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**Top 25** Best  
Game Boy Games Ever!

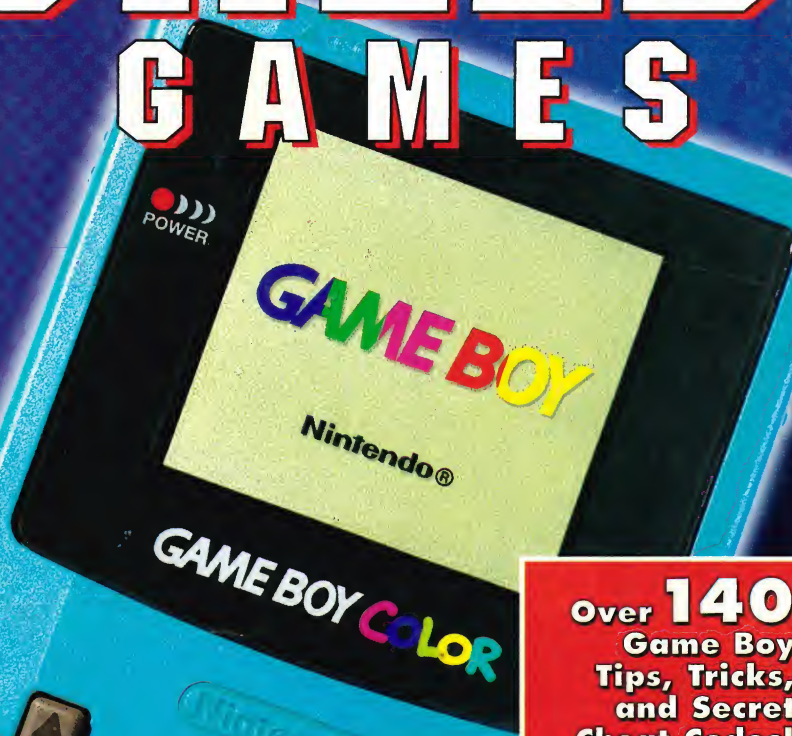
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Game Boy's  
**32-bit**  
Future!

Over **140**  
Game Boy  
Tips, Tricks,  
and Secret  
Cheat Codes!



## Pokémonia!

- **Pokémon Yellow** - Preview!
  - **Pokémon Gold & Silver** - First Look!
  - **Pokémon Snap** - Walkthrough!
  - **Pokémon Goodies** - Get Some!
- PLUS: Rare Pokémon Games!**



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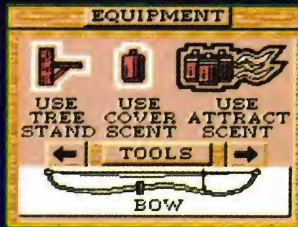
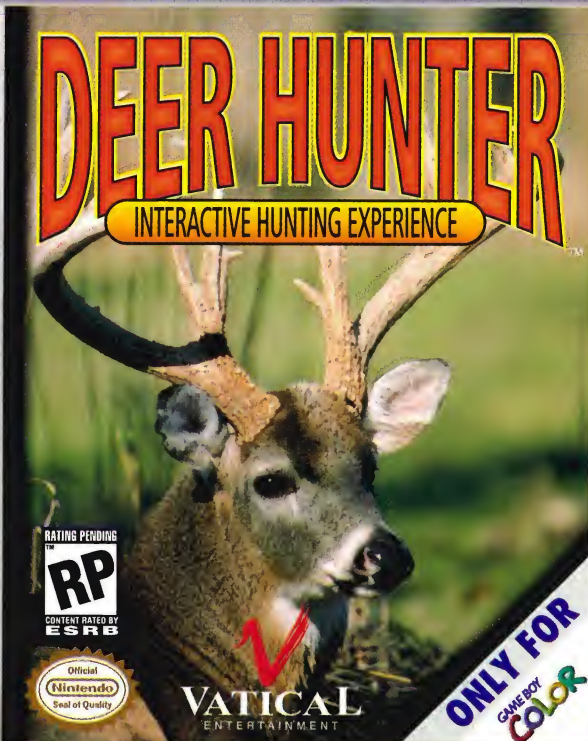
GAME BOY COLOR



## FEATURES

- **Rumble Feature**, you can actually feel the fish biting and the motor running!
- **Real Voice Playback** makes your fishing trip just like fishing with a buddy.
- **Eleven Lures To Choose From & Two Different Lakes To Fish On.**
- **Tournament And Blackjack Bass Fishing.**
- **Environmental graphics and sound** along with changing weather and water conditions add to the realism of your fishing adventure.

GAME BOY COLOR

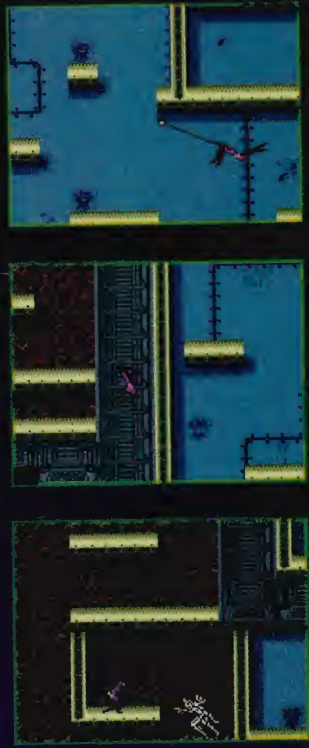


## FEATURES

- **CHOOSE YOUR WEAPON** - Rifle, Shotgun or Bow.
- **TOOLS OF THE TRADE** - Deer Call, Rattle, Binoculars, Cover Scent, Attractant Scent.
- **TRACK YOUR QUARRY** - On Ground, Tree Stand, Overhead Map.
- **4 SCENIC LOCATIONS** - Arkansas Autumn Woodlands, Colorado Alpine Forests, Indiana Winter, Target Range.
- **SHOWCASE** Your Prize Hunts in the Trophy Room.



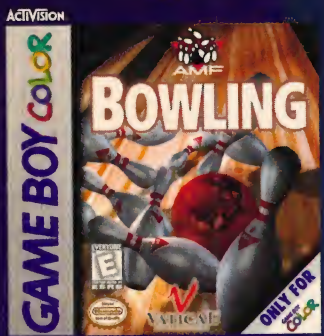
# GAME BOY COLOR



## FEATURES

- User-friendly, intuitive commands are easy to learn.
- Catwoman features plenty of gymnastic-style fighting moves, but you need to know which ones work best on certain foes.
- Dramatic cinematic scenes between stages keep the action going at a heart-pounding tempo.
- Stunning, full color backgrounds.
- Game design rewards covert strategy instead of mindless punching and kicking.

## Just In Time For The Holidays!



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**GAME BOY COLOR**

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POKÉMON GOLD & POKÉMON SILVER





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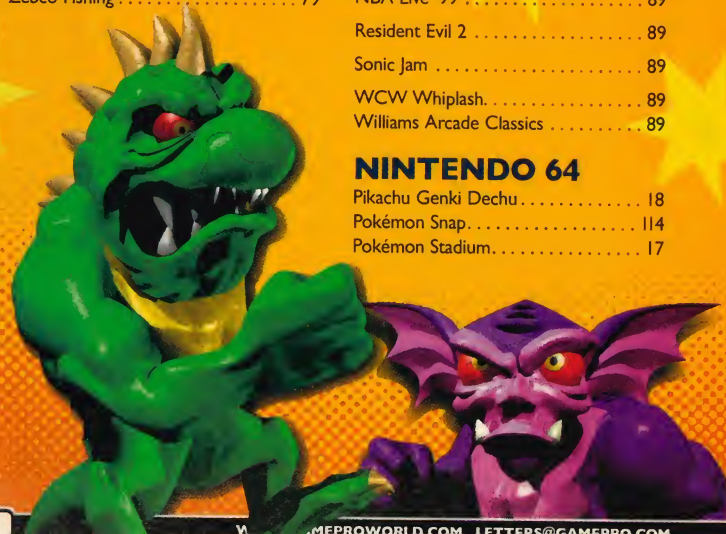
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## TEN YEARS OF GAME BOY...WHO KNEW?

This magazine should not exist. It's true. By traditional video game logic, the Game Boy should no longer be a going concern. Most video game systems last three years—five, if they're lucky—but the Game Boy refuses to die. It's been hanging on for a full decade and is still reinventing itself.

So what makes Nintendo's palm-sized powerhouse so interesting after all these years? It's 8-bit technology. It has two stubby buttons and a limited four-way directional pad. It learned the difference between black-and-white and color only a year ago for cryin' out loud.

Then again, it has Mario, Link, and Pikachu, not to mention its own digital camera and printer. A cell-phone hook-up is on the way, too, along with a secret new interactive toy that almost sounds too good to be true. The Game Boy may be small, but holy cow, is it ever mighty.

Whatever it is that the Game Boy has, other companies want it—as evidenced by *Handheld Video Games'* other stars, SNK's NeoGeo Pocket Color and Tiger's Game.com Pocket Pro. There's no doubt that these systems wouldn't exist if it weren't for Game Boy's pioneering in the portable realm. The fun part will be seeing if the new kids on the block can beat Nintendo at its own game. Rest assured that they'll try—and will probably usher in some exciting innovations in the process.

If you're an old-school Game Boy player, you're sure to enjoy our look at the past, present, and future of handheld gaming. If you're just discovering how much fun can be packed into a tiny plastic case, then welcome aboard. With some healthy new competition and the backward-compatible 32-bit Game Boy Advance coming next year, the portable forecast has never been better.

And so, this magazine exists. Go read it already.

**The GamePros**  
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# CLASSIC ARCADE ACTION FROM THE PACIFIC TO PERSIA!

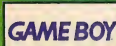


As an F6F Hellcat pilot, you must fight your way back to allied waters in this WWII classic based on the hit computer game. Bomb fortified enemy islands and engage enemy "zeroes" in air combat as you try to get home. Are you combat-ready?

Based on the hit game that set the standard for intense action and adventure. Armed with your sword and your wits, you must save the Princess before time runs out. Be careful where you step – those spikes can be nasty.



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# THE GAME BOY GROWS UP

THE MILLENNIUM MAY BRING MANY CHANGES TO THE WORLD, BUT NO ONE SUSPECTED THOSE CHANGES WOULD INCLUDE NEW GAME BOY HARDWARE! MEET THE GAME BOY ADVANCE.

BY THE WHIZZ

**W**ITH THE GAME BOY COLOR flying off store shelves, Pokémon conquering the world, and the hype over the timelessness of "the little system that did" echoing through the minds of gamers everywhere, it had to happen. Nintendo has announced a radical redesign for the Game Boy that will propel the 'Boy into man-sized duty as a game system and communications gadget.

## ADVANCED GAMING

The new system is being temporarily called the Game Boy Advance, and "advanced" it will be. It's being built around a 32-bit RISC CPU and developed by the ARM Corporation. (Take a look inside almost any cell phone, and you'll likely find it loaded with ARM technology.)

This development is staying in step with one of Nintendo's new company lines...the cellular telephone company line to be precise. There's already a device in the works that will let the current Game Boy Color tap into cell phone systems. The Game Boy Advance will be able to connect to a cell phone and become a sort of personal communications terminal, which will access the Internet and enable users to chat and exchange e-mail, among other things. The "other things," naturally, will include portable gameplay.

Nintendo has also announced the formation of a new company, called Mobile 21, to develop software specifically for the new system. Although there are currently no new game announcements, there will be games designed exclusively for the Game Boy Advance. And, yes, the system will also be backwardly compatible with Game Boy and Game Boy Color software. Moreover, Mobile 21 is also working on software for Nintendo's Dolphin console system that will enable it to connect to the Game Boy Advance (at least they didn't opt to call it "sardine").

Some of the features Mobile 21 seeks to wire into the Game Boy Advance are multiplayer cellular gaming and the ability to download game software. The Game Boy Advance already has a peripheral in development, too; it's a digital camera that will let online gamers view the face of the person they are playing against!

## POCKET PORTABLE

Nintendo hasn't unveiled the system yet, so its appearance is open to speculation, but there are preliminary specs. The unit will be an amazing 80 mm high by 135 mm wide by 25 mm deep, and it will weigh about 140 grams. That's only mere millimeters larger than a Game Boy Color.

The Game Boy Advance will house a 41 mm by 61 mm reflective color LCD screen capable of painting 65,000 colors. It will be powered by two AA batteries, like the current Game Boy Color, and battery life is estimated at an impressive-sounding 20 hours of continuous play time.

## GAME BOY 2000

The Game Boy Advance is scheduled to debut in Japan in August 2000 and in North America before the end of 2000. Count the Game Boy among those video game systems leading the way into the millennium. **G**



The 32-bit Game Boy Advance will be part portable game machine, part cellular telephone. (No, it won't look like this!)



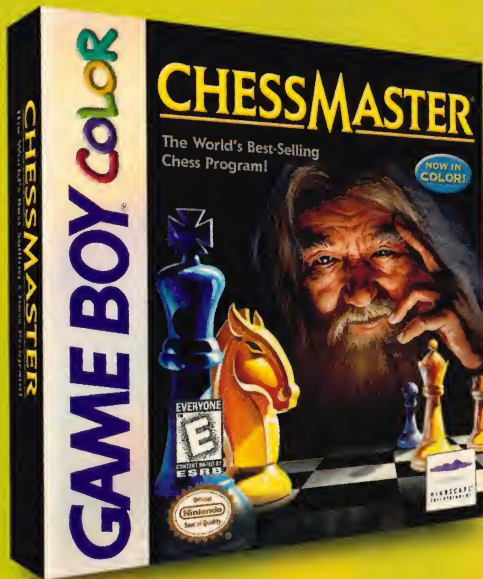
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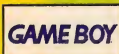


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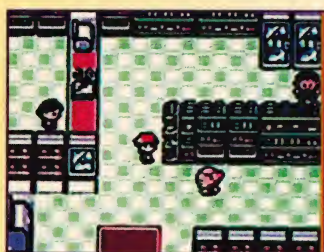


MINIATURE

# magic

Although the Game Boy dominates the handheld wars, the NeoGeo Pocket Color and Game.com Pocket Pro are ready, willing, and able to battle for your wallet this summer. Here's how the three top handhelds match up.

By Scary Larry



Pokémon Silver



Super Mario Bros. Deluxe

## LET'S HEAR IT FOR THE BOY

Nintendo's Game Boy is definitely the ruling class of portables—and the Color edition kicks serious ass.

One word: Pokémon. After selling 14 million units of Pokémon in Japan and over 2.8 million units in the U.S. (with more on the way this year), Nintendo doesn't have much to worry about.

But Pokémon is only one part of the story; the Game Boy boasts a library of over 450 games, some of which go all the way back to 1989. That's not stopping Nintendo from continuing to hit the portable market hard—say “Hello” to the Game Boy Color.

The Game Boy Color takes the Game Boy Pocket to a higher level. They're both the same size and feature standard headphone jacks, DC power jacks, and link cable extensions (along with an infrared port for wireless transfers of data between 'Boys), but the Game Boy Color also supports 8-bit color, displaying 52 colors simultaneously (out of a palette of 32,000).

The Color isn't perfect, though. Its main flaw is a lack of contrast control. Games must be played under a direct light source, which is a real bummer. At low light levels you simply can't see what's going on, and that's nobody's idea of a good time.

### SUMMARY

At \$79.99, with games ranging from \$12 to \$30, the Game Boy Color is a great investment. But the NeoGeo Pocket Color has better graphics for the same price. Should you sacrifice graphics for better games? The choice is in your hands.

★ **Ka-ching! \$79.99**

GAME BOY  
COLOR







NEOGEO **P**OCKET™

## A WOLF IN CHEAP CLOTHING

SNK's NeoGeo Pocket Color is a feast for the eyes with 16-bit graphics that could make you forget your Game Boy Color in a hurry. At the same price as the GBC, the Pocket Color looks like a great buy.

SNK is willing to bet all its pixels that gamers prefer better graphics to a larger game library. And the NeoGeo Pocket Color definitely has a great graphics engine, fully capable of re-creating those great NeoGeo classics—King of Fighters, Samurai Shodown, Baseball Stars, etc.—in a portable format.

The Pocket Color's features—linked gameplay, earphone jacks, and an DC power jack—are up to snuff, but the 16-bit CPU (bigger than any other handheld system's) is its real highlight. The Pocket Color also has a highly reflective TFT Liquid Crystal Display capable of painting 160×152 pixels and 146 colors simultaneously (out of a palette of 4096). In fact, SNK claims that the Pocket Color produces the same graphics quality as arcade machines.

Its other cool extras include a mini-joystick that's perfect for fighting games, a two-button layout, and an option button that lets you reconfigure certain game elements (skill level, number of lives, etc.) as you play. The unit also displays a calendar, horoscope, world time clock, and alarm. An infrared adapter that can support multiplayer input is in development.

But the Pocket Color is not without its drawbacks. As with the Game Boy Color, the most significant is the absence of a contrast control or a back light, which means that you must always have a direct light source in order to see your game. And, although the games for the Pocket Color are visually superior to anything else available on a handheld system, there are only a limited number of them and they are only available through SNK's Web site.

Nevertheless, while the Pocket may be pricey at \$79.99 (with games in the \$20 to \$30 range), it's well worth the money—because color visuals count for a lot in the handheld wars.



King of Fighters R-2



Puzzle Bobble Mini

## SUMMARY

The NeoGeo Pocket Color is a worthy investment, but you'd better pace yourself when playing its 20 or so games. SNK says more are on the way, but once you beat everything in its lineup, you may have to wait a while for something new.

★ **Ka-ching! \$79.99**

► CONTINUED





game.com



**Evander Holyfield Championship Boxing**



**Resident Evil 2**

## TIGER ROARS


**Don't count out the very affordable Game.com Pocket Pro from Tiger Electronics—whose prowess at licensing popular games means that some will appear exclusively on this black-and-white system.**

Tiger Electronics is one of the biggest video game developers in the world, holding a broad range of licenses from *Mortal Kombat* to *Star Wars Episode I: The Phantom Menace*—but you wouldn't know that unless you'd already purchased one of its reasonably priced Pocket Pros.

The Pocket Pro is a smaller version of Tiger's 8-bit black-and-white Game.com, which never caught fire with video game consumers. So Tiger added some new cabinet colors (purple, teal, orange, green, and pink) and reduced the unit to Game Boy Pocket size. All games and music are 8-bit, and the screen resolution is slightly higher than the Game Boy's. Standard features include volume and contrast control, headphone jacks, DC power jack, and multilink cable. A phone book, calendar, calculator, and e-mail connector are also part of the system. The directional pad is loose but accurate, and the four-button layout is perfect for fighting games.

Plus, the Pocket Pro has a bunch of bonuses. It's the only handheld system to feature a backlit display, enabling you to play in total darkness. It also supports a stylus tool (like a small pen) that you use with the touch-sensitive screen, which is great for board games like *Monopoly*.

So what are the Pocket Pro's drawbacks? Lack of color, of course—and that alone may be its downfall. Fluid gameplay is also not to be found in Tiger's lair; many of the games are choppy and hard to control. Still, compared to other handhelds, the Pocket Pro has two very appealing qualities: its price (a very affordable \$29.99, with games ranging from \$14 to \$30) and its exclusivity (it has some games that you simply won't find on any other handheld system).

That's the lowdown on the current status of the handheld wars. Let the fighting begin! 

### SUMMARY

The inexpensive price tag and exclusive licensing agreements are definite selling points for the Pocket Pro. You'll have to live with pixelated graphics, however, as you would with a standard Game Boy. Will you also settle for black-and-white? If so, then the Game.com Pocket Pro is for you!

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# POKÉMON GOLD & POKÉMON SILVER

By Dan Elektro

What do you get when you mix Pikachu with some precious metals?

Two new Pokémon games, that's what—and we've got a sneak peek!



Mariru is one of the new mouse Pokémon—possibly a water type.

If there's one thing Pokémon fans want, it's more Pokémon. Luckily for them, Nintendo and developer Game Freak are ramping up for two full-blown Game Boy Color sequels. What will these follow-ups to the primary-colored Pokémon Red, Pokémon Blue, and Pokémon Yellow editions be? Here's a hint: They're shiny, and they're hitting Japan this year (an American release won't be far behind).

## The Number of the Beasts

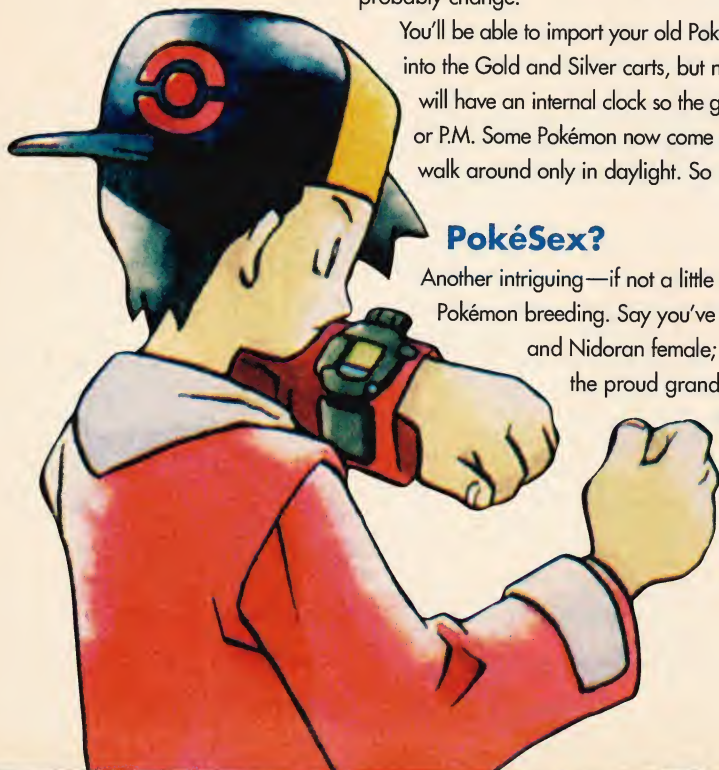
Pokémon Gold and Silver improve over the original series in a number of important and intriguing ways. First off, the number of creatures has been bumped up to 250. Nintendo was keeping details under wraps at press time, but some of the names that have leaked out include Yadokingu, Tenriyuu, Mariru, Donfuyan, and Houou. When the games come to America, those names will probably change.

You'll be able to import your old Pokémon Red and Blue creatures into the Gold and Silver carts, but not vice versa. Both cartridges will have an internal clock so the game can tell whether it's A.M. or P.M. Some Pokémon now come out only at night, while others walk around only in daylight. So much for your beauty rest!

## PokéSex?

Another intriguing—if not a little disturbing—new element is Pokémon breeding. Say you've captured that Nidoran male and Nidoran female; now you might find yourself the proud grandparent of a Nidoran baby!

Not every Pokémon will be able to procreate with every other, so figuring out the right love connections will be part of the fun.



Expect the basic gameplay in the Gold and Silver versions to stay true to the spirit of the original Pokémon games.





Togepi, a featured creature in the forthcoming Pokémon movie, will also show up in the Pokémon sequels.

Speaking of genders, players can now choose their own; the lead character can be a boy or a girl. Also, you can expect new technical and hidden machines to upgrade your Pokémon, new battle powers, and new evolutionary stages for familiar species. The Pokédex will be more powerful, and there's a new communications/scanner device called the "Pocket Gear."

With it, you'll be able to make calls to other characters for updated info during battles.

### Precious Metals

Pokémon Gold and Silver will be out in Japan by the end of the year, and Nintendo of America has promised a U.S. release in September 2000.

Can the Pokémon craze keep its amazing energy until then, or will Pokémon be an old fad this time next year? Stick around and see.



In addition to walking or riding a bike, you'll be able to use a skateboard to get around.

Can the Pokémon craze keep its amazing energy until then, or will Pokémon be an old fad this time next year? Stick around and see.

1	2
<p>マリル 116 HP 41/49</p> <p>ポリワイル 118 HP 41/49</p> <p>マリの マリルの ぼうぎょりょくが さがった!</p>	<p>ポリワイル 138 HP 109/109</p> <p>バタフリー 142 HP 109/109</p> <p>マリの ポリワイルの あまいめがかり!</p>
<p>3. Who's that girl? She just might be your rival in the new Gold and Silver games.</p>	<p>4. If some Pokémon in Blue and Red were strange, imagine what could appear in Gold and Silver!</p>
<p>HP 117/117</p> <p>ポリワイル 140 HP 117/117</p> <p>ガールスカウトの カナミが しょうぶを しかけてきた!</p>	<p>ポリワイル 137 HP 117/117</p> <p>マリの ポリワイルの ころがる!</p>
3	4

# REALLY RARE pokémon

It's true—Japanese Pokémaniacs will get to play Gold and Silver long before you do. Take a look at what other Pokémon games we're missing on this side of the Atlantic:

### Pokémon Stadium

The upcoming American version of Pokémon Stadium is actually Japan's Pokémon Stadium 2. The original Pokémon Stadium featured only 50 of the 151 Pokémon, but the groundwork was



Pokémon Stadium (Nintendo 64)

there: glorious full-screen, full-color battles between some of the toughest and cutest Pokémon around. When this title hits the U.S. (it's slated for spring 2000), you'll be able to import your pocket monsters from your Game Boy cartridge via a special converter. Plus, there will be some Mario Party-style mini-games for those times when you don't feel like devastating an opponent with a Bubblebeam.

▶ CONTINUED



## Pokémon Green

The Green version came out in Japan in 1996, but don't be envious—you already have it as the American cartridge Pokémon Blue. Pokémon Green and Red started things off in Japan, and were brought to the U.S. as Red and Blue—same music, same graphics, same menus, and same gameplay, but with English text. The Japanese version of Blue, however, is different; it comes loaded with a mix of monsters from both Red and Green, plus the ultimate bad kitty, Mew. Confused? You should be.



## Pokémon Card

Yep, it's an electronic version of the trading card game you know and love—and it's been out in Japan for a year already! So where's the English version? It's coming to U.S. shores in February, says Nintendo.



## Pikachu Genki Dechu

Think of this as a really fancy version of the Pokémon Pikachu LCD "virtual pet" game that came out in the U.S. last year. This N64 game (the name is Japanese for "Pikachu is feeling fine") comes with a headset microphone that lets you give voice commands to an onscreen Pikachu. First, however, you have to find him in a virtual forest, wake him up,



and make friends. He understands specific words—for instance, if you call Pikachu "stupid" in Japanese, he'll get miffed, run away, and ignore you! There are also puzzles and side games, such as a fishing excursion. Pikachu Genki Dechu came out in Japan last Christmas, but it's doubtful it will ever appear in the U.S., simply because of the problems involved in translation.





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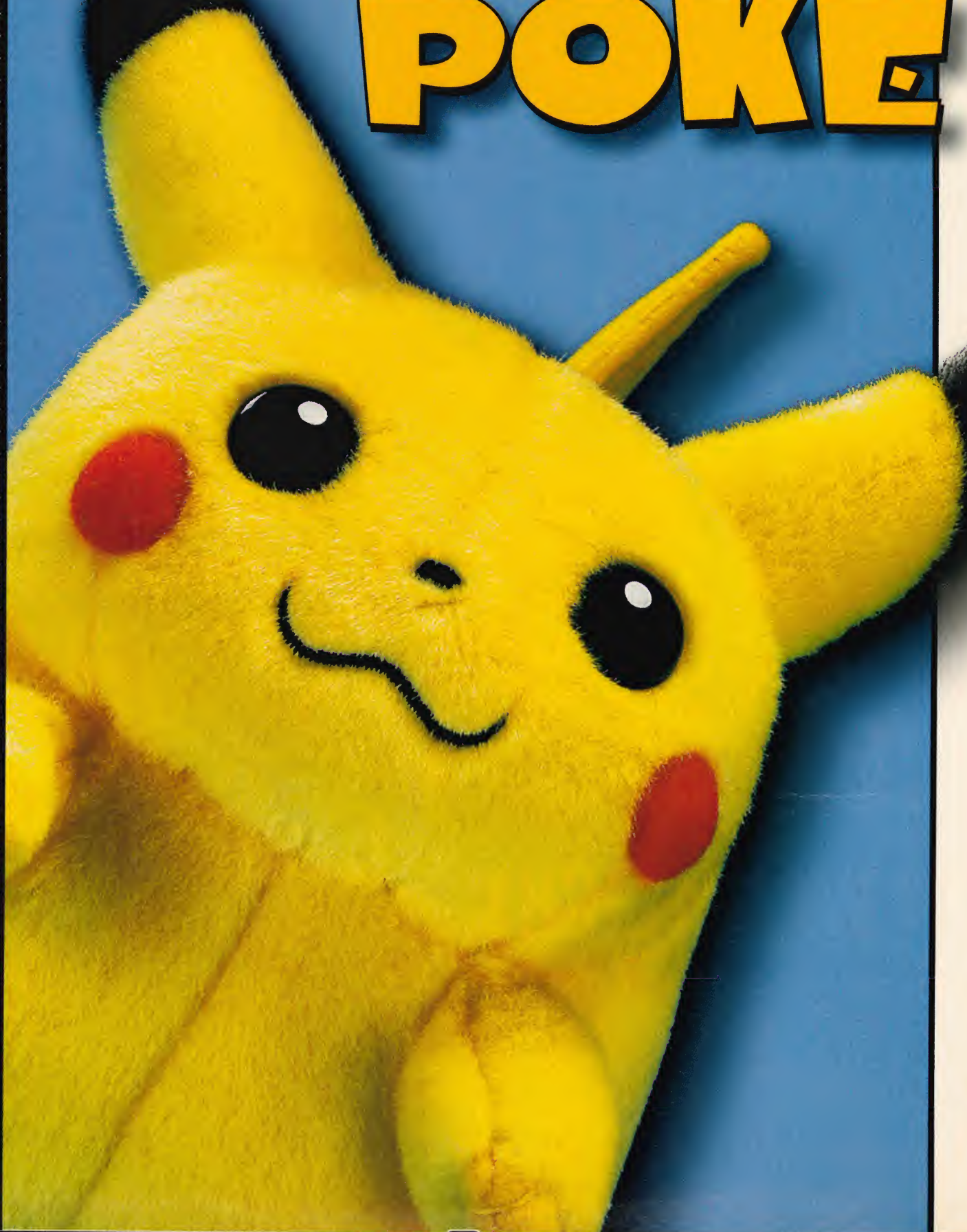
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# POKÉ





# PALOOZA

So you say you've got both Pokémon Red and Blue? Tip of the iceberg, friend. Here's some of the coolest Pokémon gear around for serious (and not-so-serious) collectors. *By Slo Mo*

**P**okémon may be evolving into other Pokémon in Game Boys around the world, and the Pokémon brand is likewise evolving—into a monstrous conglomeration of products. Whether it's cards, action figures, comic books, or even jet aircraft, the Pokémon are a merchandising force to be reckoned with.

## CARDS

### 1. BOOSTER PACKS

The Pokémon Trading Card Game (TCG) is everywhere, and hardcore card players and avid collectors alike crave booster packs. If you're just getting into Pokémon cards, here's the lowdown: Boosters are individually wrapped packets of 11 cards. As with sports cards or Magic: The Gathering cards, you buy boosters to build up a complete set or a custom collection of creatures. Currently, all Pokémon card games are based on two

sets, the Basic Set (102 individual cards) and the Jungle expansion set (48 new cards). Booster packs are available for both sets. Advanced card players buy boosters in hopes of adding strong Pokémon cards to fortify their decks for competition. Collectors buy boosters for the thrill of the hunt—a cheap thrill at that.

*Wizards of the Coast (206/624-0933, [www.wizards.com](http://www.wizards.com)), \$3.29 per pack*

### 2. POKÉMON TCG 2-PLAYER STARTER SET

The Pokémon 2-Player Starter Set is a two-in-one deal for gamers just starting the Pokémon card game. You get two 30-card starter decks and a starter game guide for basic two-player action. Also included is an advanced rulebook, so that later on you can play a more complex game with all 60 cards.

*Wizards of the Coast (206/624-0933, [www.wizards.com](http://www.wizards.com)), \$9.99*





## CARDS (CONTINUED)

### 3. PRECONSTRUCTED THEME DECKS

Theme decks are for experienced Pokémon players who want to learn advanced gameplaying techniques or who want to build up the power of their decks by adding certain Pokémon cards. Currently, there are four 60-card theme decks based on the Basic Set of Pokémon cards: Zap!, Overgrowth, Brushfire, and Blackout. Each of the four involves a unique strategy involving a different combination of the five types of Pokémon: Psychic, Lightning, Grass, Water, and Fire. In addition to the cards, each theme deck includes other game paraphernalia such as a Pokémon coins, damage counters, and an advanced rulebook.

*Wizards of the Coast (2061624-0933, www.wizards.com), \$9.99 each*

### 4. JUNGLE PRECONSTRUCTED THEME DECKS

The Jungle expansion series appeared in America just this year. This set of cards enables players to build decks by adding a new variety of Pokémon creatures, including Snorlax, Eevee, Meowth, Scyther, and a new Pikachu. There are two theme decks in this series, Water Blast and Power Reserve. Water Blast features Lightning and Water Pokémon, while Power Reserve packs a punch with Grass and Psychic Pokémon.

*Wizards of the Coast (2061624-0933, www.wizards.com), \$9.99 each*



### 5. THE FOSSIL SERIES

Fossil is the third and newest series of Pokémon cards. You'll be able to score booster packs and preconstructed theme decks to bolster your deck with Fire, Grass, Lightning, Psychic, and Water Pokémon such as Sandslash, Geode, Kabuto, Aerodactyl, Muk, and others.

*Wizards of the Coast (2061624-0933, www.wizards.com), \$9.99 each*

### 6. THE JAPANESE SERIES

The Pokémon Trading Card Game began in Japan three years ago, but English versions of Japanese cards have been on sale here since only the beginning of '99. American collectors, however, have been hot after Japanese Pokémon cards since the craze began. There are actually 13 sets of Japanese decks totaling 450 cards—so American card players are just getting started! You can find them in stores or on Web sites that specialize in Japanese goods.



▶ 3



▲ 4

▼ 6



# GAME BOY

## POKÉMON YELLOW VERSION: SPECIAL PIKACHU EDITION BUNDLE

Now you can possess your very own Pokémon Yellow Game Boy Color. It's part of a special bundled set that includes Pokémon Yellow Version: Special Pikachu Edition, the latest Pokémon game (see preview in this issue). Yellow is in the style of the previous Red and Blue games, but the story line follows the television show more closely and you get to begin the game with Pikachu.

*Nintendo of America (800/255-3700, www.pokemon.com), \$109.99*





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# TOYS

## 1. PIKACHU PLUSH

Pikachu's the Pokémon with the cuddly-n-cute factor going, so he's the first to get the "plush" treatment. This stuffed monster stands eight inches tall and looks to be standard issue for Pokémon trainers of all ages.

Hasbro (401/725-8697, [www.pokemon.hasbro.com](http://www.pokemon.hasbro.com)), \$9.99

## 2. POKÉMON SMALL BEAN-FILLED PLUSH ASSORTMENT

Sure, plenty of folks feel Pokémon are full of beans...and in this case, they're right. This is a line of mini plush toys filled with bean pellets. Meowth, Charizard, Squirtle, Pikachu, Jigglypuff, Poliwhirl, Eevee, and Snorlax are the first creatures off the assembly line, but rest assured that more will follow this holiday season.

Hasbro (401/725-8697, [www.pokemon.hasbro.com](http://www.pokemon.hasbro.com)), \$4.99 (each)

## 3. THE POKÉMON YO-YO

Craze meets craze as the Pokémon roll onto their own series of yo-yos. This first set will include Pikachu, Meowth, Blastoise, and Charmeleon, who are nicely embossed onto the yo-yos. According to Tiger, the yo-yos can stand up to the rigors of all your favorite tricks. For added pizzazz, each yo-yo has flashing lights and can play Pokémon music.

Tiger Toys (847/913-8100, [www.game.com/tigertoys/poke.htm](http://www.game.com/tigertoys/poke.htm)), \$9.99

## 4. POKÉDEX ORGANIZER

Every Pokémon trainer has to have a Pokédex. Here's one from Tiger Toys that enables you to look up all 151 Pokémon. The database contains each Pocket Monster's attack moves, category, and animations. You even get animations for each creature's major attack moves!

Tiger Toys (847/913-8100, [www.game.com/tigertoys/poke.htm](http://www.game.com/tigertoys/poke.htm)), \$24.99

## 5. ELECTRONIC POKÉMON FIGURES

These battery-operated Pokémon figures fire up sounds, lights, and speech. You may purchase Pikachu, Charmander, and Meowth.

Hasbro (401/725-8697, [www.pokemon.hasbro.com](http://www.pokemon.hasbro.com)), \$7.99



◀1

▶2  
◀2



▶3



▶5

▶4





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# TOYS (CONTINUED)

## 6. POKÉMON STANDEES

Here's your chance to punch out some Pokémon...and stand them up on your desk. This is a deal-and-a-half for hardcore Poké-buffs! For 20 bucks you get 20 full-color standees. They're 9.5 inches by 11.25 inches and depict some of your favorite characters, including Meowth, Charmander, Bulbasaur, Squirtle, Clefairy, and four versions of Pikachu. Plus, the figures are designed by the artists of the Pokémon TV series.

Viz Communications (4151546-7073, [www.viz.com](http://www.viz.com)), \$19.95

## 7. POKÉ BALL BLASTER

The Blaster sets are supposedly mini-games you can play with Pokémon, but they're really just a way to collect some cool Pokémon PVC figures. There are three in a set, and though the seven sets are named after individual Pokémon like Pikachu, Squirtle, and Blastoise, other creatures like Scyther, Chansey, and Poliwhirl are in there, too.

Hasbro (4011725-8697, [www.pokemon.hasbro.com](http://www.pokemon.hasbro.com)), \$7.99 each

## 8. POKÉMON BATTLE FIGURES SET

Here's yet another way to collect Pokémon PVC figures that's disguised as a game. You get two figures and clear plastic Poké Balls in which to house them. Twenty-two figures are available, including Psyduck, Metapod, Mankey, Butterfree, Pidgey, Golem, Geodude, and more. By the way, Hasbro retired the Beedrill and Kakuna sets in this series earlier this year, so if you got 'em, don't open 'em—you now own a very cool collectible!

Hasbro (4011725-8697, [www.pokemon.hasbro.com](http://www.pokemon.hasbro.com)), \$4.99 each

## 9. POKÉMON ROLL AND PLAY STAMPERS

Pokémon are on a roll...and they ain't kidding! Each pack of Stampers contains three Pokémon on self-inking, roll-on stamp pads that pack away into a carrying case. Now you can tag anything with Bulbasaur, Raichu, Jigglypuff, Clefairy, Squirtle, Charmander, Pikachu, Poliwhirl, and Chansey.

Hasbro (4011725-8697, [www.pokemon.hasbro.com](http://www.pokemon.hasbro.com)), \$5.99 each

## 10. POWER BOUNCER



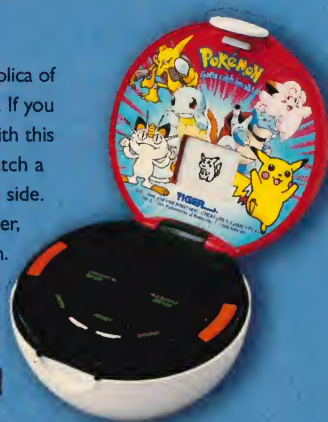
Let's slam some Pokémon off the walls! Each clear, super-bouncing ball contains a monster. Dragonite, Vaporeon, Jolteon, Poliwhirl, Charizard, Blastoise, Flareon, Charmander, Squirtle, Pikachu, and Mewtwo are preserved in plastic.

Hasbro (4011725-8697, [www.pokemon.hasbro.com](http://www.pokemon.hasbro.com)), \$2.99 each

## 11. POKÉMON POKÉ BALL

The best thing about this item is that it's a replica of that now-famous Pokémon-capturing device. If you like, you can also play five different games with this Poké Ball. Basically, you tilt the ball and watch a Pokémon tracking beam sweep from side to side. When you think the speedy beam has hit center, you jam the Catch button to snag a Pokémon. All 150 are awaiting capture.

Tiger Toys (847)913-8100, [www.game.com/tigertoys/poke.htm](http://www.game.com/tigertoys/poke.htm), \$19.99



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## 12. POKÉMON MICRO PLAYSETS

Small, self-contained adventure worlds enable you to carry a Pokémon fantasy wherever you go. Each set contains two Pokémon. The Forest Adventure set stars Pikachu and Oddish, the City Adventure set features Charmander and Eevee at Professor Oak's lab, while Squirtle and Poliwhirl go island hopping in the Beach Adventure set.

Hasbro (401/725-8697, [www.pokemon.hasbro.com](http://www.pokemon.hasbro.com)), \$7.99



## 13. THE POKÉMON SKATEBOARD

The Pikachu mini-skateboard is the first in a series of 1/4-scale toys that will feature all your favorite Pokémon creatures. The board comes with its own set of removable rubber wheels and a tool set.

White's Marketplace (888/468-9435, <http://st13yahoo.com/collectingconcepts/pokskat.html>), \$7.95

## 14. POKÉMON CYCLONE 2

The Cyclone is a portable Pokémon fighting game unit that's probably best suited for people who don't have the patience to capture all the Game Boy creatures. The unit contains a built-in bar code reader, action buttons, and an LCD screen, and comes bundled with eight Pokémon discs. The bar code reader uploads creature data from the discs so that you can battle an A.I. opponent or link Cyclones to battle a friend. Four separate disc packs are sold separately, each with 23 different Pokémon for a grand total of 100 possible Pokémon.

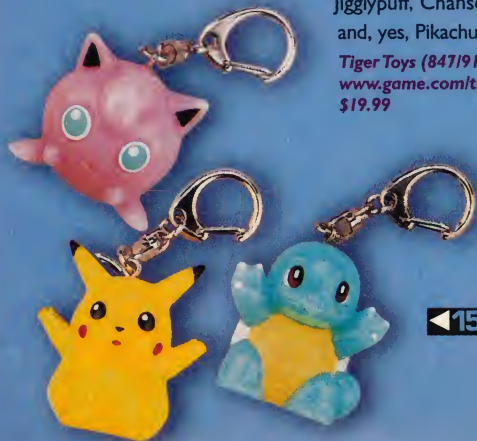
Tiger Toys (847/913-8100, [www.game.com/tigertoys/poke.htm](http://www.game.com/tigertoys/poke.htm)), \$19.99

## 15. POKÉMON KEYCHAINS

Is that a monster in your pocket? You bet! Now you can carry your favorite pocket monsters around. Tiger has two types of keychains. The Plush Pikachu Keychain is modeled after you-know-who and possesses serious squeezability. In fact, if you squeeze, it talks! The Pokémon Lighted Keychains put major glow in your pants by flashing an eye-catching strobe effect. They come molded in the likeness of most of the popular Pokémon, including

Jigglypuff, Chansey, Psyduck, Squirtle, and, yes, Pikachu.

Tiger Toys (847/913-8100, [www.game.com/tigertoys/poke.htm](http://www.game.com/tigertoys/poke.htm)), \$19.99



◀15

# CAMERA

## THE POKÉMON CAMERA

If you think taking pictures in Pokémon Snap is slick, how'd you like a Pokémon to take a photo of you? This 35mm camera has two Pikachu molded into its body, and, in addition to taking crisp color photos, the cam also prints a border around each shot containing all 150 Pokémon. There's a built-in flash and carrying case, too. Can you say, "Pikacheese!"

Tiger Toys (847/913-8100, [www.game.com/tigertoys/poke.htm](http://www.game.com/tigertoys/poke.htm)), \$14.99



# LUNCH KITS

## POKÉMON LUNCH KITS

If you're talking about lunch kits, you mean Thermos. These guys take "cool" seriously, so they've created soft and hard Pokémon kits. The soft version stars Charizard, while the hard style features Ash and Brock with Sandshrew and Pidgey. New characters are slated to appear by June 2000.

