

NINTENDO POWER'S GUIDE TO

E3 2001



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POWER

the **Nintendo** difference

NINTENDO GAMECUBE



NINTENDO WELCOMES YOU TO E3 2001 AND THE DAWNING OF A NEW AGE OF INTERACTIVE ENTERTAINMENT. NINTENDO GAMECUBE IS FINALLY HERE, AND IT'S THE ONLY HOME VIDEO GAME CONSOLE THAT'S ALL ABOUT FUN AND GAMES.



WHAT'S THE DIFFERENCE?

Having fun is what video games are all about. As you check out the new consoles and games at E3 2001, keep that in mind. Games aren't about the polygon-pushing power of a console or sharing time with movies. Games are about experiencing the thrill of speed and the excitement of discovery. Games challenge your mind in new ways, offering glimpses into mysterious, fantastic, provocative and dangerous worlds. Games make heroes of us all. Nintendo GameCube is about games, pure and simple. That's the Nintendo difference.

GAMERS DREAM OF ELECTRIC SHEEP . . . AND MORE!

Gamers dream about new experiences—riding monster waves in Hawaii, escaping from a hostile world, visiting a planet inhabited by dinosaurs, flying an X-Wing against the Empire and exploring a haunted house with a Frightened friend. They dream of the freedom of a wireless controller. They dream of sharing information between game systems, taking their games on the road, even having a controller with a built-in screen for increased stealth and strategy. They dream about

competing against other gamers at home and around the world. They dream about names, such as Mario, Luigi, Metroid, Zelda, Pokémon, Mickey Mouse, 1080°, Wave Race, Super Smash Bros., Star Fox, Courtside and Donkey Kong. What they're dreaming about is no longer a mystery—it's Nintendo GameCube. The dream will be realized this fall when Nintendo GameCube launches in North America. Gamers will find the answers to all their dreams: the Wavebird wireless controller, compatibility with Nintendo's amazing Game Boy Advance handheld console, and accessory adapters for broadband and 56Kbps modem connections. And most importantly, the games they're dreaming about are real, as you are about to see at E3 for the first time ever. With the Japanese launch of Nintendo GameCube coming on September 14th, and the North American launch following in November, it's time for the dreamers to wake up.



MARIO FIGHTS BACK IN SUPER SMASH BROS. MELEE FOR GCN.



DONKEY KONG NEVER LOOKED SO GOOD.

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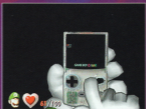
LUIGI'S MANSION

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After two decades of playing second fiddle to Mario, little brother Luigi is headed straight into the thick of things, and his nightmarish adventure is guaranteed to be one of the most spectacular and involving games ever created. The guiding light of Luigi's Mansion is Nintendo's Shigeru Miyamoto, the most revered game designer of all time. With each new generation of video game consoles, Mr. Miyamoto extends his creative vision beyond known boundaries. Donkey Kong for the arcade, Super Mario Bros. for the NES, Super Mario World for the Super NES

and Super Mario 64 and Legend of Zelda: Ocarina of Time for the N64 were breakthrough games that defined new genres.

Now, the Miyamoto magic is working on the most powerful game platform ever and the results are frighteningly delicious. Luigi's night of fright takes place in a spectacular haunted mansion that is inhabited by ghostly apparitions. As Luigi searches for his missing brother, he enlists the aid of a paranormal researcher who is adept at capturing pesky and malicious ghosts. The ghosts are afraid of Luigi's flashlight, but poor Luigi is terrified of ghosts, which makes every step a challenge. Luigi's Mansion is filled with comic shenanigans, riveting game play and stunning graphics that showcase the Nintendo GameCube difference. It's all about fun. You don't have to wait until this fall to experience the tricks and treats of Luigi's Mansion—it's on the floor at E3, ready to play right now.



DEVELOPER DREAMS

The dreams of gamers aren't the only dreams Nintendo wanted to satisfy with its new console. Developers dream of a platform that makes game development easy and reduces costs. Nintendo GameCube (GCN for short) is superbly designed for generating dazzling 3-D gaming environments without a lot of fuss. The engineers at Nintendo, IBM, ArtX, Matsushita, MoSys and other technology leaders listened to the best game designers in the world then crafted the most powerful, fully dedicated, mass market gaming console ever built. Here's what one of the leading developers has to say about Nintendo GameCube.

"With the advent of Nintendo GameCube, the world of games will be changed forever. Technical hurdles that might have taken six to eight months to overcome on other systems can be bypassed in a few days on the GCN. No longer having to fight hardware, developers are free to express their visions and bring game content to the gamers like never before. We believe that GCN will revitalize the industry by allowing developers to create worlds that were previously unimaginable. Knowing what we have done, and imagining what others will do, has brought a level of excitement to Silicon Knights like never before. The Game Boy Advance combined with the GCN is a one-two combination that will allow Nintendo to take the world by storm."

