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64 SOLUTIONS

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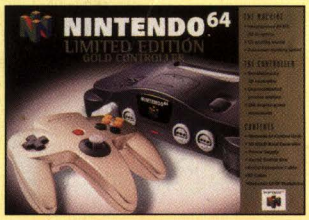
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SOLVED! Yoshi's Story - mapped, Mystical Ninja Starring Goemon, Fighters Destiny and every N64 cheat listed starting on page 114!

PLUS! Mini tips and essential details on all new N64 Games!

Bounce right on to page 75

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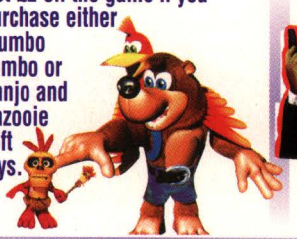
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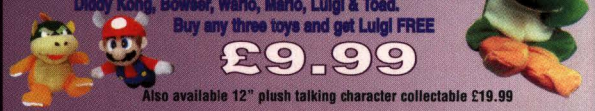
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YOSHI'S STORY

At last Yoshi is finally laid to rest with this, the second and concluding part of the complete solution. Game maps, melon locations, plus handy hints for completing the last remaining levels. If you've got the game, you'll want this epic solution for sure...



BANJO-KAZOOIE

Fully mapped – every jigsaw piece exposed, boss guides, secrets, hidden rooms – it's got the lot! The first part of the definitive solution takes the N64's latest and greatest platform game and solves it with extreme prejudice!

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THE COMPLETE A-Z OF N64 CHEATS

The complete A-Z of Nintendo 64 cheats – fully updated and including...

Blast Corps (US)
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S INSIDE

GOEMON MYSTICAL NINJA

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It's the first decent N64 RPG and you'll be completely lost without this game-busting solution.



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FIGHTERS DESTINY

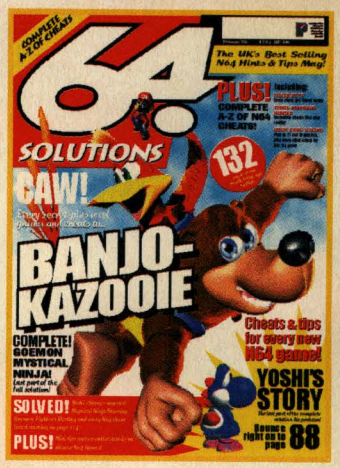
page 50

Is this the best beat-'em-up on the N64 so far? Well at least until Bio Freaks arrives in the UK. Here we present the complete moves guide to every character, plus all the hidden bits too!



- Goldeneye
- J League Perfect Striker
- Killer Instinct Gold
- Mortal Kombat Trilogy
- Multi Racing Championship
- NBA Hangtime
- Shadows of the Empire
- Tetrisphere
- Turok Dinosaur Hunter
- Wave Race 64
- War Gods (US)
- Wayne Gretzsky's 3D Hockey

Welcome to the N64's best tips magazine!



Fantastic new N64 games are beginning to drift into our sister publication, 64 MAGAZINE, proving that the N64 is at last fulfiling its awesome potential.

Banjo-Kazooie is the first of the next generation of state-of-the-art games for the Nintendo system, and what a game it is. To celebrate Rare's achievement in creating a superlative adventure that is actually better than Mario 64, we at 64 SOLUTIONS have devoted the cover and a sizeable proportion of this issue of the magazine to Banjo-Kazooie, and urge every reader to go out and buy it now – it really is the best game on the N64 (except for Goldeneye of course).

We've also got the final part of the Yoshi's Story solution (who would have thought it was sooooo long!), a moves guide for Fighters Destiny, and of course the complete solution to Goemon. Enjoy your N64.

WHO'S WHO!

A few words from the scurvy dogs who brought you this mighty tome!



Damian "paint" Butt: Managing Editor

Favourite thing about having an N64? Late at night, big telly, big sound system, Goldeneye, lots of badly co-ordinated mates to shoot. Bliss.

Favourite Game: Goldeneye **Email:** gecko@paragon.co.uk



Russell "Yoshi" Murray: Game buster

Favourite thing about having an N64? Being able to take the Yoshi's Story cart carefully out of the slot and then jumping up and down on it until it breaks!

Favourite Game: Banjo **Email:** 64sol@paragon.co.uk



Lisa "haircut" Johnson: Designer

Favourite thing about 'not' having an N64? The tranquil quiet life that goes with not having to listen to Yoshi's Story twittering in the background...

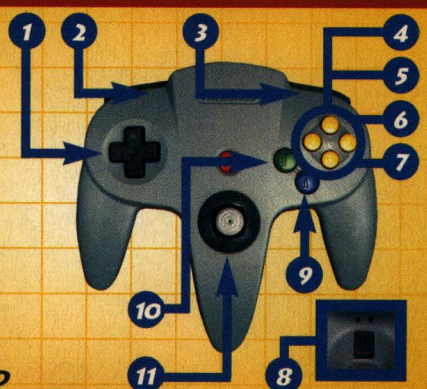
Favourite Game: Slapping **Email:** lisam@paragon.co.uk

Who else?: Without these guys this mag wouldn't be here! A nice big hand goes to, Lou Wells, Nick Trent, Roy Kimber, Paul Ridley, Russell Murray's missus, THE Games and Rare (we love you guys!)

KNOW YOUR PAD WELL!

Here's a quick look at your cheating stick!