Thermos (888/226-7130, [www.thermos.com](http://www.thermos.com)), \$8.99 (soft kit), \$9.99 (hard kit)





# BOOKS & COMICS

## 1. POKÉMON: THE ELECTRIC TALE OF PIKACHU

This four-issue comic series that first hit America in '98 is an original tale written and drawn by Toshihiro Ono that's separate from the TV show, but still set in the Pokémon world. In this story, Ash Ketchum is just beginning his training as he finds his first Pokémon: Pikachu. You might be able to hunt down individual issues—or maybe you'd rather pick up the graphic novel containing the entire series and four bonus color pages.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$3.25 (individual issues), \$12.95 (graphic novel)

## 2. POKÉMON: PIKACHU SHOCKS BACK

*Pikachu Shocks Back* is the second Pokémon series by Toshihiro Ono. Ash, Misty, and Brock try to help a boy who doesn't want to evolve his Eevee, and Pikachu discovers an entire herd of Pikachu! This four-issue set began earlier this year, and it will appear as a graphic novel in November.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$3.25 (individual issues), \$12.95 (graphic novel)



## 3. POKÉMON: SURF'S UP, PIKACHU!

Here's the next installment in the original Pokémon comic by Toshihiro Ono. The first of this four-issue series is to appear in November. Ash and Pikachu travel to Orange Island to help the inhabitants, whose plants are being picked clean by a hungry Snorlax.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$2.95

## 4. POKÉMON ADVENTURES

Unlike the TV show or the other Pokémon comics, the *Pokémon Adventures* series more or less follows the story line of the original Red and Blue Game Boy games. The comics will be much more dramatic, though, and will be the work of a new creative team: writer, Hidenori Kusaka, and artist, Mato. In fact, although you meet Ash Ketchum as he's just beginning his training, he's called "Red" here, and his rival, Gary, is called "Blue." Even Team Rocket shows its true colors—in this case, they're dressed in black and are seriously evil dudes. This is an ongoing series with six graphic novels slated for monthly release, starting now.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$5.95

## 5. THE ART OF POKÉMON: THE FIRST MOVIE

Soon-to-be fans of *Pokémon: The First Movie* will freak over this full-color storybook illustrated with scenes from the film. It follows the film's story line with Mewtwo wreaking havoc on the planet.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$8.95

## 6. POKÉMON: THE FIRST MOVIE ANIMATION COMICS

The Pokémon movie will spawn its own four-issue comic series beginning in December. You'll witness the cloning of Mew into Mewtwo and the subsequent world-threatening battle with that powerful psychic Pokémon. New Pokémon will be introduced in this series, too, such as the bulldog-like Snubbull and the mouse-balloon, Marowak.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$3.95





Everyone's favorite tailwhipping gecko  
is back on the Game Boy Color™!

# GEX<sup>3</sup>

DEEP COVER GECKO  
POCKET



Available  
NOW!

## "It's Tail Time!"

- Tail attack your way through 11 bizarre levels and mini-games on your quest to defeat the evil Rez.
- Shred on a snowboard or take a wild kangaroo ride!
- All-new isometric 3D Boss and Hub levels requiring 3D thinking.
- Over 4,500 frames of character animation and nine cool disguises.
- Climb walls and ceilings with GEX's suction cup paws!



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Eidos Interactive, 651 Brannan Street, San Francisco, CA 94107  
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# TOYS (CONTINUED)

## 7. POKÉMON: ELECTRIC PIKACHU BOOGALOO

*Electric Pikachu Boogaloo* by Toshihiro Ono completes its four-issue run in October. Events in this series include the return of Professor Oak, Clefairy, and Clefable. Also, the Pokémon speak in their own language.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$2.95 (individual issues), \$12.95 (graphic novel)

## 8. LET'S FIND POKÉMON!

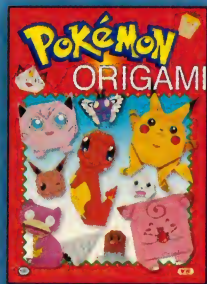
This is like a weird Pokémon dream—eight dioramas jam-packed with Pokémon working, playing, fighting, and just hanging in areas throughout the Pokémon world such as Pallet Town, Mt. Moon, and Celadon. Overwhelming but fun.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$11.95

## 9. POKÉMON TALES

These board books are basically English translations of a Japanese series for children. You (or your favorite Pokémon fan) may dig collecting them for their very fine full-color art and cute stories. Each book has been created by a different artist with styles ranging from watercolors to pastels to computer graphics. In Japan, over 40 books have been produced in this series, one for each major Pokémon. By this fall eight should be available here, featuring Charmander, Squirtle, Bulbasaur, Pikachu, Psyduck, Clefairy, Butterfree, and Dragonite.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$4.95 each



## 10. POKÉMON ORIGAMI

When it comes to Pokémon, nothing's sacred—not even the ancient Japanese art of paper-folding. Now you can try your hand at “Pokégami” as author Ryoko Nishida reveals that you don't have to capture Pokémon anymore...you can just make them. This fold-by-fold how-to includes preprinted paper.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$8.95

## 11. POKÉMON: PATHWAYS TO ADVENTURE

Dive into the mind of Ash Ketchum and learn how to beat Pokémon Red and Blue for the 'Boy. *Pathways to Adventure* is a series of kids' novels that jump from video game story lines to tell a tale based on game strategies.

Sybex (510/523-8233, [www.sybex.com](http://www.sybex.com)), \$9.99 each

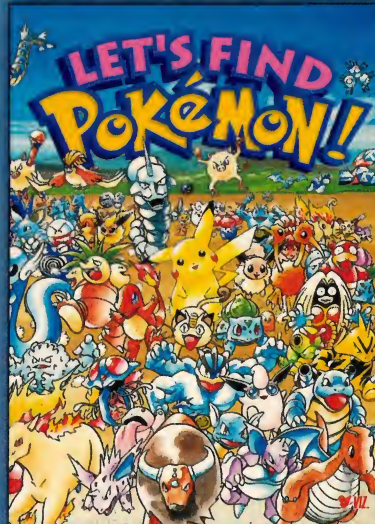
## 12. POKÉMON SNAP: PATHWAYS TO ADVENTURE

As you played Pokémon Snap for the N64, did you wonder what was going through Todd's mind as he explored Pokémon Island? Now you can find out in this beginning-to-end strategy guide masquerading as a novel.

Sybex (510/523-8233, [www.sybex.com](http://www.sybex.com)), \$9.99



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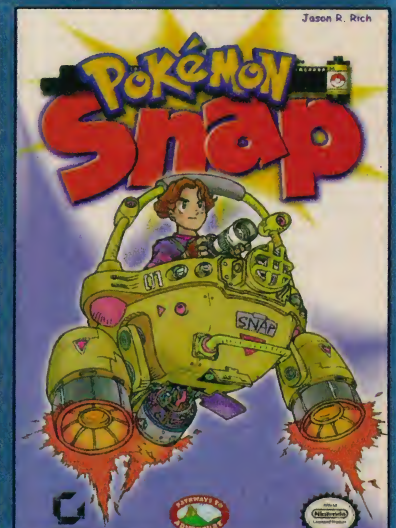


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10x



100x



1000x

**NO ONE MAKES GAMEBOY SO MMM, MMM CRAVE-A-LICIOUS.**

**GAME BOY  
COLOR**



**We know what you  
CRAVE**

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# MUSIC MOVIES & TAPES



## POKÉMON: 2. B.A. MASTER

One of the best things about the *Pokémon* TV show is its catchy tunes. You get all of them here, plus a dance mix of the original TV theme music, 10 new songs, and the complete Pokérap.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$16.97

## 1. POKÉMON: THE MOVIE: MEWTWO STRIKES BACK

Ash, Misty, Brock, and Pikachu bring their Pokémon-training adventures to the big screen. The film (a Kids WB Presentation) introduces the world to a special, superpowered creature that doesn't live in the wild, but is bio-engineered by Mewtwo (itself the result of the cloning of Mew). You can bet that the Super-Pokémon brings chaos to the Pokémon world. Also on the bill is a 22-minute short, *Pikachu's Vacation*, which will introduce four new Pokémon. In Japan, this combo turned out to be the fourth-highest moneymaker for '98.

Kids WB, [www.pokemonthemovie.com](http://www.pokemonthemovie.com)

## 2. THE POKÉMON TV SERIES

Selected episodes of the *Pokémon* television series are available on VHS and DVD. They come three to a tape or disc, and you can even get the premiere episode.

Viz Communications (415/546-7073, [www.viz.com](http://www.viz.com)), \$14.95 each (VHS), \$24.98 each (DVD)



# TRANSPORTATION

## 1. THE POKÉMOBILE

Nintendo has custom-designed a fleet of Pokémobiles based on the '99 VW Beetle, adding Pikachu-style ears, tail, and color schemes to the base Bug. You may have seen the Team Nintendo gang driving across America. There's also a Nintendo 64 with a Wide Boy connected to a 20-inch TV that's wired into the back of the car. Flip open the back hatch and you're ready to play Pokémon Red, Blue, Yellow, or whatever.

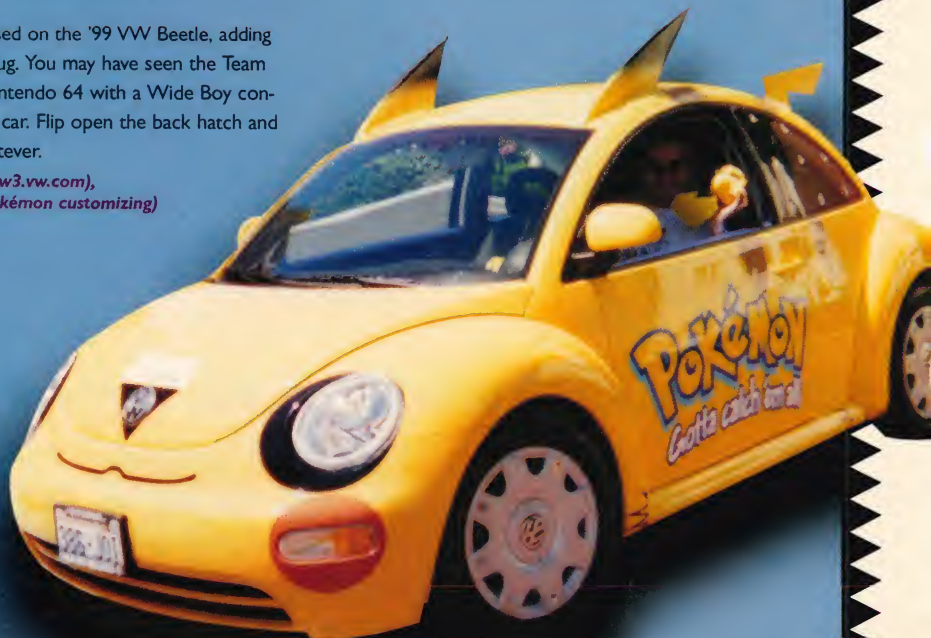
Nintendo of America ([www.pokemon.com](http://www.pokemon.com)); Volkswagen ([www3.vw.com](http://www3.vw.com)), \$23,000 (about \$20,000 for the Beetle and \$3000 for the Pokémon customizing)



## 2. THE POKÉMON JET

You thought the Pokémobile represented the ultimate Pokémon fantasy vehicle? Well, ANA (All Nippon Airways) has created four Pokémon aircraft. They're Boeing 747-400s, sporting an outrageous paint job. They hit cruising speeds of about Mach 0.85 with a maximum passenger capacity of 336 Pokémon fans (with Game Boy Colors). It doesn't stop there. Cabin attendants wear Pokémon aprons and the pocket monsters appear on headrests and cups, too. The Pokéjets fly the route between Tokyo and San Francisco.

All Nippon Airways (800/235-9262, [www.fly-ana.com](http://www.fly-ana.com)), \$187 million (if you must know)





Works with  
Game Boy® Color  
& Video Systems!

# THESE ODDS ARE WITH YOU!

Abe's™ back—and he's got five new allies! He's going to need them, too, if he wants to stop the Glukkons™ latest mad scheme! Abe™ and his loinclothed comrades-in-arms have to fight their way through 24 towering levels and two modes of vicious gameplay! Not to mention a rampaging host of homicidal Sligs, Glukkons; Scrabs, and Paramites! Never before has your full-color Nintendo® Game Boy® packed so much odd-inspiring wallop!



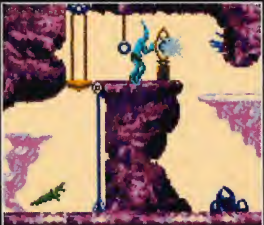
Lead five Mudokon™ liberators!



Battle through 24 towering levels!



Play 2 modes of monstrous Mudokon™ gameplay!



Say it like it is with more Gamespeak™!

**ODDWORLD**  
Adventures **2**  
GAME BOY.™ ODD BOY.



ODDWORLD  
INHABITANTS



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# *Power* **Players!**

There are tons of accessories available for the Game Boy Color—but which ones will keep you playing for hours on end?

By Scary Larry and The Rookie



# Game Boy's Got a Brand-New Bag

Here are a few tight totes for carrying around all of your cool new Game Boy products.

## COLOR CARRYING CASE ▶



## INNOVATION COLOR CARRYING CASE

Innovation's carrying case for Game Boys Pocket and Color is pretty feature-packed—it has a main section with rearrangeable velcro walls and four netted pockets to keep your cartridges snug. The fake leather exterior and removable strap may make it look a little too much like a purse for some people—especially in bright blue (thankfully, it comes in four other colors, too). Still, it's strong and padded, and you can cram a lot of gear inside. What more do you want?

\$19.99, Innovation  
860/395-3090  
[www.innovation1.com](http://www.innovation1.com)

## TRAVELPAK ▶



## INTERACT TRAVELPAK

If you're looking for a compact carrying case to wear around your waist, grab ahold of the TravelPak by InterAct. It has enough room for your Game Boy as well as batteries, game manuals, a link cable, and between six and eight games (depending on how well you pack). Plus, it's officially licensed by Nintendo.

\$11.99, InterAct  
410/785-4064  
[www.interact-acc.com](http://www.interact-acc.com)

## SURVIVAL KIT ▶



## PELICAN SURVIVAL KIT

One of the best carrying case/peripheral combos, the Survival Kit comes with a rechargeable battery, link cable, light magnifier, and AC adapter. The rechargeable battery lasts for 10 hours, and all the components are color-coordinated (ours came in a violet color that we were afraid to take out of the office). It's a great pack with lots of cool stuff, but our one caveat is that the carrying case is much too small (it attaches to your belt!).

\$19.99, Pelican  
323/234-9911  
[www.pelicanacc.com](http://www.pelicanacc.com)



# Batteries Not Included



SGRL POWER SET ▶

Most portable power players know that the endless energy consumed by Game Boys will burn a hole in anyone's wallet—if you use conventional batteries. Not only do conventional batteries cost way too much and last not nearly long enough, they tend to go out in the middle of a game (see sidebar, "Copper vs. Bunny: A Tale of Two Batteries").

We also don't recommend rechargeable batteries (the kind that look like regular batteries, but have to be recharged in a charger), because of their high rate of leakage. Rechargeable batteries also have a tendency to overcharge, causing disruptive and sometimes lethal surges of power to course through your Game Boy.

The best alternative is a rechargeable battery pack. We'll look at four of the best out there. They offer different amounts of charge time and other options that may help you decide which one to get—and all of them are much more affordable than standard batteries.

Average price of a two-pack of AA batteries: .....\$2.69

Battery two-packs purchased per year for a Game Boy (based on four hours usage per day): .....90

Amount spent on batteries per year: .....\$242.10

## THE SGRL POWER SET

The Power Set comes with two rechargeable battery packs, each of which charges in four to five hours and lasts for four to five hours. This means that you can charge one while you play with the other, giving you an endless supply of energy. The Power Set's other advantage is that its batteries are made with super nickel hydride, the material used in laptop computer batteries, so there are no "memory" problems when you recharge. (Batteries gain memory when you don't let a battery completely drain before recharging it—the battery then remembers that spot as its new "empty" position, and may not recharge completely.) The set comes with two batteries, a charger, and an AC adapter.

**\$19.99, SGRL**  
888/330-7525  
[www.sgri.com](http://www.sgri.com)

## PELICAN POWER GRIP

The Power Grip by Pelican is one of the more ergonomic battery packs on the market. It's rectangular with rounded handles on each side and is fitted with a rubber strip for a comfortable grip. This is especially nice if you find holding the Game Boy Color a bit of a strain on your hands. And with its 10 hours of power, you can get in the game and stay there. As a bonus, you get a matching Game Boy-shaped keychain clock. Keen!

**\$19.99, Pelican**  
323/234-9911  
[www.pelicanacc.com](http://www.pelicanacc.com)

POWER GRIP ▶







**POWERPAK ▲  
COLOR**

**PERFORMANCE POWERPAK COLOR**

The charge time for the PowerPak is between 12 and 14 hours (as with all battery packs, you should charge it for at least the maximum—in this case, 14 hours—before using it for the first time). It's good for 10 hours of gameplay and is one of the few power supplies that can be recharged while you're playing (with the AC adapter plugged in). There's also a power meter that shows the strength of your charge and how much you have left—definitely an advantage over the other battery packs. **\$19.99, Performance 410/785-4064 [www.interact-acc.com](http://www.interact-acc.com)**

**INNOVATION COLOR**

From our friends in Connecticut comes the Innovation Color rechargeable battery pack. The Innovation Color can handle 7 hours of continuous gameplay, and takes between 9 and 15 hours to charge. It is unique in that it does not include a charger, but uses the Game Boy AC adapter (or any other electrical adapter that matches the voltage of the Game Boy Color), which you'll have to buy separately (not shown).

**\$19.99, Innovation 860/395-3090 [www.innovation1.com](http://www.innovation1.com)**



## Copper vs. Bunny: A Tale of Two Batteries

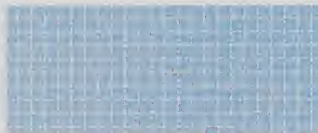
We put the two biggest battery makers, Energizer and Duracell, to the test to see how they stack up against each other and if they're the right choice for long-term portable players. We tested the batteries in non-play mode (left the unit turned on, but didn't play it) and play mode (played continuously until the battery ran out). Here are our very unscientific findings:

**ENERGIZER**

Two-pack price: \$2.89  
Non-play mode battery life: 26 hours  
Play mode battery life: 22 hours

**DURACELL**

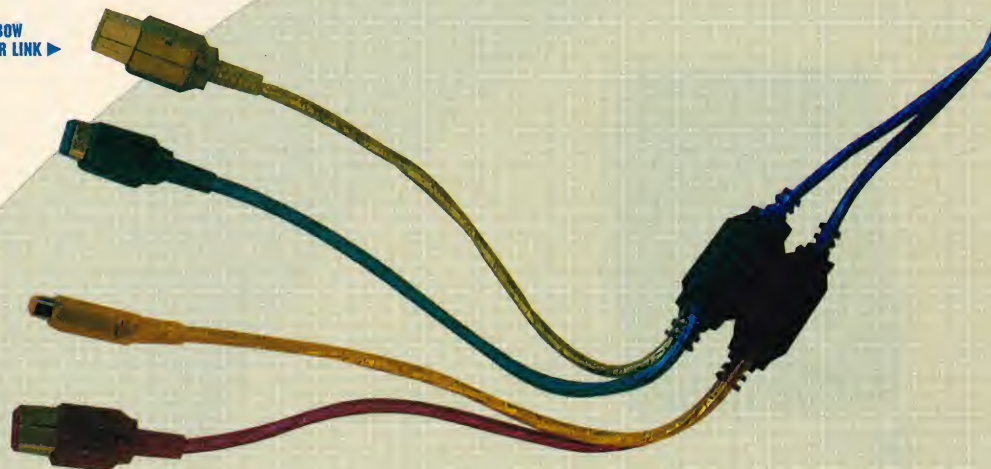
Two-pack price: \$2.79  
Non-play mode battery life: 27 hours  
Play mode battery life: 20 hours





# Gotta-Have Gadgets

RAINBOW  
POWER LINK ▶



Some things just don't fit in standard categories—but don't overlook them just because they're different!

HANDYPAK COLOR ▶



## NYKO SHOCK 'N' ROCK

Tired of confusing your Game Boy Color with a dead fish? Feel the good vibrations with Nyko's Shock 'N' Rock four-in-one peripheral. Not only will it shake, rumble, and roll with all your favorite Game Boy Color games and kick out the jams with tiny stereo speakers, but it also acts as a rechargeable battery device, providing up to 10 hours of shocking good fun. With its comfortable handheld design, compact size, and big-time boom, the Shock 'N' Rock is definitely a must-have item for anyone who owns a Game Boy Color.

\$29.95, Nyko  
888/444-NYKO  
[www.nyko.com](http://www.nyko.com)

SHOCK 'N' ROCK ▶



◀ PULSEPAK COLOR







GAMESHARK ▲

### INTERACT GAMESHARK / GAMESHARK PRO

Code busting wouldn't be the same if weren't for the GameShark, the InterAct peripheral that has shown up on all the next-gen systems. Pre-loaded with a ton of codes, the GameShark Pro works with all versions of the Game Boy and features a code generator to help you make your own cheats from scratch. If you don't mind keying in some of the newer codes you might be able to find an original GameShark (that is, non-Pro) for a little less dough.

**\$29.99, InterAct**  
410/785-4064  
[www.gameshark.com](http://www.gameshark.com)

### INTERACT PULSEPAK COLOR

Bring your Game Boy Color back from the dead with InterAct's PulsePak Color. You'll feel the jolt of every collision, impact, and smackdown with this sleekly designed rumble-shaker—you can even customize the vibration to fit different games. The PulsePak Color also amplifies your game's sound with its beefy external speaker.

**\$7.99, InterAct**  
410/785-4064  
[www.interact-acc.com](http://www.interact-acc.com)

### NYKO RAINBOW POWER LINK

We know—every self-respecting Game Boy owner has a link cable, but the cables are all pretty much the same, right? Wrong. Nyko's multi-headed monster connects to every kind of Game Boy ever made—just choose the right size plug for your GB and you're set. The PowerLink also works with the Game Boy Printer and you can use it for the handful of four-player games out there, like F-1 Race. And who says link cables can't be sexy? The latest PowerLink slaps all five Game Boy Color shades on one cable, with an iridescent twist. Ooh, sparkly.

**\$9.99, Nyko**  
888/444-NYKO  
[www.nyko.com](http://www.nyko.com)

### INTERACT HANDYPAK COLOR

Are you the type of gamer who couldn't hit the broad side of a Jigglypuff with a Poké Ball, has thumbs the size of Donkey Kong's head, and thinks the theme to Super Mario Deluxe is romantic? Then you need to grab ahold of InterAct's HandyPak Color, the all-in-one portable game enhancer. It fits comfortably onto your Game Boy Color, providing an enhanced image of the screen with an external magnifying glass (complete with a back light), excellent stereo sound via two external speakers, a joystick for an arcade feel, and enlarged fire buttons for comfort and control. What are you waiting for? Get one.

**\$19.99, InterAct**  
410/785-4064  
[www.interact-acc.com](http://www.interact-acc.com)

# Seeing the Light

What good is a game if you can't see the screen? Brighten up your Game Boy with these add-ons.

### NYKO WORM LIGHT

Let there be light—and let it be curly! If you're sick of the standard bulky light magnifier, check out the Worm Light for the Game Boy Color and Game Boy Pocket. It plugs into the link cable port, sucks a teensy bit of power from your system's batteries and offers an adjustable bright white light for late-night gaming. The problem is that the bright white light has a tendency to reflect off the screen and right back into your eyes. With some twisting and turning, you can minimize the glare, but a little bit will always be there. Still, the Worm Light's small, it's cleverly designed, it looks awesome, and it works.

**\$9.99, Nyko**  
888/444-NYKO  
[www.nyko.com](http://www.nyko.com)



### LIGHT MAGNIFIERS

Are all light magnifiers created equal? Pretty much. From what we found, there isn't much difference between the Game Boy Color Action Light by Naki, the Pelican Light Magnifier, and InterAct's Super Zoom. They all do just what you'd expect—make the screen bigger—and give you a little extra light via replaceable batteries. You can get any of the three for \$10 or less. One cool touch: Pelican's product comes in a variety of colors, including one that glows in the dark!



#### NAKI GAME BOY COLOR ACTION LIGHT

**\$6.99, Naki**  
800/626-6254  
[www.nakiusa.com](http://www.nakiusa.com)

#### PELICAN LIGHT MAGNIFIER

**\$7.99, Pelican**  
323/234-9911  
[www.pelicanacc.com](http://www.pelicanacc.com)

#### INTERACT SUPER ZOOM

**\$9.99, InterAct**  
410/785-4064  
[www.interact-acc.com](http://www.interact-acc.com)



# Ultimate Handheld

If you like portable games, you're going to love this. We're giving away thousands of dollars' worth of portable game systems, games, and accessories. It's the *GamePro* Ultimate Handheld Games Contest, and it's your chance to get your hands on some of the coolest gear—for free!

Enter today for your share of the loot!

## First Prize

**5**  
WINNERS

### Limited Edition Pokémon Yellow Version: Special Pikachu Edition Bundle

Be the first on your block to have this limited edition package that includes a special Pokémon Yellow Game Boy® Color portable game machine and the brand-new Pokémon Yellow™ Version: Special Pikachu Edition game! Enjoy special features, new monsters to find and collect, and special guest appearances by your favorite characters from the animated television series.



**Nintendo**

## Second Prize

**10**  
WINNERS

### Game Boy® Color Video Game System

The newest edition of the world's most popular portable video game system, the Game Boy® Color, has a full-color screen and an improved graphics processor for a completely new on-the-go gaming experience. More RAM than the Game Boy® makes for smoother gameplay and allows you to store more characters—while a new liquid crystal display brings games to life like never before!



**Nintendo**

## Third Prize

**10**  
WINNERS

### Game.com Pocket Pro Portable Game System with Frogger™ Game Cartridge

It's got style, portability, and practicality. The Game.com Pocket Pro not only allows you to play an exciting library of games, but it also includes a built-in touch-screen organizer that features a phone book, calendar, and calculator. Plus, you'll get Frogger™, the Atari classic in which you must lead your amphibious hero across treacherous roadways, waterways, and other exciting terrain. Dozens of levels for hours of high-jumping fun!



**TIGER**  
ELECTRONICS, LTD.



# Games Contest

105  
WINNERS

## Fourth Prize

10  
WINNERS

### Pokémon Yellow™ Version: Special Pikachu Edition Game

Get your hands on the hottest new Game Boy® Color game since Pokémon Blue and Red! It's the ultimate role-playing, training, trading, and collecting game, and is packed with new special features and monsters. Now you can even choose Pikachu as your first Pokémon, and he'll follow your character around the screen!



Nintendo

## Fifth Prize

10  
WINNERS

### Pokédex Organizer™

A must-have for every true Pokémon trainer. The Pokédex Organizer™ from Tiger® contains all the information you need to know about each of the 151 pocket monsters. It even includes animations for each creature's major attack moves!



TIGER ELECTRONICS, LTD.

## Sixth Prize

10  
WINNERS

### Shock 'N' Rock™ Video Game Accessory

Get your hands on the ultimate four-in-one video game accessory for the Game Boy® Color. Snap it on, and get built-in, adjustable vibration to bring your games to life. Amplified stereo speakers pump up the volume, and an ergonomically designed grip gives you better control and comfort for hard-core gameplay. Included is an AC adapter/charger with a 10-hour rechargeable battery. You'll never play the Game Boy® Color without it.



nYko

## Seventh Prize

10  
WINNERS

### Worm Light™

Don't let the time of day stop you from enjoying your favorite Game Boy or Game Boy Color games. With the new Worm Light™ from Nyko you can play all the time, anytime. The Worm Light's revolutionary, patented "white light" lets you play in virtually any light conditions. No batteries are required—it runs off the power of your Game Boy!



nYko

## Eighth Prize

10  
WINNERS

### Rainbow Power Link™

Now you can link together four Game Boy units for ultimate multiplayer action! Play up to three of your friends when you connect any of your Game Boys—the Game Boy® Original, Game Boy® Pocket or Game Boy® Color—with the Power Link. Plus, you can hook up any Game Boy accessories. The five-color Rainbow Power Link™ comes in all the Game Boy colors: purple, kiwi, berry, blue and yellow!



nYko

## Ninth Prize

10  
WINNERS

### Pop Radio™

You've got to see it to believe it! A real FM radio that lets you listen to your favorite tunes—inside your head! Pop Radio™ sends safe sound vibrations through a standard lollipop, which travel through your teeth to your inner ear where they are heard just like normal sounds. It's crazy, and it's cool.



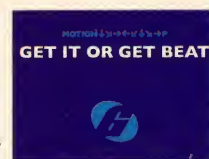
nYko

## Tenth Prize

20  
WINNERS

### GamePro Action Gear T-Shirt

It's all in the attitude! Wear one of these cool shirts, and everyone will know that you're a serious gamer. This is real gotta-have-it gear.



GAMEPRO ACTION GEAR

**GAMEPRO**  
THE WORLD'S LARGEST MULTICARRIER GAME MAGAZINE

## Ultimate Handheld Games Contest

To enter, just complete this entry form, throw it in an envelope with the correct postage, and mail it to the GamePro Ultimate Handheld Games Contest, P.O. Box 193712, San Francisco, CA 94119-3712. It's that simple. Good luck!

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_

Daytime Phone \_\_\_\_\_

E-mail \_\_\_\_\_

Occasionally, GamePro will share names, addresses, and/or e-mail addresses with a select group of carefully screened companies that offer products and services we feel will provide added value to you. If you do not wish to receive this information, however, please check this box .

Please tell us a few things about yourself:

Are you:  Male  Female

What is your age?

10 or younger

11  12  13  14  15  16

17  18  19  20-24  25-29  30 or over

Which of the following gaming systems do you use? (Check all that apply.)

- NeoGeo Pocket Color
- Nintendo Game Boy
- Nintendo Game Boy Color
- Tiger Game.com
- Sega Dreamcast
- Nintendo 64
- Sony PlayStation
- PC (Windows)
- Macintosh
- Other \_\_\_\_\_



# Ultimate Handheld Games Contest

## The GamePro Ultimate Handheld Games Contest Official Rules

No purchase necessary. To enter, complete and mail the Entry Card in the Winter 1999 issue of *GamePro Presents Handheld Video Games*, or send a 3" x 5" card with your name, street address, city, state, zip code, e-mail address (if any), your age, complete daytime phone number (with area code), gender, and gaming system you use to: The *GamePro* Ultimate Handheld Games Contest, P.O. Box 193712, San Francisco, CA 94119-3712. One entry per person regardless of method of entry. No mechanically produced or reproduced entries allowed. All entries must be received no later than 11:59 PM (PST) February 15, 2000. IDG Games Media Group and Sponsors assume no responsibility for entries that are either late, misdirected, illegible, with incomplete postage, or that are damaged by third-party interference, electrical, network, computer, hardware or software malfunctions or viruses. Entries become the property of sponsors and will not be returned. Sponsored by IDG Games Media Group, 501 Second Street, Suite 500, San Francisco, CA 94107 and the following companies (Sponsors): Nintendo of America, Nyko Technologies<sup>®</sup>, Inc., and Tiger Electronics<sup>®</sup>, LTD. Void where prohibited.

### Awarding of Prizes

The following prizes (with corresponding Estimated Retail Values, "ERV") will be awarded: First Prize: Five (5) Grand Prize winners will receive one (1) Limited Edition Pokémon Yellow Version: Special Pikachu Edition Bundle (ERV: \$109.99). Second Prize: Ten (10) Second Prize Winners will receive a Game Boy<sup>®</sup> Color Video game system (ERV: \$79.95). Third Prize: Ten (10) Third Prize Winners will receive a Game.com Pocket Pro portable game system (ERV: \$29.99) and a Frogger<sup>™</sup> game cartridge (ERV: \$19.95). Fourth Prize: Ten (10) Fourth Prize winners will receive a Pokémon<sup>™</sup> Yellow Version: Special Pikachu Edition game (ERV: \$34.95). Fifth Prize: Ten (10) Fifth Prize winners will receive a Pokédex Organizer<sup>™</sup> (ERV: \$24.99). Ten (10) Sixth Prize winners will receive a Shock 'N' Rock video game accessory (ERV: \$29.99). Ten (10) Seventh Prize winners will receive a Worm Light<sup>™</sup> (ERV: \$9.99). Ten (10) Eighth Prize winners will receive a Rainbow Power Link<sup>™</sup> (ERV: \$9.99). Ten (10) ninth Prize winners will receive a Pop Radio<sup>™</sup> (ERV: \$9.99). Twenty (20) Tenth Prize winners will receive a *GamePro* Action Gear T-Shirt (ERV: \$14.95). Winners will be determined on or before March 1, 2000, in a random drawing by IDG Games Media Group from all eligible entries received. Odds of winning

depend on the number of eligible entries received. Prizes won by minors will be awarded in the name of parent or legal guardian, who must sign all required releases. All prizes will be awarded. Winners will be notified by phone and/or mail on or around March 10, 2000. All winners must execute an affidavit of eligibility and liability publicity release within 10 days of notification or the prize will be forfeited and another winner will be selected. Return of any prize notification as undeliverable will result in disqualification and selection of an alternate winner. Except where prohibited, winners' entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion in all media on behalf of IDG Games Media Group and Sponsors without further compensation. Winner is responsible for any and all federal, state, and local taxes on prizes if necessary. A complete list of prize winners will be available by mail by sending a stamped, self-addressed envelope to: The *GamePro* Ultimate Handheld Games Contest Winners Request, c/o *GamePro* magazine, 501 Second Street, Suite 500, San Francisco, CA 94107, before June 30, 2000.

### Eligibility

The Sweepstakes is open to residents of the contiguous 48 United States, including the District of Columbia, except for Rhode Island. Employees of IDG Games Media Group and Sponsors, and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible to enter.

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### Prize Restrictions

One prize per person. Alternative prizes or cash will not be offered in lieu of prizes described above except at sponsor's sole discretion if prize becomes unavailable. Prize may not be substituted, transferred, or exchanged. All prizes will be awarded by April 1, 2000.



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## HALF-LIFE OPPOSING FORCE

by Jason Samuel posted 9/7/99

**EXCLUSIVE**

### Quake II Review

As much fun as Turok 2 and South Park (okay, Turok 2 then), Quake II adds a serious and mature style to traditional corridor shooting. Save the Earth! Better save your money instead - Quake II is here and it kicks ass.

**EXCLUSIVE**

### Gex 3: Deep Cover Gecko Review

Don't doubt that Gex is a platform hero will be. But the focus in this innovation - which is...

**NAME YOUR PRICE!**

Save a problem with the Kite2 Converter!...

**Nintendo 64**

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## STAR WARS

### Mario Party Review

Mario Party is fun, even if you're playing alone. But like any good party, it's definitely better to play with a group of friends. You can cheer 'em on, cap on 'em or try to jinx 'em. This game's a blast, no matter how you play it.

### Quake II Review

As much fun as Turok 2 and South Park (okay, Turok 2 then), Quake II adds a serious and mature style to traditional corridor shooting. Save the Earth! Better save your money instead - Quake II is here and it kicks ass.

### All-Star Baseball 2000 Review

All-Star Baseball's double-play combo of electrifying gameplay and dynamic graphics make it the hardest game to beat this season so far. Griffey's still in development, but sports gamers would be fools to strike out on the opportunity to play Acclaim's newest

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# The Top 25

Falling bricks, street fighters, jumping plumbers, pocket monsters—who or what will get the honor of being named the greatest Game Boy game of all time?

# Game Boy Games Ever (and Five That Stink)

By Dan Elektro and the Editors of GamePro

It's been 10 years since the Game Boy made its debut—and what an ugly debut it was. Gamers were offered a little rectangular hunk of pixels and plastic in an unattractive gray shell with big-ass black blocks for graphics, two tiny action buttons, and an annoying demand for direct overhead lighting. Oh, and only 11 games were available when the Game Boy went on sale for the price of \$89.95.

It had two distinct advantages, however, over the full-color, "arcade-perfect," TV-based, 8-bit console systems of the day. One: You could sneak it into class (or a boardroom) and play games while the teacher (or boss) wasn't looking. Two: Mario. And in 1989—shortly before the 16-bit systems started taking over the world—that was enough to score a massive hit.

A decade later, the Game Boy is still going strong, weathering both the 16- and 32-bit storms and entering the new century in full color. In the same way the Sony Walkman revolutionized the way people listened to music, the Game Boy changed gaming, putting interactive entertainment in everyone's hands on demand no matter where they were. Over 450 games have been released, but only the top 25 made *GamePro's* highly selective—highly subjective—list.

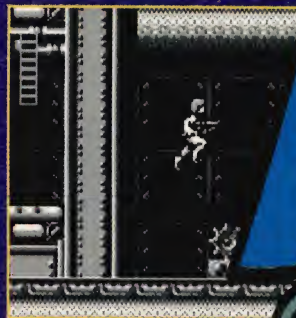
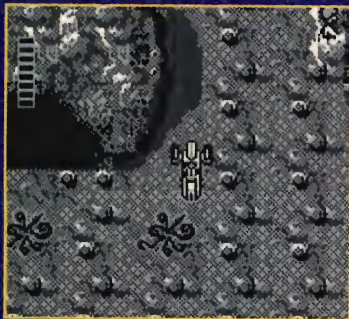
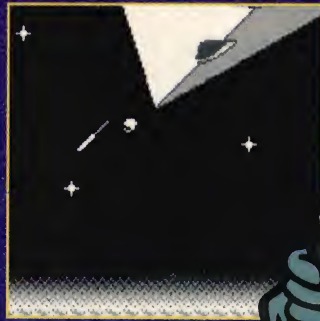
If you're a Game Boy owner, you're going to love this list. You're also going to hate this list. And maybe, after 10 years of playing portables, you already own this list. But it's printed now, so it's too late to turn back. We argued about it a whole lot here at *GamePro*. Now it's your turn.

TOP 25 GAME BOY GAMES  
#25

STAR WARS

Released: 1992

A long time ago, in a galaxy far, far away...oh, forget it. Everybody wants to be Luke Skywalker even if he is 10 pixels high and monochromatic. The portable port of the farm boy's Episode IV antics gives you as much platform action as you could want—and it's hard! Plus, it's a good way to pass the time on those long trips to Alderaan.



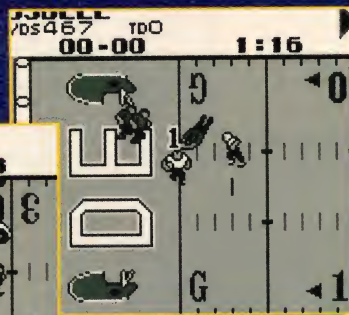
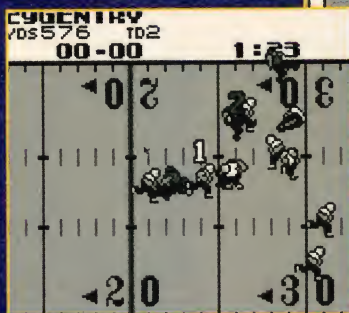
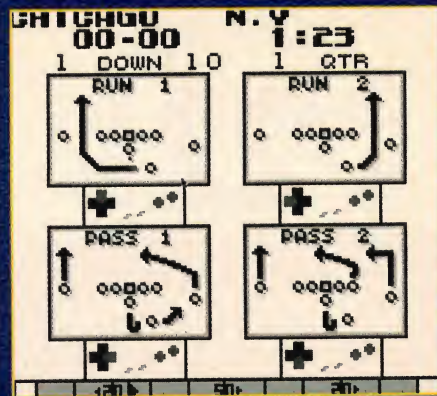
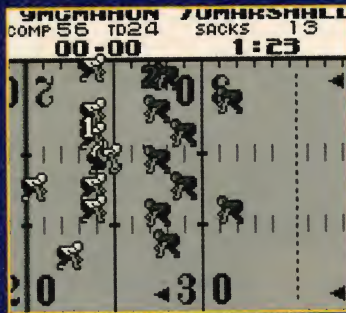


TOP 25 GAME BOY GAMES  
#24

TECMO BOWL

Released: 1991

For a long time, Tecmo Bowl was practically synonymous with the NES console, so it's only fitting that the Game Boy version is the only football game to make our all-star squad. The side-scrolling action features arcade-style gameplay and large players—well, large for the Game Boy, anyway—as well as real NFL stars. Don't think of it as old; think of it as full of classic players such as Walter Payton and Brian Bosworth.



DENNIS GENTRY



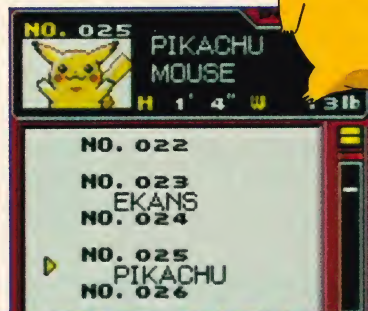
TOUCHDOWN!

TOP 25 GAME BOY GAMES  
#23

POKÉMON PINBALL

Released: 1999

Gotta catch 'em all—even when they're zinging around an inclined tabletop, being whacked repeatedly with flippers, smacking their cute little heads into bumpers, and being stuffed down escape holes for extra points. Nintendo's arcade-style extension of its popular pocket monster series comes complete with your choice of pinball tables—red or blue, of course—and is the first Pokémon game to feature all 150 Pokémon on one cart. Plus, it's Nintendo's first self-published title featuring Rumble Pak support. If for some reason you don't like Pokémon, why, it's a great game for pinball purists, too.



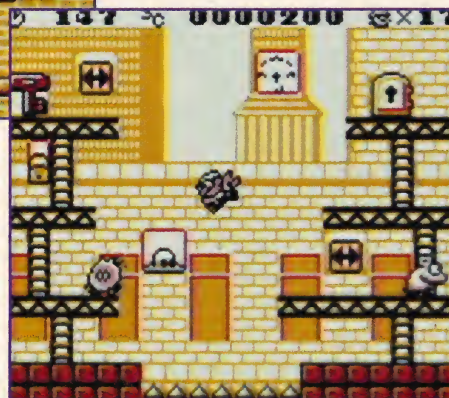
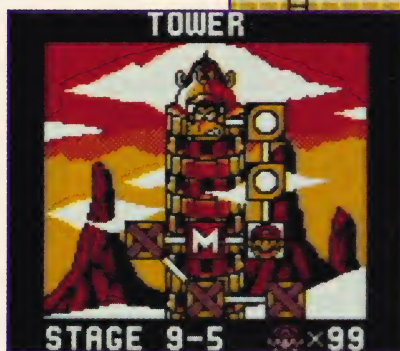
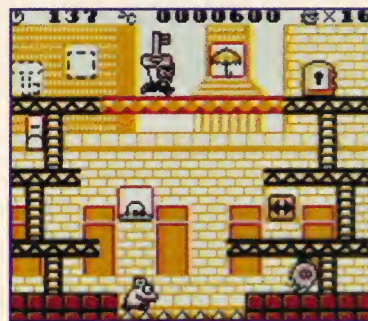


TOP 25 GAME BOY GAMES  
#22

## DONKEY KONG

Released: 1994

He's the ape who started it all—the big monkey who made big money for Nintendo in American arcades. The long-awaited Game Boy translation of Nintendo's first video game hit (which also features the first appearance of Mario) ushered in a wave of coin-op classics for the powerful portable. Donkey Kong also helped launch the Super Game Boy, Nintendo's 16-bit accessory that plugged into the SNES and offered certain Game Boy games—including DK—for play in 256 colors. Still, even in black-and-white, doin' the Donk was great, especially with tweaks like fresh levels, new puzzle-based gameplay, and saveable games.