—DENIS DYACK,
PRESIDENT OF SILICON KNIGHTS

SUPER SMASH BROS. MELEE

Super Smash Bros., the smash hit for the N64 from Nintendo, returns in a new dazzling form for Nintendo GameCube called Super Smash Bros. Melee. Up to four players can enter the brawl, commanding their favorite Nintendo characters and using lots of new moves. The E3 version of Super Smash Bros. Melee features the return of many familiar fighters, such as Mario, DK, Link, Yoshi, Ness, and Pikachu, and introduces new characters, too. There are new, powerful items, new modes for rookies and veterans, tournaments for up to 64 players, new light stages, new camera

controls and an option to take snapshots that you can review. Players will feast on cinematic introductions, a new one-player mode, rules that can be bent, battered and broken and even several mystery modes, such as the Homerun Contest. To get the best picture of what Super Smash Bros. Melee is all about, bring a friend along and challenge him one-on-one. It's crazy and challenging at the same time—and that's the Smash Bros. difference.



STARFOX ADVENTURES: DINOSAUR PLANET

Dinosaurs live on Nintendo GameCube! Nintendo and Rare present StarFox Adventures: Dinosaur Planet—a sprawling adventure that features Fox McCloud of StarFox fame from the Super NES and N64. Fox is a perfect fit with the vast Dinosaur Planet world. When Fox lands on the planet, he experiences character-based adventuring, which takes place in an incredible 3-D fantasy world. Fox's buddies, Slippy and Peppy, help the hero with cool gizmos and strategic info, while Prince Tricky, a royal triceratops from the Dinosaur Planet, tags along as

Fox's sidekick. Intuitive controls help you deal with the with friends, foes, magic and danger. Fox rides on the back of dinosaurs, uses his staff with the skill of a martial arts expert and faces frightening boss characters who give no quarter. StarFox Adventures is on the cutting edge of game graphics with its detailed, variable weather effects and incredible lighting. It's the result of the ultimate collaboration between masters of the video gaming arts, and it's playing exclusively on Nintendo GameCube.

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PIKMIN

When a space traveler crashes in on an alien world, he meets a curious race of plantlike creatures that adopt him and try to help him collect the scattered pieces of his wrecked ship so he can return home. Pikmin (a working title) is an original game from Nintendo and Mr. Miyamoto. The aliens, or Pikmin, look like plants when they're in the ground, but they can move like animals and work together to defeat their natural enemies and help the hero, who is lost in space. But even with the help of the Pikmin, the hero may not survive. His life-support system works for only a limited time. It's up to the player to direct the Pikmin to collect the missing parts of the spaceship and fend off the dangerous predators, all within the allotted time. Controlling more than 100 Pikmin at a time is something

you've got to experience for yourself. Pikmin is one of the most innovative games to appear for any console in years, and it's going to be available only on GCN.



NBA COURTSIDE 2002

The best hardcourt experience for the N64 gets even better with the power of Nintendo GameCube. NBA Courtside 2002 from Nintendo brings the NBA to life for one to four players. Precise face mapping, real ball physics, motion-captured animation and lively commentary are just a few of the features in the GCN sequel that will get b-ball fans pumped. There's an improved passing system, as well, and unbelievable hit detection and AI. The end result is an awesome hoops experience, with graphics and game play that will knock you on the parquet. Imagine watching the rotation of the ball actually reverse when it's blocked. How would you like to control

crossover dribbles and first-step jukes? Courtside has all the pro moves and all the pros. In Courtside's superrealistic Sim Mode, players can set up a season, play the games and even create their own pro players. But if you prefer your action a little less structured, you can take on the top NBA stars in Arcade Mode for some street ball action. NBA Courtside 2002 is the new force in the arena of next-gen hoops, and you can play it now on Nintendo GameCube. We think you'll see the difference.



WAVE RACE: BLUE STORM

The surf's up for Nintendo's Wave Race: Blue Storm at E3, and you may want to slip into a wetsuit before taking the controls. The power of the Nintendo GameCube sparkles with amazingly realistic water and lighting effects. From sunny, calm seas with perfect reflections to howling storms and stinging spray, the water wants to be the star. But Nintendo wasn't about to let special effects steal the show. Wave Race is just as wild a ride as its brilliant predecessor for the N64. The play control and animation are so impressive that you'll feel every wave roll beneath you. You can use boosts for speed or catch air off a ramp and pull a high-scoring stunt out of your hat. Up to four players can compete in the multi-player mode on courses that are forever changing with the shifting weather patterns inside the GCN. In the single-player tournament, you'll face seven seasoned opponents who will push you to the limit. And even though it may seem that the development team has pushed



the Nintendo GameCube to its limit, it's just getting warmed up.

KAMEO: ELEMENTS OF POWER

Rare's original fantasy adventure features a fairy princess named Kameo, who must save the six Elemental Ancestors from the evil plans of Thorn, the Dark Troll King. Kameo explores her dangerous, magical world with the help of baby monsters, which she captures, trains and keeps at her side. Her special gift is the ability to morph into any of the monsters and use their strengths to progress in the game. Once Kameo morphs, players will be able to see her inside the monster shape. The play control changes with every morph into a different type of creature. Two of the monsters can join Kameo during her quest, and the entire group can fight as a unit. Kameo's imaginative tale is brought to life

with wonderful graphics and enriched with great depth of game play—all hallmarks of a game developed by Rare.