1. UP, DOWN, LEFT, RIGHT
2. L
3. R
4. C LEFT
5. C UP
6. C RIGHT
7. C DOWN
8. Z BUTTON
9. A BUTTON
10. B BUTTON
11. ANALOGUE PAD



About 64 Solutions: it's what you've been waiting for – the world's greatest N64 tips magazine. Tell us what you think!



BANJO-KAZOOIE

Join 64 SOLUTIONS to take Banjo and Kazooie on a fully mapped trip around Gruntilda's Lair to find all the Jigsaw pieces, special items and bonuses.

CHARACTERS

Throughout this amazing adventure Banjo and Kazooie will need a little help from their friends. Here are the main characters that you'll meet on the way.



KAZOOIE

This small Red Crested Breegull spends most of her time cooped up inside Banjo's backpack. She will emerge to help Banjo jump higher and fight certain enemies.

BANJO

Banjo the Honeybear is the star of the game. Help him to complete his mission to rescue his young sister from the cluthches of the evil witch, Gruntilda.



TOOTY

Tooty's cute appeal is what the witch is trying to steal. You must be quick, as Tooty is in trouble.



MUMBO JUMBO

Mumbo Jumbo is a powerful Shaman and has lots of special spells for you to try. Collect the Mumbo tokens as you progress through the game and visit the witch doctor in his hut for a transformation.



BRENTILDA

You will find Brentilda in the Witch's Lair waiting to tell you a few of her evil sister's secrets.



GRUNTILDA

Gruntilda the witch will swoop down and kidnap Tooty. You must fight your way through her Lair to rescue your sister from this evil hag.



BOTTLES

Bottles the friendly short-sighted mole will teach you how to perform all the different moves in the game.



SPIRAL MOU

The game begins on Spiral Mountain, where you can learn all of the basic moves. There are six honeycombs hidden in this area, which you should collect before you enter Gruntilda's Lair.



Location:

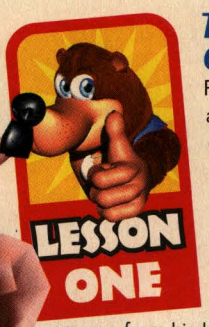
Start by walking through the front gate and speak with Bottles the mole who asks if you would like some help learning the basic moves. Once you have accepted his kind offer he will dive back into his molehill and you will be free to roam around spiral mountain.

To learn all of the basic moves in this area, you must locate the various molehills and call Bottles by pressing B.



Bottles the friendly mole will meet you outside your front gate.





The Camera Controls

Run down the track away from the comfort of your home and you will find the first molehill on the left hand side at the end of the path. Press the B button and Bottles will emerge from his hole and tell you how to control the camera.

The yellow C-buttons are used to control the camera. Press the Left C-button to move the camera to the left and press the Right C-button to move the camera to the right. The C-Up button zooms in and allows you to view the landscape through Banjo's eyes, and the C-Down button toggles the height of the camera with a choice of three views. Lastly the R - button moves the camera to a position behind Banjo's head. You can hold down the R - button whilst you are moving and the camera will follow you wherever you go



Stop beside this first molehill and Bottles will teach you how to control the camera.



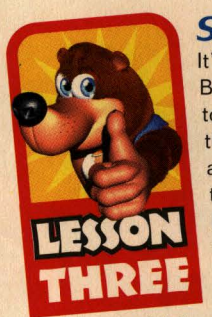
Jumping

Now that you have mastered the camera controls, walk to your left and you will see a group of six tree stumps on your left hand side. Enter this area and locate the molehill, then press B and Bottles will emerge and teach you how to jump.

To jump press the A button, and if you want to jump higher press and hold the A button. There is also another jump which you can learn when Kazooie will flap her wings to help you to stay in the air for slightly longer. To perform a double jump press A, then press A again when you are in the air. The final jump that you will learn in this little area is called the Flip Flap jump. To perform the Flip Flap jump hold Z, to make your character crouch, and then press A to launch yourself into the air. You will need to practise your jumps so jump from block to block until you are comfortable. To collect the first special honeycomb piece, stand near the base of the tallest stump and perform a Flip Flap jump to leap onto the top.



Use your new jumping skills to collect the first special honeycomb.



Swimming

It's now time for Banjo to learn how to swim, so leave the tree stump area and follow the path that leads to the left. Near the pool on your right you will find the next molehill, press B and Bottles will appear to start your swimming training.

Dive into the water and use the control stick to swim around on the waters surface. When you want to dive down under the water press B and Banjo will sink into the depths. Once underneath the water there are two ways that you can propel yourself. Press the A button and Banjo will kick his legs and swim forwards quite slowly. Alternatively you can press the B button and Kazooie will flap her wings, giving you a more speedy push through the water.

Now it's time to use this new technique to locate the second special honeycomb piece, in a small niche in the central island. Dive down under the water and swim slowly around the central island until you find this golden honeycomb piece underneath the bridge.

NTAIN



Use the control stick to swim around on the surface of the water.

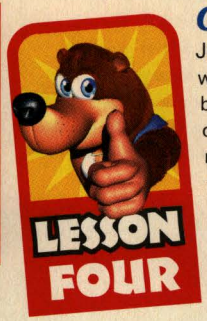
Jump onto a tree and then press up or down to climb or descend.



When swimming underwater either press A to kick your legs or B which will make Kazooie's wings flap.



Underneath the bridge is a small niche, where you can find another special honeycomb piece.



Climbing

Jump out of the water beside the bridge on the opposite side and run up the hill to the left. On your right hand side near the long grass is the next molehill, press B to call Bottles and your climbing lesson will begin.