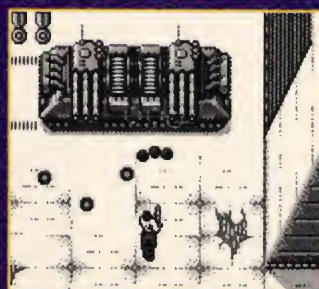
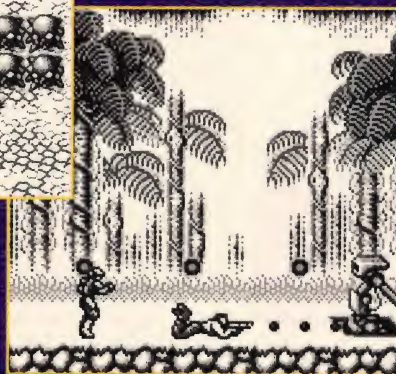
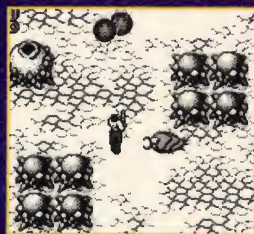
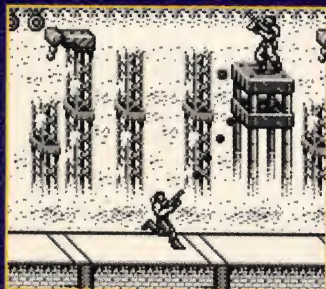
TOP 25 GAME BOY GAMES  
#21

## OPERATION C

Released: 1991

One of Konami's biggest NES hits, Contra, came to the Game Boy with greater success than some of its higher-powered 16- and 32-bit incarnations. Sticking to the basics that made Contra cool in the first place, Operation C pits trigger-happy gamers against the alien Black Viper, who (naturally) wants to take over the

world. Your mission is to blow him into tiny, tiny pieces with powered-up weapons (including the new homing gun) from both side-scrolling and top-down perspectives to the tune of classic Contra music. There are only five levels of gameplay, but they're hard enough to keep you challenged for a while.



I was on a plane with Dan Elektro playing the original Tetris head-to-head. He was on a roll—just hammering away, beating me over and over. I got really angry—I mean, like growling and swearing. Maybe the old Game Boy wasn't in color, but all I could see was red.





TOP 25 GAME BOY GAMES  
#20

**GRADIUS:**  
THE INTERSTELLAR ASSAULT  
Released: 1991

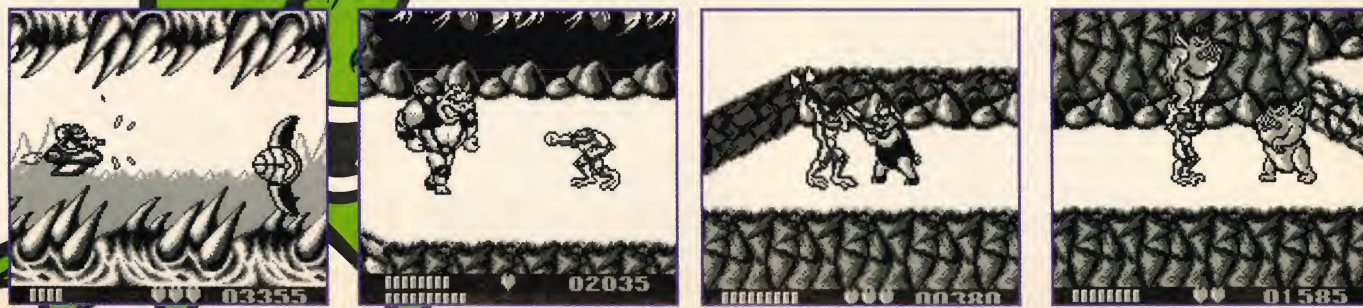
**K**onami scored again with this great portable version of a coin-op hit. Released just two years into the Game Boy's lifespan, this chapter in the war against the Beast Squadron is still a highly regarded blaster after all this time. The graphics were later bested by the R-Type games, but you can't fault the addictive shooter gameplay (even though, like Operation C, Gradius has only five levels). Plus, you have to love a game that offers missiles, lasers, and—as the instruction manual put it—"Double Guns 'A Blazing."



TOP 25 GAME BOY GAMES  
#19

**BATTLETOADS**  
Released: 1991

**V**iva Lost Vega! That's the outer-space pleasure palace where the Battletoads—Zitz, Rash, and Pimple—chose to kick back in the early days of the Game Boy. But a sexy showgirl (who bears a striking resemblance to Jessica Rabbit from *Who Framed Roger Rabbit?*) turns out to be the Dark Queen and promptly makes off with two of the three heroic amphibians. It's up to Zitz to bust heads in a *Streets of Rage*-style side-scrolling fighting game—what's been delicately termed a "go-right beat-em-up." This game gets extra points for an especially funky soundtrack. And where else will you find waves of axe-wielding pig people as enemies?

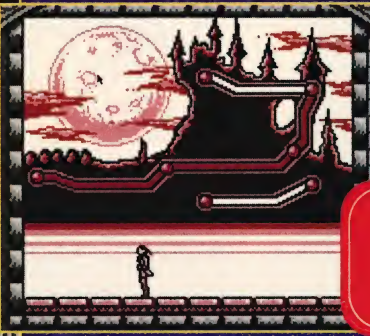




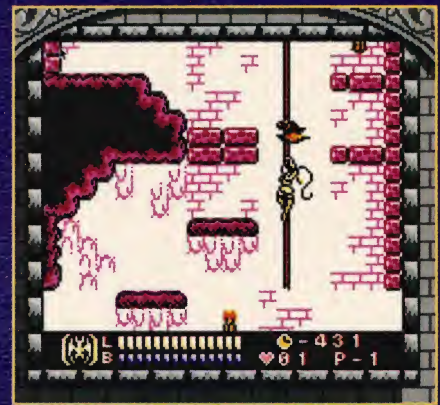
TOP 25 GAME BOY GAMES  
#18

CASTLEVANIA LEGENDS

Released: 1997



Maybe it's the cool vampire bats, zombies, and other creepy-crawly enemies. Maybe it's the classic action/exploration gameplay. Or maybe it's the fact that the lead character, Sonia Belmont, is one bad chick with a whip. In any case, she keeps up the family tradition—or is it a curse?—by teaming up with Dracula's son, Alucard, and heading off to face Dracula in his own castle. It's Castlevania, so you know you can expect plenty of solid action/adventure gameplay—and you even get Super Game Boy support.

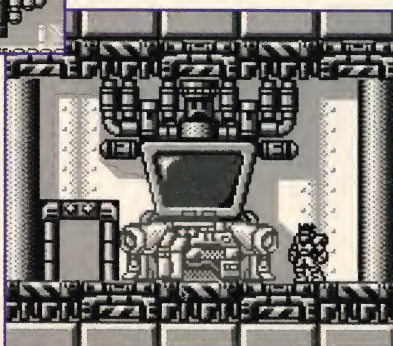
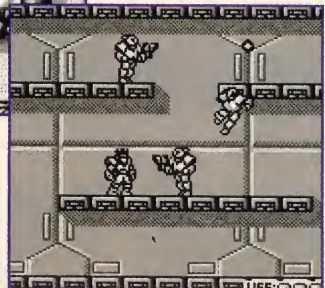
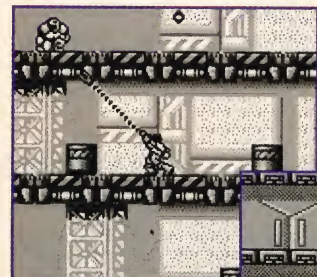
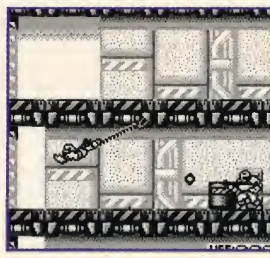


TOP 25 GAME BOY GAMES  
#17

BIONIC COMMANDO

Released: 1992

As the last few entries prove, some classic Game Boy games had a head start thanks to their equally legendary source material. Capcom's Bionic Commando, for example, had the benefit of all the guts and gameplay of the arcade and NES action hits. Its platform-style action seemed unusually fast for a Game Boy game, and the unique no-jumping, all-swinging movement dynamic gave it a feel all its own. As Rad Spencer, a super soldier with a cool robotic arm, you're called on to rescue the captured agent, Super Joe, from the clutches of the Doraize Army. Think of it as a twisted electronic version of *Saving Private Ryan*—except, you know, with cyborgs.



Air Hendrix's GAME BOY MEMORIES

I popped Pokémon into my Game Boy one Saturday—and my entire weekend just disappeared. I still get heckled about my proudest Pokémon moment: Bellowing “I got the Jigglypuff!” with unadulterated glee. I think I’ll be hearing about it for a while, actually....





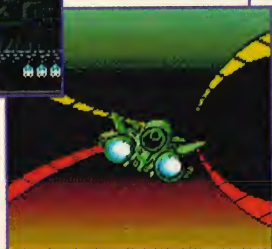
Let's face it: You can never obliterate too many evil mutants from space. Back in the early '90s, Game Boy owners battled interstellar nasties called the Bydo in R-Type and R-Type II, handheld carts full of weapon power-ups, big bad bosses, and side-scrolling shooting. When the Game Boy Color came out, both games were smashed together and enhanced in a DX edition that featured no less than five games: both original blasters in black-and-white (compatible with older systems) and color, plus an extra color mode that weaves



TOP 25 GAME BOY GAMES  
#16

R-TYPE/R-TYPE II/  
R-TYPE DX  
Released: 1991/1992/1999

both games together into one adventure.



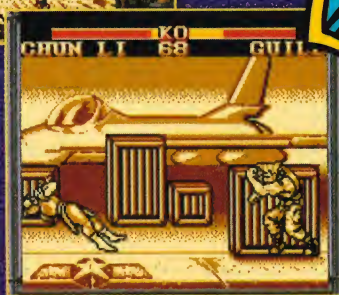
I was stuck in 7th grade English class studying Shakespeare's *A Midsummer Night's Dream* when I discovered I could hide a Game Boy behind my massive textbook if I propped it up correctly. Unfortunately, when I was called on to answer a question, the only thing that was running through my head was "jump boots"—and that's exactly how I answered the question. The punishment? A 500-word essay on how video games rot your mind! Not!



TOP 25 GAME BOY GAMES  
#15

STREET FIGHTER II  
Released: 1995

Nintendo unveiled the portable conversion of Capcom's monster hit at the 1995 E3 show where it fought for—and won—attention alongside the ill-fated Virtual Boy. But while the red menace got lots of hype, the 8-bit version of the classic street brawl made a splash strictly on its merits, thanks to surprisingly detailed graphics and admirably accurate moves. It may have been missing a lot of frames of animation, but it kept the spirit of the original completely intact. Fighting fans, prepare for round two—this season's *Street Fighter Alpha* for the Game Boy looks even better.



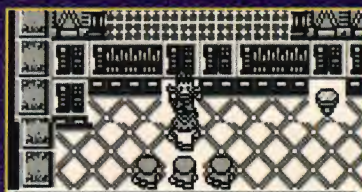


TOP 25 GAME BOY GAMES  
#14

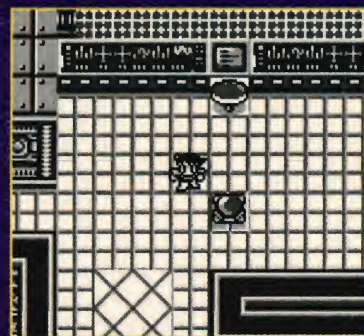
FINAL FANTASY  
LEGEND III

Released: 1993

Square Soft's third FF adventure for the Game Boy practically overflowed with spells, weapons, armor, and other traditional RPG goodness. When the Pureland Water Entity comes to town, it floods the world's cities with monsters and more than a little H<sub>2</sub>O. Obviously, the simple solution is to send a handful of kids back in time to change the past and save the world. In Legend III, you control the kids in a quest worthy of the Final Fantasy name. Luckily for completists, all three Final Fantasy Legend carts are in the process of being rereleased for the Game Boy.



Changing the past  
is the only way  
to save the world



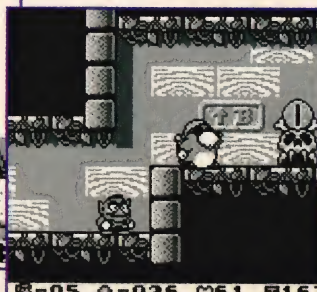
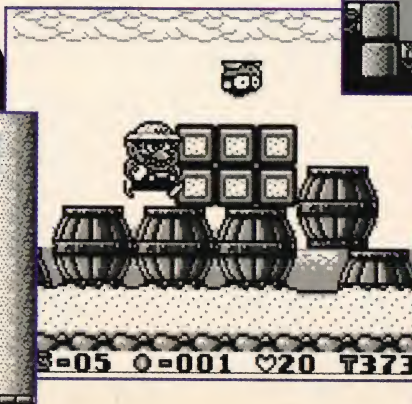
ⓧ Battle against  
Diviner.

TOP 25 GAME BOY GAMES  
#13

WARIO LAND:  
SUPER MARIO LAND 3

Released: 1993

Yes, Wario Land has that special extra ingredient that no other game in the Top 25 can claim to contain: Pirates! Nasty ones, the kind that like to steal nice statues of Princess Toadstool and take over quiet places like Kitchen Island. The third chapter in the Super Mario Land saga puts players in the shoes of Wario himself as he sets out to collect coins, build his own castle, and generally wreak platform havoc. And for once, the bad guy makes good.



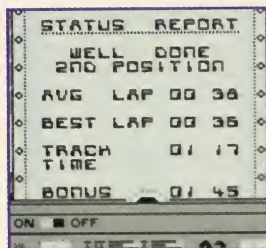
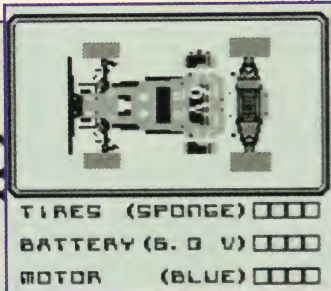
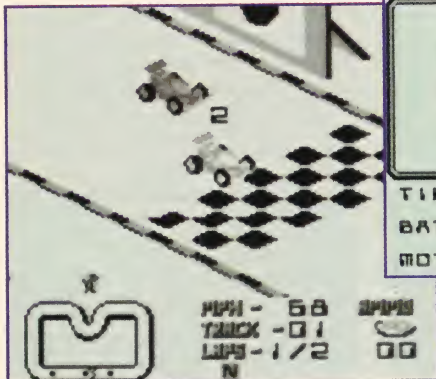
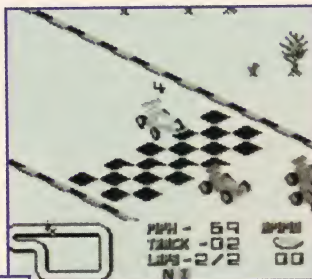


TOP 25 GAME BOY GAMES  
#12

**SUPER R.C. PRO AM**

Released: 1991

One of the best NES racers made the jump to the Game Boy almost perfectly intact. You race around the track with a remote-control car, armed with whatever missiles and bombs you can score along the way. Grabbing upgraded motors and spelling out "NINTENDO" via letter pickups on the track only gives you more of an edge. The A.I. was pretty good, but two-player linked games were even better—and it put the overhyped F1 Race to shame. You can still find Super R.C. Pro Am as part of Nintendo's Player's Choice series of million-selling game reissues.



I took a trip to Paris last Christmas with some friends. There were three of us in a room no bigger than most bathrooms, with a busted window in sub-zero weather. We spent all night bundled under blankets, playing Tetris DX with a link cable!

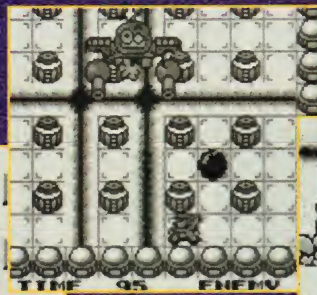
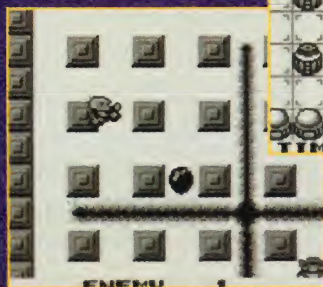
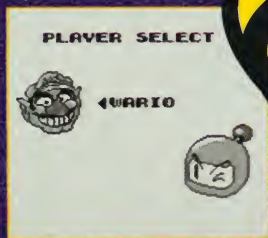


TOP 25 GAME BOY GAMES  
#11

**WARIO BLAST**

Released: 1994

Some famous duos just make sense. Jordan and Pippin. Butch and Sundance. Sonic and Tai...uh, never mind. But when no-goodnik Wario found himself sharing the spotlight with Hudson Soft's hero Bomberman, well, the game world did a collective double-take. Nonetheless, Wario Blast turned out to be a must-own Game Boy cartridge—one that jammed all the action, intensity, and excitement of Bomberman into a teeny-weeny package. Armed with a link cable, gamers could even enjoy those infamously addictive multi-player matches on the go.



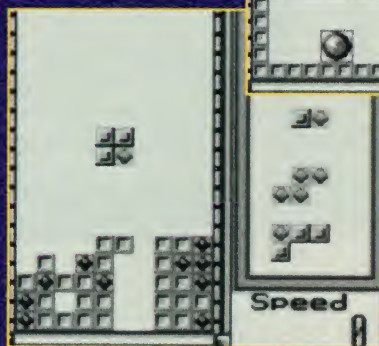


TOP 25 GAME BOY GAMES  
#10

**TETRIS BLAST**

Released: 1996

**P**roblem: How do you improve on Tetris, the one game that practically every Game Boy player already owns (and loves)? Easy, says Nintendo: Let them blow those falling pieces...to pieces. And so, with the addition of tiny cannonball-type bombs straight out of an old cartoon, the whole block-dropping formula goes kaboom. Suddenly, Tetris is new again, while still retaining enough familiar elements to keep veterans comfortable.



I was traveling cross-country on Amtrak, and this 13-year-old runaway decided that she was in love with me. Uummmm, yeah—no thanks. I had only a day to go, and so I told her, "Let me just finish this game, and we'll hang out." I don't remember the game, but it doesn't matter—I just carried the GB with me all around the train from that point on. If she showed up...oops! Time for Game Boy!



TOP 25 GAME BOY GAMES  
#9

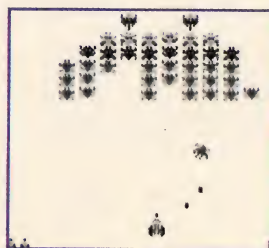
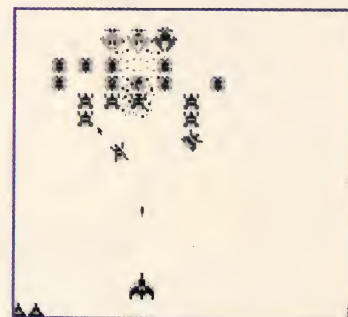
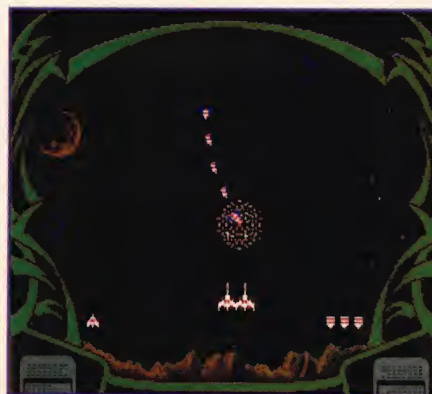
**GALAGA/GALAXIAN**

Released: 1995

It's not a question of whether or not Galaga is the greatest 2D shooter of all time—it's a question of how fervently you believe it. Namco's sequel to Galaxian improved on the original in so many ways—not the least of which enabled gamers

to link two of their ships side by side for double fire-power—that players are

still trying to conquer the dive-bombing insects and get perfect scores on the Challenging Stages. By releasing both space shooters on one cart, Nintendo trumped its own much-ballyhooed classic reissue from the year before—Space Invaders.





TOP 25 GAME BOY GAMES  
#8

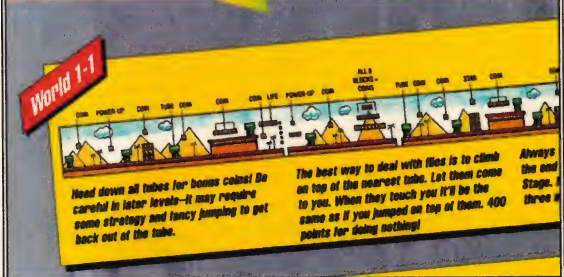
**SUPER MARIO BROS. DELUXE**

Released: 1999

It's-a-he, Mario, in a handheld port of the game that made him famous. True, he'd previously appeared in Donkey Kong and the original, almost unrelated Mario Bros., but it was the appearance of Super Mario Bros. Deluxe in arcades and on the NES that made him a household name. The archetypal side-scrolling adventure game—complete with overturned turtles, bouncing star power-ups, sewer pipes, and breakable bricks—spawned two NES sequels, a SNES compilation, and a really, really bad movie before finally being ported to the Game Boy Color this past year. And it's not mere nostalgia, folks—it's still fun.



Back in the early days of Game Boys and GamePros—1989 for you newbies—I was assigned the task of mapping out all 12 levels of the first Super Mario Land game for the Game Boy. Unfortunately, this was also in the days before the video-capture hardware that now lets us easily take Game Boy screens. So what did I do? I would play the game and pause it every couple steps, then sketch all the little bricks, plants, coins, and objects on the screen, play some more, pause, and sketch. I did this for all 12 worlds and then completely redrew it in pen and ink and colored it by hand with magic markers and colored pencils. It took about six hours per map! I still love Super Mario Land to this day and think it's one of the greatest Game Boy games ever—just don't ask me to draw you maps of the levels!

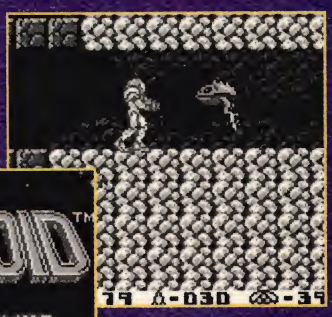
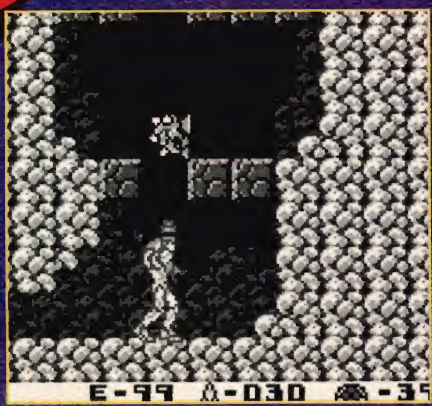


TOP 25 GAME BOY GAMES  
#7

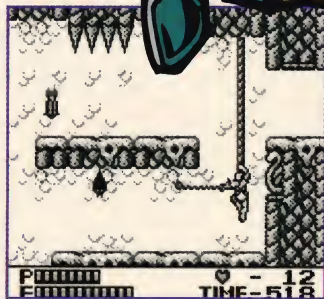
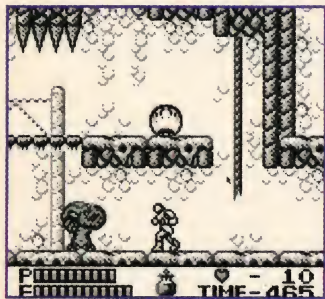
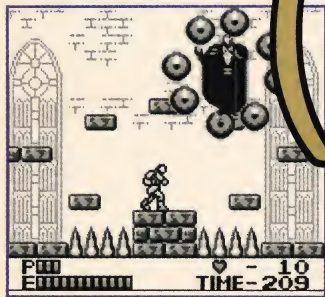
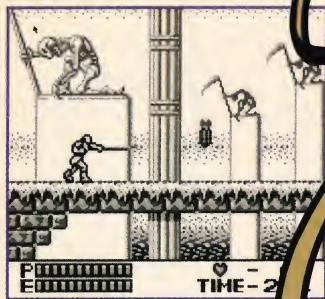
**METROID II: RETURN OF SAMUS**

Released: 1991

Yes, Virginia, there was a female action hero before Lara Croft conquered the world. For her second mission, Samus Aran, the bounty hunter star of the Metroid series, travels to the Metroids' homeworld, SR-388. Metroid II, still a treasured chapter in the distressingly short Metroid saga, is loaded with areas to explore, enemies to blast, and upgradeable weapons. Samus has been unchallenged as the Game Boy's number-one heroine till now, but she might want to look out—word around town says Lara's coming...







TOP 25 GAME BOY GAMES  
#6

CASTLEVANIA II:  
BELMONT'S REVENGE

Released: 1991

Fifteen years after his defeat, Count Dracula's at it again. In Konami's sequel to 1990's *The Castlevania Adventure*, ol' Drac kidnaps Soleiyu Belmont, the son of Game Boy-only hero Christopher Belmont. Our hero must race against time and defeat Dracula's army of monsters to find his son. It's an impressive army, too, including giant eyeballs, phantom knights, and swooping birds that would make Hitchcock proud. Find this one if you can—it's a keeper.

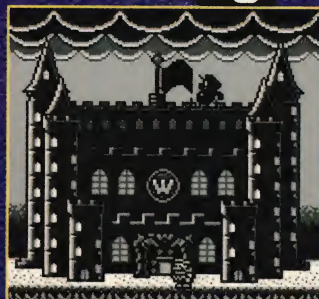
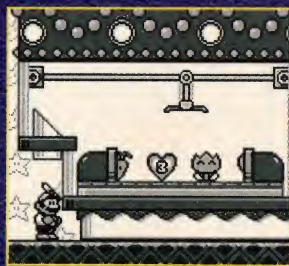
TOP 25 GAME BOY GAMES  
#5

SUPER MARIO LAND 2:  
6 GOLDEN COINS

Released: 1992

You saw this one coming. Mario's second outing on the Game Boy returned him to Sarasaland—though he found it noticeably larger than it was in the original *Super Mario Land*. Having defeated the alien Tatanga in the first game, Mario faces an all-new villain who would go on to become a very familiar face: Wario. When the big W steals Mario's castle and scatters his six golden coins throughout Mario Land, well,

there's only one way to get them back: run, jump, repeat. Mario battles on land, underwater, and in outer space through the game's 32 levels, offering plenty of hop-n-bop action in the first 4-megabit Game Boy cart.



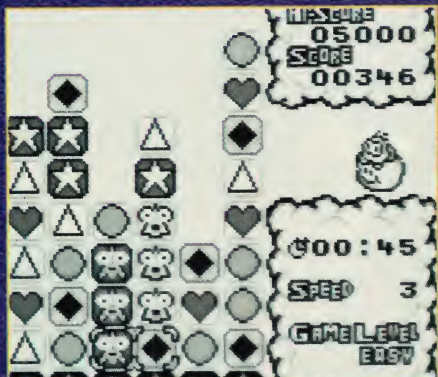
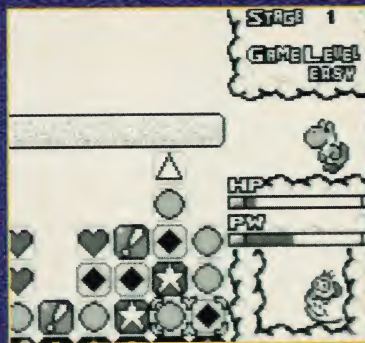


TOP 25 GAME BOY GAMES  
#4

**TETRIS ATTACK**

Released: 1995

You have to be careful when you reinvent a classic. Adding bombs to the Tetris formula (see entry #10, Tetris Blast) was one thing, but Tetris Attack was altogether more risky. Gone are the familiar block shapes, replaced by perfect squares painted with basic symbols like stars and triangles. No more of that dropping from above stuff, either; this time, the bricks ooze up from the bottom of the screen and you don't find space for them so much as rearrange their existing placement. Blasphemy, you say? Maybe—but somehow, unlike so many other official sequels (played Wordtris or Facetris lately?), this reinvention worked and proved every bit as addictive as its name implied.



TOP 25 GAME BOY GAMES  
#3

**THE LEGEND OF ZELDA:  
LINK'S AWAKENING/  
THE LEGEND OF ZELDA:  
LINK'S AWAKENING DX**

Released: 1993/1998

Nintendo's stalwart RPG series went portable in 1993 with a new quest for the series' half-height hero, Link. Shipwrecked and washed up on the shore of a mysterious island, Link finds that the only way to get back home is to wake the creature sleeping in the egg at the top of the mountain. Of course. To do this, he'll have to collect eight musical instruments and play 'em really loud. Last year's DX version added color support, a new secret dungeon that could be accessed only on Game Boy Color systems, and compatibility with the Game Boy Printer. This is the best RPG for the system, bar none.





One part Tamagotchi, one part RPG, Pokémon has the disturbing power to suck gamers into its weird little realm—even those who would normally not go for, say, a lengthy, linear adventure filled with more tiny creatures than anyone should have to remember. The setup is basic and enjoyable: Players travel the world, battling and capturing pocket monsters—“Pokémon” for short—then training them for combat power. From there, it’s all about linking two Boys together for some head-to-head melee action and getting your collection as close to 150 as you can (Japanese editions have 151, making the super-rare Mew the holy grail among American gamers). Splitting the game into two cartridges, each with a handful of “exclusive” Pokémon to call

its own, was sheer brilliance if only from a marketing perspective. With the Yellow, Gold, and Silver editions all on tap in the next 12 months, the five or so of you out there who haven’t been bitten by the Pokémon bug will soon have ample opportunity to succumb to the ultimate cuteness that is Pikachu.



MEW  
NEW SPECIE  
HT 1'04"  
WT 9.0  
No. 151  
So rare that it is still said to be a mirage by



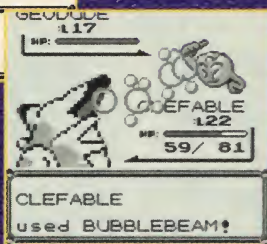
CHARMANDER  
LIZARD  
HT 2'00"  
WT 19.0 lb  
No. 004  
Obviously prefers hot places. When it rains, steam

TOP 25 GAME BOY GAMES #2

POKÉMON RED/  
POKÉMON BLUE  
Released: 1998



Meanie wants to fight!



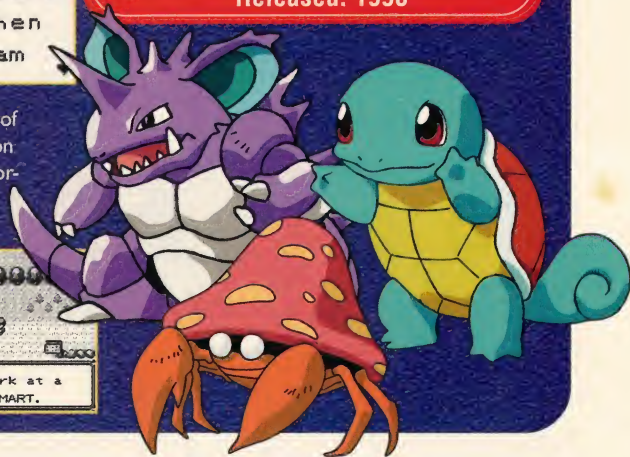
CLEFABLE  
used BUBBLEBEAM!



HITMONLEE  
used DOUBLE KICK!



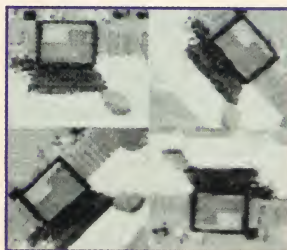
Hi! I work at a POKÉMON MART.



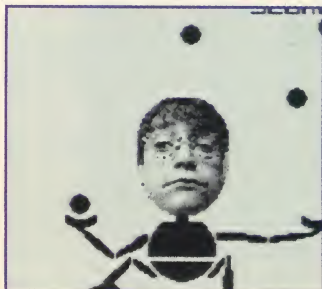
SPECIAL ACHIEVEMENT

GAME BOY CAMERA  
Released: 1998

Anybody who bought a Game Boy in 1989 and said, “You know, these games are nice and all, but I really can’t wait to see this thing take digital photographs” would likely have been carted away and locked up in the loony bin. And yet, those exceedingly clever people at Game Freak have achieved the improbable—creating a plug-in camera cartridge with a swivel lens and built-in games that let you paste your ugly mug into the action. Sure, maybe it’s just a novelty, but no other Game Boy game lets you have so much creative fun. The fun’s not over, either: Next year’s N64 spy shooter

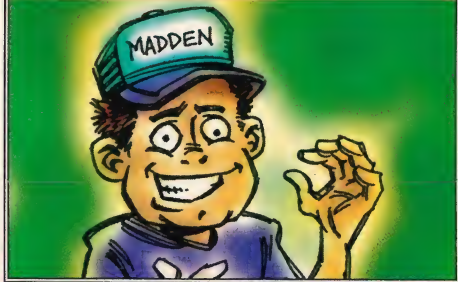


Perfect Dark will enable Game Boy Camera owners to import their faces into the stealthy, sniping gameplay, bringing a whole new meaning to the phrase “point and shoot.” Say “Cheese”....



I’m in an airport, killing time with my Game Boy while I wait for a flight. Suddenly, a voice says, “Madden.” I look up to find this creepy guy sitting across from me, shaking his head and smirking. “I’m sorry?” I said. “Madden, man. It’s all about Madden. GameDay sucks.”

“Uh, okay.”  
“Your hat—it says ‘GameDay.’ But Madden’s better.”  
“Oh. Well, actually, my hat says ‘GamePro.’ It’s a magazine.”  
“Oh...sorry. Oh, I see it now. I thought it said ‘GameDay.’” Uncomfortable pause. “Still—Madden, right?”





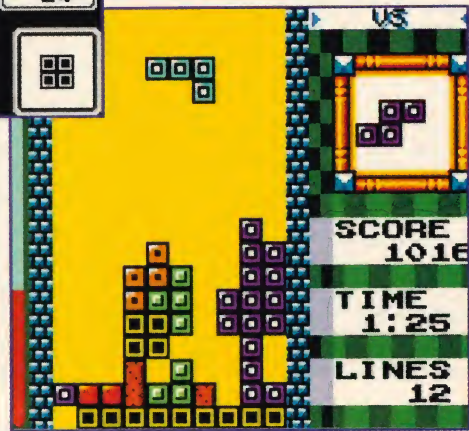
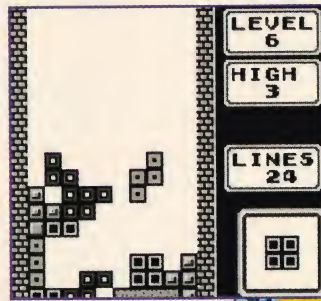
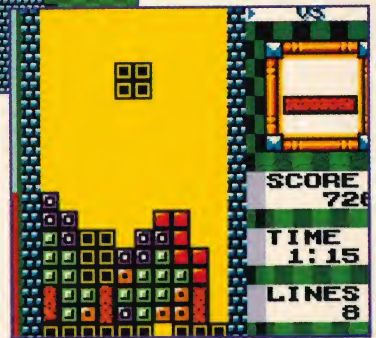
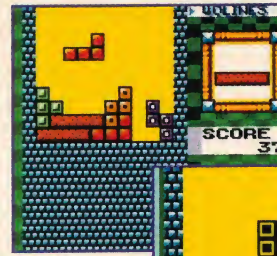
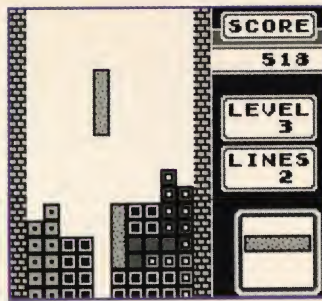
TOP 25 GAME BOY GAMES  
#1

**TETRIS/TETRIS DX**

Released: 1989/1998

**B**elieve the hype—this is still the ultimate handheld time-waster. Tetris was a major and controversial score for Nintendo, fraught with legal wranglings and last-minute deals, but it was clearly worth the trouble. The block-dropping classic from the Soviet Union was at one time a pack-in with the old gray Game Boy system, thereby ensuring its immortality. Nintendo realized that thanks to the Boy's iconic pieces, simple controls, and positively addictive nature, anybody can play Tetris—not well, mind you, but at least it's not the kind of

game that scares away newbies. Being able to link up for head-to-head gameplay with a friend didn't hurt its popularity, either. No wonder Nintendo added a human-like computer A.I. opponent when the game got the DX color overhaul last year. Face it, blockheads—Tetris made the Game Boy what it is today, and after 10 years of laying bricks, you still haven't finished the game....



LAME BOYS



Some games soar; others suck. Pucker up for the Game Boy's bottom five.

**NFL Blitz**

What does this slow-moving, 3/4-overhead view embarrassment have to do with the hard-hitting action of the arcade original? Um, nothing. Hit the showers.



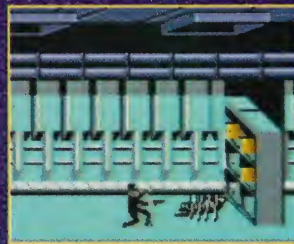
**Alfred Chicken**

There's this chicken, see, and his name's Alfred, and he does absolutely nothing of interest. New rule for platform wannabes: One fowl and you're out.



**Men in Black: The Series**

These MIBs are MIA thanks to lousy controls, bad gameplay, and a really weak ending. It stars agents J and K, but it feels more like an F.



**Mortal Kombat 4**

Prepare yourself...for a trip to the optometrist. Krappy kolors, kwestionable controls...heck, the soundtrack causes more pain than the fighters' punches.



**Bubsy II**

Do you know how hard it is to earn a 1.0 for Fun Factor? Somehow, Accolade's dreadful sequel makes it look easy. A game so bad that we couldn't find our old copy to get a screenshot. Consider yourself spared.







## 720°

Like most classic arcade games, 720° makes a very smooth translation to



the Game Boy—if you can stomach using the directional pad in lieu of the stand-up's famous slanted joystick. 720° puts you in an isometric skating community with ramps and shops at every turn. Your mission in life: earn Benjamins for rad gear by raging through the four parks (racing, slalom, jumping, and jiggy tricks) while performing daredevil maneuvers on the streets of Skate City.

B&W COMPATIBLE: YES

PUBLISHED BY MIDWAY HOME ENTERTAINMENT

AVAILABLE NOW

## 1942

1942 (the game) stormed arcades and the NES in 1985 (the year)—and now its addictive brand of blasting action is back in full color. 1942 features 32 levels of World War II



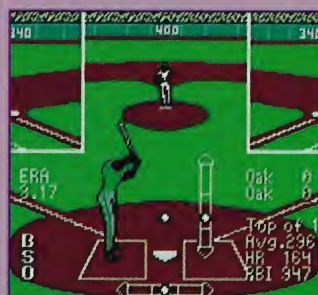
dogfighting—in other words, vertical scrolling and vigorous shooting—including all-new bonus boards and adjustable difficulty settings. You can take on your buddies in a two-player alternating mode, save your progress via a password system, and even print screenshots with the Game Boy Printer.

B&W COMPATIBLE: YES

PUBLISHED BY CAPCOM

AVAILABLE FALL '99

## All-Star Baseball 2000



Acclaim's impressive baseball franchise hits a dinger in its foray onto the Game Boy Color. All-Star Baseball 2000 features impressive player animations, 30 full-color stadiums with individual layouts, home and away uniforms for each team, and in-depth batting and pitching controls—you can even adjust your fielders' positions for each batter. With Home Run Derby, All-Star Game, and Season modes, ASB2K offers hardball gameplay with major-league depth.

B&W COMPATIBLE: NO

PUBLISHED BY ACCLAIM SPORTS

AVAILABLE NOW

## All-Star Tennis '99

Get out the old racket and step onto Game Boy Color's center court in All-Star Tennis '99. You'll



be able to trade volleys with the best the world has to offer—including stars such as Michael Chang, Jana Novotna, Mark Philippoussis, and Amanda Coetzer—on eight courts with varying surfaces (such as clay and grass). AST99 features three skill settings, singles and doubles competition, tournament play, and two-player capability via the link cable.

B&W COMPATIBLE: NO

PUBLISHED BY UBI SOFT

AVAILABLE OCTOBER





## Antz

Based on the feature film of the same name, Antz is a platform-style adventure where you play as Z, an insecure little working bug in search of Insectopia—a mystical world



where food is plentiful and all the insects live in peace. Along the way, you'll have to accomplish certain objectives, like finding lost worker ants or forming six ants into a demolition ball; but to do so you'll need to dodge such ant-oriented hazards as acidic termites, gum-soled shoes, and more.

B&W COMPATIBLE: YES  
 PUBLISHED BY INFOGRAVES  
 AVAILABLE FALL '99

## Arcade Classics: Defender/Joust

If you long for the days when saving a planet or upholding your honor meant something, pick up Midway's Arcade Classics: Defender/Joust. In Defender, you're charged with—what else?—defending your planet against an invasion by intergalactic



beings hell-bent on destroying your world and abducting its citizens. If you start feeling noble, you can switch over to Joust and knock poles with fierce futuristic knights to preserve that which is most precious—your own life.

B&W COMPATIBLE: YES  
 PUBLISHED BY MIDWAY HOME ENTERTAINMENT  
 AVAILABLE NOW

## Arcade Classics: Spy Hunter/Moon Patrol



Would you rather engage in some lunar madness or jump into the seat of an ultra-sleek cruiser? Either way, you're in business in Midway's second arcade two-pack for the Game Boy Color. Moon Patrol places you into the not-so-safe confines of a lunar rover where you must dodge hazardous terrain while blasting hostile aliens. The auto-based Spy Hunter thrusts you into a covert operation where you must gather intelligence while disposing of enemy agents on land and sea.

B&W COMPATIBLE: YES  
 PUBLISHED BY MIDWAY HOME ENTERTAINMENT  
 AVAILABLE NOW

## Army Men

Your mama is not here to help you! Army Men from 3DO is racing to the front lines to assault Game Boy



owners with its own unique brand of military madness. As Sarge, a tough-as-nails vet, you'll tackle dozens of missions that put you in dangerous territory—behind the lines of the evil Tan army. You'll be charged with capturing enemy plans and personnel, locating and rescuing your comrades, and much more. Just remember: Finishing the mission is your only option.

B&W COMPATIBLE: UNKNOWN  
 PUBLISHED BY 3DO  
 AVAILABLE 2000



## Asteroids

It's time to rock—literally—as Activision revives one of the all-time great coin-ops in a version for the Game Boy Color. Building on the innovations and overhauls of the PlayStation disc, this version of



Asteroids adds new enemies, dangerous black holes, two-player games via the link cable, and other modern twists to the classic gameplay. Accolade and Nintendo have each put out versions for the Game Boy before; will the newer, prettier version keep the faith?

**B&W COMPATIBLE: YES**  
**PUBLISHED BY ACTIVISION**  
**AVAILABLE NOW**

## Azure Dreams

Following the lead of Pokémon, Konami's RPG Azure Dreams includes some creature-training



elements in the form of "familiars," who can assist you in your quest. As in the PlayStation version, gamers control a 15-year-old boy looking for his father, who mysteriously disappeared in a mystical tower. The more he explores, the more he learns about what happened to his dad. Azure Dreams randomly generates the levels every time you play, which keeps the gameplay fresh.

**B&W COMPATIBLE: NO**  
**PUBLISHED BY KONAMI**  
**AVAILABLE OCTOBER**

## Babe and Friends

Some gamers won't go hog wild for a game starring Hollywood's popular porker, but puzzle and platform fans may find this little piggy pretty clever. In Babe and Friends, our hero will travel to a storybook city to help his humans, only to find 60 puzzles standing in his way. You'll have to give him a hand. As an added con-

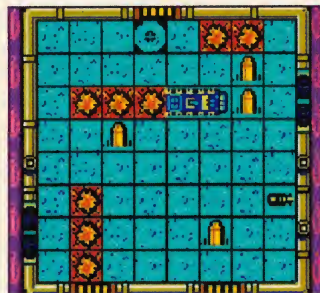


venience, you can print out your passwords with the Game Boy Printer. An early version of Babe was a bit confusing, but there's time to clear this up before it's released.

**B&W COMPATIBLE: YES**  
**PUBLISHED BY CRAVE ENTERTAINMENT**  
**AVAILABLE OCTOBER**

## Battleship

Remember the famous cry, "You sank my battleship!?" Now the classic game of naval strategy and lucky guesses comes alive with color—even if those colors are blue, for water, and orange for explosions.

