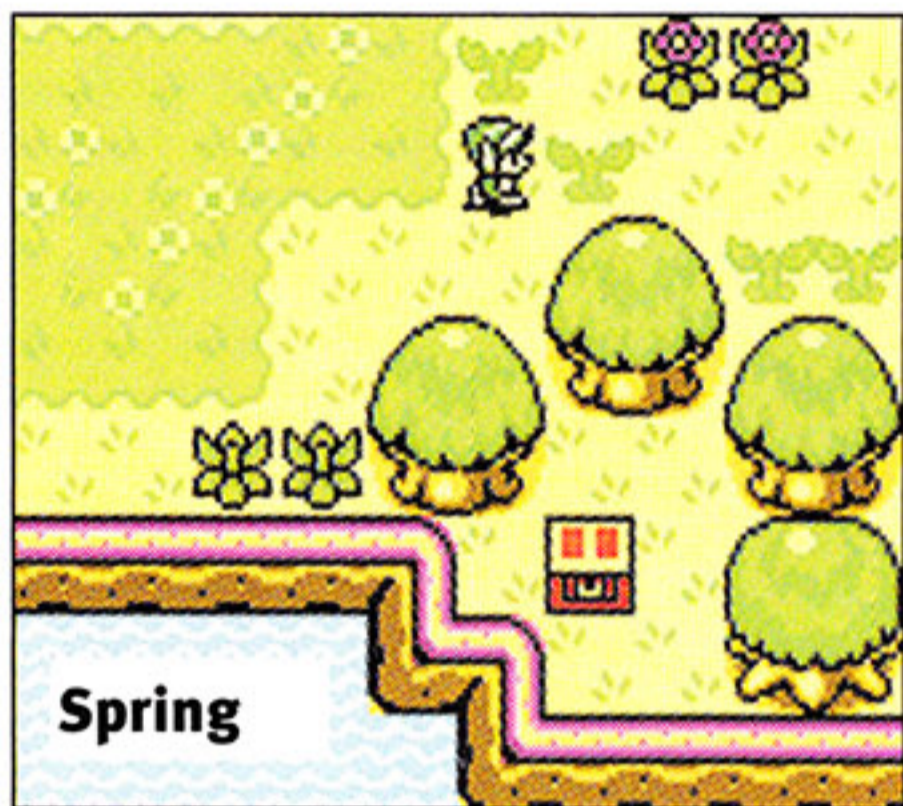
With other popular PlayStation titles going under the knife for the GBC, you might have seen this coming. GT Interactive has decided to "port" over its criminally lucrative Driver franchise to the GBC. This PlayStation megahit puts you in the role of a "wheel man" for hire, taking on odd jobs for society's unsavory lowlifes. The most obvious difference is that the game now uses a top-down 2D perspective, similar to games like Sprint or more recently, Grand Theft Auto on the PlayStation. A damage meter keeps track of how much punishment your car can handle, while a dwindling clock compels you toward your next destination. Other goals include pick-up and deliveries, ramming vehicles, and losing the fuzz. Driver will hit stores in March. Play it in a car!



The Legend of Zelda: Fruit of the Mysterious Tree

Hot Rod

Check out the Rod of the Seasons in action:



Fans of The Legend of Zelda: Link's Awakening have plenty to be excited about. Nintendo has teamed up with Flagship to create three—yes, THREE—new Zelda adventures for the Game Boy Color, the first of which is scheduled for release in Japan this March.

Similar to Shining Force III for Saturn, The Legend of Zelda: Fruit of the Mysterious Tree (tentative name) is actually one big story broken up into three parts—a Tale of Power, a Tale of Wisdom and a Tale of Courage. Gamers can start playing from any of the three adventures (though Tale of Power, shown here, will be available first), and their actions in each will carry over to the others. Through a special “link system,” save data for the three games can be interchanged (most likely via the Game Link Cable or Infrared Port), making for an endless amount of possibilities.

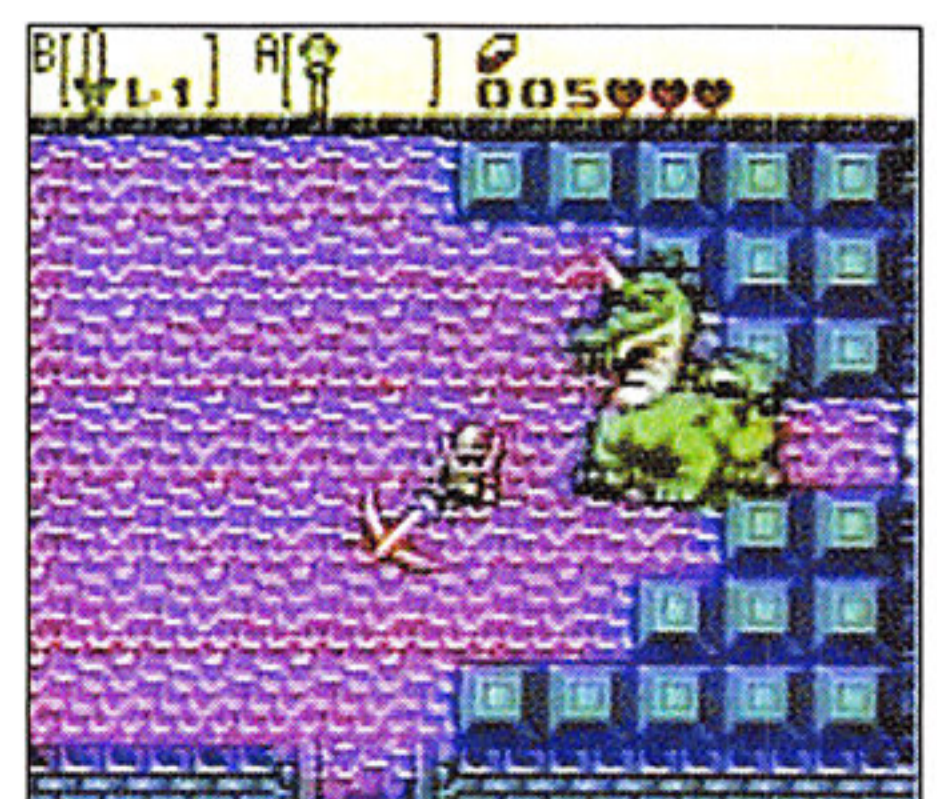
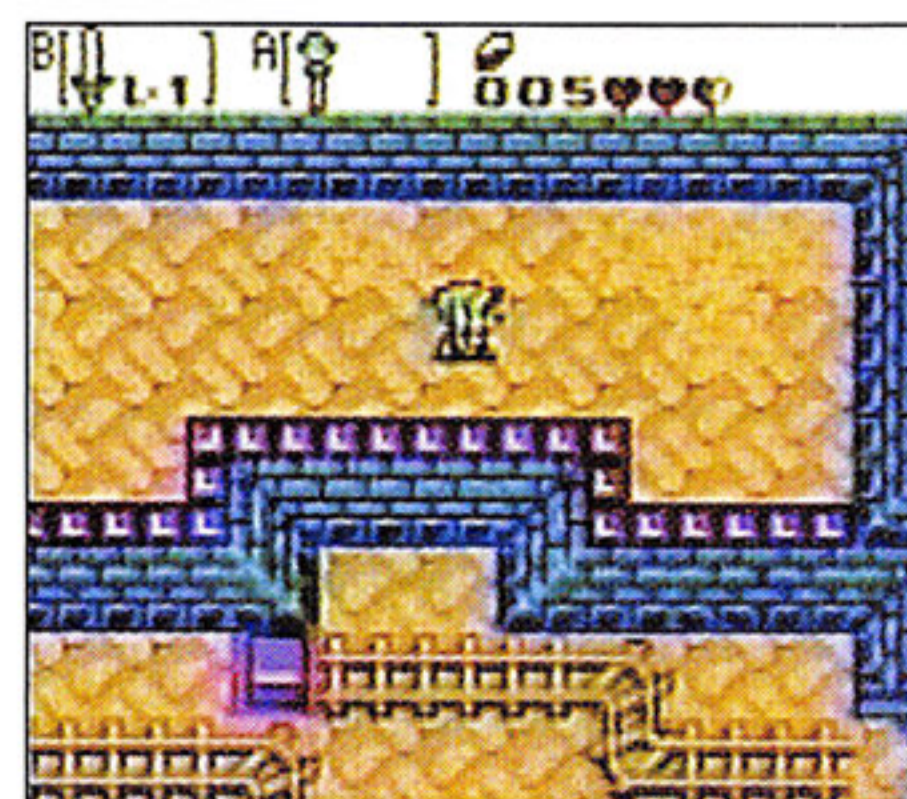
This time, the evil Ganon has kidnapped Princess Zelda and stolen the Triforce of Power, and it's Link's job to get them back. But once Ganon hears Link is on the way, he divides the Triforce into eight pieces and scatters it throughout the land. And if that wasn't bad enough, he also takes Hyrule Castle and its sacred treasure—the mystical Rod of the Seasons—and hauls it off to an “other-dimensional” world.

If any of this sounds familiar, that's because it is. Nintendo basically took the story of the original NES Zelda and used it as a springboard for developing the story for Fruit of the Mysterious Tree. In fact, the logo for the Japanese version of Fruit is almost exactly the same as the logo for the original Legend of Zelda from the 8-Bit Famicom. The influence is not only obvious in the story, though. The actual game draws many references from old-school Zelda as well. While Fruit of the Mysterious Tree uses the exact same game engine as Link's Awakening DX, the graphical style—particularly in the dungeons—is extremely reminiscent of the first NES Zelda. Lots of old-school enemies have returned too—the demo version featured Octoroks, Wall Masters...even Aquamentus (you get a cookie if you actually know who Aquamentus is).

Much of the game appears to be focused on a special item called the Rod of the Seasons. With it, you can change between the seasons (winter, spring, summer and fall...silly) on the fly, which makes for lots of gameplay possibilities. For example, in one scene, Link tries to reach a treasure chest...but it's surrounded by trees and he can't get through. So what does he do? He uses the Rod to fast-forward to winter, where the trees are gone (presumably chopped down for firewood), thus giving him access to the chest.

Link will also get help from several allies, including the peculiar Ultra Tribe (who reside in the other dimension where Ganon went), the Mysterious Tree (which “houses the spirits,” according to Nintendo) and a witch's apprentice named Maple. He'll also get to ride in the pouch of a kangaroo named Ricky who can jump and has a punch attack ('cause all kangaroos are excellent boxers, right?).

All in all, this latest Zelda adventure is shaping up to be something spectacular. A **U.S. release date hasn't been determined yet**, but the Japanese version is due out in March (Tale of Power). The following two chapters (Wisdom and Courage) are expected to release sometime in the spring and summer, respectively. Stay tuned, Zelda fans—we'll have more on this exciting prospect soon!



Muppets

Muppet Show fans will remember Dr. Bunsen Honeydew and Beaker and the wacky experiments they often performed on fellow cast members.

Their latest experiment happens to be on the Game Boy Color and involves sending Mrs. Piggy, along with about half the cast of the *Muppet Show*, back in time. It's up to you (as Kermit) to get them back safely. Explore six different time zones in this simplistic side-scroller including: Prehistoric, Aztec, Egyptian, Roman, Medieval and Wild West. Each environment features a number of simple puzzles and objectives. Solving them shoots you up to a new time zone for more searchin' and solvin'.

While the game is intended for a younger audience, older folks may enjoy it for the nostalgic factor. Look for this title from Rockstar in February.



Heroes of Might and Magic

The award-winning (and super addicting) PC strategy game is going portable. Build your kingdom from the ground up by exploring and conquering territories with the help of armies made up of soldiers and magical creatures. Build castles, barracks and armories to defend your realm and equip your armies.

Control multiple heroes each with his/her own army of unique creatures as you capture the land of Enroth. You can cast spells, collect artifacts and more in this 3DO cart, due out this spring. The Game Boy Color definitely could use a quality strategy game with a little depth to it—hopefully this one will fit the bill.

Rayman

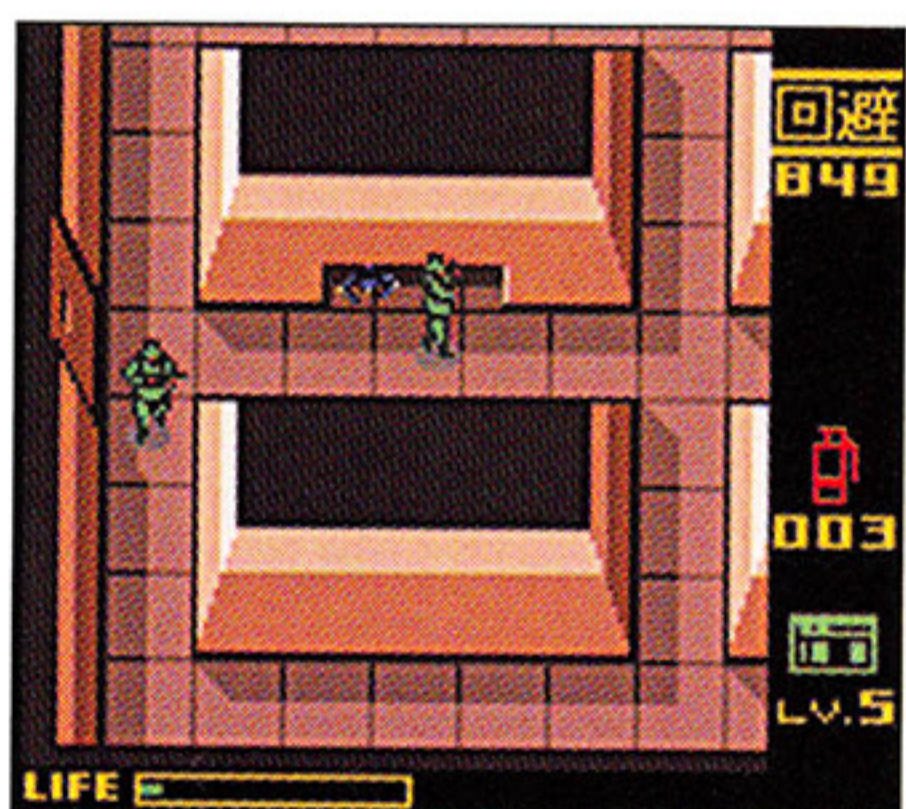
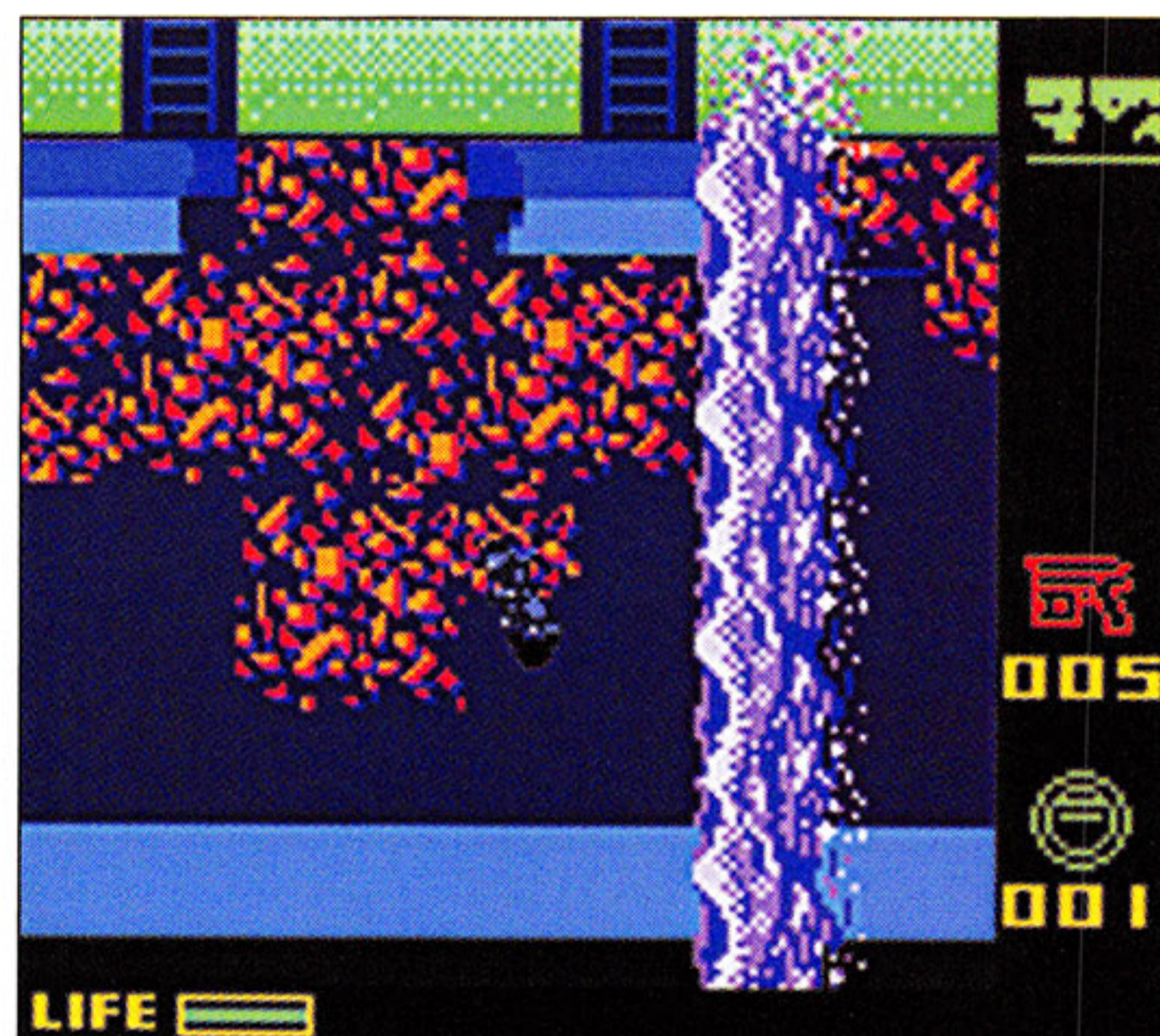
Ubi Soft continues to try to establish Rayman as a 'franchise' character with the first handheld incarnation of the limbless wonder. Originally appearing at the dawn of the 32-Bit age (he even turned up in the early days of the Jaguar) Rayman's early 2D antics were considered to be some of the best around. Graphically charming and full of neat ideas, he has since gone on to appear in the much-lauded 3D sequel on just about every system under the sun. The Game Boy game harks back to the good ol' days—and does so with remarkable style. The whole look of the series has remained intact, while the gameplay is a pleasant change from a lot of the platform-based trash that we see released every other day on the system. Check it out this winter.



Metal Gear Solid: Ghost Babel

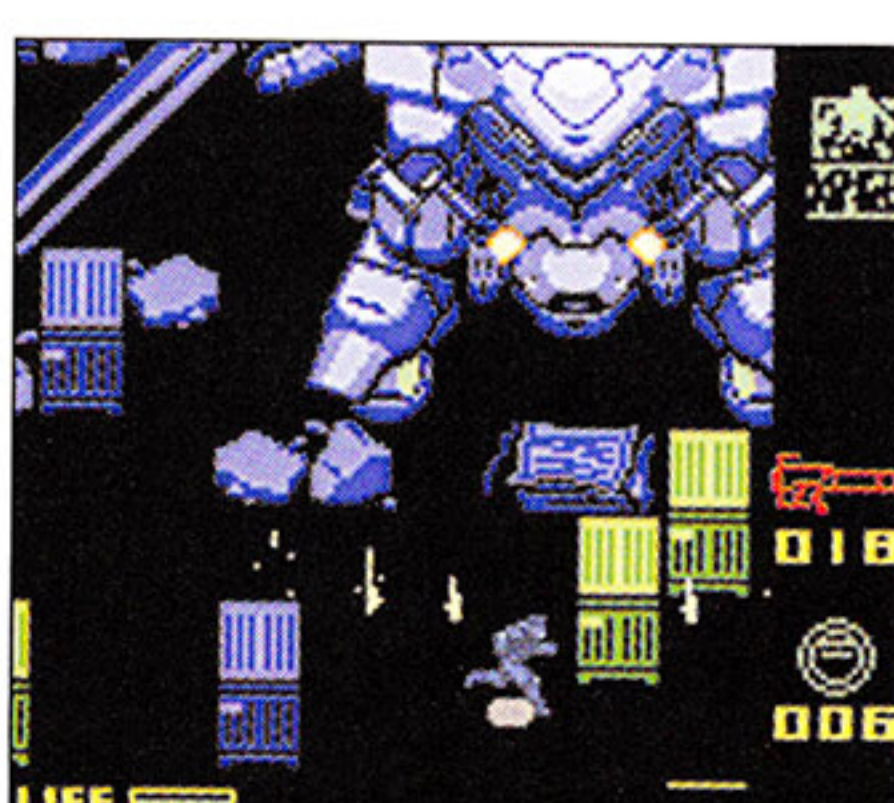
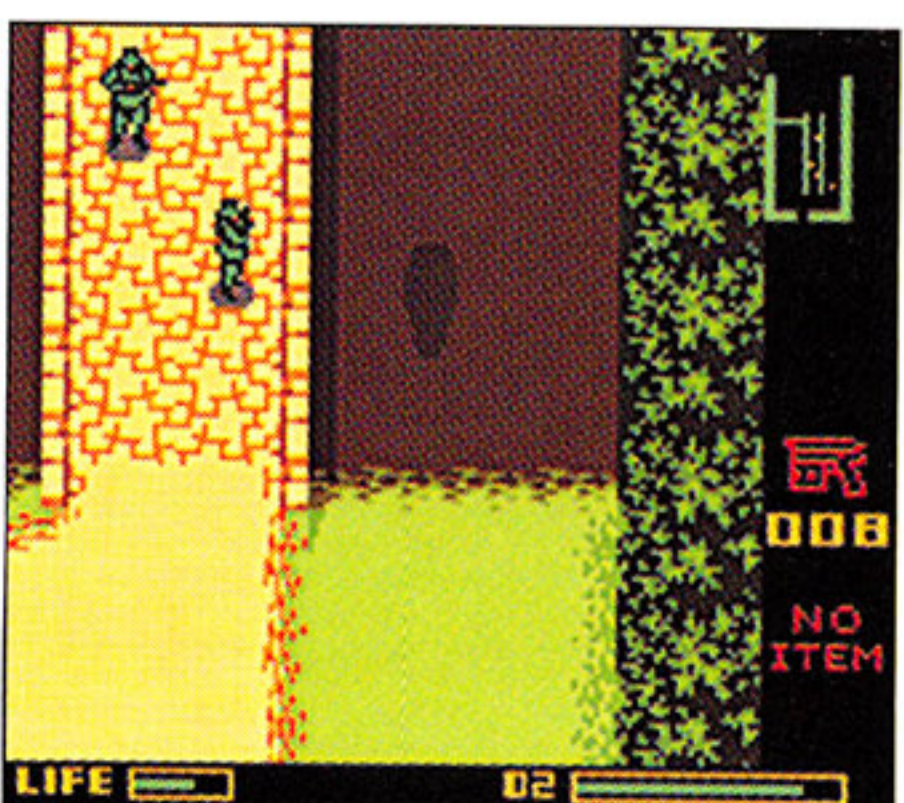
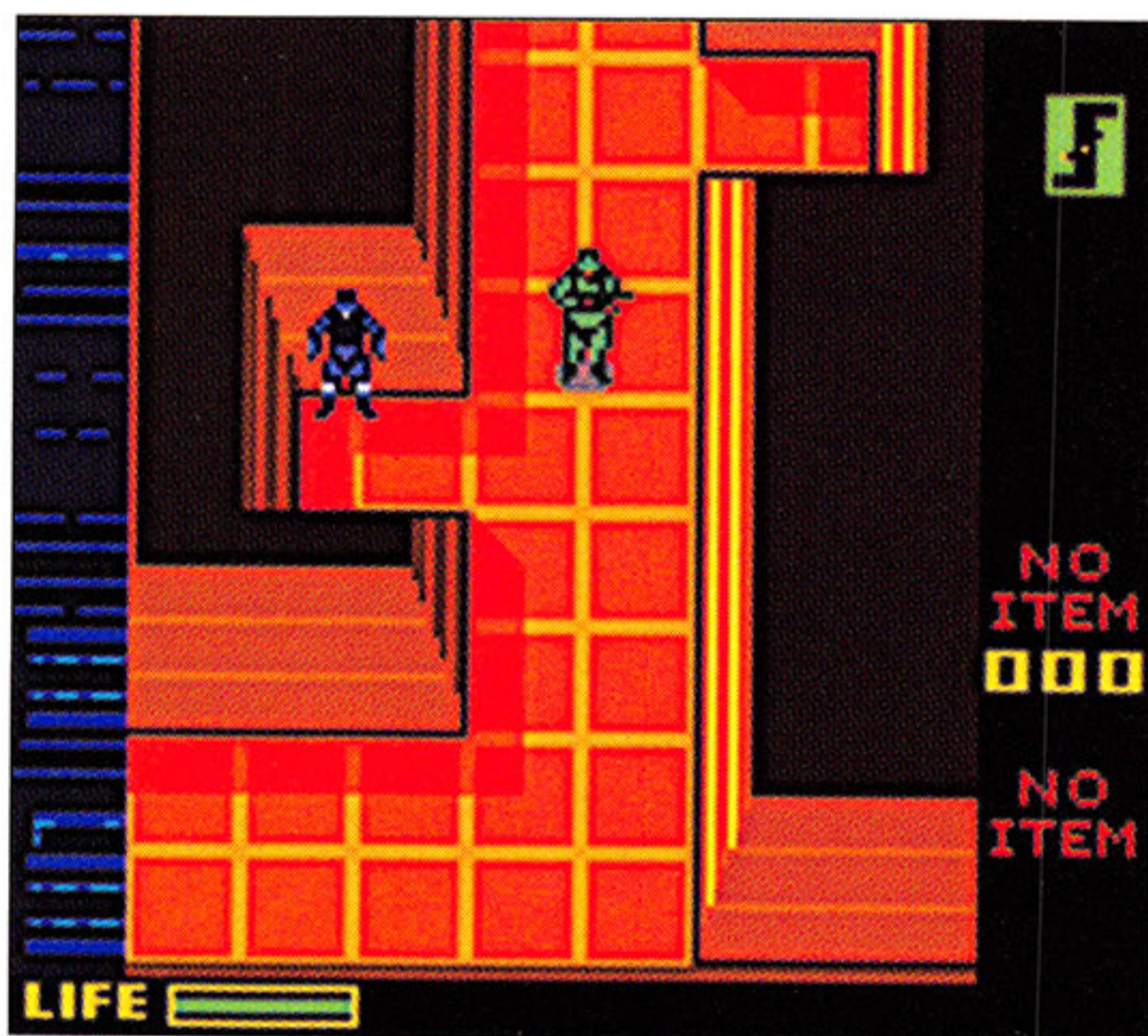


Story looks like an important part of the Game Boy Metal Gear, played out through cut-scenes like the one above.

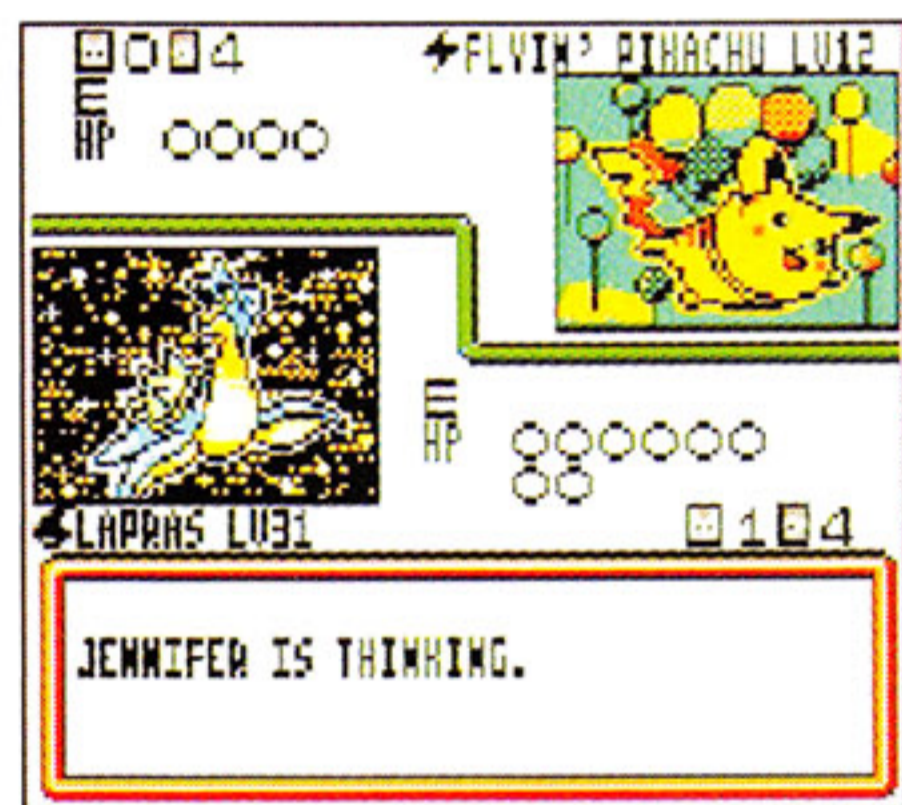
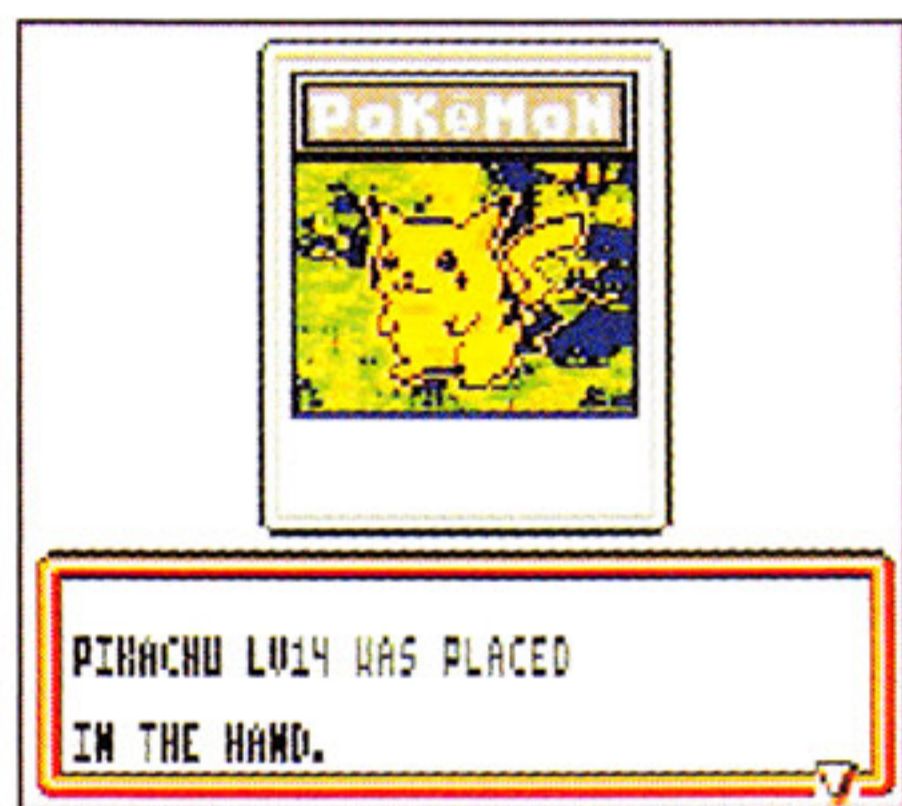
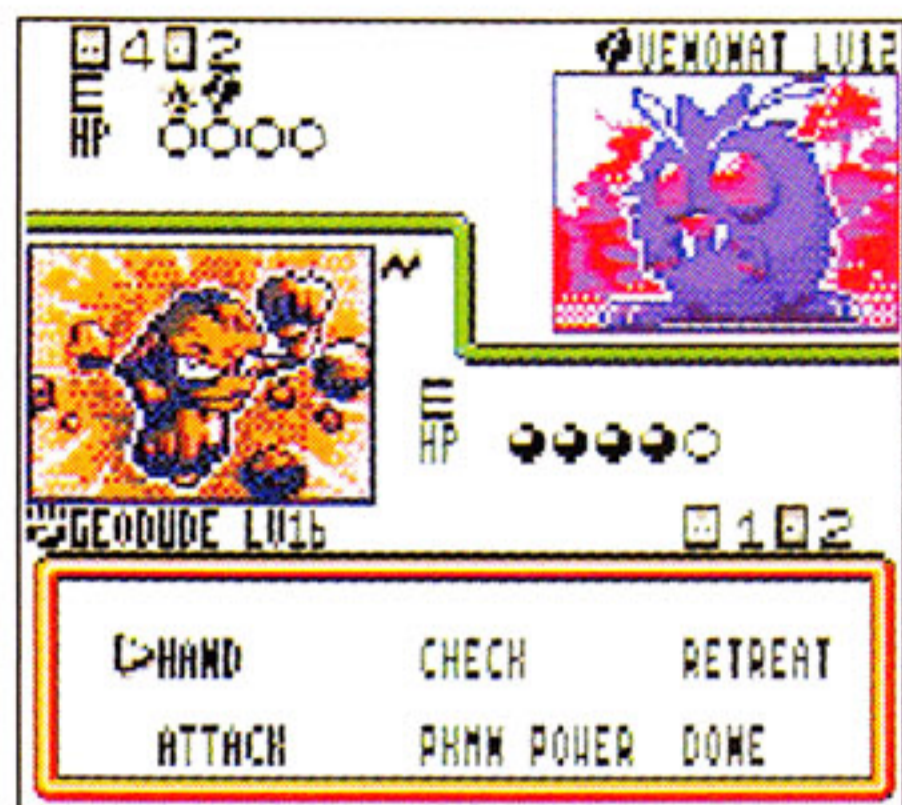


The Game Boy version sports training levels just like Metal Gear Solid and MGS: VR Missions.

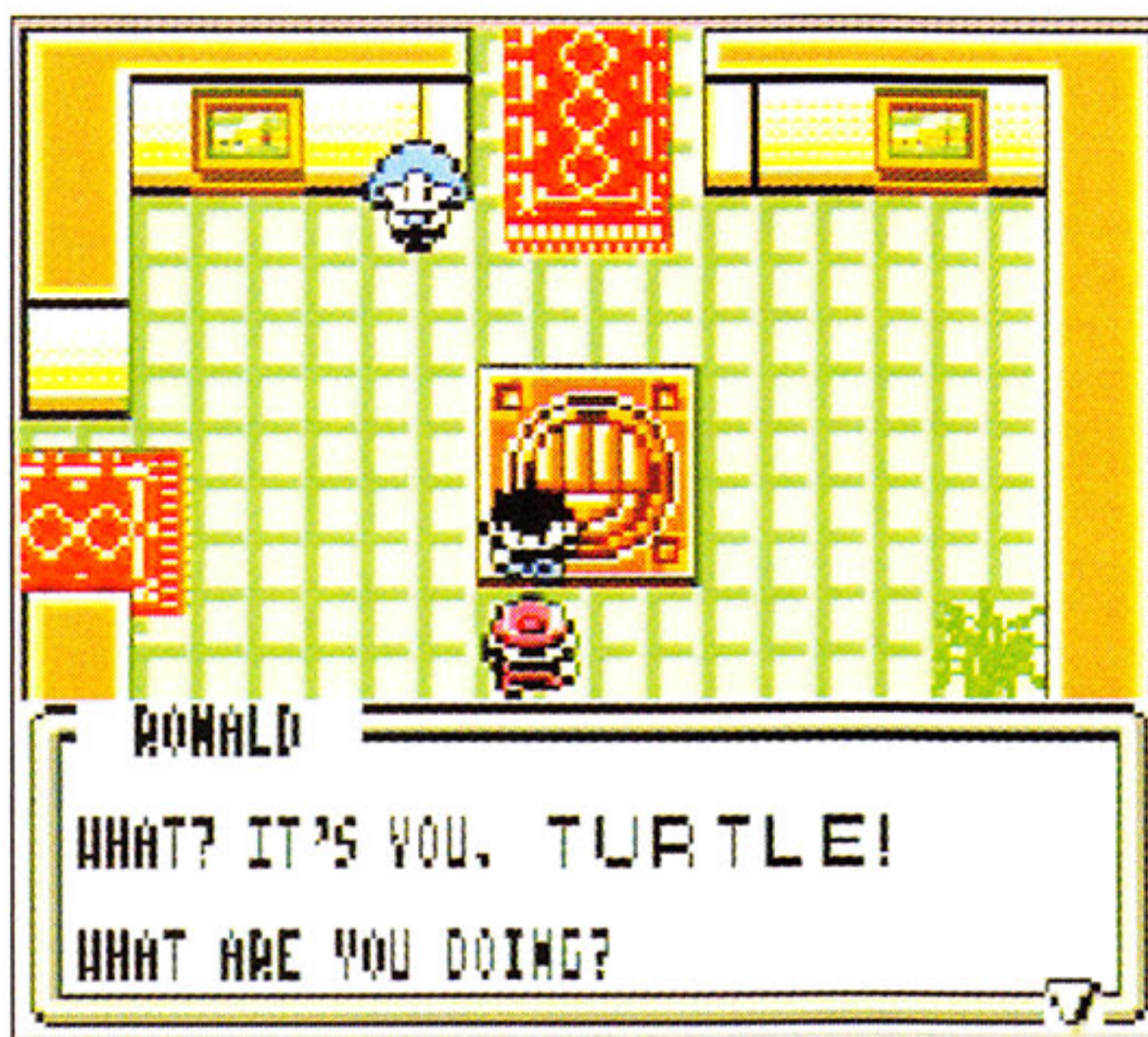
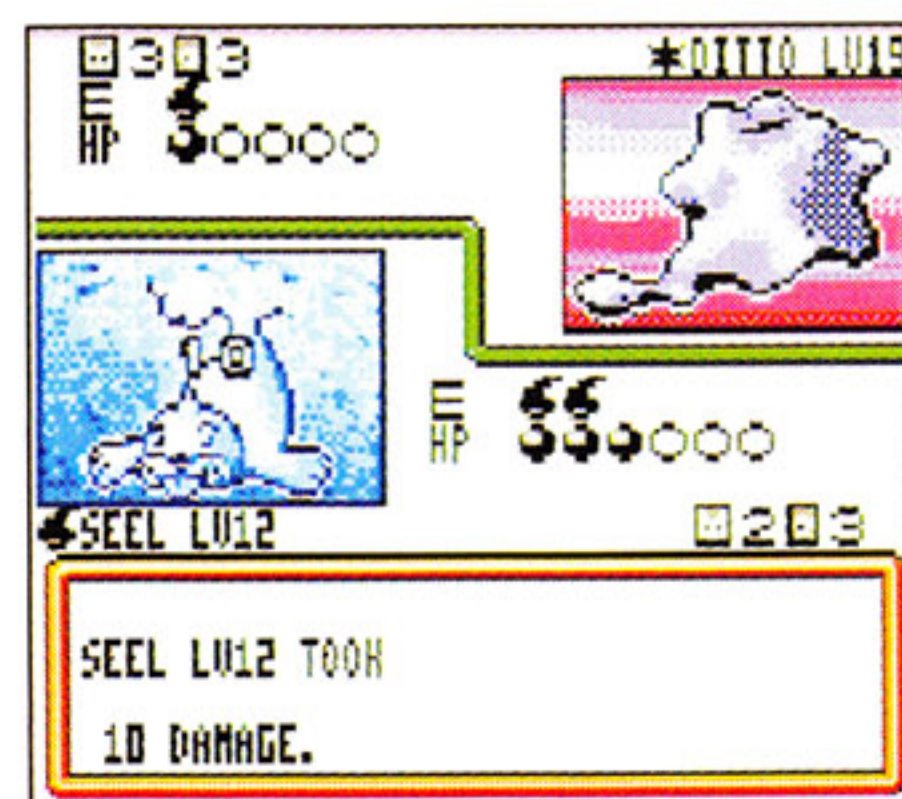
We know you're just as excited as we are about a portable MGS but first thing's first—Ghost Babel is not a direct sequel to MGS; however, it does take place after Snake's little encounter with Fox Hound. The gameplay will harken back to classic 8-Bit Metal Gear adventures, with additional features incorporated from the 32-Bit MGS and VR Missions. Speaking of VR, GB will feature more than 180 training sessions to test both your logic and reflexes. This time around, you face The Black Chamber—Black Arts Vai, Slasher Hawk, Marionette Owl and Pyro Bison—four freaky guys who will stop at nothing to eliminate Solid Snake. Konami hasn't officially announced a release outside of Japan, but c'mon! We know you'll be playing this real soon.



Pokémon Trading Card Game



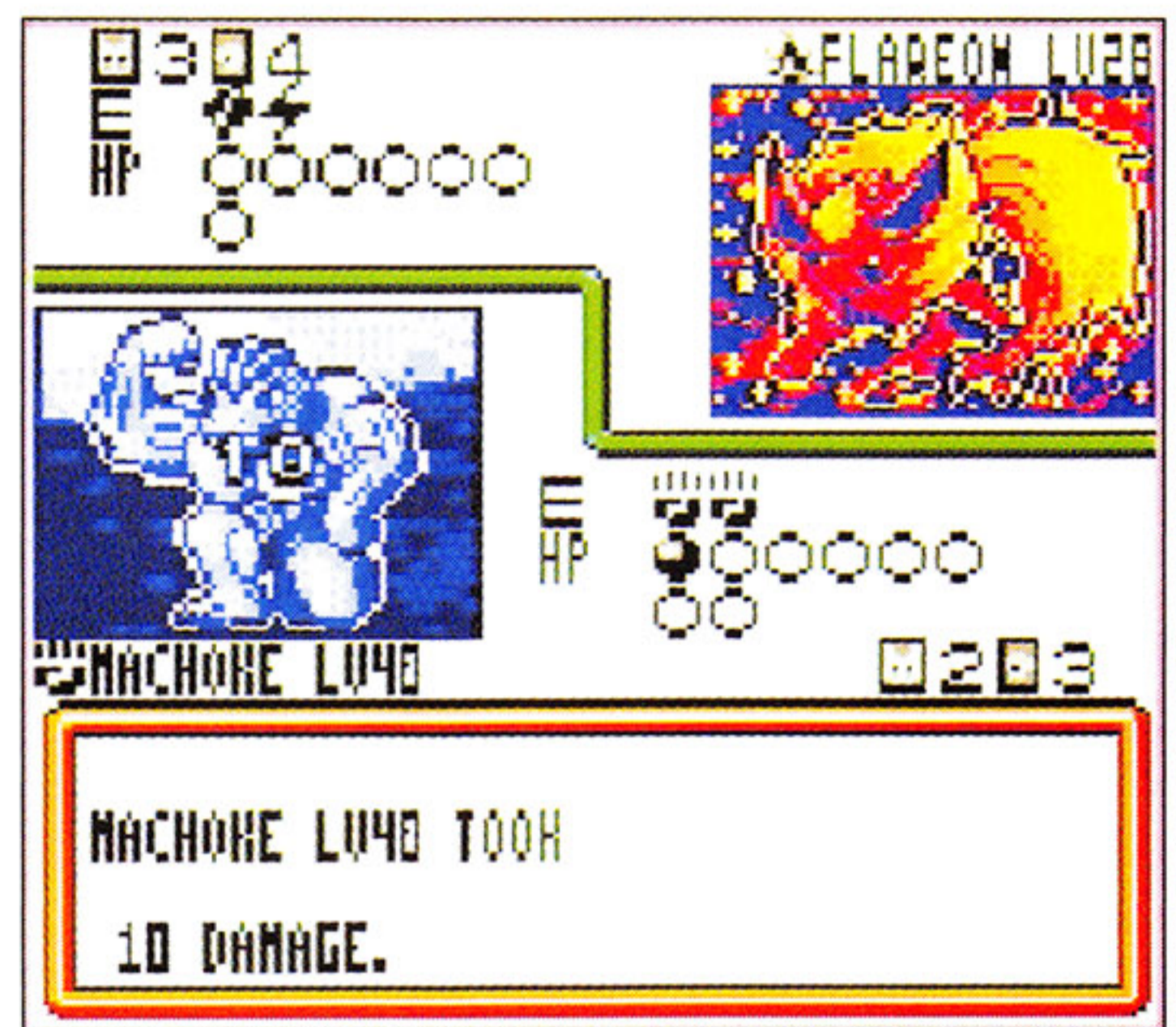
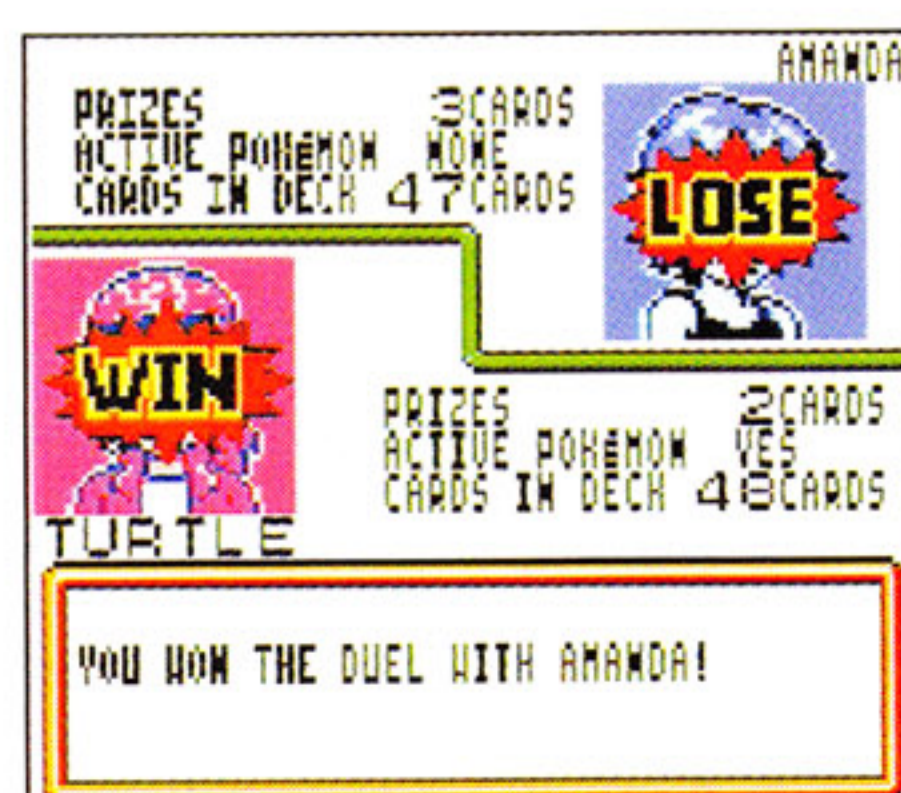
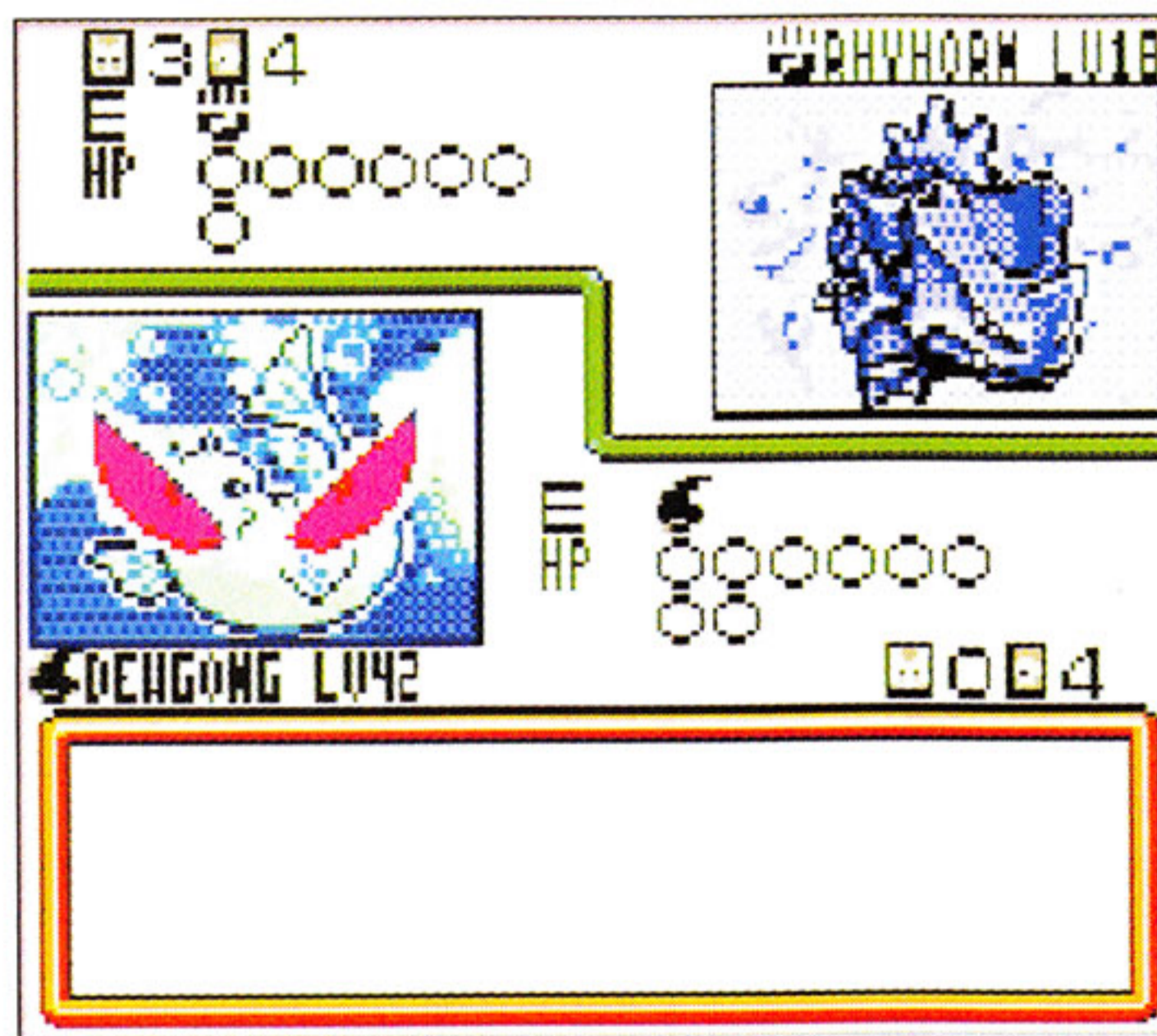
Pokémon that aren't in the Game Boy game are present in the TCG, like the Flyin' Pikachu or Surfing Pikachu. Can you catch them all? Where's the Pikablu?



While most gamers are already familiar with the Game Boy titles, there's another Pokémon game doing big business.