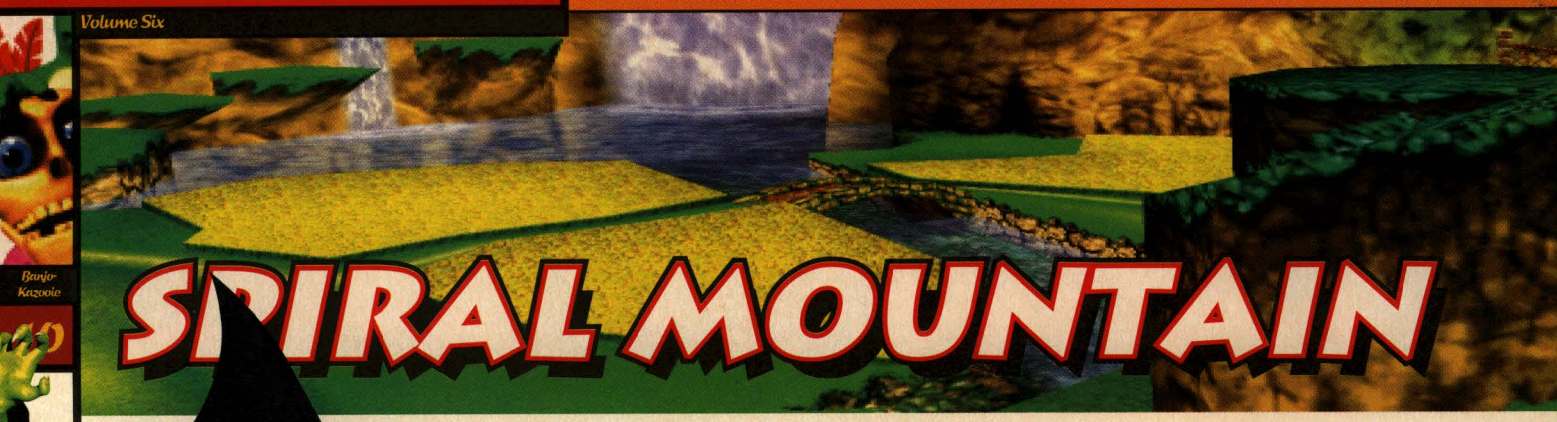
Jump onto a tree and you can climb up and down by using the control stick. To your left you will find a tree so go for a run and launch yourself at the tree and climb to the top. From the top of the tree you will be able to see more of the level and should then be able to spot the next special honeycomb piece.

Drop down from your perch and cross the bridge over the stream, where you will find another tree for the pair to climb.

Shimmy up this tree and then perform a Flip Flap jump to reach the honeycomb piece above your head. There are a other things that you are able to climb in the same way, but not around spiral mountain.

Climb to the top of this tree and perform a flip Flap jump to collect this special honeycomb.





SPIRAL MOUNTAIN



ENTER GRUNTILDA'S LAIR

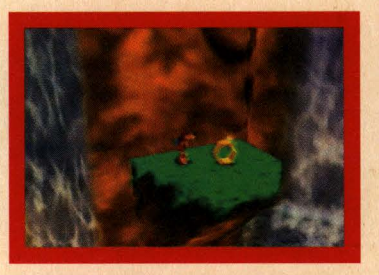
Once you have learnt all the basic moves you will be able to cross the bridge at the top of spiral mountain and enter the witches lair. Cross the bridge near the first pool and climb the spiral slopes to the top. When you are good and ready, cross the rope bridge and enter the witch's lair. At last the adventure begins.

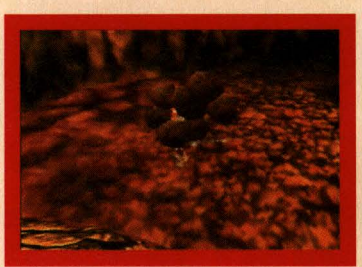
Cross this bridge and climb to the top of spiral mountain to begin your adventure.



Barging

Drop down from the tree and walk back over the bridge and turn to the right. Walk down to the pool where you learned to swim and enter the large earthy section to your left. In the centre is a Molehill where you can call Bottles to begin your next lesson. The Beaky Barge can be used for breaking open rocks and doors, and can be used against enemies as an attack. To perform the Beaky Barge hold Z and then press B to force Kazooie forward into the proposed target. There are four rocks in this area to practise on, and you will find a special honeycomb piece hidden inside the last rock.







Break open all the rocks you will find this honeycomb piece inside the last rock.



Attacks

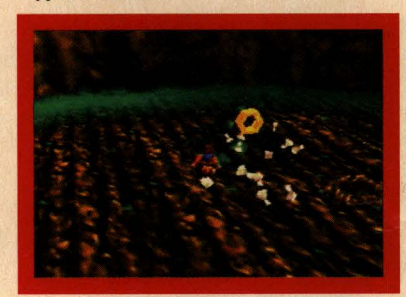
Exit the barging area and turn to the left. Follow the path up a small hill on your left hand side and you will enter a new arena.

Walk up to the molehill and press B to call Bottles and start your lesson on attacking.

The first attack that you must learn is the Claw Swipe. To execute this move, press B when standing still or moving slowly and Banjo will unleash a three hit combo with his claws. Practise this attack by swiping at Topper the Carrot, when you have knocked out two carrots Bottles will teach you the next attack. The forward roll is the next attack that you will learn. To perform a forward roll, run towards your target and press B to start the roll attack. When Banjo hits an enemy with this attack he will knock them out quickly and easily. You can practise this attack on Bawl the Onion, and only when you have successfully defeated two Onions will you learn the final attack. The third basic attack is the Rat-a-Tat, which is used to attack items that float above the ground. To execute this attack, you must jump into the air and then press B, and Kazooie will peck at the enemy with his beak. Practise this new attack on Collywobble, and when you have defeated two you can claim your next special honeycomb piece.