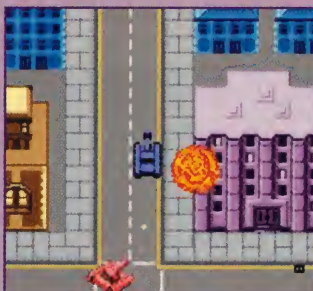


A few new twists—such as large-area attacks and radar, dramatic music, and quick animations—keep the proceedings fresh without ruining Battleship's basic appeal. Do you think you can take on a friend (or the Game Boy itself) without going down with the ship?

**B&W COMPATIBLE: YES**  
**PUBLISHED BY MAJESCO SALES**  
**AVAILABLE NOW**

## BattleTanx

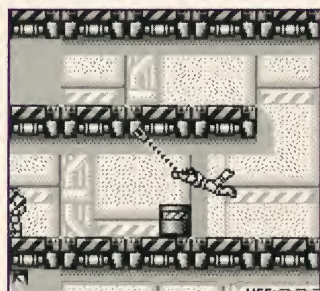
Already a huge hit on the N64, BattleTanx has its new orders from 3DO: Tear up the Game Boy Color! In a future world, all that's left of the United States is a handful of splinter



groups, all vying for control. Your ultimate equalizer comes with two treads and a lot of firepower—yep, you'll tool around town in a big tank, destroying buildings at will. But you won't be the only metal hunk in town. Hopefully, the white-knuckle intensity of the N64 version will be preserved on the Game Boy Color.

**B&W COMPATIBLE: NO**  
**PUBLISHED BY 3DO**  
**AVAILABLE 2000**

## Bionic Commando



Capcom's 1992 black-and-white sci-fi classic (pictured above) is scheduled for a color rerelease next year—and action gamers couldn't be happier. The fight against the Doraize army will continue as Rad Spencer and his mechanical arms try to put an end to the fiendish Albatross Project. Of course, this won't be the first time Bionic Commando is in color—the original game was on the NES—but it'll be the first time you get to take it with you. Watch for it sometime in 2000.

**B&W COMPATIBLE: UNKNOWN**  
**PUBLISHED BY NINTENDO**  
**AVAILABLE 2000**



GAMEBOY COLOR

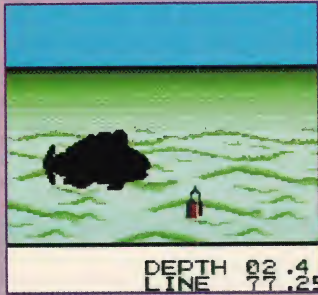
By the time you read this, Nintendo will have sold its 70 millionth Game Boy! Just over two million of those will be Game Boy Color models.





## Black Bass Lure Fishing

Believe the title on this one—you control your lure every step of the



way in Black Bass Lure Fishing. You'll need to swish it back and forth as you reel it in, tempting nearby fish to take a taste. Not getting any bites? Change the lure, move your boat, or even switch lakes. The graphics aren't much to look at—you watch a lure while the screen scrolls—and the classical soundtrack is a little odd; but then again, who doesn't enjoy picking out lures to the tune of "The Vienna Waltz"?

**B&W COMPATIBLE: YES**  
**PUBLISHED BY MAJESCO SALES**  
**AVAILABLE NOW**

## Bomberman GB

The Bomberman formula is simple: You're in mazes with monsters and blocks, and you have bombs to blow up everything in sight...but don't wank yourself! Now this puzzling adventure game that has long en-



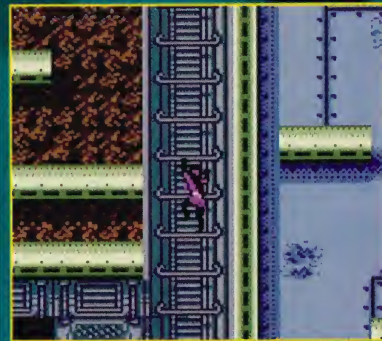
thrilled console gamers is on the Game Boy. In Bomberman GB's Story mode, you'll blast through 48 levels of solitary challenge; you can also link up with buddies on the Super Game Boy SNES accessory, but the game inexplicably doesn't work with the GB link cable. Bummer.

**B&W COMPATIBLE: YES**  
**PUBLISHED BY NINTENDO**  
**AVAILABLE NOW**

# CATWOMAN



Batman's slinky nemesis, Catwoman, is the focus of this action/adventure title. Using the game's side-scrolling play engine, you control Catwoman as she runs, jumps, and executes a series of attacks, including acrobatic flying kicks and several different punches. She can even use her whip to swing to seemingly unreachable areas. This game isn't mindless beat-em-up action, though—you'll rely more on stealth than on flying fingers, and in several situations it's to your benefit to sneak past enemies rather than take them on directly. Between the action sequences, you'll be



entertained by cut scenes and cameo appearances by other DC comic-book heroes.

**B&W COMPATIBLE: NO**  
**PUBLISHED BY KEMCO**  
**AVAILABLE NOW**

## Bugs Bunny Crazy Castle 3

Bugs and his Looney Tunes pals are back in this wacky platform adventure. The diabolical Witch Hazel has hidden Bugs's treasure in an old castle, and he wants it back. Unfortunately, Hazel has enchanted the



Looney Tunes so they'll do her evil bidding, making things tougher on Bugs. Help Bugs infiltrate Hazel's domain in more than 60 puzzle-filled levels while collecting quirky power-ups. Crazy Castle 3 also offers a password feature so you can continue where you've left off.

**B&W COMPATIBLE: YES**  
**PUBLISHED BY KEMCO**  
**AVAILABLE NOW**

## Caesars Palace II

Caesars Palace II takes full advantage of the Game Boy Color's improved resolution to create a posh casino

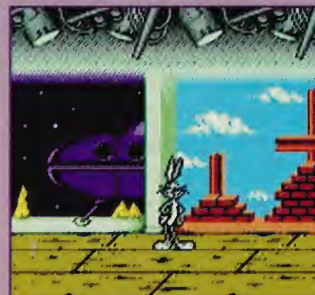


environment complete with red carpet, velvet rope, table limits, and even shady high-stakes games for the high roller. CPII features 19 games with extremely realistic odds, from blackjack to roulette to video poker, and you can save your winnings to the cart. It's time to find out whether you have lady luck on your side or you're on the road to the poorhouse.

**B&W COMPATIBLE: NO**  
**PUBLISHED BY INTERPLAY**  
**AVAILABLE NOW**

## Carrot Crazy

Take Bugs and Lola Bunny on a side-scrolling adventure as they try to solve a very important mystery: Who stole the carrots from their carrot patch? The suspects include Daffy Duck, Elmer Fudd, Yosemite Sam, Marvin the Martian, and Taz. You'll



retrieve carrots across five Looney Tunes worlds while using cool power-ups to fly or to dig tunnels. Carrot Crazy boasts extremely fluid control and crisp graphics with vibrant color and detailed backgrounds. What's up, Doc?

**B&W COMPATIBLE: YES**  
**PUBLISHED BY INFOGRAVES**  
**AVAILABLE NOW**

## Castlevania Legends

Beware: The Castlevania series has once again risen from the grave.



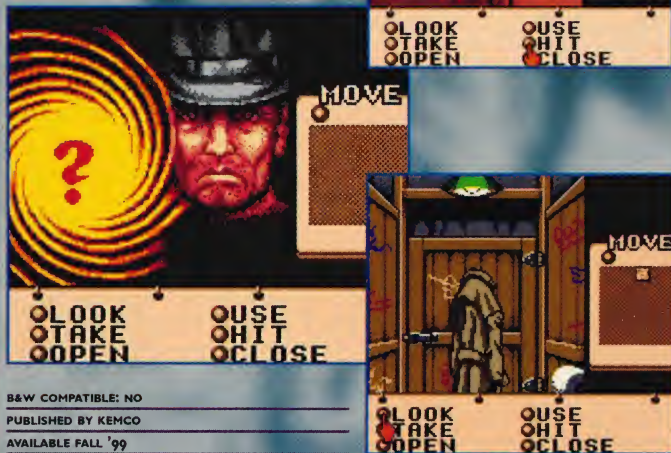
Castlevania Legends takes you back to the beginning to explore the origins of the Belmont heritage with its heroine, the original vampire killer, Sonia Belmont. Count Dracula is once again your nemesis as you make your way through several side-scrolling levels filled with monsters and collectable power-ups. Dracula's son, Alucard, also makes a return appearance in Legends to help Sonia in her quest.

**B&W COMPATIBLE: YES**  
**PUBLISHED BY KONAMI**  
**AVAILABLE NOW**



# Déjà Vu I & II

It's Déjà Vu all over again as two 8-bit classics are resurrected on the Game Boy Color. In both of these noir adventures, you wake up with a headache and a mystery to solve. In the first mystery, you have to find out who you are; in the second, you must come up with enough dough to keep the mob from turning you into fish food. Using a simple point-and-click interface and basic commands (use, open, look), you collect items and search the city for clues. This trip down memory lane is mighty scenic—many well-rendered locations hide details that may be crucial to solving the mysteries.



B&W COMPATIBLE: NO  
PUBLISHED BY KEMCO  
AVAILABLE FALL '99

## Centipede

Without the traditional trak-ball controller, this version of the venerable classic Centipede is a bit awkward to play, but if you can bear the less-than-accurate controls, you should have fun with it. In addition to the one- and two-player games, Centipede contains two link-play modes: Cooperative, where you and a friend have the same number of lives and try to get the highest score; and Competitive, where the first player to obtain a certain score wins the game.



ward to play, but if you can bear the less-than-accurate controls, you should have fun with it. In addition to the one- and two-player games, Centipede contains two link-play modes: Cooperative, where you and a friend have the same number of lives and try to get the highest score; and Competitive, where the first player to obtain a certain score wins the game.

B&W COMPATIBLE: YES  
PUBLISHED BY MAJESCO  
AVAILABLE NOW

## Chase HQ: Secret Police

If there's one thing Game Boy fans have plenty of, it's coin-op conversions. A favorite of driving fans in the arcades, Chase HQ adds a cool twist to the standard racing-game genre. Instead of racing opponents to the finish line, you pursue criminals and make them pull over—either by ramming them with your



car or by shooting at them (and be sure to keep an eye on your fuel tank). Secret Police also features five different drivers to choose from and a two-player link option.

B&W COMPATIBLE: NO  
PUBLISHED BY METRO 3D  
AVAILABLE NOW

## Chessmaster

This chess simulation offers 16 levels, from a teaching mode for those who need to learn the basics, to the Grandmaster difficulty level for Deep Blue wannabes. Experts looking for variety will enjoy the timed chess, blindfold games, and opening book library, and will want to try setting up customized situations to solve unique chess problems. A



takeback/replay option lets you review your moves, and you can compete against a friend via the GB link cable.

B&W COMPATIBLE: YES  
PUBLISHED BY MINDSCAPE  
AVAILABLE NOW

## Classic Bubble Bobble



Those crazy dinosaurs, Bub and Bob, are back for more adventures in the vein of their classic arcade exploits. In their quest to rescue their girlfriends, the dino heroes face level after level of obstacles and villains. In order to advance, they must trap their enemies inside bubbles and then burst the bubbles. As you progress through the game, you'll discover numerous power-ups and extra weapons that will help Bub and Bob vanquish their foes and live happily ever after.

B&W COMPATIBLE: YES  
PUBLISHED BY METRO 3D  
AVAILABLE NOW

## Conker's Pocket Tales

Conker may be MIA on the N64, but he's present and accounted for in this exciting adventure game from the developers of such Nintendo classics as Donkey Kong Country



and GoldenEye. You'll guide Conker through six worlds as he strives to save his beloved Berri from the diabolical Evil Acorn while riding speedboats, exploring ancient Aztec Temples, and infiltrating a mysterious medieval castle. This top-down adventure game also includes a battery-pack save feature.

B&W COMPATIBLE: YES  
PUBLISHED BY RARE  
AVAILABLE NOW

## Croc

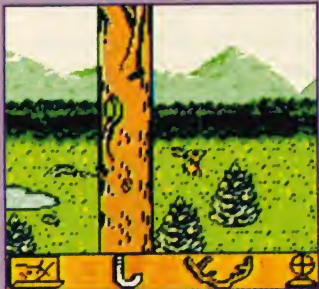
The little scaly hero with the big cold-blooded heart is headed for the Game Boy Color, courtesy of Fox Interactive. As in his PlayStation and Nintendo 64 adventures, Croc is on a quest to save his friends, the Gobbos, from the clutches of the evil Baron Dante. Croc for the GBC offers four levels and 35 worlds of platform action, including secret areas and sub-games. Rock with Croc as he takes rides on such vehicles as cable cars, snowboards, and magic carpets.



B&W COMPATIBLE: NO  
PUBLISHED BY FOX INTERACTIVE  
AVAILABLE WINTER '99



### Deer Hunter



To say Deer Hunter was an improbable hit on the PC is putting it mildly—who knew that bagging virtual does would rake in real-world bucks? With that in mind, maybe a Game Boy Color version makes sense (how many other first-person shooters for the Game Boy can you name?). Choose your weapon—a rifle, a shotgun, or a bow—and head off to three locations (or to the target range for some practice) to track and bring down a deer of your own. It's open season!

B&W COMPATIBLE: NO  
 PUBLISHED BY VITICAL ENTERTAINMENT  
 AVAILABLE OCTOBER

### Disney's A Bug's Life



Flick and friends come to life in this generic platformer where you must save the ant colony from Hopper's oppressive grasshopper gang. A Bug's Life offers nine levels featuring locations from the movie of the same name, including Ant Island, Riverbed Canyon, and The City, as well as a password system to save your progress. Unfortunately, the controls are a bit stiff and the tone is rather "kiddie," but younger fans will enjoy this cute and challenging adventure.

B&W COMPATIBLE: YES  
 PUBLISHED BY THQ  
 AVAILABLE NOW

The toys are back in town! In Toy Story 2, Space Ranger Buzz Lightyear returns to save his cowboy pal Woody from a wicked toy collector. You'll explore eight action-packed levels, fighting the evil minions of Zurg with laser attacks, your disk launcher attachment, and the patented slide kick. You won't be alone, though—you'll get help from old friends Hamm, Rex, and Slinky Dog, as well as new characters like Jesse the Cowgirl, the Prospector, and Bulls-eye the toy horse. A password system lets you save your progress through this cinematic adventure.

# TOY STORY 2



B&W COMPATIBLE: YES  
 PUBLISHED BY THQ  
 AVAILABLE FALL '99

### Disney's Mulan



What a disappointment! THQ's Mulan for the Game Boy is a sparse, lame side-scroller filled with banal tasks and overly simple graphics and sound. As in the film, Mulan disguises herself as a soldier and infiltrates the Imperial Army training camp to prepare for battle with the evil Shan-Yu. Mulan has a password system that lets you continue your game, but you probably won't stay interested long enough to use it. As the film's soldiers might say, "What we need is a game worth fighting for!"

B&W COMPATIBLE: YES  
 PUBLISHED BY THQ  
 AVAILABLE NOW

### Disney's Tarzan



The lord of the jungle is swingin' in this new Game Boy Color game. Assisted by Jane and Terk, Tarzan journeys through the colorful and lively jungle to rescue a captured ape family. Tarzan's 23 levels offer some serious tree-hugging excitement, including elephant stampedes, leopard attacks, and raging baboons. Also included are faithfully adapted animations from the movie and a mini-game that allows two players to challenge each other to a game of hide-and-seek in the jungle.

B&W COMPATIBLE: YES  
 PUBLISHED BY ACTIVISION  
 AVAILABLE NOW



## GAME BOY COLOR

The Game Boy Color can display 56 shades at one time based on a palette of 32,000 colors. Its central processing unit runs at 2.10 megahertz. That's slower than the first home PCs that came out in the early '80s—but Game Boy Color games are more fun!





## Duke Nukem

Duke Nukem's a huge phenomenon—but GT Interactive plans to shrink him down to size on the Game Boy Color. Sixteen levels of mutant-mulching gameplay offer a return to the platform-style action



that originally spawned Duke on the PC. Duke displays some new moves on the GBC, including a kick-ass backflip, but his over-the-top attitude stays the same. After all, this pint-sized powerhouse is every bit as lethal with a wisecrack as he is with a shotgun!

B&W COMPATIBLE: NO  
PUBLISHED BY GT INTERACTIVE  
AVAILABLE APRIL 2000

## Earthworm Jim: Menace 2 the Galaxy

Earthworm Jim is off to save the galaxy again, this time on the Game



Boy Color. Menace features 12 levels where you use cool weapons to fend off hordes of aliens, mutant sheep, teddy bears, and zombie chickens. Expect the same gameplay and wackiness you know from the 16-bit hits—at one point, you'll have to stop Evil Jim from auctioning off the weapon of doom he stole from Professor Monkey-for-a-Head! As a bonus, Game Boy Color users get a special level all their own.

B&W COMPATIBLE: YES  
PUBLISHED BY CRAVE ENTERTAINMENT  
AVAILABLE NOW

## F-1 World Grand Prix

F-1 World Grand Prix is the first FOA/FIA-licensed game for the Game Boy Color and will be one of the few GBC games to include a full-motion video opening and ending. Drivers can complete a full racing season in Grand Prix mode or jump to the final race in Exhibition mode. You can also link to other GBs to race head-to-head. F-1 fans will be revved up this fall—unless they're

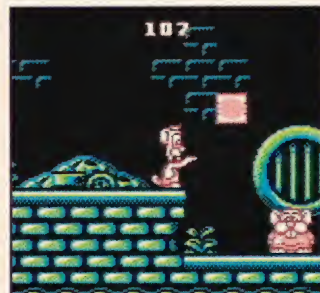


sidetracked by similar racers (V-Rally 99, Top Gear Pocket) that are likely to appear in the meantime.

B&W COMPATIBLE: NO  
PUBLISHED BY VIDEO SYSTEM  
AVAILABLE FALL '99

## The Fidgetts

Freddie and Frankie Fidgett are country mice who get separated from Ma and Pa in this title reminiscent of the movie *An American Tail*. Time is of the essence as you



solve puzzles and defeat bosses—Freddie and Frankie must make it to the docks in time to set sail for America with Ma and Pa. Each mouse has his own strengths, so you spend the game switching back and forth between the pair to overcome obstacles. It's like *The Lost Vikings*—only less interesting.

B&W COMPATIBLE: YES  
PUBLISHED BY JALECO  
AVAILABLE NOW

## FIFA 2000

If you're looking for soccer action on the go, you need to remember only one word: FIFA. The FIFA series consistently delivers the best "football" games out there, and FIFA 2000 brings the look and feel of the 16-bit-system games to the Game Boy Color. It features five modes of play, including Tournament, Playoff, Exhi-



bition, and a new Indoor Tournament mode. Of course FIFA is loaded with detailed player, team, and game stats, as well as a password option for longer play.

B&W COMPATIBLE: YES  
PUBLISHED BY THQ  
AVAILABLE FALL '99

## FIFA '98: Road to the World Cup

A handheld port of the EA Sports console title, FIFA '98: Road to the World Cup has everything a soccer



fan would expect: Exhibition, Tournament, League, and Playoff modes; adjustable strategies and formations; and, of course, the official license of the 1998 World Cup. The 3/4 view displays a generous portion of the field, and player control is easy. FIFA '98 is about to be overtaken by FIFA 2000, but it's still a fine portable souvenir of the '98 championship.

B&W COMPATIBLE: YES  
PUBLISHED BY THQ  
AVAILABLE NOW



GAME BOY COLOR

What's the biggest-selling Game Boy game of all time? The original *Super Mario Land*, which has moved 17 million copies. *Super Mario Land 2* and 3 have sold about 10 million copies combined, and *Pokémon Red* and *Blue* have sold about 14 million copies combined.





## Frogger

Frogger is back in action, and he's more hopped up than ever. You'll try to maneuver five flopping frogs safely through speeding traffic across a five-lane highway; then you'll take them across a raging river while avoiding hungry alligators, sneaky snakes, and kooky crocodiles. The premise sounds simple enough, but just wait till you get into the thick



of it. You'll need lots of skill and even more luck to survive this classic arcade twitchfest. Enjoy the ribbit-ing gameplay—and try not to croak!

B&W COMPATIBLE: YES  
PUBLISHED BY MAJESCO  
AVAILABLE NOW

## Galaga/Galaxian

Blast into space to battle some of the fiercest aliens ever in Nintendo's two-pack of Galaga and Galaxian.



Both classic games have been faithfully re-created for the Game Boy, complete with arcade-perfect graphics and atmospheric sound effects. Unleash your fury on the evil Zakkos while uncovering the secret of the dual fighter in Galaga, then beam over and pilot the Galakship to battle more alien invaders in Galaxian. It's old-school fun that shouldn't be missed.

B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE NOW

# Game & Watch GALLERY 3

Before he created the original Game Boy, Gunpei Yokoi invented the Game & Watch, a tiny

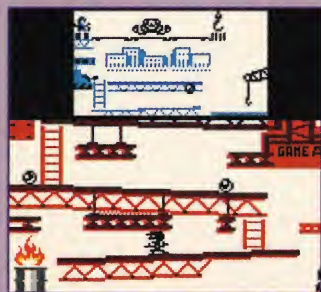
portable game system that utilized an LCD screen and the cross-key directional pad that has since become the standard for video games. It's only appropriate, then, that a few more early classics of portable gaming are enshrined in Nintendo's third collection of Game & Watch games. This time, check out the primitive primate Donkey Kong Jr. both in his original form and in a modern color overhaul. Mario's back, too, for a battle against Bowser—and even Toadstool makes an appearance. Naturally, this collection will be backward compatible with monochromatic Game Boy Pocket units.

B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE DECEMBER



## Game & Watch Gallery 2

Nintendo's first portable system, the Game & Watch, featured a handful of preprogrammed LCD games in a slim folding case. The first Game Boy G&W collection was in black-and-white only, but Game & Watch Gallery 2 is bringing back some of the early games in both their original forms as well as enhanced color versions. Games like Parachute,



Chef, and Vermin won't ring a bell for most people—but there's a version of Donkey Kong that collectors will want to see.

B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE NOW

## Gex: Enter the Gecko



Gex returns to his roots in this exceptionally compelling side-scrolling game with classic platform action. The sharp-tongued lizard zaps across the media universe as he tries to save our broadcasts from the grasp of the evil Rez. Gex whips his tail, sticks to walls, and faces off against 20 loony enemies. Enter the Gecko features over 25 levels, each a parody of a popular movie or TV series, plus password saves. If you enjoyed Gex on the Saturn, PlayStation, or 3DO, check this out.

B&W COMPATIBLE: YES  
PUBLISHED BY CRAVE ENTERTAINMENT  
AVAILABLE NOW

## Ghosts 'n Goblins

One of the best things about the Game Boy Color is the many near-perfect translations of classic arcade games available for the system—such as this conversion of the 1986 side-scrolling gem Ghosts 'n Goblins. You must help the scrawny Arthur



rescue Guinevere by picking up armor and weapons across seven dangerous worlds guarded by demon bosses. This version has three difficulty levels, a password system, a two-player alternating mode, and Game Boy Printer support.

B&W COMPATIBLE: YES  
PUBLISHED BY CAPCOM  
AVAILABLE OCTOBER



## GAMEBOY COLOR

Music maestro Tommy Tallarico, who has composed the music for over 100 games, started out by programming tunes for Game Boy carts. His first project was Prince of Persia.





Designer Gumpei Yokoi completed the prototype for the Game Boy in 1987; the system came out in Japan two years later. When Nintendo president Hiroshi Yamauchi saw it, he predicted it would sell 25 million units in three years. By the end of 1991, the Game Boy had sold 32 million units.



## Godzilla: The Series

Yeah, the movie sucked, but fortunately this beat-em-up's based on the popular animated series. Playing as the world's largest lizard, you'll battle through seven levels, lashing out with claws, teeth, and tail to lay



waste to the legions of tanks, choppers, and more that stand in your way. With each enemy encounter, Godzilla will gain experience and grow in size—the only question is whether the fun factor will keep up. Find out when the game hits shelves this holiday season.

B&W COMPATIBLE: YES  
PUBLISHED BY CRAVE ENTERTAINMENT  
AVAILABLE NOVEMBER

## Hexcite

How to explain Hexcite? There's a hexagonal game board and pieces of various shapes built from triangles. Your objective is to place your piece where it touches the most edges of the board's existing pieces, or to fill the board's hexagonal prongs. This is an extremely cerebral challenge for one or two players. Hexcite works



with the link cable so you can play against a friend, and offers five levels of difficulty and four game modes for a wide variety of mind-taxing gameplay.

B&W COMPATIBLE: YES  
PUBLISHED BY UBI SOFT  
AVAILABLE NOW

## International Track & Field

Given its glorious arcade and PlayStation past, International Track & Field's reappearance on the Game Boy should be worth tuning in for.

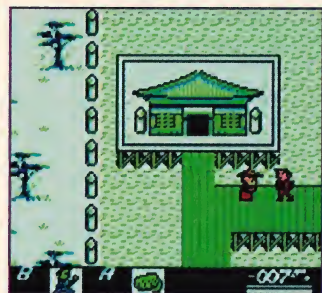


IT&F's events include sprints, hurdles, the discus, the javelin, the long jump, and more. You'll train your athlete as they progress from college to state to world champion over two simulated years. The preview version had a lot of promise; if Konami stays on track, International Track & Field might just reach the top of the podium.

B&W COMPATIBLE: YES  
PUBLISHED BY KONAMI  
AVAILABLE NOVEMBER

## James Bond 007

Bond, James Bond...he's the breakout superstar of the Nintendo 64 thanks to Rare's GoldenEye, but this is a whole new overhead-perspective adventure. As Bond, you have nerves of steel, but this globetrotting adventure may be too much even for you. You must investigate the mysterious disappearance of your comrade 008



while amassing super-secret information on a plot that might threaten the world. Luckily, Bond's trusty sidekick Q will pop up along the way to arm you with the latest gadgets.

B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE NOW

## Klax

These days, lots of classic arcade games are making the transition to



the Game Boy Color. Klax, Midway's addictive puzzle game, makes the leap with style. The premise is relatively simple: Colored tiles roll toward you on a conveyor belt, and you can use your paddle to flip them back or stack them. Pile up three or more tiles of the same color and they vanish, earning you points. It sounds pretty easy, but the fast and furious pace will keep you challenged...and entertained.

B&W COMPATIBLE: NO  
PUBLISHED BY MIDWAY  
AVAILABLE NOW

## Ken Griffey Jr.'s Slugfest

Ken Griffey Jr. hits a grand slam in this Game Boy conversion of the N64 hit. Griffey features all the Major League Baseball teams and players, and offers Exhibition, Season, World Series, and Home Run Derby modes. With superb graphics, vibrant sound, and battery-backed memory to save your stats and season, this handheld game gives diehard baseball fans all that they



could want. Now all you need are some Crackerjacks, a hot dog, and a plate of nachos!

B&W COMPATIBLE: NO  
PUBLISHED BY NINTENDO  
AVAILABLE NOW



## Kluster

A cool spinoff of Tetris, Kluster presents you with a free-floating cluster of blocks that you can move across the screen to capture specially shaped units. As you form boxes, which disappear like full rows in Tetris, your score and level increase. Kluster features 16 skill levels, two game modes, and a myriad of options; it also offers two-player competition via the GB link cable. You



can even adjust the background of your screen for the most eye-pleasing setup.

**B&W COMPATIBLE: YES**  
**PUBLISHED BY INFOGRAMES**  
**AVAILABLE NOW**

## Knockout Kings

EA's pugilistic powerhouse hits the Game Boy Color later this winter—and you'd better duck, 'cause it hits



hard! Nine of boxing's greats will squeeze their muscular frames into this tiny handheld, including Sugar Ray Leonard, Joe Frazier, Lennox Lewis, Oscar De La Hoya, and of course, "The Greatest," Muhammad Ali. Float like a butterfly and sting like a bee as you see your boxer through a whole career, get into a power-up-filled slugfest, or link up with a friend for a two-player bout.

**B&W COMPATIBLE: NO**  
**PUBLISHED BY EA SPORTS**  
**AVAILABLE WINTER '99**

## Konami Rally Championship

Konami's gearing up for a shot at the expanding Game Boy Color racing market with the upcoming Konami Rally Championship. As in real life, the harsh course will take a toll on your car, so you'll need to upgrade and repair it with the cash you earn from winning. Maintenance, it seems, will be the key to victory.



With V-Rally '99 and Roadsters '98 already on the track, Konami is starting out at a disadvantage. Does it have the horsepower to catch up and win the race?

**B&W COMPATIBLE: NO**  
**PUBLISHED BY KONAMI**  
**AVAILABLE 2000**

## Las Vegas Cool Hand

For gamblers on the go, Las Vegas Cool Hand deals out three flavors of cards: blackjack, cribbage, and solitaire. Wait a minute...solitaire? Well, it might not be a traditional Vegas game, but it comes in four varieties here, all the same. In-game instructions make everything easy, and high rollers will be happy to see blackjack rule variants from London and Atlantic City. There's also music for each location—but it's so awful that only the hard-of-hearing will leave it on.



**B&W COMPATIBLE: YES**  
**PUBLISHED BY TAKE 2 INTERACTIVE SOFTWARE**  
**AVAILABLE NOW**

## Legend of the River King

In Legend of the River King, your beloved sister falls ill, and the only thing that can save her is the mystical Guardian fish. So it's time to grab



your rod and head down to the river. This fishing—yes, fishing—RPG offers immense detail, including over 35 types of fish and a wide assortment of lures and bait. To be successful, you'll have to find the best fishing spot and use the right tools for the right fish. It won't be easy—do you think you're ready for this offbeat challenge?

**B&W COMPATIBLE: YES**  
**PUBLISHED BY NATSUME**  
**AVAILABLE NOW**

## Legend of the Sea King

Why settle for one fishing RPG when you can have two? Natsume's Legend of the River King sequel challenges you to catch the most elusive critter of all, the Sea King. You'll also have to help out some of the nice folks in the town by going



on side quests—and you'll need that time to experiment with different bait and lure combinations. Legend of the Sea King also offers a Pokémon-style Virtual Aquarium where you can raise the fish that you catch.

**B&W COMPATIBLE: YES**  
**PUBLISHED BY NATSUME**  
**AVAILABLE OCTOBER**

## The Legend of Zelda: Link's Awakening DX

The original Game Boy version of Zelda was an instant hit and remains a fan favorite to this day. Link wakes up on the shore of an island with no hope of rescue—unless, of course, he can collect the eight instruments of the Sirens and awaken the Wind Fish to hitch a ride home. Gamers will love playing through the adventure all over again—Nintendo wisely gave Link's Awakening a DX paint job and added a new secret dungeon that can only be accessed on a Game Boy Color. (See the ProStrategy Guide in this issue.) It's still one of the best games for the system.



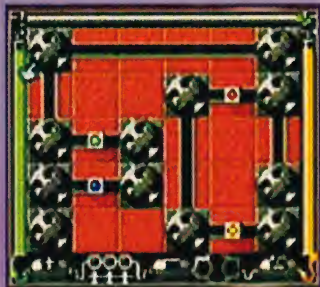
**B&W COMPATIBLE: YES**  
**PUBLISHED BY NINTENDO**  
**AVAILABLE NOW**





## Logical

The object of Logical is simple: Fill each of the onscreen gears with four marbles of the same color. This



becomes harder and harder as the number of gears increases and you have less time to direct the flow of marbles. As you progress, teleporters, color changers, and other obstacles appear to make things even more complicated for you. With 99 levels of marbles to get through, you'll find the password-save essential. Humans and Vulcans alike will find Logical fascinating.

B&W COMPATIBLE: NO  
PUBLISHED BY SUNSOFT  
AVAILABLE NOW

## Lucky Luke

Howdy, cowpokes! Put on your spurs and get ready to mosey out to the Old West with Lucky Luke. Younger gamers will enjoy chasing down the likes of Jesse James and the Dalton brothers in this colorful and upbeat cowboy actioner. Lucky Luke must survive such calamities as tornadoes and buffalo stampedes, as depicted in cartoon style. Twelve



levels (plus some hidden ones) will keep the tykes busy, but older gamers will probably want to get the heck out of Dodge City.

B&W COMPATIBLE: NO  
PUBLISHED BY INFOGRAMS  
AVAILABLE NOW

## Madden NFL 2000

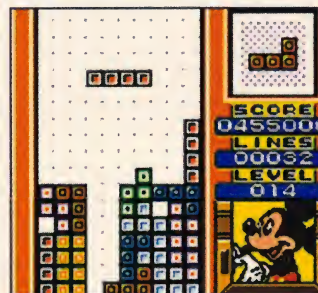


Over the past 10 years, gamers who want the best in video football action have grown to love and trust the name Madden. This fall, Madden shows up on the Game Boy Color, ready for action. Madden NFL 2000 offers a quick start option that enables you to get right to the line of scrimmage, as well as Season, Playoff, and Exhibition play. There's also a cool new mode that allows you to substitute any player into the existing offensive and defensive formations.

B&W COMPATIBLE: YES  
PUBLISHED BY THQ  
AVAILABLE FALL '99

## Magical Tetris Challenge

Join Disney icons Donald Duck, Goofy, and Mickey and Minnie Mouse as they guide you through seven different games: Magical Tetris, Up-Down Tetris, Towering Tetris, Harmony Tetris, Task Tetris, Signal Tetris, and Fill-the-Gap. Players



can explore Quest mode, Game Collection mode, and a two-player head-to-head challenge. This conversion of the recent N64 title offers depth and limitless challenge according to the reliable Tetris formula: a moment to learn, a lifetime to master!

B&W COMPATIBLE: YES  
PUBLISHED BY CAPCOM  
AVAILABLE FALL '99

## Marble Madness

Fans of classic arcade games will remember Marble Madness primarily for the large trak-ball that you used to control the onscreen marbles. With the Game Boy's directional pad, the play is a little less frantic



and not quite as rough on the arms, but still pretty infectious. The marbles roll through numerous kinds of terrain as you desperately try to beat the clock. Decked out with a spiffy new paint job for the Game Boy Color, Marble Madness could be a high roller.

B&W COMPATIBLE: YES  
PUBLISHED BY MIDWAY HOME ENTERTAINMENT  
AVAILABLE FALL '99

## Men in Black: The Series

This Game Boy Color adventure, based on the MIB cartoon series, offers running, shooting, and jumping across six environments ranging from sewers to city streets to the MIB headquarters. Unfortunately, the game has virtually no story line and becomes repetitive almost immediately. About the only variety is a few different weapons that you can pick up as you blast the aliens.



MIB features a password save, but given that the game's both short and mediocre, who cares?

B&W COMPATIBLE: YES  
PUBLISHED BY CRAVE ENTERTAINMENT  
AVAILABLE NOW

Mario's back...and he's teed off! You can join Mario and Luigi for a spirited round of golf in Nintendo's latest Game Boy Color sports cart. You'll find six main characters plus four bosses and one hidden character; you can also create your own custom golfer, choosing their gender, appearance, skills, and strengths. With a link cable, you and a friend can get on the fairway and drive together. Because the N64 transfer pak peripheral has been put off until spring, it's not yet known if you'll be able to upload a Game Boy golfer into the N64 Mario Golf cartridge.



B&W COMPATIBLE: NO  
PUBLISHED BY NINTENDO  
AVAILABLE NOW



## Mission: Impossible

Fans of the Tom Cruise movie of the same name will want to get their hands on this portable adventure. You take on the role of Ethan Hunt, espionage expert of the Impossible Mission Force, as he completes five missions over 10 levels. You'll have plenty of gadgets and weapons at your disposal as well



as the assistance of other IMF team members. You can also trade secret database information with friends through the Game Boy Color's infrared port.

B&W COMPATIBLE: NO  
PUBLISHED BY INFOGRAMES  
AVAILABLE FALL '99

## Monopoly

Majesco brings Parker Brothers' classic real estate trading game to the Game Boy Color, and it's great



fun—even though Majesco didn't do much more than colorize the previous black-and-white game. Because the computer takes care of the rules, play is fast and easy for up to four players; or you can take on crafty computer opponents. Sadly, you can't use house rules or save a game in progress—for that, the programmers should go directly to jail without passing Go or collecting \$200.

B&W COMPATIBLE: YES  
PUBLISHED BY MAJESCO SALES  
AVAILABLE NOW

## MOTOCROSS MANIACS 2

One of Konami's most popular black-and-white Game Boy games is due for a color overhaul—and fans can expect plenty of great gameplay with a pretty new paint job. Hop on your dirt bike and tackle 10 new courses filled with loops, huge jumps, whoop-de-dos, and more. Don't like the lay of the land? Make your own courses with the editor. The computer will give you a good race, or you can take on another Maniac via the link cable.



B&W COMPATIBLE: NO  
PUBLISHED BY KONAMI  
AVAILABLE THIRD QUARTER '99

## Montezuma's Return

Montezuma Max, a pint-sized Indiana Jones clone, faces the dangers that inhabit a creepy tomb in Montezuma's Return. In true platform fashion, he has to avoid the rolling skulls, pits of fire, nasty spiders, poisonous snakes, and so on. The game feels quite a bit like the old



Lode Runner games—you'll climb lots of ladders, search for keys, and conquer physical puzzles. Until Lara Croft slinks her way onto the Game Boy, this is your best bet for archaeological adventure.

B&W COMPATIBLE: YES  
PUBLISHED BY TAKE 2 INTERACTIVE  
AVAILABLE NOW

## Mortal Kombat 4



Midway's GBC translation of this classic fighter is lean and mean, featuring eight of MK4's core characters—and a few surprises. The hyper-violent polygonal antics of the original are translated as well as possible, but the GBC's fewer buttons can't replicate the complicated Kombat controls, and the final product ends up being a kind of MK Lite with fewer special attacks and no combos. Nevertheless, MK knuts and fighter freaks will want this one for their collections.

B&W COMPATIBLE: YES  
PUBLISHED BY MIDWAY HOME ENTERTAINMENT  
AVAILABLE NOW

## Mr. Nutz

Are you Nutz? You can be if you play Mr. Nutz, Infogrames' new platform adventure. The lead character's a super squirrel whose mission is



to stop the Yeti from freezing the world and taking over. So far, Mr. Nutz's platform action is pretty pedestrian—all you've got is six levels of collecting coins, grabbing acorns, and lobbing them at enemies—but the large color sprites and simple action might be just what young Game Boy owners are looking for.

B&W COMPATIBLE: NO  
PUBLISHED BY INFOGRAMES  
AVAILABLE NOVEMBER

## Ms. Pac-Man

Sisters are chewin' it for themselves! That golden gobbler Ms. Pac-Man's back where she belongs—in color—in the latest portable version from Namco. This nostalgic trip through arcade history includes all the familiar Pac elements: four ghosts, scrolling mazes, bouncing fruit, an insatiable hunger, and lots and lots of dots! Plus, this portable version of Ms. Pac-Man will enable you to bring



up the non-scrolling, full-playfield view, just as the black-and-white version did.

B&W COMPATIBLE: YES  
PUBLISHED BY NAMCO  
AVAILABLE OCTOBER



## NBA In the Zone

Konami's In the Zone franchise makes a decent debut on the Game Boy, though the controls are obviously watered down. ITZ offers Exhibition,



Playoff, and Season modes with all 29 NBA teams and their full rosters (minus the usual marquee names). You can also match up against a friend with the GB link cable and save up to three season records to a battery backup. In the Zone isn't terrible, but it could use some tweaks—and hopefully they'll be in place for ITZ 2000.

B&W COMPATIBLE: YES  
PUBLISHED BY KONAMI  
AVAILABLE NOW

## NBA Jam 99

NBA Jam returns to its roots—two-on-two mayhem—in Acclaim's latest sports title. Featuring four stars from each of the pro teams, Jam lets you throw down on fools in Season, Head to Head, and Play-off modes. The gameplay's about as realistic as you'd expect—pretty much every shot goes in, so it's all



about keeping up with the computer. All told, it's not amazingly fun, but it helps kill time on a boring afternoon. Later this year, we'll see how it stacks up against NBA Showtime.

B&W COMPATIBLE: YES  
PUBLISHED BY ACCLAIM  
AVAILABLE NOW

## NBA 3 on 3 Challenge

Nintendo's looking to get a leg up on NBA Jam by throwing two more players onto the court in NBA 3 on 3 Challenge. All the pro teams report to the court with six players each for what Nintendo promises will be fast-paced hoops action.



Gamers can bury the rock in Season, Tournament, or Playoff modes, while the game's coolest feature—player creation—lets you store up to six homemade players on the cart. Look for the dunks to start slammin' this December.

B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE DECEMBER

## NFL Blitz

Unlike the home console versions, NFL Blitz for the Game Boy Color offers a 3/4, isometric-style view; however, it retains the series' hyper-violence. Tackles lead to quick full-motion video cut scenes of violent collisions, while multiple backfield passes, desperate dives, and that beloved Blitz playbook put you in familiar territory. Blitz doesn't offer



a head-to-head game or keep records, but you can print your stats with the GB printer. This Blitz isn't bad but it could have been better.

B&W COMPATIBLE: YES  
PUBLISHED BY MIDWAY HOME ENTERTAINMENT  
AVAILABLE NOW

## NHL Blades of Steel

Blades of Steel may be in a position to give NHL 2000 a run for its money



with some fast, furious gameplay. The action's fairly basic but a lot of fun—carrying the puck up and down the ice and lighting the siren will plaster a big grin on your face. The graphics are pretty strong, and they're matched by solid features like two-player link cable play, player creation, pro players and teams, Season mode, fighting, and more. Looks like it's going to be a hot season on the ice....

B&W COMPATIBLE: NO  
PUBLISHED BY KONAMI  
AVAILABLE NOW

## NHL 2000

Hockey's reigning champ hits the Game Boy Color ice with NHL 2000. Gamers choose from all the pro players and teams, as well as international and All-Star squads,

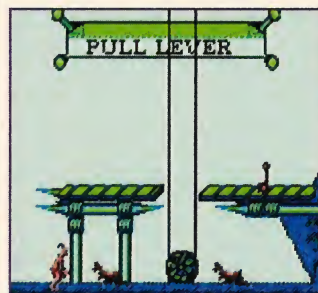


for puck-blasting action in Exhibition, Season, Playoff, Tournament, and Shootout modes. In-depth features include line changes, offensive and defensive strategies, and fighting. The roster's definitely packed, so the only question is whether the gameplay and the two-button controls can keep up with the features.

B&W COMPATIBLE: NO  
PUBLISHED BY THQ  
AVAILABLE OCTOBER

## Oddworld Adventures

Abe the Mudokon—star of the mega-hit Oddworld games for the PlayStation and PC—is back again, and,



as always, his people are being oppressed. Help Abe avoid the stealthy Sligs, flesh-eating Slogs, and perilous Paramites throughout 14 platform-style environments (plus bonus hidden levels) while pontificating on the odder points of life via Oddworld's signature whistles and farts. If nothing else, Abe is the most gastro-intestinally charged video game hero you've ever met!

B&W COMPATIBLE: YES  
PUBLISHED BY GT INTERACTIVE  
AVAILABLE NOW



GAMEBOY COLOR



It looks square, but it's not. The Game Boy's screen is actually 160 pixels high by 144 pixels wide.



**Pac-Man**



One of the world's most beloved games is chomping its way onto the Game Boy Color! The highlight of this version of Pac-Man is its arcade-perfect port of the original Pac-Man—every last beep, ghost, and pill is perfectly reproduced in both full-screen and scrolling modes. But if that's not enough for you, this edition also includes Pac-Attack, an intriguing puzzle game in the vein of Tetris where you stack up ghosts, then drop Pac into their midst to whup ass.

B&W COMPATIBLE: YES  
PUBLISHED BY NAMCO  
AVAILABLE NOW

**Paperboy**



Another nostalgic arcade classic, Paperboy returns you to those care-free days when neighborhood kids delivered the newspaper—and shattered windows, busted mailboxes, and threw your paper into the bushes! The goal is to land your subscriber's paper in the mailbox, but you also rack up bonus points for breaking windows, flummoxing attack dogs, and otherwise wreaking havoc. The controls are a handful, but many will still want to take this trip down memory lane.