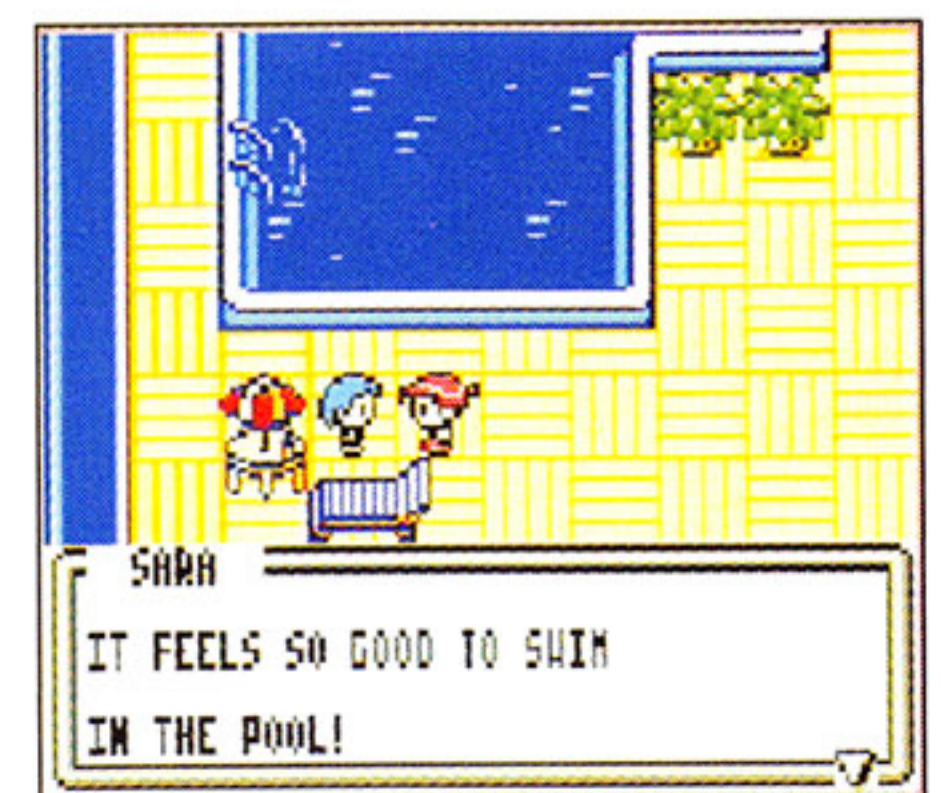
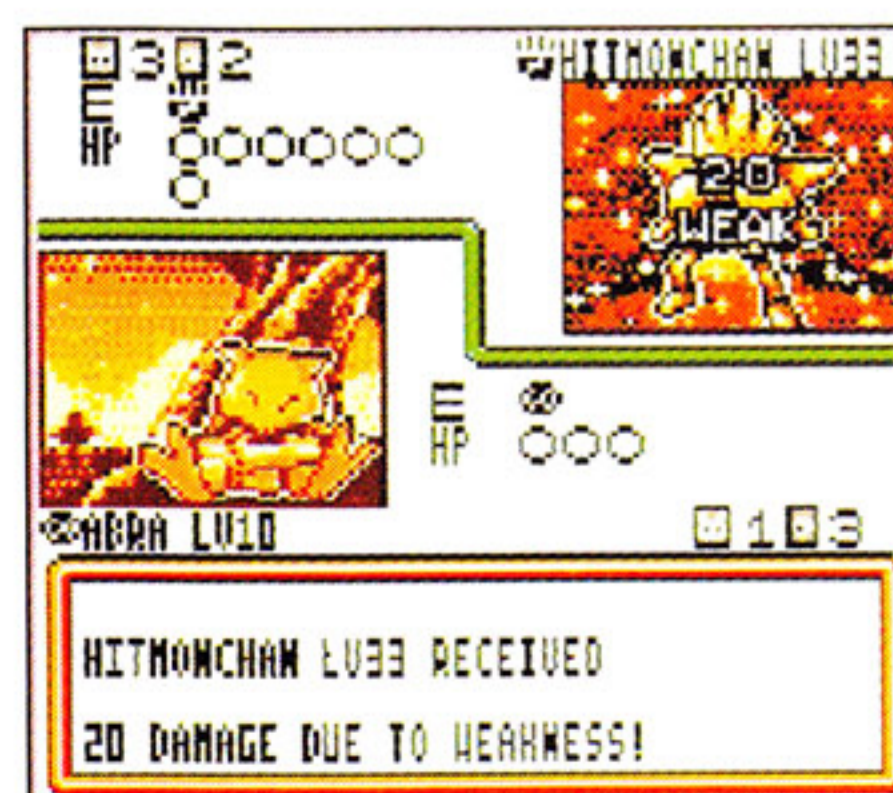
It's the Pokémon Collectible Card Game created as an offshoot of the original RPG. Wizards of the Coast produces the U.S. version and the card game is almost as popular as the video game!

But if you're a pocket gamer at heart and would rather deal with a pixelized version of your favorite



monsters, then this is for you. Like the Game Boy game, you travel around to different Gyms, challenging the leaders for badges to get into the Pokémon League. Along the way you battle other trainers and gain new monsters and other items which will be useful in your quest. And in true Pokémon style, you have a rival who pops up every so often to tell you how much you stink.

Rules are exactly the same as the trading card game played on card tables regularly across America. You begin by shuffling your deck and drawing seven cards. From that, you pick the Pokémon you're going to battle with (or, if you don't have any Pokémon in your hand, reshuffle) and equip them with energy. Attacks require different types and amounts of energy (you'll need energy cards in your deck). During battle you can level up your monster, but then you will have to equip even more energy before you can attack. After defeating an opponent's monster, you pick up prizes, which were laid down before battle began. Depending on how difficult a battle is, there can be multiple prizes—special cards or expansion packs. Using the link cable you can battle a friend and trade cards. This is a lot more focused on battle and strategy—without some of the RPG-style play of the regular game. Watch for it this April.



Mission: Impossible

In this portable spy-thriller, you play the role of Ethan Hunt, IMF field agent. You must make your way through five missions spread out over 10 stages, but this isn't your typical shoot-'em-up action game. Since being a secret agent usually means being "secret" once in a while, you must learn what it means to be covert. Yes, guns will come in handy, but sometimes, cunning and smarts are the keys to survival. To help you out, you'll have access to a variety of spy gadgets and other IMF team members.

Even more exciting are the extra features that M:I introduces: You'll be able to store your personal contact information (names, phone numbers) on your cart, beam infrared messages to other M:I players and even use your Game Boy Color as a programmable remote control.



Test Drive Cycles

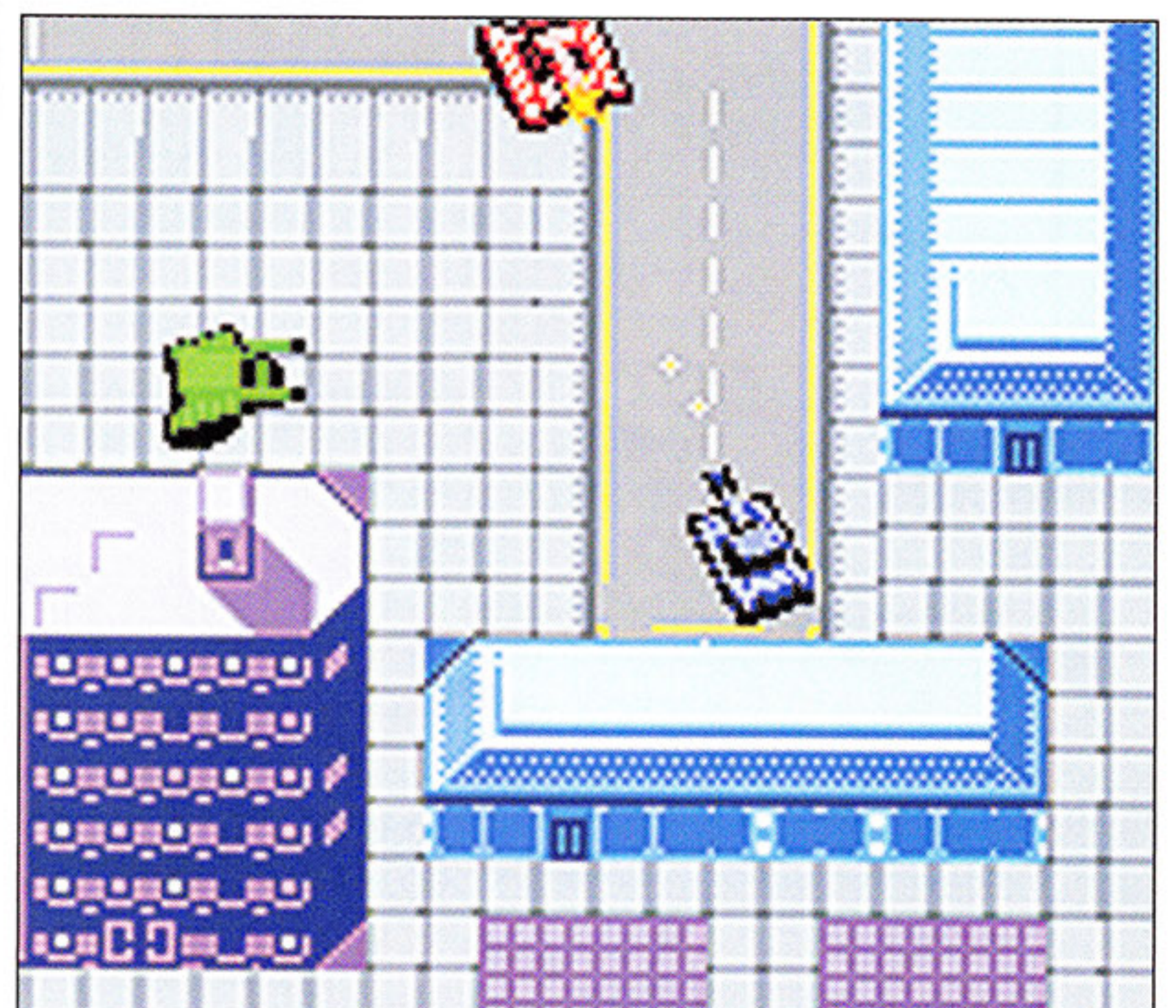
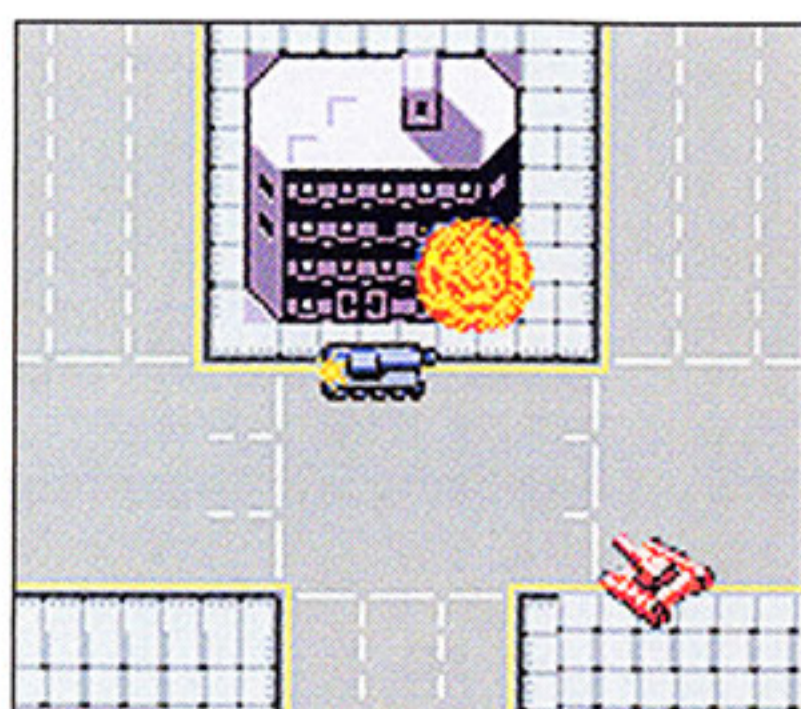
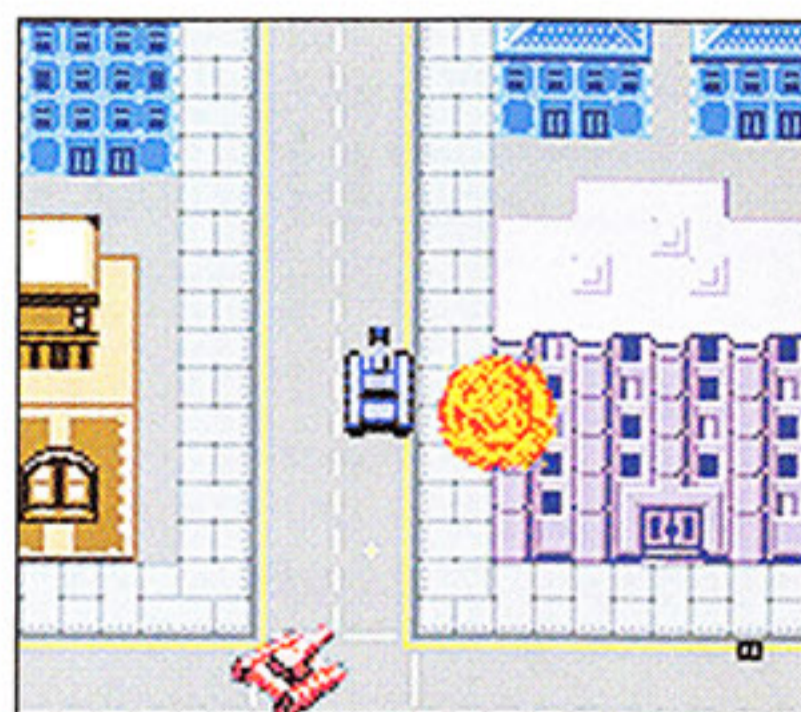
Test Drive Cycles offers over 10 different licensed motorcycles including Harley Davidson, Moto Guzzi, BMW and several other sport and muscle-bikes. The object is to race, win and upgrade. Earning prize money will allow you to beef-up top speed, turbos and traction. Take your sweet ride on several international tracks – Hong Kong, Washington, Utah, Tokyo, Germany and more. Game modes include Single Race (with link-up head-to-head play), Tournament (where you can win cash and fix up your bike) and Cop Mode (chase 'em down and give 'em tickets).

The graphic detail is quite good—it's unusual for a motorcycle game to feature vertical scrolling but Xantera (the game's developer) has already proven this game engine in Test Drive 6.

Battletanx

3DO's Battletanx is a combat action game set in the post-apocalyptic future (the setting for many a video game these days). Renegade armies fight each other in tank assault vehicles equipped to the gills with awesome firepower, including bounce shots, swarmer missiles, three-way shots and ultra nukes. Battles are seen from an overhead perspective and take place in recognizable U.S. cities including Washington, San Francisco, New York, Los Angeles and Las Vegas.

Fans of the hit Battletanx games for the N64 will want to take a look at this one, as well as anyone who remembers the simple fun of the Atari game Combat that came with the old 2600 system. Look for Battletanx this spring.



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GAMEBOY COLOR



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EARTHWORM JIM: M2TG

Publisher: Crave

Web Address: www.craveentertainment.com

A game going for style over substance is a common occurrence on the larger systems—developers like to include flashy graphics to make up for a game's lack of play mechanics. It's more unusual to see a Game Boy game take that route, but unfortunately, this is one of them. EWJ looks great but is unimaginably tedious, with poor controls to boot. And even though this game has lots of long levels, it's not an asset. This time Jim is chasing his

arch-nemesis, Evil Jim, across space and time. How does he accomplish this? By using his handy-dandy interdimensional transporter. Of course, such a device requires a lot of power to operate, which is why the gameplay consists of nothing but obtaining "power cells" (read: coins). Imagine Super Mario Land with really weird, bad controls and no real objectives other than collecting coins and you're close. But you do not want to be close. Stay far away.



Visuals: 8 **Ingenuity: 1**
Sound: 8 **Replay: 1**

3.0

BALLISTIC

Publisher: Infogrames

Web Address: www.infogrames.com

This is one of those puzzle games that you pick up for a minute and end up wondering how hours lapsed by. In Ballistic, there is a continual spiral of balls winding their way to the center of the screen. Your job is to impede their progress by shooting other balls at them—connect three of the same color and they are deleted. The focus and depth of the gameplay is in learning how to set up chain reactions that will send the spiral into a frenzy. There is also a

more thoughtful puzzle mode named Checkmate where the idea is to delete a stationary spiral with a certain number of balls. Unfortunately this mode has no save or password feature, so you have to repeat a lot of levels every time you turn on the system. The graphics in Ballistic may seem a bit choppy at first, but you quickly adjust to where you don't even notice it. Overall, this game is worth a try, especially for puzzle freaks looking for something new.



Visuals: 4 **Ingenuity: 7**
Sound: 6 **Replay: 8**

7.5

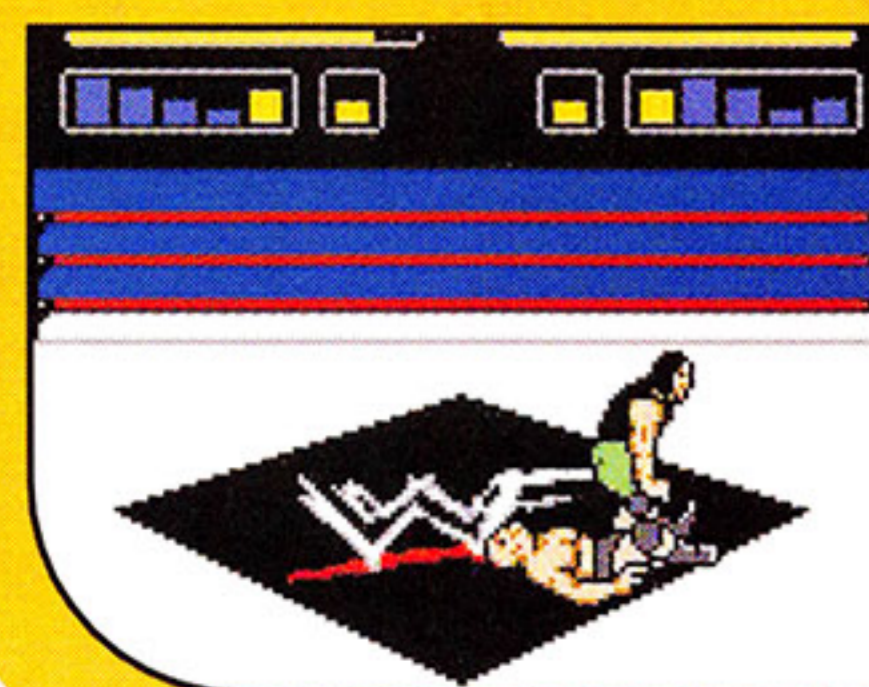
WWF WRESTLEMANIA 2000

Publisher: THQ

Web Address: www.thq.com

WWF Wrestlemania 2000 tries to get you into the skins of your favorite WWF superstars, and it does a surprisingly good job of delivering the experience. An impressive 15 wrestlers are included, complete with photographs and short biographies. There are a lot of different modes, like Championship, two-player head-to-head, Survivor Series, Gauntlet, Tag Team, Exhibition and even a Training Mode to get you used to the different moves your wrestler can

perform. It's nice to see all the features you'd expect in a modern console title in a GBC cart. The control is a bit sluggish, but relative to other wrestling games (which all seem to be plagued with horrid controls), they aren't half bad. The characters look pretty basic and the graphics aren't the best you can find, but the gameplay—including a unique grappling system—is enough to make up for them. If you're a wrestling fan, you should definitely check this one out.



Visuals: 6 **Ingenuity: 8**
Sound: 5 **Replay: 8**

8.0

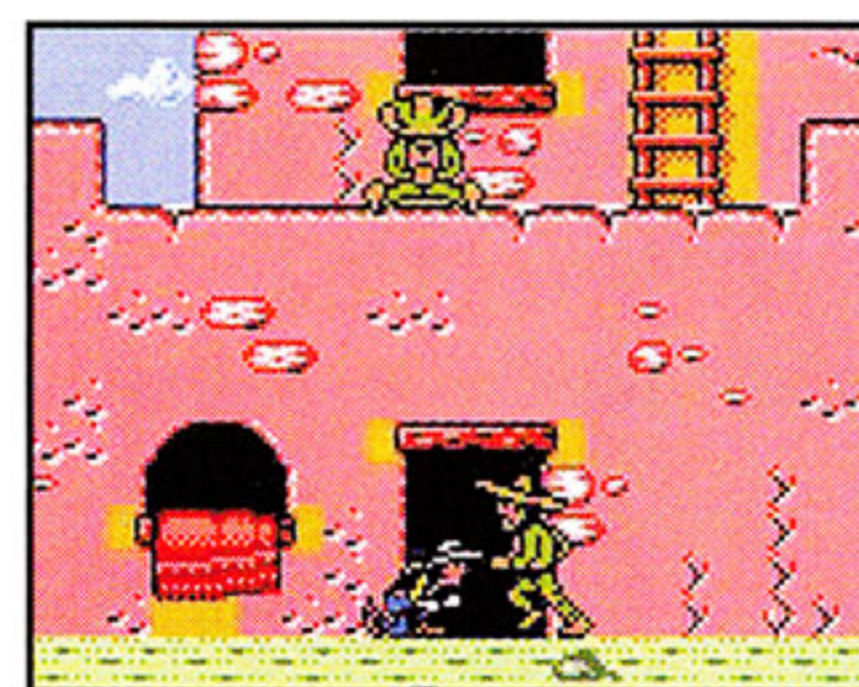
LUCKY LUKE

Publisher: Infogrames

Web Address: www.infogrames.com

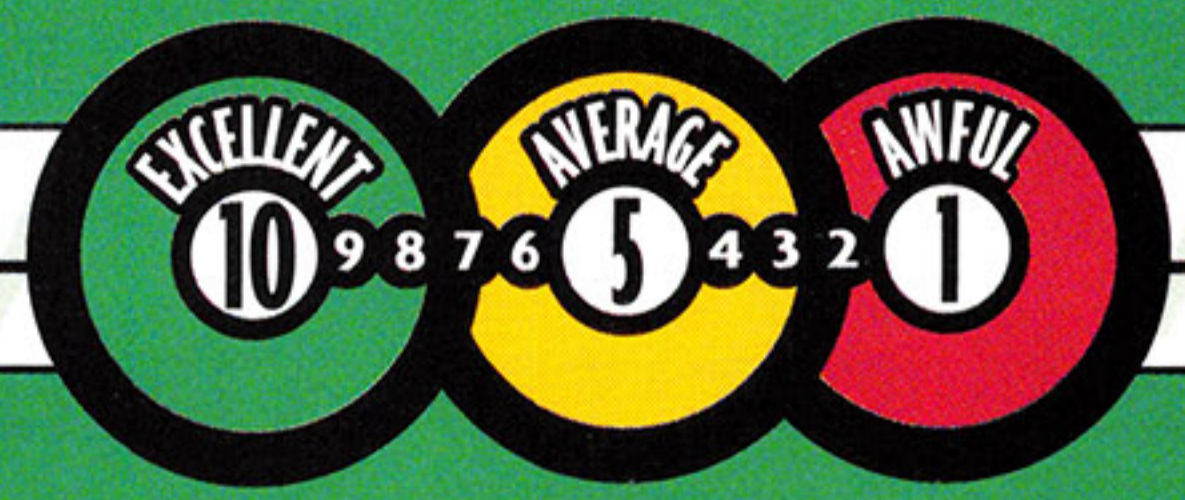
The PlayStation version of this game may have been a stinker, but it finds new life as a Game Boy cart. Lucky Luke casts you in the role of an old-time sheriff in his quest to recapture famous escaped criminals. Basically, you travel across various western-themed levels with your trusty six-shooter, plugging bandits in this simple but entertaining action platformer. As you might expect from a Game Boy Color-only title, Lucky Luke has pretty nice visuals, and the music is

upbeat and bouncy (if not exactly appropriate to the old west theme here). There's plenty of action on screen and Luke handles it well—the controls are tight and responsive, allowing you to rely on your gun or dynamite to deal with dangerous situations. With 12 levels, bonus games and a good level of difficulty, Lucky Luke should be enough to keep old-school action fans busy for quite a while—just stay away from the PlayStation game!



Visuals: 8 **Ingenuity: 6**
Sound: 8 **Replay: 7**

7.0



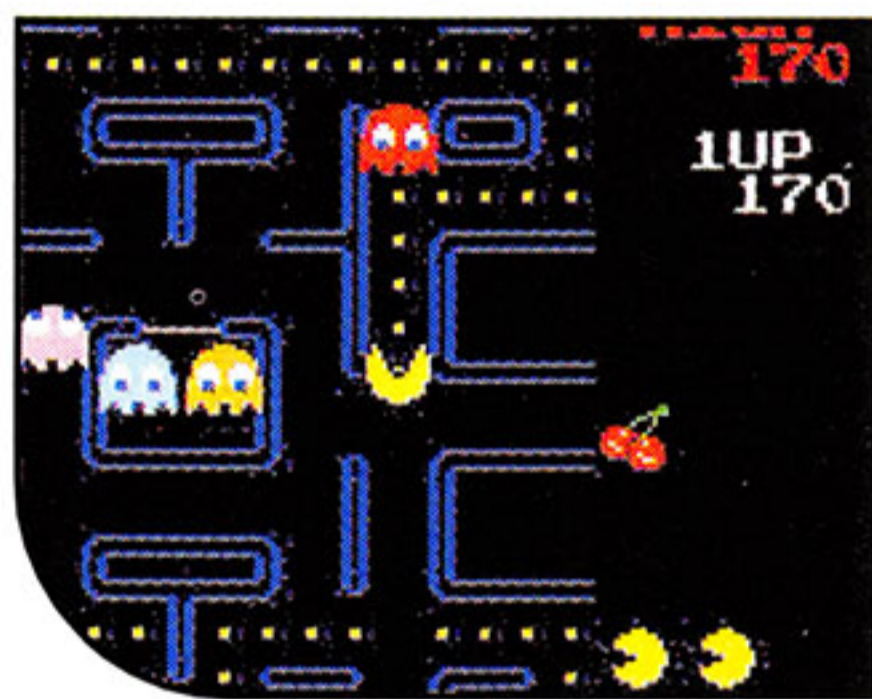
PAC-MAN: SPECIAL EDITION

Publisher: Namco

Web Address: www.namco.com

Pac-Man: Special Edition has serious competition from the Neo•Geo Pocket Color version and is, unfortunately, not quite up to the challenge. While the NGPC game is arcade-perfect, this version is just a little “off”—the control isn’t quite right, and the graphics and sounds are slightly different. What this edition does have over the competition is the bonus game “Pac-Attack” (a completely lackluster and nonsensical Pac-Man-themed Tetris knockoff), and a two-player competition

mode, where ghosts you eat travel through the link into your friend’s maze, threatening their Pac-Man. The choice basically comes down to this: Do you want a merely decent Pac-Man with extra modes or an arcade-perfect Pac-Man with none of the bells and whistles? Don’t forget, while you do get two games on this cartridge, one of them is a real stinker. Casual Pac-fans should opt for this version, while die-hard arcaders might want to grab the Neo•Geo Pocket title instead.



Visuals: 7 **Ingenuity: 5**
Sound: 5 **Replay: 6**

6.5

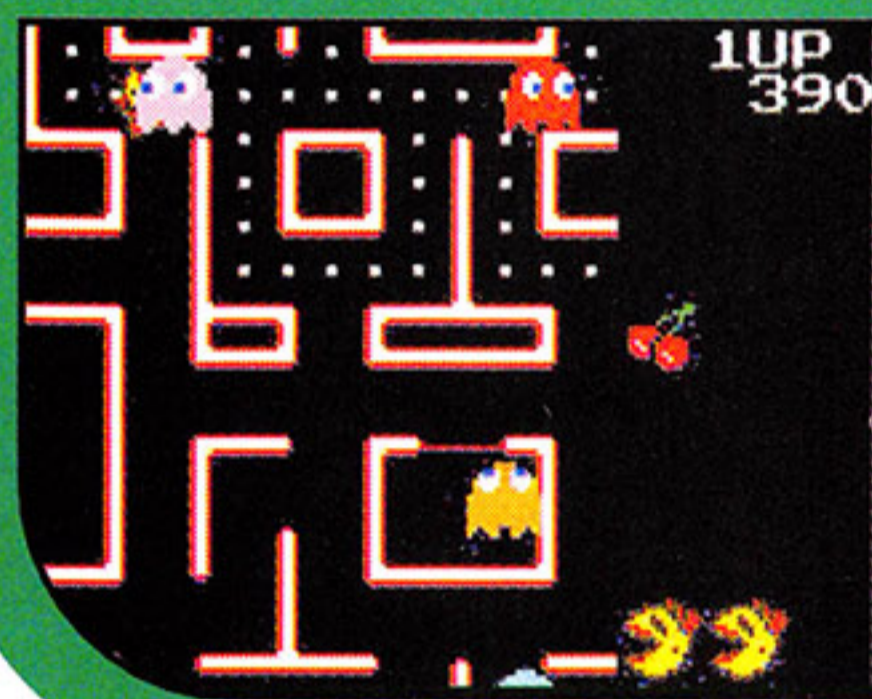
MS. PAC-MAN: SE

Publisher: Namco

Web Address: www.namco.com

After Pac-Man had his run chomping the dots, his wife stepped up to see if she could do a better job at it—she can. Ms. Pac-Man is definitely superior to the original Pac-Man, at least on the Game Boy Color. First of all the control has been tweaked and improved and doesn’t feel “off” at all. Second, Ms. Pac-Man features two difficulty options—arcade or hard—which should be excellent news to seasoned arcade veterans who already know the patterns

of the original game. This time the extra game is ‘Super Pac-Man’, but like the ‘Pac-Attack’ bonus game in Pac-Man: Special Edition, it’s a pretty poor example of the series. If you’re buying this cart you shouldn’t expect more than just a really good version of Ms. Pac-Man, with Super as little more than a diversion every once and awhile. Game Boy-owning Pac-Man fans will definitely want to try Ms. Pac before they shell out money for the “Mr.” version.



Visuals: 7 **Ingenuity: 5**
Sound: 6 **Replay: 8**

7.0

MARIO GOLF

Publisher: Nintendo

Web Address: www.nintendo.com

Even if you’ve never touched a putter in your life, you will still find this game as addicting as Pokémon and way more fun than watching *Caddyshack* for the 666th time. If you’ve played Hot Shots Golf on the PlayStation or N64 Mario Golf, you know what we’re talkin’ about.

The simple swing-meter interface translates perfectly to the handheld format. And if you hanker for a straight-up golf experience, you’ll find plenty here—five excellent courses and plenty of

Boss characters to challenge. The extra RPG elements, minigames (nearly 30 in all) and Transfer Pak support add plenty of gravy, but you’re not obligated to fiddle with these features if you just wanna turn the game on and knock the ball around. Although it would be nice not to need the link cable to play against a friend, you’ll always want to keep this thing within grabbing distance on plane trips, during dull meetings—anyplace you need to kill time all by your lonesome.



Visuals: 8 **Ingenuity: 8**
Sound: 7 **Replay: 9**

9.5

V-RALLY EDITION 99

Publisher: Infogrames

Web Address: www.infogrames.com

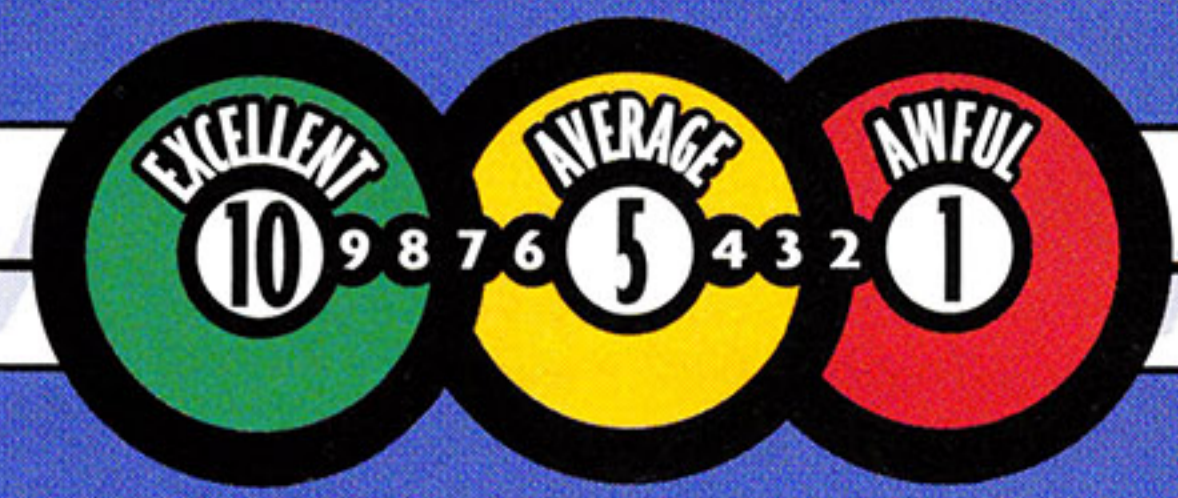
Ever played the arcade classic Pole Position? Well this is basically the same game, just repackaged as a modern rally simulator for the GBC. Sure it has nicer-looking cars and spiffy background graphics, but they’re hard to appreciate when you’re zooming down a boring, two-lane blacktop until the course ends. You might see lovely Yosemite Park off in the distance, but all you see in the foreground is the road. The cars look great rotating in the selection

screen, but they’re just white trapezoids in the game itself. The sound effects are dull (again, think Pole Position) and there’s no music whatsoever. Gameplay is decent but basic and unimaginative, and while there is a championship mode, it doesn’t really add much to the overall game. A two-player link mode might have made V-Rally 99 worthwhile, but unfortunately there’s no option for it; this is a very average, bare-bones driving game.



Visuals: 5 **Ingenuity: 1**
Sound: 3 **Replay: 2**

5.0



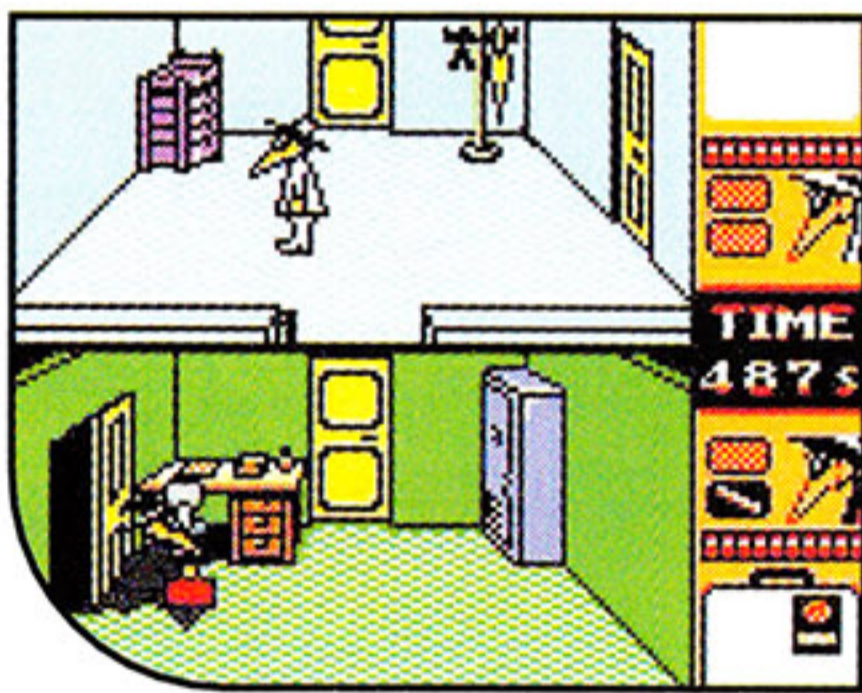
SPY VS. SPY

Publisher: *Vatical*

Web Address: www.vatical.com

Spy vs. Spy is based on the surreal *Mad Magazine* comic of the same name, in which two secret agents endlessly compete against one another in silent combat. The premise of the game is thus—you are one of the pointy-nosed agents and must race against the other to ransack a house for secret data. The screen is split in two, and as you run around examining furniture for the secret items, the other spy is doing the same. Whoever finds everything and

exits first is the winner, so if your rival gets ahead of you you'd better be prepared to find him and delay him by knocking him down. It's bizarre yet fun and can be played linked or against the computer (obviously it's a much more interesting game when you're competing with a friend). The graphics are clear, the control is good and the premise, while just a bit off-the-wall, ends up adding to the appeal. The game is extremely competitive, too.



Visuals: 6 **Ingenuity: 7**
Sound: 7 **Replay: 6**

7.0

MADDEN NFL 2000

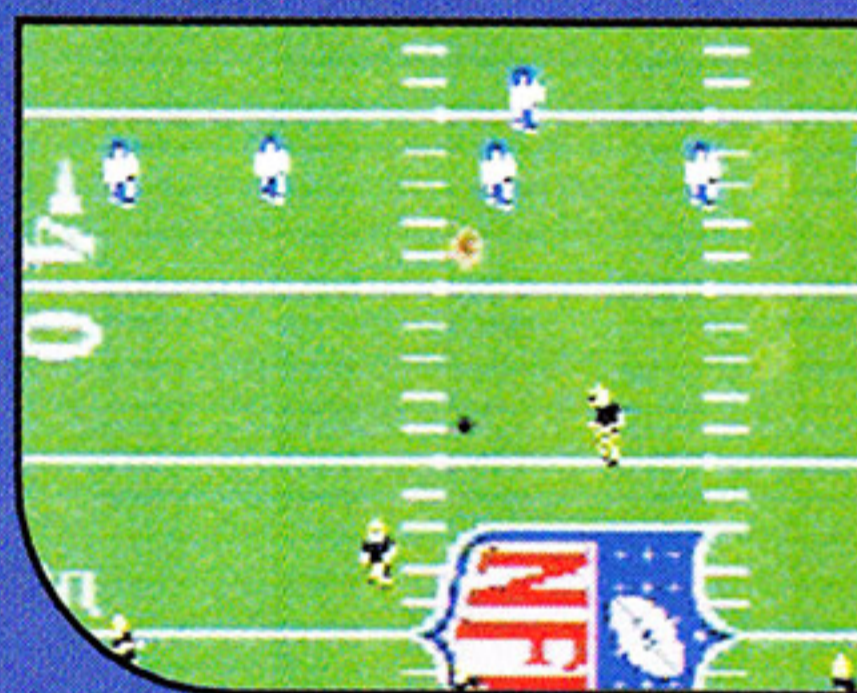
Publisher: *THQ*

Web Address: www.thq.com

While the Game Boy Color has evolved, its handheld football games have not. First a horrid rendition of NFL Blitz, and now Madden NFL 2000? What's a pigskin fan to do on the road?

Madden NFL 2000 is actually a disturbing rehash of one of the old Madden games from the Sega Genesis, with one major difference—the Game Boy version isn't any fun. Between the bad graphics (that often cause painfully bad slowdown when many players are visible on-

screen) and the sluggish controls, it's practically impossible to play. Catching a ball is mind-numbingly hard, especially downfield, and if the aforementioned slowdown kicks in while you're trying to juke or tackle a defender, you can expect something horrible to happen—but nothing nearly as bad as buying this game. Hopefully sometime soon someone will step up and make a decent Game Boy football game, but Madden NFL 2000 isn't it.



Visuals: 4 **Ingenuity: 2**
Sound: 4 **Replay: 3**

2.0

PUZZLE MASTER

Publisher: *Metro 3D*

Web Address: www.metro3d.com

Puzzle games are a dime a dozen on portable gaming systems, so Puzzle Master has its work cut out for it to impress jaded players. This game from Metro 3D, like most others in the genre, asks players to arrange falling blocks into groups—get three or more blocks of the same type together and they disappear to leave room for more blocks. Sure this formula has been used a million times, but Puzzle Master has a few new elements to keep you hooked. You're given a small supply of

weapons and items that you can use at any time to help you wipe the screen clean and make life much easier. Each stage is cleared by filling a power gauge—the key to the game is to have multiple sets of blocks disappear at once to make the gauge fill quicker. Graphically Puzzle Master is pretty tame, but after all it is a puzzle game, so who really cares? The gameplay has that important addictive quality that will keep this cart in your Game Boy Color for a while yet.



Visuals: 6 **Ingenuity: 8**
Sound: 6 **Replay: 9**

8.5

REVELATIONS: TDS

Publisher: *Atlus*

Web Address: www.atlus.com

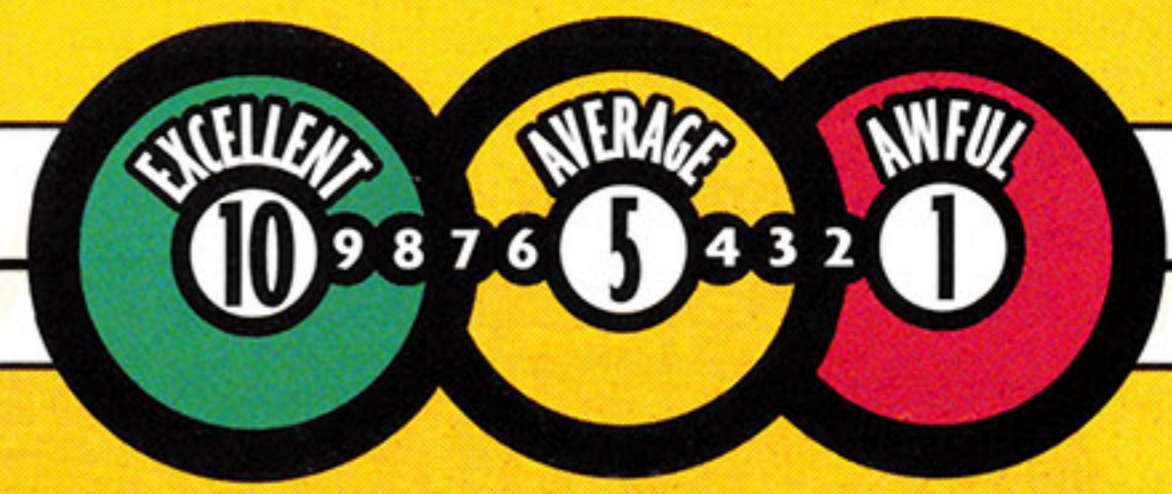
Although this game originally came out for the Game Boy in Japan in 1992, it has only recently been colorized and released in the U.S. for the first time—and that's a good thing. This is a fun but tough game, great for anyone who thought Pokémon was an interesting diversion but longed for a more challenging, mature RPG. The story line may be pretty standard stuff, but what makes Revelations interesting is that you can enlist different monsters to fight alongside you. No, you don't catch

them in Pokéballs. Instead you must convince them to join your team by talking to them. The graphics are a little bland, but otherwise the game has everything you'd expect from a good RPG: dungeons, monsters, spells, sub-quests, mystical items and more. Revelations was a bit ahead of its time in 1992, and this updated version may look a little old next to some of the games of 1999. Still, it's a great role-playing game for anyone who needs a pocket quest in his or her life.



Visuals: 5 **Ingenuity: 8**
Sound: 8 **Replay: 8**

8.0



ARMY MEN

Publisher: 3DO

Web Address: www.3DO.com

3Do has been churning out Army Men games for every system under the sun, so it was inevitable we'd see a Game Boy version of this action game eventually. Army Men for GBC could have been a pretty good game, had it not been for one major drawback: an absolutely horrible control setup, where pressing up moves forward, down backward, left goes right, and right goes left. There is a control setup that makes sense (press right, move right), but it

reduces the 360° movement to eight-ways, making the game just as frustrating. It won't take long for your thumb to grow sore trying to direct the main character, Sarge, toward his goals. Another problem is that the enemy never misses a shot, and there's not enough health replenishments to help you survive. In the end, like so many other versions of Army Men, this game wastes its great potential and ends up being a very frustrating experience.



Visuals: 4 **Ingenuity: 3**
Sound: 4 **Replay: 3**

3.0

ALL-STAR TENNIS '99

Publisher: Ubi Soft

Web Address: www.ubisoft.com

Considered to be a "second tier" sport by many, tennis video games have never really caught on in the mainstream, and although All-Star Tennis '99 is a pretty good game, it probably won't change that. The singles and doubles modes are both fun and easy to play, and there's also an amusing extra game called Bomb Tennis. (In Bomb Tennis, wherever your shot lands, a bomb is planted. After a few seconds the bomb explodes, and you have to avoid being

near it in order to survive and continue on with the match.) The controls feel good and work well—you have a real sense of control over where you place your shots. It would have been nice to have more variety in the characters, as the only "All-Stars" are Michael Chang and Mark Philippoussis. Still, AST '99 is an above-average tennis game. It might not win any new converts, but should please those who already are fans of the sport.



Visuals: 6 **Ingenuity: 4**
Sound: 6 **Replay: 7**

6.5

NHL 2000

Publisher: THQ

Web Address: www.thq.com

Hockey with two buttons can indeed be done—Ice Hockey on the NES proved that. But here it seems that THQ and EA have tried to cram too much of a game into a platform that isn't properly equipped for the challenge. The first thing you'll notice about NHL 2000 is that graphically, it looks like an EA Sports game. But there ends the similarities. The control is incredibly sluggish and unresponsive—pulling off any kind of 'juke' move or quick skating

motion is near-impossible. Add to that your dumb-as-rocks computer-controlled teammates and a variety of glitches (such as calling offsides when you're obviously not and a goalie who will juggle a puck for a good 10 seconds before the ref blows the whistle), and you should have a good idea of how bad this game is. If you happen to like loose controls, annoying glitches and the complete lack of fun...well, you should still stay away from this one.



Visuals: 6 **Ingenuity: 4**
Sound: 3 **Replay: 2**

2.5

FIFA 2000

Publisher: THQ

Web Address: www.thq.com

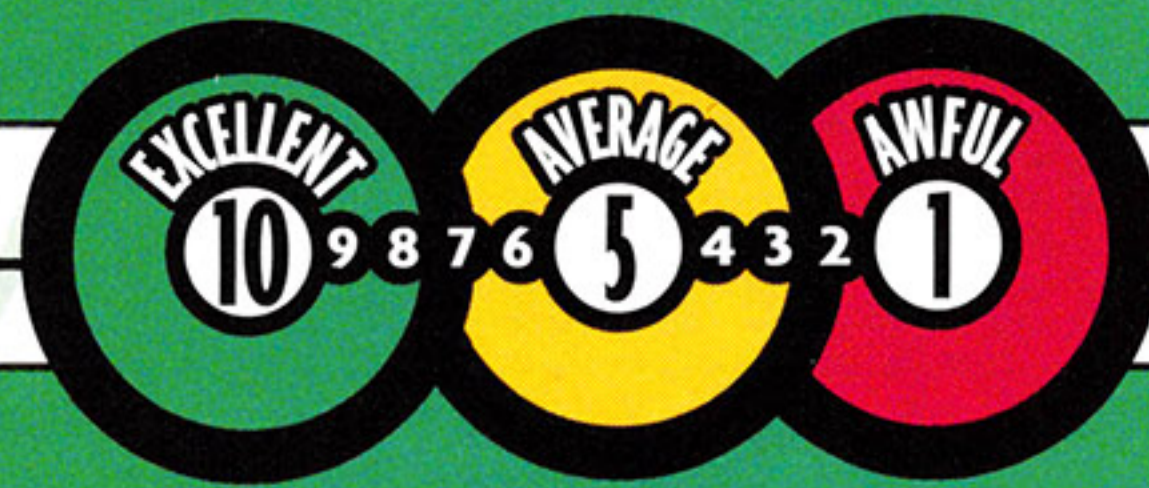
Another collaboration between THQ and EA Sports brings the popular FIFA franchise to the Game Boy. Much to the dismay of soccer fans, however, FIFA 2000 suffers from many of the same vital flaws as its hockey cousin. First, nothing is more important in a soccer game than the control system, and unfortunately it's FIFA 2000's biggest shortcoming. Instead of passing the ball like a good midfielder should, tapping the A button will only send the ball a few feet

ahead of you. Holding it down for a few seconds seems to garner better results, but it's highly unlikely that the pass will be received by your intended target (plus, you shouldn't have to wait at all to make a pass—after all, soccer is all about keeping the ball in motion). There are a lot of nice options included here, and the indoor mode is a great feature that all soccer games should have, but there are too many other flaws to make this title worthwhile.



Visuals: 6 **Ingenuity: 3**
Sound: 5 **Replay: 3**

3.5



TIGER WOODS PGA TOUR 2000

Publisher: THQ

Web Address: www.thq.com

Tiger Woods PGA Tour 2000 provides a worthy realistic golfing alternative to the arcade-style Mario Golf. You can choose to play three real-life 18-hole courses: Sawgrass, Summerlin and Scottsdale. A good number of options—ranging from the difficulty of AI players, wet or dry greens, and using pro or amateur tees—likewise gives the game a lot of replay value. The traditional “3-Click” control style is done well, although the swing meter moves a bit too

slowly near the peak of the swing. The graphics are relatively simple but they work, with different shades of green and yellow highlighting various areas of the course. The game’s realism is both a plus and a minus, making for a good challenge level but also sometimes proving to be too frustrating at times. If you like your golf to be more realistic, then you can’t really go wrong with Tiger Woods 2000. Otherwise it would be best to stick with the superb Mario Golf.



Visuals: 6 **Ingenuity: 7**
Sound: 4 **Replay: 8**

7.0

VEGAS GAMES

Publisher: 3DO

Web Address: www.3DO.com

Let’s face it, gambling is fun. There’s nothing quite like the thrill of making millions at the Blackjack tables. Unfortunately, not many people have the necessary funds (or skills) to accomplish the great American dream of making millions without effort, so for those people may we present Vegas Games: a nice collection of casino games almost as addictive as real gambling. All the famous games are represented to the best of the Game Boy’s abilities—Roulette

(with Rumble-action!), Blackjack, Craps, Baccarat, Keno, Video Keno, the Money Wheel, Video Poker and the ever-popular slot machines. The variety of games alone makes this one a big winner. There’s even an ATM to deposit and withdraw your winnings. Also, the graphics are colorful and sharp, so it’s easy to see what’s in your hand (something that’s often a problem with other handheld card games). This is a great game that is very useful for killing time.



Visuals: 6 **Ingenuity: 6**
Sound: 6 **Replay: 9**

7.5

BATTLESHIP

Publisher: Majesco

Web Address: N/A

It’s about time this game came out on a portable system. Battleship plays exactly like its board game older brother, with a few minor enhancements. Each round, you get a certain allotment of weapons; depending on how much of your fleet is remaining, you can use radar to scan for the enemy, shoot a barrage of torpedoes or launch a harpoon “net” which counts for five attacks. The computer AI is a formidable opponent...sometimes too good. You almost get

the feeling that it’s “cheating”—like when it manages to find your submarine in the first round, or knows exactly where to aim the next torpedo, etc. The AI also can use the special items more than you can, which seems especially unfair in the earlier levels. In any case, you can also link Battleship with a friend, which is as fun as the full board game without the bulky and unwieldy case and all those little pieces that always get lost in car seats. Great for long trips.



Visuals: 6 **Ingenuity: 8**
Sound: 7 **Replay: 9**

7.5

MICRO MACHINES 1&2

Publisher: THQ

Web Address: www.thq.com

Micro Machines was a pleasant surprise on the home consoles, and the transition to the handheld format has also been handled astonishingly well. This cartridge contains both the first Micro Machines and Micro Machines 2: Turbo Tournament. Both games have crisp colors and a smooth frame-rate, so it’s easy to see what you’re doing and where you’re going. The courses are a nice mix of outdoor (backyard, dirt tracks) and indoor (tabletops, bathtubs)

locales. There is also a nice variety of vehicles you can use (such as ATVs, boats, Jeeps, cars and even monster trucks), each with its own speed and handling abilities. Both games accommodate more than one player, but it’s not through the link cable—the D-Pad is for the first player, and the B and A buttons let player 2 steer left or right. This may not be an ideal setup for the Game Boy, but it works in a pinch (and of course you only need one cart). A fun overhead racer.



Visuals: 8 **Ingenuity: 8**
Sound: 7 **Replay: 8**

8.0



MOTOCROSS MANIACS 2

Publisher: Konami

Web Address: www.konami.com

Here's a fun little title that's reminiscent of Nintendo's side-scrolling motorcycle game Excitebike for the NES. In most ways, Motocross Maniacs 2 plays just like that classic. The 10 preset tracks are exciting and fun, with plenty of ramps and loops to keep you from getting bored. The game is difficult, however, due to the gas limitations—when you run out of gas the game is over, and if you miss even one container it's hard to finish the race. This happens

frequently and seems like an artificial way of making the game harder than it should be. Another negative is that there's no direct competition in the tournament mode. Instead, racers alternate turns one at a time on the track, which comes off as more like a glorified time trial. There is a track editor included, so you can make (and trade via link cable) your custom-made tracks. It's not for everybody, but it's as close to portable Excitebike as you can get.



Visuals: 6	Ingenuity: 7
Sound: 6	Replay: 7

6.5

SPAWN

Publisher: Konami

Web Address: www.konami.com

It seems that the only worthwhile platform game on the Game Boy Color is Super Mario Bros. DX. Many companies have tried to sell their lackluster titles to an unwitting audience hungry for new color platformers, and unfortunately, Spawn is just another one of these titles. For those unfamiliar with the story of Spawn, special military assassin Al Simmons was murdered by his superiors for having a conscience. Sent to hell, Simmons made a deal with the

devil so he could return to earth as the hellspawn. You control Spawn in his quest for redemption in various side-scrolling platform and bike levels. There's nothing fundamentally wrong with the game, but there's also nothing that makes it stand out. The background graphics are nicely detailed, but the character sprites are extremely basic and the controls are just average. It's not a horrible game, but it's nothing that you can't get in any other mediocre GBC platformer.