Use your claw swipe attack to flatten Topper the Carrot.



Defeat the two Collywobbles with your Rat-A-Tat attack.

The Last Special Honeycomb Piece

From the battle arena head to the left and follow the path all the way to the edge of the second lake. There are three platforms against the left hand wall; leading to an extra life behind the waterfall. Hold the R-button to keep the camera positioned behind Banjo, and then perform the double jump to leap across from platform to platform. On the third platform you will find the sixth special honeycomb piece, and your health bar will increase by one comb. To collect the extra life from behind the waterfall you will need to perform another double jump, only you must leap as far as you can before flapping Kazooie's wings.



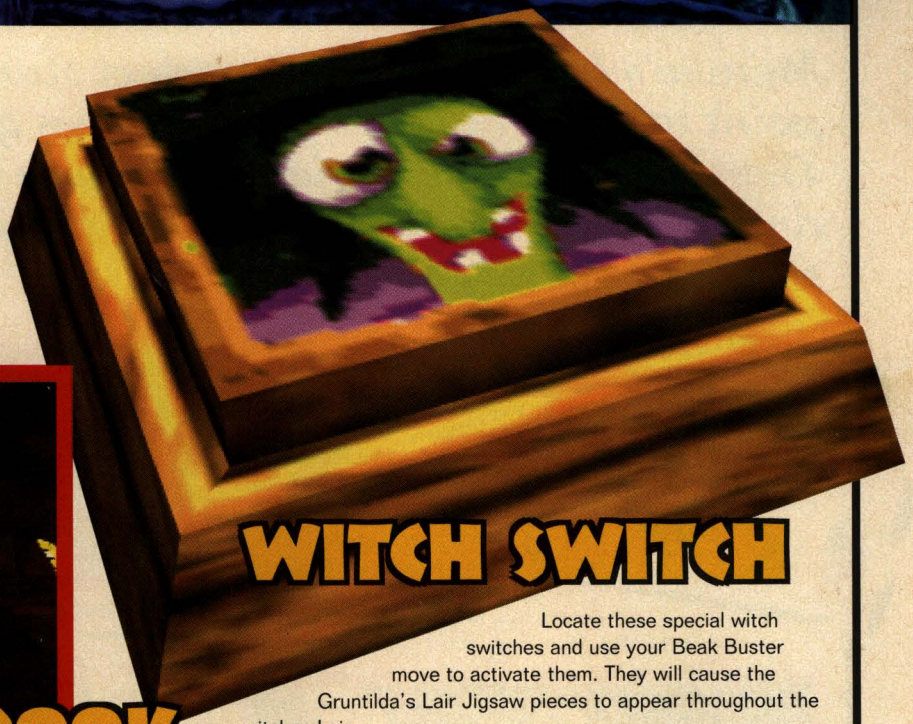


Jump from platform to platform to reach the extra life in the waterfall.



SPECIAL ITEMS

As you make your way through the Witch's Lair make sure that you keep your eyes open looking for these very special items.



WITCH SWITCH

Locate these special witch switches and use your Beak Buster move to activate them. They will cause the Gruntilda's Lair Jigsaw pieces to appear throughout the witches Lair.



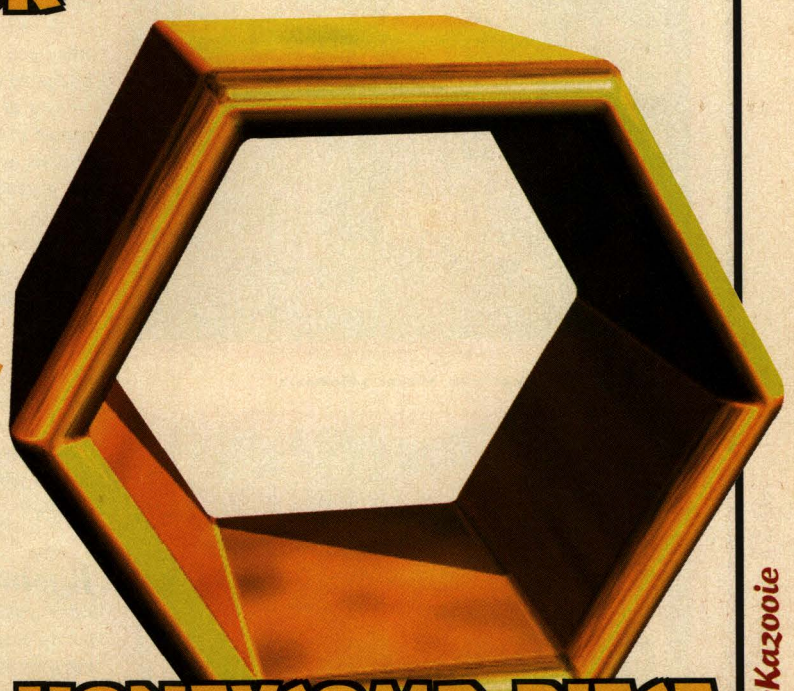
CHEATO SPELL BOOK

Cheato the spell book hides in some out of the way places around the witch's Lair. Find this special spell book and he will tell you a secret cheat code to increase the amount of items you are able to carry.



CAULDRON

These magic cauldrons are scattered around inside Gruntilda's Lair, waiting to help you in your adventure. Find two magic cauldrons of the same colour and you will craete a shortcut, which you use by just jumping into the pot. These shortcuts will allow you to skip through the witches Lair.