B&W COMPATIBLE: NO  
PUBLISHED BY MIDWAY HOME ENTERTAINMENT  
AVAILABLE NOW

**Pitfall Beyond the Jungle**



Pitfall Harry Jr. is back! Activision went back to the basics for this conversion of its PlayStation title, offering a side-scrolling adventure similar to the 16-bit Pitfall: The Great Adventure. You can guide Harry Jr. through the treacherous jungles of South America—and into a new dimension—using your pickaxe and those trusty vines to explore the most dangerous places on Earth...and on other worlds. Pitfall Beyond the Jungle also offers a password function to save your progress.

B&W COMPATIBLE: YES  
PUBLISHED BY ACTIVISION  
AVAILABLE NOW

**Pocket Bomberman**



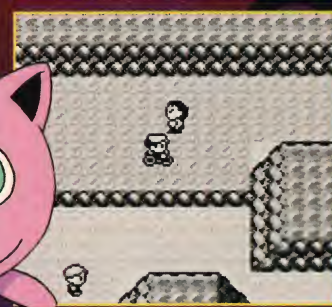
Everybody's favorite bomb-slinger returns to the Game Boy, this time in color, for some new and different adventures. Plus, Pocket Bomberman packs in two games: a wacky Jump mode where you bounce your way up a tower, and a more traditional side-scrolling adventure in which you wade through 25 power-up-packed levels where you must blow up all the enemies before time runs out. Given the popularity of Bomberman, this cart's sure to draw a lot of interest.

B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE NOW

**POKÉMON RED BLUE**

Pokémon Red & Blue rode the wave of Pokémon's monumental success to the top of the video game sales charts. You play as a young boy who decides he wants to become a Pokémon trainer. After visiting the retired Pokémon master, Professor Oak, he sets out across the world in search of all 150 "pocket monsters"—Pokémon for short. Not all Pokémon, however, can be found in each version, so owners of different colors will have to trade to complete their collections. If you trade with the Japanese version, you can capture the super-rare 151st Pokémon, Mew!

The games are incredibly fun, serving up high-quality RPG adventuring as you build your stable of Pokémon and battle other trainers. With a link cable, you can test your skills against a friend or just swap Pokémon. However you play it, be prepared to become hopelessly addicted to this awesome must-own game. Oh, and Jiggly-puffs rule!



MEW  
No. 151  
HP: 100  
360/360  
STATUS/OK  
ATTACK 265  
DEFENSE 265  
SPEED 270  
SPECIAL 256  
TYPE 1/ PSYCHIC  
IDNo/ 51352  
OT/ MARIO

VOLTORB :116  
HP: [Bar]  
WEEPINBELL :127  
HP: 80/80  
WEEPINBELL used CUT!



MEOWTH :120  
HP: [Bar]  
CLEFABLE :122  
HP: 37/81  
CLEFABLE used POUND!

B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE NOW



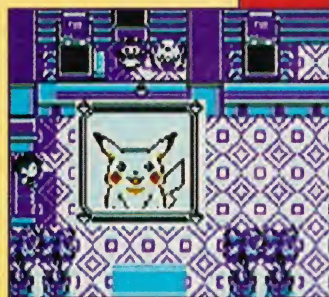
# POKÉMON

## YELLOW VERSION: SPECIAL PIKACHU EDITION

**P**ikachu, the unofficial mascot—a “spokémon,” if you will—for the whole line of Pokémon games, takes center stage in the hotly anticipated third RPG in the series. Like Red and Blue, Pokémon Yellow makes you a Pokémon trainer who wanders the virtual world collecting pocket monsters and sparring with other trainers in turn-based battles.

Not only does Pokémon Yellow share the features that have made the series so popular, but all of the Pokémon have updated animations, some have new Technical Machines (TMs), and, of course, they're now finally in color! You can choose Pikachu as one of your first Pokémon, and it walks alongside you on your journey, entertaining you with special animations and sounds. Jesse and James from Team Rocket also make cameo appearances. As if that weren't enough, you can even make Pokémon stickers with the Game Boy Printer.

*Note: All screens shown here are from the Japanese version of the game.*



B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE OCTOBER

## Prince of Persia

Video game rule #236: Rescuing princesses never goes out of style. The classic Prince of Persia plunges you into mystical labyrinths and puzzling mazes as you attempt to escape from the dungeon and rescue your royal sweetie. Prince offers a



variety of challenges, from sword-fighting to precision jumping, all wrapped around an epic storyline. This new Game Boy Color version even includes an exclusive training level to get you into the swing, jump, and parry of things.

B&W COMPATIBLE: YES  
PUBLISHED BY RED ORB ENTERTAINMENT  
AVAILABLE NOW

## Puzzle Master

In the Tetris-inspired Puzzle Master, you travel through four realms in danger of destruction (and a fifth



that you can unlock by collecting certain artifacts). You must think quickly and logically if you're going to save the realms by solving the 50-some puzzles and using the special objects you find. Puzzle Master also offers secret areas where you face special challenges, such as dropping a crown on the head of a flighty king to give him courage. You'd better break out your thinking cap.

B&W COMPATIBLE: NO  
PUBLISHED BY METRO 3D  
AVAILABLE NOW

## Quest Fantasy Challenge

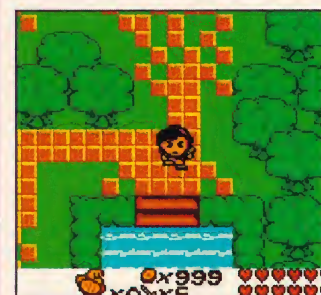
Quest Fantasy Challenge is nearly identical to the old-school arcade game Mr. Do! In this puzzle/action game, you must rid each stage of nasty monsters or collect every object to advance. Each of QFC's 20 levels contains a plethora of objects to strengthen your weapons and health—which is good, because a wide variety of creatures are doing their best to exterminate you. Given



that Mr. Do! is out of print on the Game Boy, Quest Fantasy Challenge will have to do instead.

B&W COMPATIBLE: YES  
PUBLISHED BY SUNSOFT  
AVAILABLE NOW

## Quest for Camelot

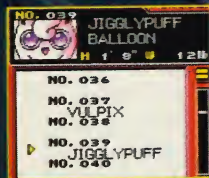


Quest for Camelot, an RPG based on the animated movie of the same name, is aimed primarily at younger gamers. You lead Kayley on her quest to save the fabled kingdom of Camelot from the evil Sir Ruber. Along the way, you'll travel to eight fantastic worlds, fighting eerie creatures, solving perplexing puzzles, and seeking help from King Arthur's loyal subjects. You'll also have to repel threatening monsters with both sword and sling-shot as you attempt to complete your quest.

B&W COMPATIBLE: YES  
PUBLISHED BY TITUS  
AVAILABLE NOW



# Pokémon PINBALL



Pokémon spreads to the pinball world in Nintendo's first Rumble Pak-equipped Game Boy Color cartridge. Instead of a silver marble, you bat a Poké Ball around the table, lighting up targets and activating bonus games—not to mention building up your Pokédex with new species. All 150 Pokémon are here for you to capture—if you've got the reflexes and skill to nab them! In true Pokémon fashion, some creatures can be captured only on the blue table, while others reside solely on the red. At least this time, you won't need two cartridges to catch 'em all.



B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE NOW

## Rainbow Six

Already a smashing success on the PC, Rainbow Six challenges players to lead an elite anti-terrorism group as it tries to save the world. You must first plan your mission by choosing what types of weapons



and gear to use and where to position your teams; then you get down in the trenches to execute the plan from a first-person perspective. If the action/strategy blend of Rainbow Six is anything like its PC predecessor's, expect a high-caliber game this January.

B&W COMPATIBLE: NO  
PUBLISHED BY RED STORM ENTERTAINMENT  
AVAILABLE JANUARY

## Rampage World Tour

What happens when three monsters take an around-the-world vacation? Total chaos! In Rampage



World Tour, coin-op heroes, Lizzie, Ralph, and George, smash buildings, battle the local military, and even snack on a few innocent bystanders. Unfortunately, the gameplay's too repetitive to be interesting for long, the music suffers from the same problem, and the color graphics leave out a lot of detail, reducing the hulking heroes to a bunch of little blocks. Monstrous indeed!

B&W COMPATIBLE: YES  
PUBLISHED BY MIDWAY HOME ENTERTAINMENT  
AVAILABLE NOW

## Rats!

Everybody knows that rats are foul garbage-eating, disease-spreading vermin. The folks at Take 2 felt that wasn't unpleasant enough, so they've



armed one of the little suckers with a tiny gun and are challenging players to navigate several scrolling action/platform levels filled with snakes, snails, and, uh, bouncing axes. The goal is to get all the food and open the exit—but an even better goal would be to get this joyless, simplistic clunker out of your Game Boy.

B&W COMPATIBLE: YES  
PUBLISHED BY TAKE 2 INTERACTIVE  
AVAILABLE NOW

## Rayman

Rayman was a beautiful-looking game on the PlayStation. From what we've seen, it seems probable that much of its graphic luster will remain intact on the Game Boy Color. Playing as the title character, you'll explore



huge levels filled with challenging enemies, enormous bosses, and unique weapons that you can find to boost your abilities. Rayman's graphics look very sharp, and the friendly hop-n-bop controls will quickly become second nature. Everybody loves Rayman.

B&W COMPATIBLE: NO  
PUBLISHED BY UBI SOFT  
AVAILABLE FIRST QUARTER 2000



GAME BOY COLOR

Thanks to the amazing Pokémon craze, Nintendo sold 10 million Game Boys in 1997—outselling the Nintendo 64 that year!



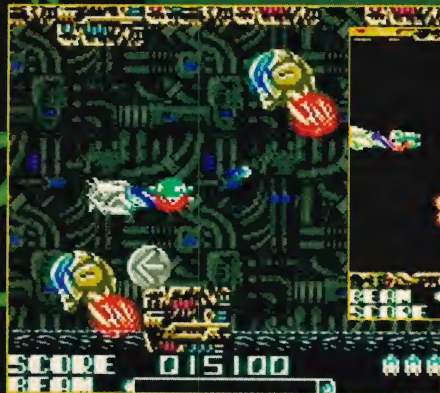


# R-TYPE DX

The Bydo are back!

R-Type DX, an old-school side-scrolling shooter, is a perfect fit on the Game Boy Color. R-Type DX is made up of five games: the old Game Boy hits, R-Type and R-Type II (in black-and-white and color-enhanced versions), and R-Type DX, a color-only combination of the other two games. Game Boy Color owners will also benefit from three exclusive options: a save-game capability and two rapid-fire modes.

R-Type DX features side-scrolling flying and blasting with a few unique twists, the most striking of which is the Power Pod. Once you've found this power-up, you can attach it to the front of your ship and either launch it at enemies or keep it connected, making your ship into a battering ram. With wave after wave of evil alien enemies to contend with (not to mention plenty of power-ups), R-Type DX offers oodles of action to keep your trigger-finger busy.



B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE NOW

## Revelations: The Demon Slayer

Revelations: The Demon Slayer features action similar to Pokémon's, but with a demonic twist. The world



has been overrun by demons, yet rather than fight them head-on, you must recruit them through conversation. You can collect over 100 different demon characters and create your own powerful minions by fusing captured demons together. Revelations also has a two-player battle mode (via the link cable) where you can pit your best demons against a friend's.

B&W COMPATIBLE: NO  
PUBLISHED BY ATLUS  
AVAILABLE NOW

## Roadsters '98

Tiny little Lamborghinis tear around a scrolling track in Titus's Game Boy racing entry. Mind you, you can't tell they're some of Italy's finest sports cars; they're basically little colored rectangles. Roadsters is somewhat similar to Super R.C. Pro Am, with performance-boosting power-ups for you to snag during the race, but without Pro Am's angled track

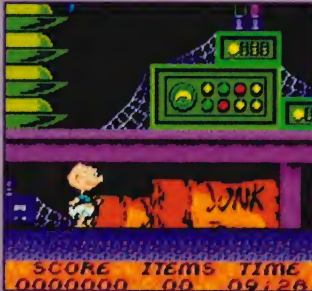


view. You'll have to keep the pedal to the metal because there's no room for second place here—you either win or you walk.

B&W COMPATIBLE: YES  
PUBLISHED BY TITUS INTERACTIVE  
AVAILABLE NOW

## The Rugrats Movie

Nickelodeon, meet Nintendo. In The Rugrats Movie, the Pickle babies must rescue their new baby brother, Dil—and they need your help. Join the Rugrats as they traverse classic platform levels (including new bonus areas in the Game Boy Color version). They have to avoid diabolical spiders, crazed circus monkeys, and rolling boulders as they search for little Dil Pickle. Rugrats has extremely



responsive controls, and its benign brand of danger is perfectly suited for younger gamers.

B&W COMPATIBLE: YES  
PUBLISHED BY THQ  
AVAILABLE NOW

## Rugrats: Time Travelers

Those precocious animated babies are back in a new adventure on the Game Boy Color. Join Tommy, Chuckie, Phil, Lil, and Angelica as



they travel through various eras of time, from the prehistoric era to the Wild West. Time Travelers offers a variety of gameplay styles, including traditional platform gaming, puzzle solving, and racing. There are over 10 regular levels to explore, plenty of hidden levels, and a password save system to help you get through 'em all.

B&W COMPATIBLE: YES  
PUBLISHED BY THQ  
AVAILABLE NOVEMBER



## Shadowgate Classic

Shadowgate, the sprawling RPG epic, hits the Game Boy Color in classic style. You're the last in a great royal lineage and must rid your kingdom of the evil Warlock



Lord before he unleashes the all-powerful Behemoth, a demon who will swallow the world. You'll explore dungeons and castles while finding countless objects that help (or hinder) you in your perilous quest. Shadowgate also features a battery-save feature that can hold three game files.

B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE NOW

## Shamus

If you don't remember Shamus from the '80s...well, you're probably not alone. In its day, however, it offered great arcade action in the style of Berzerk and Robotron—a one-man army fighting madly against hordes of enemies. The Game Boy Color version pits the robotic gumshoe Shamus against the Shadow throughout 128 rooms full of baddies, keys, hidden doors, and other surprises.



Shooter fans should give this entertaining obscurity the second chance it deserves.

B&W COMPATIBLE: NO  
PUBLISHED BY VITALIC ENTERTAINMENT  
AVAILABLE NOW

## Shanghai Pocket

The perennially popular matching game, Shanghai, makes a good portable pastime; if you're familiar with

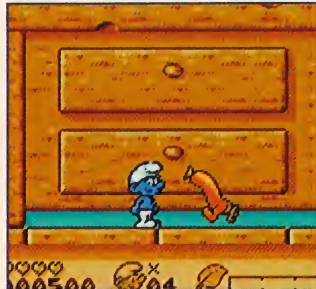


the PC and console versions, you know how simple and relaxing it can be. Players must match and remove pairs of mah jongg tiles to clear the board and advance in single-player games, or beat their opponents in head-to-head link matches. With 12 levels, three modes, and random puzzle generation every time you play, Shanghai Pocket's never the same game twice.

B&W COMPATIBLE: YES  
PUBLISHED BY SUNSOFT  
AVAILABLE NOW

## The Smurfs Nightmare

The vile Gargamel has cast a spell on the Smurfs' village, and it's up to Hefty Smurf to rescue them! In The Smurfs Nightmare, you'll have to help Hefty save the rest of the Smurfs as he journeys through 16 levels of gorgeous platform action. This is one of the best-looking Game Boy Color games yet, with vibrant graphics featuring multiple scrolling backgrounds. The Smurfs



Nightmare also offers two difficulty levels and a password feature that lets you save your progress.

B&W COMPATIBLE: NO  
PUBLISHED BY INFOGRAMES  
AVAILABLE NOW

# RESIDENT EVIL

One of the most popular games of the decade, Resident Evil single-handedly created a genre and brought cinematic gameplay to a whole new level. Just as the franchise explodes with RE3: Nemesis for the PlayStation, RE: Code Veronica for the Dreamcast, and RE2 for the N64, Capcom is bringing the slaughter to the Game Boy for the first time.

A multiple-angle, pre-rendered adventure like RE may seem like a tough conversion for the Game Boy Color, but Capcom's determined to scare the pants off you all over again. This GB conversion will retain all of the locations and characters of the original masterpiece. Resident Evil will also feature a special game-pausing option that will save your place when the power is turned off. Can Capcom pull off this ambitious project? Will the graphics hold up on the small screen? Can you really be scared by something this small? Prepare to re-enter the world of survival horror!



B&W COMPATIBLE: NO  
PUBLISHED BY CAPCOM  
AVAILABLE FALL '99



## Spawn

With the success of the movie and TV series, an impending arcade game, and a rumored Hollywood sequel, Spawn's a hot property—and the handheld game just fuels the fire. The popular undead super-hero comes alive in an entertaining



adventure full of the fiercest villains from his comic book series, including The Clown and Overt-Kill. Run, jump, and punch your way through four different levels, from gritty city streets to an alien satellite orbiting the Earth.

B&W COMPATIBLE: YES  
PUBLISHED BY KONAMI  
AVAILABLE NOW

## Spy vs. Spy

The Cold War is heating up on the Game Boy! Those classic *Mad* magazine characters, Joke and Dagger,



engage in espionage fun across 32 mind-warping levels in *Spy vs. Spy*. Each level is packed with maze-like rooms full of traps and obstacles. There are four different types of missions, but the objective of each is the same: steal the secret data before the other spy does. This is a handheld version of the home computer classic from years ago, but it still holds up.

B&W COMPATIBLE: YES  
PUBLISHED BY VITALIC ENTERTAINMENT  
AVAILABLE NOW

## Super Breakout

Another classic arcade game is revived on the GBC! Anyone can pick up and play this game (which was created by Steve Wozniak of Apple fame), but mastering it is another matter. One or two players control a paddle that bounces a ball against blocks that disappear when the ball hits them. Lose all your balls and it's game over. Ball speed, the angle of the bounces, and your reflexes are the keys to success.

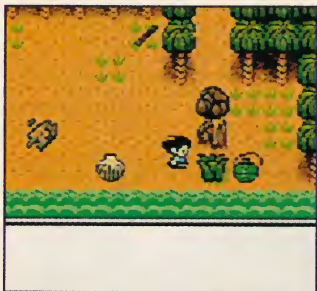


*Super Breakout*'s five game modes are guaranteed to keep you busy.

B&W COMPATIBLE: YES  
PUBLISHED BY MAJESCO  
AVAILABLE NOW

## Survival Kids

Here's an adventure that breaks the traditional fantasy mold. In *Survival Kids*, you're a young passenger



aboard an ocean liner that capsizes during a stormy night at sea. You wake up on a remote island and must hold out till you're rescued, exploring every nook and cranny as you search for instruments, weapons, and other survivors of the wreck. Watch out, though—you might not be the only inhabitant of the place! Do you have what it takes to be a survivor, kid?

B&W COMPATIBLE: YES  
PUBLISHED BY KONAMI  
AVAILABLE NOW

## Suzuki Alstare Extreme Racing

*Suzuki* features four famous Suzuki Alstare racers and their bikes, 16 challenging tracks, six different environments and climate conditions, and special moves such as wheelies and power slides. Race solo or against a friend in three different race modes. Sharp graphics, easy controls, and onscreen driver stats



add to the fun. If you race well enough, you'll unlock hidden tracks and bikes. With this and *Motocross Maniacs 2* in the pipeline, it looks like a good year for motorcycle fans.

B&W COMPATIBLE: NO  
PUBLISHED BY INFOGRADES  
AVAILABLE APRIL 2000

## Tamagotchi

They come from outer space and into your life as helpless entities that you must feed, rest, supply with medicine, entertain, and clean up after. No, it's not a newborn, but Bandai's digital pet, the *Tamagotchi*. Thanks to the Game Boy's larger



memory capacity, you'll interact with your pet in numerous ways in addition to training it to win the *Tamagotchi* tournament. If you have the patience and want more creature-raising options than *Pokémon* offers, it's worth a look.

B&W COMPATIBLE: YES  
PUBLISHED BY BANDAI  
AVAILABLE NOW



Capcom's legendary fighting franchise returns to the Game Boy with all 10 fighters from the original *Street Fighter Alpha*, including Ken, Ryu, Chun-Li, Dan, Birdie, and Adon. This conversion of the arcade hit has all of the original's punishing moves, including the immolating Super Combo attacks and devastating Alpha Counters. It even includes a training mode where you can practice the delicate art of hyper-violence by mastering multihit combos. The Game Boy version of *Street Fighter II* was surprisingly good; you can expect improved graphics and better animation from *Alpha*.

B&W COMPATIBLE: NO  
PUBLISHED BY CAPCOM  
AVAILABLE NOW



## Test Drive 6

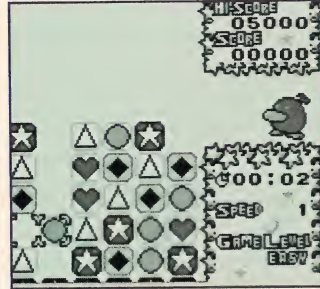
High-octane racing goes portable with Test Drive 6. TD6 is loaded with features, including 24 tracks, 12 cars, and three play modes: Tournament, Single Race, and Cop Chase. The last mode is especially alluring—you get to chase down suspects and pull them over. Using a save-game feature, you can collect trophies and upgrade your car with the cash that you earn. Test Drive 6 should give fellow top-down racers, Roadsters '98 and Super R.C. Pro Am, a run for the checkered flag.



B&W COMPATIBLE: YES  
PUBLISHED BY INFOGRAMES  
AVAILABLE FALL '99

## Tetris Attack

Tetris Attack puts a new spin on the standard falling-blocks formula—in fact, this time around, the blocks don't fall at all! Bricks with different



icons (stars, circles, triangles, etc.) push up from the bottom of the screen, and your goal is to match three or more of the same icon before the stack reaches the top of the screen. Pulling off combos of four or more freezes the screen and buys you time! If you liked the Super NES version, you'll find lots to love in the portable edition.

B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE NOW

# SUPER MARIO BROS. Deluxe

This Super Mario Bros. collection

features a perfect port of the 8-bit Super Mario Bros. that first appeared on the NES in 1985, complete with all 32 levels and their secrets. Plus, Deluxe has two additional modes: Challenge, where you must collect Yoshi Eggs and Red Coins, and Vs., where you go head-to-head against a friend on eight courses via the link cable. You can even print out banners, awards, and pictures using the Game Boy Printer. Unlike the NES version, this one enables players to save their progress—a major help. Here's one game that's sure to leave a pile of dead batteries in its wake.

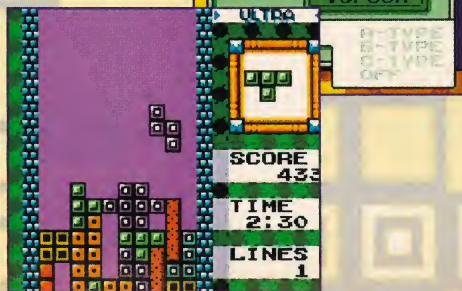
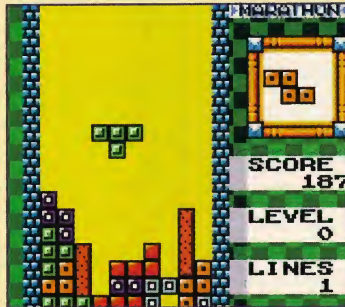


B&W COMPATIBLE: NO  
PUBLISHED BY NINTENDO  
AVAILABLE NOW



# tetris dx

Even though it's older than some of the people who play it, the classic puzzler, Tetris, retains all of its addictive power. The object is simple: fit variously shaped falling blocks into complete lines before the blocks stack to the top of the screen. Tetris DX offers four game modes: Standard Marathon, Three-Minute Limit, 40 Lines, and—new for the color version—Vs. the Computer. The computer plays like a human, setting up nasty traps and sending buckets of bricks over to your playfield. If you get tired of kicking the computer's tail, you can always link up with a friend for competitive multiplayer fun. Tetris DX is a must-have for any Game Boy Color library.



B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE NOW

## Tiger Woods PGA Tour 2000

Now you can put Tiger Woods in your pocket! Tiger Woods PGA Tour 2000 features four play modes, including Shoot-Out, Skins, Stroke, and Tournament. You'll also drive and putt on authentic PGA courses, and you can choose from five categories of golf clubs. Woods doesn't hog the limelight, however; you can also play as Davis Love III and Craig Stadler, among other pro golfers.



And there's a password option so you can save your game standings and your progress.

B&W COMPATIBLE: YES  
PUBLISHED BY THQ  
AVAILABLE FALL '99

## Time Loop

Puzzle fans looking for a new addiction will find Time Loop a worthy waste of time. You must stop a



slowly spiraling chain of orbs from reaching you. You can slow the orbs by knocking links out of the chain with three orbs of the same color. Sure, it sounds simple, but once you start playing, you'll be hooked. Time Loop offers a one-player Panic mode as well as a Versus game where you can go one-on-one with a friend. It's a great change of pace from the Tetris tradition.

B&W COMPATIBLE: YES  
PUBLISHED BY INFOGRAMES  
AVAILABLE FALL '99



## Top Gear Pocket

Strap in for tons of racing fun with Kemco's Top Gear Pocket. TGP offers plenty of tracks and cars (some of which you'll have to unlock) in both single-player and multiplayer races.



The gameplay is reminiscent of Namco's classic arcade racer, Pole Position, not to mention the console Top Gear hits. And TGP's built-in Rumble feature is sure to grab your gaming attention—you'll feel every bump and curve in the road. There's a lot of horsepower inside this tiny package.

B&W COMPATIBLE: NO  
PUBLISHED BY KEMCO  
AVAILABLE NOW

## Turok: Battle of the Bionosaurs

In this game you're Turok, a Native American hero who battles dinosaurs and supervillains for a living.



Although graphically black-and-white, Battle of the Bionosaurs is full of colorful adventure as Turok runs, jumps, swims, climbs, and fights his way through levels brimming with traps, obstacles, villains, and, of course, dinosaurs! It's not just standard run-and-punch fare, either—you must puzzle your way out of confusing maze-like levels where timing and sequence are crucial.

B&W COMPATIBLE: YES  
PUBLISHED BY ACCLAIM  
AVAILABLE NOW

## Turok: Seeds of Evil

Get ready to rock as Turok returns once again to the Game Boy Color! This time, you're young Turok, the Dinosaur Hunter, as he runs, jumps, and fights across levels that take him from the city streets to the depths of the jungle. You need a quick wit and exploratory know-how to find the secret elements that help Turok advance to the next stage to conquer the Seeds of Evil. Zombies,



monsters, and other villains await in this nonstop, finger-mashing adventure title.

B&W COMPATIBLE: YES  
PUBLISHED BY ACCLAIM  
AVAILABLE NOW

## Twouble



Tweety thought he taw a pudgy tat. He did—Sylvester is on the prowl! Help Sylvester, the perennial feline loser, finally capture that lispng punk Tweety and avoid the grating Granny in this Looney Tunes adventure title. You have to traverse top-down-perspective levels with puzzle elements—collecting keys and moving objects—and endure platforming boards where everything and the kitchen sink flies at you. Persevere, brave Sylvester: The evil Tweety will be your next tasty treat!

B&W COMPATIBLE: YES  
PUBLISHED BY INFOGRADES  
AVAILABLE NOW

## Vegas Games 2000

3DO combines fake money with real casino odds in Vegas Games 2000. If you've ever lost your shirt playing a game of chance, you can



bet that it's in here. Whether you prefer the simple strategies of blackjack, the blind luck of slots, the merciless video poker machines, the grown-up bingo games of keno, or the romance of roulette, Vegas Games 2000 has your game. Hey, it's a portable cartridge—you can lose as much as you want, and nobody will break your thumbs.

B&W COMPATIBLE: YES  
PUBLISHED BY 3DO  
AVAILABLE NOW

## V-Rally '99

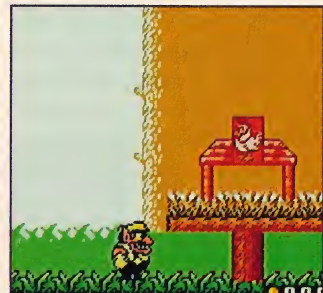


V-Rally '99 blasts onto the GBC with over 20 tracks, including Indonesia, England, Spain, New Zealand, Corsica, and Sweden. There are four official World Rally cars—Mitsubishi, Ford, Subaru, and Peugeot—and the terrain includes jungles, and mountains. You can compete in a championship tournament or in less-structured arcade modes. V-Rally faces lots of competition from the similar Top Gear Pocket and other racers—how many can you fit in your Game Boy garage?

B&W COMPATIBLE: NO  
PUBLISHED BY INFOGRADES  
AVAILABLE NOW

## Wario Land II

The bad boy is back, and this time he's in color! Wario's treasure has been stolen from his magnificent castle, and it's up to you to guide him through an immense world as he takes back the coins that are rightfully his. Wario Land II is a gigantic eight-meg package with large sprites, hidden treasures, bonus games, and multiple endings. The game allows you to return to levels after you gain new powers, and you can save your progress with a battery backup feature.



B&W COMPATIBLE: YES  
PUBLISHED BY NINTENDO  
AVAILABLE NOW



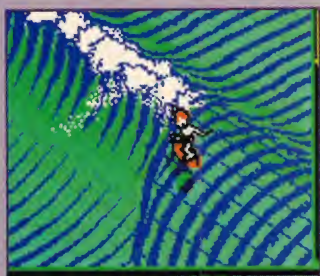
## GAME BOY COLOR

When the Game Boy was released in Japan in 1989, it sold 200,000 units in two weeks. When it hit the U.S., 40,000 systems were purchased the first day.



## Wicked Surfing

Monopoly ain't the only board game in town! Interplay braves the waves this fall with Wicked Surfing, the only surfing game for the Game Boy Color. Wicked offers two modes of play—the trick-filled Thrash mode and Contest mode, which uses actual scoring methods from competitive surfing. Each of the five characters has five tricks to pull off, and



the surfing physics promise to be fairly realistic. You can even shred with a friend both competitively and cooperatively via the link cable.

B&W COMPATIBLE: NO  
PUBLISHED BY INTERPLAY  
AVAILABLE FALL '99

## Worms: Armageddon

In the popular Worms series, you control spineless soldiers on whimsical battlefields with one goal in mind:



Squash everybody else in sight! Grenades, missiles, and sheep are just some of the wild and woolly weapons at your disposal as you fight through the 2D environments. Armageddon will enable you to take worms on the road with you and allow two players to challenge each other by passing a Boy back and forth. But will you have the backbone to fight through all 50 levels?

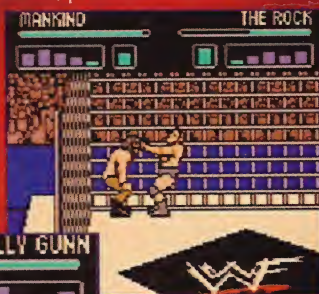
B&W COMPATIBLE: YES  
PUBLISHED BY INFOGRADES  
AVAILABLE SPRING 2000

# WRESTLEMANIA 2000

THQ's ready to rule the ring with its first WWF title for the Game Boy Color, *WrestleMania 2000*. WM2K promises to pack tons of cool features into its tiny cartridge: over 100 moves; pre-match taunts and entrances; tag team, handicap, and cage matches; and all the biggest WWF superstars. This will also be the first WWF Game Boy cart to use the link cable—finally, you'll be able to hammer a live opponent head to head! Can you smell what THQ's cookin'?



B&W COMPATIBLE: YES  
PUBLISHED BY THQ  
AVAILABLE NOVEMBER



## WWF Attitude

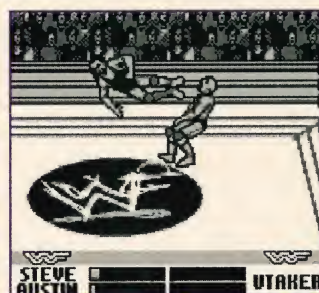
The monsters of the WWF take their punishing act on the road with Attitude. This version features new gameplay modes, such as King of the Ring and Career mode, which lets you create a wrestler and then show him the ropes...literally. Over 20 WWF superstars are here, including Stone Cold Steve Austin, The Rock,



The Undertaker, and Mankind, each with their own unique finishing moves. What's more, you'll get to hear some of the worst music ever to grace a wrestling game!

B&W COMPATIBLE: NO  
PUBLISHED BY ACCLAIM  
AVAILABLE NOW

## WWF War Zone



Following in the footsteps of its big brothers on the PlayStation and Nintendo 64, WWF War Zone was one of the first wrestling games to appear as part of the most recent wave of Game Boy games. WWF War Zone might not look as sophisticated as some of the newer, more colorful wrestling titles, but it's still of interest to aficionados of the squared circle—especially given that its 13-wrestler lineup includes a cheery, smiling Rocky Maivia and the late Owen Hart.

B&W COMPATIBLE: YES  
PUBLISHED BY ACCLAIM  
AVAILABLE NOW

## Yars Revenge

It's old-school time for Game Boy owners once again, as one of the most fondly remembered Atari 2600 games gets a new lease on life in this release from Vatical Entertainment.



Yars Revenge puts you in control of a mutant fly in outer space as you battle the Qotile Armada through 250 levels. You have your work cut out for you—your best bet is to chip away at the Qotile's shield, then take him out with missiles. Watch for this trigger-happy blast from the past this holiday season.

B&W COMPATIBLE: YES  
PUBLISHED BY VITICAL ENTERTAINMENT  
AVAILABLE DECEMBER

## Zebco Fishing

Hey, fishing fans—think you can catch a 21-pound bass? Zebco Fishing gives gamers a realistic fishing experience with its rumble feature—when you have one on the line, you'll feel it. You'll also hear synthesized speech as if you were fishing with a buddy out on the lake. But you'll need to choose the right lure and work on your casting and reeling technique to land that fabled 21-pounder—otherwise, you'll spend



the whole winter muttering about the one that got away.

B&W COMPATIBLE: NO  
PUBLISHED BY VITICAL ENTERTAINMENT  
AVAILABLE NOW



# ...And That's Not All!

Here's some more Game Boy stuff to look forward to in the coming months!

AMF Bowling (Vatical Entertainment)  
 Armada: Secret Weapon (Metro 3D)  
 Carmageddon (Interplay)  
 Carnivale (Vatical Entertainment)  
 Catz (Mindscape)

Crystalis (Nintendo)  
 Daffy Duck (Sunsoft)  
 Daikatana Adventure (Kemco)  
 Dark Angel: Anna's Quest (Metro 3D)  
 Darts (Vatical Entertainment)

Dogz (Mindscape)  
 Evel Knievel (Rockstar)  
 Frisbee Golf (Vatical Entertainment)  
 Golf King (Crave)  
 Grand Theft Auto (Rockstar)  
 Hercules: The Legendary Journeys (Titus)

Heroes of Might & Magic (3DO)  
 KISS: Psycho Circus (Rockstar)  
 Major League Soccer (Konami)  
 Mickey Racing (Nintendo)  
 Micro Machines I & 2: Twin Turbo (THQ)

Micro Machines V3 (THQ)  
 NBA in the Zone 2000 (Konami)  
 NBA Showtime: NBA on NBC  
 (Midway Home Entertainment)  
 NHL Blades of Steel 2000 (Konami)  
 Ninja (Metro 3D)

Silver Streak Pinball (Take 2)  
 South Park (Acclaim)  
 Shadow Man (Acclaim)  
 Star Wars Episode I: Racer (Nintendo)  
 Vigilante 8 (Vatical Entertainment)

WCW Mayhem (EA Sports)  
 Wings of Fury (Mindscape)  
 Xena: Warrior Princess (Titus)  
 Yoda Stories (THQ)





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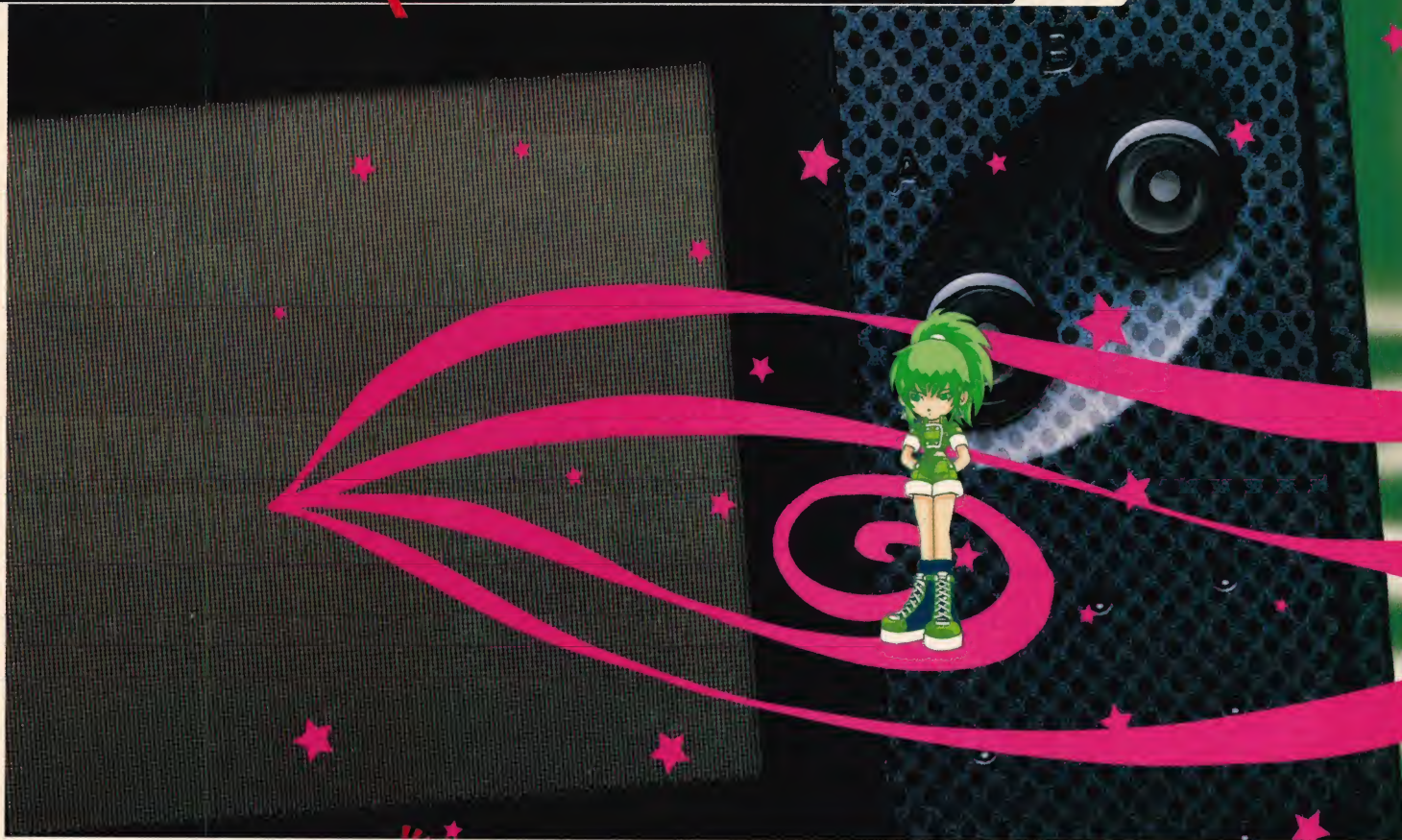
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## Baseball Stars Color

The Pocket translation of this popular baseball game is sure to hit a home run with any sports fanatic. Not only does Baseball Stars Color share the fast gameplay of the arcade game, but it also enables you to create teams and acquire bonus players through victories. You can change the lineup, adjust pitches,

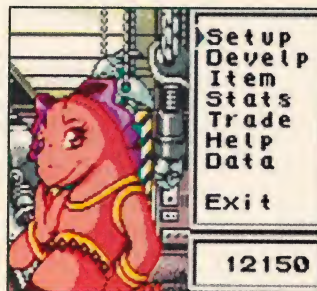


and control where you want to hit the ball. Plus, two players can go head-to-head on the diamond. You'll have to supply your own hot dogs and peanuts, though.

PUBLISHED BY SNK  
AVAILABLE NOW

## Biomotor Unitron

Biomotor Unitron is the Pocket's first RPG. In this build-your-creature game, you must construct the perfect robot, or "Unitron," and achieve



"Master of Masters" status by winning tournaments. You can collect material from surrounding areas, buy parts from nearby stores, and build stronger robots by trading valuable parts with other players via the link cable. With 10 characters to choose from and plenty of assembly combinations, Biomotor Unitron looks to shine in the RPG realm.

PUBLISHED BY SNK  
AVAILABLE NOW

## Bust-A-Move Pocket

Thanks to its addictive gameplay and simple controls, Bust-A-Move has become one of the most popular puzzle games of all time. Its objective is simple: bust bubbles by matching different colored spheres with each other. The more bubbles you match, the more points you get.



Nonviolent and mesmerizing, Bust-A-Move Pocket is even more fun for two players. While this game may not have sharp graphics or lively sound effects, it's still a must-have for puzzle lovers of any age.

PUBLISHED BY SNK  
AVAILABLE NOW

## Crush Roller

Crush Roller was released years ago with limited success in arcades under the name Make Trax. Now,



this Pac-Man-esque game is back, and it plays pretty much the same way: You try to paint an entire map without getting caught by monsters. While this may sound easy, you also have to contend with unruly creatures who leave footprints in the wet paint. The story and gameplay are simple, but Crush Roller for the Pocket is a solid action/puzzle throwback all the same.

PUBLISHED BY SNK  
AVAILABLE NOW





## Fatal Fury First Contact

The legendary Fatal Fury franchise punches onto the Pocket with familiar faces and patented combos.



Choose from 11 Fatal Fury combatants, each with their own fighting style. Better yet, build the power meter with ferocious combos and then pull off your super attacks to defeat the enemy. FFFF's two-player compatibility enables you to get into whoop-ass competition with a friend. A classic on any system, Fatal Fury is a guaranteed "hit" for anyone who wants to brawl on the streets.

PUBLISHED BY SNK  
AVAILABLE NOW

## Metal Slug 1st Mission

Metal Slug lives! Play as a member of the elite Peregrine Falcons, who must stop the evil Colonel Bidegaarn from destroying the world. This action/platform game is a direct port from the arcade, complete

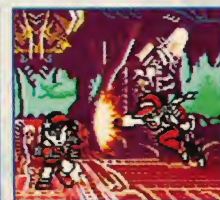


with intense gun battles and thumb-numbing maneuvering. An array of high-powered weapons are at your disposal, including flamethrowers, rocket launchers, and fast "slug" planes. Unfortunately, you'll have to save the world alone—it's strictly a one-player mission.

PUBLISHED BY SNK  
AVAILABLE NOW

## KING OF FIGHTERS R2 POCKET FIGHTING SERIES

Hail to the King, baby! In King of Fighters R-2, you can either choose from 14 formidable characters or you can create your own pugilistic persona. You'll improve your character by equipping them with various weapons and earning new skills after you win fights. Then, if you think you're the baddest mamma jamma in the K-of-F world, you'll take on your friends via the link cable—or even better, use the Dreamcast link cable to upload or download your created fighter to or from King of Fighters Dream Match '99. However you play it, this King looks to reign in the fighting arena for a long time.



PUBLISHED BY SNK  
AVAILABLE NOW



# DIVE ALERT

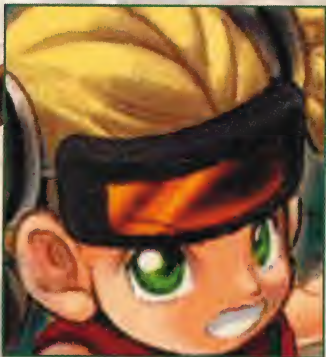
*Dive Alert: Burn / Dive Alert: Rebecca*



**D**ive Alert: Burn and Dive Alert: Rebecca are two separate games but are meant to be played with in tandem—similar to the way you play Pokémon Blue and Red. You're in command of a submarine traveling the seas of a futuristic Earth where a natural disaster has destroyed human life and submerged almost the entire world. As one of the few remaining survivors, you must fight for your life against other submariners.

In Burn you take control of an all-male crew, while the Rebecca version puts you in command of an all-female crew. Both games allow you to completely customize your sub, choosing everything from what type of motor to use to what kind of weapons the sub is equipped with. The real highlight of Dive Alert, though, is that up to eight players at a time can play using the Wireless Link. Expect plenty of gamers to lock on when this sub surfaces in stores.