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MAKING THE DIFFERENCE

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Nintendo GameCube development is charging ahead on many fronts. Two of the most highly anticipated titles are debuting at E3 in video clips. (The game titles, like many of the game names at E3, are subject to change.) Development on *Zelda for GCN* is in full swing at Nintendo. Don't miss the spectacular video of the next legend. Some of the most rabid speculation in the gaming community has surrounded the development of *Metroid Prime*. As you can see, the results are breathtaking. *Metroid Prime* uses a first-person perspective but manages to preserve the thrilling action of the original *Metroid* games. Development is also moving ahead on *Raven Blade*, an RPG set in an apocalyptic time where one man stands against the forces of doom and chaos. The power of an ancient weapon known as *Raven Blade* is all that protects the world from the ravages of the *Beastlord*. It sounds cool and looks great.

Eternal Darkness will see life as a GCN title featuring full-motion cut-scenes, facial expressions and the ability to flood a scene with up to 20 detailed enemies. That's just for starters.

DISNEY'S MICKEY FOR GCN

You won't want to leave the Nintendo booth before taking a peek at one of the most beloved characters of all time. Mickey Mouse is coming to Nintendo GameCube. Players will help Mickey make his way through a huge house full of surprises and stunning graphics that are the equivalent of cinematic 3-D animation. You'll have to see Mickey to believe it.

© Disney



1080° Snowboarding 2 carries on the tradition of radical moves, downhill speed and awesome graphics that players love in the N64 game. Another future megahit comes from Rare in the form of *Donkey Kong Racing for Nintendo GameCube*. Rare is harnessing the power of GCN to create a new brand of racing magic. And *Mario Kart for GCN* is also gearing up for the console race of the century. Nintendo's premier multi-player racer is a tour de force of fun.

Nintendo is taking one of the most innovative ideas from the N64, called *Animal Forest*, and turning it into a major release for Nintendo GameCube. Dubbed a "communication game" by the developers in Japan, *Animal Forest* puts players into a virtual community where they deal with other players and nonplayer characters. Spend a few minutes in front of one of the video displays to make sure you catch all of the great games that are headed your way on Nintendo GameCube.



RAVEN BLADE IS A HOT PICK.



ETERNAL DARKNESS LOOKS LARGE.



ANIMAL FOREST IS COMING HOME TO GCN.



SAMUS HAS A BONE TO PICK IN METROID PRIME FOR GCN.



BEYOND NINTENDO

Third-party support for Nintendo GameCube builds daily as developers and publishers recognize the power and potential of the console. You'll see many of the third-party titles as you stroll about the booths of licensed third-party publishers. In some cases, you may have to make

appointments to see or hear about the games. In the days and weeks to come, expect major announcements from publishers that have been waiting to announce their support for the Nintendo GameCube. Virtually all of the major third-party publishers will be onboard with Nintendo

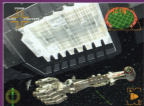
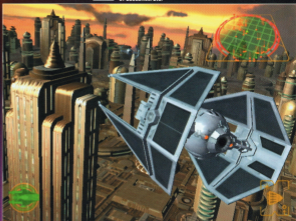
GameCube projects, with most of these including their top licenses. From the explosive mayhem of Bomberman to the slick arcade action of NHL Hitz, to the reality of Madden Football and the thrills of Tony Hawk, GCN will be the place to play for third-parties, too.

ROGUE REUNION

Long ago and far, far away, the epic struggle between the Galactic Empire and the Rebel Alliance raged in countless unsung battles. *Star Wars Rogue Leader: Rogue Squadron II* for Nintendo GameCube from LucasArts Entertainment Company LLC, covers some of those events, such as the trench run over the Death Star and the battle on Hoth, with a sense of realism that equals the *Star Wars* films. It's hard to believe, but the 3-D models of fighters and other spaceships in the mission-based flight-action game are as detailed as Industrial Light and Magic's computer graphic footage for the Special Edition of *Star Wars*. But on Nintendo GameCube, the rendering is real-time. What took ILM hours to render, GCN does 60 times each second. And the action is riveting through 11 missions, which are flown in every craft available to the Rebels, including the X-Wing, A-Wing, Y-Wing, B-Wing and Snow Speeders. The Force of Nintendo GameCube is definitely strong in this one.



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GCN'S SURPRISE PARTY!

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Just prior to E3, Activision made its official announcement of support for Nintendo GameCube. Activision stated that two of its top franchises are currently being developed as GCN games. What it means is that Spider-Man: The Movie and Tony Hawk's Pro Skater 3 are coming to the Nintendo GameCube party. You probably won't see playable demos at E3, but you should be able to get further details about both games when you visit Activision's booth.

Sega's recent decision to concentrate entirely on creating great games for consoles from other manufacturers has positioned the veteran game maker as one of the software powers to be reckoned with. Here at E3, Sega has announced its support for Nintendo GameCube and Game Boy Advance. On the GCN side, the Sega scorecard begins with a wonderfully inventive action game called Monkey Ball. Just

released in Japanese arcades, Monkey Ball is a game of skill in which players tilt the floor to make a ball (with a monkey inside) roll toward a goal. The floors are filled with obstacles, traps and challenges, and there are wild multiplayer options that turn Monkey Ball for Nintendo GameCube into a great party game.

Sega's Virtua Striker soccer game debuted back in 1995, breaking ground as the world's first 3-D sports title. Over the years, the VS series has built its popularity with great graphics and dynamic play. Virtua Striker 3 for Nintendo GameCube is based on the latest arcade version of VS. Sega has enhanced the game for GCN, making good use of the power of the new console, adding more teams, options and modes. One thing is certain about Virtua Striker 3—it's a real kick. Head to Sega's booth, or make an appointment, to learn more about all of Sega's titles.