Visuals: 7	Ingenuity: 4
Sound: 5	Replay: 4

5.0

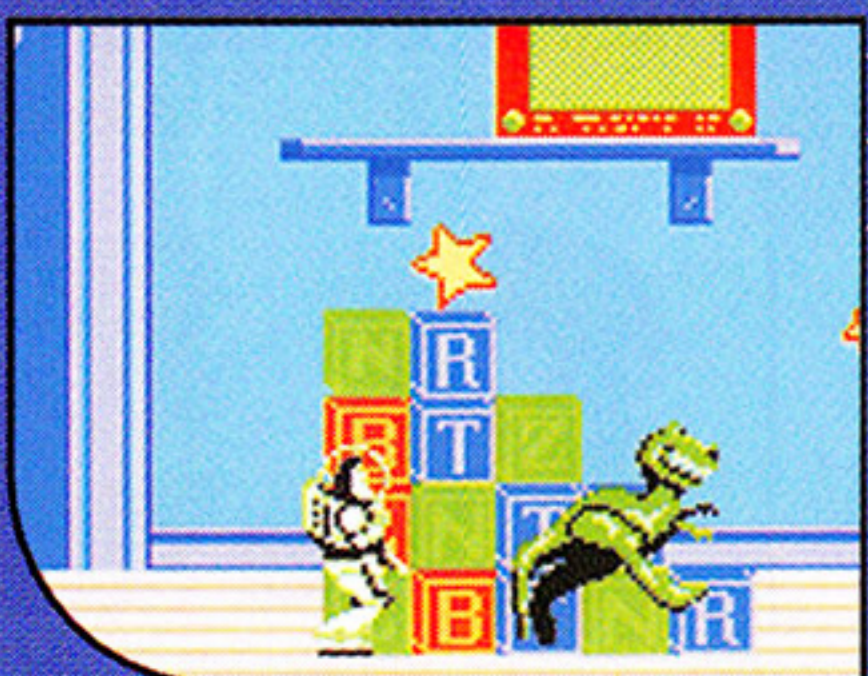
TOY STORY 2

Publisher: THQ

Web Address: www.thq.com

While the movie may be great, the quality of Toy Story 2 doesn't carry over to the game. The results are going to be a large number of frustrated kids. You control Buzz Lightyear on his quest to collect a certain number of coins that are spread out in various levels. To do this you have to make use of the backgrounds, climbing on desks, bookshelves, race-car loops, etc. The frustrating part of Toy Story 2 is you often can't really tell what you can and can't climb up on. The control also

suffers from a few notable problems: For one thing, B acts as both jump and dash, and you can only dash while moving right or left (otherwise you automatically jump). Getting the timing down for this is very difficult. Also the reload rate of your gun is very slow, and you cannot shoot while jumping. With a little more playtesting, Toy Story 2 could have been one of the better Game Boy games on the market. It's too bad this one will probably sell by its name and license alone.



Visuals: 8	Ingenuity: 4
Sound: 4	Replay: 3

4.0

TEST DRIVE 6

Publisher: Infogrames

Web Address: www.infogrames.com

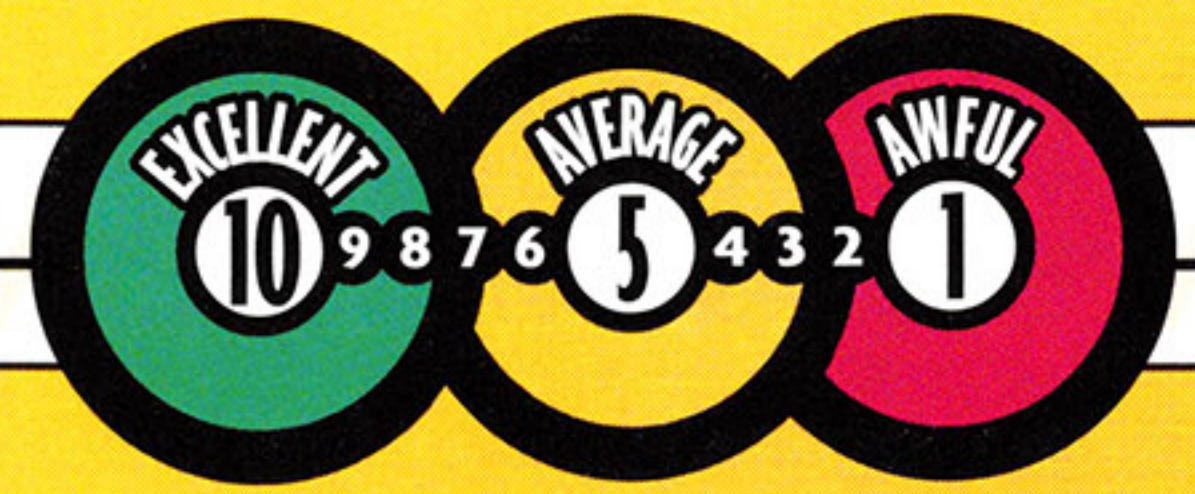
Test Drive for the PC is a state-of-the-art 3D racing game series; Test Drive 6 for Game Boy Color, as you might expect, is considerably less. Played with a top-down perspective, Test Drive 6 plays like a poor man's R.C. Pro-Am, minus any semblance of fun. The option to upgrade different parts of your car is a great idea, but oddly enough, even with all three attributes maxed out, your car still seems to control the same as it did without all the power-ups. The items on the track are also of little or no

consequence to the race—driving through a stray orange construction barrel has no effect on your speed or direction; it's just there for no good reason. The same goes for the ramps. The only real course hazard is the occasional puddle, which only marginally slows you down. The choppy frame-rate and questionable collision detection (at times it seems like you're racing bumper cars) are other good reasons to stay away. If you need a top-down racer get Micro Machines 1&2 instead.



Visuals: 5	Ingenuity: 5
Sound: 4	Replay: 4

3.5

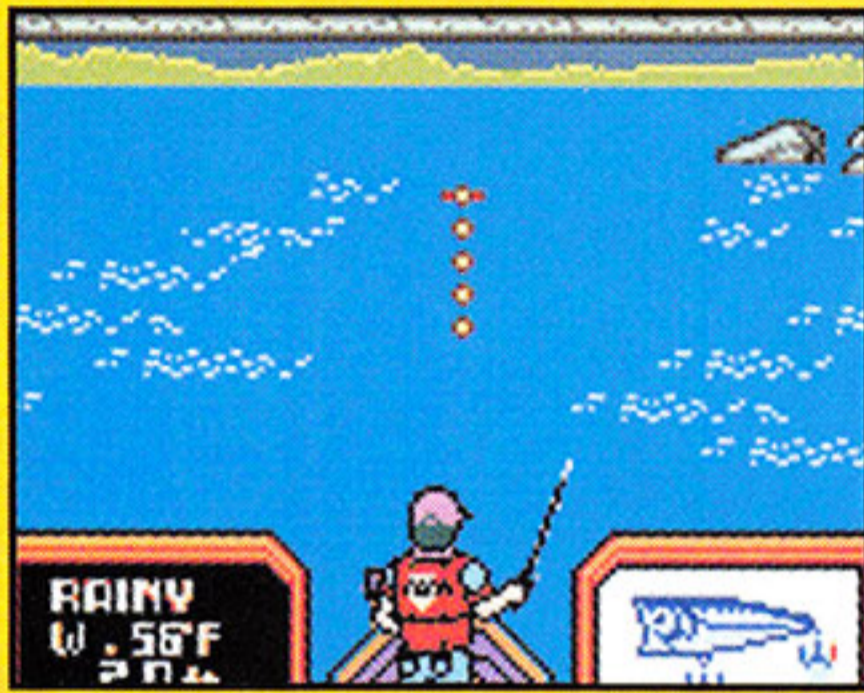


BASSMASTERS CLASSIC

Publisher: THQ
Web Address: www.thq.com

Fishing games have been appearing on every platform recently, and the Game Boy is no exception. Bassmasters Classic from THQ is another game competing for the top spot. Overall, the game is pretty good. There are three lakes to choose from, and you can adjust the weather and time. The only major flaw is having to “grab” your fish from the water after reeling it in—miss three times and you lose the fish. This “feature” is pretty unrealistic, even for an arcade-

style fishing game, and leads to unnecessary frustration. The in-game graphics are nothing special, especially the underwater scenery where the majority of the game’s action takes place. There is some catchy background music, however, and the tune playing during a fish battle tries hard to add tension. Bassmasters Classic is a much, much better game than Majesco’s Black Bass, but for the best Game Boy fishing experience, it can’t top Zebco Fishing.



Visuals: 5 **Ingenuity: 7**
Sound: 7 **Replay: 6**

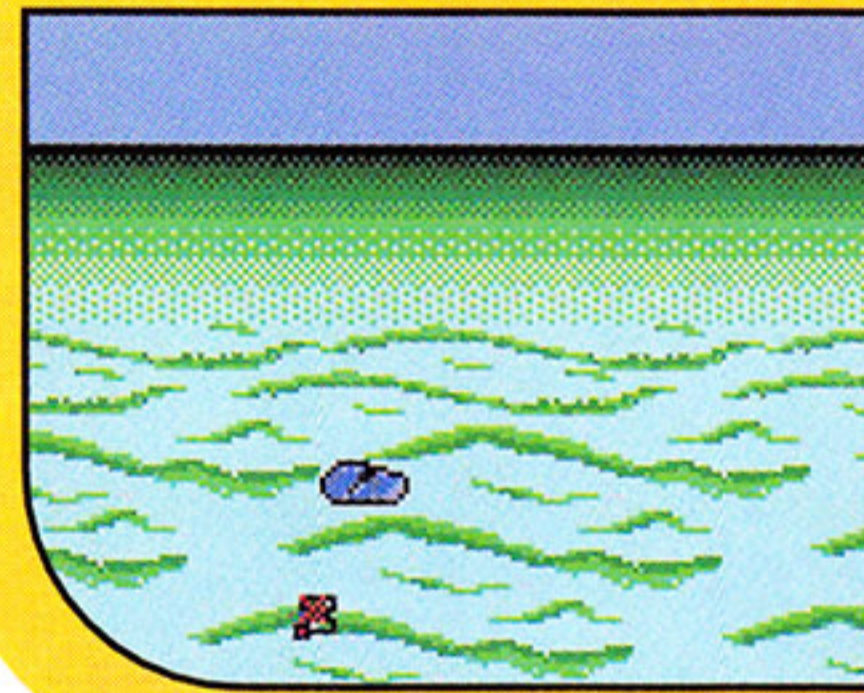
6.0

BLACK BASS LURE FISHING

Publisher: Majesco
Web Address: N/A

We’re not arguing that fishing isn’t a fun activity. Really, what could be more fun than sitting in a cold boat at six in the morning? But the point of a video game is supposed to be entertainment, and Black Bass Lure Fishing lacks anything resembling fun or even mild amusement. The developers of this one just didn’t seem to care. Actually trying to catch a fish is a tedious task: While the underwater view-point looks like you are reeling the lure in from the left to the

right of the screen, the scenery appears to be scrolling diagonally. Quite confusing to say the least. Also, you’re almost guaranteed, for no good reason, to lose a lure by casting to the far left or right. Even the menu interface looks like it was slapped on as an afterthought. Frankly, Black Bass Lure Fishing is probably the most uninspired fishing game to ever grace a console, and to anyone who has played a lot of these games, that’s really saying something.



Visuals: 2 **Ingenuity: 3**
Sound: 3 **Replay: 3**

2.0

ZEBCO FISHING!

Publisher: Vatical Entertainment
Web Address: www.vatical.com

With so many fishing games out these days, it’s hard to keep track of the good and the bad. We’ll try to make it easier—Vatical’s Zebco Fishing! is the best of the new GBC fishing titles. It’s a fun little game that is easy to just pick up and play. The controls are relatively simple—move your boat to an ideal spot on the lake, press A to cast and reel in, and use B to hook a nibbling fish. The basic control scheme gives the game an arcade-type feel, but you still

have control over factors like lure selection, line tension and where to fish during the day. In the standard game you choose from one of two lakes with your top five bass weighed at the end of the day for your score. More interesting, though, is the “Bass Blackjack” mode, where you try to catch bass that weigh a total of 21 pounds. Sure, it would have been nice to see more than two lakes, but all in all, Zebco Fishing is still the best the GBC has to offer. For fishing, that is.



Visuals: 6 **Ingenuity: 6**
Sound: 7 **Replay: 7**

7.0

BOARDER ZONE

Publisher: Infogrames
Web Address: www.infogrames.com

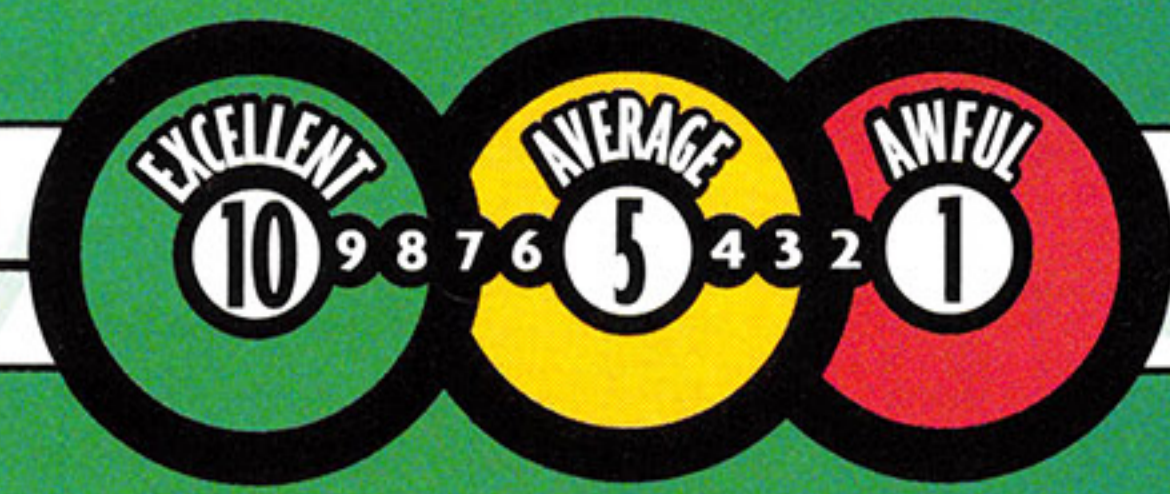
You don’t see too many snowboarding games on the Game Boy, which is a shame because the sport is quite cool. Get it? Anyway, Boarder Zone uses a 3D perspective to illustrate the action and for the most part it works quite well. The only problem is that your character blocks the view at times, which can get annoying at later stages. Game Boy Color Boarder Zone is more arcade-oriented than its PC cousin, but that doesn’t stop it from being realistic. Each charac-

ter has a wide range of stunt moves at his or her disposal, and they’re relatively easy to pull off (it’s the landing safely that’s hard). There’s also speedy racing and slalom modes that can be played by one or two people. Boarder Zone features some of the most attractive visuals you’ve ever seen on this little machine, without the detail affecting the game’s speed. It’s fast, it’s fun and it looks great. Overall, Boarder Zone is a real treat to play.



Visuals: 9 **Ingenuity: 7**
Sound: 7 **Replay: 7**

8.5



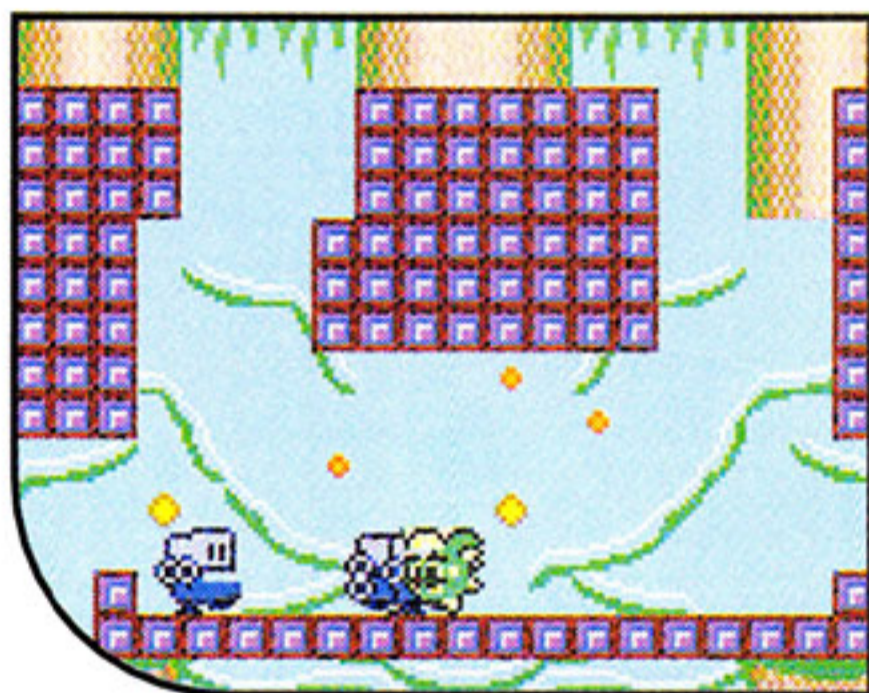
BUBBLE BOBBLE

Publisher: Metro 3D

Web Address: www.metro3d.com

Taito's brilliant bubble-popping platform adventure has made it to the Game Boy several times before, but this is the first time you can play it in color. Many players will recognize the charming dinosaur characters from the Bust-A-Move series, though Bubble Bobble was the game that started their careers over a decade ago. As Bub or Bob you jump around 100 cute and colorful levels while spitting out bubbles to capture enemy characters. Once they've been caught,

you can burst their bubble and receive a nice piece of fruit as a reward. There's more to the gameplay than that—extra bonus items and special power ups are waiting to be found, as are warp zones and other goodies. As an arcade conversion, Bubble Bobble is nearly flawless, which is a good thing because the original game was brilliant. Even if you already have a Bubble Bobble game in your collection, this is one you won't want to miss.



Visuals: 8 **Ingenuity: 7**
Sound: 6 **Replay: 8**

8.0

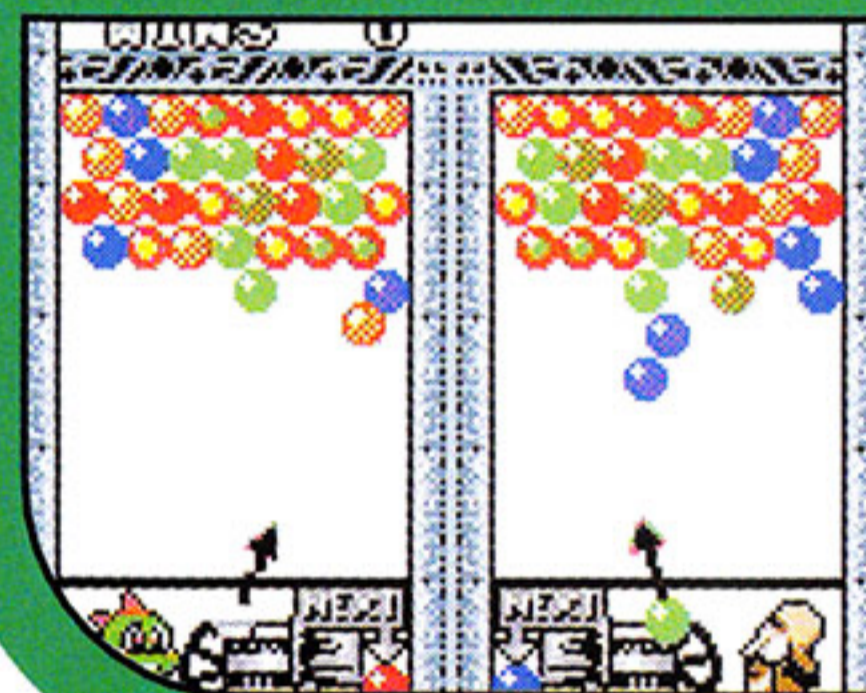
BUST-A-MOVE 4

Publisher: Acclaim

Web Address: www.acclaim.com

Originally known as Puzzle Bobble, this maddeningly addictive puzzle game is back once again. This is the first time the series has been presented in full color on the Game Boy, and while Crawfish have done a good job making it work, it's hardly the type of game to show off your color handheld machine with. (Those with black-and-white Game Boys don't worry—there's a special version included for you). The objective here is to connect bubbles of the same color

together in order to make them disappear. Bubbles are fired from your cannon at the bottom of the screen and clearing a stage relies on your ability to judge angles and trajectories. It's more fun than it sounds, honest. What isn't much fun is the lack of a two-player Vs. Mode—something that is all but essential in a game like this. Also, the CPU opponents aren't challenging enough to be worthwhile—tougher AI (and a two-player mode) would've made this a better cartridge.



Visuals: 7 **Ingenuity: 7**
Sound: 6 **Replay: 8**

7.5

CAESAR'S PALACE II

Publisher: Interplay

Web Address: www.interplay.com

Some people don't really see the point to gambling video games. Since you can never win any real money, why bother? Caesar's Palace II tries to work around this by including an adventure aspect into the gameplay—the only way to solve the Palace's mystery and see all of the story is by winning lots and lots of money. As you progress through the upper levels of the building, the stakes get higher, so you need to have lady luck on your side at all times.

The casino games, which include blackjack, poker, roulette and slot machines, are fairly realistic and definitely fun. There's little skill, however, in each of these events and not enough reward to make long-term play worthwhile. Plus, being able to save at any time takes away the risk of losing all of your hard-earned cash. If you want adventure with your gambling, give it a try, but for straight casino action check out Vegas Games.



Visuals: 6 **Ingenuity: 7**
Sound: 4 **Replay: 5**

6.5

CHASE HQ

Publisher: Metro 3D

Web Address: www.metro3d.com

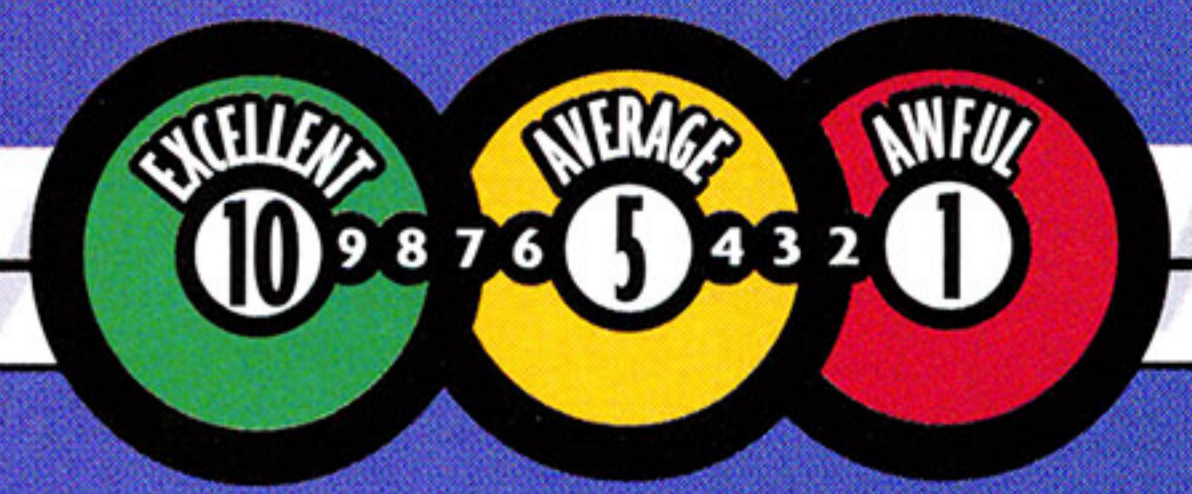
Like many GBC releases of late, this is a conversion of a decade-old arcade game. Thankfully Chase HQ is still worth playing, and there's even a few new features added for this version. Before each level starts, you position three of your finest law-enforcement officers on a 2D map to try to catch fleeing criminals. Once contact is made, you're whisked away to the main racing game. Due to the Game Boy Color's limited hardware, the 3D-view racing won't blow

you away, but it still looks decent—roadside detail is minimal, but it keeps the speed up, and the cars themselves look quite good. During each chase you have two objectives: catch up to the suspect's speeding vehicle and then ram or shoot it off the road. This is a lot harder than it looks and keeps the replay value high. Chase HQ is a good racing game with more depth than you would think. Fans of the arcade and newcomers both should be happy.



Visuals: 8 **Ingenuity: 8**
Sound: 6 **Replay: 7**

8.0



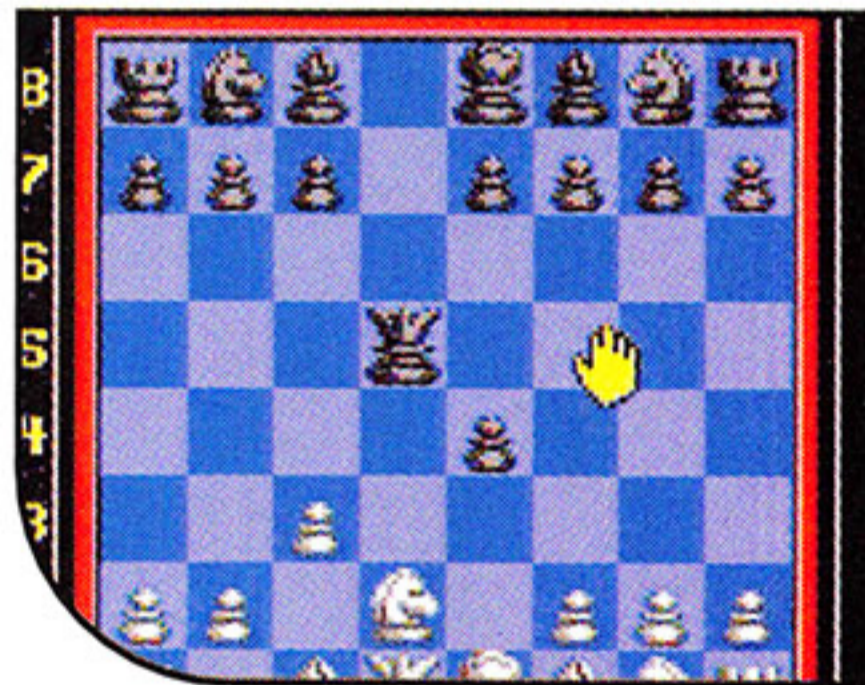
CHESSMASTER

Publisher: Mindscape

Web Address: www.mindscape.com

There have already been quite a few Game Boy chess games so Chessmaster has a lot of competition. Plus, it's not as if you can really do anything new with the game anyway, so if you already own a chess program there's really no need to invest in another. But if you don't, Chessmaster would make a good choice. Visually the game is slightly disappointing, with very little optimization for the Game Boy Color. The gameplay, however, is timeless. All types of players are provided for here—

from struggling novices to grand masters, with a well-balanced challenge at each skill level. At higher difficulty levels, a game can go on for hours due to the length of time it takes for the computer to decide its next move, so make sure those batteries are fully charged before playing. A handy range of options allows you to keep track of previous moves, receive hints and even swap sides when you're losing. If you have plenty of time on your hands and want a good chess game, give Chessmaster a try.



Visuals: 4 **Ingenuity:** 5
Sound: 5 **Replay:** 8

7.0

CONKER'S POCKET TALES

Publisher: Nintendo

Web Address: www.nintendo.com

Rare is a developer usually known for its Midas touch—it seems like every game they make is a classic. But Conker's Pocket Tales is surprising because not only is it not great, it's not even good. The company's debut Game Boy Color title is so average that it makes you wonder if they really worked on it at all. This is the handheld version of a Nintendo 64 game (Twelve Tales) that still hasn't been released, so maybe that has something to do with the rushed feel of this unin-

teresting title. Conker has to rescue his girlfriend from an evil witch by collecting items and using his tail to beat bad guys. That's pretty much it. The game takes place over a series of huge, maze-like levels that are way too large for their own good. Are you excited yet? The boring adventure gameplay, lack of moves and dull graphics make Conker's Pocket Tales a waste of plastic and silicon. Hopefully, Rare can return to their regular brilliance soon and forget that this big mistake ever happened.



Visuals: 6 **Ingenuity:** 3
Sound: 6 **Replay:** 3

4.0

DRAGON WARRIOR MONSTERS

Publisher: Eidos

Web Address: www.eidos.com

Despite the fact that Dragon Warrior Monsters falls squarely into the "Pokémon wanna-be" category, the game is actually pretty well put-together and strangely addictive. On the upside, DWM features over 200 monsters from the popular Dragon Warrior/Dragon Quest series. The breeding element, which involves mating various types of male and female monsters to create new types of creatures, is very cool (and deep). On the downside, the game's story is

extremely basic and there's just not that much to do. You spend hours upon hours traversing randomly generated dungeons, and that's pretty much it. While some of the more basic ones early on are fun to navigate, they quickly grow monotonous as you get deeper in. As a Pokémon clone, DWM is definitely the best of the lot and worth checking out (the battle system is excellent), but in the end you'll surely find yourself wishing they had done so much more. Maybe they will for the sequel, due out next year.



Visuals: 8 **Ingenuity:** 7
Sound: 8 **Replay:** 7

7.5

DUKE NUKEM

Publisher: GT Interactive

Web Address: www.gtinteractive.com

Before you get too excited you should know that this handheld Duke Nukem has little to do with the 3D first-person shooters that have made the character famous. This is a cartoon-style side-scrolling shooter that looks and plays just like the old Nukem games from the '80s. The central character is still the same though—foul-mouthed, dirty-minded and ready to kick some alien butt. This action/platformer/shooter may not have a very original game concept, but

it is fun to play. Each level is full of weird creatures that are just begging to be shot with any of the wide array of weapons, and Duke is more than happy to oblige. The stages are massive, with plenty of challenge for even the most hardened player (Duke does get hurt pretty easy, so you can't just run around and blast everything in sight). We didn't expect it, but this is one of the better big-name games—a high-quality title with plenty of attitude, style and great graphics to boot. Who wants some?



Visuals: 9 **Ingenuity:** 6
Sound: 7 **Replay:** 7

8.0



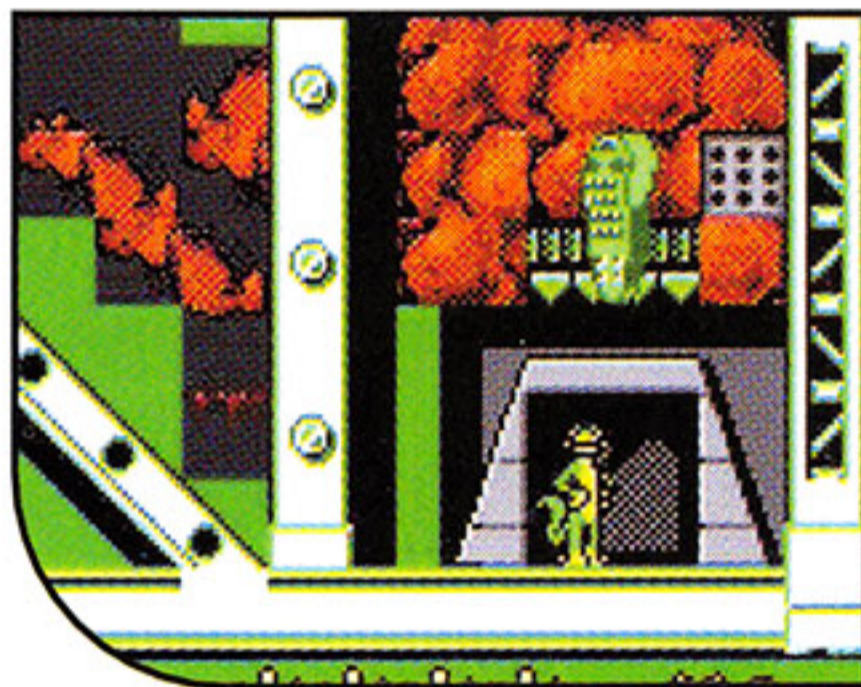
GEX 3

Publisher: Eidos

Web Address: www.eidos.com

Does the world really need another Gex game? From the moment you start this by-the-numbers platformer, you're forced to endure level after level of mind-numbing blandness. The story line has Gex, couch potato turned super spy, on the trail of the evil Rez with the help of his apparently beautiful assistant—yawn. The gameplay involves Gex traveling from one boring location to another, avoiding dangerous traps and bopping baddies in typical platform fashion. There is

a slight exploration aspect to the game, where you need to find items that open up locked areas and challenges, but it doesn't add much to the bland gameplay. The graphics are likewise mediocre, with decent character animation but repetitive backgrounds. Without his trademark voice and wit, Gex is just another lifeless platform icon, and the lack of any real noteworthy features makes this an equally lifeless title. You can definitely find better for the GBC.



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

4.0

R-TYPE DX

Publisher: Nintendo

Web Address: www.nintendo.com

Some would say that R-Type is the greatest shooter ever made, so it's a good thing that this Deluxe version is virtually arcade-perfect. As a lone ship fighting the evil Bydo empire, it's up to you to blast alien ships and collect power-ups. Just try not to run away from the terrifying boss creatures. It sounds like pretty standard stuff, but what makes R-Type stand out is the level design—it's always challenging and has a lot of variety. Included on the cart are both standard GB

and colorized GBC versions of R-Type and R-Type II. The graphics in the colorized versions look fantastic—anyone who says the Game Boy is dated should take a look at this. Parallax scrolling, detailed sprites, colorful backgrounds—they're all here. Even the black-and-white versions are easy on the eyes. Both games are incredibly hard and will take even the sternest gamer quite a while to blast through. R-Type DX is a must-have shooter for any GB or GBC owner.



Visuals: 9	Ingenuity: 9
Sound: 7	Replay: 8

8.5

STAR WARS EP. 1 RACER

Publisher: Nintendo

Web Address: www.nintendo.com

Star Wars video games have historically always been a mixed bag, and Episode 1 Racer unfortunately continues that tradition. The switch from 3D in the Nintendo 64 and PC versions to 2D on the Game Boy has brought its share of problems. The overhead viewpoint means that you can't see more than a few feet into the distance—hardly the kind of conditions you'd want to be racing in at 600 miles per hour. Also, competing against only one other racer at a time makes for lonely races,

especially since the CPU-controlled characters never crash. The built-in Rumble Pak vibrates whenever you bump into the canyon walls, which presents a problem in itself: You lose control of your racer every time the unit shakes, making crashes a very common occurrence. As you can imagine that gets old really quick. Don't be fooled by the packaging and the attractive cinematic sequences—Star Wars is just a big-name license on this small-caliber game.



Visuals: 7	Ingenuity: 4
Sound: 5	Replay: 2

4.0

TEST DRIVE OFF-ROAD 3

Publisher: Infogrames

Web Address: www.infogrames.com

A lot of game publishers assume that because the Game Boy Color is a small machine, the games they release for it don't have to be any good. Test Drive Off-Road 3 is a classic example of this way of thinking, and has to be one of the worst Game Boy Color titles ever made. This racer from Infogrames-North America is exactly the same game as their Test Drive 6, only with dirt tracks replacing the city streets. The same horrible graphics, unplayable control system, and

boring gameplay are back once again to insult anyone foolish enough to buy this dud of a cart. Players can take part in off-road races around the world or even hop into a police truck and try to catch crooks, but neither are very fun. The vibrating novelty wears off almost instantly, as it seems to be on almost constantly. If you love the color brown, maybe there is something to like in this game, because there sure is a lot of that color on the game screen. Otherwise, forget it.



Visuals: 6	Ingenuity: 2
Sound: 5	Replay: 1

1.5

Game	Publisher	Best Feature	Worst Feature	Score
720°	Midway	Different competitions	Killer bees come too often	7.0
A Bug's Life	THQ	Big levels	Annoying controls	5.0
All-Star Tennis '99	Ubi Soft	Cool extra 'Bomb Tennis' game	Not enough characters	6.5
Army Men	3DO	Good graphics	Horrible controls	3.0
Antz	Infogrames	Smooth animation	Frustrating levels	6.0
Ballistic	Infogrames	Two great puzzle modes	Choppy graphics	7.5
Bassmasters Classic	THQ	Three lakes to choose from	Having to 'grab' fish you catch	6.0
Battleship	Majesco	Just as fun as the board game	Computer cheats	7.5
Black Bass Lure Fishing	Majesco	It has fish	Gameplay, graphics—everything	2.0
Boarder Zone	Infogrames	Great visuals	Character blocks the view sometimes	8.5
Bubble Bobble	Metro 3D	Great arcade conversion	Non-color version is old news	8.0
Bugs Bunny Crazy Castle 3	Infogrames	Good graphics	Slow-paced gameplay	7.5
Bust-A-Move 4	Acclaim	Addictive puzzle action	No two-player Vs. Mode	7.5
Caesar's Palace II	Interplay	RPG aspects	Save-anytime takes away thrill	6.5
Carrot Crazy	Infogrames	Great platforming action	Colors only decent	8.5
Chase HQ	Metro 3D	Reproduces fun of the arcade version	Graphics nothing special	8.0
Chessmaster	Mindscape	Great AI	No special use of color	7.0
Conker's Pocket Tales	Nintendo	Cute characters	Huge, boring, maze-like levels	4.0
Dragon Warrior Monsters	Eidos	Breed your own monsters	Monotonous dungeons	7.5
Duke Nukem	GT Interactive	Straightforward action	Not very original	8.0
Earthworm Jim: M2TG	Crave	Great graphics	Tedious controls	3.0
FIFA 2000	THQ	Indoor and outdoor modes	Poor control	3.5
Frogger	Majesco	Excellent control	Can't save high scores	7.5
Gex 3	Eidos	Exploring levels and secrets	Mediocre graphics and gameplay	4.0
Gex: Enter The Gecko	Crave	Big levels	Loose controls	6.0
Joust/Defender	Midway	Arcade perfect	Tiny sprites	8.5
KLAX	Midway	Simple yet addictive	Sound effects could be better	5.5
Kluster	Infogrames	Puzzle gameplay stays fresh	Not intense enough	7.0
Las Vegas Cool Hand	Take 2 Interactive	Exciting feeling of gambling	Garbled graphics	5.0
Legend of Zelda DX	Nintendo	Incredible gameplay, cool extras	None really	10
Lucky Luke	Infogrames	Lots of quick action	Stupid plot and name	7.0
Madden NFL 2000	THQ	Based on old Genesis Madden games	Bad slowdown	2.0
Mario Golf	Nintendo	Best portable golf game	Too addictive!	9.5
Men In Black: The Series	Crave	Cool cutscenes	Dull, repetitive gameplay	5.0
Micro Machines 1 & 2	THQ	Smooth frame-rate	Fairly simple game	8.0
Monopoly	Majesco	Long games are great time killers	Bad graphics on normal Game Boy	7.0
Montezuma's Return	Take 2 Interactive	Fun and challenging	Repetitive graphics	7.0
Mortal Kombat 4	Midway	Diverse music	Bad graphics, terrible animation	2.5
Motocross Maniacs 2	Konami	Make your own tracks	Tough to finish courses	6.5
Ms. Pac-Man: SE	Namco	Graphics just like arcade	Extra mini-game boring	7.0
NBA In The Zone	Konami	Awesome, crisp graphics	Horrible sound	8.0
NBA Jam '99	Acclaim	Gameplay faithful to the arcade	Sound effects no good	7.0
NFL 2000	THQ	Nice clear graphics	Sluggish controls	2.5
NFL Blitz	Midway	Hmm...the Title Screen looks OK	Just about every part of the game	1.5
NHL Blades of Steel	Konami	Tons of gameplay options	Hard to follow the puck	4.0
Pac-Man: Special Edition	Namco	Bonus Pac-Attack game	Control just a bit off	6.5
Pitfall	Crave	Old-school gameplay	Sloppy control	4.0
Pokémon Pinball	Nintendo	Great pinball fun	Hard to finish completely	9.0
Prince of Persia	Red Orb Entertainment	Excellent conversion of PC game	Hard to finish in under an hour	8.5
Puzzle Master	Metro 3D	Can't stop playing it	Graphics pretty tame	8.5
Quest Fantasy Challenge	Sunsoft	Like Dig Dug	Too slow	2.0
Quest For Camelot	Nintendo	Zelda-like structure	Agonizingly slow pace	5.0
R-Type DX	Nintendo	Two awesome shooters in one	Hard to see enemy bullets	8.5
Rampage World Tour	Midway	Faithful to the arcade	Same music over and over	7.0
Shadowgate Classic	Kemco	Identical to NES game	Illogical puzzles	6.5
Spawn	Konami	Some good graphics	Very plain, boring game	5.0
Spy Vs. Spy	Vatical	Strange but cool gameplay	Need second player for the real fun	7.0
Star Wars Episode 1: Racer	Nintendo	Cool graphics	Can't see far enough ahead	4.0
Super Mario Bros. Deluxe	Nintendo	Extras and mini-games	For Game Boy Color only	9.5
Tarzan	Activision	Good graphics and control	Boring mini-games	8.0
Test Drive 6	Infogrames	Can upgrade your car	Choppy frame-rate	3.5
The Rugrats Movie	THQ	Nice graphics	Boring	5.5
Tiger Woods PGA Tour 2000	THQ	Good realistic golf	Sometimes too difficult	7.0
Toy Story 2	THQ	Good graphics	Frustrating controls	4.0
Turok 2: Seeds of Evil	Acclaim	Diverse level designs	Frustrating difficulty	7.0
V-Rally Edition 99	Infogrames	Decent graphics	No two-player link mode	5.0
Vegas Games	3DO	Great variety of games	No point for winning money	7.5
Wario Land II DX	Nintendo	Sharp graphics	Dying over and over at the same spot	9.0
WWF Wrestlemania 2000	THQ	Lots of different play modes	Control a bit sluggish	8.0
Zebco Fishing!	Vatical Entertainment	Easy and fun gameplay	Only two lakes to fish	7.0

AVAILABLE NOW

CATWOMAN

GAME BOY COLOR

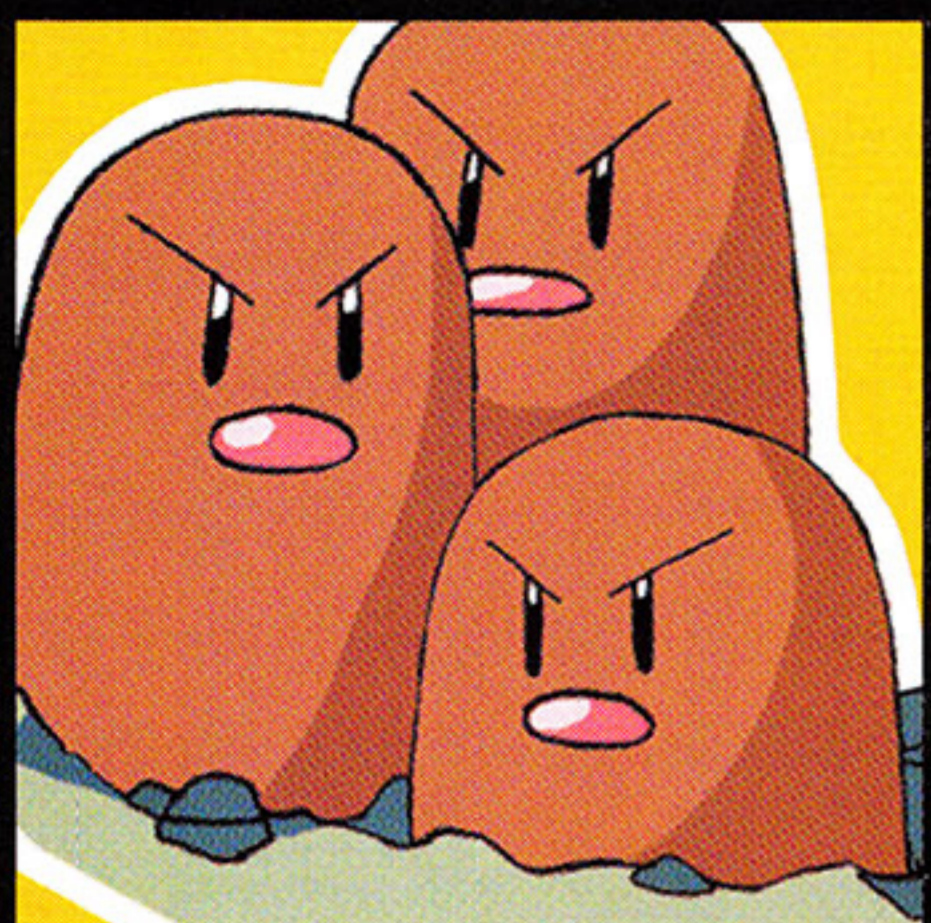


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VATICAL ENTERTAINMENT

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Beginner's Guide to P.P. Masterey



by Zach Iniguez
Freelance Pinball Freak

Pokémon Pinball continues the trend of theme-oriented Pokémon games from Nintendo (last up: Pokémon Snap, next up: Pokémon Stadium), taking all 151 Pokémon and dropping them into an all-too-familiar pinball setup. HAL Laboratories, developers of Revenge of the Gator and Kirby's Pinball Land (two great Game Boy pinball games of yesterday), had a hand in the development of PP's multifaceted and thoroughly enjoyable tables, and it shows.

New to the grind this time are the sinfully vibratory motions contrived by Nintendo's Rumble cartridge "technology." While Pokémon Pinball is not the first cartridge to include this physically unwieldy innovation, it is unquestionably the best, synthesizing nudges, hits and bumps as an authentic machine would.

database

time to complete **30-50 hours**
challenge **easy**
best feature **all 151 Pokémon**
best table **Red**
best bonus stage **Mewtwo**
also try **Kirby's Pinball Land**
system **Game Boy Color**
publisher **Nintendo**
developer **HAL/Nintendo**

POKÉMON™ PINBALL

Gotta Catch 'Em All

The main challenge in capturing Pokémon isn't the actual catching part...it's initiating the Catch 'em Mode itself. Once initiated (and after you've hit the Voltorbs or Shellders six times to reveal the Pokémon), the best way to close the deal is to try to maneuver the ball so that it falls down directly atop the creature. With any luck, you'll pull off all four hits with minimal effort.



Down The Hatch

The majority of your points will come as a result of bonuses and special boards accessed through activating the bonus slot. Read *Table-Top Tips* for information on opening the hatch. Four or five of the 12 possible bonus icons will begin rotating on the screen. While it's rare that the rotation will stop on the exact icon you'd like, your chances are enhanced slightly by pressing the A button just as the desired bonus panel appears on the screen.

Turns on the Ball Saver for 30 seconds, allowing you to play relatively scare-free during that time period.



Grants an extra ball. These are rare! Unfortunately, active Catch 'em and Evolution Modes cease after the current ball is lost.

Turns on the Ball Saver for 60 seconds, allowing you to play for a full minute without having to worry about lost balls.



Appears in the rotation if all Catch arrows have been lit. If you get it, you'll immediately go into Catch 'em Mode.

Turns on the Ball Saver for a whopping 90 seconds, giving you a heck of a lot of time to play without any fear of losing a ball.



If all Evolution arrows have been lit, this will appear in the slot rotation. Get it to immediately enter Evolution Mode.

Try to avoid this one. The Small bonus gives you a measly reward of between 100 and 900 points. Big deal! Not worth the effort.



Sends you to one of the five bonus stages. This one will only show up after you've caught at least three Pokémon.

The Big bonus drops a hefty load of anywhere from 1,000,000 to 9,000,000 points in your lap. Definitely nice!



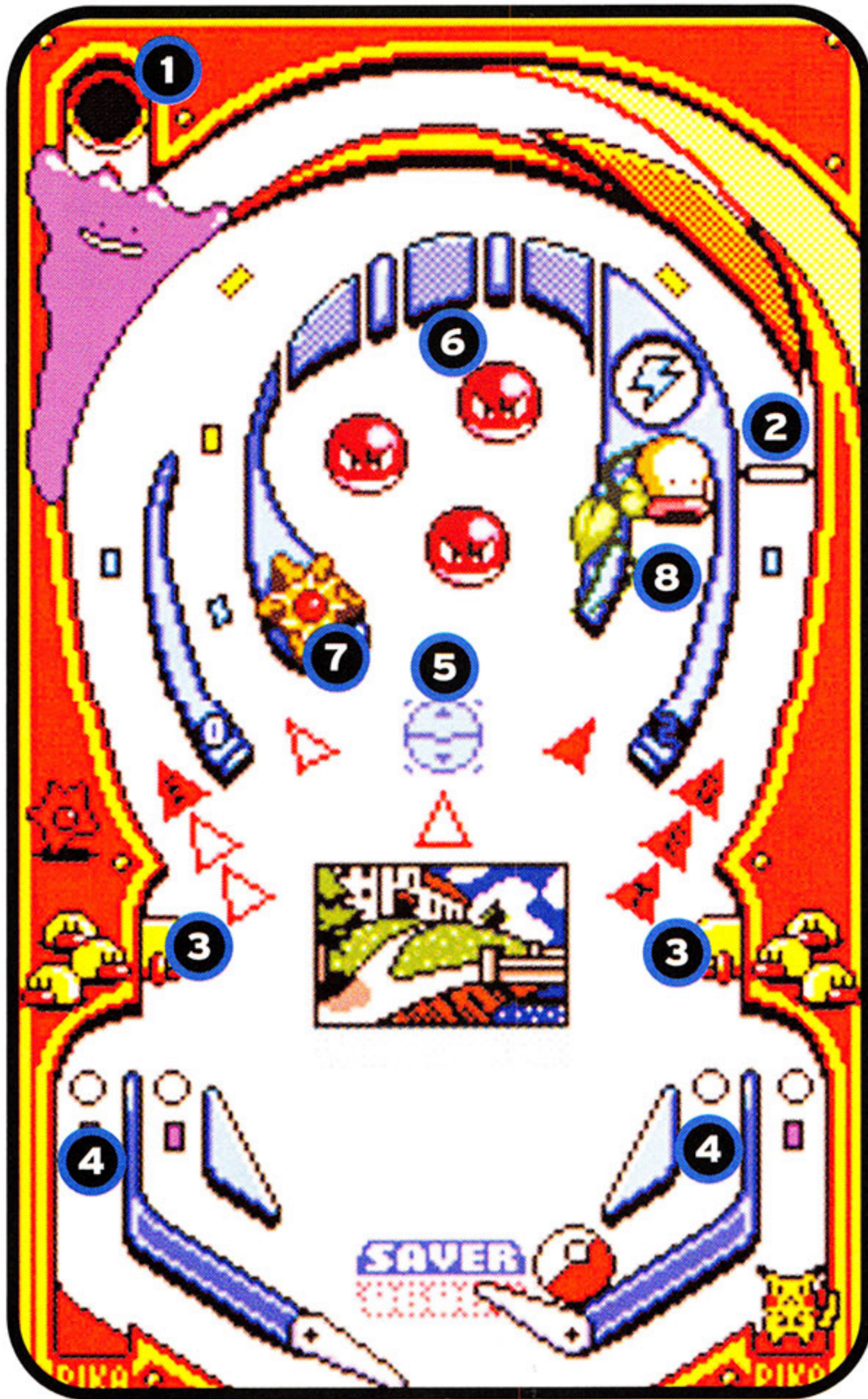
A field multiplier. Multiplies your bonus scores by the random number that appears after you land on this particular slot.

The Pikachu bonus brings two Pikachu to the outer lanes to keep your ball from passing through them.