*Note: All screens shown here are from the Japanese version of the game.*



PUBLISHED BY SNK  
AVAILABLE OCTOBER

## NeoGeo Cup '98 Plus Color

Put the world's number one sport in the palm of your hand with NeoGeo Cup '98 Plus Color! Choose from 16 soccer teams, each with their own distinctive abilities, and compete with either the computer or a friend. You can also pick from a slew of real-life formations and build your team's

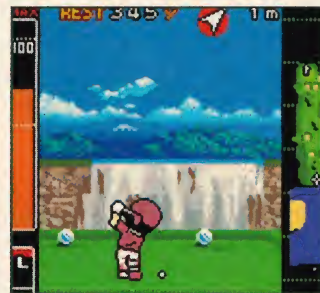


skills in Story mode. Whether you're trying to win a single match or the coveted World Cup, you might find yourself scoring a golden goal with NeoGeo Cup '98.

PUBLISHED BY SNK  
AVAILABLE NOW

## Neo Turf Masters

Neo Turf Masters is the Pocket's portable answer to Hot Shots Golf.

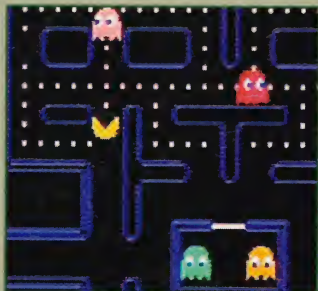


This slick-looking game gives you six players to choose from and three areas to golf in. Plus, Neo Turf's controls are easy to learn; it's a cinch to adjust the power of your swing to create top spin or back spin. You can play solo in Stroke or Tournament mode, but you'll have the most fun playing with a friend in this instant classic. (And you can play the handheld links without investing in new clubs or greens fees.)

PUBLISHED BY SNK  
AVAILABLE NOW

## Pac-Man

Namco's dot-eating superstar makes a surprise appearance on the Pocket Color—as part of an exclusive agreement with Namco, SNK offers the original Pac-Man in all its glory.



You can play in horizontal or vertical orientation, but, unfortunately, the game is for only one player; it isn't possible to link up with a friend. Nevertheless, Pac-Man brings back the golden age of gaming for young and old gamers alike. Don't miss out on this legend.

PUBLISHED BY SNK  
AVAILABLE NOW

## Pocket Tennis Color

Competition on the court has never been as fierce as in SNK's Pocket Tennis Color. You can alter the speed of your serves and returns, control where you hit the ball, lob lobs, and crush your opponent with overhand smashes. Each of the eight selectable characters has unique skills; some are faster and some are more powerful, so you'll have to



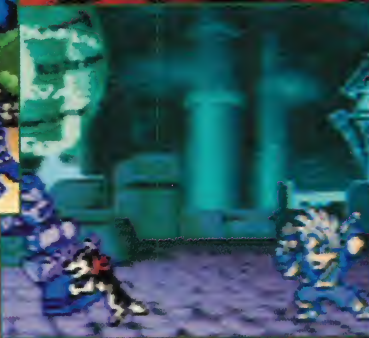
alter your style of play accordingly. And, of course, you can link up to volley with a friend.

PUBLISHED BY SNK  
AVAILABLE NOW



**S**amurai Shodown 2 was one of the most popular arcade fighters of its time. Gamers were enthralled by warriors who fought with fierce weapons and magic. Now this honorable fighter comes to the NeoGeo with all 16 characters, including the coveted referee. Each gladiator is equipped with a deadly weapon, and some also cast spells. If a fighter loses their weapon, they can still fight tenaciously with fists, kicks, and throws. SS2's graphics and audio aren't as impressive as the arcade original's, but its visuals are nevertheless sharp, and its sound has slashing effects. SS2 stands tall among fighting ports.

# Samurai Shodown 2



PUBLISHED BY SNK  
AVAILABLE NOW

## Sonic the Hedgehog

Sega's legendary and speedy blue hedgehog is preparing to make a guest appearance on the Pocket. Not to be mistaken for a portable port of Sonic Adventure for the Dreamcast, this version will highlight Sonic's glory days on the 16-bit Genesis, offering plenty of side-scrolling



action. Sonic the Hedgehog promises to be a fast adventure with slicker graphics than those of the 8-bit Game Gear Sonic games, as well as new secret features that will provide plenty of colorful fun.

PUBLISHED BY SNK  
AVAILABLE DECEMBER

## Dreamcast Link

When the NeoGeo Pocket Color handheld system showed up on store shelves, it debuted with a surprise: an optional Dreamcast link cable, which enables players to transfer data between the two systems. The first games to use the link cable between them are King of Fighters R-2 for the Pocket and King of Fighters Dream Match '99 for the Dreamcast; created fighters can be up- or downloaded to either. Look forward to more games employing this cool cable.



PUBLISHED BY SNK  
AVAILABLE NOW

## Puyo Pop

No, it's not a new brand of Mexican soda; Puyo Pop is a puzzle game that's sort of a cross between Tetris and Bust-A-Move. You must match colored bubbles that fall down in pairs and in different combinations; if you can match up more bubbles at a time, you rack up more points. The speed of the game increases as

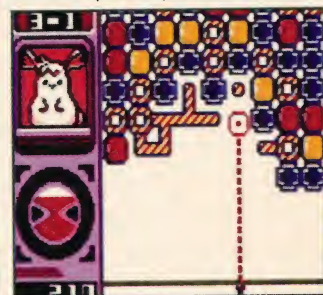


you progress through the levels, keeping the challenge level high. Despite the weird name and less than stellar graphics, Puyo Pop is a puzzle worth checking out.

PUBLISHED BY SNK  
AVAILABLE NOW

## Puzzle Link

Puzzle Link's premise—connecting colored squares by shooting links at



them—may sound unexciting, but it provides an intriguing challenge. As you move through the levels, colored units continue to multiply while different-shaped links make connecting more difficult. There is also an array of players to choose from, each with their own strengths. While it steals the best bits from other puzzle games, Puzzle Link is still surprisingly addictive, providing yet another mind-bending option.

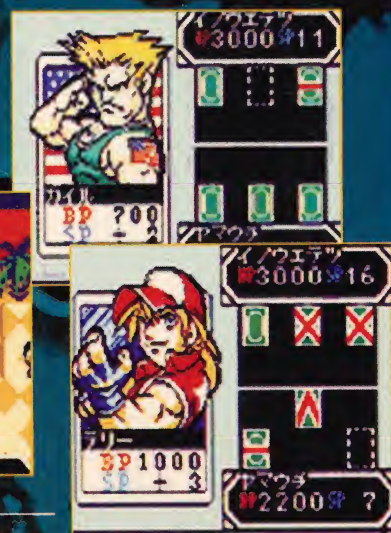
PUBLISHED BY SNK  
AVAILABLE NOW

# SNK vs. Capcom: Clash Card Fighters

**H**ighly popular in Japan, this spinoff of the much-anticipated SNK vs. Capcom fighter (which should show up in December as well) plays like a standard turn-based card game. The game starts with each player taking three cards from one deck of 50. The players then take turns either placing a card into three available slots or choosing another card. Once a slot is filled, you may opt to fight your opponent, fill another slot, or choose another card from the deck. Actually, it's kind of hard to describe... suffice it to say that if you're a fan of Magic: The Gathering and fighting games, this one's for you.



PUBLISHED BY SNK  
AVAILABLE DECEMBER



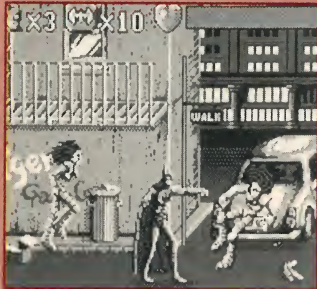
Note: Screens shown here are from the Japanese version





## Batman & Robin

The caped crusaders bust chops through five levels of nonstop action

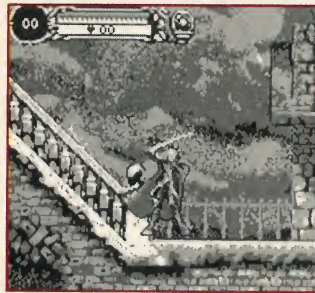


in Tiger's Batman & Robin. An evil chill has swept through Gotham in the form of Mr. Freeze. His diabolical plan: Remake the city in the image of his own cold heart, transforming it into a frozen wasteland of despair. As if that weren't enough trouble, Poison Ivy and Bane have come along to mix it up, too. Holy threesome, Batman!

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE NOW

## Castlevania: Symphony of the Night

Want to travel back in time to when men were men and vampires were vampires? Join Alucard as he journeys to the heart of darkness to rid



the world of his own blasphemous bloodline in Castlevania: Symphony of the Night. You'll have to explore a vast castle full of demonic monstrosities while collecting powerful weapons that will help you destroy your own father. Family values just aren't what they used to be.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE NOW

## Centipede

If you're longing for some '80s-style bug-blasting action, jump in your pod and fire up Centipede. Tiger is bringing back this timeless classic with two versions on one cart, enabling you to play the old-school game or the updated Game.com



version. Shoot your way to the top as you take out the segmented menace and its band of garden-variety nasties, including spiders, fleas, scorpions, and those pesky mushrooms.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99

## Command & Conquer: Red Alert



If you're into real-time strategy, get ready to head to the front lines this fall when the classic Command & Conquer: Red Alert makes a full assault on the Game.com Pocket Pro. Tiger has compressed the popular PC title into a compact strategic adventure where you play as either the Soviets or the Allies. You'll have to assemble your troops, mine resources, and, of course, obliterate your enemy. Fall in!

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99





## Deer Hunter

If you've thought about hunting for sport but don't feel comfortable blasting Bambi between the eyes,

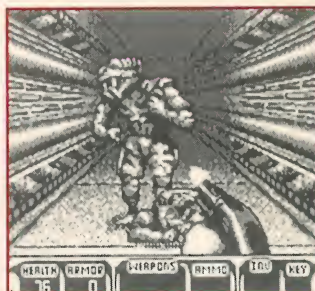


check out Deer Hunter. Tiger is bringing the surprisingly big PC hit home in compact form, enabling you to experience all the joys of real-life hunting without the burden of skinning the carcass. You'll need to use stealth, cunning, binoculars, and a big gun to bring home the prize. Lock and load—the critters are awaitin'.

PUBLISHED BY TIGER ELECTRONICS

AVAILABLE FALL '99

## Duke Nukem 3D



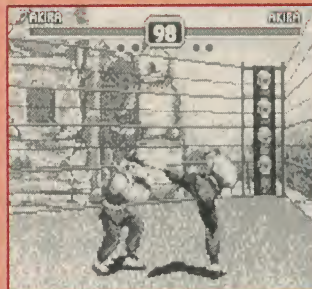
The main man is comin' home, so get ready. Duke Nukem, everyone's favorite tough-as-nails action hero, is ready to blast your ass in black-and-white. You'll be immersed in some primo first-person, 3D blasting mayhem as you move Duke through his apocalyptic world. All the popular PC elements have been ported over (including the profanity, so parents beware). If you feel up to the challenge, then come get some!

PUBLISHED BY TIGER ELECTRONICS

AVAILABLE FALL '99

## Fighters Megamix

Tiger is porting Sega's smash hit Fighters Megamix to the Game.com, and it's set to include eight of the best brawlers from Virtua Fighter and Fighting Vipers. You can also unlock four other hidden characters from Daytona USA and Virtua Cop.



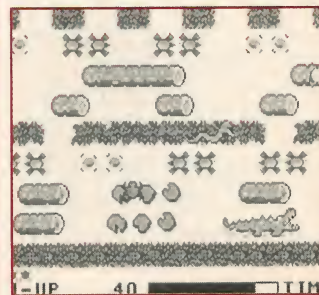
Megamix offers three pugilistic game modes: One-player, Vs. (you must have a friend and a compete.com cable), and Survival. Bandages not included.

PUBLISHED BY TIGER ELECTRONICS

AVAILABLE NOW

## Frogger

The Atari classic is back, and it's ready to hop across your Game.com Pocket Pro. Frogger once again comes to life in an update of the



'80s quarter-muncher, and you better believe it'll contain a highway full of fast-moving cars and big-ass trucks, as well as a treacherous river brimming with logs, snakes, and crocodiles. Frogger's classic and '90s gameplay modes are sure to satisfy old croakers and tadpoles.

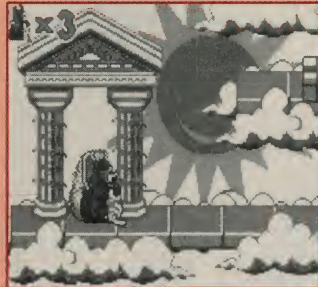
PUBLISHED BY TIGER ELECTRONICS

AVAILABLE NOW



## Furbyland

Those adorable, furry little creatures are jumping off the toy shelves and into your hand in Furbyland. Tiger has put its eerily cute creations into a Mario-style platform adventure game filled with hop-n-bop action through multiple levels. You'll have to maneuver around obstacles; find



Furby babies and rescue them; collect hearts, presents, and birthday cakes; and rid the land of the evil King Squint. Furbyland's appeal is skewed toward the young and the young at heart.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99

## GigaPets Deluxe



Feel like adopting some virtual critters to keep you company? Unlike Tamagotchi pets where you're responsible for only one virtual life, GigaPets lets you take care of five animals at once. You'll have to feed your pets, play with them, and... uh...clean up after them to ensure that they live long, healthy lives. If you miss the fun of raising Pokémon and you're in the market for a pet-nurturing sim, you'll want to keep your eyes peeled for Giga-Pets Deluxe.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99

## Holyfield Championship Boxing

The "Real Deal" is making his way to the Game.com's ring in Holyfield

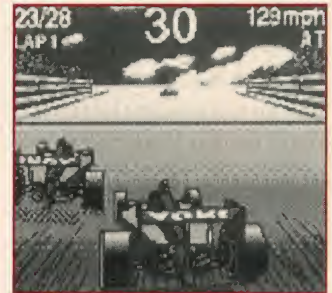


Championship Boxing. Lace up your gloves, climb through the ropes, and go for the knockout against nine heavy hitters, including Evander himself. Tiger's also building a rumble pack into the cart, so you'll be sure to feel the crunch of every punch. Brawl alone or go toe-to-toe with a friend via the compete.com cable. You may just win the belt—but first you'd better work yourself into fighting shape.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99

## Indy 500

If you love the smell of gasoline and burning rubber, then go to your local racetrack. If you want all the high-speed thrills you can handle in the palm of your hand, then plug into Indy 500. This officially licensed product puts you behind the wheel of a Formula One racer at the Indianapolis Motor Speedway. But be advised: You'll need nerves of steel

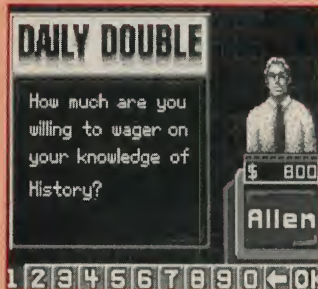


and a speed demon's savvy to navigate Indy's tight curves and roadside hazards. Just make sure you have enough left for the finish line!

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99

## Jeopardy!

Do you retain useless knowledge that you confuse with genuine

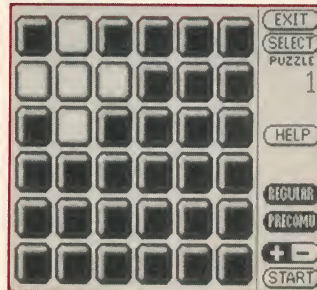


smarts? Do you phrase all your answers in the form of questions? Do you fall asleep listening to the Jeopardy! theme song? If you do, you need help. After you get some, check out Tiger's handheld version of the popular brain-teasing television show. Jeopardy! features authentic puzzles (there are over 500), accurate sound effects, and action for one or two contestants. Players, good luck.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99

## Lights Out

From the name, you might think this was a fighting game, but nothing could be further from the truth. Instead, Lights Out is a very complex puzzle game that generates billions of puzzle combinations for your brain-teasing enjoyment (if you think brain-teasing is fun, that is). You'll find three basic game modes and two different puzzle types per game. As you get better,



the game gets harder. If you think about binary algorithms a lot, you'll get a kick out of Lights Out.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE NOW

## The Lost World: Jurassic Park

If that rumbling you feel under your seat isn't caused by the hot dog you ate for dinner, it's probably the

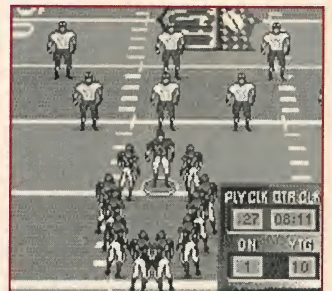


resounding footsteps of the biggest reptile to ever walk the Earth. The Lost World: Jurassic Park is stomping onto the Game.com Pocket Pro loaded with all the excitement of the movie. This intense adventure game features five levels of dinosaur-busting action for your prehistoric enjoyment. You're in for the fight of your life—better bring a very big gun.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE NOW

## Madden Football '99

John Madden is a legend in his own time, and the video game that bears his name is the most popular football franchise ever. Now it's time to hit the field and hike the ball in Madden Football '99 on the Game.com Pocket Pro. Choose your favorite



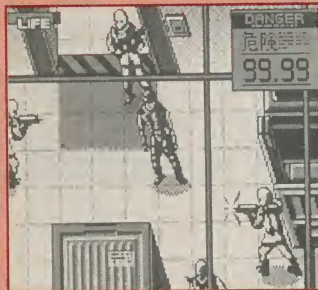
team, then go for pigskin immortality. Sign up for a full season of action or just play a single game. Madden also is two-player compatible via the compete.com cable. Now get out there and start playing some smash-mouth ball!

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99



## Metal Gear Solid

If you're hankerin' for some good ol' espionage fun, you need to keep Metal Gear Solid trained in your scope. Prepare for danger and excitement as you assume the identity of Solid Snake, confronting an army of evil terrorists who must be defeated at all costs. In addition to stopping the threat of a nuclear disaster, you'll be charged with rescuing hostages (hey, everyone has a right

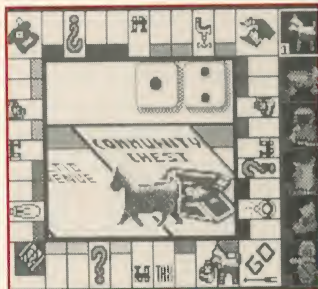


to live). Now load up and move out, soldier—life as you know it is at stake.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99

## Monopoly

If guns, fighting, and sports aren't your cup of tea, maybe you'd like to play Monopoly, the legendary board



game, on your Game.com. You grew up playing it in your living room, now you can take it wherever you go thanks to Tiger's handheld port. All the original gameplay elements are there, including all the tokens and title deeds. Pass Go, trade railroads, land on Chance and Community Chest, build hotels—and send your opponent to the poorhouse in this capitalistic classic!

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99

## Mortal Kombat Trilogy

Come, gentle gamer, and lay your eternal soul on the line. Mortal Kombat Trilogy has materialized on the Game.com to challenge you to a duel to the death, pitting you against the most brutal kombatants ever to grace a viewscreen. Sub-Zero, Raiden, Goro, and 10 other masters of disaster are ready for



your defiance. With hundreds of moves, secret goodies, and all the black-and-white gore you can handle, MK Trilogy is a fighting gamer's nightmare/dream come true.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE NOW

## NBA Live '99



Get ready for all the slam-dunkin', trash-talkin', net-rippin' action you can handle—showtime is coming to a Game.com court near you. In NBA Live '99, you'll grab the rock and run with the big boys in frenetic three-on-three contests. Live '99 offers aspiring hoopsters Regular Season, Playoff, and Championship Game modes, and there's even a three-point shootout for all you Glen Rice wannabes. If you got the skillz to pay the billz, now's the time to prove it.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99

## Resident Evil 2

The undead have risen from the grave (again) and are terrorizing the unlucky inhabitants of Raccoon City.

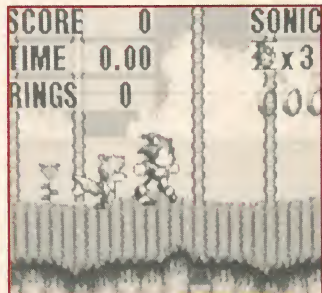


In Resident Evil 2, you're thrust into the shoes of law-enforcement agent Leon to battle through wave after continuous wave of maggot-infested zombies. You must use all your cunning to outwit these crafty varmints, even though you have an arsenal of potent weapons to help you out. Whether you're into hazardous waste or rotting flesh, you're going to want to check it out.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE NOW

## Sonic Jam

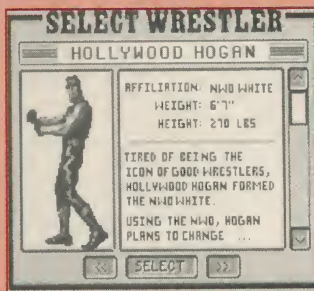
Sega's popular blue mascot has found a comfortable home on Tiger's Game.com Pocket Pro in the spin-tacular adventure, Sonic Jam. Take a trip with the world's most popular hedgehog and his friends, Tails and Knuckles, through classic levels from Sonic, Sonic 2, and Sonic & Knuckles. The action is standard Sonic fare—collecting rings, freeing woodland creatures, and racing as fast as you can to the exit. If you like jamming, you'll have fun with Sonic in this one.



PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE NOW

## WCW Whiplash

Get ready to step into the squared circle and feel the bang as WCW Whiplash crashes onto the Game.com Pocket Pro. This pint-sized arena will

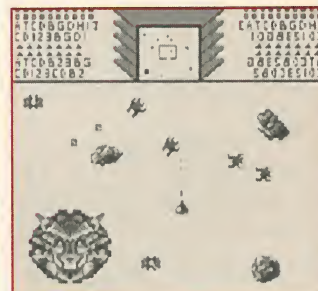


be honored by the presence of some of the WCW's most famous—and infamous—wrestlers, including Goldberg, Hollywood Hogan, Sting, and Diamond Dallas Page. In WCW Whiplash, you can battle your way to the top in Championship mode, or, if you just want a quick fix, knock heads in Exhibition mode. Oh, yeahhhh!

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE FALL '99

## Williams Arcade Classics

If you're an old-school gamer who longs for the days when games were mindless, repetitive, and hard as hell, you'll be ecstatic over Williams' Arcade Classics. Five of the greatest quarter-munchers of all time are here, including Joust, Defender, Robotron 2048, Stargate (a.k.a. Defender II), and Sinistar. Each



game features authentically replicated arcade gameplay and sound effects. If you're in the mood to revisit the gaming days of yore, pick up this awesome collection.

PUBLISHED BY TIGER ELECTRONICS  
AVAILABLE NOW



# GAME BOY GAMES: THE BEST AND THE REST

It's every Game Boy review *GamePro's* ever run—in one handy chart! How do your favorites stack up against those of the *GamePro* editors?

## The *GamePro* Ratings System

*GamePro* rates every game in four categories: Graphics, Sound, Control, and Fun Factor.

**Graphics:** What is the overall artistic quality of the animation, cinematics, and background scenery?

**Sound:** How high is the quality of the music and sound effects?

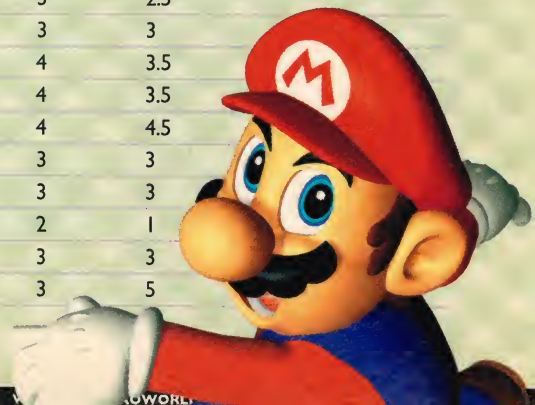
**Control:** How much does the game's interface and the control-pad and joystick commands contribute to or detract from the onscreen action and fun?

**Fun Factor:** Are you going to have a good time playing this game?

Ratings range from 5.0 (the ultimate) to 0.5 (the worst) in half-point increments. Games with a Fun Factor rating of 3.0 are considered average; those with a Fun Factor of 3.5 or higher are generally recommended.

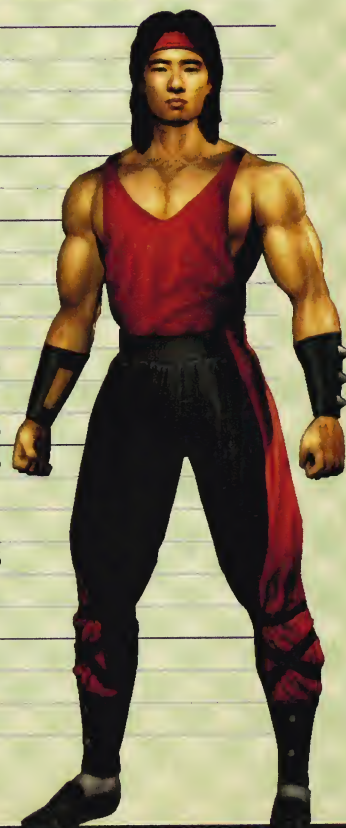


NAME	PUBLISHER	GRAPHICS	SOUND	CONTROL	FUN FACTOR
The Addams Family: Pugsley's Scavenger Hunt	Ocean	3.5	2	3	3.5
The Adventures of Rocky & Bullwinkle and Friends	THQ	4	3.5	4	4.5
The Adventures of Star Saver	Taito	4	3.5	4	4
Alfred Chicken	Mindscape	3.5	3.5	4	3.5
Alien 3	LJN	4.5	4	4.5	4.5
Alien vs. Predator: The Last of His Clan	Activision	4.5	5	4.5	4.5
Altered Space	Sony/Imagesoft	4	3	4	4
Amazing Penguin	Natsume	3	4	5	5
Animaniacs	Konami	4	4	4	4
Asteroids	Accolade	3	3	3	3
Asteroids and Missile Command	Nintendo	2.5	3.5	3	4
Atomic Punk	Hudson Soft	3	4	4	3
Attack of the Killer Tomatoes	THQ	3	3	2	3
Avenging Spirit	Jaleco	4.5	3.5	4	4.5
Bart and the Beanstalk	Acclaim	3.5	3	3.5	3.5
Bart Simpson's Escape from Camp Deadly	Acclaim	4	4	3	3
Batman: Return of the Joker	Sunsoft	4	3	4	3
Batman: The Animated Series	Konami	4	3.5	3.5	4
Battle Unit Zeoth	Jaleco	4	3	3	3
Battletoads	Tradewest	5	5	4	4
Beethoven	Hi Tech Entertainment	2	1.5	1	1.5
Beetlejuice	LJN	5	3	4	3
Bionic Commando	Capcom	5	4	4.5	5
Blaster Master Boy	Sunsoft	3	4	3	4
The Blues Brothers' Jukebox Adventure	Titus	2.5	3	3	2.5
Boggle	Parker Brothers	3	2	3	3
Bonk's Adventure	Hudson Soft	4.5	4.5	4	3.5
Bonk's Revenge	Hudson Soft	4	3.5	4	3.5
Bram Stoker's Dracula	Sony Imagesoft	5	4.5	4	4.5
BreakThru!	Spectrum HoloByte	3	3	3	3
Bubble Ghost	FCI	3	3	3	3
Bubsy II	Accolade	1.5	3	2	1
Bugs Bunny Crazy Castle II	Kemco Seika	3	2	3	3
Burai Fighter Deluxe	Taxan	4	4	3	5





NAME	PUBLISHER	GRAPHICS	SOUND	CONTROL	FUN FACTOR
Caesars Palace	Arcadia Systems Inc.	4	4	5	3
Casino FunPak	Interplay	3.5	2.5	4	4
Castlevania II: Belmont's Revenge	Konami	4	5	5	5
Cattrap	Asmik	3	3	3	4
Centipede	Accolade	2	3	3	2.5
Centipede/Millipede	Nintendo	3	3	3	4.5
Chase HQ 2	Taito	3	3	3.5	3
Choplifter II	JVC	4	4	5	5
College Slam	Acclaim	2.5	2.0	2.5	2.0
Crystal Quest	Data East	3	3	3	5
Cyraid	Nexoft	3	3	4	5
Daffy Duck	Sunsoft	4.5	4	4	4.5
Darkwing Duck	Capcom	4.5	4	5	4.5
Defender/Joust	Nintendo	3.5	3	3.5	4
Desert Strike: Return to the Gulf	THQ	4	4	3	4
Disney's Duck Tales	Capcom	4	3	4	4
Disney's Duck Tales 2	Capcom	4.5	4	4.5	4.5
Donkey Kong	Nintendo	4	4	4.5	5
Double Dragon II	Acclaim	4	3	4	3
Double Dragon III	Acclaim	2.5	3	3.5	3
Double Dribble: Five on Five	Konami	4	4	3	3
Dr. Franken	Kemco	4.5	3.5	3.5	5
Earthworm Jim	Playmates	4	3.5	3.5	4
The Empire Strikes Back	Capcom	4	3.5	4	5
Faceball 2000	Bullet-Proof Software	5	5	5	5
FIFA '96	THQ	4	3.5	4.5	4.5
The Flash	THQ	4	4	2	3
Flintstones	Taito	4	2	4	4.5
Fortified Zone	Jaleco	4	4	5	4
Frank Thomas "Big Hurt" Baseball	Acclaim	2.5	2.5	4	3
Galaga & Galaxian	Nintendo	4	4	3.5	4.5
Go! Go! Tank	Electro Brain	3	3	4	4
Gradius: The Interstellar Assault	Konami	4	3	4	5
Home Alone	THQ	4	3	3	3
Hook	Sony Imagesoft	4	5	5	4
Hudson Hawk	Sony Imagesoft	5	4	4	4.5
Hudson's Adventure Island	Hudson Soft	4	3	4	3
Ishido	Nexoft	3	4	3	4
Itchy & Scratchy in Miniature Golf Madness	Acclaim	2.5	2	4	3
Jeep Jamboree	Virgin	4	3	4	4
Jeopardy	Gametek	3	3	3	4
The Jetsons: Robot Panic	Taito	4	4.5	4	4.5
Jordan vs. Bird	Electronic Arts	3	3	4	4
Judge Dredd	Acclaim	3.5	3	3	3.5
Jungle Strike	THQ	4.5	3	4	4
Jurassic Park	Ocean	3.5	2.5	3.5	3.5
Kid Dracula	Konami	4.5	4	4.5	4.5
Kid Icarus	Nintendo	4	4	5	4
Killer Instinct	Nintendo	3.5	3.5	3.5	4
Kirby's Dreamland	Nintendo	5	4	4.5	4.5
Kirby's Pinball Land	Nintendo	4.5	4.5	4.5	5
Kung Fu Master	IREM	5	4	5	2
Lazlos' Leap	DTMC	3.5	2.5	4	3
Lemmings	Ocean	3.5	4	4	5
Lethal Weapon	Ocean	4	4.5	4	4



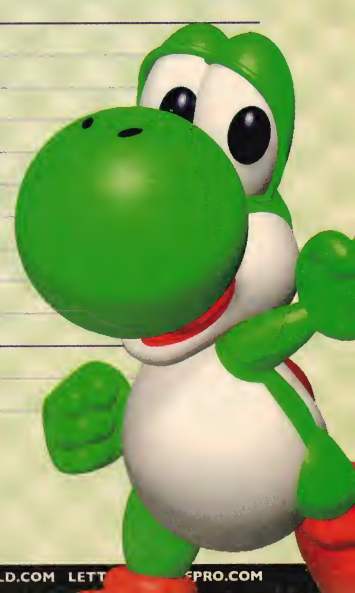


NAME	PUBLISHER	GRAPHICS	SOUND	CONTROL	FUN FACTOR
The Little Mermaid	Capcom	4.5	5	5	4.5
Looney Tunes	Sunsoft	5	5	4.5	5
Madden '96	THQ	2.5	2	2.5	2.5
Mario's Picross	Nintendo	3.5	2.5	3	4
Mega Man II	Capcom	5	4	5	5
Mega Man III	Capcom	4.5	4.5	5	4.5
Mega Man IV	Capcom	5	4	4	5
Mega Man V	Capcom	3.5	4	2.5	4
Mega Man in Dr. Wily's Revenge	Capcom	5	4	5	4
Mercenary Force	Meldac	5	4	5	4
Metal Masters	Electro Brain	3.5	4.5	2.5	3.5
Mighty Morphin' Power Rangers	Bandai	3.5	4.5	4	3
Mighty Morphin' Power Rangers: The Movie	Bandai	2	2.5	2.5	2
Milon's Secret Castle	Hudson Soft	4	3.5	3.5	4.5
Missile Command	Accolade	3.5	3	3	4
Monster Max	Titus	3.5	3	3.5	4
Mortal Kombat 3	Midway	3.5	4	4	3.5
Ms. Pac-Man	Namco	4	3	3	3.5
Mysterium	Asmik	3	3	3	5
Nail 'n' Scale	Data East	3.5	3	3.5	4
NBA Jam	Acclaim	4	2.5	4	3.5
NBA Jam Tournament Edition	Acclaim	2.5	2	3	2.5
New Chessmaster	Hi-Tech Expressions	3	3.5	4	4
Ninja Boy 2	Culture Brain	4	4	4.5	4
Ninja Gaiden Shadow	Tecmo	4	3	4	3
Ninja Taro	American Sammy	4	5	5	4
Operation C	Ultra	5	5	3	5
Pinball Fantasies	Gametek	2	3	2	1
Pokémon	Nintendo	4	4.5	4	4.5
Popeye 2	Activision	4	3	3.5	4
Prehistorik Man	Titus	4	3	4	4
Primal Rage	Time Warner Interactive	3.5	3	4	4
Prince of Persia	Virgin	5	3	3	4
Pyramids of Ra	Matchbox Video Games	4	3	4	4
Q*Bert	Jaleco	3.5	4	3	4.5
Race Days	Gametek	2.5	2.5	2.5	2.5
Raging Fighter	Konami	4.5	3.5	4	4.5
The Real Ghostbusters	Activision	4	4	4	4.5
Ren & Stimpy	THQ	4	3.5	3	3.5
The Rescue of Princess Blobette	Absolute	3	3	3	4
Ring Rage	Taito	3.5	3	3.5	3.5
Robin Hood: Prince of Thieves	Virgin Games	4	4	4	3.5
Rolan's Curse II	American Sammy	3.5	3	4	3.5
R-Type	IREM	5	4	4	5
seaQuest DSV	THQ	4	3	4	4
Shaq Fu	THQ	2.5	2	2	2.5
The Simpsons: Bart vs. the Juggernauts	Acclaim	4	3	3.5	3.5
Sneaky Snakes	Tradewest	4	4	5	5
Snow Bros., Jr.	Capcom	4	3	3	5
Solitaire FunPak	Interplay	3.5	2.5	4	4.5
Space Invaders	Nintendo	4	4	4.5	4
Speedy Gonzales	Sunsoft	4.5	3.5	4.5	5
Spider-Man 3: Invasion of the Spider Slayers	LJN	4.5	3.5	4	4
Spider-Man and The X-Men in Arcade's Revenge	Acclaim	4	3	2.5	3
Spider-Man 2	LJN	4	3	3.5	4
Sports Illustrated for Kids: The Ultimate Triple Dare!	THQ	3.5	2.5	3.5	3.5

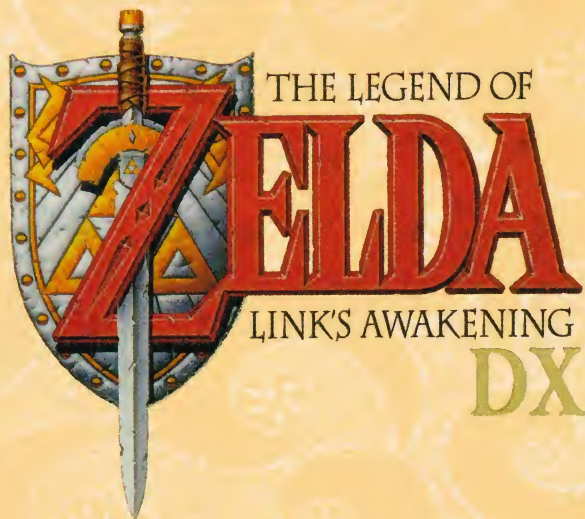




NAME	PUBLISHER	GRAPHICS	SOUND	CONTROL	FUN FACTOR
Spy vs. Spy: Trick & Trap	Kemco	4.5	3	3	3.5
Star Trek	Ultra Games	3	3	4	3
Star Trek: Generations	Absolute	3	3	3	2.5
Star Trek: The Next Generation	Absolute	4.5	4	4	4
Star Wars	Capcom	4	4	5	4.5
StarHawk	Accolade	3	2.5	3.5	3
Stop That Roach	Koei	4	4	4	4
Street Fighter II	Nintendo	3	2	2.5	2.5
Super Battletank	Absolute	3	3	3.5	3.5
Super Hunchback	Ocean	4	4	3.5	4
Super Mario Land 2	Nintendo	4.5	4	4.5	5
Super R.C. Pro-Am	Nintendo	3	3	4	4
Super Return of the Jedi	THQ	3.5	4	5	4
Super Scrabble	Milton Bradley	3	3	5	5
Swamp Thing	THQ	4	3.5	3.5	4
T2: The Arcade Game	Acclaim	4.5	4.5	5	5
Tail Gator	Natsume	4	4	4	5
Tarzan, Lord of the Jungle	Gametek	2.5	3	2	3
Taz-Mania	Sunsoft	4	3	3	3
Teenage Mutant Ninja Turtles II: Back from the Sewers	Konami	5	4	5	5
Teenage Mutant Ninja Turtles III: Radical Rescue	Konami	4	4	4.5	4.5
Terminator 2: Judgement Day	LJN	4	4	3	4
Tetris 2	Nintendo	4	4	5	4.5
Tetris Blast	Nintendo	4.5	4.5	5	5
Tiny Toon Adventures	Konami	5	5	5	5
Tiny Toon Adventures 2: Montana's Movie Madness	Konami	4	4	3.5	4
Tiny Toon Adventures: Wacky Sports	Konami	3	3	3.5	3
Tom & Jerry	Hi Tech Expressions	4	4	3.5	3.5
Tom & Jerry: Frantic Antics	Hi Tech Expressions	3.5	3.5	3	3.5
Top Gun: Guts and Glory	Konami	3	4	4	3
Tour De Thrash	Electronic Arts	4	4	4	2
Track Meet	Interplay	5	3	4	3
Trax	HAL America	5	4	5	4
True Lies	Acclaim	2	2	3	2.5
Tumble Pop	Data East	3.5	3	4	3.5
Turn and Burn	Absolute	3	4	4	3
Turrican	Accolade	2	3	3	2
Ultima: Runes of Virtue	FCI	3	2	4	3
Ultra Golf	Ultra Games	4	4	3	4
USHRA Monter Truck Wars	Acclaim	3.5	3	2.5	3.5
Vegas Stakes	Nintendo	4	4	4	4.5
Wario Blast	Nintendo	3.5	4	3	4
Wario Land: Super Mario Land 3	Nintendo	4.5	4.5	4.5	5
WCW: The Main Event	FCI	2.5	1.5	3	2
We're Back	Hi Tech Expressions	3	4	3	3
Who Framed Roger Rabbit?	Capcom	5	4	4	5
WildSnake	Bullet-Proof Software	4	3	4	4.5
Wordtris	Spectrum Holobyte	3.5	4.5	4	3.5
Word Zap	Jaleco	3.5	3	3.5	3.5
World Heroes 2 Jet	Playmates	2.5	2	3	2.5
WWF4: King of the Ring	LJN	3.5	3	3	3
Yogi Bear	Gametek	3.5	3	3	3.5
Yoshi	Nintendo	4	3.5	4.5	4

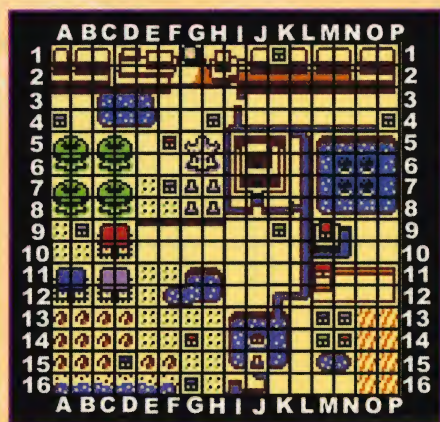






The classic Game Boy Zelda adventure has been updated and expanded for the new Game Boy Color, so step into Link's shoes and get ready for another siege perilous. By Boba Fatt and Bamboo Carabao

## Koholint Island



This walkthrough will provide an in-depth look at Link's journey across the island of Koholint, including the new Game Boy Color additions. First things first, though—in order to provide pinpoint locations, we'll refer to the map by grid locations. Take a look at our chart: The top-left grid point is A1, and the bottom-right grid point is P16. Simple enough, right?

### TELEPORTER LOCATIONS

You'll uncover a few teleporters that will enable you to travel more quickly across Koholint. Look for them at grid points F10, M3, B2, and M15.

### FAIRY LOCATIONS

You usually find Fairy Caves by bombing weak walls. Look for them at D6, H9, N9, and P2.

### DUNGEON MAPS LEGEND

- Red numbers show corresponding warp points.
- Small skulls indicate Mini-Nightmares.
- Large skulls indicate end-level Nightmares.

## LINK'S INVENTORY

These items will assist Link in his mighty quest.

The shield, the first item you receive, enables you to block attacks and push enemies out of the way. The Mirror Shield enables you to reflect fire.

**Map Location:** C11  
**Mirror Shield:** Eagle's Tower

The sword is your trusty right hand—you'll use it to slash bad guys, test walls for integrity, and cut down bushes. Hold the Sword button to charge up and to execute the swirl attack. After you collect enough seashells, you'll get the Master Sword.

**Map Location:** C16  
**Master Sword:** Seashell Shrine

The Magic Powder will ignite torches—or your enemies! After the Witch brews this powder, you'll be able to restock at the Mabe Tool Shop or in her hut.

**Map Location:** F7

Locks, locks, locks, yeah! Open them with these. You'll have to find specific Nightmare Keys to face each dungeon's master.

**Map Location:** Everywhere

Leap small pits in a single bound with Roc's Feather. Superman weeps.

**Map Location:** Tail Cave

Herculink! Lift rocks—push statues—hurl bottles! Just use these Power Bracelets.

**Map Locations:**  
**Level 1:** Bottle Grotto Dungeon  
**Level 2:** Face Shrine

Use bombs to pass through weak walls or to blow up your foes (nothin' says lovin' like TNT-shovin').

**Map Location:** Mabe Town Shop

Dig up goodies with this shovel.

**Map Location:**  
**Mabe Town Shop**

Hmm...Pegasus flew, but these Pegasus Boots will only help you run fast. Use them in concert with Roc's Feather, however, and you can leap farther. Or wear them and charge with your sword to impale a puny punk.

**Map Location:** Key Cave

Play me some music on the Ocarina, Link!

**Map Location:** Dream Shrine

Increase your attack strength or bulk up your armor with these nifty duds, a special addition to Zelda DX. The Red Tunic will boost your attack power while the cool Blue Tunic will toughen your defenses.

**Map Location:** Color Dungeon

Dig the flippers! You'll pass through deep water with these webbed wonders.

**Map Location:** Angler's Tunnel

The Hook Shot can pull you across caverns, kill monsters, and even grab items at long distances!

**Map Location:** Catfish's Maw

Use the Magic Rod to shoot fire! Light up the night! One order of foes—extra crispy.

**Map Location:** Turtle Rock Dungeon

Zelda vets will recognize the Bow. Heck, so will newbies. Save your pennies; it's expensive.

**Map Location:** Mabe Tool Shop

Side ventures will lead you to the boomerang. You can complete the game without it, but the boomerang makes things easier.

**Map Location:** Toronbo Shores

These hearts are very important—for every four you collect, you'll get one more container and live longer. Fear not, adventurer—we'll lead you to all 12 hidden pieces; just look for the heart icons on the screenshots shown throughout the walkthrough.