It's just the beginning of the fun from third-party publishers for Nintendo GameCube. As you walk about the show floor, you'll see more licensees announcing their support for the incredible system. Be sure to ask them about their plans. And to keep up to date after the show, turn to nintendo.com and Nintendo Power magazine for the latest official news on Nintendo GameCube releases and dates for first- and third-party titles.



MONKEYS IN BALLS? SOUNDS LIKE FUN.



VIRTUA STRIKER 3 WILL PLAY ON GCN.



GAME NOT OVER

Nintendo will show three games for the N64 at E3, but just one of them is likely to be released in North America. Activision's Tony Hawk's Pro Skater 2 for N64 is a sparkling update to the first game, which appeared in 2000. Animal Forest will be shown, as well, but it's already undergoing a transformation and will be released as a Nintendo GameCube title. As for Sin and Punishment, a brilliant shooter with superior graphics and blistering action, you can get a glimpse of it at E3, but there's no final word on if or when it will come to North America.



THE HAWK IS BACK FOR ANOTHER GRIND.



S&P IS SINFULLY GOOD.

Luigi's Mansion; Wave Race: Blue Storm; Pikmin; Zelda for Nintendo GameCube; Mario Kart; Metroid Prime; 1099; Snowboarding; Super Mario Advance; F-Zero Maximum Velocity; Advance Wars; Mario Kart Advance; Animal Forest; Mario Land 4; Metroid IV: The Legend of Zelda; Oracle of Seasons; The Legend of Zelda: Oracle of Ages.™ & © 2001 Nintendo. Banjo-Kazooie; Star Fox Adventures; Dissiar Planet; Kameo: Elements of Power; Donkey Kong Racing; Donkey Kong Coconut Crackers; Diddy Kong Pilot.™ & © 2001 Nintendo/Rare. Rareware logo is a trademark of Rare. Super Smash Bros. Melee. © 2001 Nintendo/HAL Laboratory Inc. Character © Nintendo/HAL Laboratory, Inc./Creatures Inc./GAME FREAK Inc./APE Inc.; Disney's Mickey for Nintendo GameCube. © 2001 Disney. All rights reserved. Licensed to Nintendo; Raven Blade. © 2001 Retro Studios, Inc.; Star Wars: Rogue Leader; Rogue Squadron II. © 2001 LucasArts Entertainment Company LLC. © 2001 Lucasfilm Ltd. &™ or © as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd.; Pokétoon Crystal. © 1999-2001 Nintendo/Creatures Inc./GAME FREAK Inc.; NBA Courtside 2002. © 2001 Nintendo. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2001 NBA Properties, Inc. All rights reserved. Monkey Ball. © Amusementvision, Ltd./Sega, 2001. Dale & Dale & Saei are registered trademarks of Dale Food Company, Inc.; Virtua Striker 3: Original Game © Sega © Sega/Amusementvision, Ltd., 2001. Spider-Man: The Movie.™ & © 2001 Marvel Characters, Inc. All Rights Reserved; addas, Tanga, the addas logo and the Tanga logo are registered trademarks of the addas—Salomon group, used with permission; Tony Hawk's Pro Skater 3; Tony Hawk's Pro Skater and ProSkater are trademarks of Activision, Inc. Tony Hawk is a trademark of Tony Hawk. All other trademarks and copyrights are property of their respective owners. © 2001 Nintendo.

THE NINTENDO POWER DIFFERENCE

For nearly 13 years, there has been just one inside source for gaming information and news straight from the pros at Nintendo—Nintendo Power magazine. Thanks to Nintendo players, NP is the most widely circulated gaming magazine in the world. When those players need winning strategies, they turn to

Nintendo's Official Player's Guides—the number one guides for Nintendo games. And nintendo.com, along with our specialty websites, such as pokemon.com and zelda.com, rank among the most popular on the Internet. Next month, NP expands again with the first volume of Nintendo Power Advance, a quarterly

publication that provides detailed strategies for top Game Boy Advance titles. If you're in the gaming business or an advertiser who wants to reach the most motivated and informed gaming audience in the world, then you need to be part of the Nintendo Power difference. Get the power to be a player.



NINTENDO POWER MAGAZINE



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OFFICIAL NINTENDO PLAYER'S GUIDES

NINTENDO POWER ADVANCE



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NINTENDO POWER CONTACTS:

BUSINESS OPPORTUNITIES: YOSHIO TSUBOIKE, tel. 425-861-2355, e-mail: yoshts01@noa.nintendo.com

EDITORIAL: SCOTT PELLAND, tel. 425-861-2353, e-mail: scottp@noa.nintendo.com

ADVERTISING: JEFF BAFUS, tel. 425-861-2878, e-mail: jeffba@noa.nintendo.com

ONLINE: DAN OWSEN, tel. 425-861-2660, e-mail: dano@noa.nintendo.com

PROMOTIONAL: JASON LEUNG, tel. 425-861-2345, e-mail: jasole02@noa.nintendo.com

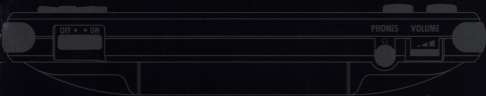
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GAME BOY ADVANCE



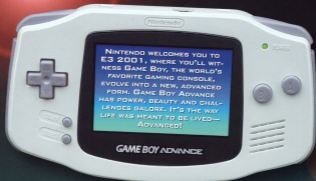
GAME BOY ADVANCE



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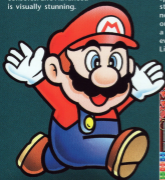


LIFE ADVANCED

Life Advanced is fast and mobile. You'll play whenever and wherever you want. Life Advanced is challenging, too. With 32 bits of power, Game Boy Advance (or GBA) can provide the sort of depth previously found only in home consoles. Life Advanced is visually stunning.