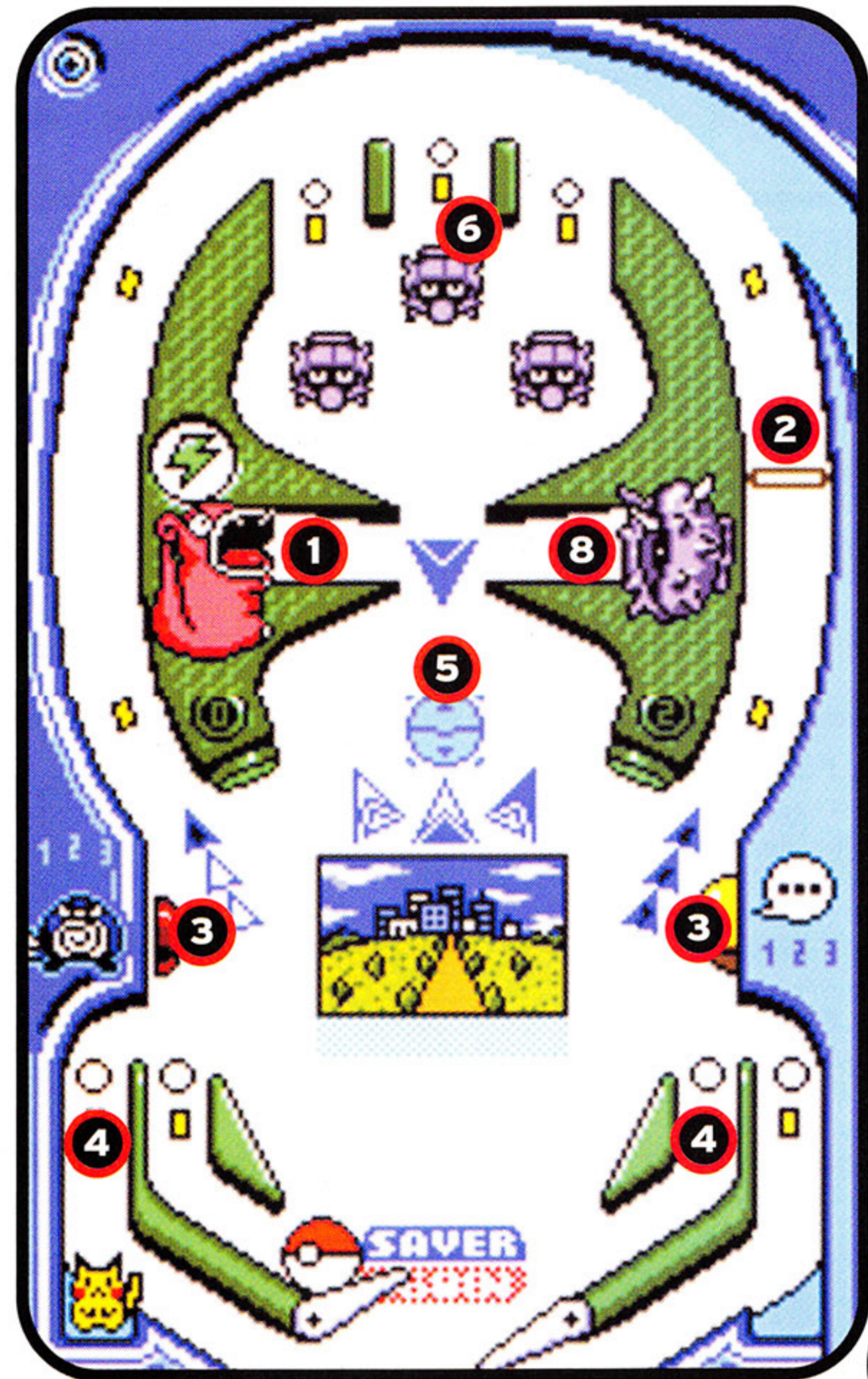


Similar to the field multiplier, this bonus upgrades not just your ball, but your field multiplier as well. Not bad!





Red Table



Blue Table



Table-Top Tips

While Pokémon Pinball provides only two tables, you're liable to spend considerable time runnin' each board, catching and evolving Pokémon at every turn. Adding additional depth to each board are the 17 different map locations you must visit to uncover every creature. The red and blue tables break down like this:

1. Evolution Cave (Red), Slowpoke (Blue)

Accomplish three clockwise rotations with your Pokéball to eliminate the Ditto and secure access to the Evolution Cave. On the blue table, doing this will direct the arrow toward the Slowpoke.

2. Spinner

Two well-powered counter-clockwise revolutions through the spinner should adequately charge the lightning meter. To do this, first "cradle" the ball with your paddle, then let it slide downward, striking it as it nears the gap. Doing so should send the ball careening around the table. When charged, the lightning meter will flash, powering up Pikachu to charge the Pokéball and rebound it up into the playing field if it slips through the outer alley. The Pikachu can be toggled between the two outer alleys with the A and B buttons, and you can add a second Pikachu with one of the drop-hole bonuses.

3. Diglett & Dugtrio/Poliwag & Psyduck

Bop either member of these duos in the head three times in short succession to initiate a Map Move that can take you to a new location on the map.

4. Out/Return Lanes, C-A-V-E Indicators

As the Pokéball falls through any of the four lanes, it will light one of four letters that spell out "CAVE" (when spelled out, the drop-hole bonus will be activated). As with nearly all triggered effects, the indicators can jump lanes with the A and B buttons.

5. Bonus Cave

Nearly all bonus activity is conducted through this opening (drop-hole bonuses, map moves, the final act before evolving a Pokémon, etc.). Once opened, its magnetic force will send the Pokéball off-course, often sending it to an undesired destination. Try rebounding off the bumpers for optimal contact.

6. Voltorb/Shellder, Field Multipliers

Strike Voltorb or Shellder to reveal portions of the Pokémon silhouette when in Catch 'em mode (this'll sometimes activate exp. tokens in Evolution Mode as well). Above them are the Field Multiplier lanes.

Aside from the regulation red-and-white Pokéballs are the Great, Ultra and Master variations. Each is acquired in succession by lighting all three indicators above the Voltorb/Shellder herd. (Yes, as expected, the lights may be toggled with the A and B buttons.) As each ball increases in power, so too does its multiplier. Field scores are inflated 2x, 3x and 4x for Great (blue), Ultra (yellow) and Master (purple) Pokéballs, respectively. Multipliers increase by one per set of lights beyond Master.

7. Staryu (Red Table Only)

Regulates the field multiplier lanes; the lanes are unlocked by striking the switch right below Staryu on the table.

8. Bellsprout/Cloyster

The only way to initiate the Catch 'em sequence to catch Pokémon is to shoot the Pokéball into either the Bellsprout (Red table) or Cloyster (Blue table). First, however, you've got to hit the ball for three counter-clockwise rotations and ignite all three Catch arrows. Look elsewhere in this guide for tips on catching and evolving Pokémon.



Sometimes it's simply impossible to keep the Pokéball from slipping down one of the outer lanes. Don't count yourself out just yet; when the ball hits the positions shown, hit UP on the d-pad to nudge the table and flip the ball up and back into play.

The Bonus Stages

Pokémon Pinball's bonus stages come in five different flavors (two for each table, and then Mewtwo's stage). Not only do they make for a fun (and challenging) diversion, but if played well, they can offer TONS of points to skilled players.

Diglett Stage (Red Table)

This stage pits your Pokéball against a field of Digletts. Unlike the other bonus stages, you'll only get one chance here, so be careful. Clear the board of the initial patch of Digletts, and a Dugtrio will appear at the top of the screen; strike it three times to complete the area. Be careful at the outset, as it's rather easy to lose your ball due to the close proximity of the bottom row or two of Digletts.



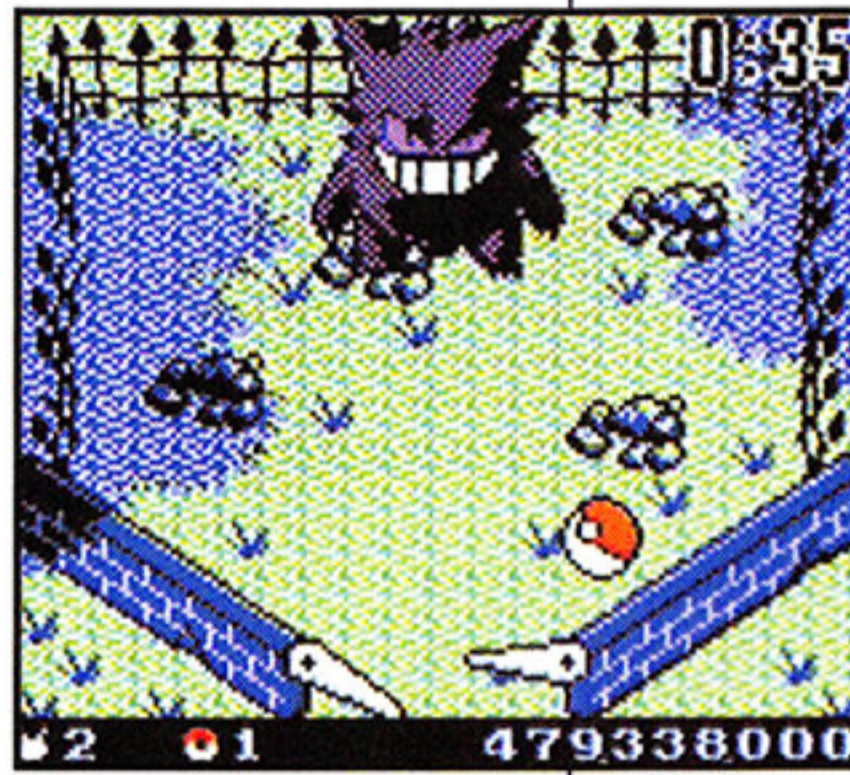
Meowth Stage (Blue Table)

In what is probably the most aggravating of all the bonus stages in Pokémon Pinball, Meowth challenges you to extract gold coins by beating the feline with your Pokéball (once the coins appear, you must hit them to retrieve them). For optimal contact, try landing the ball atop Meowth's body while he's neighboring a corner. You've only got a minute to finish this stage, so don't waste any time!



Gengar Stage (Red Table)

Concealed between a set of impervious gravestones are three Ghostlies. Whack these boys a few times (you have to hit all three of them before one of 'em reappears) and a flurry of Haunters will appear. Once all of the Haunters have been exorcised, finish the job by taking out the enormous Gengar by way of several well-placed shots. Your time limit for this stage is a minute and a half.



Seel Stage (Blue Table)

The Seel bonus stage is pretty straightforward. Three Seels are swimming around underwater—whenever one of them pops its head up, you'll have to nail it with a Pokéball. Simple, ain't it? Twenty hits will do the trick, but you'll have to accomplish the feat in under a minute and a half, which isn't as easy as it might seem.



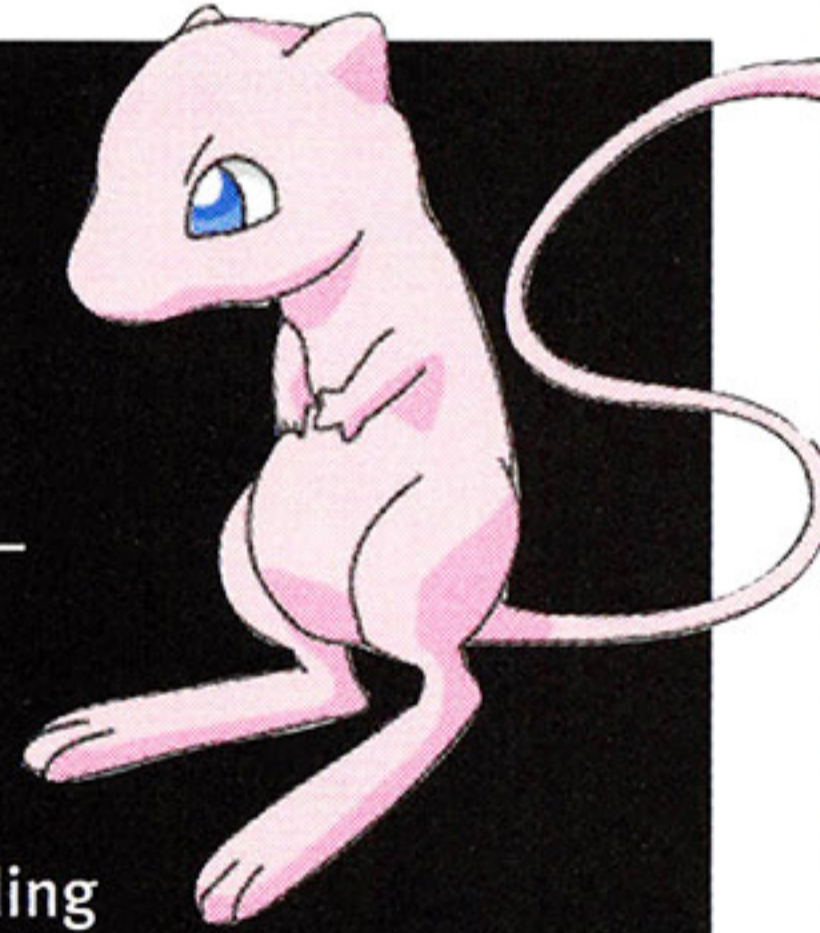
#151 - Finding Mew

The 151st Pokémon, Mew, is hidden deep within Pokémon Pinball. Here's how you find him:

1. Get yourself to Indigo Plateau—this alone will require a sizeable chunk of time.
2. Clear both bonus stages on whichever table you're on—including Mewtwo's—two times apiece.

3. Initiate Catch 'em Mode.

Simple enough, wouldn't you say? Here's the shot to the groin: There's a one in 16 chance that Mew will actually show once you initiate the Catch 'em Mode. Why must Nintendo mock us with such odds? Anyway, with lots of work and a sizable amount of luck, you'll eventually catch the elusive monster once and for all. Good luck!

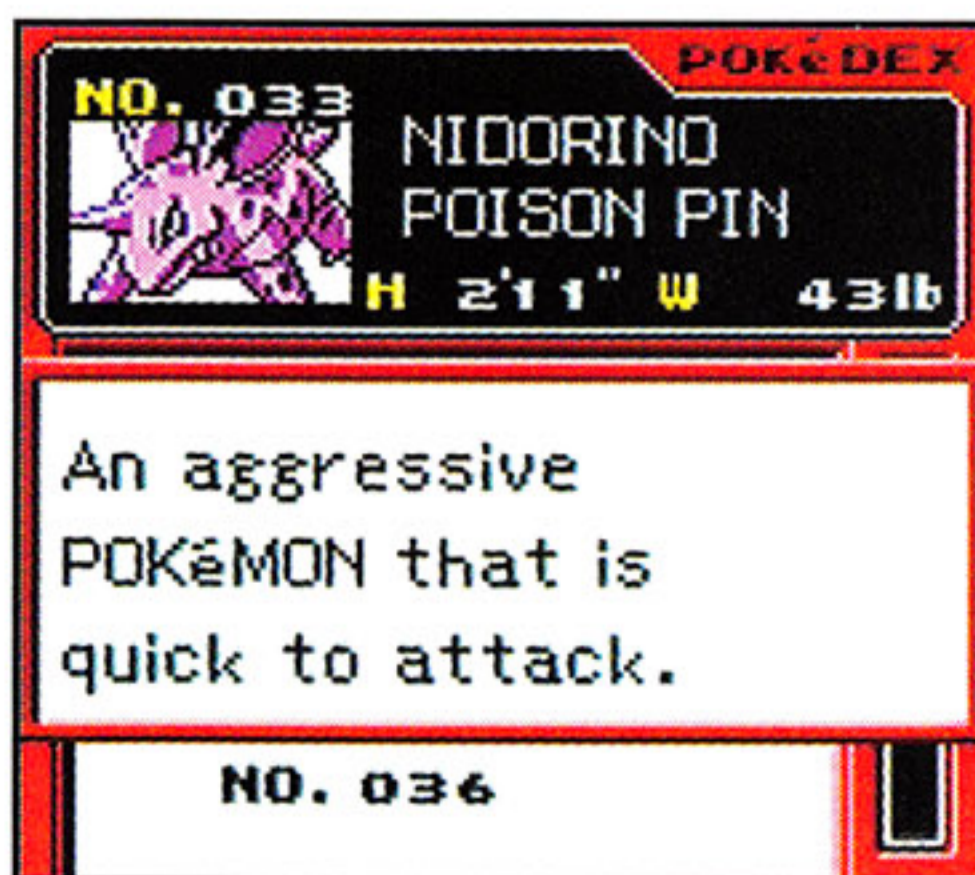


Mewtwo Stage (Red or Blue Table)

The final bonus stage, only accessible after completing the two others on either table, is Mewtwo's. Hitting him can be especially difficult, as the six orbs encircling him protect him from nearly every hit. You'll have to work to remove the spheres before you can directly hit him, and then it'll take 20 hits (at a whopping 50,000,000 points per hit) to dispose of him. Expect some majorly high scores after this one!



Tip: In any bonus round that allows you to repeatedly hit or collect an object (such as the Meowth and Seel stages), consecutive hits will net you big-time bonuses (which increase with each successive hit).



Filling Your Pokédex

Analogous to Pokémon Red and Blue are the 17 locales Ash and company visit throughout the island in their quest for Pokémon supremacy. Though restricted to a static, spiritless icon, each location is faithfully represented, in that certain Pokémon species are contained within their particular area. Use the chart on the following pages as a guide to encountering (and hopefully capturing) all 151 Pokémon. Be prepared to traverse each town several times and play through both tables for numerous hours. **Remember:** Multiple locations are home to multiple Pokémon, and some, if not most Pokémon, are found in several locations. Also keep in mind: hit each Diglett (Red table) or Polywag and Psyduck (Blue table) three times to open the Map Move to switch to a new map.

Pokémon Pinball Sticker Pokédex

Each and every Pokémon is hidden away in Pokémon Pinball, but catching them all certainly isn't easy. Use this chart on the next three pages as a checklist towards finding them all; just take the sticker for any pokémon you find from the included sticker sheet and place them in their corresponding box below.

004



#004
Charmander

CHARMANDER

- Evolved from Bulbasaur
- Evolved from Bulbasaur

BLUE TABLE

■ **Area 1:**
 Pallet Town (PT)
 Viridian Forest (VF)
 Pewter City (PC)
 Cerulean City (CC)

Verm. City Seaside (VE)
 Rock Mountain (RM)
 Lavender Town (LT)

■ **Area 2:**
 Cycling Road (CR)

Safari Zone (SZ)
 Seafoam Islands (SI)
 Cinnabar Island (CI)

■ **Area 3:**
 Indigo Plateau (IP)

RED TABLE

■ **Area 1:**
 Viridian City (VC)
 Viridian Forest (VF)
 Mt. Moon (MM)
 Cerulean City (CC)

Verm. City Streets (VE)
 Rock Mountain (RM)
 Celadon City (CE)

■ **Area 2:**
 Fuchsia City (FC)

Safari Zone (SZ)
 Saffron City (SC)
 Cinnabar Island (CI)

■ **Area 3:**
 Indigo Plateau (IP)

<input type="checkbox"/> #001 Bulbasaur ● PT ● VC	<input type="checkbox"/> #002 Ivysaur ● Evolved from Bulbasaur ● Evolved from Bulbasaur	<input type="checkbox"/> #003 Venusaur ● Evolved from Ivysaur ● Evolved from Ivysaur	<input type="checkbox"/> #004 Charmander ● PT ● VC	<input type="checkbox"/> #005 Charmeleon ● Evolved from Charmander ● VC
<input type="checkbox"/> #006 Charizard ● Evolved from Charmeleon ● VC	<input type="checkbox"/> #007 Squirtle ● VC	<input type="checkbox"/> #008 Wartortle ● Evolved from Squirtle ● VC	<input type="checkbox"/> #009 Blastoise ● Evolved from Wartortle ● VC	<input type="checkbox"/> #010 Caterpie ● VF, CC ● VF, CC
<input type="checkbox"/> #011 Metapod ● Evolved from Caterpie ● Evolved from Caterpie	<input type="checkbox"/> #012 Butterfree ● Evolved from Metapod ● Evolved from Metapod	<input type="checkbox"/> #013 Weedle ● VF, CC ● VF, CC	<input type="checkbox"/> #014 Kakuna ● Evolved from Weedle ● Evolved from Weedle	<input type="checkbox"/> #015 Beedrill ● Evolved from Kakuna ● Evolved from Kakuna
<input type="checkbox"/> #016 Pidgey ● PT, VF, PC, CC, VE, LT ● PT, CC, VE, CE, SC	<input type="checkbox"/> #017 Pidgeotto ● Evolved from Pidgey ● Evolved from Pidgey	<input type="checkbox"/> #018 Pidgeot ● Evolved from Pidgeotto ● Evolved from Pidgeotto	<input type="checkbox"/> #019 Rattata ● PT, VF, RT, CR ● VF, MM, RM	<input type="checkbox"/> #020 Raticate ● Evolved from Rattata ● Evolved from Rattata
<input type="checkbox"/> #021 Spearow ● PC, VE, RM, CR, IP ● VC, MM, VE, RM, IP	<input type="checkbox"/> #022 Fearow ● Evolved from Spearow ● Evolved from Spearow	<input type="checkbox"/> #023 Ekans ● PC, VE, RM, LT, IP ● MM, SC	<input type="checkbox"/> #024 Arbok ● Evolved from Ekans ● Evolved from Ekans	<input type="checkbox"/> #025 Pikachu ● VF ● VF
<input type="checkbox"/> #026 Raichu ● Evolved from Pikachu ● Evolved from Pikachu	<input type="checkbox"/> #027 Sandshrew ● MM, VE, RM, SC, IP	<input type="checkbox"/> #028 Sandslash ● Evolved from Sandshrew ● VC, SZ	<input type="checkbox"/> #029 Nidoran (F) ● VC, SZ	<input type="checkbox"/> #030 Nidorina ● Evolved from Nidoran (F) ● VC, SZ
<input type="checkbox"/> #031 Nidoqueen ● Evolved from Nidorina ● VC, SZ	<input type="checkbox"/> #032 Nidoran (M) ● PT, CC, SZ ● VC, CC	<input type="checkbox"/> #033 Nidorino ● Evolved from Nidoran (M) ● Evolved from Nidoran (M)	<input type="checkbox"/> #034 Nidoking ● Evolved from Nidorino ● Evolved from Nidorino	<input type="checkbox"/> #035 Clefairy ● MM, CC
<input type="checkbox"/> #036 Clefable ● Evolved from Clefairy ● CE, SC, CI	<input type="checkbox"/> #037 Vulpix ● CE, SC, CI	<input type="checkbox"/> #038 Ninetales ● Evolved from Vulpix ● CE, SC, CI	<input type="checkbox"/> #039 Jigglypuff ● PC	<input type="checkbox"/> #040 Wigglytuff ● Evolved from Jigglypuff ● PC
<input type="checkbox"/> #041 Zubat ● RM, SI, IP ● MM, RM, IP	<input type="checkbox"/> #042 Golbat ● Evolved from Zubat ● Evolved from Zubat	<input type="checkbox"/> #043 Oddish ● CC, VC ● CE, SC	<input type="checkbox"/> #044 Gloom ● Evolved from Oddish ● Evolved from Oddish	<input type="checkbox"/> #045 Vileplume ● Evolved from Gloom ● Evolved from Gloom

BLUE TABLE

Area 1:

Pallet Town (PT)
Viridian Forest (VF)
Pewter City (PC)
Cerulean City (CC)

Verm. City Seaside (VE)
Rock Mountain (RM)
Lavender Town (LT)

Area 2:

Cycling Road (CR)

Safari Zone (SZ)
Seafoam Islands (SI)
Cinnabar Island (CI)

Area 3:

Indigo Plateau (IP)

RED TABLE

Area 1:

Viridian City (VC)
Viridian Forest (VF)
Mt. Moon (MM)
Cerulean City (CC)

Verm. City Streets (VE)
Rock Mountain (RM)
Celadon City (CE)

Area 2:

Fuchsia City (FC)

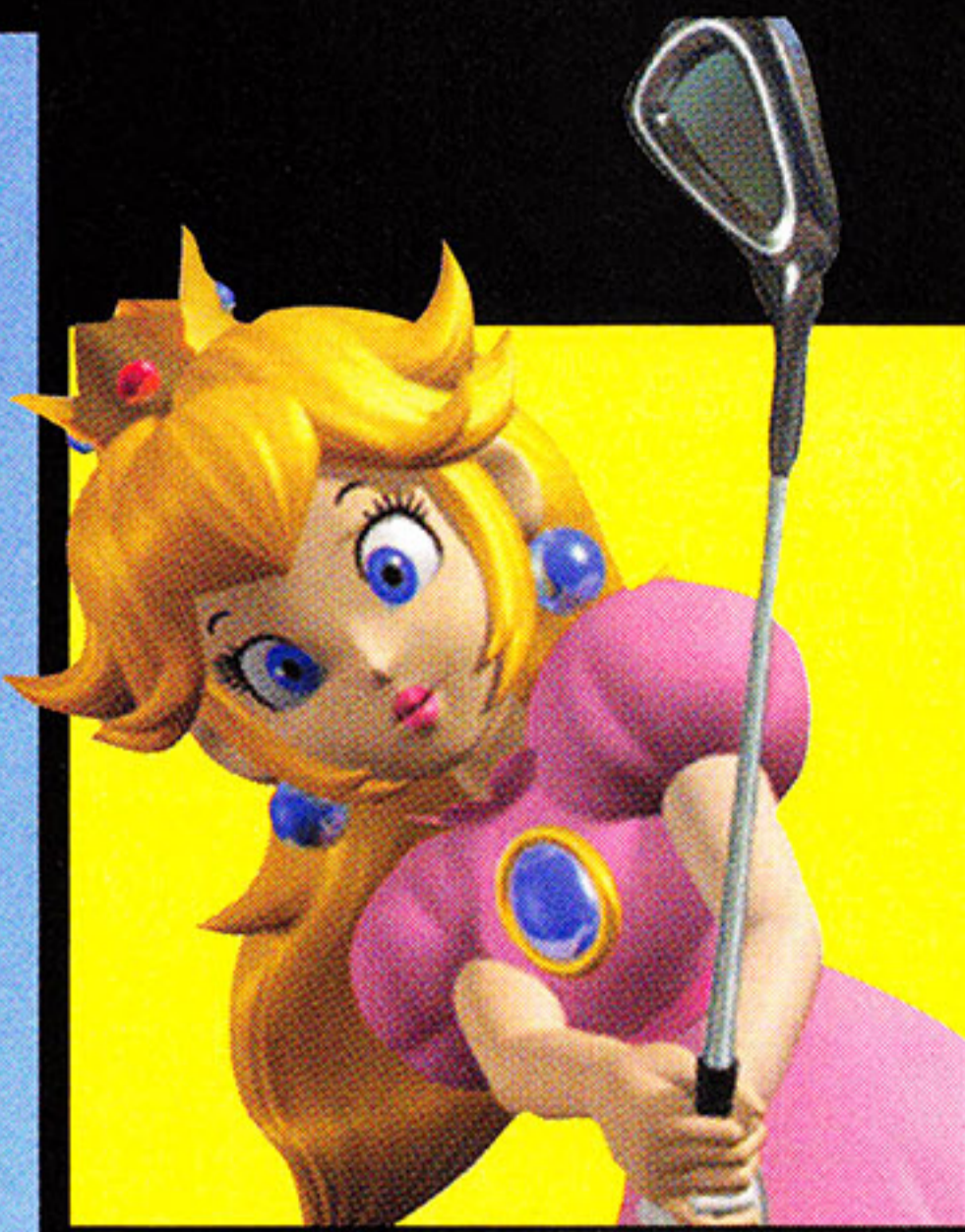
Safari Zone (SZ)
Saffron City (SC)
Cinnabar Island (CI)

Area 3:

Indigo Plateau (IP)

<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#046 Paras</div> <ul style="list-style-type: none"> ● SZ ● MM, SZ 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#047 Parasect</div> <ul style="list-style-type: none"> ● Evolved from Paras ● Evolved from Paras 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#048 Venonat</div> <ul style="list-style-type: none"> ● FC 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#049 Venomoth</div> <ul style="list-style-type: none"> ● Evolved from Venonat 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#050 Diglett</div> <ul style="list-style-type: none"> ● RM ● RM
<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#051 Dugtrio</div> <ul style="list-style-type: none"> ● Evolved from Diglett ● Evolved from Diglett 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#052 Meowth</div> <ul style="list-style-type: none"> ● CC, VE, CE, SC 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#053 Persian</div> <ul style="list-style-type: none"> ● Evolved from Meowth ● Evolved from Meowth 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#054 Psyduck</div> <ul style="list-style-type: none"> ● CC, SI ● MM, CC 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#055 Golduck</div> <ul style="list-style-type: none"> ● Evolved from Psyduck ● Evolved from Psyduck
<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#056 Mankey</div> <ul style="list-style-type: none"> ● CC, VE, LT ● CC, SC 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#057 Primeape</div> <ul style="list-style-type: none"> ● Evolved from Mankey ● Evolved from Mankey 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#058 Growlithe</div> <ul style="list-style-type: none"> ● LT, CI ● CE, SC 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#059 Arcanine</div> <ul style="list-style-type: none"> ● Evolved from Growlithe ● Evolved from Growlithe 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#060 Poliwag</div> <ul style="list-style-type: none"> ● PT ● VC
<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#061 Poliwhirl</div> <ul style="list-style-type: none"> ● Evolved from Poliwhirl ● Evolved from Poliwhirl 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#062 Poliwrath</div> <ul style="list-style-type: none"> ● Evolved from Poliwhirl ● Evolved from Poliwhirl 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#063 Abra</div> <ul style="list-style-type: none"> ● CC ● CC, CE 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#064 Kadabra</div> <ul style="list-style-type: none"> ● Evolved from Abra ● Evolved from Abra 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#065 Alakazam</div> <ul style="list-style-type: none"> ● Evolved from Kadabra ● Evolved from Kadabra
<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#066 Machop</div> <ul style="list-style-type: none"> ● RM, IP ● RM, IP 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#067 Machoke</div> <ul style="list-style-type: none"> ● Evolved from Machop ● Evolved from Machop 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#068 Machop</div> <ul style="list-style-type: none"> ● Evolved from Machoke ● Evolved from Machoke 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#069 Bellsprout</div> <ul style="list-style-type: none"> ● CC, VE, CE, SC 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#070 Weepinbell</div> <ul style="list-style-type: none"> ● Evolved from Bellsprout
<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#071 Victreebel</div> <ul style="list-style-type: none"> ● Evolved from Weepinbell 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#072 Tentacool</div> <ul style="list-style-type: none"> ● PT, CR, SI ● VC 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#073 Tentacruel</div> <ul style="list-style-type: none"> ● Evolved from Tentacool ● Evolved from Tentacool 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#074 Geodude</div> <ul style="list-style-type: none"> ● RM, IP ● MM, RM, IP 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#075 Graveler</div> <ul style="list-style-type: none"> ● Evolved from Geodude ● Evolved from Geodude
<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#076 Golem</div> <ul style="list-style-type: none"> ● Evolved from Graveler ● Evolved from Graveler 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#077 Ponyta</div> <ul style="list-style-type: none"> ● CI ● CI 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#078 Rapidash</div> <ul style="list-style-type: none"> ● Evolved from Ponyta ● Evolved from Ponyta 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#079 Slowpoke</div> <ul style="list-style-type: none"> ● RM, SI ● RM 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#080 Slowbro</div> <ul style="list-style-type: none"> ● Evolved from Slowpoke ● Evolved from Slowpoke
<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#081 Magnetite</div> <ul style="list-style-type: none"> ● LT 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#082 Magnetron</div> <ul style="list-style-type: none"> ● Evolved from Magnetite 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#083 Farfetch'd</div> <ul style="list-style-type: none"> ● VE ● VE 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#084 Doduo</div> <ul style="list-style-type: none"> ● CR, SZ ● SZ 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#085 Dodrio</div> <ul style="list-style-type: none"> ● Evolved from Doduo ● Evolved from Doduo
<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#086 Seel</div> <ul style="list-style-type: none"> ● SI 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#087 Dewgong</div> <ul style="list-style-type: none"> ● Evolved from Seel 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#088 Grimer</div> <ul style="list-style-type: none"> ● CI ● CI 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#089 Muk</div> <ul style="list-style-type: none"> ● Evolved from Grimer ● Evolved from Grimer 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#090 Shellder</div> <ul style="list-style-type: none"> ● VE, SI ● VE
<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#091 Cloyster</div> <ul style="list-style-type: none"> ● Evolved from Shellder ● Evolved from Shellder 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#092 Gastly</div> <ul style="list-style-type: none"> ● LT 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#093 Haunter</div> <ul style="list-style-type: none"> ● Evolved from Gastly 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#094 Gengar</div> <ul style="list-style-type: none"> ● Evolved from Haunter 	<div style="border: 1px solid black; width: 40px; height: 40px; margin-bottom: 5px;"></div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">#095 Onix</div> <ul style="list-style-type: none"> ● RM, IP ● RM, IP

<input type="checkbox"/> #096 Drowzee • VE • VE	<input type="checkbox"/> #097 Hypno • Evolved from Drowzee • Evolved from Drowzee	<input type="checkbox"/> #098 Krabby • CC, VE, CR, SI • MM, CC, VE, IP	<input type="checkbox"/> #099 Kingler • Evolved from Krabby • Evolved from Krabby	<input type="checkbox"/> #100 Voltorb • RM • RM
<input type="checkbox"/> #101 Electrode • Evolved from Voltorb • Evolved from Voltorb	<input type="checkbox"/> #102 Exeggcute • • FC	<input type="checkbox"/> #103 Exeggutor • • Evolved from Exeggcute	<input type="checkbox"/> #104 Cubone • LT •	<input type="checkbox"/> #105 Marowak • Evolved from Cubone •
<input type="checkbox"/> #106 Hitmonlee • • SC	<input type="checkbox"/> #107 Hitmonchan • • SC	<input type="checkbox"/> #108 Lickitung • CR •	<input type="checkbox"/> #109 Koffing • CI • CI	<input type="checkbox"/> #110 Weezing • Evolved from Koffing • Evolved from Koffing
<input type="checkbox"/> #111 Rhyhorn • SZ • SZ	<input type="checkbox"/> #112 Rhydon • Evolved from Rhyhorn • Evolved from Rhyhorn	<input type="checkbox"/> #113 Chansey • SZ • SZ	<input type="checkbox"/> #114 Tangela • CI • CI	<input type="checkbox"/> #115 Kangaskhan • • FC
<input type="checkbox"/> #116 Horsea • SI •	<input type="checkbox"/> #117 Seadra • Evolved from Horsea •	<input type="checkbox"/> #118 Goldeen • CC, CR, SI • VC, MM, CC, FC	<input type="checkbox"/> #119 Seaking • Evolved from Goldeen • Evolved from Goldeen	<input type="checkbox"/> #120 Staryu • SI •
<input type="checkbox"/> #121 Starmie • Evolved from Staryu •	<input type="checkbox"/> #122 Mr. Mime • RM • RM	<input type="checkbox"/> #123 Scyther • SZ • CE	<input type="checkbox"/> #124 Jynx • CC • CC	<input type="checkbox"/> #125 Electabuzz • LT •
<input type="checkbox"/> #126 Magmar • • CI	<input type="checkbox"/> #127 Pinsir • • CE	<input type="checkbox"/> #128 Tauros • SZ • SZ	<input type="checkbox"/> #129 Magikarp • PC, CR • FC	<input type="checkbox"/> #130 Gyarados • Evolved from Magikarp • Evolved from Magikarp
<input type="checkbox"/> #131 Lapras • • SC	<input type="checkbox"/> #132 Ditto • IP • IP	<input type="checkbox"/> #133 Eevee • • CE	<input type="checkbox"/> #134 Vaporeon • • Evolved from Eevee	<input type="checkbox"/> #135 Jolteon • • Evolved from Eevee
<input type="checkbox"/> #136 Flareon • • Evolved from Eevee	<input type="checkbox"/> #137 Porygon • • CE	<input type="checkbox"/> #138 Omanyte • CI •	<input type="checkbox"/> #139 Omastar • Evolved from Omanyte •	<input type="checkbox"/> #140 Kabuto • CI •
<input type="checkbox"/> #141 Kabutops • Evolved from Kabuto •	<input type="checkbox"/> #142 Aerodactyl • • CI	<input type="checkbox"/> #143 Snorlax • CR •	<input type="checkbox"/> #144 Articuno • SI •	<input type="checkbox"/> #145 Zapdos • LT •
<input type="checkbox"/> #146 Moltres • IP • IP	<input type="checkbox"/> #147 Dratini • SZ • CE, SZ	<input type="checkbox"/> #148 Dragonair • Evolved from Dratini • Evolved from Dratini	<input type="checkbox"/> #149 Dragonite • Evolved from Dragonair • Evolved from Dragonair	<input type="checkbox"/> #150 Mewtwo • IP • IP



Hitting the Links, Pocket Style

by Greg Sewart
greg_sewart@zd.com

You've gotta hand it to Nintendo. Ever since the Gameboy Color was released they've gone above and beyond the call of duty by releasing quality titles that push this relatively old hardware to its limits. What better way to go about making a great golf game than to hire Camelot (developers of the incredible Hot Shots Golf for the PlayStation) and have them drop the Mario characters into one of the best golf engines ever created? Brilliant. Mario Golf isn't just a great links game, though. In order to add a unique twist to the genre, it's also an RPG of sorts. Earning experience points for a well played round and a multitude of mini-games are sure to keep hardcore golf fanatics and casual fans alike glued to the tiny screen for hours at a time.

database

time to complete **Two weeks**
 challenge **Moderate**
 best mini-game **Raven Woods**
 best golfer **Wario**
 best advice **Learn shot timing**
 also try **Mario Golf (N64)**
 system **Gameboy Color**
 publisher **Nintendo**
 developer **Camelot**

www.nintendo.com

WHAT YOUR CADDIE CARRIES

Types of Clubs

Woods (1-4W)

A long club designed for hitting the ball maximum distances. Typically used off the tee, and for second shots on long par 5's. Woods hit the ball low.

Irons (2-9I)

Distances and flight trajectory differ according to each club. Low irons (2-4) fly low and will roll upon landing. Middle irons (4-6) have a medium trajectory and average roll. High irons (7-9) have a high trajectory and will come to a dead stop almost immediately upon landing.

Wedges (PW, SW)

Specialized clubs are used for hitting the ball short distances and getting out of trouble spots. Both are used for shots of 110 yards or less. Trajectory is high and backspin can be added to the shot to help increase control.



WORKING THE BALL

Advanced Shots



This drive will be a tad short. If the player hits the "sweet spot" the ball will go relatively straight.

When lining up your drive or chip, keep in mind that a high-trajectory ball will catch the wind a lot more than a low-flying one. Compensate for that plus whether your golfer draws or fades when he/she swings. Between the first and third button tap when you take a swing you can decide whether you want to slice the ball by pushing left or right. Pushing left will cause the ball to travel right and vice-versa.

Likewise, you can add a little backspin or forward-spin to the ball by holding up or down when you swing. Putting backspin on a ball will increase its height so you've got to worry about wind speed even more. Finally, the power shot. A player only has a limited amount of these, but if you manage to hit the "sweet spot" both times during your swing, you'll get a free one added to your arsenal.

BALANCING YOUR GOLFER

Mario Golf rewards experience points for achieving various goals, from scoring well on a round of golf to completing one of the many mini-games hidden throughout Mario Land. What's even more interesting is that the player is given the task of choosing an attribute to develop, making your golfer completely customizable. However, just upping certain abilities and not bothering to counterbalance them is something you could come to regret. Keep your drive distance about two levels ahead of the other attributes, then start upgrading all of your abilities equally for a well-rounded golfer at the end of the game.



- 1 The drive distance is all important as you take on the final couple of courses in the game. Upping your drive distance and ignoring your Shot and Meet Area and Control will make the game hard to control.
- 2 No matter how good a shot you are, high winds will ultimately decide how your ball lies at the end of the day. The higher your shot goes, the more effect the wind will have on it.
- 3 Ideally you want this little bar in the dead center. Keep upping this ability because your shot deteriorates as your drive gets longer.
- 4 See that little bar below your shot meter? As your drives get longer (or shots get more difficult during some holes) it will get shorter. Up this ability regularly.

THE ART OF PUTTING:

Not a whole lot to say here, as the art of putting is more "feel" than science. With that said, here are my steps to becoming a consistent putter:

- Those little arrows on the green tell you which direction the ball will roll over the grass. The bigger the arrows, the steeper the incline. Be sure to adjust your aim to compensate for a bumpy green.
- Look at the "rest" distance and divide it into your putt's maximum distance. Now add a few notches to the swing. Not only will this assure that you have enough power in your putt, but it should help to nullify some of



the effect that the break has on your aim. Uphill putts need more power, downhill putts need less power. The wind has no effect on the putting in Mario Golf.

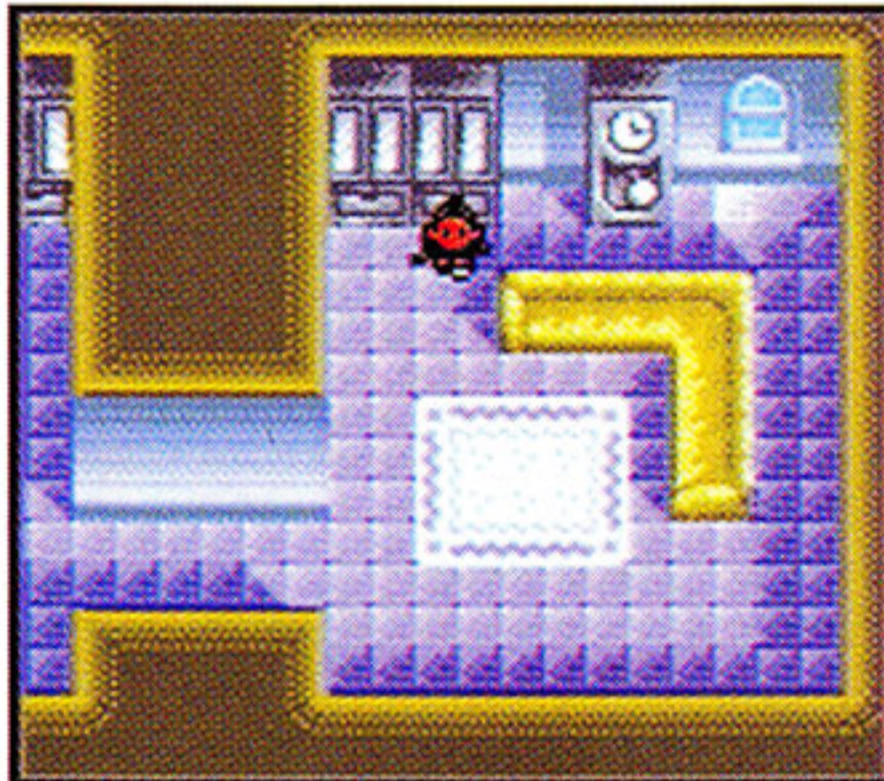
- If you're on the Green Edge or in the rough just outside the green, it's possible to putt your way to the cup. However, the putter is far less effective outside the green, so increase your putting strength by at least double.

The Caddie's Club Chart

Club	Spin Control	Loft	Roll
1W	🐇 🐇 🐇	🐇 🐇	🐇 🐇 🐇 🐇
3W	🐇 🐇 🐇	🐇 🐇	🐇 🐇 🐇 🐇
4W	🐇 🐇 🐇	🐇 🐇 🐇	🐇 🐇 🐇
2I	🐇 🐇	🐇 🐇	🐇 🐇 🐇 🐇
3I	🐇 🐇	🐇 🐇	🐇 🐇 🐇 🐇
4I	🐇 🐇 🐇	🐇 🐇 🐇	🐇 🐇 🐇
5I	🐇 🐇 🐇	🐇 🐇 🐇	🐇 🐇 🐇
6I	🐇 🐇 🐇	🐇 🐇 🐇	🐇 🐇
7I	🐇 🐇 🐇 🐇 🐇	🐇 🐇 🐇 🐇	🐇 🐇
8I	🐇 🐇 🐇 🐇 🐇	🐇 🐇 🐇 🐇	🐇
9I	🐇 🐇 🐇 🐇 🐇	🐇 🐇 🐇 🐇 🐇	🐇
PW	🐇 🐇 🐇	🐇 🐇 🐇 🐇 🐇	🐇
SW	🐇 🐇 🐇	🐇 🐇 🐇 🐇	🐇 🐇

MAGICAL MUSHROOMS:

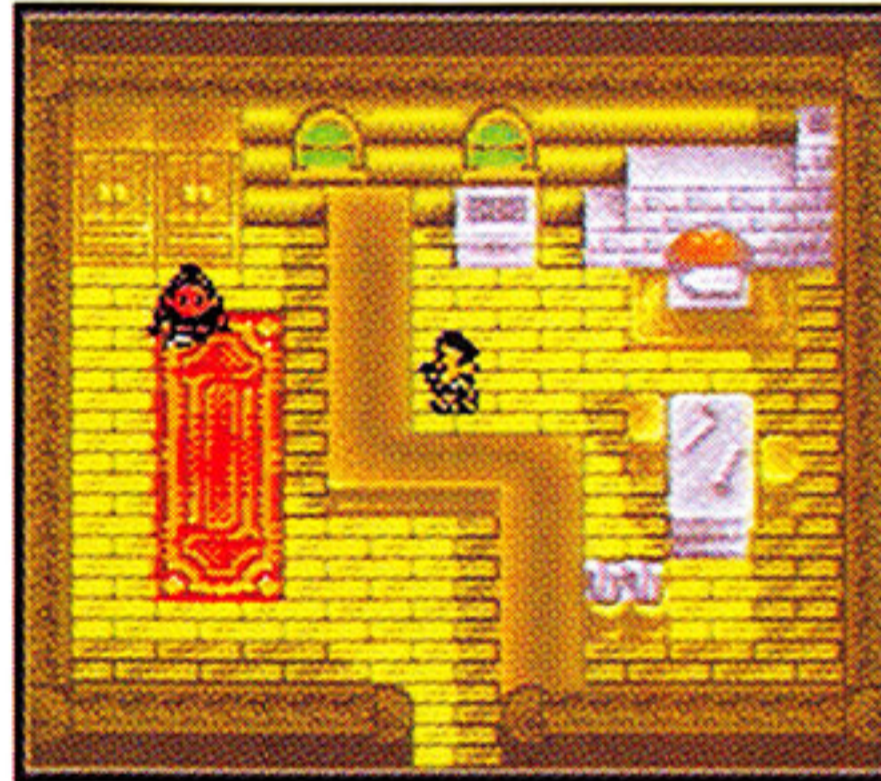
What would a Mario game be without 1-up mushrooms? You'll find four hidden throughout Mario Land. Each one will raise your golfer's experience level by one. Thus, it's best to obtain them later in the game, when it takes many more points to gain a level the conventional way.



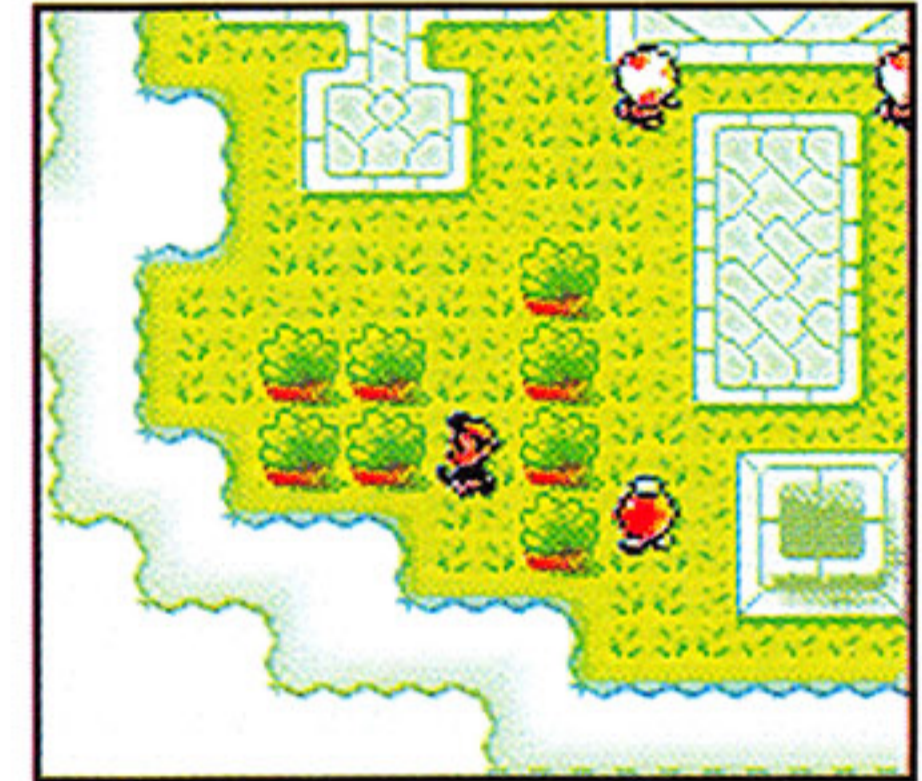
Find the first 1-up mushroom on this bookshelf to the right of the Director's Office in the Marion Clubhouse.



The second 1-up mushroom is hidden in one of the lockers in the Marion Clubhouse.

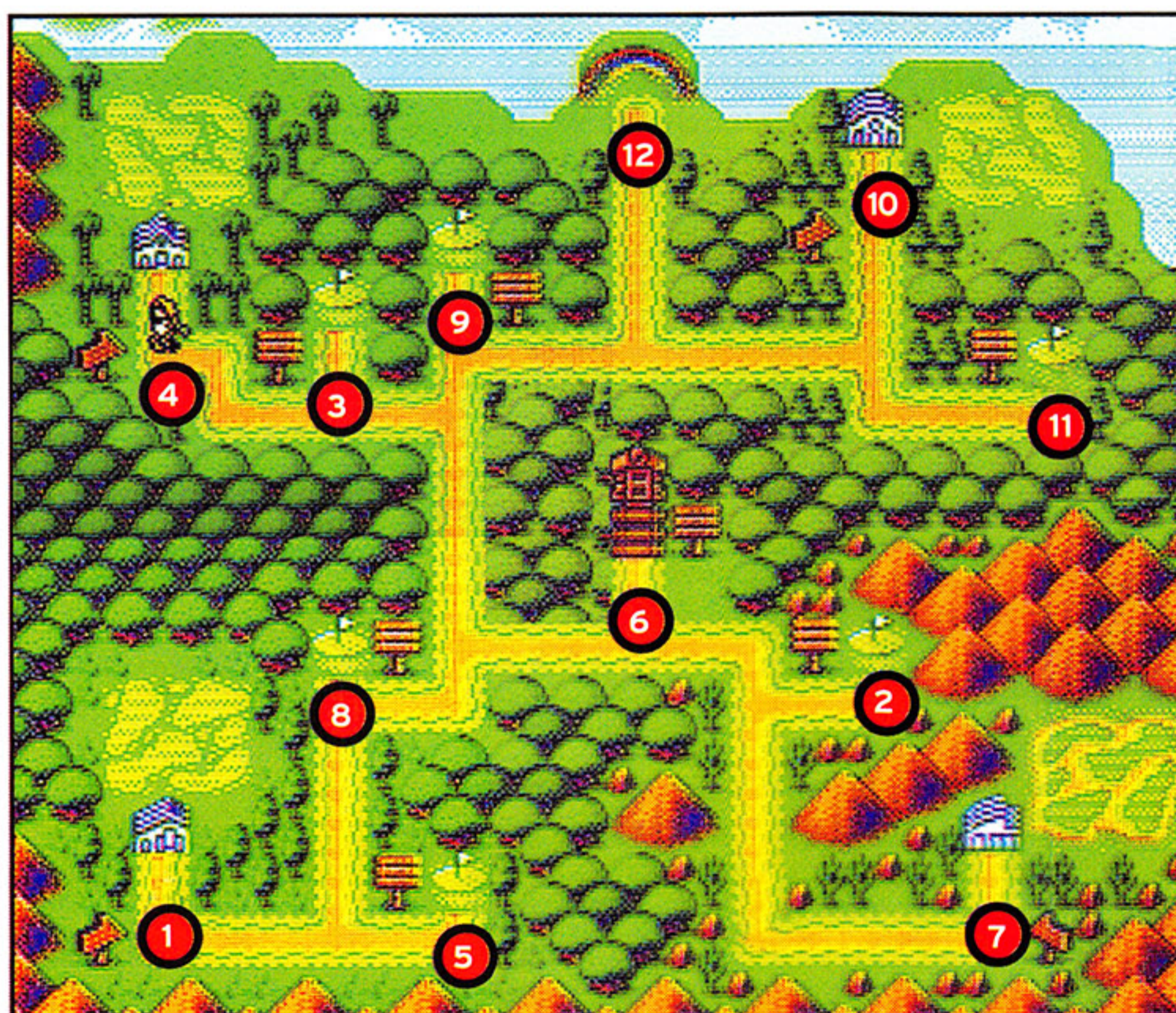


The third mushroom is in the cabinet to the right of the Club Maker's Hut. You can't get it until you gain access to the hut.