Find 20 of the 25 hidden seashells and you'll unlock the fabled Master Sword! We'll note the seashells' locations with this icon.



## In the Beginning...

Every saga has a beginning. Every beginning has a location. This game has no Jar Jar Binks—woo-hoo! Ahem...all right, let's get started.

## Marin and Tarin's House



After a short conversation with Marin, talk to Tarin to get your shield. Marin will give you some advice; consider it as you start your journey.

## Toronbo Shores



To reach Toronbo Shores, head west of Marin and Tarin's house, then south when you reach the well. Leap down the ledges and block monster attacks with your shield until you reach the beach, then proceed east. There will be sea urchins blocking your way—push them to the side with your shield.

At grid point C16, you'll see your sword floating in the water. Now you can attack monsters and cut down bushes! As you approach your sword, a mysterious bird will fly down to greet you. Take note of his instructions, then grab your sword and return to Mabe Village.



The first stop on your way back up will be the well you passed earlier

(grid point A11). Use your new sword to cut the bush, then dive into the well.



When you get back to the village proper, head to the square block of bushes just south of the shop. Cut down the bushes to get your first seashell.



Head to the Fishing Game at grid point B9 and catch the big fish hiding directly below your perch.

## Mabe Village

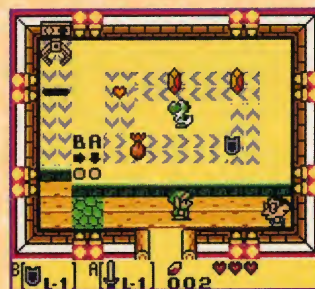
Along his journey, Link will encounter many strange folk who will offer strange trades. In time, however, the purpose of all this will become clear. To take the first step on the trading journey, head over to the Quadruplets' house.

## Yoshi Doll



The Quadruplets' house is located just north of the flying rooster monument where Marin is found singing (grid point C9). Mother will beg for a toy for her children.

## Ribbon



Talk about product placement—they even sell Nintendo merchandise in Koholint! You'll find the Yoshi Doll in the trendy game, which is located in the house just south of the Tool Shop (grid point D12). Chop down the outer bushes, then pay to play the game and move the claw until its shadow is directly over Yoshi. Return to the Quadruplets' house where the delighted mother will offer a ribbon in trade. Hurry to Madam MeowMeow's house for the next item.

## Canned Dog Food



Madam MeowMeow's house is the one with the Bow Wow chained outside (grid point B11). Your destination is the smaller shed sitting just to the east. Talk to the little Bow Wow inside, and she'll trade you a can of dog food for the ribbon.

## Bananas



Your next stop is Sal's House of Bananas (grid point D15, near where you found your sword). He'll trade bananas for the dog food.

## The Mysterious Forest



Head north to the entrance of the Mysterious Forest (grid point A10). Slash the lone bush blocking your path, then continue north to have another chat with the owl. He'll start you on your way to a key for the first dungeon, the Tail Cave.

## Raccoon



As you explore the Mysterious Forest, you'll come across a strange raccoon at grid point B6. His confusing antics prevent you from reaching the Tail Key. He claims to be very sensitive to powder, so you're going to have to put the sneeze on this sucker. You can get Magic Powder in two ways: by winning the trendy game or by finding the toadstool.

## Toadstool



Explore the Mysterious Forest; at grid point C7, you'll come to a cave entrance. Make your way through, but be careful to hurry across the cracked parts of the floor, or it's the pits (and a return to the entrance) for you. When you exit on the other side, you'll see a little orange plant. It's the toadstool!



Witch's Hut



Return through the cave, then head north until you reach a door blocked by three rocks. Continue east and then south to grid point F7, the Witch's Hut (though it looks more like a tree than a hut). Inside, assign the toadstool to one of your buttons and hand it to the Witch. She'll promptly turn the toadstool into Magic Powder.



There's an unlimited supply of Magic Powder in the Witch's Hut. You'll always find powder bags hidden under the same two pots in her lair (you can lift the pots once you acquire the Power Bracelet).

The Tail Key



Head back to the raccoon (grid point B6). Equip the powder and sprinkle it on him, then head north and cut down the bushes around the chest. Congratulations! You've found the Tail Key!

On to the Tail Cave!



Head to the Tail Cave (at grid point D14). It's a bit tricky to reach the entrance—you'll have to head east from grid point A13 and make your way around. Push the statue with the keyhole to use the key.

Dungeon 1: The Tail Cave



When you enter the dungeon, go west and defeat the two monsters for a key. Proceed west and slap those punks for the Compass.



Go around the barrier, then move the leftmost block to open the door. The monsters in the next room have to be knocked into the pits—reflect their charges with your shield. Once they're defeated, you'll open a stairwell that will warp you to location B.



Return to the entrance, then go north. Defeat all the monsters in the room and stand on the switch to reveal another key. Then go east and kill everything for the Dungeon Map. Proceed north through the one-way door (the one with the carving of Link's silhouette on it), then head west through two rooms (grabbing the key and some rupees along the way) and north to location A on the Tail Cave map above.

Roc's Feather



At location B, head up to the chest (but beware of sliding blades). Inside the chest, you'll discover Roc's Feather—you can now jump by equipping the feather to one of your buttons.







Warp back to A and head back to location C, where you can jump over the pit and head west to reach the Nightmare Key. Next, head to the Mini-Nightmare.

Mini-Nightmare: Rolling Bones



To defeat this girthy blob, jump over the spiked roller he pushes toward you. Slash at him as many times as you can as he hobbles back. Once you've beaten Rolling Bones, a red cloud will appear—it can teleport you to and from the dungeon entrance. Go north to enter the Nightmare's lair.

Nightmare: Moldorm



To defeat Moldorm, use your shield and sword. Try to stand in the middle of the room, away from the pits, and keep your shield poised toward him. When Moldorm slithers close enough, slash his tail. He'll freak out, then relax—and you can attack again. He won't slow down when he's near defeat, so you'll have to be sharp for that last slice. After defeating Moldorm, walk north to receive the Full Moon Cello!

Into the Swamps

There's one room in the Tail Cave you can't reach—but don't worry, you'll be back here later. After you're warped outside, the owl will return and direct you to the swamps northwest of the Mysterious Forest. First, however, there's business back in Mabe Village.

Big Trouble in Little Mabe Village



Head for Madam MeowMeow's house. Her Bow Wow has been dognapped by the Moblins. She begs you to rescue him. Because you're always willing to help a lady in distress (heck, it's your career goal), off you go!



En route to the Moblins' Lair, stop by grid point E5 where you can reach this heart with Roc's Feather. That's three pieces—you almost have an extra heart container!

Moblins, Moblins, Moblins



From the heart piece, head north, then east until you reach a cave entrance with an owl statue outside (grid point F4.) This is the entrance to the Moblins' Lair.

"Give Me Back My Bow Wow!"



Head north and then east to face the Moblins' leader. Stand near a wall when he begins to charge, then step to the side to avoid his attack. He'll be dizzy after banging his head—and vulnerable to your sword slashes. Take a swipe, repeat—and call Zelda in the morning. Go east after defeating him.

What Nice Teeth You Have...



Release Bow Wow by touching him. Carry him by his leash, and he'll devour all enemies within chomping distance. But don't take him back to Madam MeowMeow just yet—she'll only insist you take Bow Wow for a walk. Head to the Goponga Swamps.

Goponga Swamps

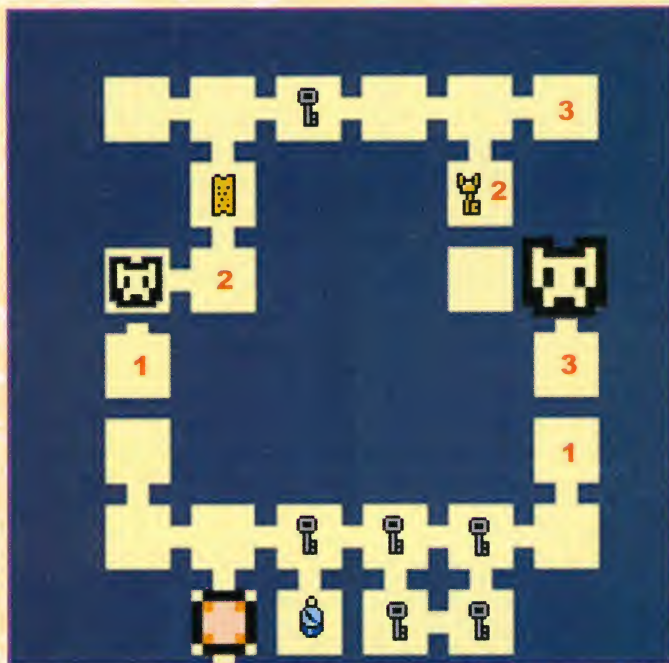


Head northwest into the Mysterious Forest, then east, letting Bow Wow devour the flowers that were previously blocking your path. Continue along until you reach a cave entrance blocked by more Swamp Blossoms (grid point E3). Get close enough to let Bow Wow do his thing, then enter the cave.





## Dungeon 2: Bottle Grotto



Inside the Bottle Grotto, walk north and whip out your trusty bag of Magic Powder to light the two torches. Head east and eviscerate all the monsters in the room. Grab the key, then head south. To defeat the Mimic, back into him while charging your sword and swing while he's not facing you. Grab the Compass. Head north and continue to the next room east.



Slash the crystal switch, then go south. Hit the switch in that room to access another key. Go north, then east and jump across the three pits. Step on the floor switch and take the key from the chest.



Move north and beat the two monsters to reveal a key. Backtrack to get the key, then head east then north. Push together the two blocks in the middle to reveal a hidden stairway, then go through the one-way door.

### Mini-Nightmare: Hinox



Use your sword to make short work of Hinox, but be careful not to stand too long on the cracks in the floor.



To get the owl's beak, take the teleporter back to the entrance, then go west and north. Now take the teleporter back to the Mini-Nightmare room and head east and north to the Map Room. Be careful of the sliding action in this room. Go north, then west to the Power Bracelet room. Light the torches to scare away the ghosts and reveal the hidden chest.

### PRO TIP!



Once you have the Power Bracelet, you can always lift the bottles on the right of the Bottle Grotto's entrance room to reveal hearts!



Using the Power Bracelet, head east and dispense with the jars in your path. To get the Nightmare Key, you need to defeat the Pol's Voice (the rabbit-like creature—you'll have to move blocks and hit him with a pot), the bat, then Stafos (the skeleton dude with blue gear). Beating them in this order will reveal the chest containing the Nightmare Key. Grab the key and hurry north, east, then south to the underground passageway.



To make the stubborn platform move down for you, lift a pot and hold it while standing on the platform. Climb the ladder and unlock the Nightmare's door.

### Have a Heart



The Genie's a tough cookie, so you should take advantage of the Power Bracelet and grab another heart piece before taking him on. Head over to the Graveyard (grid point G8), and move the bottom-right grave to reveal this cave where you can shove the stone to get a heart piece—that's your fourth, which grants you one more container and more life in your battle!

### Nightmare: The Genie



To beat this bottle-necked reject, dodge his fireballs until he enters his bottle. Slash the bottle to stun him, then pick it up with your Power Bracelet and throw it against the wall. Once his bottle is broken, chop up Mr. Clean with your sword, and you'll get the Conch, your second instrument. Your orchestra grows!



## TREASURE HUNTING

If you want to collect the seashells and the heart pieces, you can go on an enormous scavenger hunt!



First, you must return to the Mysterious Forest and use your new Power Bracelet to recover the heart piece in the cave at grid point A6.



Hurry to grid point B8 and move the block to reach the treasure chest for another seashell!

Once you reach Mabe Village, return Bow Wow, then buy the shovel from the town shop (the price is steep, but a boy's gotta dig). You'll also need to buy some bombs.



Return to MeowMeow's shed and dig around with your new shovel—you'll find another secret seashell.



Because you're already in the south, return to the Tail Cave and bomb the left wall at location C. This is the one room you couldn't reach before; it has another seashell.



Head north to grid point E8, slash the only bush on the screen, and then dig in that spot for yet another seashell.



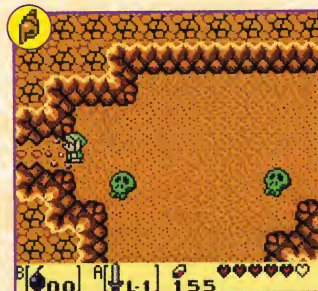
Next, head to grid point K9 and enter the Seashell Mansion. If you have exactly five seashells, a sixth will drop.



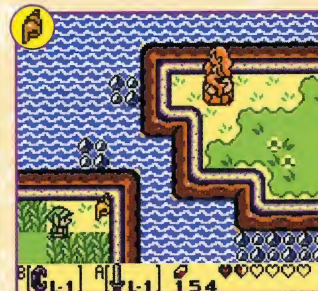
Go one screen east to grid point L9 and cut down the bushes—you'll find another seashell there.



Journey to grid point J12 and lift the stone with the Power Bracelet.



Bomb this wall in the cavern (you'll find its entrance at grid point I12). Follow the secret path outside, then dig near the owl statue.



Head to the main exit of the cave at grid point I12 and follow the path to grid point J15, then slash the bush in the corner.



Once you have 10 seashells, head back to the Seashell Mansion (grid point K9) for another bonus!



Time to investigate the Ukuku Prairie. Look for Richard, who lives in a house at grid point G14. The little wuss will help only if you retrieve his five leaves, so journey to Kanalet Castle.





## Kanalet Castle

### Photo Op



If you've already been to the camera shop at grid point H4, you'll get another photo snapped here. Kanalet Castle is northeast of Richard's Villa, at grid point J8. The main entrance is blocked. Go east three blocks to meet Kiki the monkey.



Kiki's going to do you a favor—if you've done your trading and have the bananas. Grab the stick one of

his buddies leaves behind and cross the bridge.

### Back-Door Bush



Walk around the perimeter of the castle until you encounter a solitary bush at grid point J5. Slash it to reveal a stairwell. Take the underground passage into Kanalet Castle.

### The First Leaf



You can confront the knight of five potholes on the east side of the

castle courtyard. Charge your sword for a swirl attack and let him have it when he pops out. Watch out for his bombs—they pack a punch!

### The Second Leaf



Head west past the main gate to an area with a crow, a rock, and a knight. Defeat the knight and throw the rock against the tree that the crow is perched on. Defeat the bird for the leaf—if he gets away, leave the screen and come back.

### The Third Leaf



Head into the castle and go west. Defeat all the monsters and knights (except the smiling energy-ball creepie—they're invulnerable) to find another golden leaf.

### The Fourth Leaf



Head north to a set of stairs. On the second floor, go down to the pit

with the two knight sculptures in the wall. Place bombs at the feet of the sculptures, and knights will appear. Defeat them to earn the fourth leaf.

### Ninja Nightmare and the Fifth Leaf



Go north out of the pit where you got the fourth leaf and proceed east. Now head south, passing the red ninja with the spiked mace, until you're outside the castle on the second floor. Enter the next door, throw a pot at the sealed door inside, and confront the ninja. Use your shield to block his attacks, then slash him with your sword as he's winding up. Defeat him, and you'll receive the fifth and final golden leaf.

### Return to Richard



Go back to Richard's Villa and give him the leaves. He'll allow you passage through a dungeon (where you'll find a seashell). Outside, it's hack-n-miss, but look for a path through the weeds close to the outer perimeter of the field. Once you work your way around to the north, you'll reach an owl statue.





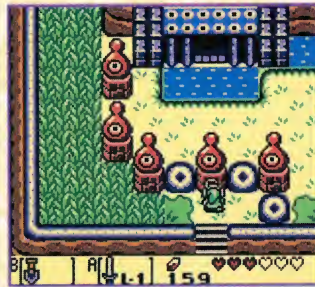
## PRO TIP!

Don't forget to use your sword's charge-and-spin move in the field for a quick look at what's under those bushes!

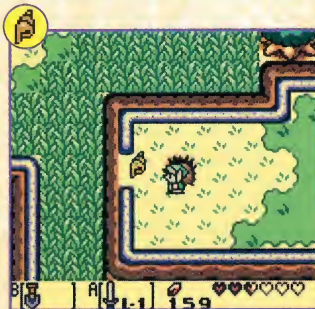


Cut down the lone bush growing in front of the owl statue, then dig in that spot to retrieve the Slime Key.

## Key Cave, Here We Come!

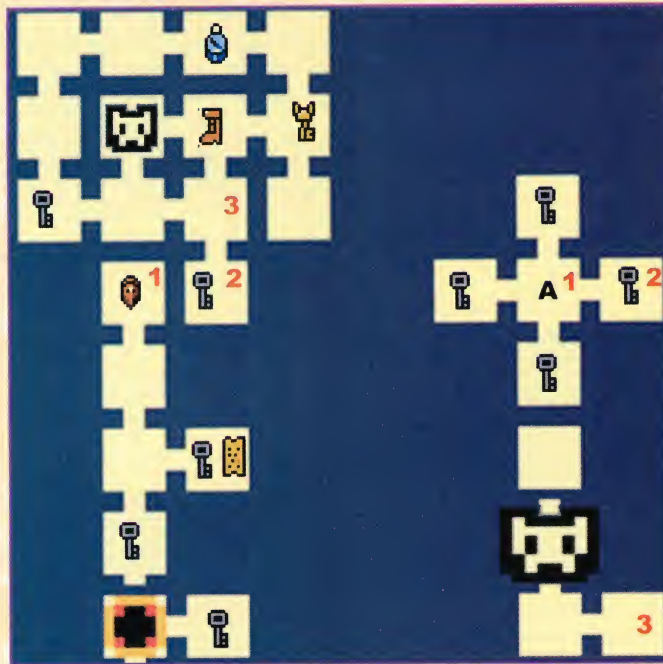


Return to the Key Cave entrance (grid point F12) and insert the Slime Key into the keyhole, then make your way back south and east around the pothole field and enter the Key Cave by hopping across the islands from the east.

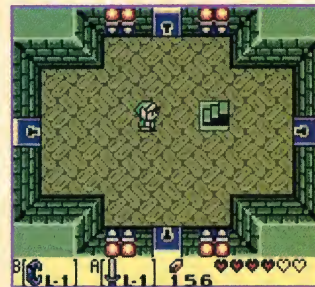


On your way to the Key Cave entrance, stop by grid point F11 and you'll find this seashell by digging in the middle of the grassy patches.

## Dungeon 3: Key Cave



Open the first door by throwing a pot against it, then pound the monsters in the next room to reveal a hidden chest. Grab the key inside, then head up through the northeast exit. Go north through two more rooms, then take the stairwell.



Four exits, four locks—for our purposes, this will be location A. Unlock the south door and head down. Defeat the monsters for a key. Head back up past location A, and take the north door. Again, kill the villains for a key, and hit the crystal switch. With the blocks now reversed, head back to location A and go upstairs

for the Owl Beak, then into the Map Room to retrieve, well, the map. Now return to location A and take the west door. These guys are tough—jump at them and start your sword swing in the air, or drop a bomb, then pick it up and throw it at them. Finally, take the east door in location A. In this room, take the stairwell leading up.



Walk around this room and defeat all the green blobs to release yet another key. Head north, then continue all the way west into a room with more teleporting baddies.



By beating these geeks, you'll reveal a chest—but you can't reach it from

here. There's only one way to exit, so go north. In the next room, you'll get a bunch of bombs, and the owl will give you a hint that will help you take on the Mini-Nightmare. Leave to the south to grab your booty from that chest, then go to the Mini-Nightmare room.

## Mini-Nightmare: Dodongo Snakes



No Zelda game would be complete without bomb-munching Dodongos. Just give them the snack they crave: Put bombs right into their mouths, and let nature (and TNT) take its course. After you've defeated them, head right, then move the rock to discover the Pegasus Boots. You can now dash (and destroy those cactus-like blocking objects).

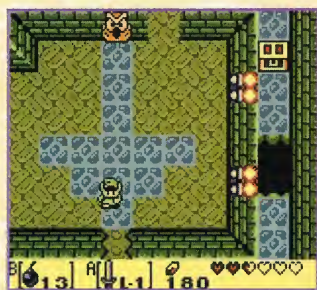


After escaping, use the Dodongo Snakes' teleporter to take a quick detour back to the main entrance, then head due east and kill the wind-blowing beast with your Pegasus Boots/sword charge. Grab the key he was protecting, then head north and take out the cactus blockers in the northwest exit with the Pegasus charge. Kill the red mini-blob, then backtrack around to take out the jumping bad guys, and you'll release a treasure chest with 200 rupees. Return to the teleporter and head back to the room you emerged from after getting the Pegasus Boots. Head north through the room with the stone arrow, and go west to the Compass Room.





In the Compass Room, check the wall for a weak spot by tapping with your sword, then bomb through. In the next room, throw pots at the bombs to set them off (and look in all the pots—one hides a fairy).



Head back the way you came. You'll see an owl statue and a stone arrow pointing down. Listen to what the owl has to say, then take his advice and poke the south wall with your sword. When you find a structurally weak area (at the head of the arrow), bomb it and enter the next room.



Equip Roc's Feather and the Pegasus Boots to perform a running jump over the pit, and head up to the chest for the Nightmare Key. The easiest way to do this is hold down the button for the Pegasus Boots and then, when you start dashing, hit the Jump button.



Now it's time to start unlocking that maze of locked rock blocks (say that

three times fast...or don't) outside the Mini-Nightmare room. Go to the stairwell leading down. Use the Pegasus Boots to dash into that peevd stone, and he'll grant you access. Next, use Roc's Feather and the Pegasus Boots in sync to leap across the spike pit. Head back up to ground level and take out the teleporters with your dash, then go west and let the conveyors guide you into the bats for another key.

## Nightmare: Slime Eyes



To beat this gooey monster, use your Pegasus Boots to dash into a wall and knock him to the ground. Dash at his eye to pull his two eyes apart, then slash at the gooey glob until he's nearly split. You'll need to dash to cut that last connection. Dice up the remaining eyeballs with your sword to unlock the door to the Lily's Bell.

## The Lily's Bell



Now you have the Lily's Bell! Only five more instruments to go. Leave the cave and, after talking with the owl, head to grid point H9, where you'll meet an old friend.

## Honeycomb



Tarin turns the stick into a honeycomb as your odyssey continues.



Head to grid point G9 and bomb the wall on the left side of the screen—you can see where the wall is crumbling. Inside, bomb the east wall (you can see where in the screen above), and go into the secret room for a heart container piece.

## Animal Village



Next, head to grid point K11 and chop down the lone bush east of the end of the path to reveal a stairwell. When you emerge on the other side of the river, head south until you reach the sign marking the entrance to the Animal Village, and enter it to the east. In the southeast house, a bear will exchange your honeycomb for a pineapple and give you advice on moving the fat walrus so you can enter Yarna desert. Now it's back to Mabe Village...again.

## PROTIP!



Just south of the bear's house, you'll find a teleporter that will take you back to the Prairie just east of Mabe Village. Beam me west, Linky!

## In Search of the Color Dungeon

### Read the Lore



Legend has it that Zelda DX has its own special Color Dungeon—and where better to research this than the library in Mabe Village (grid point A12)? There's a book up top that's ready to fall if prompted by Pegasus-assisted dash. It mentions gravestones and gives a directional indicator for each one. Check it out in the screenshot above. Hmm... better write that down, and get thee to the Graveyard!

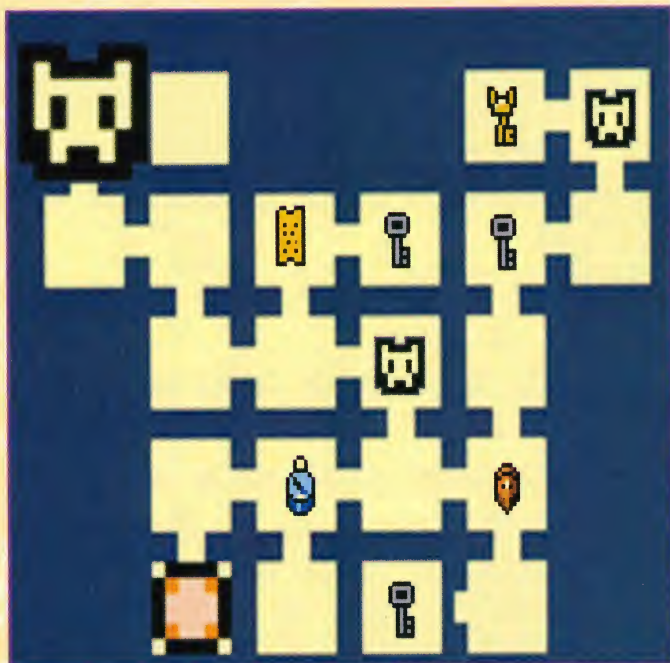
## Sifting the Graves



Only one area of the Graveyard has gravestones that match the layout you saw in the library (three over two)—the southeastern section (grid point H8). To open the entrance to the secret Color Dungeon, you have to move the gravestones in the order and directions indicated by the arrows. In other words, first move the right gravestone in the bottom row to the south, then move the left gravestone in that row to the west, then move the left gravestone in the top row to the north, and so on until the secret dungeon is revealed!



Into the Color Dungeon



the next room west, hit a switch under the northwest bottle to open the doors, then head north to the Map Room (you'll have to take out all the bad guys for it to appear). Next, slide one room east, drop all the shelled guys in their proper places, then collect a key.



This puzzle's going to be a doozy if you don't just take our word for it and hit the due north, then due east, then due west, then due south lights. In the next room north, look for a fairy in the pots.

Color Nightmare: Jellyfish



The trick to defeating the Jellyfish is a quick attack. As time passes, his color will fade from red to blue and he'll heal, so you have to keep zapping him quickly. Just go kamikaze—run up to him and keep slashing, and you'll get him.



Choose your tunic color—Red for increased attack strength, Blue for increased defensive strength. Sorry, you can't have both.

Sweet Music



Next, use the Power Bracelet to move the rocks blocking the Dream Shrine in Mabe Village at grid point D9. Use the Pegasus Boots to dash across the cracks and kill the yellow vermin. Make your way around to receive the Ocarina. You don't know any songs yet, but this little instrument will come in handy.

Where's Marin?



When you reach the Flying Rooster Monument in the center of town, Marin will have disappeared. The boy says she's at the ocean; you'll find her on the beach at grid point F16 (on the way, stop by and see your old pal the Bow Wow for a photo op). Blah, blah, blah...she talks and talks and talks!

Yarna Desert



With Marin in tow (literally, judging from the way Link picks her up), head back to grid point N16. After Marin sings the walrus awake, head into the Yarna desert. Head north to Lanmola's cave and allow yourself to be sucked into the center.



Zip through, killing bad guys if necessary, until you reach the Beak Room. Slash those red and green beetles, then pick them up and throw them in the holes of the corresponding colors to unlock a treasure chest containing the beak. Next, head back to the Compass Room and take the hint from the owl statue—hit the lights until they're all blue. While you're there, bomb the south wall for a cache of rupees (you're going to have to pay for that expensive bow somehow).



Now head to the Buzzblob. He says your sword is no match for him—take his word for it and remember what the guards said. Use your Magic Powder on this gloomy glob to make him glum. If you're low on powder, there's some under the bottles in the room just north of the entrance. After you beat Buzzblob, grab the Nightmare Key from the next room and head back to the Beak Room, then continue south as far as you can go and move west to the key. Take the one-way door back north and open the locked door.



Return to the Beak Room and head north for another light puzzle. Hit the top-left light twice and the bottom-right one once to unlock a key.



Nail this nasty with your sword while avoiding his boulders and quakes. In





It's been a while since we've seen one of these! Bomb the north wall of Lanmola's pit for access to this secret room.



When you're out of the cave, head to the extreme southeast and follow it to the very corner of the world—grid point P16. You'll find a seashell underneath the rocks.

The Angler Key



To defeat this leaping monster, hit it with a swirl attack from your sword. Grab the Angler Key—if you miss it, just fall into the pit and grab it.



Follow the desert south and the owl will return. To follow his instructions,

you're going to grid point L3. Insert your key to reveal the fourth dungeon: Angler's Tunnel.



You can't get into Angler's Tunnel from here, so head to the cave at grid point H2 and make your way through. It's a bit tricky, but remember that you can push the stones into the pits. Head upstairs and pass through the first exit to grab some rupees, then go back inside, take out the green blockers to the east with your Pegasus dash, and leave through the second exit. You'll be back for the other goodies later.

Hibiscus



Move west through the water, go through the cave under Paphal (that waving guy) and follow it to him. He'll trade you a hibiscus for the pineapple. Return to the stream and continue east to grid point L2 where you'll see a break in the guardrail. Dive off, and you'll drop right in front of the Angler's Tunnel entrance.



Dungeon 4: Angler's Tunnel



You remember how to beat those spiked turtles, right? Break out the oil shield and let those suckers bounce off, then run up and pound them. Make for the Compass Room and kill all the bad guys for the Compass, then head south and clean up for a key. Remember to stay out of the deep areas.



Return to the Compass Room and head west now, then climb the stairs and go eastward on the path to the Beak Room where you can grab the beak. Follow that path back and north to reach the Map Room and get the map. Aah...inventory filling quickly. Now, stay on this path and head back to the room south of

the Map Room, using the feather and boots to leap across that three-block pit. Go into the next room to the east and blow up the cracked rock with a bomb. Shove the other rock out of the way to retrieve a key and head two rooms north to find another key (you'll have to blow up another cracked rock to reach it). Next stop: the Compass Room yet again.

Head east from the Compass Room and north through the locked door. Go north through another room and you'll reach the other side of that cross-shaped pit. Jump over it and head west. Defeat the bad guys and you unlock a key, but it immediately falls through to another floor: Darn. Head south.

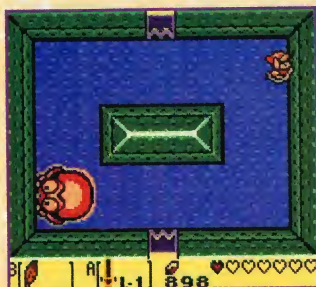


The next several screens connect, and they all have a perimeter of shallow water around the outside. Follow it, jumping over small patches of deep water until it leads you north. Follow it all the way north to the room with the five tiles, then head east and grab the key from the chest. Next, backtrack all the way to the

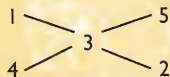


room where the key fell into the pit just south of the Mini-Nightmare. Time to take him on!

## Mini-Nightmare: Cue Ball



Cue Ball's pretty easy—just trail him around the wall in the middle and only hit him from the side. In the next room to the north, pull the handle in the wall to open those sliding blocks—then head west and pick up the flippers. Go south and step on the tiles to open the door. Remember this pattern:



Head back to the room with the first set of tiles—the room marked by the #1 Warp point (you can shove the stone south of the room you're in for a shortcut)—and step on the tiles in the same order. Ta da—an underground passageway! In the underground tunnel, trick that Thwomp into falling on you, then jump on the stairs and on top of him to reach the top platform. This will lead you to the Nightmare Key. Grab it, then jump down from the platform north of it.



Now head to the room southeast of the Mini-Nightmare and down the stairs. In the underground tunnel, you'll now be able to reach the key.

Next, return to the deep-water area east of the Nightmare Key's location. You'll see a switch next to a door; step on it and enter. Head north to the locked rock block, unlock it, then head down the stairs to another underwater passage. This will lead you to the room just south of the Nightmare.

## Nightmare: The Angler Fish



This scaly monster is a big one. Slash at the glowing ball hanging from his head to hurt him. If he charges, be prepared to dodge the rocks that will fall. Beat him, and you get the Surf Harp! Only four more to go!

## Hello, Mamu

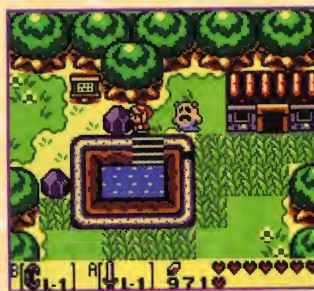


Upon emerging from the dungeon, hop in the water and head west to the cave with the fish carved into the wall. Enter it to meet Mamu and learn his song. Check out those crazy fish doin' the Pee Wee!

### PROTIP!

Mamu's song, the Song of Soul, not only warps you to his pond by Crazy Tracy's house, but also takes you to the entrance or exit of a dungeon if you get lost in it or want to leave.

## A Ghostly Encounter

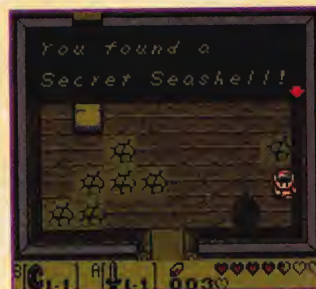


After playing the tune, leave Mamu's Pond and enter the house on the same screen. If you decide to buy Crazy Tracy's secret, she'll give you a life potion that refills your hearts the next time you croak. You'll also meet a new friend, a homesick ghost. Sigh...of course, you're going to have to drag his ectoplasmic butt home, do-gooder. First, head back to the Mabe Village shop for the Bow (if you have at least 980 rupees—and you should).



You'll find the ghost's house at grid point G16, east of the Toronbo Shores. He will ask to be taken to

his gravestone at grid point E7; the fastest way there is to use Mamu's song on the Ocarina. You'll have to trudge all the way back to his house afterward to get your reward.



You can pick up another seashell at the ghost's house.

## Into the Fish's Mouth



From the ghost's house, it's a hop, skip, and running jump to grid point J14 (use your Pegasus Boots and Roc's Feather together to get across the pits). Dive into the passage through the rocks (Link's location is pictured in the above screenshot) to swim under the gate and reach the entrance.





Dungeon 5: Catfish's Maw



First things first: Don't rely too much on Link's long-distance jumping—he needs the Hook Shot to cross many of the death-defying pits you'll see early on. Head to the Compass Room. You can beat those armored bullies by slamming them in their decidedly unarmored butts. Head down the stairwell in the Compass Room and through the underground passage.



Break up the crystals so you can push the rocks together to form a square (as seen in the screenshot above). This will unveil a key. Take it and head back to the room just east of the Compass Room to unlock its northern door. From there, head into the Beak Room, then go take on the Mini-Nightmare.

Mini-Nightmare: Stalfos



Stalfos is an easy foe if you got da skillz. Just crumble him with your swirl attack, then drop a bomb on his bony behind. After he leaves, go east and then north.



You'll have to push up the middle block, leave the room, and then push it to the side to continue your northern path. Head north all the way, then west to a room that's divided by stone blocks. You'll have

to slide one of the blocks aside to kill all the green blobs and open the northern door. From there, head to the Map Room. Time for your second battle with Stalfos—go get him in the second Stalfos room. You have him on the run! Head immediately for the third Stalfos room (feel like you're running in circles?). Now head back to the entrance—use Mamu's song as a shortcut. Return to the underground passageway in the Compass Room and follow it to the Beak Room. Now go west.



Defeat Stalfos a fourth time for the Hook Shot. Return through the passageway to the Compass Room and head east. Take the northeast exit to the treasure chest blocked by a chasm, and use the Hook Shot to cross it. Now head west, then north, then west again and north again to the room just southeast of the second Mini-Nightmare. Move west twice to get the key. Then head east twice to return, and use the Hook Shot to extend the ladder. Grab that bottle to release a fairy, then head north across the ladder. In the next room, open the locked rock block and head west.

Second Mini-Nightmare: Gohmas



The worst thing these guys could do is kill you with boredom. Just use your shield to block their charges and zap them with the Hook Shot when they open their eyes.



Use the warp in the Gohmas' lair to go back to the entrance. It's time to take a little trip to the northeast section of the dungeon in order to get a trio of treasure chests that are now accessible with the Hook Shot—one of which holds a small key. Then head into the Nightmare Key room and dive into the pool to find an underwater passage to the key. Next, use Mamu's song to return to the entrance and the warp to return to the Gohmas' lair, then take the northeast exit and head through the underground passage. Once you're out of the passage, head for the Nightmare's lair.

PROTIP!



The Goombas give you a heart if you jump on them Mario-style.

Nightmare: The Slime Eel



The Slime Eel and three of his buddies will pop out through the holes in the wall. You'll have to pick your hole and stand in the opposite corner. When an eel's head pokes out, reel it across the room with your Hook Shot and slam it with your sword. You'll recognize the real deal Slime Eel by his heart—pierce it



with your steel greetings, and you'll earn the Wind Marimba.

## Takin' Care of Business

Link has a lot of work to do before he heads into the next dungeon, so get to it!

From Catfish's Maw, swim east, then hit land and head to grid point K14. Dig next to the owl statue to find the seashell.

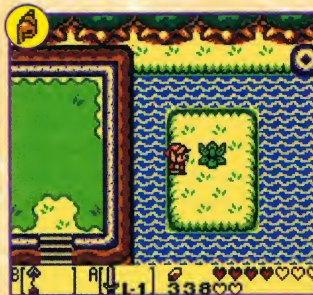


At grid point C14, use the Pegasus Boots to ram into the tree and shake loose a seashell.

## Finding the Frog



Head to grid point E12 and read the scattered signs. They appear to be random, but actually will point you in the direction you want to go if you always travel in a straight line until you come upon the next sign. Be sure to travel in straight lines, or you'll have to start over. You'll also have to use the Hook Shot and then the Power Bracelet. Pay to hear Mamu's song.



Head back to grid point G11 and swim to the island with the lone bush. It's a frisky sucker, but chop it from the north and run south to grab a seashell.



At grid point E11, use the Pegasus Boots to ram into the right tree and dislodge another seashell.



Head all the way back down to grid point I16 and swim to the island for another seashell.

## Master Sword



Once you have 20 seashells, go back to the Seashell Mansion (grid point K9) for your prize—the Master Sword!

## Goat's Letter

Venture back to Animal Village (use the teleporters to bounce around) and speak with the goat at the north-east part of town. She'll be delighted by your hibiscus, and will ask you to deliver her letter to Weird Mr. Write.

## Broom

Mr. Write's house is at grid point A4. Sigh...more trekking. Use Mamu's song to cut out some of the traveling.

## Fishing Hook

Head right back to the Goat's house in Animal Village. Ulhira will be standing outside, and she'll trade her fishing hook for your broom.



Make your way around the outskirts of Animal Village to the weak wall next to where Ulhira's standing, just outside the fence. Bomb the wall, then use the Hook Shot to cross the chasm and bomb the north wall. Enter the secret passage, then head right and throw a bomb over the fence to the weak rock. Make your way back around, jumping with Roc's Feather, and you can reach this heart piece. That should give you another full container!

## Necklace



Jump off the bridge at grid point J15 and dive. Give the fisherman your hook, and he'll offer you a necklace.

## Mermaid's Scale

Next, swim northwest until you bump into the mermaid (grid point J13). She'll trade one of her scales for the necklace.

## Magnifying Lens



Your next destination is the gold mermaid statue. Head to grid point K16 and Hook Shot across the water, then head north and examine the statue to open a passage to the Magnifying Lens.

## Boomerang

Next, head for the grid point E16 (yeah, another jaunt). Bomb the weak wall, then enter it, and trade the shovel for the boomerang. Don't worry—if you feel the urge to dig later, you can return and trade again.



Dive into the moat outside Kalanet Castle, and head to grid point I8. Dive just above the pits to find another heart piece.

Enter the cave in the water at grid point O3 and dive just south-east of the center of the pool for a heart piece.

## Face to Face

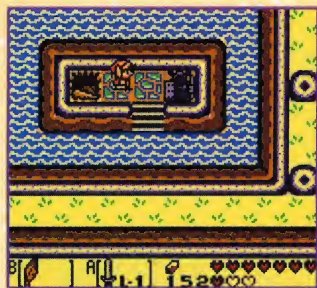
Time to start thinking about the next dungeon. Head to grid point M11 (from Animal Village, head north, then east under the river), using your shield to bounce the knights out of the way. If you touch them sans shield, they'll come alive and move anyway.

## Armos Knight



If you're wearing the Red Tunic, the Armos Knight is a simple foe—just get behind him and slash with your sword. Otherwise, use your powered-up sword swirl or pelt him with arrows. He'll die quickly, giving up the Face Key. Head north, use Magic Powder to light the torches and read the mysterious poster, then leave the shrine. The owl will have some advice.





Head to grid point N9 where you can do a few things. The path leads to a weak wall—bomb it to reveal a fairy. You can take the north path into the water, which will lead to a cave that eventually leads to a shop where you can buy a raft trip that might lead to great fortune. Ultimately, you'll want to head off the south stairwell into the water, then south to the island with the two knight statues. Take out the one on the left and head into the secret passage. Use the Face Key on the fish-head keyhole, and enter....

### Dungeon 6: Face Shrine



Go west and defeat the wizards by hitting them with arrows (about four each) or bombs. Head northeast and grab your rupees, then return and move northwest. Follow it to location A on the map. Here, you'll have to get past the northeast block, so leave a bomb on the switch and stand on the block. Then, when the block pops up, you can head northeast. In the room north of this, drop a bomb on the east wall (where the carpet leads to it), then defeat the bad guys in the next room and head down the secret passage that opens. Defeat the wizards, then head north, and you'll retrieve the Level 2 Power Bracelet.



Head north through the one-way door. Look familiar? Now you can

open that door by throwing the elephant statue. Follow this path and continue to hurl the statues to open doors. Go back to location A and do the bomb trick again, this time with the northwest block. Then head north, throw the bottle in the northwest corner, and head west to defeat the wizards and get the map! Next, journey north and then east to the Beak Room and grab the beak. Then return west, throw a bottle at the north door, and proceed to the Compass Room for the Compass. Hit the crystal switch in the north area of the Compass Room and follow that path around. You'll find a room with a buzzing skull and two wizards. Defeat the wizards for a key. Return to the Compass Room, go west, and then go north to collect 100 rupees. You can move through the passage to get another seashell, but once you have the Master Sword, there's no real reason to do so. To leave this room, throw the horse statues around until they both land upright.



Return to location A and make sure the blocks are sticking up, then go back to the entrance and head east

to the secret medicine room. You'll be trapped with four wizards. Defeat them and head north through the sewer path to a key, then return to the secret medicine room and go south. Go onto the perch south of the owl statue and hop down onto the block. Jump across to the next block and you'll be able to go up the stairs. Next, open the locked door leading to the room south of the Mini-Nightmare, then bomb the north wall in that room and head up to face Smasher.

### Mini-Nightmare: Smasher



This is a deadly game of catch with a steel ball that's bigger than you are! Dodge Smasher's throw, then pick up the ball with the Power Bracelet and give him a taste of his own medicine. Pound this guy into oblivion.

Now you're stuck in a loop! In the room north of Smasher, pick up the left elephant statue to gain access to an underground passage.



When you emerge from the passage, use your shield or sword to block the tiles and collect a key. Head north, then travel west until you're trapped in the room you saw from above earlier—the one with the two horse statues (the knight chess pieces). Bounce them off the walls until they're both upright, then head west. Take the underground passage (use your Pegasus dash to run under the smart Thwomps), then use the Ballad of the Wind Fish on your Ocarina to defeat the Pols' Voices. If you want 200 rupees or need bombs, you can explore the two rooms to the north, then return and head south.







You've faced the Dodongo Snakes before. Give them an explosive meal. Go west and use the Hook Shot to cross the sewer chasm, then head north into the Nightmare Key room, and open the chest by throwing a pot at it. Next, use Mamu's song to return to the cave entrance, then use the Warp to go back to Smasher's lair. Head north to the elephant statue and take the underground passage into the room that had the checkered floor tiles flying at you. Go south and defeat all the monsters (your sword can reach the sucker in the center), then head east. Beat the wizard (with a bomb if you're out of arrows) and head north. If you're low on health, use your Magic Powder to light these two torches and a fairy will appear. Time to take on Façade.

## Sixth Nightmare: Façade



Façade's a simple foe—just slap all his gizmos away and drop bombs on his face. Once everything in the room is gone, you'll have plenty of space to maneuver; just watch out for the pits he'll create in the floor. Remember: You can't be hurt by your own bombs. After he's done for, head north to collect the Coral Triangle.

## Waking the Dead

The owl says you need to fly like a bird to the mountain, but Link ain't got wings! Remember the story behind Mamu's song implying that it might wake the non-living? Well, to test it out, head to Mabe Village (and stock up on arrows while you're there).