HONEYCOMB PIECE

Keep your eyes open for these special extra honeycomb pieces. There are two pieces hidden inside each world throughout the game and every time that you collect six extra pieces your health bar will increase.



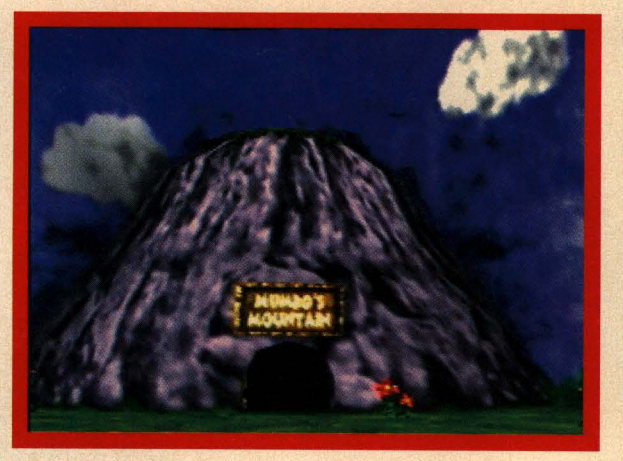
MUMBOS MO

Mumbo's Mountain is the perfect starting point for this fabulous 3-D platform game. There are three new tricks for you to learn and a host of special items and jigsaw pieces to collect.



Location:

Walk across the bridge and enter Gruntilda's Lair. Once inside, follow a small passage leading to the right to the base of a hill. Turn to the right again and walk up a small hill and you will see a jigsaw puzzle with a missing piece. Place a jigsaw piece into the puzzle to open the door to Mumbo's Mountain, located in the hill at the bottom of the slope.



Walk through this door to enter Mumbo's Mountain.



Place a piece of jigsaw into this picture and the door to the first level will then be opened.



The first jigsaw piece is in the centre of the monument.

Jigsaw Piece 1

Start this level by running forwards and crossing the bridge to reach the other side of the water. Tread carefully when you reach the far side of the bridge as there is an unfriendly bull waiting to knock you down. You are unable to kill this bull with any of your attacks so make sure that you keep out of reach of his horns.

Now head to your right and climb the path up the side of the mountain until you reach the termite tower. Walk around the tower to the left and then follow the note path up another hill to the top. Search the area immediately to your left and you will discover a molehill and your first new trick for this level. Once you have learned this new technique you can collect your first Jigsaw piece from the platform in the centre of this area.

Jigsaw Piece 2

When you have picked up your first puzzle piece, make your way back to the termite tower and use your Talon Trot to climb the slope on the far side. At the top of this little hill you will find a small group of huts surrounding the Juju pole. To the left of the huts near the cliff you will find another molehill. Walk up to the mound, press B and Bottles will explain your second new move. Once you have learnt this new trick use the Beak Buster to break



open all the huts that surround the Juju pole. Each hut has different items inside which will spill out onto the ground when you bust them open. The first hut contains musical notes which

Use your Beak Buster to break into all the huts and you will find a Jiggy.



OUNTAIN



LESSON ONE

THE TALON TROT

Bottles the mole will teach you to use Kazooie's Talon Trot to climb steep slopes. You will need to use this technique on this level as there are a number of items hidden on the slopes that Banjo is unable to climb. To perform this manoeuvre, press and hold the Z button and then press the left C- Button to let Kazooie pick Banjo up. Now keep holding the Z button and move Kazooie around with the control stick.



you need to collect to open the note doors later on in the game.

The second hut contains blue eggs which Kazooie will learn to throw later on. There are no special items hiding inside the third hut, only an enemy that you will need to defeat. Break open the fourth hut and you can save the first Jinjo. There are five Jinjos hidden on each level and you will receive a Jigsaw piece for saving them all. Inside the fifth hut you will find an extra life and there is a jigsaw piece waiting inside the final hut.

Jigsaw Piece 3

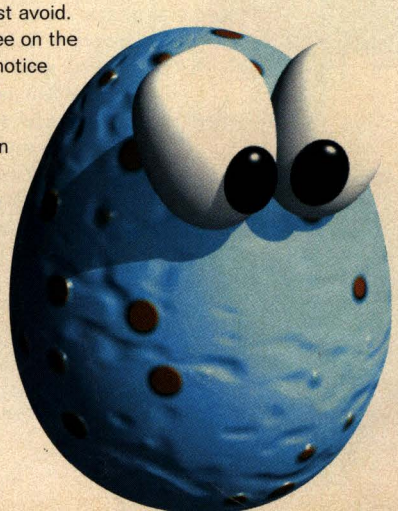
Before leaving the area around the totem pole take a good look at the shaman's skull in the corner. In the eye socket to the right is another jigsaw piece, which you can collect now or later. To collect this tricky Jiggy, stand underneath the eye socket and perform a Flip Flap jump which you learned in the training area.

Jigsaw Piece 4

Return to the termite tower in the centre and walk back down the path to the bull pit. Once at the bottom, turn to the right and walk towards the huge ape who's stood on top of the tree in the centre. As you approach the tree, Conga will begin to throw oranges at you from his high up perch, which you must avoid. Around the tree on the floor you will notice three squares marked with oranges. When all three of these squares are stained with orange juice you will win a jiggy piece from Conga. To stain the squares you

Perform a Flip Flap jump to collect this tricky Jiggy.