The final 1-up mushroom can be found here immediately after you enter Peach's Course.

Welcome to Mario Land. Find and complete all the tasks shown on the map below to create one heck of a golfer!



- 1 Marion Club
- 2 Windy Valley Special Hole
- 3 Golf Clinic
- 4 Palm Club
- 5 Tiny-Tots Golf Grounds
- 6 Club Maker's Hut
- 7 Dune Club
- 8 Mini-Mini Lake Course
- 9 Raven Woods Club
- 10 Links Club
- 11 Golf Guru's Pitch and Putt
- 12 Princess Peach Course

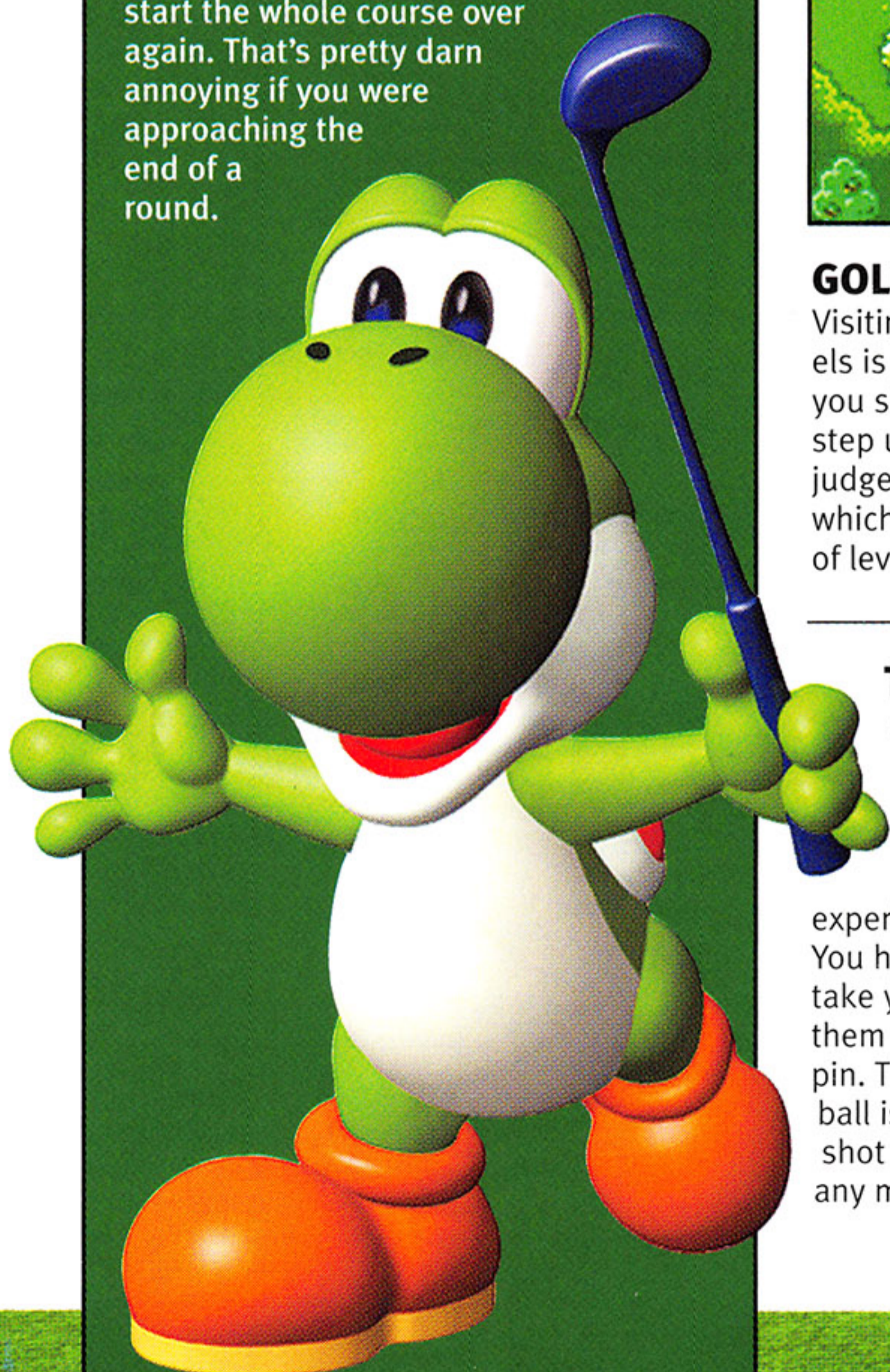
SOMETIMES CHEATERS DO PROSPER!



The following information will allow you to play your way through most tournaments and match games with relative ease, but the sense of accomplishment may be lost.

That said, here we go: If you find you just can't beat one of the golf masters during the game, or you really mess up a hole during a tournament, this little tip should help you salvage your game and your dignity in one fell swoop.

At any point during a hole hit start and choose the "Save & Quit" option. Now restart your game and voila! Your slate for that particular hole has been wiped clean. Now give it another shot. You can use this technique as much as you like. One thing you should never do is simply turn off your system during a match. It won't let you restart from your last saved hole, but rather it will make you start the whole course over again. That's pretty darn annoying if you were approaching the end of a round.



MARION CLUB

You start your Mario Golf career at the Marion Clubhouse. Take the time to get used to the layout of the Clubhouse and find all the important people; namely the four Club champions and the Director.

Before taking on the course go through the three paths to the right and speak to everyone in order to earn your first five stars.

Have a practice round on the course to prepare for the tournament (as well as net some experience points). Once you've entered and beaten the tournament it's time to go find Putts and challenge him to a match game. Putts is a pushover.



WINDY VALLEY SPECIAL HOLE

Visiting the Windy Valley early in the game will present you with a challenge to earn a star. Return later in the game to get yet another star and a cool little bonus offer. In both challenges you're expected to make a tee-shot that lands within a small circle around the pin. The catch is that there's a high wind to deal with. You can try it as many times as necessary to make the shot. Remember to use the spin technique to keep your ball from rolling too much and you'll have two stars and lots of experience when you come away from here. Not to mention the respect of the sole resident of the Valley.



GOLF CLINIC

Visiting the Golf Clinic throughout your travels is a good way to get a handle on just how you should upgrade your character. Simply step up, drive the ball and have your swing judged. Use the Instructor's advice to choose which attributes you upgrade the next couple of levels you gain.



PALM CLUB

Just like the Marion Club before it, Palm Club members will ask you to pass a series of tests to earn five more stars. Complete those first since they're worth a nice amount of experience points.

The Palm Club isn't overly difficult, though the large trees can get somewhat annoying.

TINY-TOTS GOLF GROUNDS

Apparently, all those Tiny-Tots never learned to clean up after themselves.

The poor girl standing on the green has to collect all the stray golf balls. Helping her nets you a star and some experience points.

You have 10 seconds per ball to set up and take your shot. The ultimate goal is to get them within a small circle surrounding the pin. The timer doesn't count down while the ball is in play, so if you take your original shot quickly you have a chance to rectify any mistakes with a quick putt or chip-in.

CLUB MAKER'S HUT

You won't get a star here, but you can find a 1-up mushroom in the cabinet to the left of the room.

The Club Maker will offer to make you a new driver. Be warned that if you accept, it's not possible to go back to your old club set. If you ask him to make you a driver with lots of distance you'll have to deal with less-than-perfect control and a wicked fade. Likewise, if you want a wood that controls well you'll have to deal with a shorter drive distance. Sometimes turning him down is best.

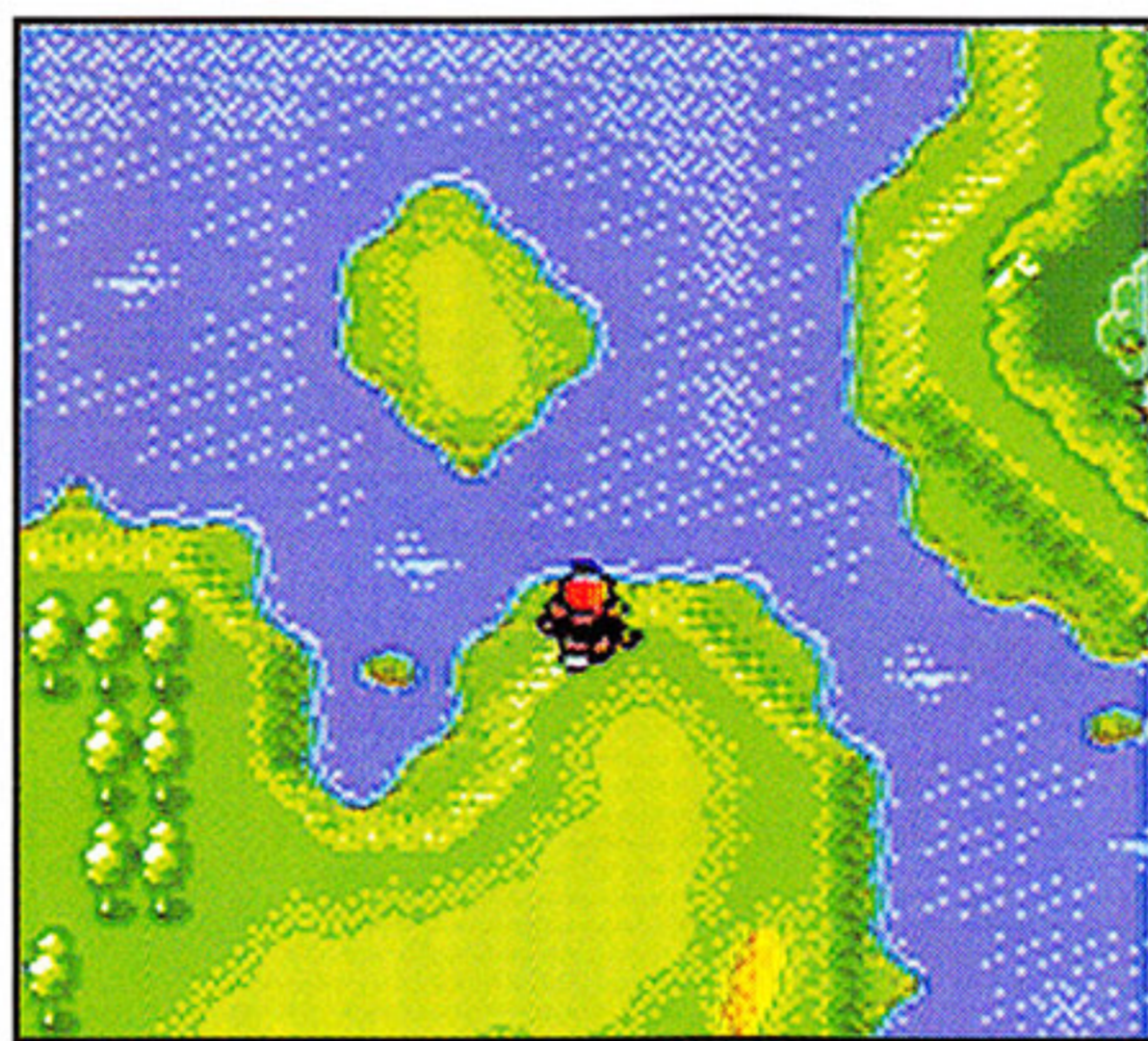
DUNE CLUB

Like Marion and Palm, you stand to acquire five more stars through various tests at the Dune Club. However, once you finish the tournament head back to the Putting Contest area and talk to the three golfers to the north to join the "Alternate Game." In said game you're teamed up with one of two girls and can challenge the other two players to either a match or stroke round. Keep in mind that your partner will more than likely be a less-than-stellar player.



MINI-MINI LAKE COURSE

This golfer is trying to prove to his mentor that he can make it to the green from the edge of the large lake surrounding the pin. As long as you have enough power in your drive, offer to help him. Remember to use some forward-spin for a little extra distance and pay attention to the wind gauge. If you make the green you'll have gained another star and a good amount of experience points. Plus, everyone loves proving their coach wrong!



RAVEN WOODS CLUB

That pesky raven has stolen this poor man's hat! In order to get it back you have to hit the pin with a golf ball while the raven sits atop it. If the raven flies off, just walk around until it returns and take a shot at it.

What makes this game hard is that the wind will keep changing direction. Use a chip onto the green that's a tad more powerful than is necessary to make it to the pin. It should bounce off the flagpole nicely, thus completing your task.

GOLF GURU'S PITCH AND PUTT

Mastering this nine-hole course will prove that you're a true golf master. The "Save & Quit" technique won't work on this course, so prepare to replay it more than a few times. Besides, you're good enough to get by without cheating by now, right?

The goal on the Golf Guru's Pitch and Putt is to make a Birdie or better on every single hole. If you happen to get a hole in one and then Bogey the next hole, you'll still lose. Your overall score doesn't matter here, just that you're under par on every hole.



LINKS CLUB

While there's not a whole lot of wind or obstacles around here, the Links Club contains loads of par five holes with narrow fairways and bunkers everywhere. It still seems a tad easier than the Dune Club though. On top of the five standard stars to get here, there are an additional four Shot and Approach Contests that are unlocked by becoming the Club Champion. Just go back and talk to the people who tested you on your original trip to this club.

PRINCESS PEACH CLUB

Bet you were wondering where all those Mario characters were hiding, eh? Here they are, and now's your chance to play against them in the legendary Mario Golf Tourney. Peach's course is not for the faint of heart. Each hole is shaped like some sort of Mario character or object, and is riddled with bunkers, rough, obstacles and high winds. The "Save & Quit" technique will likely be your best friend in this unfriendly area. If you happen to win the tournament you may get a match game with *the man!*



N64 FUN



Don't you dare delete your wonderful character from Mario Golf GBC once you think you've mastered the game! Very soon now the Nintendo Transfer Pak will be released for the N64. At that time you can take that little golfer you've worked so hard to create and transfer him/her (stats and all) to your Mario Golf N64 cartridge. Pretty cool, eh? Now mastering the courses on the Gameboy's big brother will become that much easier. You'll get the satisfaction of unlocking that game's myriad of secrets even faster.



Super Mario Bros. Deluxe



SUPER MARIO BROS. Deluxe

Challenge Mode Blowout!

by Jim Mazurek
jim_mazurek@zd.com

If you'd have told me that I'd have so much fun playing the original Super Mario Brothers almost 15 full years after the original release (on a portable system? come on!), I seriously would've had you committed. But here I am today, practically glued to my Game Boy Color's one-and-a-half-inch screen, playing one of the most exhilarating games of my childhood all over again! And it's just as sweet as it was the full 15 years ago!

The new Challenge Mode in SMB Deluxe will keep you playing for hours on end, so use these maps to locate any of the hidden items littered throughout.

(Extra Map Specialists: Skip "The Intern" Pfister and John "Slave Driver" Ricciardi)

database

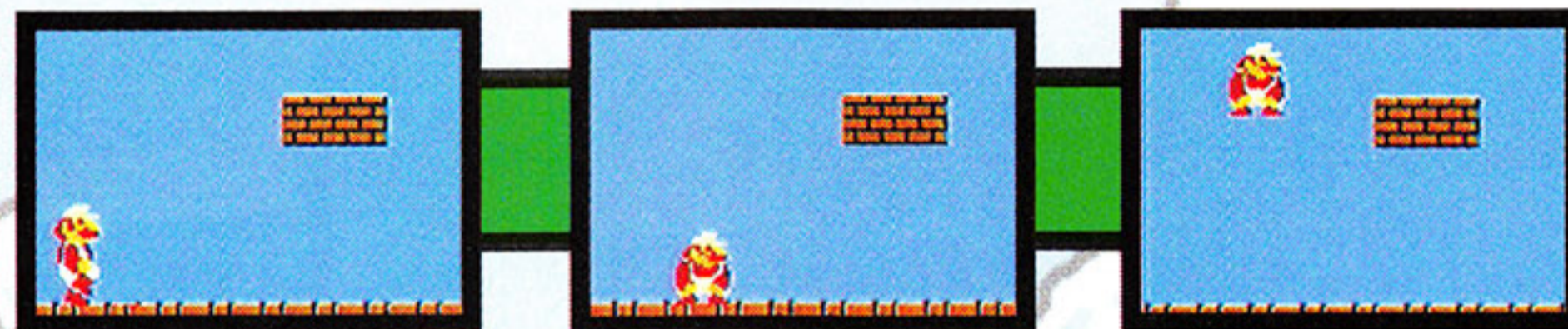
time to complete **20 hours**
challenge **Moderate**
infinite 1-up loop? **end of 3-1**
the "Minus World"? **all in the past**
you're kidding? **Lost Levels**
also try **Wario Land II**
system **Game Boy Color**
publisher **Nintendo**
developer **Nintendo**

Classic Mario Techniques

• Ducking Jump (when big)

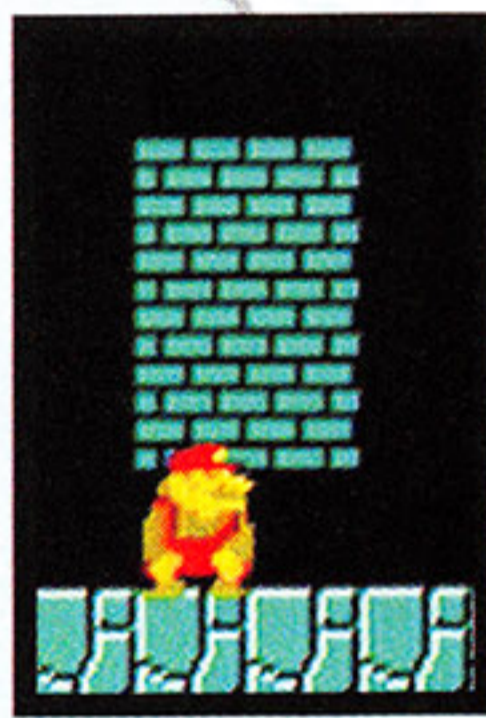
It is possible to get into areas that were previously only accessible to little Mario by using this technique:

- Run
- Duck (as you slide)
- Immediately jump into the air (if done correctly, you will still be in the crouching position as you fly through the air).



• Ducking Slide (when big)

Like the Ducking Jump, except you don't need to jump at the end of your slide. Good for getting into small holes when you're big. It's not always necessary, but it definitely earns you "style points."



• Rerouting Mushrooms

If you find a mushroom difficult to grab by normal means, don't be scared to "reroute" it by hitting a coin box or brick in front of it. I often do it just to show off, even though no one's really watching me play...



• Maximizing Coin Boxes

The highest amount you can receive out of a box as little Mario is 10. With big Mario, it's 15. Try to maximize these as often as possible when going for high scores in the Challenge Mode.

• Trapped Turtles

On certain levels within the Challenge Mode, you can find a turtle (Koopa Troopa) trapped between two pipes, and repeatedly jump on it to receive an easy (and somewhat cheap) 500 points per jump. You'll need good timing, but it's well worth the risk on the levels with extra-high target scores.

• The Human Calculator

If all else fails, set a game plan for yourself. Use the chart to the right, and figure out exactly what you'll need to beat each level. Maybe you just need to whip right through the level and skip all the obstacles...Others might require using tip #4 (below).

(Tactic: Mentally work your way through the level in reverse, starting with the time and flagpole bonuses. If you get 12,500 for time, 5,000 for the flag and 3,000 for the six fireworks, you'll already be at 20,500 points!)

• One Medal at a Time

Don't feel like you need to earn the five red coins, target score, and find the Yoshi Egg in one fell swoop. I found it best to do the five red coins first (learning the level), then find the Yoshi Egg. Target score is the hardest, and therefore should always be last.

Quick "Pointers"

Use this chart as a reference when going for the high-score medal in Challenge Mode. I think I've listed just about everything in the game...

Enemy	Point Value
Goomba	100
Koopa Troopa (Green)	100 (+400)
(Red)	100 (+400)
(Winged)	400 (+400)
Buzzy Beetle	100 (+400)
Piranha Plant (fireballs only)	200
Lakitu	800
Spiny (fireballs only)	200
Bullet Bill	200
Blooper (fireballs only)	200
Cheep Cheep (Gray)	200
(Red)	200
Hammer Bros.	1,000
Bowser (fireballs only)	5,000
Time (1 click = 50 points)	Point Value
300 clicks	15,000
250 clicks	12,500
200 clicks	10,000
150 clicks	7,500
100 clicks	5,000

Item	Point Value
Brick	50
Coin Box (or single coin)	200
Mushroom	1,000
Fire Flower	1,000
Star	1,000
1-up Mushroom	2,000
Yoshi Egg	2,000
Miscellaneous	Point Value
Fireworks* (1)	500
(3)	1,500
(6)	3,000
Flagpole (from low to high)	100
	400
	800
	2,000
	5,000
Platform (ride it down)	1,000

*Fireworks can be earned by hopping on the flag exactly as the last digit of the timer reads 1, 3 or 6.

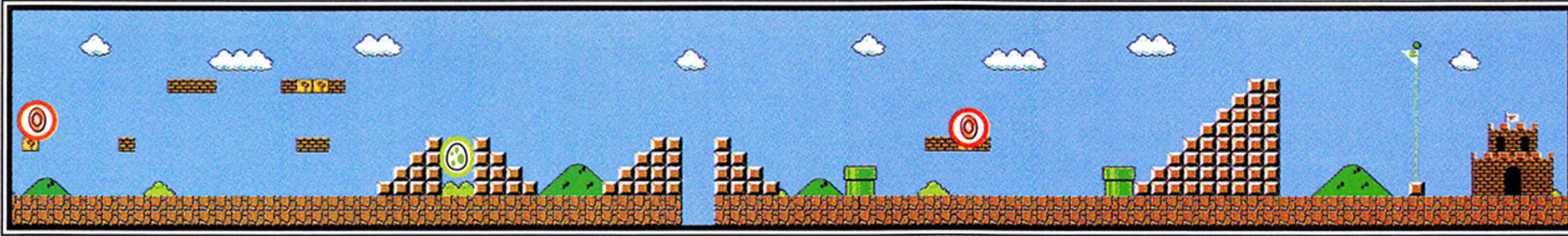
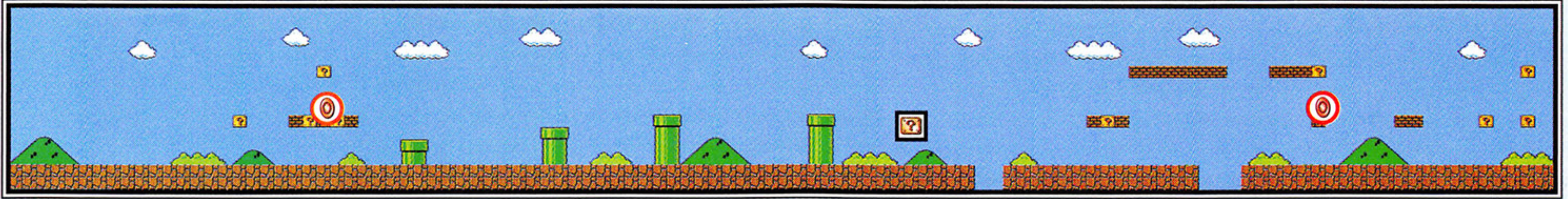
World 1-1

Target Score 32,000

It's easiest to run past the fourth pipe, grab the 1-up, then head back down the pipe. Grab ALL the coins and quickly scoot through the pipe. Blaze the final stretch while trying to break bricks and kill Goombas on the way. Get six fireworks and it's yours...

Data Box

Time to Complete: 400
 Enemies: Goomba, Koopa Troopa (green)



If you stand just right, you can get the 1-up and go down the pipe.

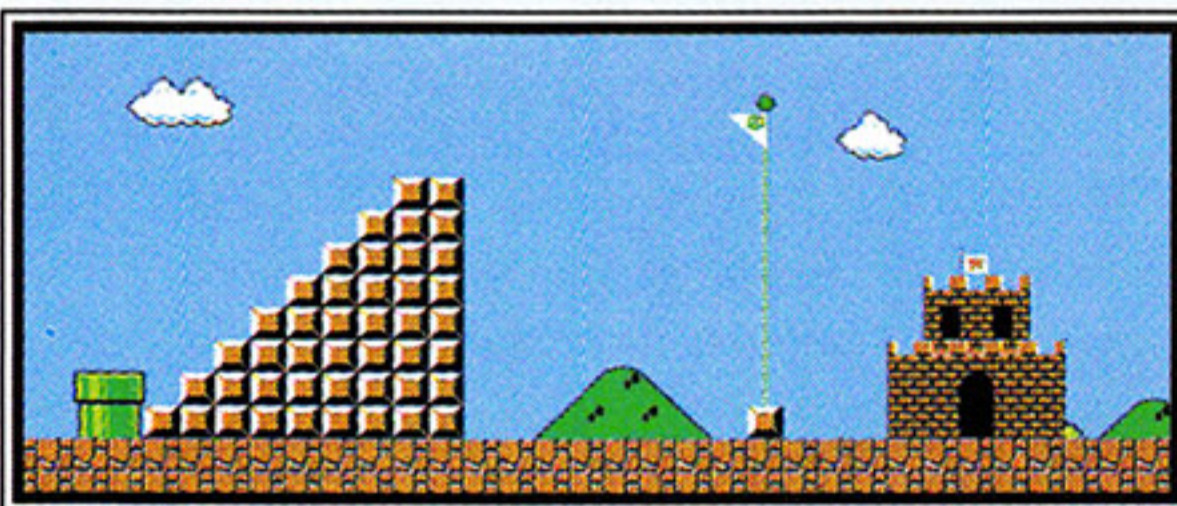
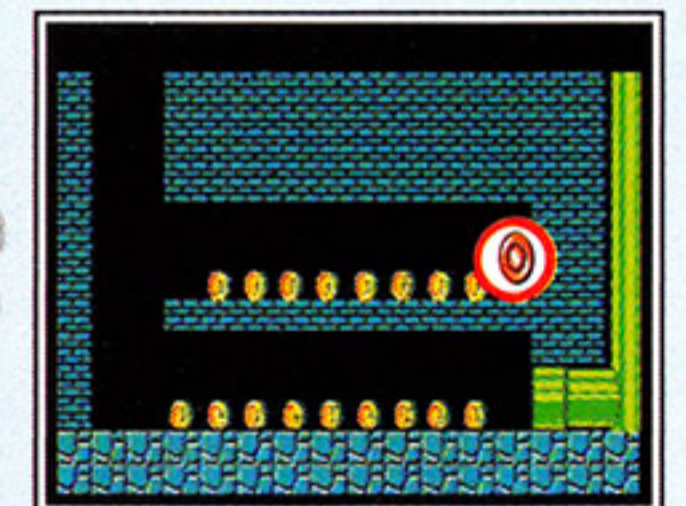
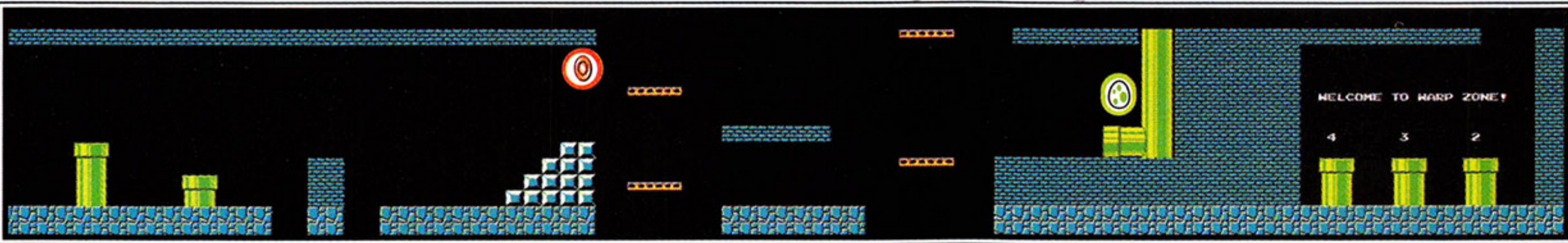
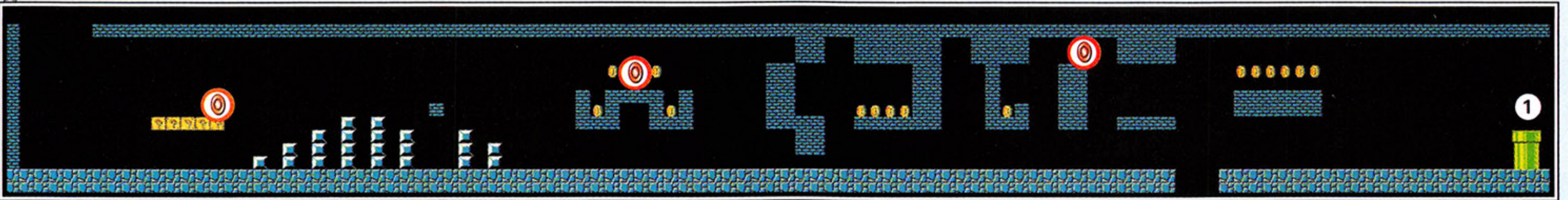
World 1-2

Target Score 38,000

Take the standard route (making extremely good time), and head down the pipe (1) to grab the massive coin cache. When you emerge, get on the turbo and grab that Yoshi Egg before heading out!

Data Box

Time to Complete: 400
 Enemies: Goomba, Koopa Troopa (green, red, winged)



Don't go in the pipe just yet! Jump here to grab the Yoshi Egg, then proceed through.

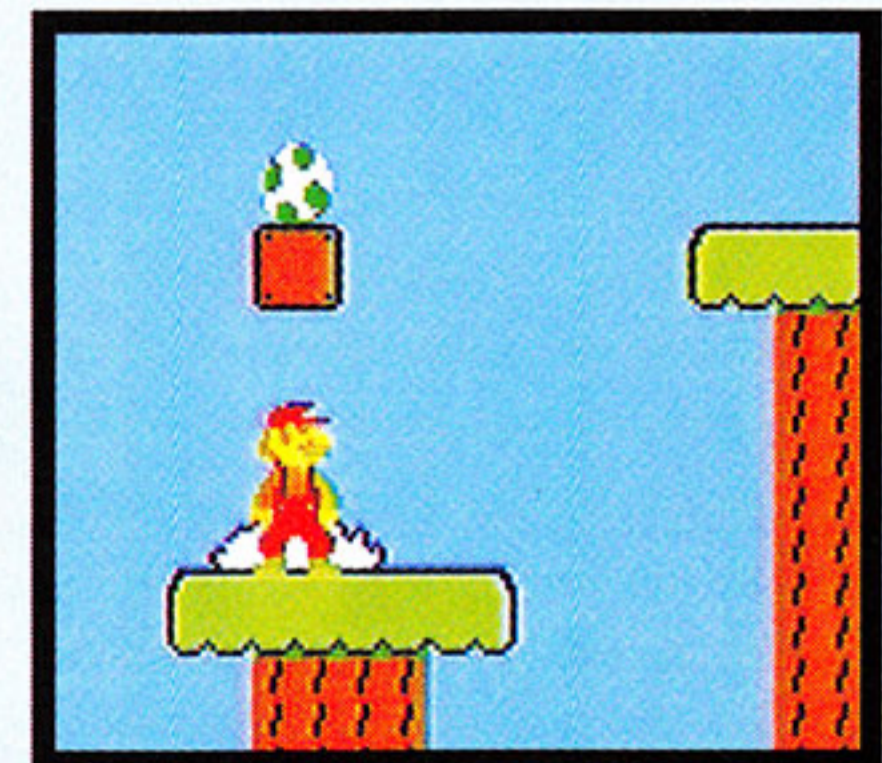
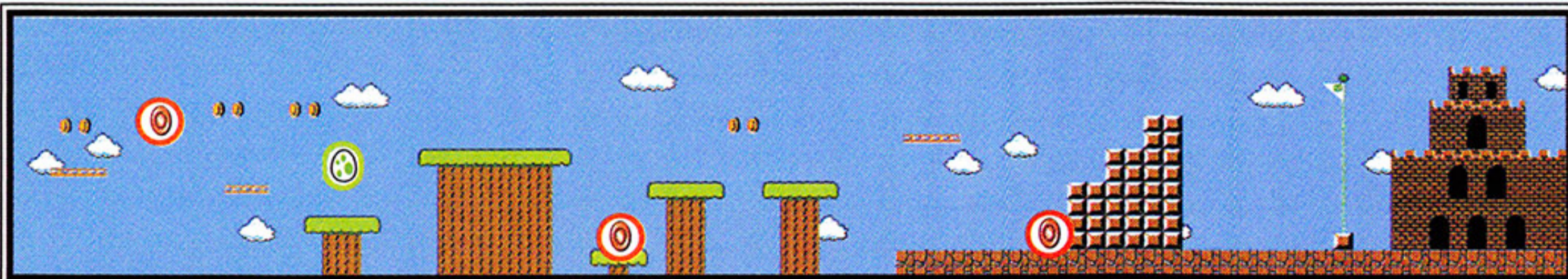
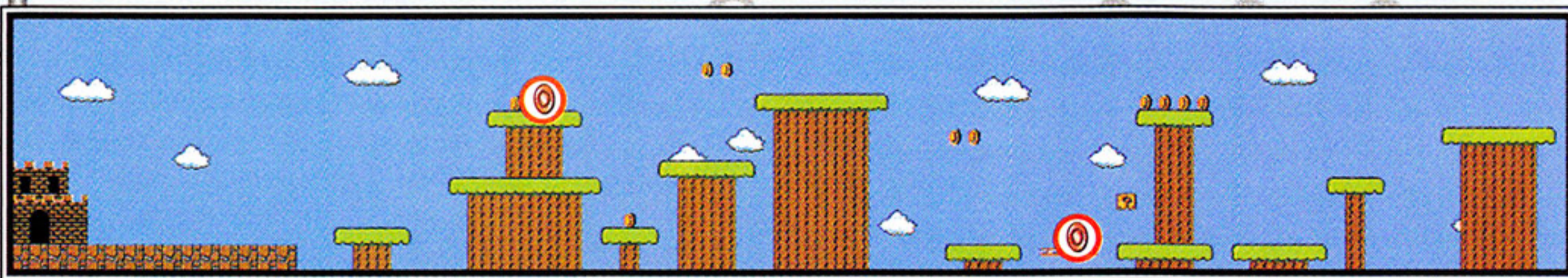
World 1-3

Target Score 24,000

Since there isn't much in the way of point-gathering, it's all about the time on this level. Don't forget to grab the Yoshi Egg for a quick 2,000 bonus points!

Data Box

Time to Complete: 300
 Enemies: Goomba, Koopa Troopa (red, winged)



This Yoshi Egg is actually quite easy to find, especially with this picture.

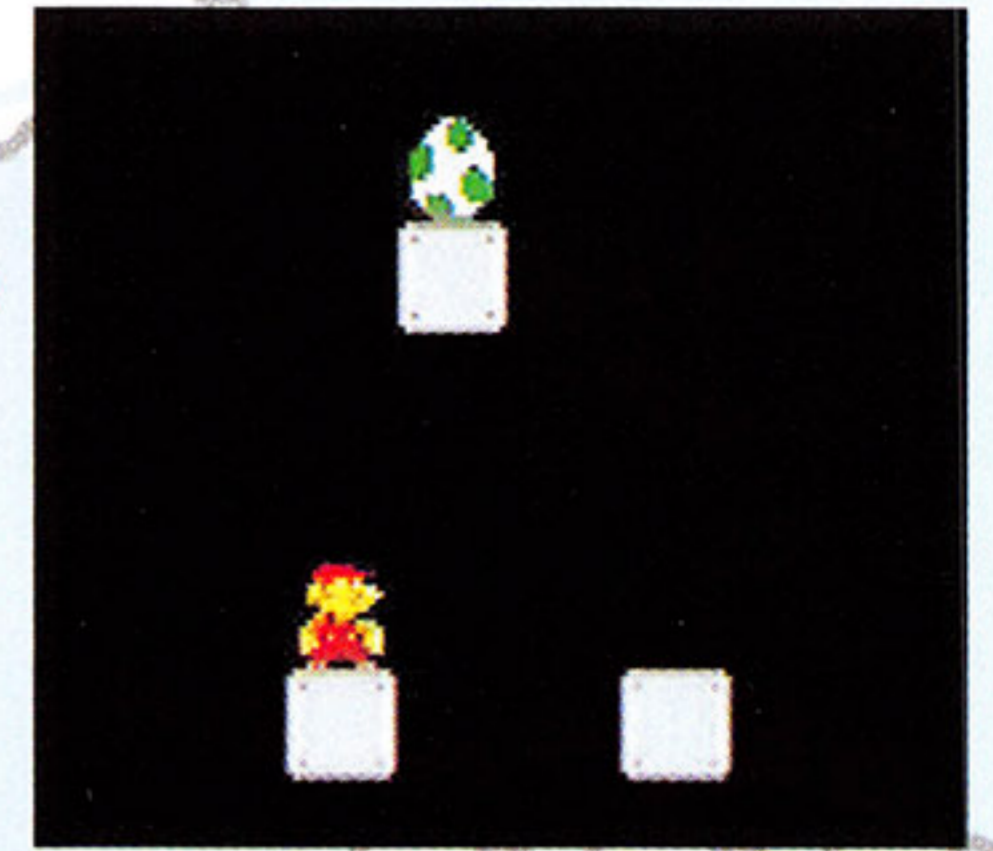
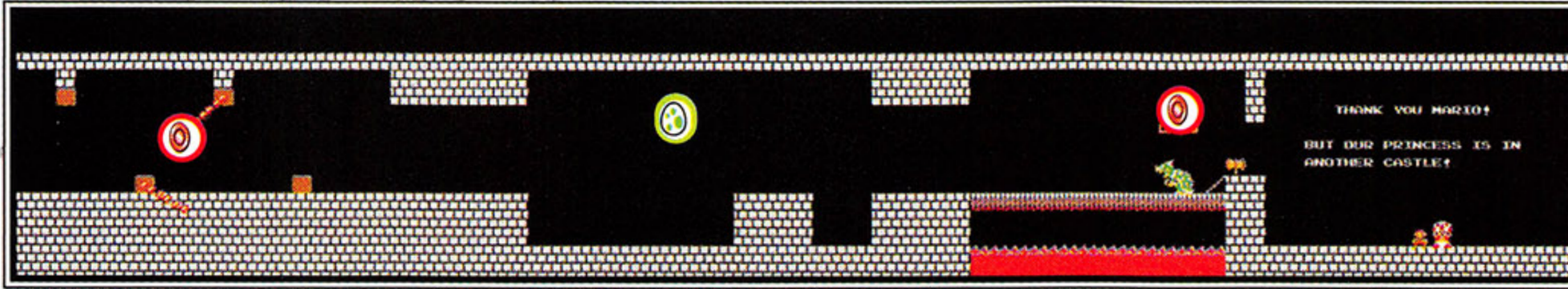
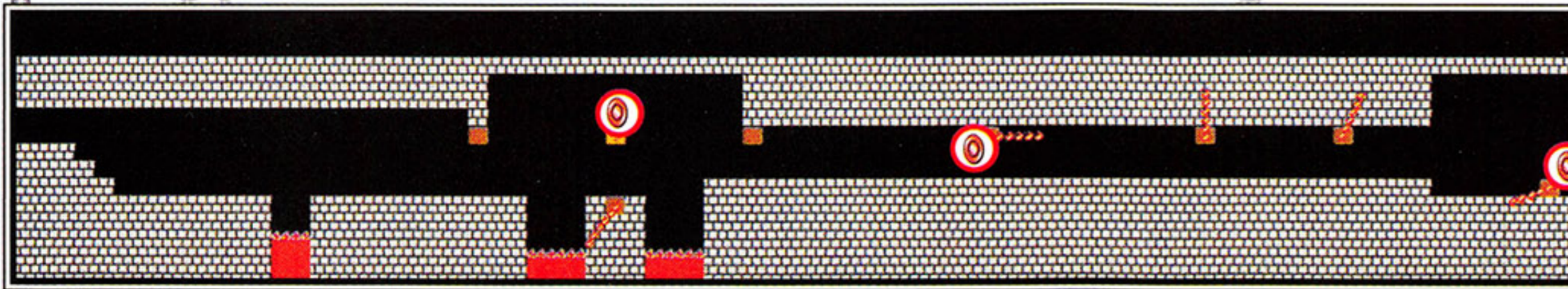
World 1-4

Target Score 13,000

Again, you'll really need to bust a move if you want that 13,000. Grab the Yoshi Egg only if you can do it in less than 40 clicks (40 clicks on the timer equals 2,000 points).

Data Box

Time to Complete: 300
Enemies: Bowser!



You'll need to hit hidden coin box on the left before nabbing this "ever so sneaky" egg.

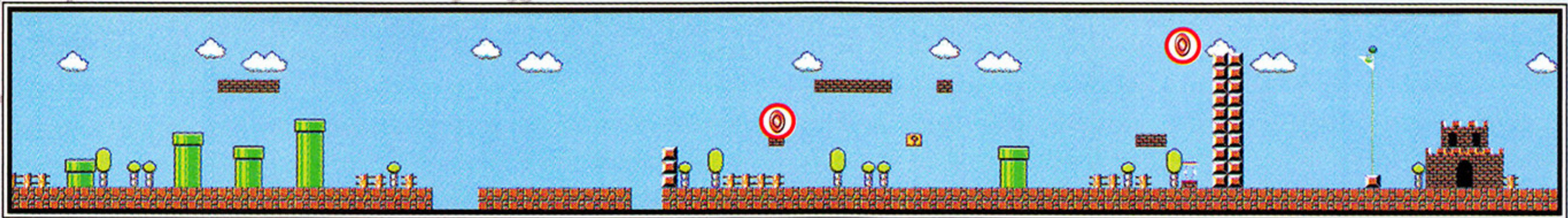
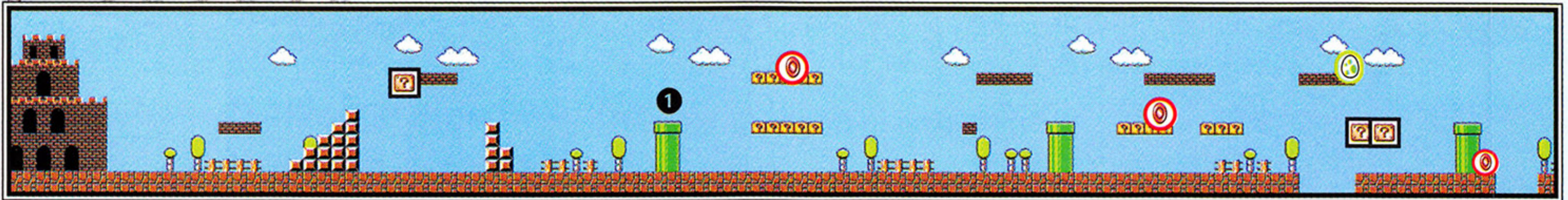
World 2-1

Target Score 40,000

This one isn't too bad if you head down the pipe (1), and make a run for all the coins below. It's a "how fast can YOU run?" kinda level...

Data Box

Time to Complete: 400
Enemies: Goomba, Koopa Troopa (green, winged), Piranha Plant



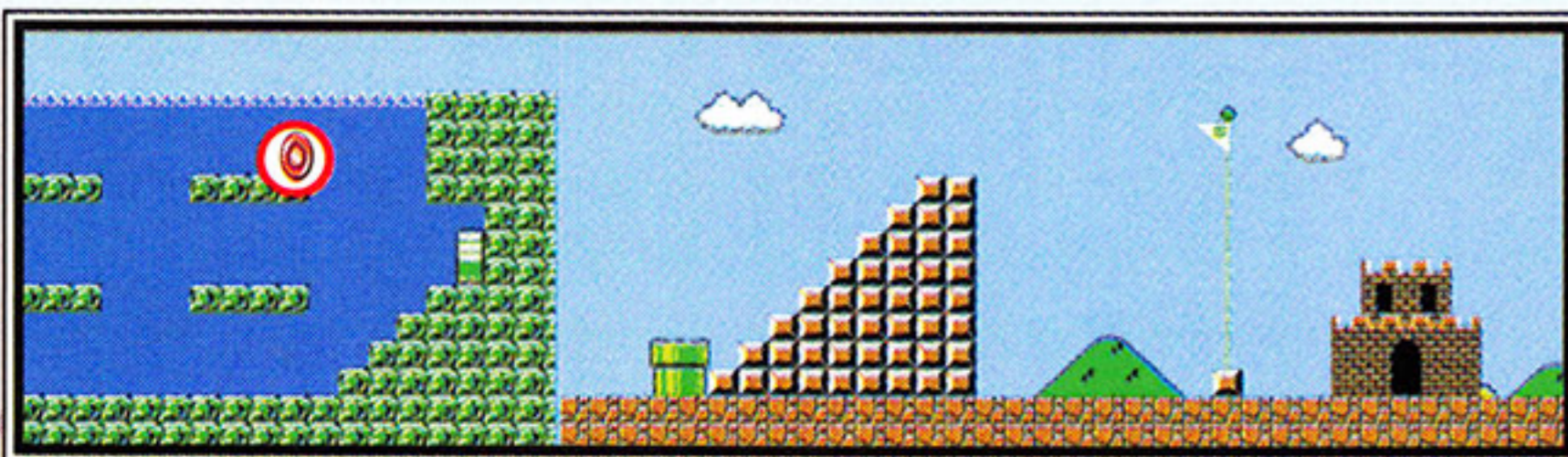
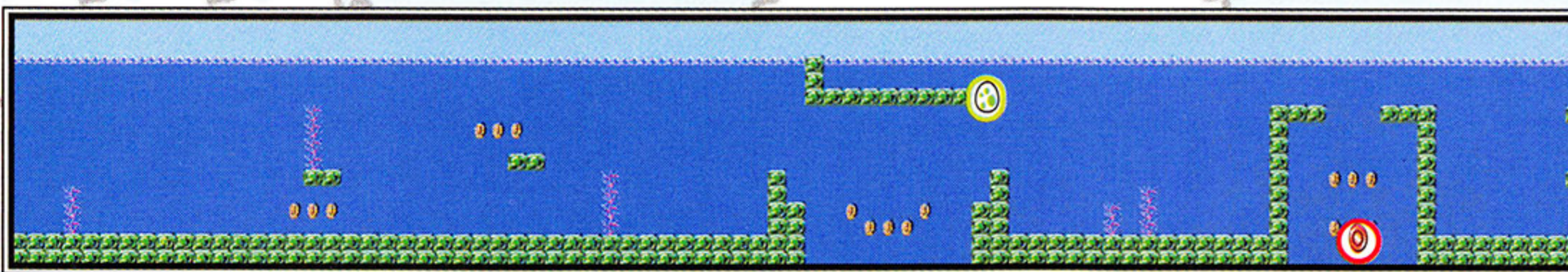
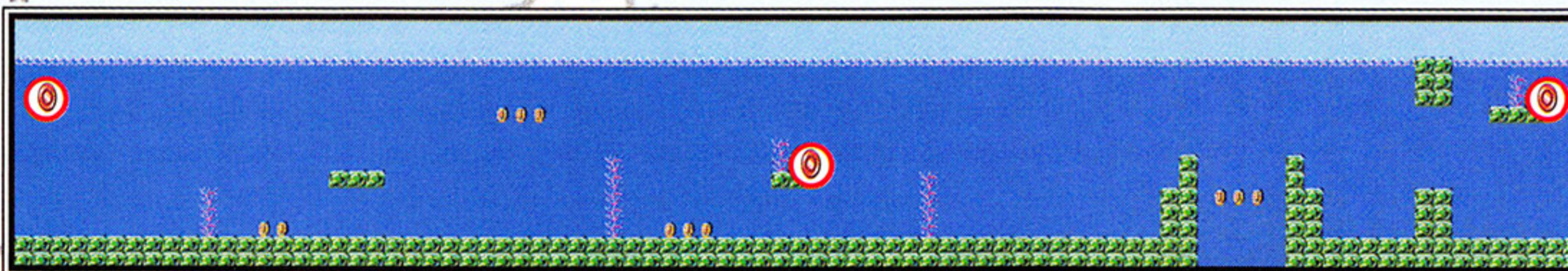
World 2-2

Target Score 25,000

Remember how fast the girl swam in the film *Jaws*? Well, you'll need to swim faster...much faster. You'll also have to finesse the controls in such a way to grab extra coinage as you swim. Remember, red coins aren't worth any more points than standard ones, so don't go out of your way to get 'em.

Data Box

Time to Complete: 400
Enemies: Cheep Cheep (gray, red), Blooper



A la Modes...

In SMB Deluxe, there are several secret modes to uncover and unlock. Here's the skinny, yo...

1.) You vs. Boo



After earning a score of 100,000 points or more in the "Original 1985" mode, a Boo icon will appear on the start menu.

2.) The Lost Levels



Unlocked just like the "You vs. Boo" stages, except you'll need to earn at least 300,000 points instead of the paltry 100,000. You'll see a small Luigi head appear on the menu screen, making the lost levels playable.



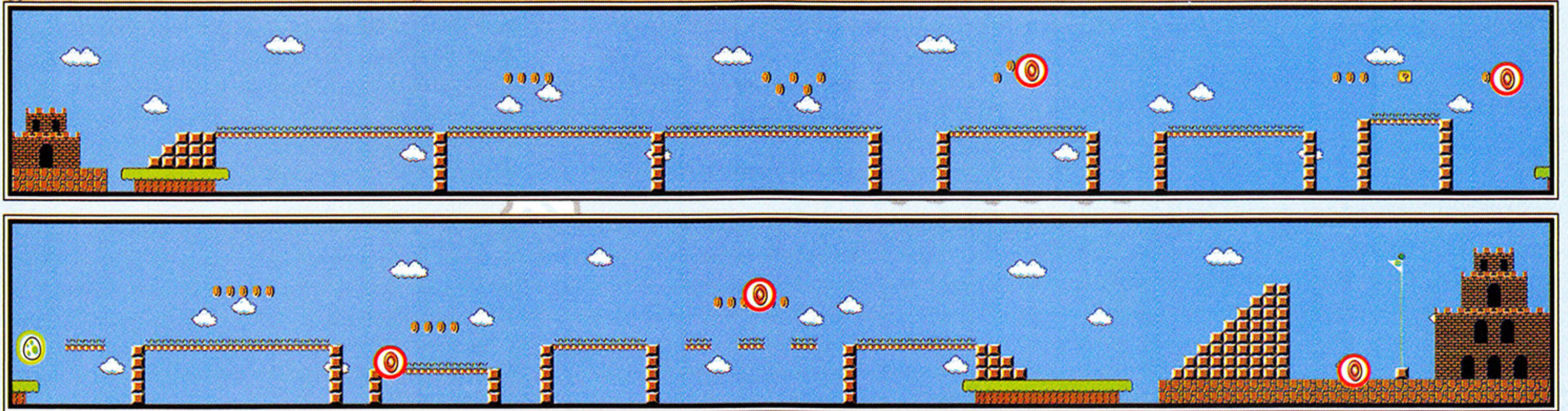
World 2-3

Target Score 23,000

Grab coins as you blaze through this level. Grab the Yoshi Egg for a quick 2,000, and make sure to ace that flagpole landing.