Game Boy Advance has a larger, sharper screen than Game Boy Color, and it's capable of displaying hundreds of colors and performing amazing feats, such as scaling and rotation. Life Advanced will have beautiful music, realistic speech, cinematic scenes and rich story-telling thanks to impressive new sound technology and larger memory sizes for games. Life Advanced is a party. You'll play against your friends, even if only one player has a game. And Life Advanced is connected. You'll use your GBA along with your Nintendo GameCube for new gaming experiences. Life Advanced is about

choices, too. With a great lineup of several dozen launch titles, GBA has games in virtually every category. And since every Game Boy and Game Boy Color title is compatible with Game Boy Advance, you'll have thousands of choices from day one. Most of all, Life Advanced is going to be a whole lot of fun. Life Advanced is the Nintendo difference.



WHAT DOES THE ADVENT OF THE POWERFUL AND VERSATILE GAME BOY ADVANCE MEAN TO GAMERS?

"It means that we won't see more cookie cutter games being generated by publishers looking to make a quick buck. The bar of the system has been raised and thus the development/publishing community will have to jump higher. Hey, I think I was just called to the starting line, and I'm ready!"

—Dave Hoffman, Executive Producer, Conspiracy Entertainment

SUPER MARIO ADVANCE

GAME BOY
ADVANCE

Life Advanced is also about improving classics, and who better to do that than Shigeru Miyamoto, the creator of classic video game franchises, such as *Zelda*, *StarFox* and *Mario*. Mario is never shy about trying out new gaming consoles, and Game Boy Advance is the perfect platform for Nintendo's plucky plumber to show his stuff. The one-player

adventure is an updated version of *Super Mario Bros. 2*, which was released for the Nintendo Entertainment System. The new version includes special effects, such as rotation and scaling, improved graphics and some minor changes in game play. For veterans, it's a welcome return to a time of great side-scrolling action. For younger gamers who missed *SMB2* when it first appeared, it will be an introduction to one of the richest platform games of all time. But *SMB2* is

just the beginning of the fun on *Super Mario Advance*. Up to four players can join in the frantic action of the original *Mario Bros.* arcade game. In Single-Pak Mode, just one of the com-



petitors needs to plug in a Game Pak. In Multi-Pak Mode, which has more levels and options, all four players link up, each with a copy of *Super Mario Advance*. It's life at its most advanced.



F-ZERO MAXIMUM VELOCITY

Instead of updating one of the classic F-ZERO games, Nintendo opted to start from scratch and maximize the game play for the GBA version. The result is *F-ZERO Maximum Velocity*. It has the

futuristic, high-speed racing action of all the previous *F-ZERO* games in the series, but it takes place 20 years in the future, with new cars, drivers and circuits. Players will unlock greater challenges as they progress through courses littered with obstacles and dangers. Hand-held racing has never before provided the sense of speed that you'll feel when you test-drive *F-ZERO Maximum Velocity*. And like *Super Mario Advance*, *F-ZERO* will be on sale June 11th, the same day as the launch of *Game Boy Advance*. . . but don't expect it to remain parked on retailer shelves for long.



MARIO KART ADVANCE

Nintendo's Mario Kart is one of the most beloved games series of all time. The magic and mayhem of the Super NES and N64 versions of Mario Kart are combined in the upcoming Mario Kart Advance for Game Boy Advance thanks to GBA's great multiplayer capability. It's a party that you hold in your hands. All the popular racers return—Mario, Bowser, Luigi, Peach, Toad, Yoshi, Donkey Kong and Wario. The game includes inventive new tracks that wind through exotic settings, such as the desert and a tropical island. You can play the two-player Grand Prix or really get moving and challenge up to four players in several other modes. In Single-Pak Mode, only one player has to have Mario Kart Advance, but four drivers

can get a taste of the fun on a simple course. If all four players have a copy of Mario Kart Advance, they can choose to play Vs. or Battle Mode with more options and tracks. The action involves the strategic use of items, such as stars, thunder, bananas and mushrooms, each with special properties that will give you an advantage. As for play control and graphics, Mario Kart Advance is smooth, fast and as pretty as a picture. Check out Mario Kart Advance at E3, then look for its release later in the year after the launch of Game Boy Advance.



ADVANCE WARS

When Game Boy Wars was released for Game Boy in Japan, it made an immediate impact with strategy gamers. Advance Wars, the 32-Megabit version for Game Boy Advance, has even more of what made the original a hit. Here in North America, Advance Wars for GBA is the first of the series, but we doubt it will be the last. Advance Wars is a war strategy game with controls that are easy enough for a newbie to understand right away yet complex enough that strategy generals will want to explore them for months. The new Strategy Room Mode is set up to walk beginners through the basics of Advance Wars operations. In the new Campaign Mode, players command their forces while a story sequence evolves. Since elements

move around on the map every time you start a new game, the Campaign Mode has great replay value. The graphics may look simple, but a lot of strategic information is clearly conveyed on the campaign maps and separate battle screens. The power of

the GBA 32-bit CPU allows Advance Wars to have deeper game play than virtually any handheld strategy game to date. For anyone who loves strategy and sim games, Advance Wars for Game Boy Advance is an unconditional victory.