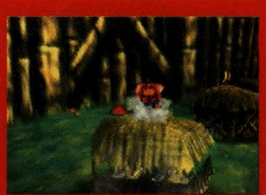
MUMBOS



LESSON TWO

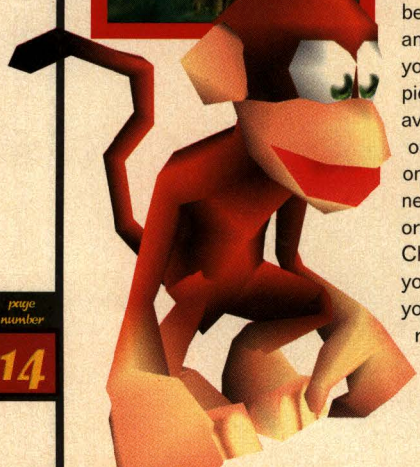
THE BEAK BUSTER

This manoeuvre enables Banjo to slam his buddy down hard to the floor; demolishing anything that stands in the way. To perform this new move, jump into the air and then press the Z button to slam Kazooie's beak into the floor. This special move can be used to activate switches in the ground and to bust open the many huts around the Juju pole.



Break into these huts using Kazooie's Beak Buster move.



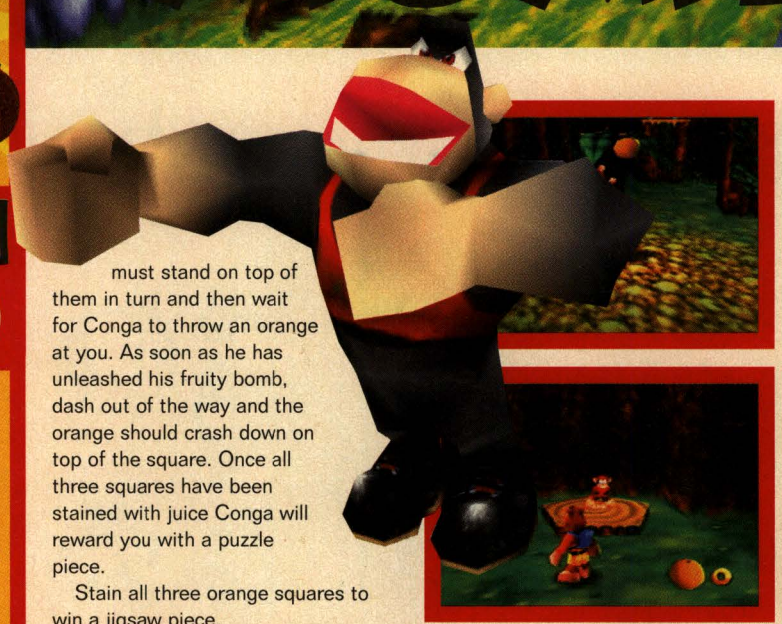


must stand on top of them in turn and then wait for Conga to throw an orange at you. As soon as he has unleashed his fruity bomb, dash out of the way and the orange should crash down on top of the square. Once all three squares have been stained with juice Conga will reward you with a puzzle piece.

Stain all three orange squares to win a jigsaw piece.







Give this juicy orange to Chimpy and he will reward you with a Jiggy.

ground with your puzzle piece on the top. Jump onto this platform and collect the fifth Jiggy, then perform a Flip Flap jump up onto the higher platform around the edge. In the corner to your left is another molehill and your last new trick for you to learn on this level.

Jigsaw Piece 6

Once you have learnt your last trick for this level you can start practising this new technique, by firing eggs at Conga. Move to the platform nearest his tree and take aim. As soon as you hit Conga with an egg he will begin to throw oranges at you, so be prepared to retreat a few paces before moving in to open fire again. Once you have successfully hit Conga several times he will admit defeat and reward you with another Jigsaw piece.

Jigsaw Piece 7

Now that you have practised your new shooting move, it's time to find another target to blast at. Return to the termite tower and proceed up the hill to the right, heading towards the now demolished huts. In the centre of the crushed ring of huts is the Juju

Shoot Conga several times and he will give you a Jiggy.



Jigsaw Piece 5

Behind Conga's tree in the corner is a small chimp who is complaining about being hungry. Chimpy likes oranges and you will need to find one for him if you wish to find the next Jigsaw piece. Dash back to Conga's tree; avoiding the everlasting barrage of oranges he will hurl at you, and jump onto the trunk. Climb the tree and near the top you can pick up an orange which you can give to Chimpy. Chimpy is very pleased with the food you have brought for him and rewards you with a Jigsaw piece before he runs away. As Chimpy leaves, the block of wood that he was standing on will rise up from the



MOUNTAIN







Use your Talon Trot to collect this Jiggy from the steep slope near the start.

pole which will ask to be fed with blue stones as you approach it. Crouch down, take aim, and then fire eggs into the totem pole's mouth, as it rotates infront of you. Every time that you manage to score a direct hit, a piece of the totem pole will disappear, but as it does so the remaining heads will rotate faster. Shoot three of the heads away, then stop before shooting the head that remains.