Data Box

Time to Complete: 300
 Enemies: Cheep Cheep (red)



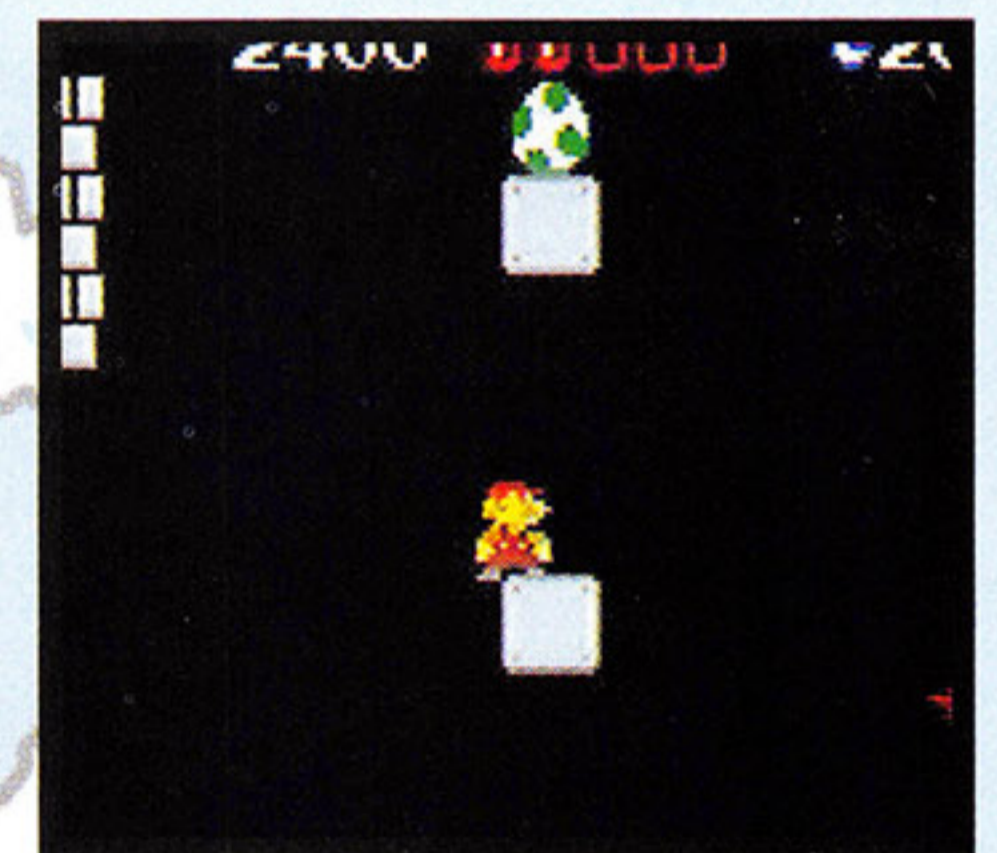
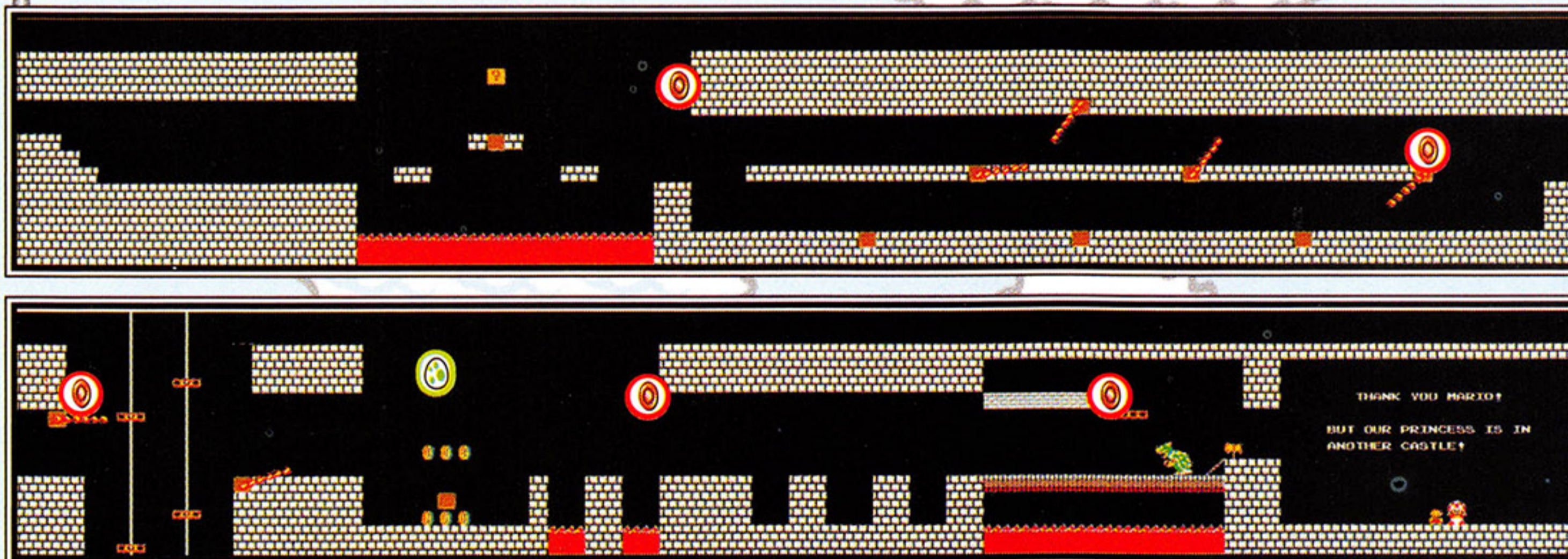
World 2-4

Target Score 14,000

Since you can't down Bowser (no flower power), it's gonna be key to grab all lingering coins, the mushroom and the Yoshi Egg to make this score.

Data Box

Time to Complete: 300
 Enemies: Bowser!



Yet another Yoshi Egg hidden above a coin box? You've gotta be kidding!

World 3-1

Target Score 45,000

I found it easiest to execute the "Trapping the Turtle" technique (1) up to 20,000 points. This should leave you enough time to kill the Hammer Bros., grab a few coins, and get a decent time bonus, too.

Data Box

Time to Complete: 400
 Enemies: Goomba, Koopa Troopa (green, winged), Piranha Plant, Hammer Bros.



This one's easy to pass up, so don't overlook it. These pictures make it pretty easy, eh?



World 3-2

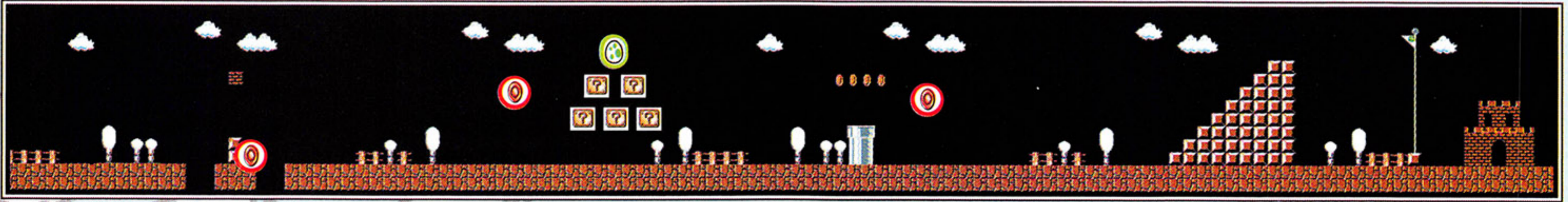
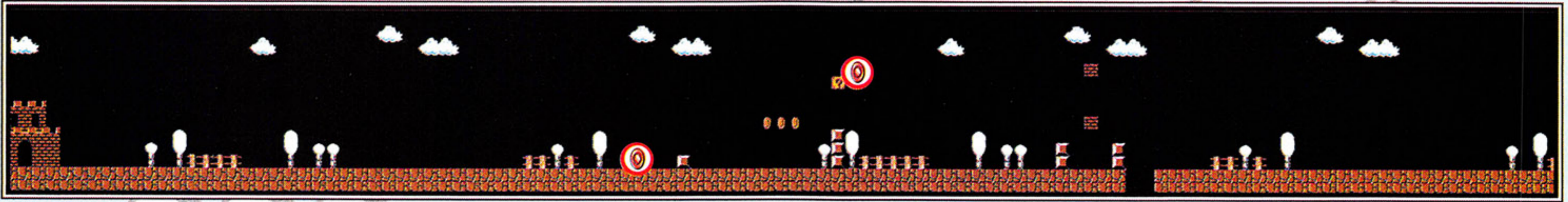
Target Score 85,000

You'll need to get the first turtle to rack up several thousand points in the initial stretch (32K to be exact). There's another section in the middle of the map that's the same way, with a turtle racking up another 32K. With a good finish you'll be fine.

Data Box

Time to Complete: 300

Enemies: Goomba, Koopa Troopa (green, winged), Piranha Plant



World 3-3

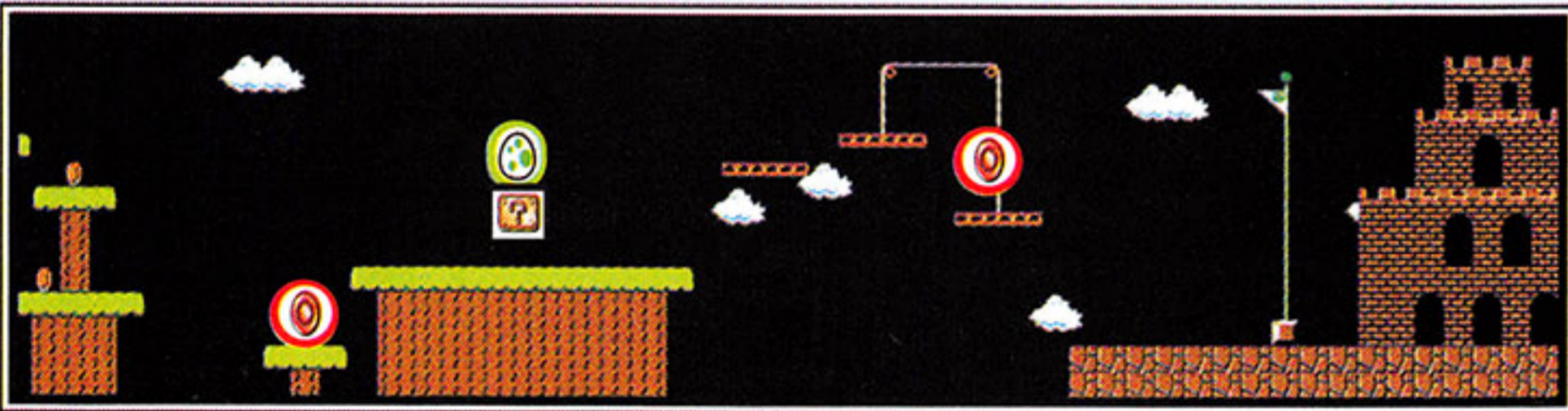
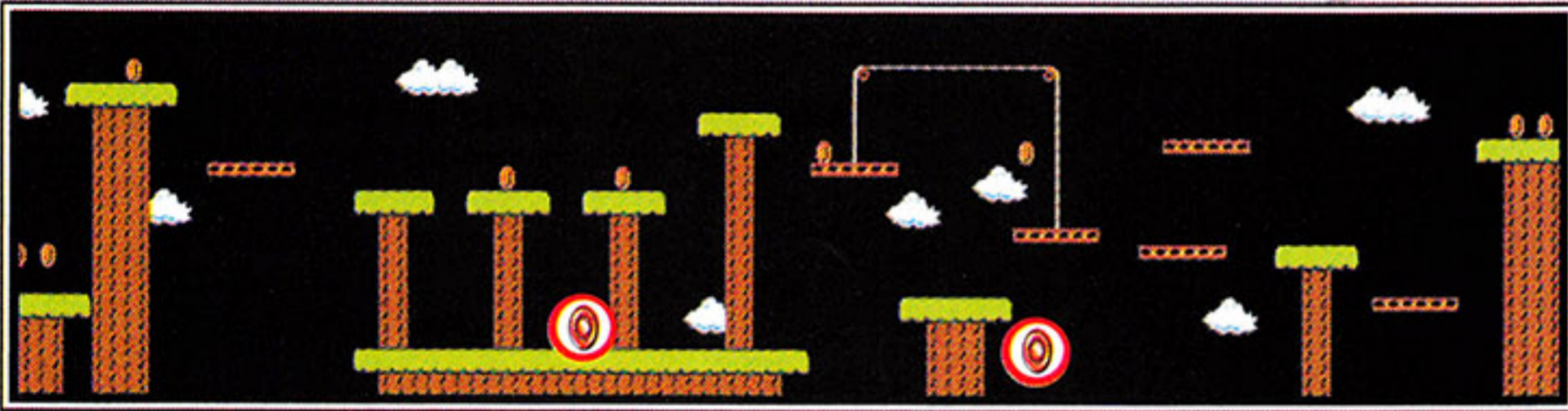
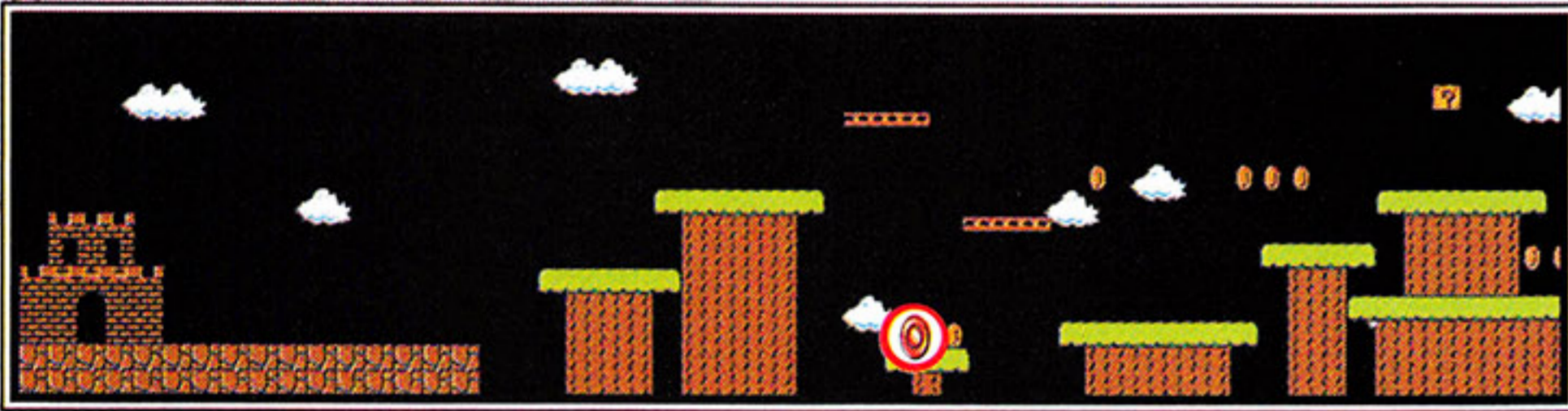
Target Score 23,000

It may sound wack, but try riding the platforms down until they completely break loose from the wires (you'll get 1,000 per platform!). And as always, move it!

Data Box

Time to Complete: 300

Enemies: Goomba, Koopa Troopa (red, winged)



World 3-4

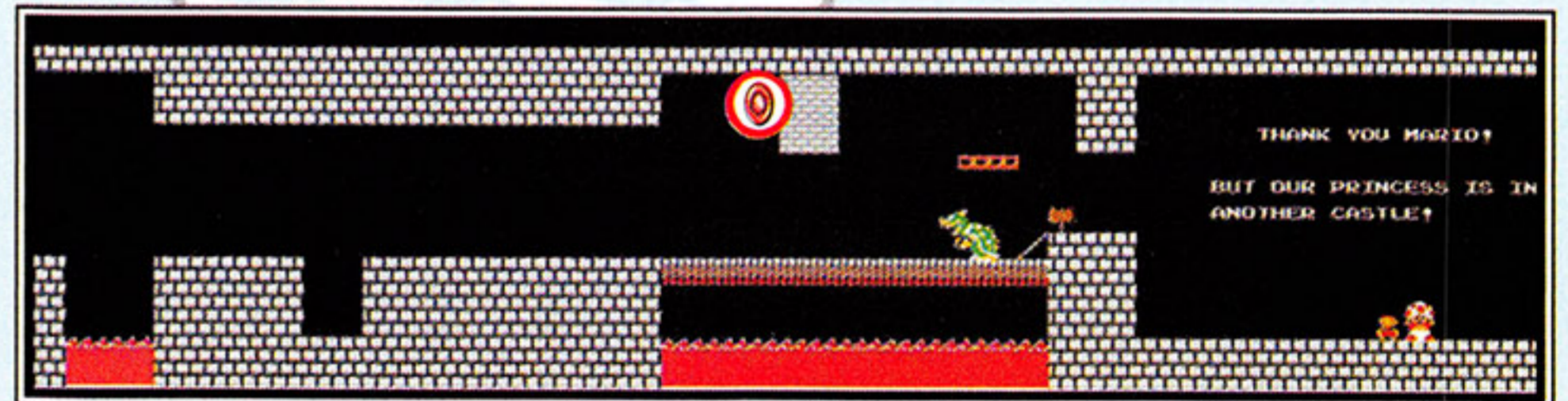
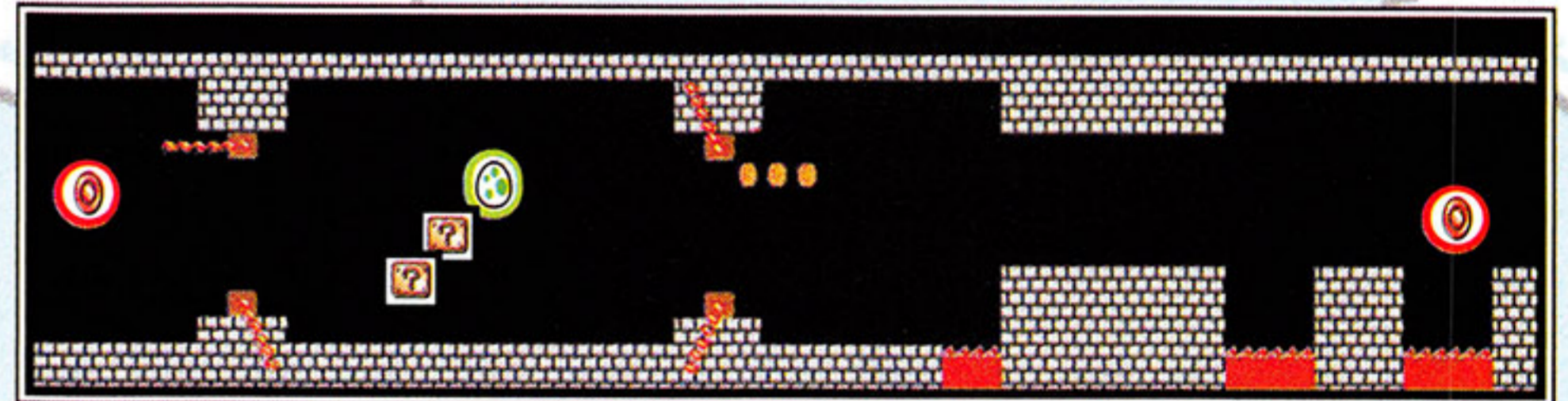
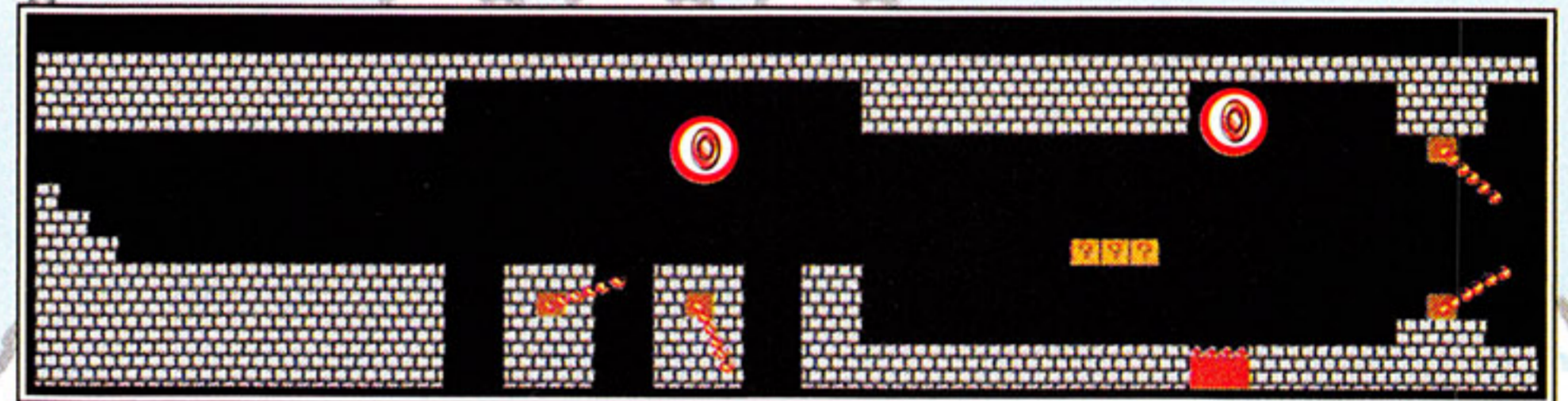
Target Score 13,000

Like the previous castle stages, you're going to have to move fairly quickly throughout (no napping). Grab whatever coins you can, and don't forget that Yoshi Egg for a quick 2,000!

Data Box

Time to Complete: 300

Enemies: Bowser!



World 4-1

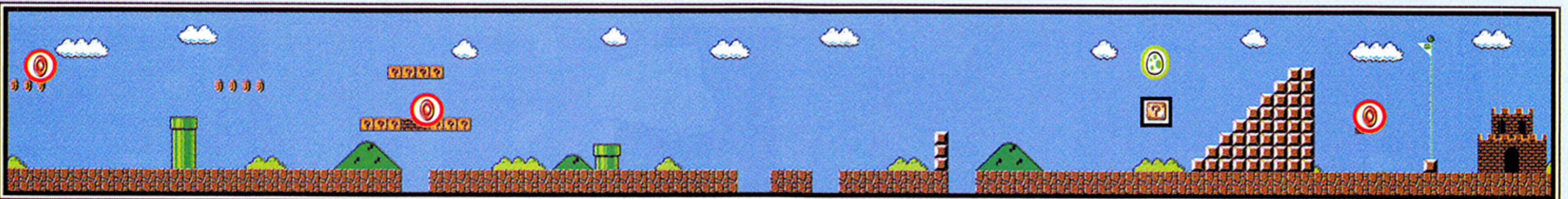
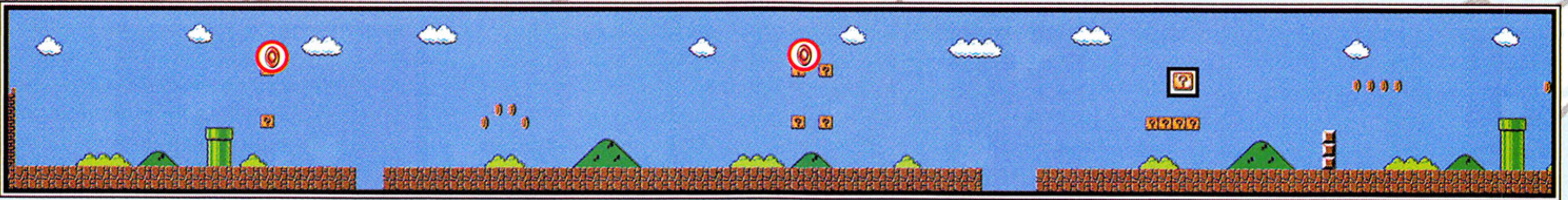
Target Score 32,000

Grab the 1-up mushroom for a quick 2,000. Try to "bop" Lakitu as much as possible, since he's worth a mighty 800 points. You should be able to get some massive time bonuses here.

Data Box

Time to Complete: 400

Enemies: Lakitu, Spiny, Piranha Plant



World 4-2

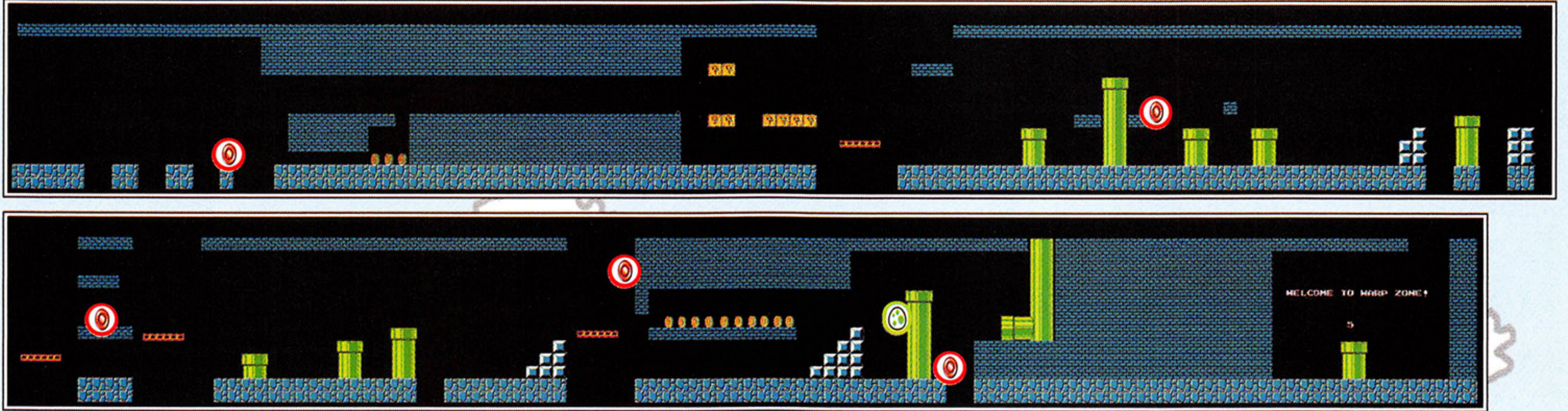
Target Score 33,000

You know the drill here. Run like hell, and grab lots of stuff. Grab a couple red coins, stomp a few enemies, nail 5k on the flagpole, and you're in like Flynn...

Data Box

Time to Complete: 400

Enemies: Goomba, Buzzy Beetle, Piranha Plant



World 4-3

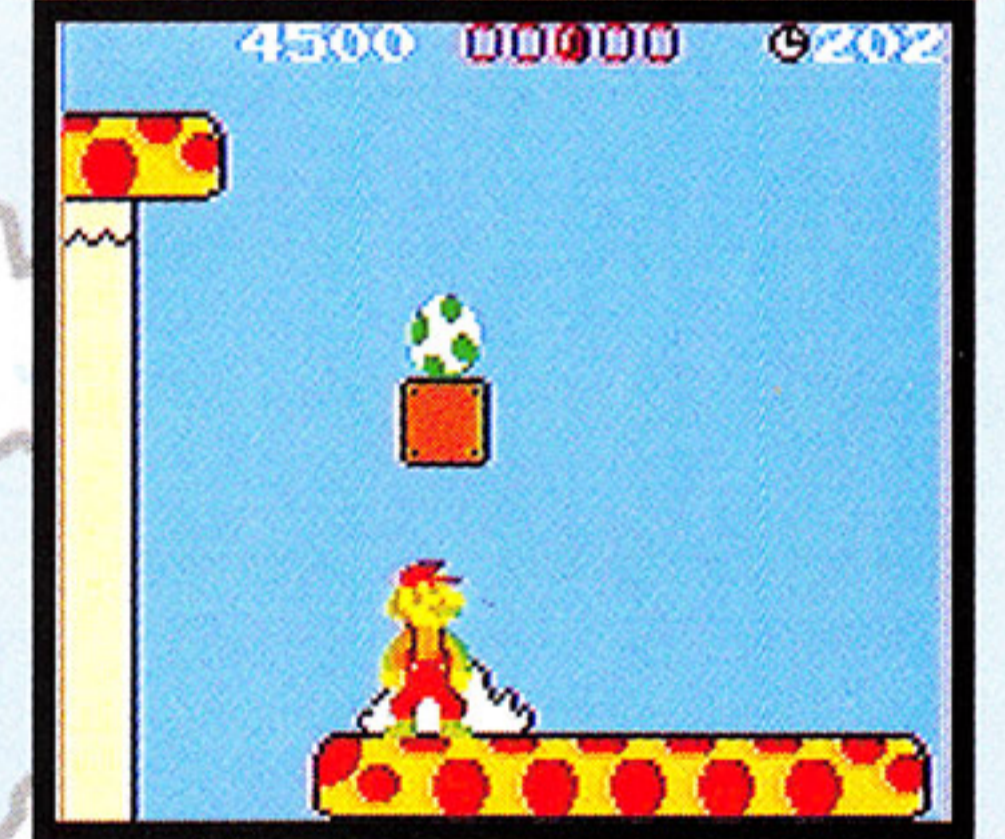
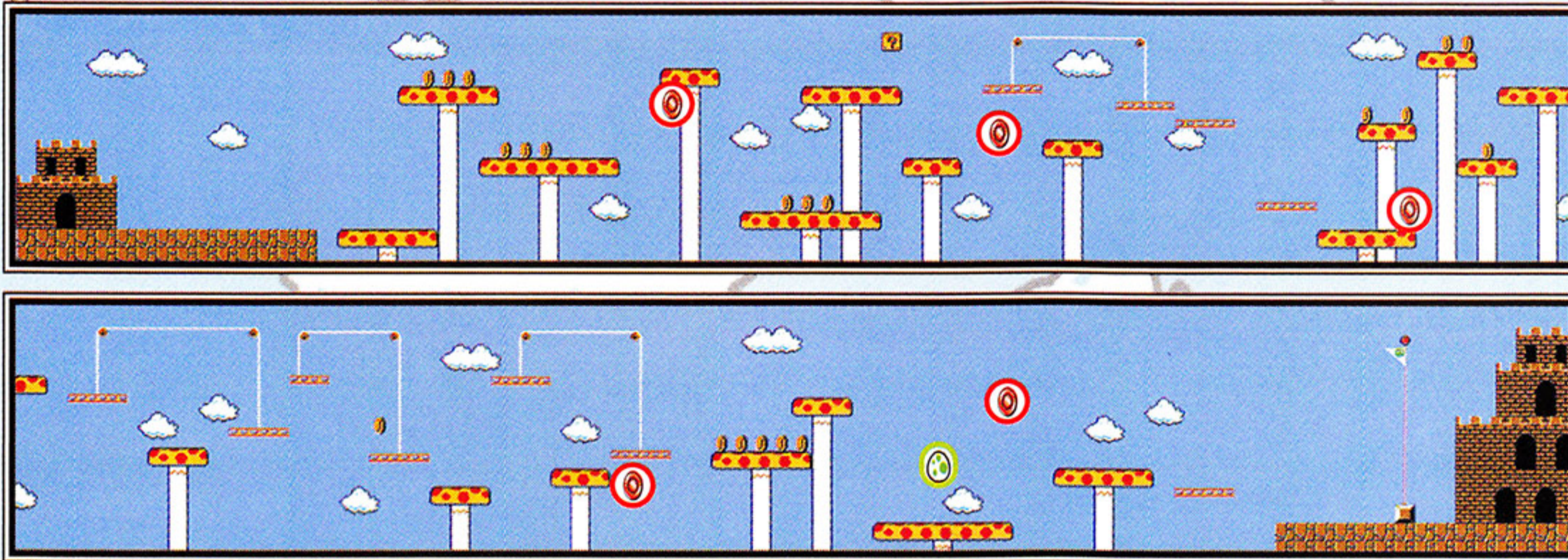
Target Score 24,000

Like world 3-3, ride the platforms until they break off the wires (1K a piece). This combined with a speedy run through the level should bag you the medal.

Data Box

Time to Complete: 300

Enemies: Koopa Troopa (red, winged)



Not too hard to find...ONCE YOU SEE A PICTURE OF IT!

World 4-4

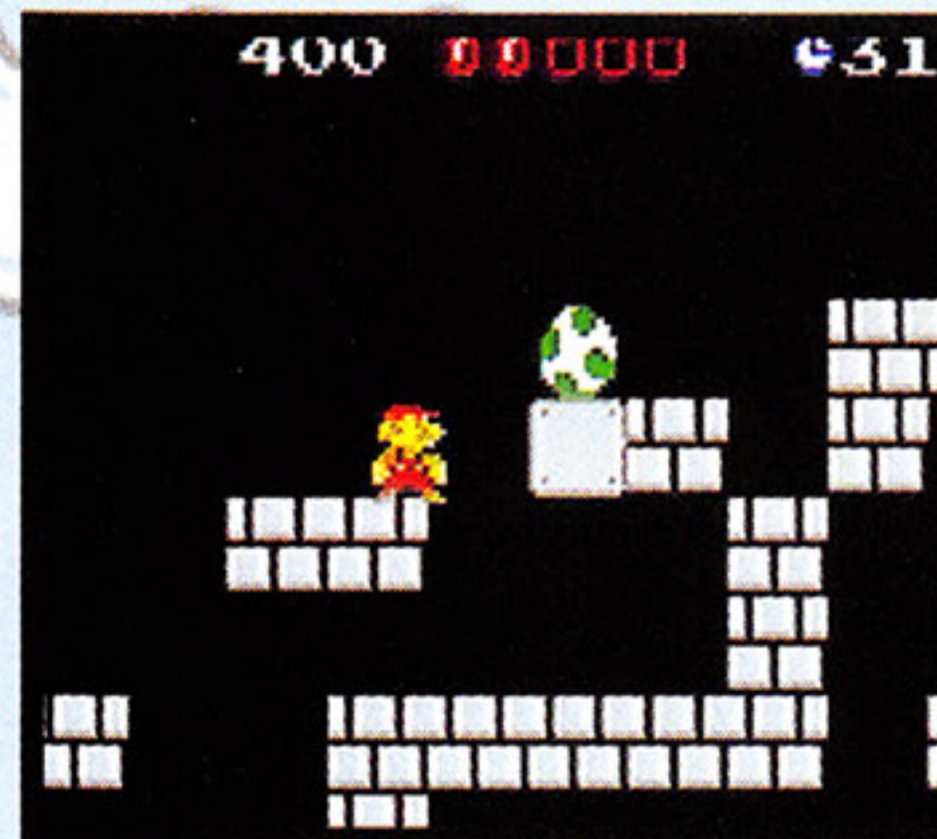
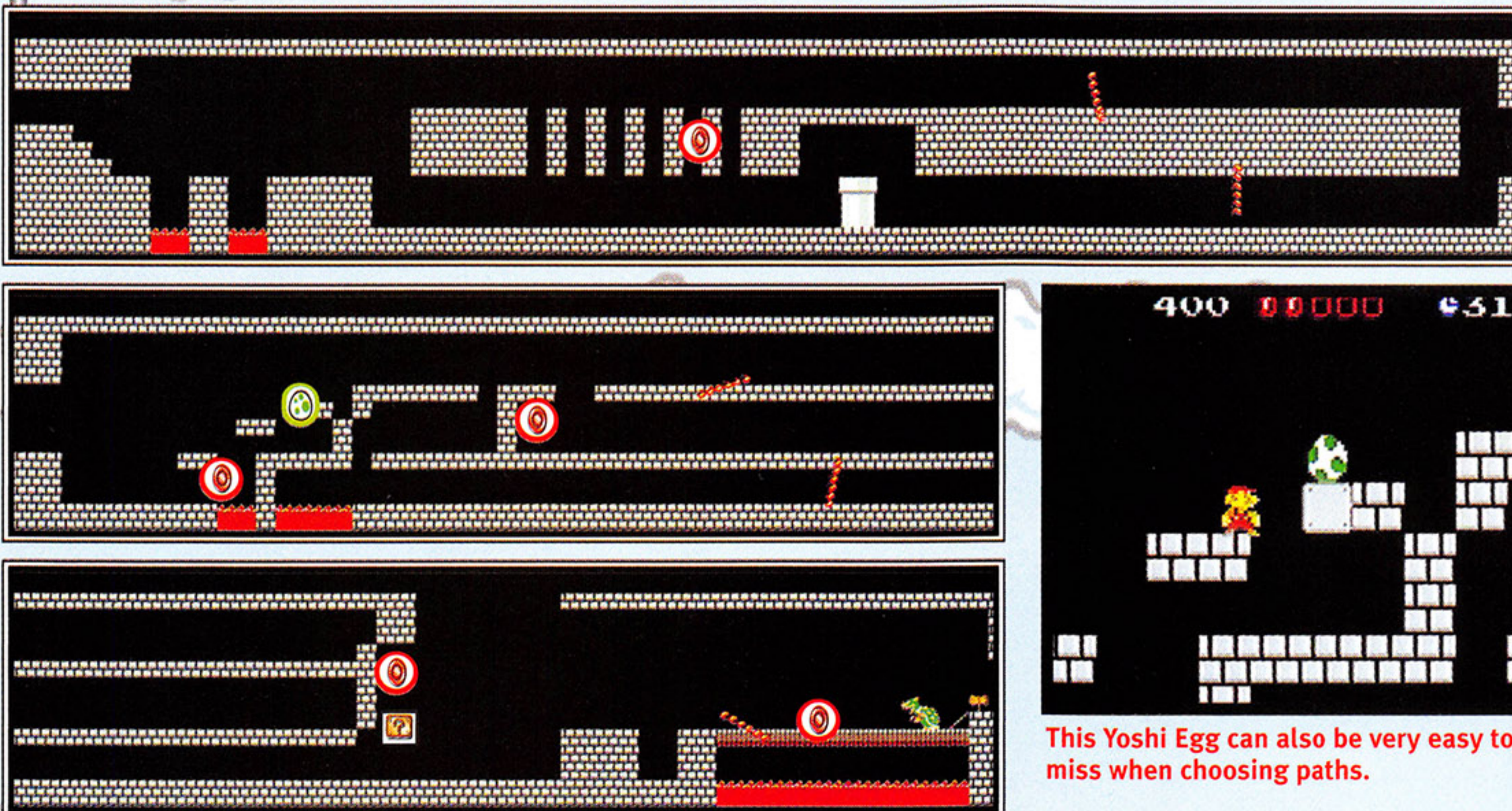
Target Score 17,000

You know the drill for the Bowser levels by now. Run as fast as you can, grabbing the one or two power-ups that are available. In this case, grab that Yoshi Egg! It should be enough to put you over the edge.

Data Box

Time to Complete: 400

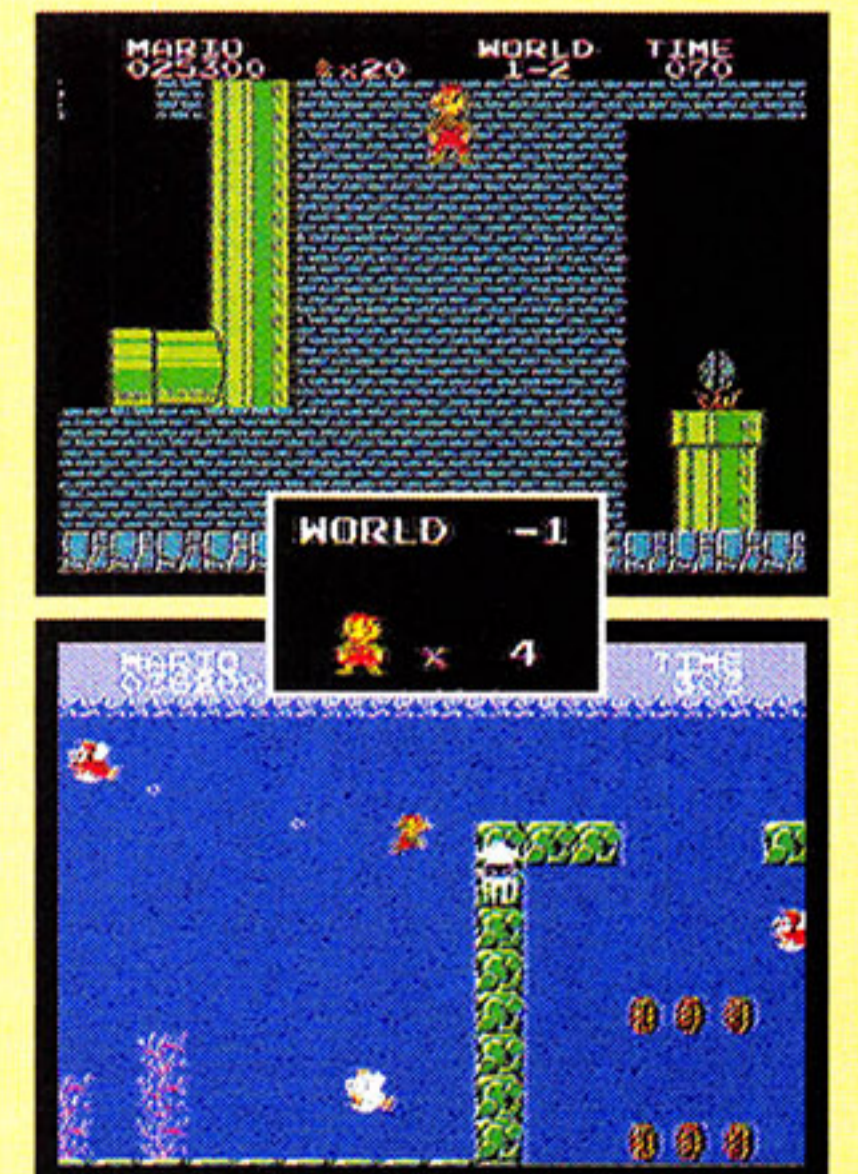
Enemies: Bowser!



This Yoshi Egg can also be very easy to miss when choosing paths.

Minus What?

Just to let you know, the Minus World has "officially" been removed from SMB Deluxe. While most of you were probably too young to remember (or witness) the Minus World in the original SMB, here's a couple of pics to enjoy...



World 5-1

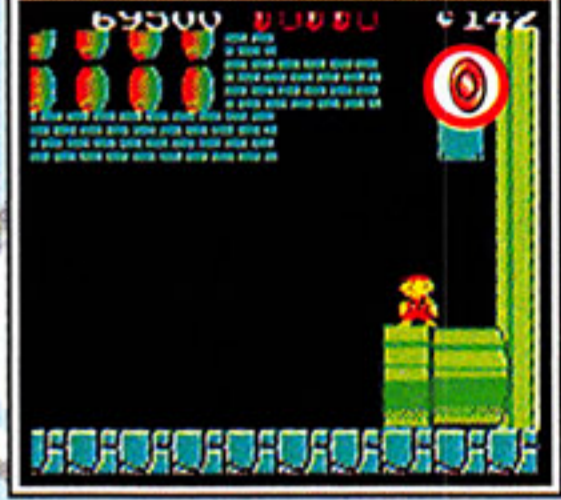
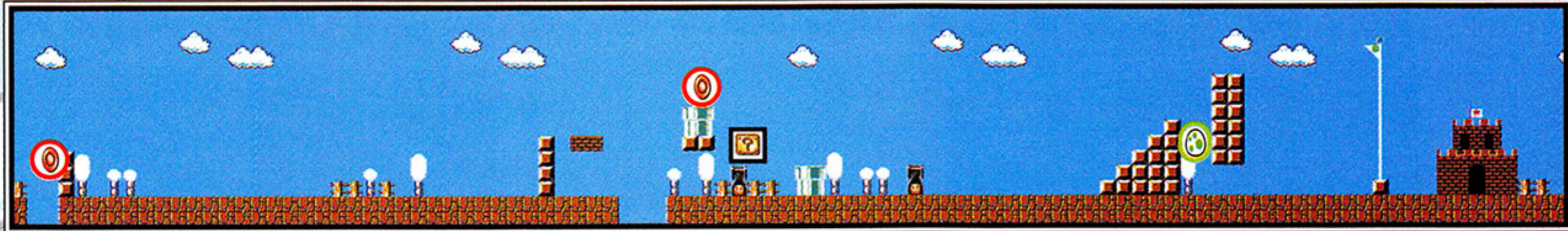
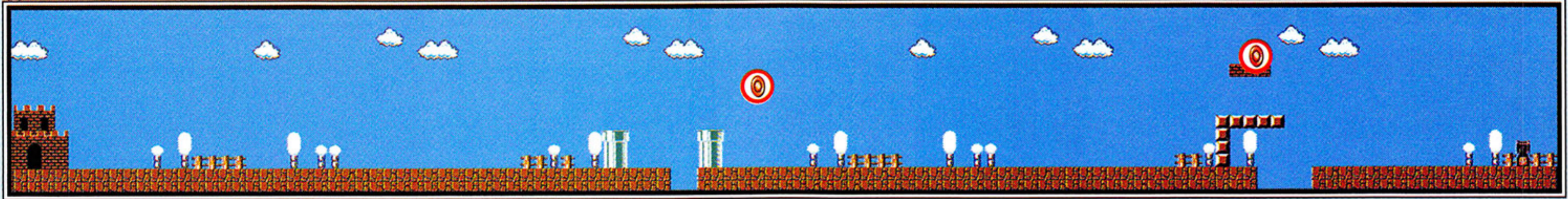
Target Score 80,000

Get the 32K turtle thing going up front at the start, then proceed through the level like normal. Hit the next turtle and rack up another 20K. Finish with a decent time, flag and fireworks bonus.

Data Box

Time to Complete: 300

Enemies: Goomba, Koopa Troopa (green, winged), Piranha Plant, Bullet Bill



World 5-2

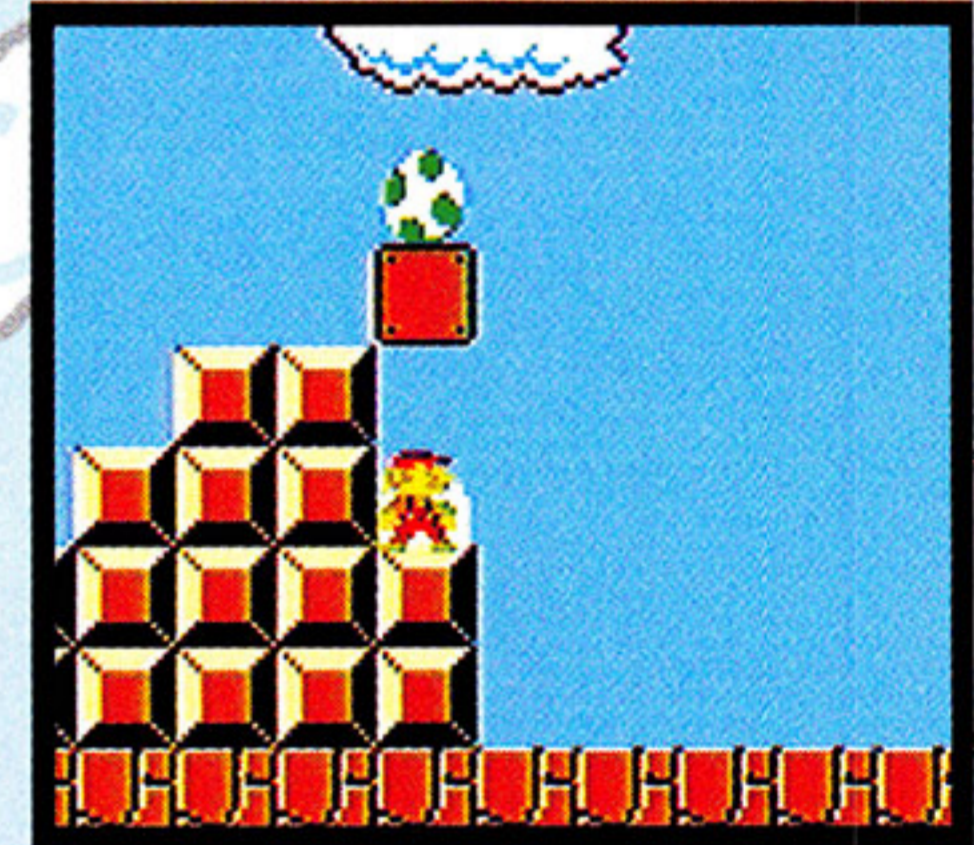
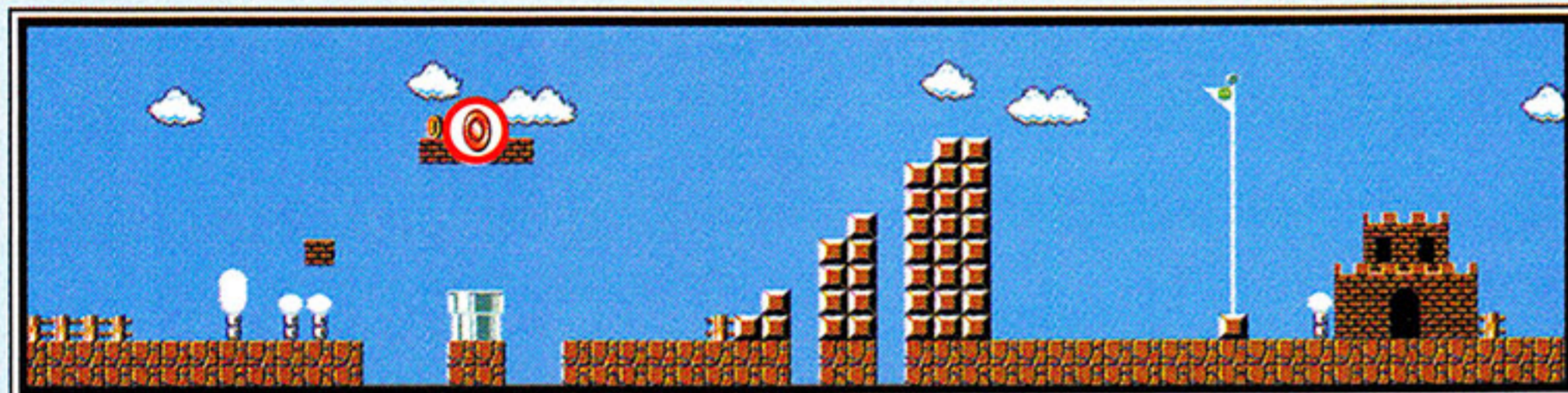
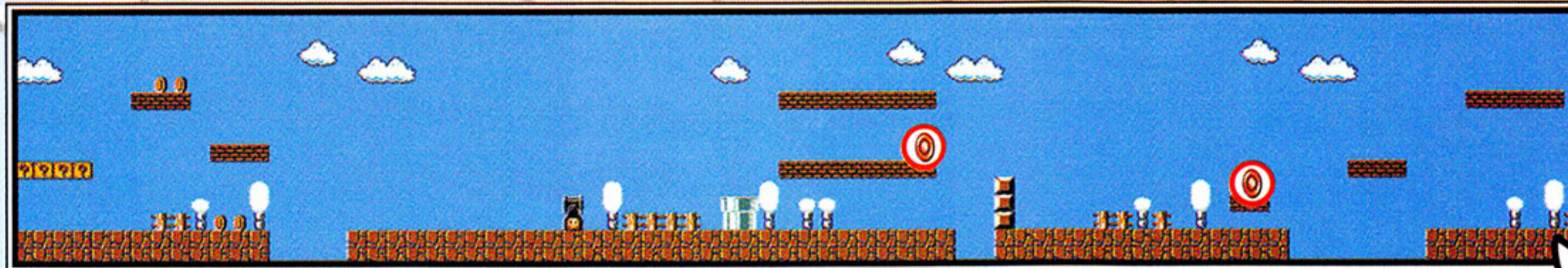
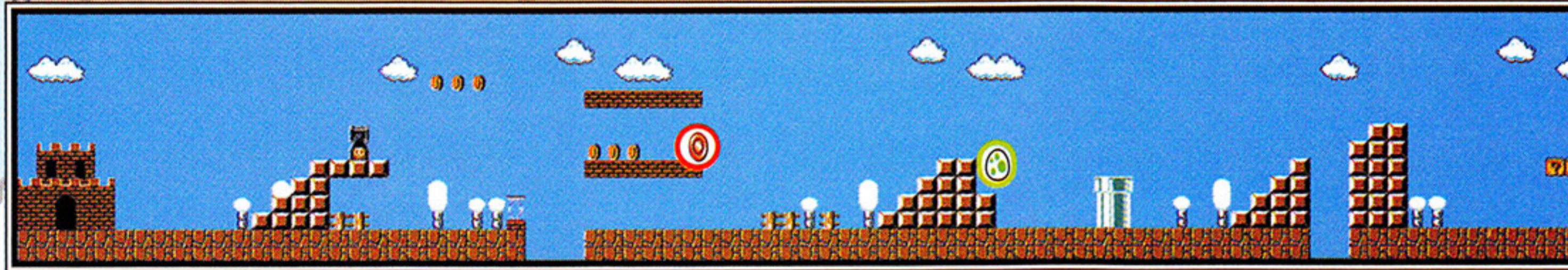
Target Score 36,000

Use the turtle trap right in the beginning of the level to get to about 20,000, then proceed as normal. You should have enough time left to completely shatter the target score.