Basic troop movement and attack controls are explained here.



WARIO LAND FOR GBA

GAME BOY
ADVANCE

Mario's nemesis can't stay away when money is on the line, so when Wario hears about a golden pyramid that lies somewhere in the jungle, he's off like a shot. That's how Wario Land for Game Boy Advance gets started. It turns out that the golden pyramid is divided into four areas,

each with a guardian. Wario can defeat the guardian or bypass it by finding a switch, jumping on it and escaping in a limited amount of time. Wario isn't invincible in Wario Land for GBA as he was in his previous adventure, but he can win pieces of heart that will add to his

longevity. He'll earn extra gold in three minigames along the way. As in previous Wario adventures, he'll also have to transform into nutty variations of himself, such as squashed Wario and heavy Wario. At the end of the road, Wario will meet the ruler of the pyramid. Nintendo has saved up the best moves, graphics, puzzles and weird Wario attacks for the GBA, and you can visit Wario right now.



RARE ADVANCES



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Many of the titles in development for Game Boy Advance have been previewed or seen previously in Japan, but one very special game maker has kept quiet until now. At E3, Rare is revealing its initial GBA games, and you can bet that they're more fun than a barrel of monkeys. Look for Rare's titles in Nintendo's booth.

Puzzle fans are sure to go ape when they see DK Coconut Crackers at E3, presented by Nintendo and Rare. In the game, players try to place falling square- and rectangle-shaped pieces together while a Kremling on patrol shrinks the playing field. Lots of DK characters appear during the game, adding to the wild antics in single- and multiple-player modes. In fact, up to four players can monkey around in DK Coconut Crackers.

Diddy Kong Pilot, presented by Nintendo and Rare, takes to the air using either the Control Pad or the Tilt Motion Sensor control system for super-realistic action. Flying in Story, Battle, Dogfight, Clock Race and Tournament Modes, Diddy and his pals have a world of challenges waiting for them. Consider this—10 background worlds, 24 racetracks and 36 Dogfight and Battle levels. And up to four players can join in the Battles, Dogfights

and Tournaments.

The bear and bird combo debuts on GBA with a new adventure presented by Rare. Banjo-Kazooie: Grunty's Revenge features vast worlds that will fit in your pocket. You'll find colorful enemies, plenty of puzzles and, of course, a warty witch who has it in for the fur and feather friends.

The final title presented by Rare for GBA is a big surprise. Sabrewulf, a classic character from Rare and the Killer Instinct games, combines action and adventure in a novel way. The hero collects items in the isometric adventure world, then sets them out as booby traps in the side-scrolling action

world, hoping to outwit Sabrewulf and steal his treasure. There's a wild multiplayer mode, as well. It's a howl.



DIDDY KONG PILOT TAKES OFF.



DK COCONUT CRACKERS—A BRAIN-TEASER.



DK FEATURES AWESOME MULTIPLAYER MODES.

JOIN THE PARTY FOR GBA

Everyone is joining the party for Game Boy Advance. The Japanese launch was one of the most successful new product launches ever, and the North American launch of Nintendo's mighty mini is less than one month away. You can bet that publishers and developers from around the world won't want to miss the fun and games. As you explore E3, you're sure to run into many of the titles highlighted here, and many more are on the way.

TONY HAWK'S PRO SKATER 2

Activision's skateboarding series comes to Game Boy Advance as one of the most refined handheld games ever. Tony Hawk's Pro Skater 2 makes use of GBA's 32 bits of processing muscle to create 3-D environments and character sprites that are rendered on the fly. But forget the techno-jargon—the game captures the moves and thrills of the best-selling franchise, and even the rocking soundtrack comes through loud and clear on Game Boy Advance. For boarders, x-sports fans and action game nuts, Tony Hawk's Pro Skater 2 for GBA is an absolute must play.



CASTLEVANIA: CIRCLE OF THE MOON

The latest Castlevania from Konami is the best of them all. Castlevania: Circle of the Moon may seem like vintage vampire hunting, but the game has innovations, such as the DSS card system for upgrading your whip attack. And Dracula's haunted castle is vast beyond the imaginations of mere mortals. If beautiful scenery, frightening monsters and intense action are what you like to see in a game, then Castlevania for GBA is perfect for you.



GT ADVANCE CHAMPIONSHIP RACING

THQ's masterpiece will give driving fans a sense of what GBA can do for realistic racing games. GT Advance feels fast, the cars are sweet and the tracks are challenging. You actually have to use strategy to win, sliding around corners and through infield dirt. Best of all, the graphics almost look 3-D, and that includes the race cars, which are from major manufacturers, such as Honda, Toyota and Subaru. If this is what GBA offers in its first generation of games, just imagine what's waiting for gamers down the road.



CHUCHU ROCKET

Sega's first effort on Game Boy Advance shows that the veteran game company can adapt as quickly as anyone to a new platform. ChuChu Rocket was designed for the Dreamcast originally, and the GBA version is a frantic frolic that looks great and will keep action puzzle fans scampering to herd their mice into rockets as fast as they can.