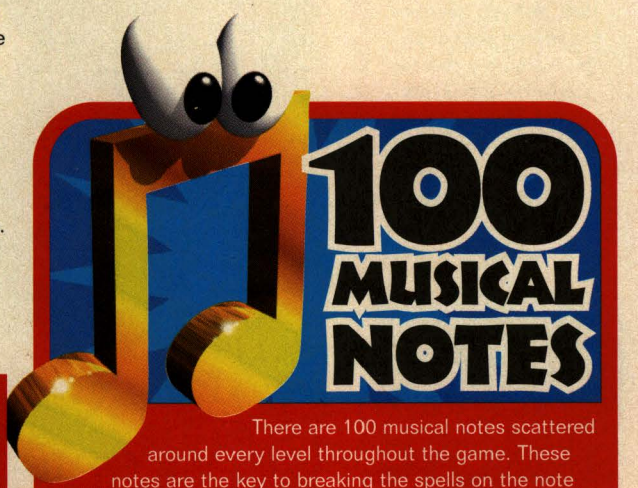
High above the totem pole is a very special honeycomb piece which you will be unable to reach without the help of the last head of the totem pole. Jump onto the last head and grab the honeycomb piece. Now take aim and fire an egg into the final head. This head is rotating at a great speed so you will need to fire before you can actually see the open mouth. Feed this final head with an egg and you will be rewarded with another jigsaw piece.



Jigsaw Piece 8

To find the eighth puzzle piece you will need to use your Talon Trot to search the steep slope heading down towards





There are 100 musical notes scattered around every level throughout the game. These notes are the key to breaking the spells on the note doors that you will find in Gruntilda's Lair. Listed below are the locations of all the notes hidden on Mumbo's Mountain.

7 Notes	On the bridge across the small pond.
6 Notes	Hidden in the two alcoves under the water in the pond.
9 Notes	On the path leading up to Termite Tower
4 Notes	On the hill leading up to the monument.
6 Notes	On top of the huts near the Shaman's Hut.
5 Notes	Inside the first stomped hut.
4 Notes	Inside the Shaman's Hut.
6 Notes	On the first floor of Termite Tower.
14 Notes	On top of the monument.
21 Notes	On the steep slope near the monument.
18 Notes	On the steep slope near the start point.



MUMBOS



LESSON THREE

THE ANCIENT WAYS OF THE EGG

The final new move for this level enables Kazooie to fire blue eggs at enemies. To perform this manoeuvre you must hold the Z button, and press C-up button to fire eggs forward, or C-Down button to fire an egg backwards. You can aim your shots whilst you are in the crouched position by moving the control stick, and you can even fire several eggs in one go. Kazooie is able to carry 100 eggs in her backpack for you to use throughout the game. Bottles will give you 50 eggs to start with and you are able to pick up extra eggs in every level.





Rescue all five of the coloured Jinjos and you will be rewarded with a Jiggy.



the start point. Press and hold the Z button, then press C-Left and Banjo will hop onto Kazooie's back. Now slowly walk down the steep slope and you will find 18 musical notes and the eighth jigsaw piece on small platforms cut into the slope. Whilst running around on the slopes keep the R button held to fix the camera behind your back. This will help you to see where you are going as the slope will obstruct your normal camera position.

Jigsaw Piece 9

(5 JINJOS)

To find the last puzzle piece for this level you must find all five Jinjos imprisoned by the witch. We have already uncovered the first of the hidden Jinjos, found hiding in the fourth hut when we earned jigsaw piece 2. To find the other four Jinjos, start by sliding down the steep slope towards the start point, and on a tall platform at the base of the steep slope. The second Jinjo is waiting to be rescued. Stand near the platform and perform a flip flap jump to get onto this tall platform.

The third Jinjo is standing on the island in the middle of the small pond. Run onto the bridge, then turn to your right and jump and flap to reach this tiny island. Once you have rescued this little blue Jinjo, jump back to the bridge and continue into the bull's arena. Dodge the charging bull and then use your Talon Trot to search the steep slope to your right. There are several platforms cut into the steep slope, and the fourth Jinjo can be found on the platform in the centre.

Now Talon Trot up the hill to the monument at the top and then climb the slanted slab to your right. Once on top of the monument, follow the

TWO SPECIAL HONEYCOMB PIECES

There are two special honeycomb pieces hidden on this level for you to find. The first of these special items can be found on top of the Juju pole in the centre of the circle of huts. To reach this special honeycomb piece you will have to stand on top of the last remaining head and perform a flip flap jump to get high into the air. The second special honeycomb piece can be found inside a small cave above the small pond. The best way to reach this tiny cave is to tackle the slope whilst you are still in termite form, as you will not fall down the slippery slope.







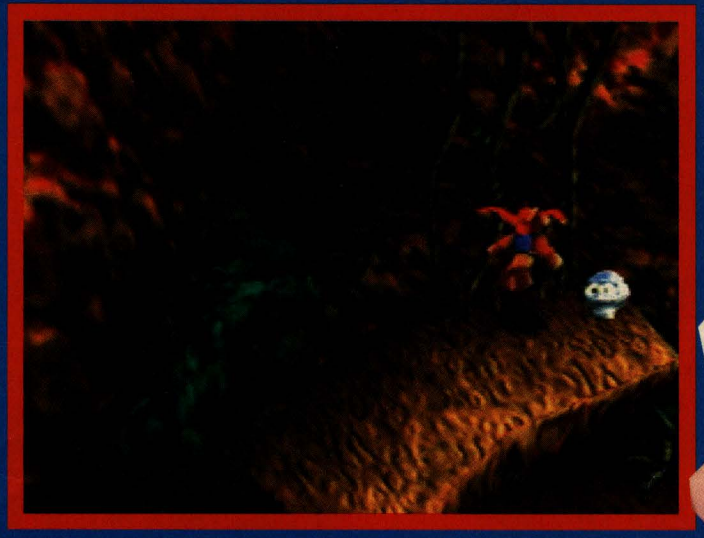
Collect these pieces of honeycomb to boost your health. Two pieces are on every level. Collect six to boost your health.