Data Box

Time to Complete: 400

Enemies: Koopa Troopa (green), Hammer Bros., Piranha Plant, Buzzy Beetle



Right after trouncing the Hammer Brother, hit this little nook to grab the Yoshi Egg.



World 5-3

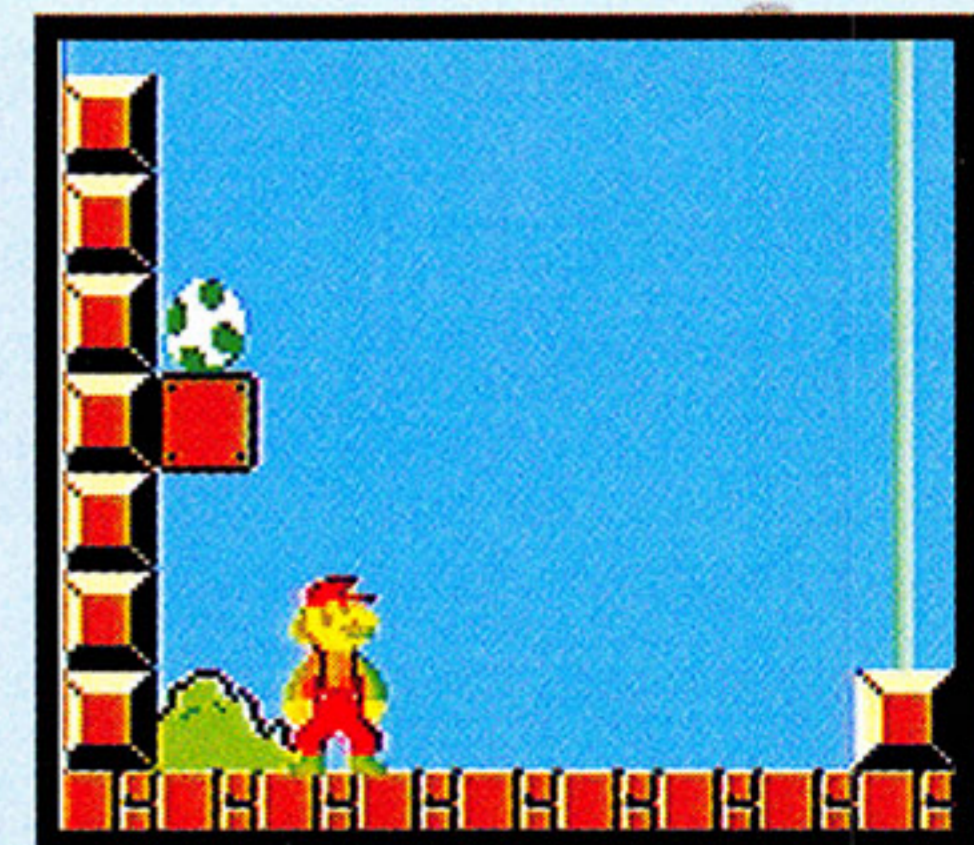
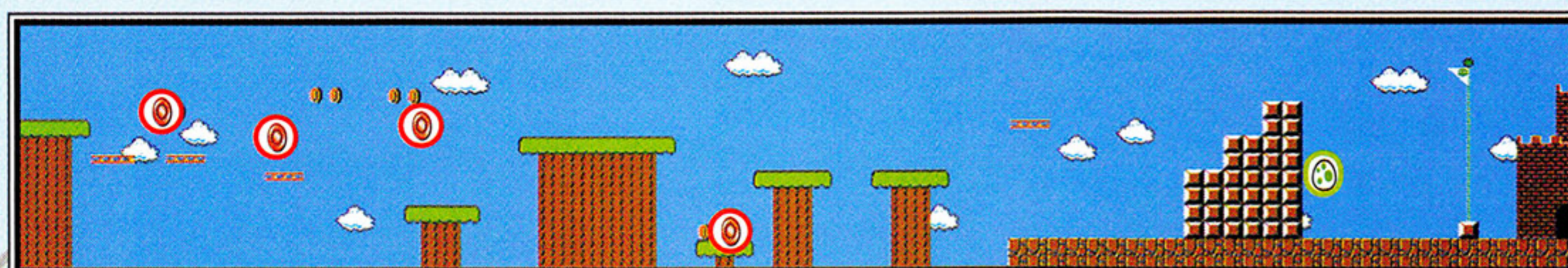
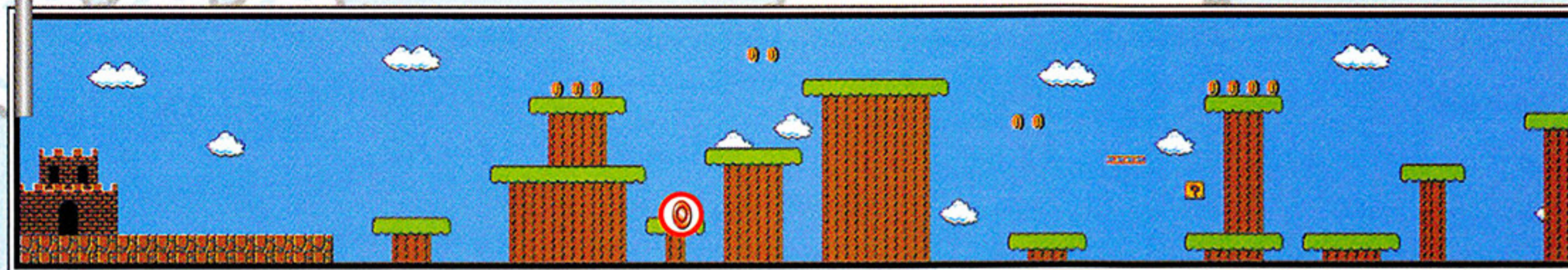
Target Score 23,000

This one's about as straightforward as you can get. Plow through the level like Farmer Jack...and don't forget to grab those coins!

Data Box

Time to Complete: 300

Enemies: Goomba, Bullet Bill, Koopa Troopa (red, winged)



Those clever willies hid the Yoshi Egg pretty darn good this time. If it weren't for these pictures...

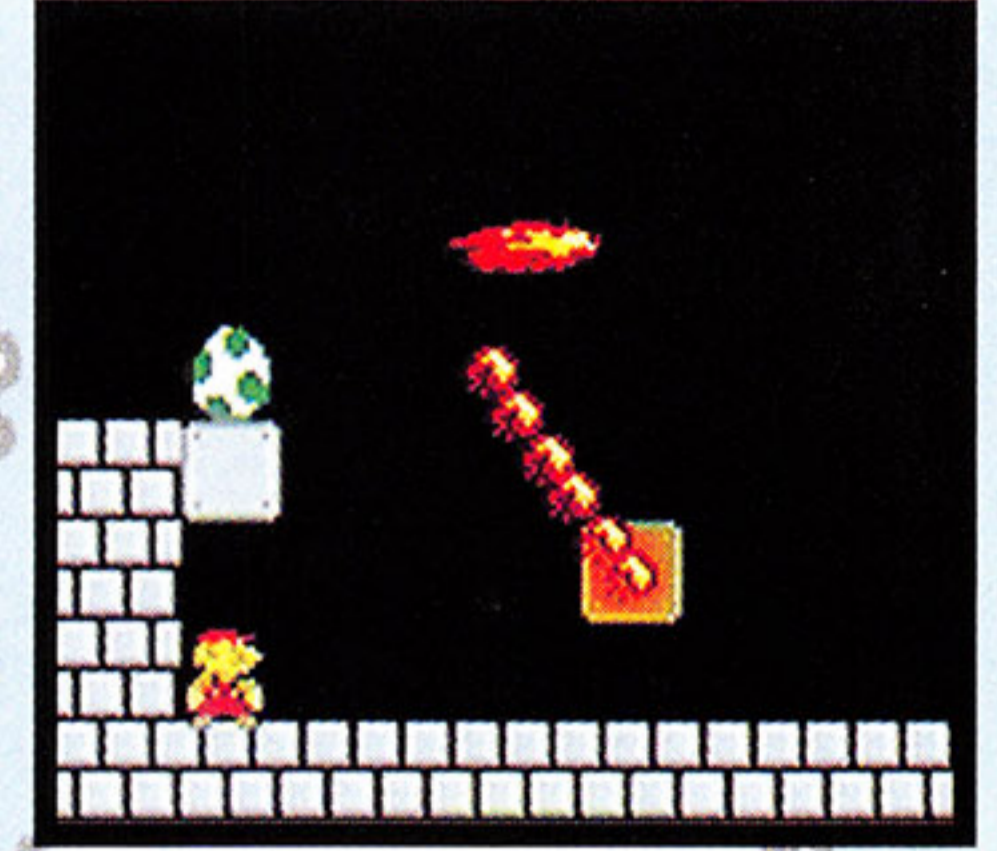
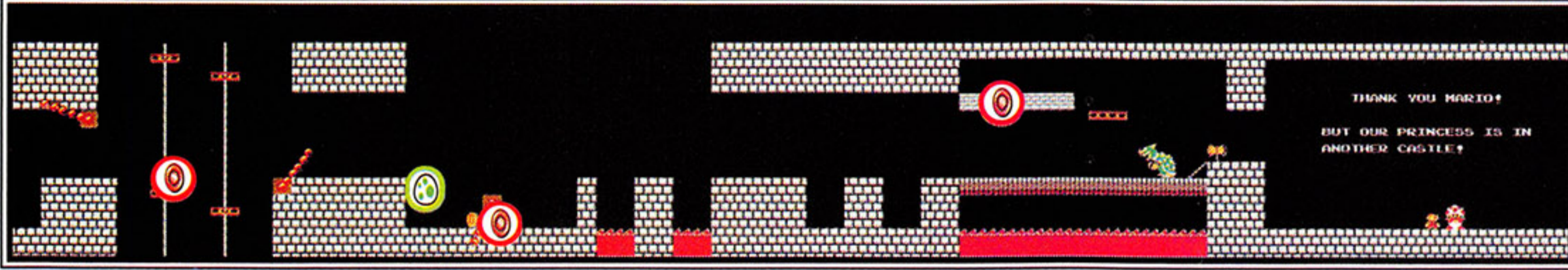
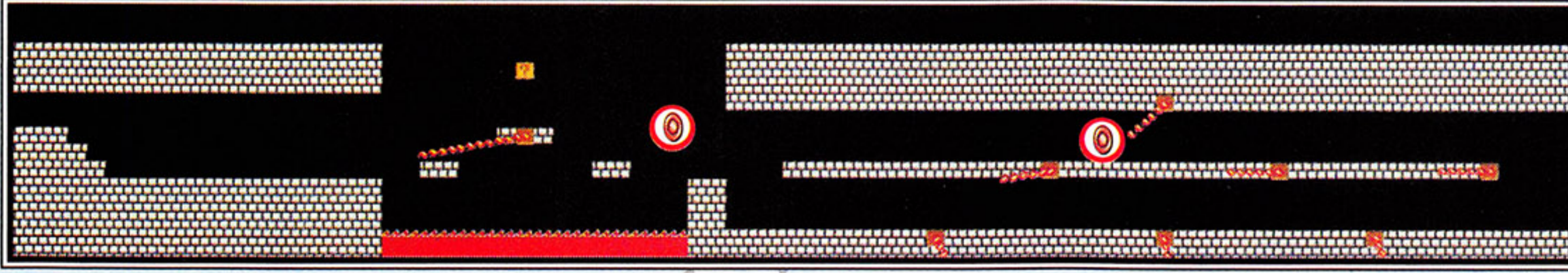
World 5-4

Target Score 13,000

Yet another Bowser level for you to blaze through. Grab the Yoshi Egg, and grab all five of the red coins if possible. You should be able to do this one with little trouble.

Data Box

Time to Complete: 300
Enemies: Bowser!



This Yoshi Egg was getting quite warm near this fireball wand. It's a good thing I found it..

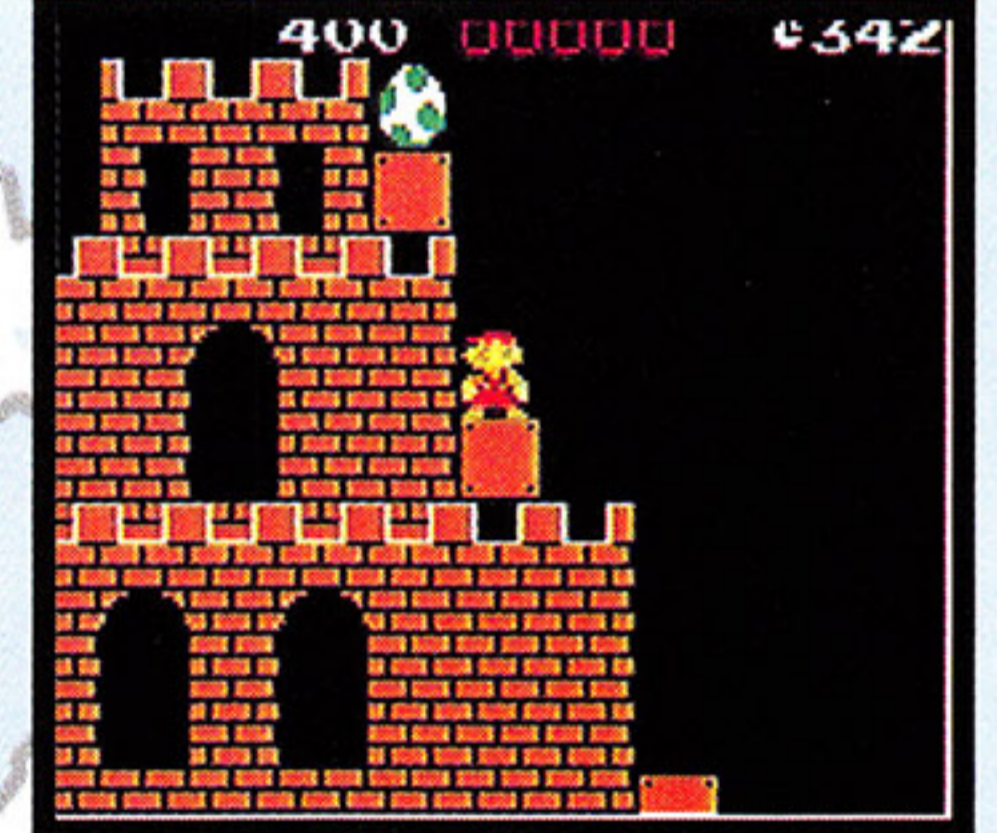
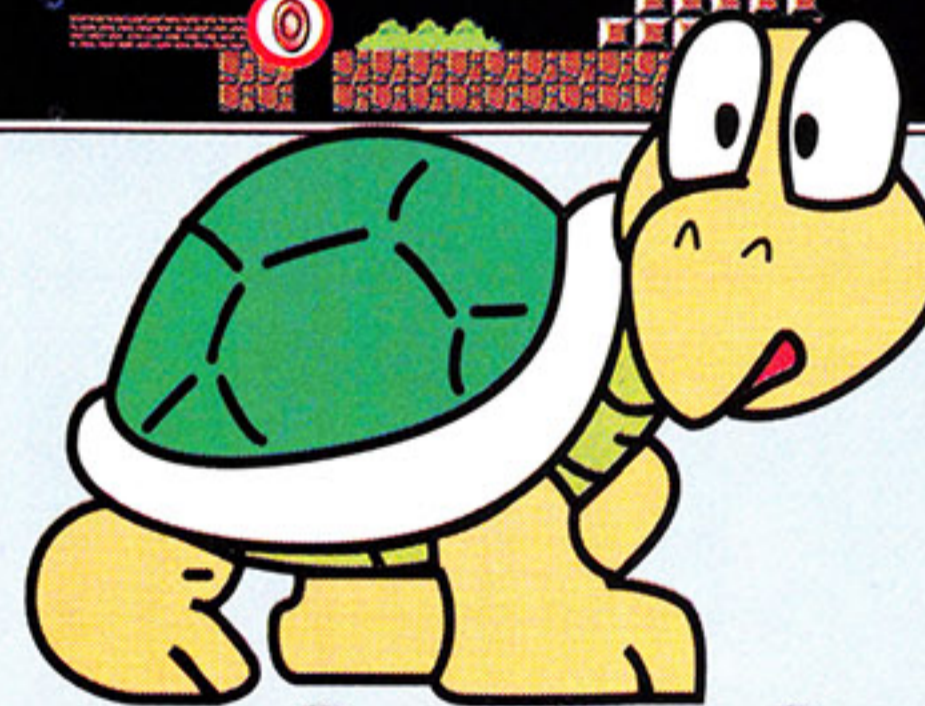
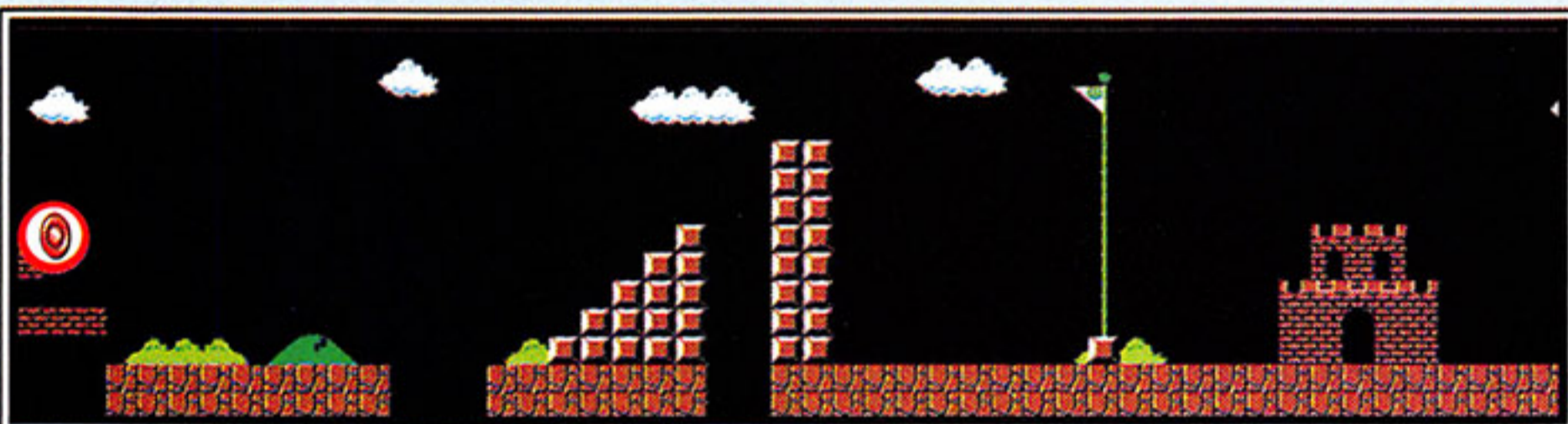
World 6-1

Target Score 32,000

Lakitu will be dropping Spiny's quite often, so shut him down if possible. Also, grab the 1-up mushroom for an extra 2,000 points. Drive to the flagpole...

Data Box

Time to Complete: 400
Enemies: Lakitu, Spiny



Look at that trickery! You'll need to hit the two well placed coin boxes before attempting the jump for this Yoshi Egg.

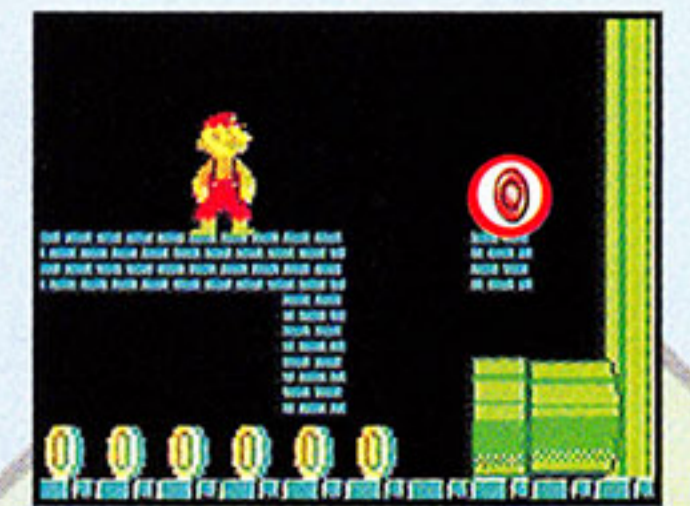
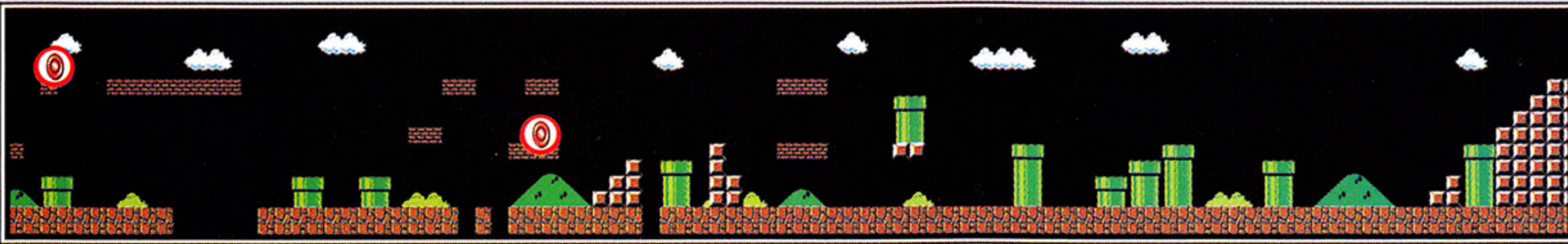
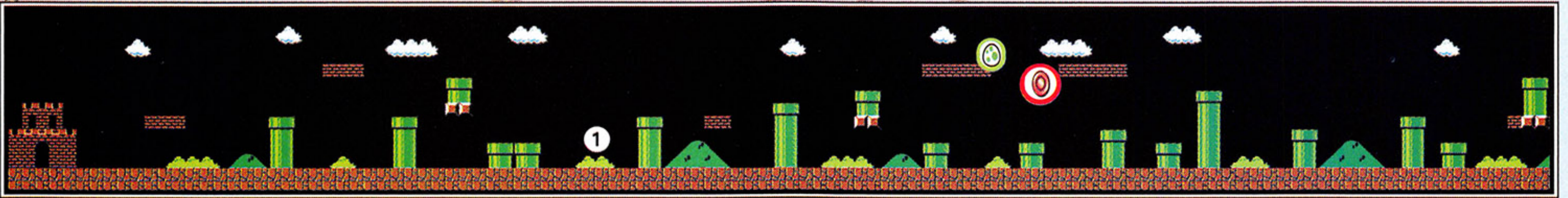
World 6-2

Target Score 30,000

Trap the turtle between the two pipes (1), and tally up at least 20,000 points. Head to the finish and you'll be fine.

Data Box

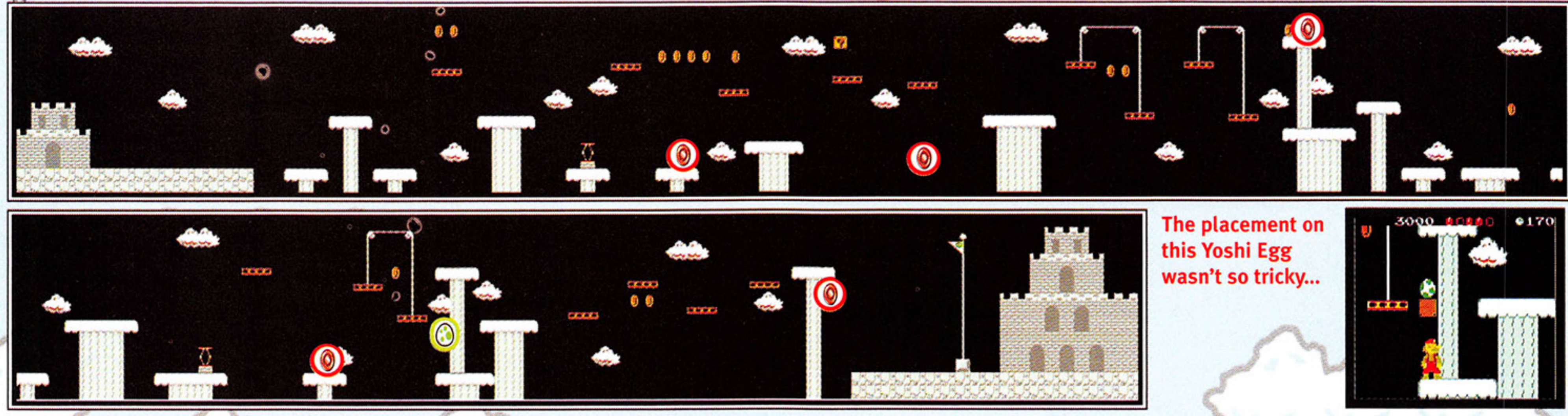
Time to Complete: 400
Enemies: Goomba, Buzzy Beetle, Piranha Plant, Koopa Troopa (green, winged)



World 6-3

Target Score 21,000
 Like the other levels with platforms, make sure to get that free 1,000 points on as many of them as you can. Also, make sure to grab all the coins (2,000 points worth) spread throughout the level.

Data Box
 Time to Complete: 300
 Enemies: Just those annoying Bullet Bills...



The placement on this Yoshi Egg wasn't so tricky...



World 6-4

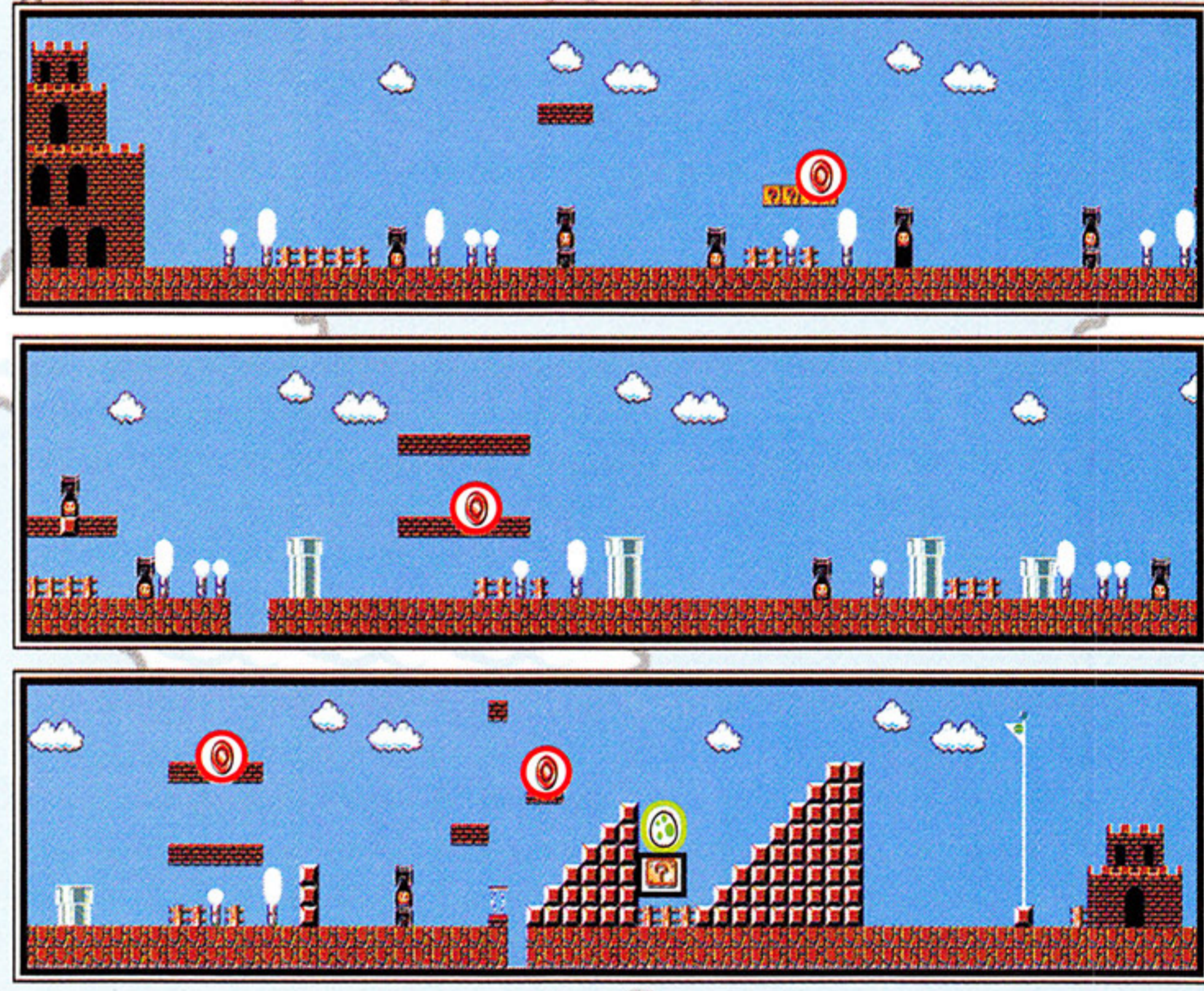
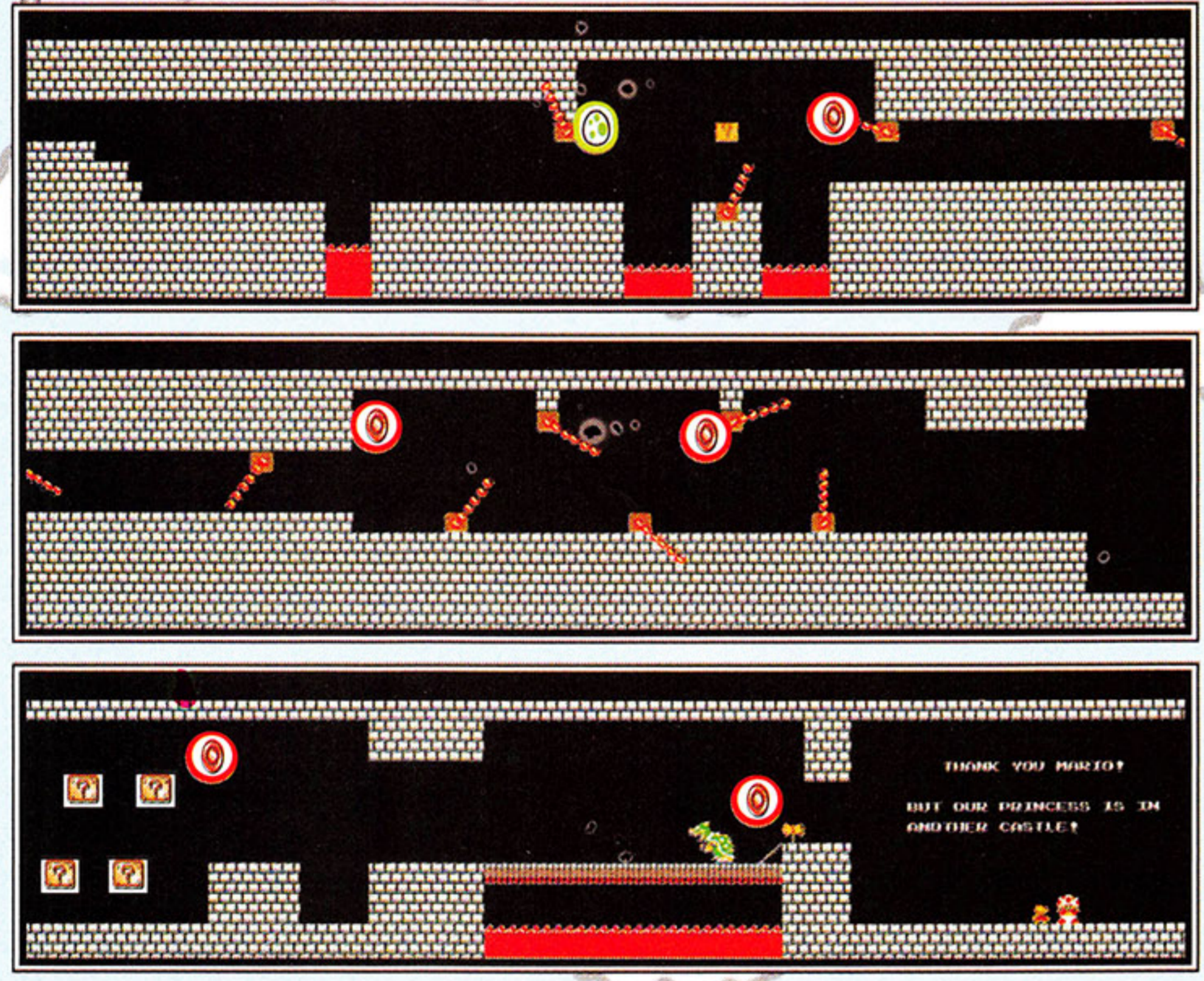
Data Box
 Time to Complete: 300
 Enemies: Bowser (with hammers)!

Target Score 12,000
 You've really gotta move on this one. Get the Yoshi Egg, then run like crazy. You'll need at least 200 on your time limit (along with the Yoshi Egg) to beat this score.

World 7-1

Data Box
 Time to Complete: 400
 Enemies: Bullet Bill, Koopa Troopa (green, winged)

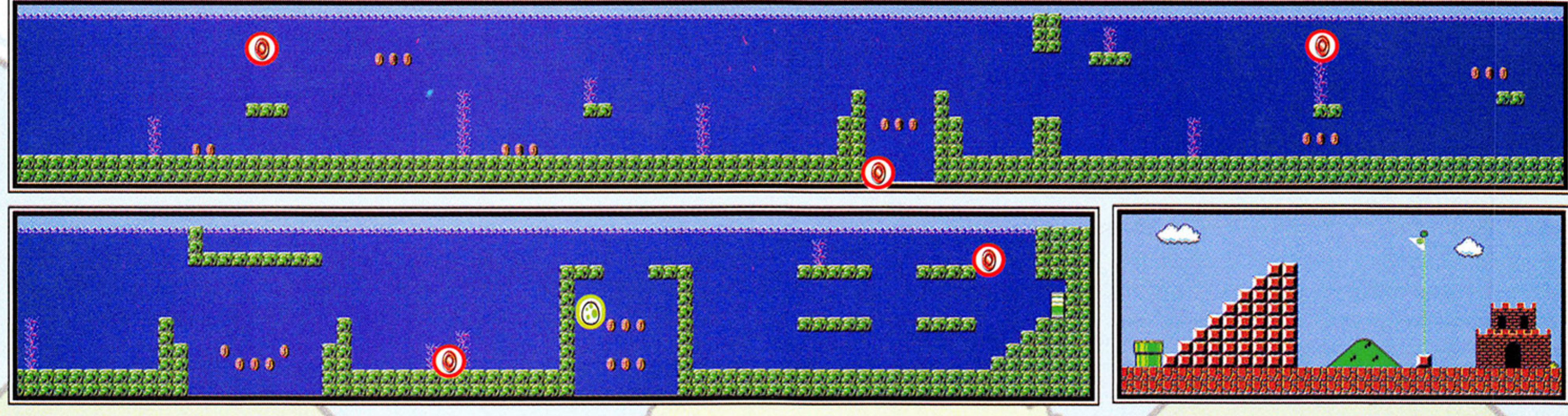
Target Score 32,000
 Make sure to head down the coin pipe, and tap the two coin boxes for a quick 5,000 points. Grab the Yoshi Egg before you head for the finish!



World 7-2

Target Score 24,000
 There are a total of 30 coins on this level (that's 6,000 points), so be sure to get 'em all. Otherwise, just swim like a madman!

Data Box
 Time to Complete: 400
 Enemies: Blooper, Cheep Cheep (gray, red)



World 7-3

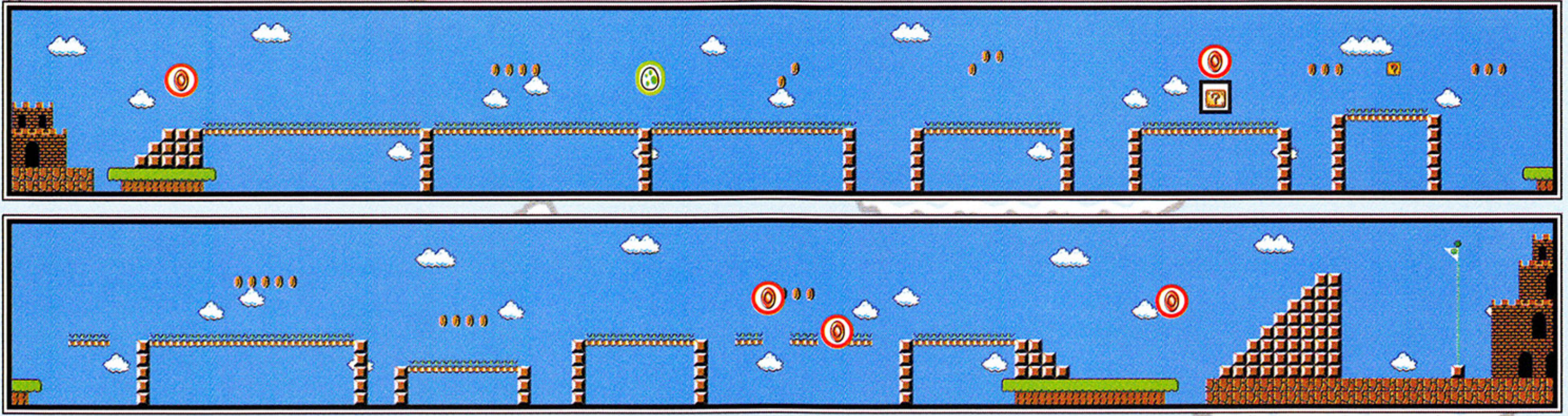
Target Score 28,000

If you have a good sense of timing, you can actually rack up some decent pointage by letting the Cheep Cheeps touch your feet as you run (I made at least 5,000 this way...)

Data Box

Time to Complete: 300

Enemies: Cheep Cheep (red), Koopa Troopa (green, winged)



World 7-4

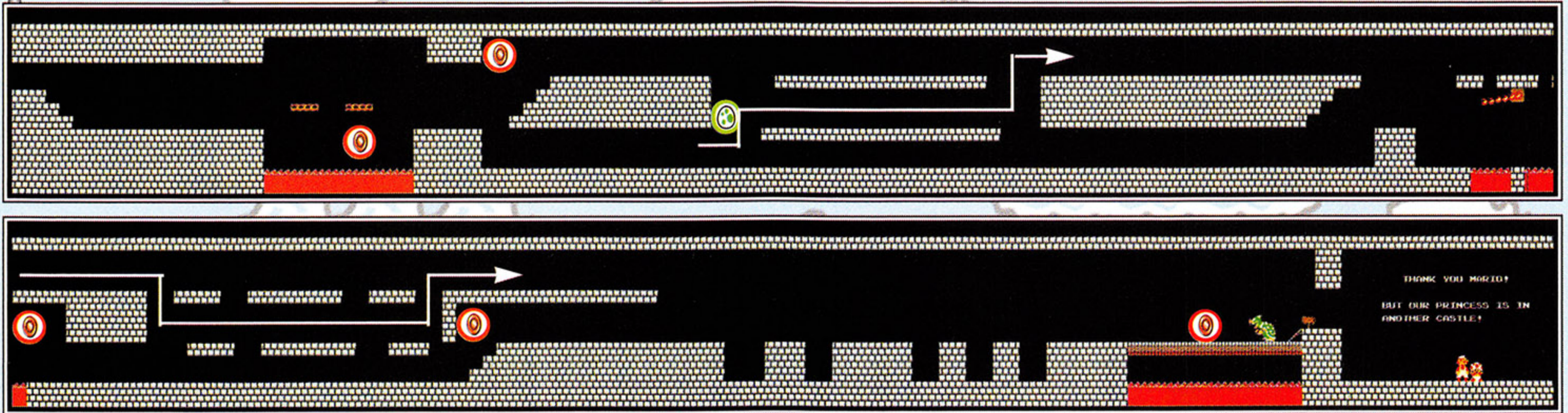
Target Score 16,000

With 400 clicks on the timer, you should be able to clear the stage with at least 300 still showing. Grab the Yoshi Egg and you're already at 17,000!

Data Box

Time to Complete: 400

Enemies: Bowser (with hammers)!



World 8-1

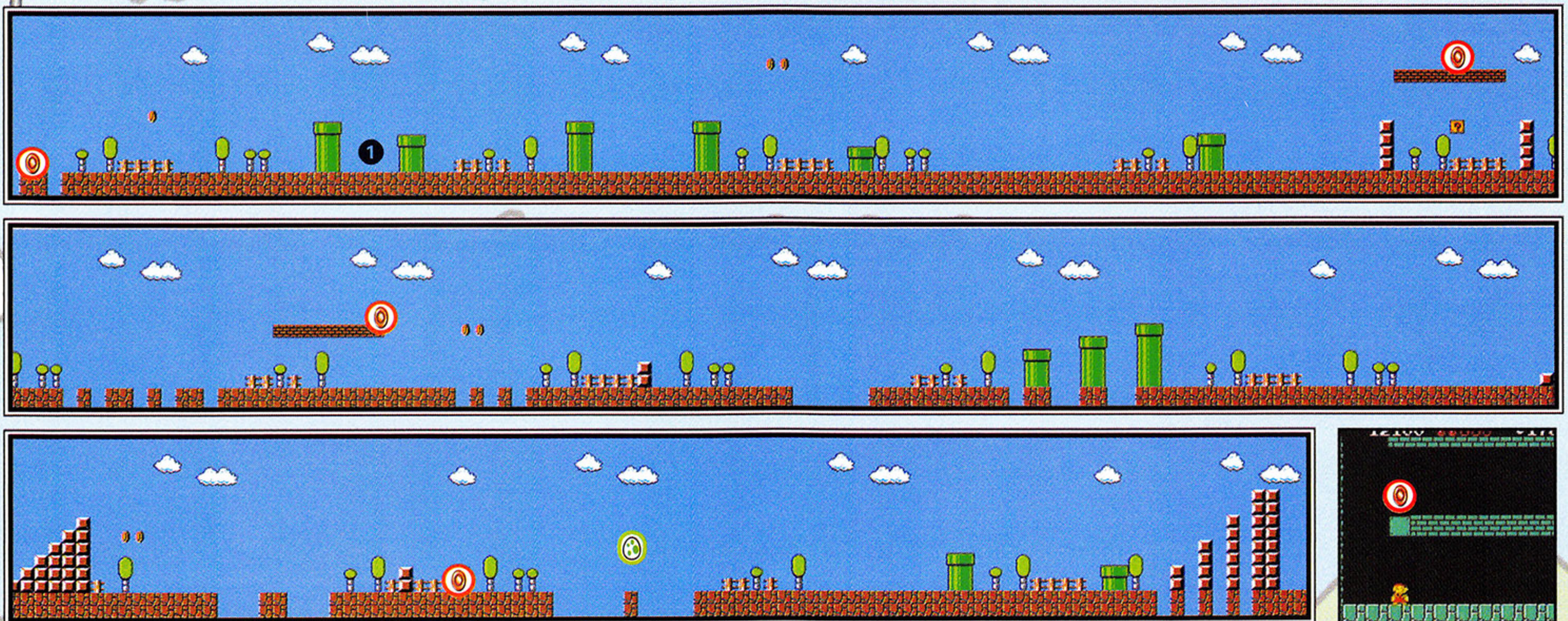
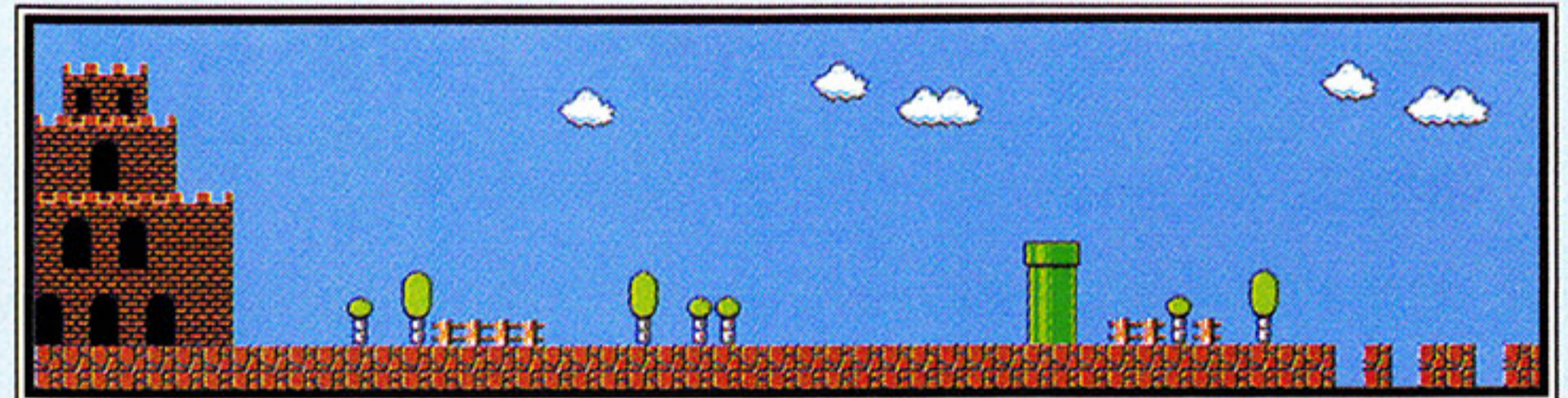
Data Box

Time to Complete: 300

Enemies: Buzzy Beetle, Goomba, Piranha Plant, Koopa Troopa (green, winged)

Target Score 40,000

This level has the greatest trap of all, a Buzzy Beetle in between two closely spaced pipes (1). Bring it up to 25K, then head for the finish.



World 8-2

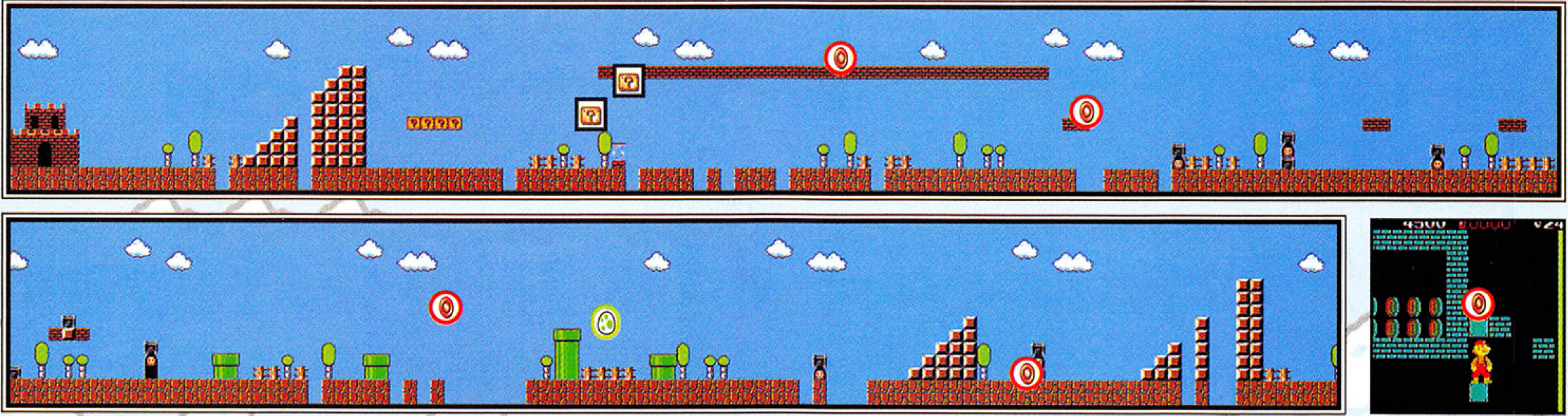
Target Score 28,000

Grab the 1-up mushroom above the springboard, then jump above and cruise over the main stretch (this will save you 20 seconds). This level is all about speed and accuracy.

Data Box

Time to Complete: 400

Enemies: Koopa Troopa (winged), Lakitu, Bullet Bill, Spiny, Buzzy Beetle



World 8-3

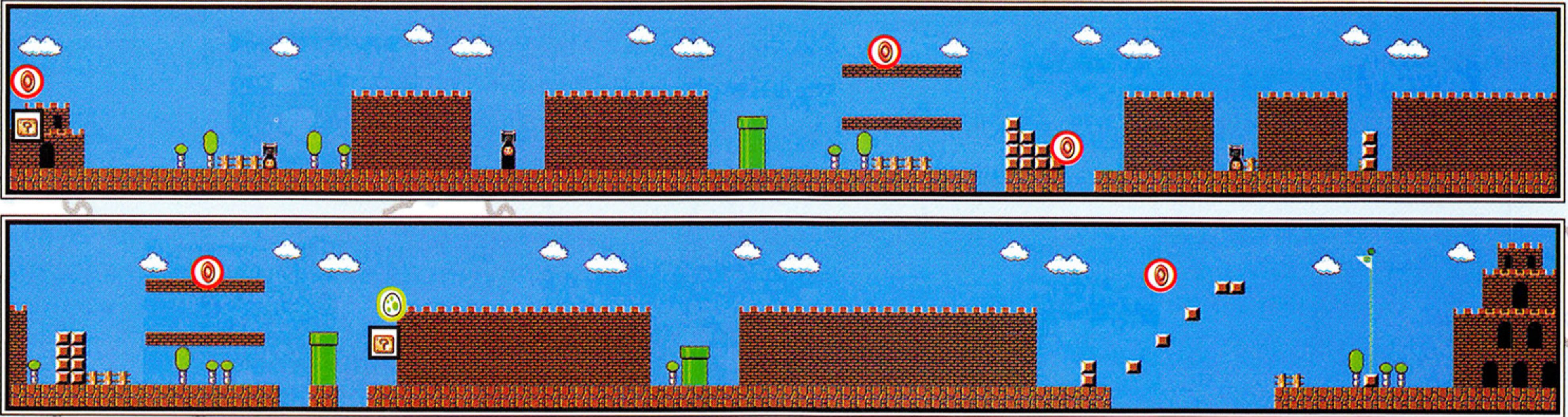
Target Score 28,000

There's really nothing to this level, so you need make absolutely certain that you kill each and every Hammer Brother for that quick 1,000 points (there are eight of them).

Data Box

Time to Complete: 300

Enemies: Bullet Bill, Koopa Troopa (green, winged), Piranha Plant, Hammer Bros.