RAYMAN ADVANCE

If you get the chance, compare Rayman Advance to the original Rayman for PSX. The only difference between the two 32-bit games is that Rayman actually looks better on GBA! The platformer features Ubi Soft's limbless hero in 60 stages of action. The game may be the prettiest on Game Boy Advance to date, and it's also full of challenges, traps and enemies.



PINOBBEE

Activision acquired Pinobee from Hudson Soft just in time to release the game with the launch of GBA in North America. The platformer follows the quest of Pinobee, a robotic bee who is searching for his creator. Lush graphics and innovative moves create a magical romp for young players.



THE MORE, THE MERRIER

With just two pages to cover all that's happening with third-party titles for GBA, we have to pack in our reviews like sardines in a can. We hope it will whet your appetite for more. Atlus's **Super Dodge Ball Advance** is a surprisingly fun game combining action and strategy that proved to be one of the favorites at a recent Nintendo press event. BAM Entertainment grabbed a Japanese title and is bringing it to the party in North America, too. **Fire Pro Wrestling** features an unbelievable number of wrestlers, each with special moves, and one of the most detailed character editors in the wrestling universe. Kemco is bringing out a **Top Gear** racing title and a party game called **Twenty and the Magical Jewel**. Capcom's **Mega Man Battle Network** is an RPG in which the Blue Bomber gets uploaded into a computer to save the world. Majesco has been busy creating new games and recreating classics from the days of the Super NES. **Iridion 3-D** is a brand-new space shooter with beautiful graphics and big boss characters. **Pitfall: The Mayan Adventure** and **Earthworm Jim** are recreations of two Super NES hits. In each title, Majesco has preserved the look and feel of the originals. In fact, the new GBA versions look and feel a little bit nicer. When you head over to the Sega booth, don't miss **Spyro the Dragon** for Game Boy Advance. Sega's popular character should be up and running on GBA, so players will be able to jump, glide and breathe fire. Yep, GBA is cooking.



SUPER DODGE BALL ADVANCE IS A SHASH.



FIRE PRO WRESTLING HAS THE MOVIE.



TOP GEAR LOOKS LIKE A CLASSIC.



PITFALL: THE MAYAN ADVENTURE IS ROCK'N.



MEGA MAN HAS A VIRTUAL ADVENTURE.



IRIDION 3-D IS OUT OF THIS WORLD.



EARTHWORM JIM IS BACK!

GAME BOY ADVANCE FORECAST

ADVANCE WARS
AERIAL ACES
ARMY MEN ADVANCE
BICYCLE: SALES OF TDRINGA
BOMBERSMAN TOURNAMENT
BREATH OF FIRE
CAESAR'S PALACE
CASTLEWANIA: CIRCLE OF THE MOON
CHUJHU ROCKET
DEXTER'S LABORATORY
DOOM
DRIVEN
EARTHVORM JIM
ECS VS. SEVER
EUROSOCCER
F-16
F-ZERO MAXIMUM VELOCITY
FEVEL: AN AMERICAN TAIL
FINAL FIGHT
FIRE EMBLEM II
THE FLINTSTONES
FORTRESS
GOLDEN SUN
GOLF MASTER
GT ADVANCE: CHAMPIONSHIP RACING
HIGH HEAT MLB BASEBALL 2002
HORSE RACING: DERBY
IRIDION 3-D
JIMMY NEUTRON
KAO THE KANGAROO 2
KONAMI KRAZY RACERS
KURU KURU KURU-RIN
LADY SIA
LAND BEFORE TIME
LEGO ISLAND II: THE BRICKSTER'S REVENGE
LEGO RACERS II
MAME: LOST IN TIME
MAGICAL VACATION
MAIL DE CUTE
MARIO KART ADVANCE
MIAT HOFFMAN'S PRO BMX
MEGA MAN BATTLE NETWORK
MEN IN BLACK
METROID IV
MIB SLUGGERS
MOMOTARO FESTIVAL
MONSTER BREEDER
NAPOLEON
NRL BLITZ 2002
NFL HITZ
PAINTBALL
PINOBEE
PITFALL: THE MAYAN ADVENTURE
PLANET MONSTERS
POWERUP GIRLS
PREHISTORIC MAN
READY 2 RUMBLE BOXING: ROUND 2
ROCKET POWER
RUGRATS
SCOOBY-DOO AND THE CYBER CHASE
SHALIN PALMER'S PRO SNOWBOARDER
SILENT HILL
SPIDER-MAN: MYSTERIO'S MENACE
SPONGEBOB SQUAREPANTS
SPORTS ILLUSTRATED 4K BASEBALL
SPORTS ILLUSTRATED 4K FOOTBALL
STAR COMMUNICATOR
SUPER DODGE BALL ADVANCE
SUPER MARIO ADVANCE
SUPER MARIO BROS. 3
SUPER MARIO WORLD
SUPER STREET FIGHTER II
TACTICS OGRE
TETRIS WORLDS
TINY TOONS (2 titles)
TONY HAWK'S PRO SKATER 2
TOP GEAR GT ADVANCE
TWENTY AND THE MAGICAL JEWEL
WORLD WRESTLING FEDERATION
X-MEN: BEGINS OF APOCALYPSE
YOSHI'S ISLAND
YOSHI'S STORY

GBC: STILL THE KING

Nintendo has sold more than 110 million Game Boy and Game Boy Color units around the world and many times that number of games. The numbers will continue to climb this summer, even with

the launch of the next generation Game Boy Advance. Since Game Boy Advance is backward-compatible with Game Boy and Game Boy Color, every one of the thousands of games that have been released

over the past decade for GB and GBC are playable on GBA. With some monster titles still to come, it won't pay to dismiss Game Boy Color at this E3. The legend continues for the best-selling system ever.