When you reach the Rooster Memorial at grid point C10, push it to the north to reveal a staircase. Go downstairs to the remains of the rooster and play Mamu's song to give the rooster a boost. Pick him up with the Power Bracelet and start flying!

## The Bird Key



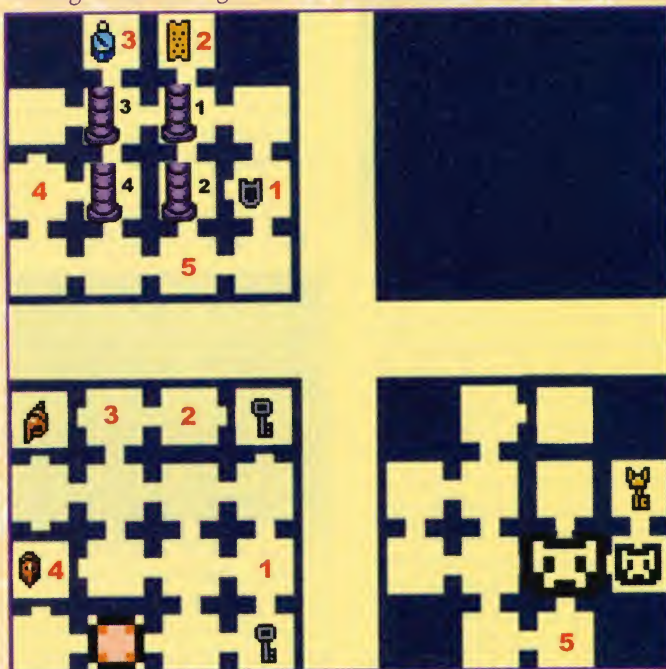
Head north to the mountains (you must go through the cave at grid point H2—and you can now reach the treasure chest with the rupees, thanks to the Hook Shot). The owl will tell you to go east, so venture forth, young elf. This time, however, go past the cave that led to Paphal and through the deep water to the stairs. Head west until you reach the Hen House (grid point K1) and enter the cave below. Use the rooster to fly you across the north pits and follow the cave to the Bird Key.

## To the Tower



Head back east through that deep water, and then navigate through a series of caves to the top right of the grid. Head west and enter Eagle's Tower at grid point O1. The challenge of Eagle's Tower requires you to destroy the four pillars that support the structure.

## Dungeon 7: Eagle's Tower



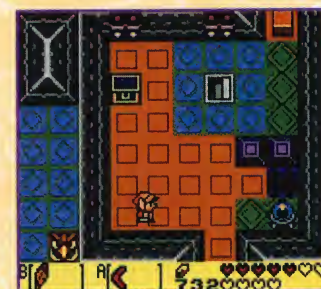
## The First Pillar

From the entrance, head east through two rooms and kill the monsters to receive a key. Then take the north-east exit through the locked door and make your way upstairs.



Upstairs, head north one room and then you'll hit a tricky spot. You'll need to pull the lever out to slide the blocks apart at the west exit, then grab the orb and slip through the blocks before they close. In the next room, throw the orb at the pillar to smash it. If you lose the orb, it'll reappear in its original spot. Head north from the room with the first pillar to the Map Room, throw the horse statues, and grab the map.

## The Mirror Shield



From the Map Room, go southeast to the room with the Mirror Shield. You'll have to pull off a tricky boomerang throw, but you can nail the crystal switch from an angle and lower the blocks. Once you've lowered those blocks, stand on them and throw your boomerang again to raise them. Then throw a bomb at the switch and go stand on the block in the northeast corner—you've gotta get that block raised and get to the next room. Once you've accomplished this feat, head back to the room with the first pillar, grab the orb, and go south to destroy the second pillar.

Go to the Compass Room next and slice each guy when they have the same suit on their chest. This is much easier said than done—so swing your sword when you see the suit before the one you want. Take the orb into the southwest exit, throw it over the barricade, then head back up to the Compass Room and take the stairs down.





Downstairs, head west, but stay north of the blocks. Follow that path south to another flight of stairs, then head back upstairs. From this new room, go south to take on Hinox again (what a wuss!). If you still don't have 20 seashells, fall in the pit farthest to the south and you'll land on the ledge in the first floor; you can take the ledge north to the seashell room. Go east and take out the card guys, then head back north to the room with the stairs you emerged from and take the north revolving door. Let the floor get its business over with, swipe with your sword, and then go east and take out the third pillar with the orb.



Drop the orb in a pit—it automatically returns to its original spot. Return there (it's the room just east of the first pillar), and then go south. Use your boomerang trick to open the crystal switch again, then head south and unlock the rock block. Take the pillar up on that platform, head west, then throw the orb into the room with the card guys (yup, they're back). Now hurl the orb over the small barricade and the pit toward the northeast entrance.

Next, head back to the third pillar's room and bomb the southern wall between the two torches. Head south through the passage and bomb the next southern wall. Hook Shot across to the treasure chest, grab the orb, then head north and destroy the final pillar.

Return to the Mirror Shield room, stand on the blocks while they're down, and hit the switch with your boomerang. Then head south, head west, and take the warp to the third floor. From there, head north (into the Nightmare room), then east to face the Grim Creeper.

Mini-Nightmare:  
The Grim Creeper



The Grim Creeper ain't so tough; just kill all six of his bat buddies in one wave to defeat him. Stand in a corner and keep swiping as they dive. If you don't get them all, they'll keep on coming in replenished waves. Head north into the Nightmare Key room and push the blocks together to retrieve the key.



Return to Hinox's room, then go west and use the Nightmare Key to go north (jump on the Goombas for hearts). From this room, you can go north and east to collect medicine, but you'll probably take damage anyway 'cause those laser turrets are tough. Instead, go up the stairs onto the west ledge and Hook Shot across to the east ledge (as pictured in the screenshot above). Take that path down and around to the stairs, which lead outside. Climb the ladder to face this dungeon's Nightmare.

Nightmare:  
Evil Eagle



The Evil Eagle's a lame duck if you have full hearts and the Master Sword (the Red Tunic wouldn't hurt, either). Just slash at him when he comes toward you. Have your shield ready to dodge his diving attacks; if you fall off, all his energy will return. After beating the Evil Eagle, climb down the ladder and re-enter the tower. Drop off the ledge to the east (fall behind the barricade) and proceed north through the door to receive the Organ of Evening Calm. If you followed this walkthrough, you'll notice that you didn't hit all the treasures or even all the keys, but there's really no reason to stock up on rupees at this point.

Rescue the Babe



After emerging from the Eagle's Tower (we came, we saw, we cooked bird), return to the Hen House at grid point K1 and make your way westward, using the Hook Shot to cross the decrepit bridges. When you reach Marin, just Hook Shot right through her. Hmmmm... seems like she wants a piece of the kid. In any case, palaver with the owl, then head west into the final uncharted territories.



At grid point H1, enter the cave and bomb the southernmost part of the wall. Follow the path to retrieve the second-to-last heart piece.



Continue east through the cave, using the Hook Shot to cross the chasm, and work your way up and around the mountain. At grid point D2, you'll find a weak wall—bomb it and go into the cave. Use your Mirror Shield to reflect the fire and reach the stairs. Head west all the way, and you'll arrive at Turtle Rock. Play Mamu's song to awaken the grumpy alligator/turtle-looking thing and slice it up, then enter the dungeon.



Dungeon 8: Turtle Rock



From the entrance, head north to take on a flying vampire wannabe—jump with the Feather to strike at him. Next, go west and north to take on Hinox again. Once he's taught a painful lesson, take the only exit to the west. After you push that bouncing block, Link will freeze and the directional pad will control the floor-paving block. Fill up the entire gap for 20 rupees. Like the game says—"Joy!" Head south, grab the life and cash, and go west to take on Rolling Bones again. He'll release a fairy... more joy. Go north to take on the flying vamp, then head south for the Compass. Return to the entrance (you can take a shortcut by sliding into the gravity creature).



Go north to the room where you fought the vamp (you may have to whup him again) and head east this time. You'll find a switch in the upper-left pot; hit it and head south. Slice up the Mimics, then take the underground passage. When you emerge, beware the laser-eye turret. Throw the bottle to reveal a door switch, and head south.



This Smasher is much faster—be careful and time your throws well. From Smasher's room, head south

for the Beak, then take the underground passage. You'll emerge one room north of the Map Room with a conveniently weak wall ripe for bombing.



Blast away and retrieve the map. Now you'll have to head back to Smasher's room and, yes, take him on again. More joy. Afterward, head east. This is the room in the screenshot above—you'll have to fill the entire gap with pavement. To do so, once you control the sweeper, go down one block, then left, and cover the perimeter for another key. Bomb the north wall and hit the crystal switch once, then head west. Return to the vamp north of the entrance and go north.



Follow the path east to another pavement-maker. Make a path to the north and push the right block as seen in the screenshot. Go north again and unlock the rock block. Head east through two rooms (you'll use another key).



Head north through the one-way door (don't worry about the stairs yet). Kill the mummies for a key

(beware the cracked ground—stay in motion). Go west. Kill the Dodongo Snakes if you want, but you'll just have to kill them again later. Go west again, then follow the due north route to a really nice room where you can gear up. Hook Shot across the lava to the treasure chest, then dive off and head north.



Return through the passageway and go north. This time, bomb the west wall. In the dark room, jump over the gap and unlock the rock block. Continue west through two more rooms, then bomb the west wall and keep going. Pow-wow with the owl and, if you use your Bow to defeat the statue as he suggests, you'll get another key.



Head west and play hide-and-go-rock-sliding with the laser-eye turret to get another key. Take the stairs up to the ledge and around, but don't jump off the ledge unless you want to do some serious backtracking. Instead, return to the room with the statue and go south for more goodies, then go back north to the statue room and north again. Kill the monsters to exit through the west door, then go back into the same room on the ledge and Hook Shot across to the treasure chest. Now it's time to dive off and take those stairs....





Woo-hoo! There it is—the final heart container piece! Now you have 19 hearts (if you've followed our guide, that is) and you're ready to take on any Hyrulian punks that show their girly-man mugs! Head east twice and you'll return to the dungeon on the ledge above those Dodongos. Remember what the owl statue said about attacking your enemies from above? Well, throw them some bombastic lunch now for another key—but it'll appear on the ledge, so stay up there.

If you didn't remember to hit that crystal switch after taking on Smasher, make a beeline for location B. You can enter by bombing in from the rooms to its west or south. Hit the crystal switch once.



Next, head back to location A—actually, to one room west of it in order to open the rock block and get on the northern ledge. Hook Shot across to the rock block and open it. Take the underground passageway (is it just us, or are these suckers getting tougher?) and head down to face Blaino.

### Mini-Nightmare: Blaino



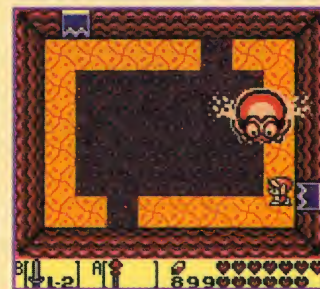
Get in there and scrap with this boxer, but if he winds up the bolo

punch, run like there's no tomorrow...or you'll be spending an entire day returning here from the entrance. Once he's defeated, go north to grab the magic rod.

### The Magic Rod



Use the Ocarina to return to the dungeon's start, then head north, west, and north again to Hinox's room. After dispensing with the ugly beast (and testing out your new flame-throwing magic rod), head west and north. Light those torches with the magic rod and collect yet another key. Use the Ocarina to return to the start again, then go north, north again in the vamp's room, and east. Use the pavement-maker to create a bridge to the stairs. Evaporate the ice with your magic rod, then jump south from the opposite stairs and open the locked door.



You remember Cue Ball, right? You have to slash him from the side with your sword. It's a bit trickier this time around, but we're not talking rocket science. And ain't that a good thing? Moving along, head north into the Nightmare Key room.



This is a heckuva lot closer to rocket science now. Check the handy

guide on the picture if you're having a hard time figuring it out. Head back to Location B, then head west and take the stairs. You'll hit two hard ice puzzles. The first requires a westward leap; defeat the second by standing next to the first impeding column and firing your magic rod upward, taking out those blocks only.

### Nightmare: Hot Head

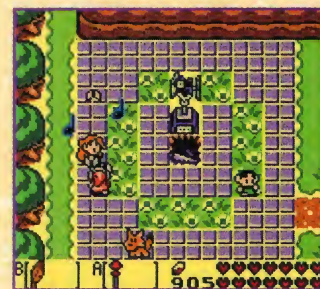


Hot Head is a jumpin' jack—avoid his splashes of lava and blast him repeatedly with the magic rod. If Hot Head makes it back into the lava, he'll recover some energy. Keep him topside and toasty!

### The Thunder Drum

Now you have all eight instruments, all 20 hearts, the Master Sword, the Mirror Shield, it's dark out and we're wearing sunglasses (or, maybe not)... hit it!

### The Last Song



Go visit Marin in her hangout at Mabe Village (grid point C10) to learn the Ocarina's final tune. Now, because you don't have a clue what you're up against with the Wind Fish, why not do some research at the library (grid point A12)?

### Bust Out the Library Card



In the southeastern corner, check out the book titled "Dark Secrets and Mysteries of Koholint Island." You'll need the Magnifying Glass, which won't be a problem if you've completed the trading sequence. Write down what you learn here and be aware that it may change if you turn off the Game Boy.

### Head for the End



You'll find the stairs to Mt. Tamarach at grid point G3. Once you arrive at the egg, whip out your Ocarina and play Marin's sweet tune.

### The Wind Fish's Egg



Head north and fall in the pit. You'll land in a maze. Follow the directions from the library book (if you forgot them, play Mamu's song to return to the entrance). Once you've successfully completed the maze, another pit will appear.

You've finally reached the last boss. All that stands between you and the Wind Fish is beating this guy...six times!



The Final Confrontation

The First Form: Giant Gel



The Giant Gel will try to glob you with his gelatinous gut. Avoid his advances and sprinkle Magic Powder to congeal the punk. Cry, Gel, cry!

The Second Form: Agahnim's Shadow



Use your sword to reflect Agahnim's fireballs back at him. Beware his spiked fireball—you can't reflect it, so be ready to dodge!

The Third Form: Moldorm's Shadow



Just as you did against the Nightmare from the Tail Cave, use your shield and sword to finish off Moldorm. Stand with your back to the wall and protect yourself with the shield when he charges, then slash his tail when the opportunity presents itself.

The Fourth Form: The Shadow of Ganon



Link's archenemy, Ganon, is back for a cameo! Use your Pegasus dash to charge him. You'll take some damage, but if you keep charging quickly, you'll soon prevail.

The Fifth Form: Lanmola's Shadow




This guy is the easiest to beat. Just touch him once with the magic rod and he's finished!

The Sixth Form: Dethl



Depending on how you tackle it, Dethl is either the toughest or the easiest incarnation. Using the Bow and Roc's Feather, you can jump over his arms and shoot him when his eye opens—but watch your hearts and make every shot count, because it takes more than 20 arrows to beat this guy. Or, um, you can just hit him once with the boomerang. Your choice, hot shot.

Congrats on beating The Legend of Zelda: Link's Awakening DX! Go tell your parents, have a cookie, and put down the darn Game Boy for a while. Or, you know, give us the cookie and eat your Game Boy! 





# POKÉMON

# Snapshot



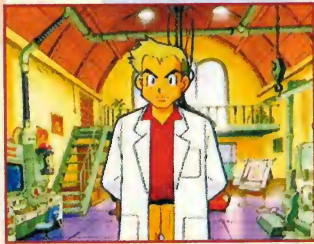
**IF**

you Pokémon cartoon freaks are wondering what happened to Todd the photographer, well, he's presently helping Dr. Oak illustrate the never-ending Pokémon Report. This ProStrategy Guide lists all the Pokémon in every level, tells you how to set up good Pokémon snapshots, and guides you to the key photo ops.

*By Pokémaxx and Brother Buzz*



## Report Card: Make Oak Happy



Picky Dr. Oak grades all your photos before adding them to the Pokémon report—and you'll want to earn the maximum points. Here's what he likes:

- **Close-ups:** Size always counts with Oak.
- **Pokémon powers:** Shoot a Pikachu firing a Thundershock, and Oak goes nuts.
- **Front views:** Oak rips you if you photograph a Pokémon's backside.
- **Nicely framed photos:** Center your Pokémon in the picture, and Oak lavishes you with points for your technique.
- **More than one Pokémon in a picture:** If you do all of the above and capture another Pokémon in the background, you'll be Oak's pal.

## Use the Camera Wisely

Your camera's fitted with a zoom lens and an autowinder. Because Todd's all-terrain vehicle runs on autopilot, you and the Pokémon are always moving. Rapidly tap A to shoot several shots at a time—that way, you'll have several from which to pick your best shot. Your viewfinder flashes a red dot when centered on the Pokémon.

## Pokémon Landmarks

Pokémon Snap has seven levels. To access the seventh and final level, you must photograph six landmarks in the preceding levels that resemble Pokémon. Don't worry, though, this guide will point them out to you.

## Use the Tools



As your photos rack up points from Oak, you earn special tools—but you may have to photograph a level several times before you get the following gear.

*Note: The Pokémon strategies in this guide assume you've scored these tools.*

- **Poké Balls:** Release knockout gas that makes Pokémon change their positions for better photos.
- **Pokémon food:** When tossed on the ground, lures Pokémon into good photo ops.
- **Pokéflute:** The mesmerizing music makes Pokémon dance for special photos.
- **Accelerator:** Enables you to speed up the all-terrain vehicle at will.

## POKÉMON IN THIS LEVEL



## Primo Pokémon Photos



As the level begins, you run into a flock of Pidgeys. Immediately after you pass them, a Doduo will run across the road. You can try to

shoot the Doduo here, but you can also hit R to accelerate and get ready to snap a close-up as soon as you pass the rock on the right side.



You can get a cool picture of a Pikachu surfing. When you see the Pikachu on the right, press A to toss Pokémon food over it and at the surfboard on the right. Try to quickly create a trail leading to the surfboard.





Level #1: The Beach (continued)

LANDMARK 1  
Krabby Rock Formation



The Krabby rock formation is on the left directly across from the surfboard. Take this photo once. Remember: There are five more landmarks in the game that you must photograph in order to open the seventh level.



There's a Snorlax in the field on the right. Press bottom-C to play the Pokéflute—he'll sit up for a cool photo op.



Toss a Poké Ball at the Meowth on the hill on the right. You might knock him off the hill; if you do, be ready to snap a few close-ups on the other side of the hill.



When you see rustling grass on the left, toss Poké Balls into it to scare up a Scyther and two Pikachu.



If you play the Pokéflute for the two Pikachu, you'll make them blast their Thundershock. This is your best Pikachu photo op.



On the left, you'll see an Eevee chasing a rolling pink ball. Hit the ball with Poké Balls, and it becomes a Chansey.



2

Level #2: The Tunnel

POKÉMON IN THIS LEVEL



Primo Pokémon Photos



Right at the start of the level, take a few pictures of the Pikachu. It runs away and hops onto an Electrode; this is the picture Oak wants!



Once you're through the doors, you'll see a Pikachu near an egg on your left. Toss Pokémon food to lead the Pika to the egg, then play the Pokéflute. Pika's Thundershock opens the egg, and a Zapdos emerges. You must do this to reveal a Pokémon landmark you'll see later on.



When you reach the iron wall, be ready to snap a Zubat as soon as the doors open.







Keep an eye out for the flying purple balls. These are actually Haunters, but you'll only see them after you develop your photos.

**LANDMARK 2**  
Pinsir's Shadow



If you released the Zapdos earlier, you'll see Pinsir's shadow after you pass the two dancing Electabuzz.



When you see the three Magnemites near the level exit, try to toss Pokémon food into the middle of them. They turn into a Magnetron.



By the way, to advance to the next level, you must toss a Poké Ball at the Electrode on the left to make it blow up the boulders.

POKÉMON IN THIS LEVEL



**LANDMARK 3**  
Koffing Cloud



The Koffing Cloud (the special landmark) appears on the left at the very beginning of this level. Be prepared.

Primo Pokémon Photos



Next, a couple of Vulpix will approach the land cruiser. Toss Pokémon food near them to set up a great shot.



After you see the Vulpix, look to the left and you'll see a ledge with a Magmar and a Charmander. Toss Pokémon food in between them. The Magmar flames the Charmander, who then transforms into a Charmeleon.



When you reach the rock bridge, you encounter an egg. Toss something at the egg to knock it into the lava. It hatches a Moltres. The Moltres flies away from you, but it'll turn around. Snap pictures as it spreads its wings in full glory.



Toss Pokémon food to the Charmander to the right of the rock bridge; it'll call three others, providing a great photo op.



When you see two Magmar on the ledge on the right, toss Pokémon food in between them: They'll flame each other for another great photo.



After you pass the Magmar, look for three lava pits on the right. Each one hides a Growlithe, which will emerge if you toss something into the pits.



The next time you play this level, try this: Right across from those pits on the left, you'll see a Charmeleon. Toss something at it to knock it into the lava pit, where it becomes a Charizard. Now, if you quickly spin around and toss something into the middle of the Growlithe pit, out comes an Arcanine.





POKÉMON IN THIS LEVEL



Primo Pokémon Photos



At the start of the level, you'll see Poliwhags hiding behind some bushes up on the ridge. Hit them with Poké Balls, and they'll hop over the bushes and run into the river. Use the accelerator to get in front of them as they run and improve your photo.



Right after the Poliwhags hop into the river, they'll leap out over by the left bank. Aim your camera and wait.



Now keep an eye open for a large purple "bag" in a clearing on the right. Play the Pokéflute, and the bag becomes a Vileplume.



LANDMARK 4  
Cubone Rock Formation



Above this Vileplume, you'll see the statue of Cubone.



Directly across from the Vileplume is a Slowpoke. Toss Pokémon food into the clearing to the Slowpoke's right; it will dip its tail into the river and transform into a Slowbro. If you try for all the other Pokémon pix above, you'll have to catch this one on a second trip.



On the right side, next to the Slowbro clearing, is a wooden sign with a picture of a Shellder on it. Shellders will jump out of the water there, of course.



Now look at the forest canopy above. Toss Poké Balls at the Metapods to make them drop down for a cool photo.



Look for the Psyduck on the right. Hit it with Poké Balls to make it sink. It'll re-emerge elsewhere for some slick pix.



Now look in the bushes to your right for a small, leaf-like object. Hit it with Poké Balls, and out comes a Porygon covered with leaves. You have to hit it again to make it shed its camouflage for your picture.



Look at the rocks on the right. When you see a clearing with a large button platform on it, hit the weird rock above the platform. This makes a Porygon jump onto the button so you can complete the level.





POKÉMON IN THIS LEVEL



Primo Pokémon Photos



When you see three Bulbasaur on the right, hit them with Poké Balls to turn them into Ditto. You can then lure them in for a close-up with Pokémon food.



Look up to find a Koffing chasing a Jigglypuff. Hit the Koffing

with Poké Balls to make it stop chasing the 'puff and get a special photo op at the end of the level.



Below the Koffing and Jigglypuff, you'll see a Weepinbell circling around a pit. Time a Poké Ball to knock the Weepinbell into the pit, where it becomes a Victreebel.



LANDMARK 5  
Mew Energy Form



To find the Mew energy form, hit left-C to turn 180 degrees to the left. You'll see a weird rock formation floating in the air. Snap a photo at just the right moment to get a picture of the Mew landmark.



Now look for the Zubat carrying the Pikachu. If you hit the Zubat with Poké Balls (which is hard to do), it will drop the Pikachu and release a balloon "parachute." Oak loves this picture, but it's tough to score a close-up!



You'll soon come across two Jynx and an egg. Play the Pokéflute, and the Jynxes will open the egg to reveal an Articuno.



Continue on and you'll see a Jigglypuff singing. If you turn around then, the Articuno will be flying toward you with the Pikachu you saved earlier on its back. Nice shot!

Primo Pokémon Photos



Look at the water as you begin the level. Hit the floating shells to scare up some Squirtles.

LANDMARK 6  
Dugtrio Rocks



Now look over to the right shore—you'll see a Mankey hopping around. Behind it is a formation of Dugtrio rocks. Hit the Mankey with a Poké Ball for fun.



Use Poké Balls to knock Geodudes off the rock cliffs on the right. When they hit the ground, Sandshrews will pop up from the earth.





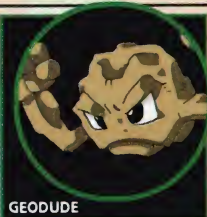
POKÉMON IN THIS LEVEL



DRAGONITE



DRATINI



GEODUDE



GOLDEEN



GRAVELER



MANKEY



SANDSHREW



SANDSLASH



SQUIRTLE



STARMIE



STARYU



On the left, you'll see two Geodudes and a Graveler on the rock face. Hit the two 'dudes and the Graveler falls. Now a Sandslash will pop out.



After you ride the rapids, you'll spot three Gravelers hugging the mountainside. Play the Pokéflute to lure them down.



If you look forward after that, a Staryu will shoot up from the water. If you take a picture, it will circle you rapidly as you float on the water. It's very hard to take a picture of the Staryu this way. Another Staryu will pop out of the water later on.



On the left, you'll see a whirlpool; a Dratini will leap from the water next to it. Toss Poké Balls into the whirlpool, and two Starmies will appear. Keep tossing Poké Balls, and a Dragonite will eventually appear.



To the right, you'll see a Mankey on the mountain. If you hit the Squirtle just right, it will zoom up the mountain (like Mario's koopas) and knock the Mankey off.



Now when you round the bend, you'll see the Mankey next to a switch. Hit the Mankey, and it stumbles onto the switch. Once this happens, you'll go to Dr. Oak's sea cottage, where he'll give you the accelerator.



Level #7:  
The Rainbow  
Cloud

POKÉMON IN THIS LEVEL



MEW

Hidden  
Level!

If you've taken pix of all six Pokémon landmarks, you'll open up the seventh and last level!

Primo Pokémon Photos



Now it's down to you and Mew! Mew appears by popping up out of the clouds. You must keep firing Poké Balls at it to knock it out of its protective bubble—that's the only way to take its photo. Once you knock it out of its bubble, try to hit it again while it's vulnerable, keeping it out of the bubble.

Reload...and Go Again!



Okay, you've completed the game... once. Don't think you're finished.

Now you should go back and play more to improve the quality of your photos, earn higher scores from Oak, and put that Pokémon Report to bed. Happy hunting!



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# GAMEPRO

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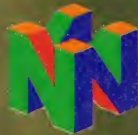
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  - Crash Bandicoot: Warped
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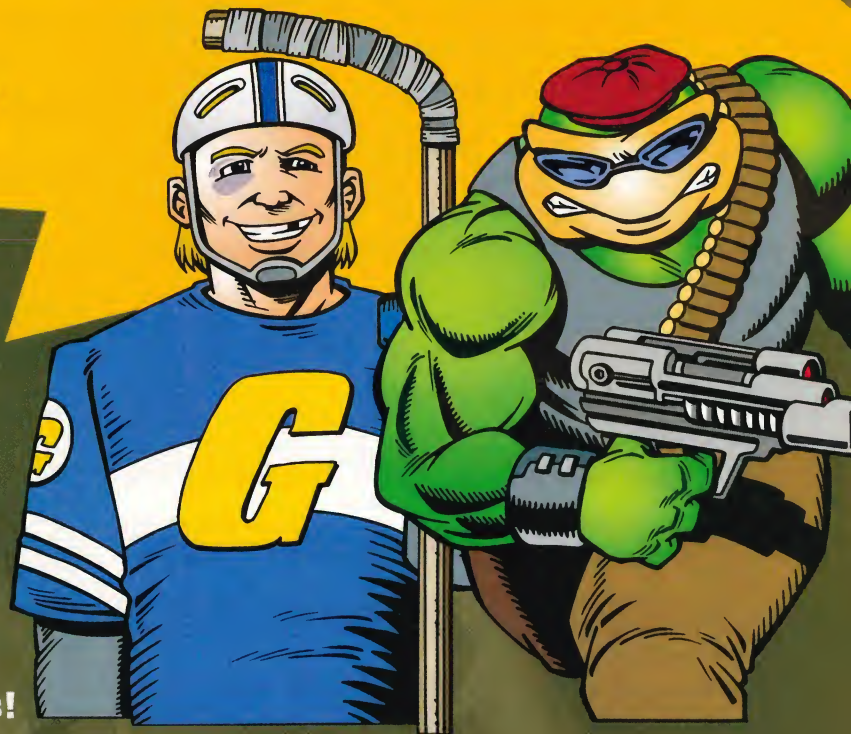
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## GAMEBOY COLOR

### WARIO LAND II

**Secret Stage:** Start a new game, and don't wake Wario up. The pirates will kick him out of the castle, and a secret stage will begin.

### TOP GEAR POCKET

#### POWERFUL PASSWORD

**Fourteen Cars and First Place on Eight Tracks:** Enter YQX-%Z.

### DISNEY'S A BUG'S LIFE

#### PASSWORDS

Level 1 Bonus Round:	BL26
Level 2:	9LKK
Level 3:	5P9K
Level 4:	6652
Level 5:	BKK2
Level 6:	2PLB
Level 7:	6562
Level 8:	L59B

### THE SMURFS NIGHTMARE

#### PASSWORDS

Level 2:	Glasses, Pencil, Surprise
Level 3:	Soap bubble, Surprise, Glasses

### NFL BLITZ

#### MATCHUP SCREEN CODES

Enter the following button presses at the matchup screen:

**Brick Field:** Press Start twice, A twice, Right.

**Predator Mode (Infrared Field):** Press Start five times, B five times, A once, Up.

**Parking Lot Field:** Press Start three times, B twice, A three times, Down.

**Night Game:** Press Start twice, B twice, A twice, Right.

**No Fumbles:** Press Start four times, B twice, A three times, Down.

**Infinite Turbo:** Press Start five times, B one time, A four times, Up.



### MEN IN BLACK: THE SERIES

#### ACCESS CODES

Level 2:	2710
Level 3:	1807
Level 4:	0309
Level 5:	2705
Level 6:	3107
Watch the Ending:	1943

**Level Skip:** Enter the access code 2409. You'll get an error message. Disregard it and start a new game. Pause the game and press Select to skip to the next level.

**Fly Mode:** Enter the code 0601. You will get an error message. Disregard it and start a new game. During play, press Select and Up to fly around the levels. Release the button to land.

**Noisy Cricket:** Enter the Fly Mode code, and during play, press and hold Select and A. A lightning bolt will appear next to your number of remaining lives, indicating that the Noisy Cricket gun is loaded.

### Bugs Bunny Crazy Castle 3

#### PASSWORD

**Final Level:** Enter 97X3GW.

### TETRIS DX

**Alternate Demos:** Turn on the game, and when the first demo begins, Press A to change the demos to fish, confetti, and chalkboards.

**No Preview:** Press Select during play to make the preview disappear.

### PITFALL: BEYOND THE JUNGLE

#### PASSWORDS

Caverns:	FLTYWTRS
Volcano:	GNGDWN
Prison:	SLTHHRNG
The Scourge:	SWPNGBLW

### PRINCE OF PERSIA

#### PASSWORDS

To access the password screen, walk left at the start of the game. Use these codes to jump to any level.

Level 2:	06769075
Level 3:	24613065
Level 4:	99116015
Level 5:	53004005
Level 6:	46308135
Level 7:	65903195
Level 8:	13807185
Level 9:	25432654
Level 10:	92731644
Level 11:	80637674
Level 12:	56135664

## GAMEBOY

### CASTLEVANIA: THE ADVENTURE

**Secret Strategies:** In Area Two, after going down the rope and past the bridge with the rolling eyes, you come to an area with three falling blocks and two ropes. Get the candle at the far left by going as far as you can off the ledge. The candle is a One-Up! Then go down the rope on the right to the next screen. Get the two candles to become invincible, and then go down the rope on the left to the steps on the next screen. Go to the very edge of the third step and make Simon bend down. Wait for an eye, let it hit the step, whip it, and the explosion blows open a shaft. Go down the invisible rope and whip all of the candles for a One-Up, a full power-up, a coin, and a crystal.

**Secret Room:** Go to the fifth rope on Stage One. Climb up through the bricks. After climbing out of the screen, you'll find a bonus room containing four helpful items.



## CASTLEVANIA II: BELMONT'S REVENGE

### PASSWORDS

Ten Lives:	candle, candle, eye, eye
Dracula's Castle:	heart, eye, candle, blank
Fight Dracula:	eye, heart, candle, heart
Sound Test:	heart, heart, heart, heart

## CASTLEVANIA LEGENDS

### PASSWORDS

Level 2, Standard:	axe, axe, blank, knife
Level 2, Stage Light:	cross, axe, axe, watch
Level 3, Standard:	axe, cross, blank, candles
Level 3, Stage Light:	cross, cross, blank, meat
Level 4, Standard:	watch, blank, knife, meat
Level 4, Stage Light:	candles, axe, watch, candles
Level 5-1, Standard:	watch, vial, meat, candles
Level 5-1, Stage Light:	candles, vial, meat, meat
Level 5-2, Standard:	knife, candles, candles, candles
Level 5-2, Stage Light:	meat, candles, candles, meat
Bonus, Standard:	knife, blank, candles, meat
Bonus, Stage Light:	meat, blank, meat, candles

## SUPER MARIO LAND 2: 6 GOLDEN COINS

**Earn 99 Lives:** Clear the Hippopotamus Zone and the Space Zone. Return to the Hippopotamus Zone; run into the water, and then move to the left. Grab the prize worth 50 coins, then pause the game and **press Select**. Repeat until you've grabbed 999 coins, then play the Bonus Game. Repeat this procedure until you have 99 lives.

## JAMES BOND 007

**Play Card Games:** At the name-entry screen, enter BJACK to play blackjack, REDOG to play red dog, or BACCR to skip to baccarat.

## OPERATION C

**Stage Select:** When the title screen appears, **press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, Start**.

**Sound Test:** At the title screen, quickly **press Up, Down, Left, Right, B, A, Start**. If you entered the code correctly, "BGM 1" will appear. **Press Up and Down** to select a sound, **press A** to activate the music, and **press B** to stop it.

## BOMBERMAN GB

### PASSWORDS

Battle Mode:	5656
Sound Test:	2145
Start with All Power-Ups:	4622

## R-TYPE

**Option Screen:** At the title screen, **simultaneously press Down and Select** to bring up an Options screen. **Press Select** to exit.

## TETRIS

**Hard Mode:** At the title screen, **press and hold Down and press Start**. When you start a game, a heart will appear next to the level number, which signifies an additional 10-level difficulty boost.

**No Preview:** **Press Select** during play to make the preview disappear.

## TETRIS ATTACK

**Fight Bowser in Stage Clear Mode:** Enter the code 78RN5B?8.

**Special Hard Difficulty:** Start a one-player game versus the computer. At the difficulty-select screen, put the cursor on Hard, **simultaneously press and hold Select and Up**, and **press A**.

## TETRIS BLAST

**Fight the Bosses:** At the title screen, **press B five times**, then **Start**. "Fight 2" will appear, unlocking the boss matches.

**Music Select:** During play, pause the game and **press Select** to cycle through all soundtracks.

## KIRBY'S DREAM LAND

**Extra Game:** Wait until the title screen appears, then **simultaneously press Up, Select, and A**.

## TURRICAN

**Invincibility:** At the title screen, **press A, B, B, A, B, A, A, B, A, A, B, A, A**. The word "cheat" will appear onscreen. Highlight this option and **press Start**.

**Stage Skip:** **Press start and then Select** when you're invincible.

## WARIO BLAST

**The Battle Mini-Game:** For a quick contest, enter the password 6565 to play as Wario, or 5656 for Bomberman.

## TOP GUN: GUTS AND GLORY

### CAREER MODE PASSWORDS

Level 2:	WN7WQQT
Level 3:	8NQSQQL
Level 4:	PNQZQQP
Level 5:	KNKQWQQ
Level 6:	CN4XWQQ
Level 7:	SN7RWQP
Level 8:	XN778Q4
Level 9:	7N7FPQF
Level 10:	FN2FKQF

## SPEEDY GONZALES

### PASSWORDS

Level 2:	500999
Level 3:	343003
Level 4:	830637
Level 5:	812171
Level 6:	522472





## GAMEBOY

(continued from previous page)

### STAR TREK: THE NEXT GENERATION

#### PASSWORDS

Ensign:	Q
Lieutenant:	Barclay
Lieutenant Commander:	Tomalak
Commander:	Ro Laren
Captain:	Locutus

### PLAY ACTION FOOTBALL

#### CHAMPIONSHIP PASSWORDS

Los Angeles:	8HNHGFC98
San Francisco:	8BLK8MG87
Miami:	FVCDVNJDC
Chicago:	DDNCFPJB9
Denver:	DHNRLG898
Washington:	CKPBM6776
New York:	85FD34932
Houston:	GBLK89F87

### MEGA MAN

#### PASSWORDS

Fire:	A1, B1, B2, C4, D2
Cut:	A2, B2, C3, D1, D3
Elec:	A3, B2, B3, B4, C4
Ice:	A2, A3, B4, C2, C3

### SNOW BROS. JR.

**Level Select for Higher Levels:** At the title screen, **simultaneously press and hold Up, Select, and B**. Keep the buttons held, then **press Start**.

**Stage Select:** At the title screen, **press and hold Up, Select, and B**, and **press Start**. Then **press Up or Down** to choose your starting stage.

**Invincibility:** **Simultaneously press and hold Left, Down, A, and B** at the title screen and **press Start**. Now you'll never be damaged.

**Map Select:** At the title screen, **simultaneously press and hold Up, Select, and B**. **Press Start** and choose the stage number with the control pad.

### TINY TOON ADVENTURES

**Unlimited Lives:** Jump into the first inverted tree stump of Level 1's second section. Then enter the bonus room and play the Race Game. Choose Sweetie Bird as your opponent and pay the \$10 entrance fee.

**Beat Sweetie for a 1-Up:** Keep racing Sweetie for tons of lives. If you run out of cash, leave the race and let your Toon die. Replay the level, snag more bucks, and keep racing Sweetie for as many lives as you want.

### BOOMER'S ADVENTURE IN ASMIK WORLD

#### PASSWORD

**Stage Select:** Enter ANCIENT.

### BATTLE BULL

#### PASSWORD

**Level 48:** Enter \$F\*\*.

### BOXXLE

#### PASSWORD

**Tenth Floor:** Enter PBBP.

### MEGA MAN II

#### WEAPON PASSWORDS

Air:	A2, B1, B3, B4, C3, D2, D4
Clash:	A2, B1, B3, B4, C3, D1, D2, D4
Metal:	A2, A3, B1, C3, D1, D2, D4
Hard:	A1, B3, C1, C2, D1, D4
Magnet:	A3, A4, B1, B3, C1, C2, C4, D1, D3
Top:	A1, A3, A4, B3, C1, C2, C4, D1, D3
Needle:	A1, A3, A4, B3, C1, C4, D1, D2, D4

### HYPER LODGE RUNNER

#### PASSWORD

**Warp to Higher Levels:** To reach any level higher than 16, use the password QM-0388.

### GARGOYLE'S QUEST

#### PASSWORD

**Maximum Gold, Lives, and Weapons:** Enter NPAN-RRXY to go to the final town with maximum gold, lives, and weapons.

### DAEDALIAN OPUS

#### PASSWORDS

**Level Select:** Enter ZEAL.

**Final Level:** Enter FINE.

### BUGS BUNNY CRAZY CASTLE

#### PASSWORDS

Stage 10:	wzfs
Stage 20:	ztpz
Stage 30:	wycz
Stage 40:	tx9w
Stage 50:	2twx
Stage 60:	ytkx
Stage 70:	she2
Stage 80:	xho2

### HUDSON'S ADVENTURE ISLAND

**Stage Select:** At the title screen, after Master Higgins is hit on the head by a coconut, **press Right, Left, Right, Left, A, B, A, B**. Now Higgins can start his trek on one of eight tropical islands.

### THE HUNT FOR RED OCTOBER

**Stage Select:** At the title screen, **press B, Select, Left, Right, Start**. If you entered the code correctly, "Starting World: 1" will appear onscreen. **Press Left and Right** to change the stage number, then **press Start** to begin.



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MANY PEOPLE HAVE ASKED US TO EXPLAIN HOW A BILL BECOMES A LAW. BECAUSE WE DON'T KNOW HOW THAT WORKS, WE THOUGHT WE WOULD EXPLAIN HOW A SPECIAL ISSUE OF GAMEPRO COMES INTO BEING.

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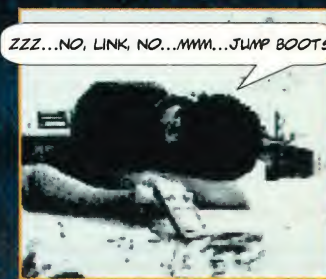
THE GAME COMPANIES WERE ONLY TOO HAPPY TO HELP WITH THE ISSUE.



THE EDITORS WERE ASSIGNED WORK BASED ON THEIR INDIVIDUAL STRENGTHS.



THE EDITORS IMMEDIATELY AND EAGERLY DOVE INTO THEIR WORK.





OF COURSE, THERE WERE SETBACKS ALONG THE WAY....

DOES ANYONE HAVE  
A HAIR DRYER?  
GUYS?  
I'M NOT KIDDING....



AS THE DEADLINE  
LOOMED EVER CLOSER,  
MORE "ENCOURAGE-  
MENT" WAS NEEDED.

GUYS, YOU CAN LET ME  
OUT NOW! I FINISHED  
THREE DAYS AGO!



WRIST...BLEEPING...  
WORLD...GROWING VERY  
PARK...

MEANWHILE,  
DESIGN WAS HARD AT WORK ON NEW VISUAL CONCEPTS.

WHA?!?

SEX SELLS!



AND THE AD SALES GUYS WERE  
INCREDIBLY ENTHUSIASTIC AS ALWAYS!

SHOW ME  
THE MONEY!

I AM A GOD!



FINALLY, IT WAS DONE.

FREEDOM!

BRIGHT BALL  
IN SKY HURT  
EYES!

I CAN'T...LEAVE ME.  
SAVE YOURSELVES!

#SMOOCHE#



AND IT WAS GOOD.

IT IS FINISHED,  
MY LORD.

THAT'LL DO, PIG.  
THAT'LL DO.

THE END!





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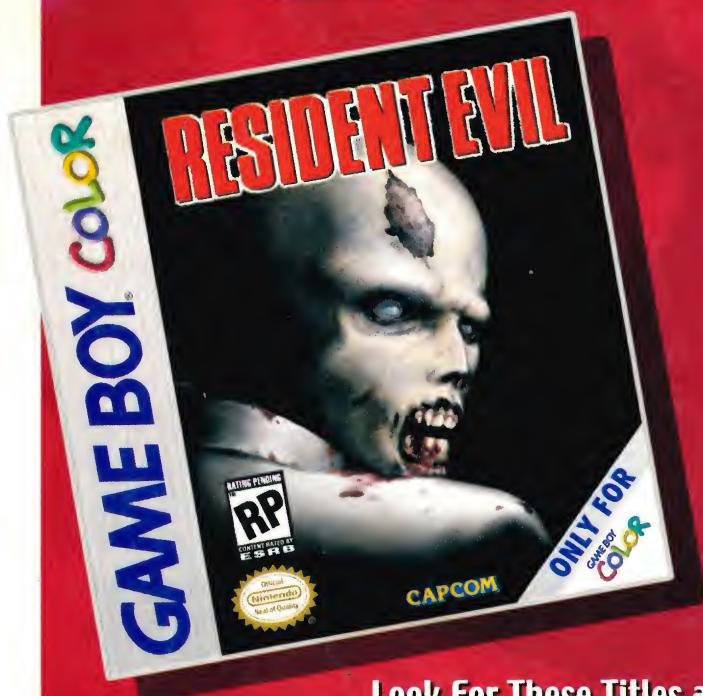
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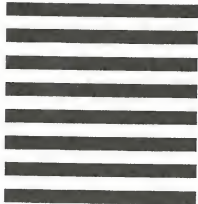


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