World 8-4

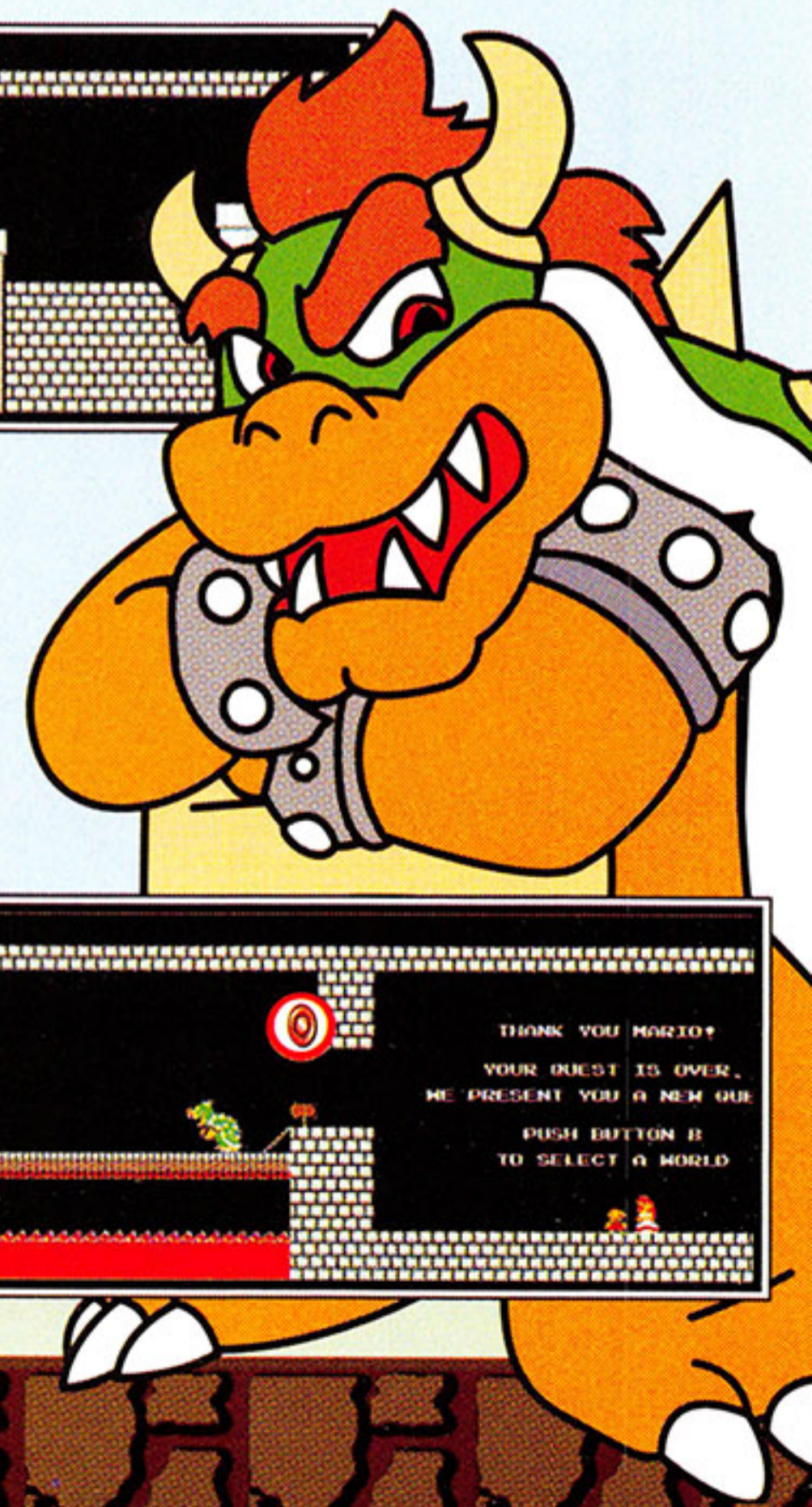
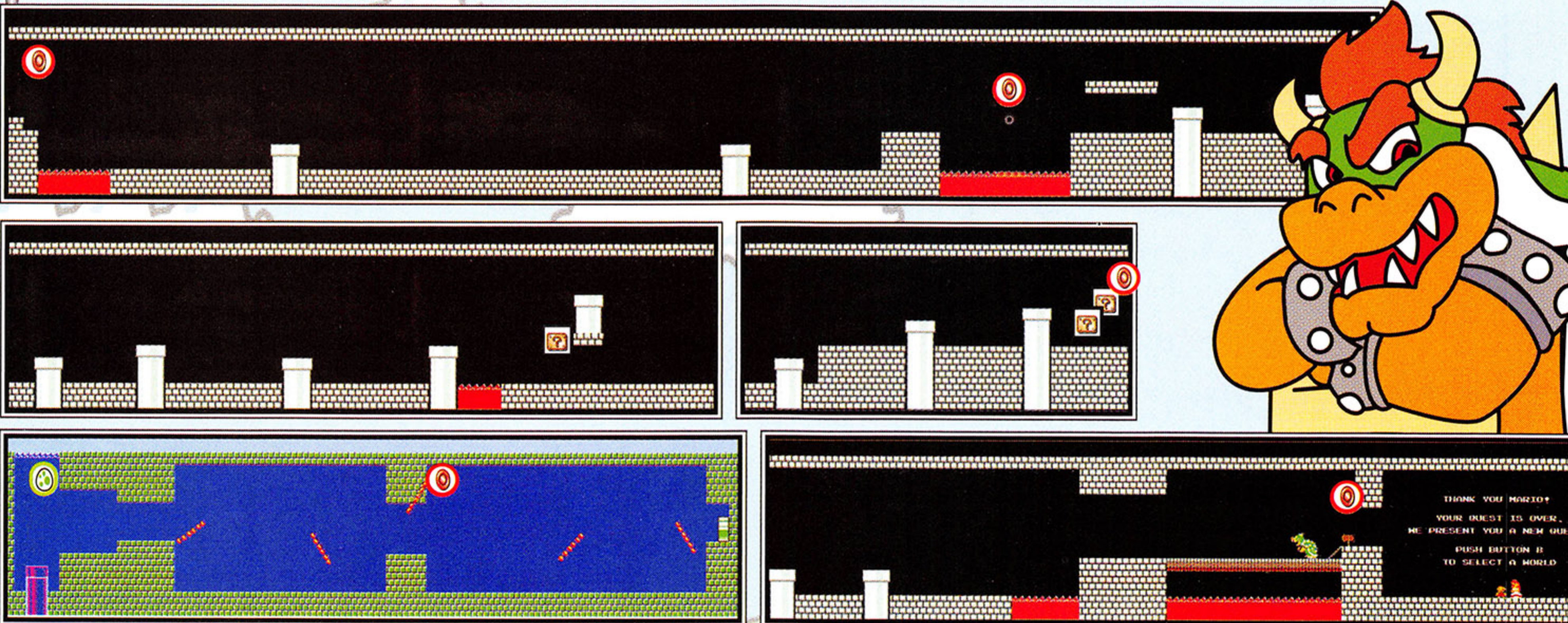
Target Score 18,000

This one's a breeze once you find the right path to take. You should be able to finish with around 300 clicks on the timer (giving you 15,000 points)—and don't forget that Yoshi Egg!

Data Box

Time to Complete: 400

Enemies: Goomba, Koopa Troopa (green, winged), Buzzy Beetle, Piranha Plant, Hammer Bros., Blooper, Cheep Cheep (red) and the final Bowser!



TRICKS & CODES

ADVENTURE ISLAND

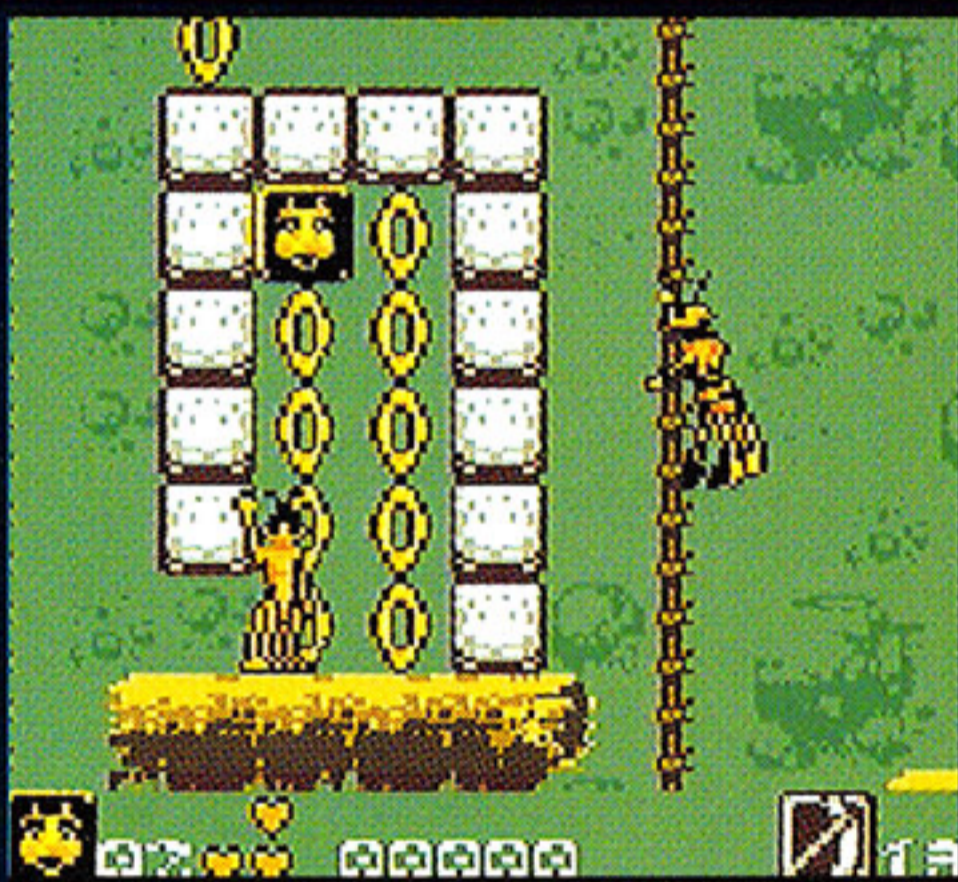
stage select

When the coconut hits Master Higgins on the head and the Title Screen appears, press Right, Left, Right, Left, A, B, A and B. The World Select Screen will appear. Press Up or Down to choose an island and press A to start on that island.

ADVENTURE ISLAND II

stage select

Enter the code: 0 8 9 4 on the Password Screen. Now you can start on the first stage with 99 of every power-up.



ANTZ

stage codes

Stage 2: BCCB
Stage 3: DQGH
Stage 4: HGGF
Stage 5: NBFQ
Stage 6: KGBF
Stage 7: QGJJ
Stage 8: GQHG
Stage 9: FLDP
Stage 10: KQQQ
Stage 11: DLGQ
Stage 12: CBHG
Stage 13: JBJG
Stage 14: PLDP
Stage 15: LFGB
Stage 16: DQLD
Stage 17: CLPG
Stage 18: DLHD
Stage 19: LFQG

ASTEROIDS

cheat menu, new ship and classic mode

Cheat Menu:

At the Password Screen, put in CHEATONX to open up the Cheat Menu. In the middle of a game, press the Select button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability. New Ship:

At the Password Screen, put in PROJECTX to reveal the Excalibur Ship.

Classic Mode:

At the Password Screen, put in QRTREATR to unlock Classic Asteroids on the Main Menu.

AVENGING SPIRIT

expert level

At the Title Screen, simultaneously press Up, A and B. When you hear a tone, press Start.

BABE AND FRIENDS

level passwords

Go into the Options and enter these passwords with the B button.

Level 2: BoB
Level 3: RN6
Level 4: G5M
Level 5: RM1
Level 6: N6W
Level 7: TYQ

BATMAN

sound test

There is a hidden sound test mode. To activate it, simply press Up and Right simultaneously, then press Start. The sound test will appear and enable you to select from all of the game's audio tracks.

BOOMER'S ADVENTURE IN ASMIK WORLD

stage select

For your password, enter ANCIENT. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation

mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

BUBBLE BOBBLE PART 2

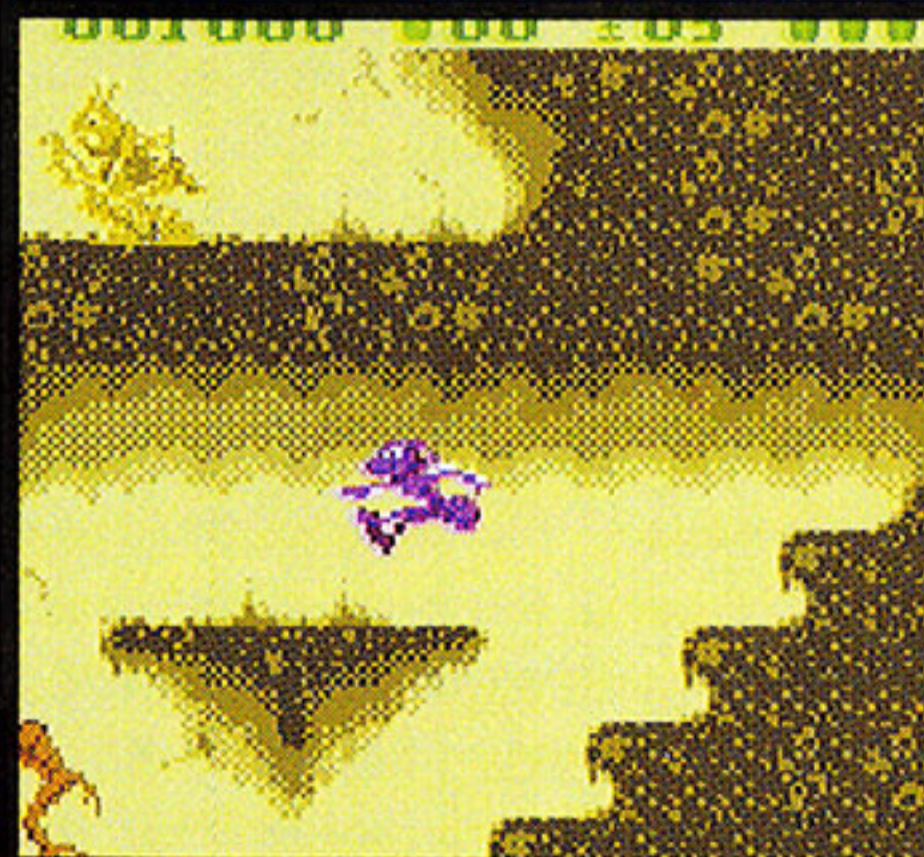
extra puzzles

For your password, put in →→→ 5 →→→ V. Press Start to get to the Stage Select Screen. Use Up and Down to cycle through the stages, and press Start to begin. Do not select Exit or it will not work.

BUGS BUNNY CRAZY CASTLE 3

passwords with multiple lives

SXB47: Level 5 with 5 lives
XCB84R: Level 6 with 6 lives
CTB84R: Level 7 with 7 lives
CCB84H: Level 7 with 6 lives
TTB8GR: Level 8 with 7 lives
1TB4J: Level 9 with 7 lives
L1BXGW: Level 10 with 8 lives
51BV42: Level 11 with 8 lives
•LBVGN: Level 12 with 9 lives
81BV47: Level 14 with 8 lives
45B2G7: Level 15 with 10 lives
GLBVG7: Level 16 with 9 lives
QLBVGW: Level 17 with 9 lives
?5BVGW: Level 18 with 10 lives
MDBX4K: Level 19 with 12 lives
3•B84K: Level 20 with 11 lives
N•B8BB: Level 21 with 11 lives
HGB24V: Level 24 with 15 lives
W3B8G6: Level 26 with 19 lives
JNBX4K: Level 27 with 20 lives
92B249: Level 28 with 21 lives
97X3GW: Level 60 with 56 lives.



BUG'S LIFE

stage passwords

BL26 - Found Parts
9LKK - The City
5P9K - Circus Bugs
6652 - Rescue Dot

BKK2 - Find Bird Parts
2PLB - Flying Stage
6562 - Launch Fake Bird
L59B - Lead Hopper

BUST-A-MOVE 2 ARCADE ED.

extra puzzles

Press A, Up, B and Down on the Title Screen to access more puzzles. If the code is entered correctly, a small figure will appear in the corner of the screen.

BUST-A-MOVE 4

extra puzzles

On the Title Screen (while Press Start is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

CASTLEVANIA: THE ADVENTURE

secret 1-up

This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch that you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.

hidden rooms

Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (level one), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (level three). Now go kill Dracula!

CASTLEVANIA II

extra lives

In the beginning of the game go to the Password Option and there will be four boxes. Press Up to scroll through the different icons. Put a candle in

the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

sound select

In the beginning of the game go to the Password Option. Put a heart in all four boxes. You will see a box that says "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

secret password

Go to the Password Screen and put a heart in the first box, an eyeball in the second, a candle in the third and leave the fourth empty. Now press Start and you will be put in the beginning of Dracula's castle. Put in an eyeball, heart, candle and heart in the boxes and you will be in the room with the final Boss, Dracula!

CHASE H.Q.: SECRET POLICE

awesome password

Enter this code at the Password Screen: MMQG. This will give you access to any level up to 10. Just scroll Left to access the previous levels.



CONTRA: THE ALIEN WARS

level four on easy mode

Now you can go to Level Four on Easy Mode. (You normally will end the game at Level Three.) After the cinema, you will reach the Title Screen. At the Title Screen, move the cursor down to "Password" and press Start. On the Password Screen, enter the code 21LN. You will be sent to the fourth level of Easy Mode with this trick.

COSMO TANK

sound test

On the subscreen at the beginning of the Quest Mode, simultaneously press and hold Down, A and B. While holding these, press Start. If this is done correctly, the message "Sound Test 01" will appear.

DAEDALIAN OPUS

stage select

For your password, input "ZEAL."

DEAD HEAT SCRAMBLE

stage select

On the Title Screen, press B eight times, A eight times, and then press B one less time than the stage you want to go to. For example, press B four times for Stage 5.

DONKEY KONG LAND 2

40 banana coins

On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press B, B, A, A. You will hear a chime if you did this correctly.

all kremcoins

On the Game Select Screen, hold Right or Left in front of the game you wish to play, then press A, B, A, B. You will hear a chime if you did this correctly.

extra lives

On the Game Select Screen, hold Right or Left in front of the game you wish to play on, then press A, A, B, B. You will hear a chime if you did this correctly.

DONKEY KONG LAND 3

bonus stage

Go to the Cape Codswallop's level "Total Recoil." When you begin the stage, jump toward the left to enter a bonus stage.

FACEBALL 2000

level 01 to 10 warp

When you get to the flashing section of wall at the end of

TRICKS & CODES

the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!

level 10 to 20 warp

As soon as you see the Level 10 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

FINAL FANTASY LEGEND

sound test

To access a hidden Sound Test, go to the Title Screen and simultaneously press and hold Down+Select+A for around five seconds or more.

FINAL FANTASY LEGEND II

sound test

On the Title Screen, simultaneously press Select, B and Start. Change the number by pressing Left/Right, and listen by pressing the A Button. For more sound effects, go to the Title Screen and select "Continue." Move the cursor to a save file with a party over level 57, then press B to return to the Title Screen. Hold Select, B and Start to access the Sound Test and press A to listen to the sounds. The number of sounds you can listen to will equal the total levels in your party.

GAME BOY CAMERA

hidden game

On the Main Menu Screen, access the "Play" Option. When the Space Fever II game begins, don't shoot either of the first two icons (the ones that will take you to the D.J. or Ball game). Instead, wait for them to go away and play the space

game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" Option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called Run! Run! Run! This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

GODZILLA: THE SERIES

cool passwords

On the Main Menu Screen, choose Password and enter any of the following codes:

Level Passwords

Level 2:

NCFRGJBBK

Level 3:

DMTFLSBFQM

Level 4:

PKDJMPLNPS

Level 5:

KDQLHRNDCN

Level 6:

DQSPCFPFJR

ultimate password

Put in DMJMBJRFFR to begin with full power on the last level.

GO GO TANK

seven chances and invincibility

On the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start. You'll have seven lives and seven continues. For invincibility, on the Title Screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left and Start.

HUNT FOR RED OCTOBER

25 lives

On the Map Screen, hold A and B, then press Select, Up and

TRICKS & CODES

Down.

25 missiles

On the Map Screen, hold A and B, then press Up and Down.

stage select

On the Title Screen, press B, Select, Left, Right, then Start. The message "Starting World: 1" will appear. Change the number by pressing Left/Right, then press Start to begin.

HYPER LODERUNNER

advanced players stage select

After you have completed 50 Levels, you can enter "Q M O 3 8 8" as your password to go back to see any of the previous levels.

JAMES BOND 007

card games

Begin a new game and pick an empty file. When asked to enter your name, put in one of the following names to play the corresponding card game: For Blackjack, put in BJACK For Baccarat, put in BACCR For Red Dog, put in REDOG

JURASSIC PARK

stage skip

At the Title Screen, when the T-Rex has its mouth open, press Up, Down, Left, Up, Down, Right, and Select. Repeat the whole sequence, and you will hear an explosion. Begin your game, press Start, and then press Select to skip to the next stage.

KILLER INSTINCT

play as eyedol

On the Player Selection Screen, pick any character. On the Versus Screen, press and hold Right on the pad. Now press the Select button, Start, B, A. Eyedol is now playable.

KIRBY'S DREAM LAND

special configuration mode

At the Title Screen, press and hold Down+B+Select. Using the control pad, you can choose different options. On the Sound Test, press A to enter it so you can listen to different sounds from the game.

secret bonus game

On the Title Screen, hold Up+A+Select at the same time. The word "Extra" will appear. Press Start to play the Bonus Game.

KIRBY'S PINBALL LAND

fight only bosses

At the Title Screen, press Right+Select+ A+B at the same time. Now you'll see a black cat run across the High Score Screen. Press Start to begin your game and you will end up at a screen with the names of all the Bosses. Move Kirby to the star by the name of the Boss against which you want him to begin. Defeating three Bosses will let you face King Dedede!

play bonus games

At the Title Screen, press Left+B+Select. Start a new game. Go to any stage. You'll be at the bonus game of that stage!

LION KING

stage skip

While playing, pause the game by pressing Select, then press B, A, A, B, A, A and the game will automatically skip to the next level.

LOCK N' CHASE

special level warp

During the Title Screen, press A, A, B, B, A, B and B. The word "Extra" will appear and the game will start on level 7-1!

LOONEY TUNES: CARROT CRAZY

level skip

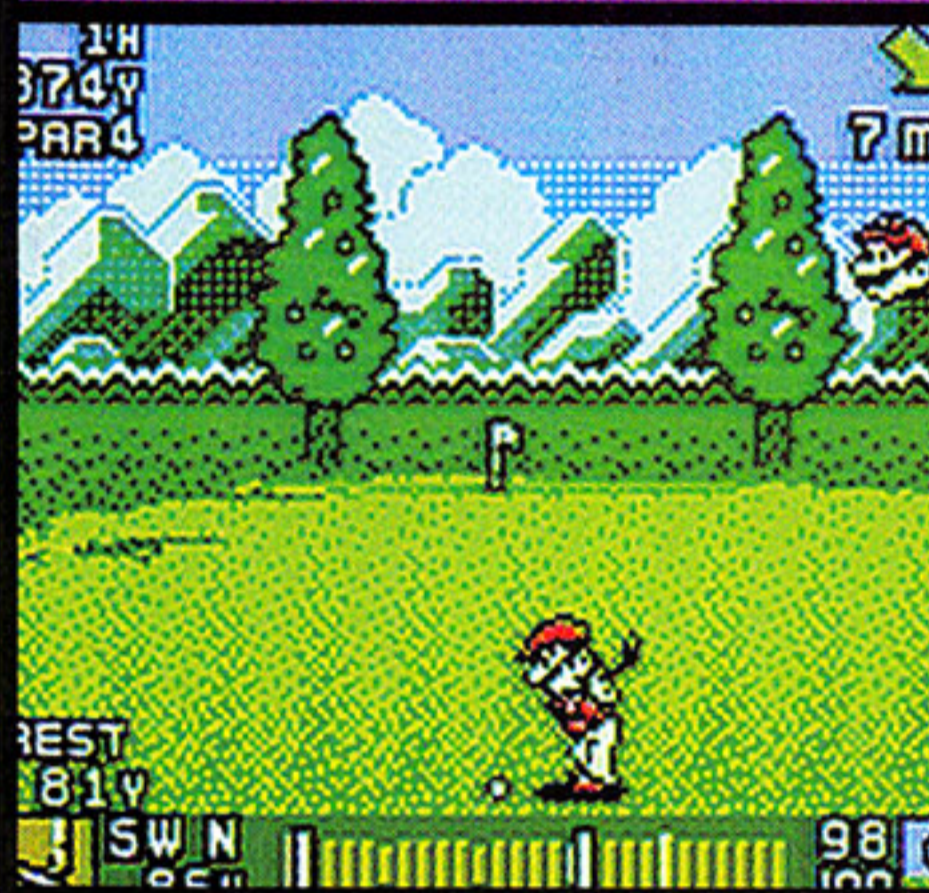
From the Main Menu Screen, access the Options. Now, enter the password:

Taz, Elmer Fudd, Daffy Duck. While playing the game, press Start to pause then press Select to skip to the next level.

LUCKY LUKE

passwords

Train Stage - Luke, Horse, Horse, Old Man, Luke
Buffalo Stage - Coyote, Horse, Luke, Old Man, Old Man
Cheyenne Mountains - Old Man, Coyote, Luke, Horse, Coyote



MARIO GOLF

golf left-handed

Press and hold the Select button. While holding this, press the A button. If you choose Mario, Wario, Luigi or Club Champs, that golfer will be a left-handed player.

infinite retries

Before completing a hole, save your game and exit (don't turn off the Game Boy). Once you return to your game, you will be able to replay the hole again.

MEGA MAN 5

power-up arm weapon

After you die on a stage, the Game Over Screen will appear. Press button B to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for

your arm weapon and he will give it to you. Die and continue again on the same stage and he will give you another Turbo Accelerator item for even faster fireball shooting!

MEN IN BLACK

levitate code

From the Command Center, highlight and enter the Access Codes Option. Now put in the password: o6o1. The screen will say "ERROR." Press Start and you'll go back to the Command Center.

Begin your game and while you're standing, press and hold Select+Up to float into the air. While in the air press Left or Right to move.

acquire the noisy cricket gun

After entering the fly code, press the Select and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that'll knock you back if you stand still!

skip stages

Put in the password: 2409 and then begin a new game. To skip to the next level, press Start to pause and then press Select.

MERCENARY FORCE

level select and extra starting money

For extra starting money, go to the Title Screen, hold Up, Select, A and B, then press Start. For a stage select, enter the 50,000 yen code, then press Start. When "Round 1" appears, hold Right, and press Start the number of times equal to the number of stages you wish to skip.

MONTEZUMA'S RETURN

cool codes

For unlimited lives, enter the code: ELEPHANT. To pass through doors without unlocking them, enter the code: SUNSHINE.

MORTAL KOMBAT

play as goro

You must first complete the

entire game with any character. Now wait for the credits and "The End" to appear. Press and hold Up+ Left+Select+A until the Title Screen appears. Let go of all the buttons, and then press Start.

SELECT FIGHTER



MORTAL KOMBAT 4

enable reptile

To play as Reptile, go to the Kombat Kode Screen and press Up on the control pad the number of times shown for each box: 1,9,2,2,3,4.

fight against reptile

To fight Reptile, go to the Kombat Kode Screen and press Up on the control pad the number of times shown for each box: 2,0,5,2,0,5.



MOTOCROSS MANIACS

hidden power-ups

Throughout each level, you can pick up all kinds of enhancements like Nitro Boosters and Time Extenders. There are also hidden power-ups, like a Jet that enables you to use your Nitros to fly and little cycles that mean faster speeds. To find them you must do a flip in the secret area in which they are located.

MR. NUTZ

journey skip

Put in NNSTTR as your password. Now in the middle of a game, press and hold START, then press SELECT. You will be warped to the next journey in the level!

level passwords

Adventure Park: DDMMNN
Living Room: NNRRGG
Volcano Underpass: CCLLR
Mean Streets: JJMPPR
Ice Scream: SWWTCH

MYSTERIUM

many codes

Quick Continue:

Lose all your lives and continue, then take the Iron and drop it in the Pool of Fire to get the Glass Key. Go down the passage and use the key to open the door. Continue down the passage to find the Vitriolk. Pick it up and use it to be warped back to where you were before you were defeated.

Level Drop:

Call up the Map, then press B, Select and Down simultaneously. This allows you to drop down a level from the level you are currently on.

Pass Key Plus:

Call up the Map, then press A, B, Left and Start simultaneously. When you check your inventory, you will have an item called the "Pass Key" which can open any door in the game. Drop it into a pool, and it will transform into a "Downlevl" which will allow you to drop down a level in the dungeon. Drop the "Downlevl" into a pool, and it will transform into an "Uplevel" which will allow you to transport up a level in the dungeon. Drop the "Uplevel" into a pool, and it will transform into a "Superpow" which makes you invincible to enemy fire.

Inventory Overload:

Call up the Map, then press B, Up and Select simultaneously.

TRICKS & CODES

NBA JAM

secret characters and power-ups

Chow Chow:

At the Initials Screen, enter A and M. Then place the cursor over the letter Q. Press Down+A+B at the same time and the initials AMX will be entered. Now you can play as Chow Chow.

Weasel:

At the Initials Screen, enter M and A. Now put the cursor over the letter U. Press Up+Start+A+B at the same time and the initials MAN will be entered. Now you can play as Weasel.

Air Dog:

At the Initials Screen, enter J and A. Now put the cursor over the letter T. Press Up+B at the same time and the initials JAM will be entered. Now you can play as Air Dog.

Kabuki:

At the Initials Screen, enter F and R. Then place the cursor over the letter E. Press Left+B at the same time and the initials FRD will be entered. Now you can play as Kabuki.

Warren Moon:

At the Initials Screen, enter V and I. Then place the cursor over the letter J. Press Right+A+B at the same time and the initials VIK will be entered. Now you can play as Warren Moon.

Brutah:

At the Initials Screen, enter B and A. Then place the cursor over the blank square. Press Up+A+B at the same time and the initials BAT will be entered. Now you can play as Brutah.

Bill Clinton:

At the Initials Screen, enter U and S. Then place the cursor on the letter B. Press Left+A+B at the same time and the initials USA will be entered. Now you can play as President Clinton.

Al Gore:

At the Initials Screen, enter E and X. Then place the cursor on the letter J. Press Up+Start+B at the same time and the initials EXC will be entered. Now you can play as Al Gore.

George Clinton:

At the Initials Screen, enter F and N. Now place the cursor on the letter L. Press Left+B at the same time and the initials FNK will be entered. Now you can play as George Clinton.

Rivett:

At the Initials Screen, enter R and J. Now put the cursor over the letter F. Press Up+A+B at the same time and the initials RJ_ will be entered. Now you can play as Rivett.

Divita:

At the Initials Screen, enter the initials S and D. Now put the cursor over the letter T. Press Down+B at the same time and the initials SD_ will be entered. Now you can play as Divita.

Turmell:

On the Initials Screen, enter the initials W and I. Now put the cursor over the letter M. Press Left+B at the same time and the initials WIL will be entered. Now you can play as Turmell.

Power-Up Fire:

At the Tonight's Match-Up Screen, hold Left and press any button seven times. Hold Left until you see the words "Power Up Fire."

Power-Up Dunks:

At the Tonight's Match-Up Screen, press any button 10 times. Then hold Down+A until you see the words "Power Up Dunks."

Power-Up Intercept:

At the Tonight's Match-Up Screen, hold Right on the Control Pad, then press any button 15 times. Hold Right until the game begins.

Power-Up Defense:

TRICKS & CODES

At the Tonight's Match-Up Screen, hold Up on the Pad and press any button five times. Hold Up until the game begins.

Power-Up Turbo:

At the Tonight's Match-Up Screen, quickly press any button 15 times. Hold Up and B until the game begins.

Show Shot Percentage:

At the Tonight's Match-Up Screen, tap any button three times, then hold Up+B until the game begins.

Juice Mode:

At the Tonight's Match-Up Screen, press A 14 times. Then hold A+B until the game begins.

NBA JAM: TOURNAMENT EDITION

many codes

Always On Fire:

At the Tonight's Match-Up Screen, press Down, Right, Right, B, A, Left.

Super Dunks:

At the Tonight's Match-Up Screen, press Left, Right, A, B, B, A.

More Interceptions:

At the Tonight's Match-Up Screen, press Left, Left, Left, Left, A, Right.

More Three Pointers:

At the Tonight's Match-Up Screen, press Up, Down, Left, Right, Left, Down, Up.

High Shots:

At the Tonight's Match-Up Screen, press Up, Down, Up, Down, Right, Up, A, A, A, A, Down.

Slippery Court:

At the Tonight's Match-Up Screen, press A, A, A, A, A, Right, Right, Right, Right, Right.

Legal Goal Tending:

At the Tonight's Match-Up Screen, press Right, Up, Down, Right, Down, Up.

Display Shot Percentage:

At the Tonight's Match-Up

Screen, press Up, Up, Down, Down, B.

NEMESIS

many codes

Full Options Plus: Start the game, then pause it by pressing Start. Now press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start.

Full Speed And Shields: Start the game, then pause it by pressing Start. Now, press B five times, then A five times. This will work once per game.

Full Power Down: Start the game, then pause it by pressing Start. Press the A button, then Left four times, then repeat the sequence four more times. Use this code only if you want a real challenge; it'll take away your ship's accessories!

No Power-ups: Start the game, then pause it by pressing Start. Press Up, Select, Down, Select, Left, Select, Right and Select, then repeat this sequence twice more. Use this code only for added challenge; it prevents you from powering up your ship.

NFL BLITZ

blitz codes

From the Main Menu Screen, choose Exhibition Mode and then pick your team.

At the Matchup Screen, press the following buttons for the code results as shown:

No Fumbles:

Start, Start, Start, Start, B, B, A, A, A, Down

Infinite Turbos:

Start, Start, Start, Start, Start, B, A, A, A, A, Up

Night Game:

Start, Start, B, B, A, A, Right

No Pointer:

Start, Start, Start, B, B, B, A, A, A, Left

Invisible Receiver:

Start, Start, Start, Start, B, B, B, A, A, A, Up

NINJA BOY

continue cheat

On the Game Over Screen or the upcoming Title Screen, hold A and press Start. This should let you continue your game.

stage select plus

When the Title Screen appears, press Up, Up, Down, Down, A, B, A and B. Hold A and press Start. "W 1-1" will appear in the top-left corner, which shows the current stage. Use the D-pad to change the stage, then press Start. This lets you choose your stage; as a bonus, you'll also start off with 80 fighters in reserve and go miracle kicks.

ODDWORLD ADVENTURES

super high jump

In the middle of the game, jump up to a section where you know you can't reach it. Now, at the highest point of your jump, press START to pause. Unpause the game and quickly press B to jump again. You will start your jump where you left off the previous one, giving you more height!

sound test

After pausing the game, press different buttons to hear many sounds from the game.

passwords

2-0: JCBCM
2-1: JMBCC
2-2: JMCCB
2-3: JPCCD
2-4: JTCCJ
2-5: STCCS
2-6: SBCCT
2-7: TBFCQ
3-1: TBKCL
3-2: TBTCL
3-3: TBTDC
3-4: TBTGF
Last Level: TBTBT

OPERATION C

stage select and sound test

To select any stage, just press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and Start at the title screen. To

listen to the sounds, press Up, Down, Left, Right, A, B and Start.

PAC-MAN

full screen

At the Title Screen, press Right or Left to make a "half" sign appear to the right of Player One. Now press Start to see the entire length of the level.

POCKET BOMBERMAN

all power-ups and area passwords

Enter the password 5656 to start with all power-ups.

Area Passwords:

Forest World

Area 1 - 7693

Area 2 - 3905

Area 3 - 2438

Area 4 - 8261

Area 5: Boss - 1893

Ocean World

Area 1 - 2805

Area 2 - 9271

Area 3 - 1354

Area 4 - 4915

Area 5: Boss - 8649

Wind World

Area 1 - 0238

Area 2 - 5943

Area 3 - 6045

Area 4 - 2850

Area 5 Boss - 8146

Cloud World

Area 1 - 9156

Area 2 - 2715

Area 3 - 4707

Area 4 - 7046

Area 5: Boss - 0687

Evil World

Area 1 - 3725

Area 2 - 0157

Area 3 - 5826

Area 4 - 9587

Area 5: Boss - 3752

POKÉMON

fight safari zone pokémon

This will allow you to fight and catch the Safari Zone Pokémon outside the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by

surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

POWER MISSION

super strong fleet

Choose your fleet formation and end your turn. Do not carry out any battle plans. While the enemy fleet is moving, press and hold Left, Select and B. When it is your turn to move, your fleet will be fully built up. This will allow you to power up your fleet to 99 Hit Points at any point in the game. It also gives you unlimited movement unless the vessel is in shallow water. This enables you to surround and destroy the enemy flagship in two turns.



PRINCE OF PERSIA

level passwords

Go to the Continue option and then enter the sequence of numbers as shown to jump to the following levels:
 Level 8 - 70914195
 Level 9 - 68813685
 Level 10 - 01414654
 Press Start after entering one of the codes to open the door.

RUGRATS: THE MOVIE

passwords

- Level
- 2 - RQVDHJV
- 3 - TQMMY QK
- 4 - BVBYFJND
- 5 - RJDBCVRT
- 6 - VNGBLJCV
- 7 - BJGSMVSH
- 8 - LJTBWQQD

RUGRATS: TIME TRAVELERS

toy palace passwords

On the Title Screen, press Right and access the Password option. Now you can enter these codes for different levels in the Toy Palace:
 North Wing - CQQKJFSS
 East Wing - CRVWLJNG
 South Wing - PLVYPFNS
 West Wing - TQYBQXFS



R-TYPE

sketch program

On the High Scores Screen, press Left, Down, A and B simultaneously. A program called "De Souza Editor" will appear. Press Start and a blank screen with a cursor in the upper left will appear. Move the cursor with your Control Pad, draw with the A button, and erase with the B button.

SAMURAI SHODOWN

bonus samurai

During the Intro Screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press Select four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the Player Select Screen.

TRICKS & CODES

SHANGHAI

special modes

Begin and press Select to pull up the Options Menu. Select "New Game" and push A. You can enter in three letters:
 ZAP - Adds a zapping sound effect to a game.
 STF - Allows you to view the credits.
 MAN - Makes fewer tiles for an easier game.
 REV - For a game where all the tiles are reversed. When you select a tile it turns over. You must remember where the tiles are to find matches.

SNOW BROS JR.

invincibility code

To become invincible in this "cool" game, do this code. When the Title Screen appears, press and hold Down-Left, A and B at the same time and then press Start. No enemies will be able to hurt you!
map select
 You can now get a Map Select Screen in which you may choose your starting level. At the Title Screen hold Up, Select, B and press Start.

SMURF'S NIGHTMARE, THE

smurfy passwords

The Rabbit Race -
 Brainy Smurf, Handy Smurf, Shy Smurf
 Mysterious Planet 1 -
 Astronaut Smurf, Shy Smurf, Brainy Smurf
 The Workbench Gone Mad 1 -
 Shy Smurf, Baker Smurf, Handy Smurf



←CLSS1281999DBM→



SPACE INVADERS

classic space invaders

For your password, Enter CLSS1281999DBM and you will be able to play the original version of Space Invaders!

planet passwords

Mars Level 46:
 ?WZ4 VCLN 4W81V?
 Jupiter Level 61:
 RSSN 3QJ7 8?GJMC
 Saturn Level 76:
 WSPZ MSO8 N?H8NF

TRICKS & CODES

Uranus Level 91:
CV1? QWKG J3X8R5
Neptune Level 106:
HV27 RW1GN3YOR7
Pluto Level 121:
MV7H RCLH S3ZSR9

SPANKY'S QUEST

stage select and sound test

For your password, enter "o 1 1 9," and the Stage Select Screen will appear. Press Up or Down to choose the desired stage, then press Start to begin.

For your password, enter "o 1 1 7" and the Sound Test Screen will appear.

SPUD'S ADVENTURE

stage select

For your password, enter "BANCHOU." The message "Map Select 000" will appear. Press Down to change the number. Press Start to begin in the area of your choice.

SUPER MARIO BROS. DELUXE

Classic tricks and more

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!

Warp Zone:

Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

Max Out Lives:

Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

The Lost Levels:

Basically, you must get the number-one position on the Ranking Screen (a minimum score of 300,000 points). Then on the Title Screen, select the Luigi icon for an entirely new game—Super Mario Bros 2: The Lost Levels.

You vs. Boo:

You must get a minimum score of 100,000 points. On the Title Screen, select "Boo" for the "You Vs. Boo" bonus levels.

Five extra lives

Note: This works only on a new game. Select the Toy Box option at the Main Menu Screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the Main Menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five. Play As Luigi: Press the Select button at the Map Screen before you begin a level. This will let you play as the green plumber instead of the red one.

SUPER MARIO LAND

easy continue

The continue is identical to

the one in Super Mario Bros. Simply hold down A before pressing Start.

level select

To select any level of play, you must first beat the game and rescue the Princess twice. A Screen Select will appear next to the start prompt to let you know it worked.

hidden platforms

There are several areas filled with items that are impossible to reach. Now you can get them! On level 2-2, for example, it appears that the lower level is unattainable, but you can actually jump on an invisible platform! Run on to greater riches!

SUPER MARIO LAND 2: SIX GOLDEN COINS

easy mode and play the demo

On the Title Screen, press Start to enter the pipe room. In this room, press Select to get into "Easy Mode." You can then begin any saved file you wish. This next code will let you play the demo. When the Title Screen appears, hold Up, Select and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

TARZAN

level passwords

3-1: Vertical Lines, Vertical Lines, Maze, Swirl.

4-1: X, Moon, Up/Down Arrows, Cross.

5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.

6-1: Swirl, Maze, Cross, Up/Down Arrows.

TEENAGE MUTANT NINJA TURTLES

restore energy

At any point in the game press: Up, Up, Down Down, Left, Right, Left, Right, B and A to fill up your energy supply.

TEENAGE MUTANT NINJA TURTLES: FALL OF THE FOOT CLAN

life power-up and practice bonus games

When your life runs low, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start. On the Title Screen, simultaneously press and hold A, B and Select, then press Start. A question mark will appear to the right of the "5" on the Stage Select Screen. Select this question mark to practice the bonus games.

TERMINATOR 2: JUDGEMENT DAY

slow down the time

In stage three of this game, you must rewire circuit boards within 50 seconds. You can hold the Select button to slow the timer down.

TETRIS

secret rockets, etc.

If you are a very talented Tetris player, you can make very special things happen in both the "A" and "B" type games. In the "A" type, if you score 100,000 points, you are treated to a small rocket launching off into the stars. If you rack up 200,000 or more points, you get a large one. In the "B" type game, if you complete level 9, you get Russian dancers filling the screen. If you complete level 9 with the High at 5, you get to see the space shuttle take off!

mess up screen

When playing the "B" type game on level 9, there is a way to end the game with one line left to fill. At the very moment you drop a block to fill that last line and win the game, hit Start to bring up the Pause Screen. The ending will appear over it and look very weird!

TETRIS BLAST

fighting mode 2

To access the hidden mode, go to the One-player/Two-player Screen and enter: B, B, B, B, B then press START. You will hear a chime if done correctly, then choose Fight 2 on the proceeding screen and begin playing.

TINY TOON ADVENTURES

practice bonus games

To practice bonus games before jumping into the action, hold Down and the B button and press Start at the Main Menu.

TOP GEAR POCKET

all cars and courses

To get all the cars and courses in the game, enter your password as YQXW-H.

CAR SELECT

TYPE-ES

4WD

TOP SPEED

ACCELERATION

HANDLING



9TH BEST 09:59:99



TUROK 2: SEEDS OF EVIL

weapons, level skip, etc.

From the Main Menu Screen, access the Password Option. On the Password Screen, enter any of these codes for the results as shown:
 DLVTRKBLVL - Skip Levels
 DLVTRKBWPS - All Weapons
 DLVTRKBNRG - Infinite Energy
 DLVTRKBLVS - Infinite Lives

DLVTRKBBRD - Bird Mode

V-RALLY EDITION 99

access medium and hard tracks

To get the medium tracks in Arcade Mode, enter this code: FAST.

To get the hard tracks in Arcade Mode, enter this code: FOOD.



WARIO BLAST

special passwords

6565 - Play a special battle mode with Wario

5656 - Allows player to use Bomberman as the main character.

2264 - Start game with a powered-up Wario.

4622 - Start game with a powered-up Bomberman.

WARIOLAND: SUPER MARIO LAND 3

max out lives, hearts, coins, etc.

Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold buttons A and B, and keep them held for the entire trick. Next, press LEFT and then press UP. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until

TRICKS & CODES

every number is a 9. Max out everything!

ZELDA: LINK'S AWAKENING DX

alternate music

To change the background music at the File Selection Screen, begin a new player and enter your name as ZELDA. Note: Be sure to use capitals only.

GAMESHARK CODES

ASTEROIDS (COLOR)

Infinite Continues
0107b4dc

BUGS BUNNY'S CRAZY CASTLE (COLOR)

Infinite Lives
0109b4c3
Max Keys on Pickup
010842dc

BUG'S LIFE

Infinite Lives
01062fc6

CENTIPEDE

Infinite Lives
0104a0c6

CONKER'S POCKET TALES (COLOR)

Infinite Lives
0109d6ce
0109d7ce
Infinite Slingshot Ammo (Upon Pickup)
0109d9ce
0109dace

DEFENDER/JOUST (COLOR)

Defender: Infinite Lives
0103c7d3
Joust: Infinite Lives
010351c2

DRAGON'S LAIR

Infinite Lives
010a38c3

DR. FRANKEN II

Infinite Energy
016438c6
Infinite Lives
01051cc6

FROGGER (COLOR)

Infinite Lives P1
010555c1

GAME & WATCH GALLERY 2 (COLOR)

Infinite Misses/Lives
010082c1

GEX (COLOR)

Infinite Lives
01053dd7
Infinite Energy
010441d7

HEXCITE (COLOR)

Inf Hexagons P1
0109bdd7
Inf Large Dia. P1
0109c2d7
Inf Large Tri. P1
0109c1d7
Inf Small Dia. P1
0109bfd7
Inf Small Tri. P1
0109bed7
Inf Trapezoids P1
0109cod7
Max Score
01fffed7

KLAX

Infinite Misses/Lives
0100b6c2

LAS VEGAS COOL HAND

Blackjack Max Money
019976d6
019977d6
019978d6

LEGEND OF ZELDA: LINK'S AWAKENING

Infinite Rupees
01095DDB
01995EDB

LOONEY TUNES (COLOR)

Infinite Time
01552dc5
Infinite Lives

TRICKS & CODES

01052ac5

MARIO GOLF

Always Under Par
0100a0c8

MEN IN BLACK

Infinite Lives
011d84c6

METROID 2: RETURN OF SAMUS

Infinite Missiles
013953Do
Invincibility
018784Do
Infinite Energy P1
014020DD

MISSILE COMMAND (COLOR)

Infinite Missiles Left Side
010f94co
Infinite Missiles Right Side
010f95co

MONTEZUMA'S RETURN (COLOR)

Infinite Lives
01043bc0

MOTOCROSS MANIACS 2

Infinite Nitros
909912ca
Infinite Fuel
90404fca
Have Jet
900114ca
Have Radials
900113ca
Extra Speed
90ff15ca
Super Suspension
900151ca

MR. NUTZ

Infinite Lives
0103F2D8
Infinite Energy
0103F1D8

MULAN

Infinite Lives
0103f4d3

NHL BLADES OF STEEL

Away Team Scores 0

010050ca

Away Team Scores 50
013250ca
Home Team Scores 0
010052ca
Home Team Scores 50
013252ca

PAPERBOY (COLOR)

Infinite Papers
010ad8do
Infinite Lives
01036ec3

PITFALL (COLOR)

Infinite Lives
010518c6
Infinite Health
01561bc6
99 Gems
010919c6
01091ac6

PIT FIGHTER (COLOR)

99 Gems
010919c6
01091ac6
Infinite Health
01561bc6
Infinite Lives
010518c6

POCKET BOMBERMAN

Infinite Lives
0103f1c1
Infinite Time
013bfac1

POKÉMON

Infinite Energy
01ff16do
No Random Battles
01033cd1
Infinite Money
019947d3
019948d3
019949d3

POPEYE 2

Infinite Energy
010359dd
Infinite Lives
010276dd

POWER QUEST (COLOR)

Infinite Credits
01990ecf

01990fcf
019910cf
019911cf

QUEST: FANTASY CHALLENGE

Infinite Lives
010227c2

QUEST FOR CAMELOT (COLOR)

Infinite Health
010518c1

REVELATIONS

Infinite HP (El)
016387c5
012688c5
Infinite MP (El)
01ff89c5
Infinite Money
017f12c5
019613c5
019814c5

R-TYPE DX (COLOR)

Infinite Lives
0104eodo

RUGRATS THE MOVIE (COLOR)

Infinite Lives
01050fde
Infinite Time
01398ed2

SHANGHAI POCKET (COLOR)

Infinite Time
011069d2

SMALL SOLDIERS

Infinite Energy
01ff35c1

SPAWN

Infinite Health
019929d8
Infinite Health & Magic
019928d8
019929d8

SPACE INVADERS

Aliens Can't Shoot
010419D1
Infinite Ships
010269D7

STREET FIGHTER II

Infinite Energy P2
0120CoC1

STOP THAT ROACH!

Infinite Moves

0105ddc4
Infinite Turns
0105d5c4

STREET RACER

Infinite Turbos
010977c4
Win Instantly
010502c4

SUPER BREAK OUT (COLOR)

Infinite Balls
010974c1

TAZ-MANIA

Infinite Energy
01092bc2
Infinite Lives
010329c2

TEENAGE MUTANT NINJA TURTLES 2

Infinite Health
010cb3c7
Infinite Lives
01034ed5
99 Cheese
01993edc
Infinite Time
013b1ad5

TOP GEAR POCKET

Always Place 1st
01012ec1

TUMBLE POP

Infinite Money
0163b8do

TUROK

Infinite Health
0109F9Co
Infinite Lives
010AFACo
99 Gems
016380DE
Infinite Arrows
0163A1C1

TWOUBLE!

Inf. Health
0108b4cf
Infinite Lives
010fb3cf

WARIO BLAST

Unlimited Time
800787C5

WARIO LAND II

Quick Coin Gain
01090ed5
01990fd5

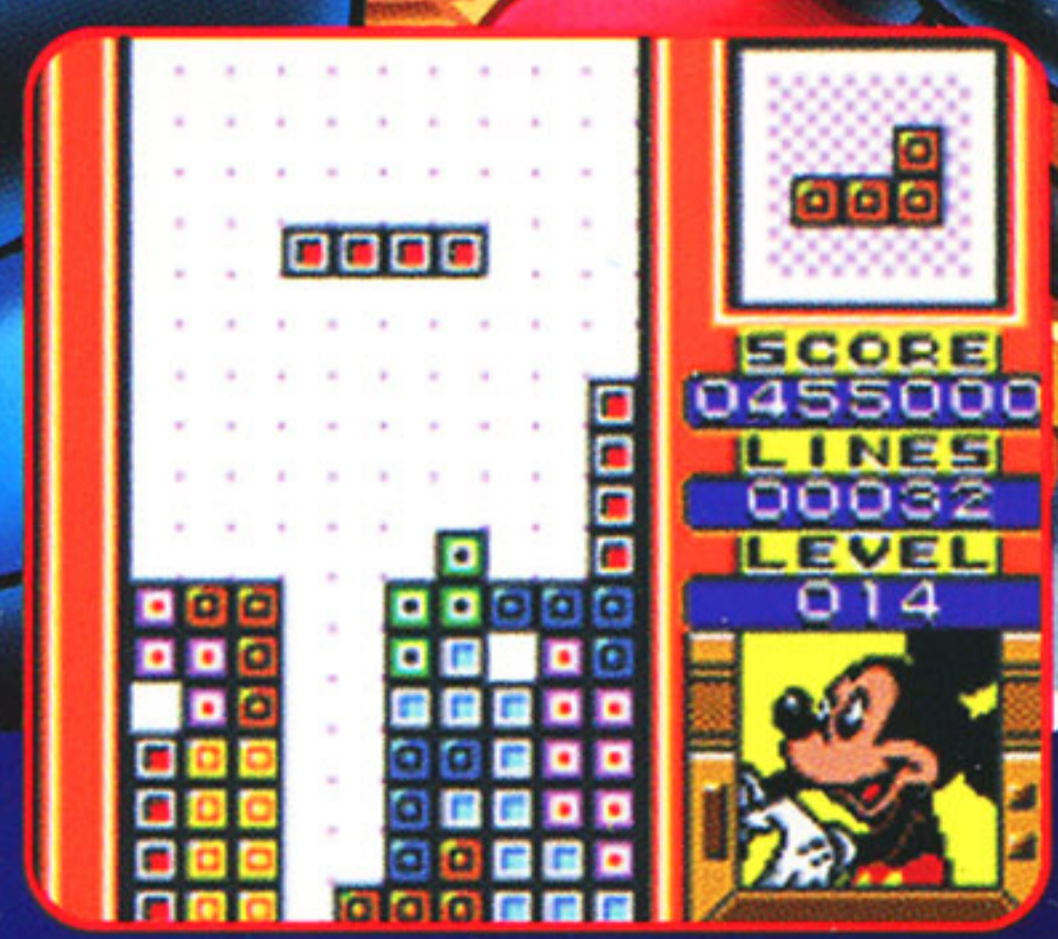
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