ZELDA REIGNS

It's sad but often true that the best comes last. When it comes to Game Boy Color titles, many may say that the best games were the last. Two of those games are magical adventures featuring Mr. Miyamoto's Hyrulean hero, Link. Nintendo's two games—*The Legend of Zelda: Oracle of Ages* and *The Legend of Zelda: Oracle of Seasons*—take Link on two separate adventures. Programmed by an exceptional team at Capcom, with some direction from Nintendo and Mr. Miyamoto, the games capture the spirit of earlier Zelda adventures, and the graphics are as good as anything you'll see on Game Boy Color. A special linking password feature makes the games even more special. After playing all the way through one of the adventures, players receive a

password that they can put into the second game when they begin. The second game recognizes the password and changes certain elements of the new adventure. For instance, players might meet a character that they encountered in the first game and the character will recognize them in the second game. If players complete both adventures, they'll receive a password that opens up a secret ending.

There's even a special shop that's available to players who are playing the games

on Game Boy Advance. As for the action in the games themselves, it's classic Zelda, with puzzles, sword duels, special items, dungeon mazes, magical animal helpers and side quests to help characters. Link meets characters from the worlds of the N64 games, specifically Gorons and Zoras. *Oracle of Ages* and *Oracle of Seasons* are two of the finest games you'll see at E3. Don't miss the magic.



DRAGON WARRIOR III

Throughout the *Dragon Warrior* series, Loto has been a legendary figure who inspired the games' heroes, but in *Dragon Warrior III* from Enix, Loto is the main character. Arguably one of the richest RPG experiences ever, *Dragon Warrior III* is returning to North American shores this summer in a superb Game Boy Color version from Enix. Players will find improved graphics, new text treatments and faster game play. Enix adapted the

game from the Super Famicom version instead of the NES version, so veterans of the DW series will find surprises throughout the game. With three party members and a vast world to explore, Loto has his work cut out for him, and GBC gamers have another reason to be happy.



LUFIA: THE LEGEND RETURNS

Yet another vast adventure is coming to Game Boy Color this summer, and epic gamers are salivating at the thought. Natsume's *Lufia: The Legend Returns*, an RPG in the tradition of *Final Fantasy*, is scheduled to be released in June. The game begins after 100 years of peace, as the land awakens to signs that the evil Sinistrals have returned. Your hero, Wain, and a party of 12, are all that stand between chaos and salvation. *Lufia:*

The Legend Returns grew out of the *Lufia* series for the Super NES, but the latest *Lufia* has more strategy for the hard-core RPG player than anything previously seen on Game Boy Color. It's a feast of strategy, storytelling and challenges, and it's only on Game Boy Color.



THE NEXT POKÉMON

GAME BOY
COLOR

What could be bigger than two Zelda games coming out for Game Boy Color? In a word, Pokémon. Pokémon Crystal is on its way to North America this summer with a scheduled release date of July 30th. The latest Pokémon adventure

has some interesting features. The main character can be female, for instance, and legendary bird Ho-oh is going to stir up trouble. Just as Pokémon Yellow was a cool variation of Blue and Red, Crystal is a variation of Pokémon Gold and Silver. The central character of Pokémon Crystal is Suicune, one of the legendary dog Pokémon. Players will find hundreds more of their favorites, and they'll be able to trade Pokémon with the five other versions of the game. Is all that clear? Crystal!



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MORE TO COME

Even more games are on the way for GBC in the months following E3. Infogrames' long-awaited thriller, Alone in the Dark, is finally ready to frighten players with its spooky story and magnificent graphics. A new Tomb Raider is coming from Eidos, just in time for players to sneak it into the theaters where Lara Croft is coming alive this summer. There are heroes of old, such as Xena and Hercules, and heroes of the future, such as

Mega Man, who is set to return in Mega Man EXE 2. One of the hottest movie heroes of the summer, Shrek, is appearing on GBC. And one of the hottest movies of all time, Top Gun, is coming in for a landing on the GBC deck, as well. There's even another incredible Spider-Man game on the way from Activision. Game Boy Color games are looking good because you can play them on GBC or Game Boy Advance, and that's another Nintendo difference.

GAME BOY COLOR FORECAST

ALONE IN THE DARK
CURIOUS GEORGE'S ADVENTURES
DRAGON WARRIOR III
HERCULES: THE LEGENDARY JOURNEYS
THE LAND THAT TIME FORGOT
THE LEGEND OF ZELDA: ORACLE OF AGES
THE LEGEND OF ZELDA: ORACLE OF SEASONS
LUPIN: THE LEGEND RETURNS
MEGA MAN EXE 2
POKÉMON CRYSTAL
SPIDER-MAN 2: THE SINISTER SIX
T-TEX
TOMB RAIDER 2
TOP GUN
V.I.P.
XENA: WARRIOR PRINCESS