MOUNTAIN

MUMBO TOKENS

Before you are able to use the Shaman's magic, you must collect all of the tokens scattered around the level. When you have collected all five tokens, enter the Shaman's hut, stand on the skull, and press B to activate the powerful spell.

Token 1	At the bottom of the slope near the start point.
Token 2	On the raised platforms to the left of Chimpies step.
Token 3	Behind the monument.
Token 4	On the lower level of termite tower.
Token 5	Underneath the steps to the Shaman's Hut.





Exchange these five Mumbo tokens for the powerful magic inside the Shaman's Hut.

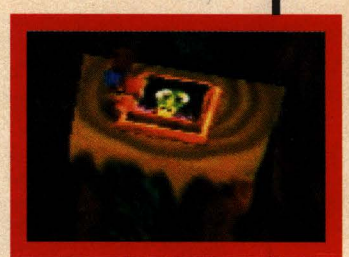
Jigsaw Piece 10

In your new termite form (see Mumbo Tokens) you will have no difficulty in climbing the slanted platforms that climb up inside the tower. Jump from platform to platform in a circular formation until you reach the first floor where you will find a termite protecting six musical notes. Grab these goodies and then continue to climb up the circular platforms until you reach the second floor. There is another termite waiting here and a few eggs for you to collect if you are in short supply. Now you are ready proceed to climb the platforms to the top of the tower. Exit the tower through the door in the side and grab the extra life to your right, then follow the spiral slope around to the very top of the tower. Right at the very top of the termites's tower you will find the tenth and final jigsaw piece.

SECRET SWITCH

Use Chimpy's platform to leap up onto the upper ledge, then jump across the platforms on the left hand side. On the final platform is the first witch switch, that releases a Jigsaw piece inside Gruntilda's lair. This jiggy will appear outside the level, on the top of Mumbo's Mountain and can only be collected when you are in termite form.

This secret switch reveals the second Jiggy in Gruntilda's Lair.







Use the Mumbo tokens to transform into a tiny termite in order to collect this Jiggy from the top of termite tower.





TREASURE TR

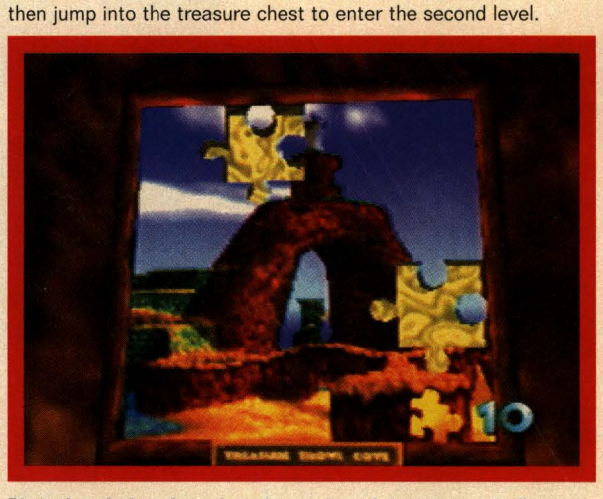
Treasure Trove Cove is set on an island totally surrounded by sharks! There are two new moves for you to learn, including a spring assisted jump and Kazooie's first flying lesson.





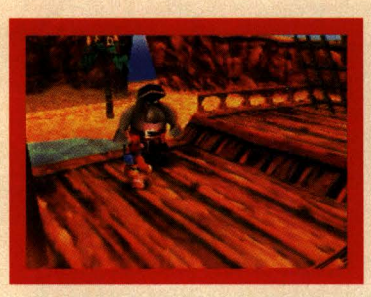
Location:

From Mumbo's Mountain, head back to the castle entrance and then use your new Talon Trot move to run up the steep slope to the left of Gruntilda's portrait. At the top of the slope, open the special note door and enter the second part of the witch's lair. Inside the next area you will find a jigsaw puzzle on your right with two missing pieces, so fill in the missing spaces and head for the large witch portrait in the centre of the floor. Now climb the steep slope that rises from the centre of the floor and enter the next area of the castle. Now dive into the pool to your left and swim to the bank on the right and jump out of the water. Run down the steps to your left and then jump into the treasure chest to enter the second level.

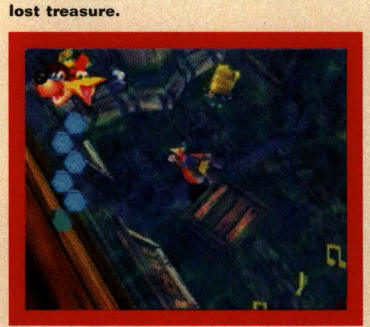


Place the missing pieces into the puzzle and the entrance to Treasure Trove Cove will open.





Speak with the Captain of the Salty Hippo, and he will ask you to find his lost treasure.



Jigsaw Piece 1

From the start head for shore and follow the path directly ahead. Beyond the wall you will find a large rock pool and the remains of a ship that is stranded on the shore. Walk around the ship and use the crate to climb aboard, then speak with Cap'n Blubber who is strolling around on deck. The miserable Cap'n has lost his gold and hints that you may be rewarded for finding it. Jump into the large rock pool beside the ship and swim through the hole in the side and into the ship's hold.

A thorough search of the sunken hold will reveal the first half of the Captain's lost treasure. To find the remaining treasure, swim back through the hole and return to the ship's deck, then use your Beak Buster move to open the other half of the hold. Dive into the water and search the bottom of the hold and you will recover the other half of the captain's lost treasure. Now jump back onto the crate and perform a Flip Flap jump to return to the main deck of the ship. Return the gold to Cap'n Blubber and he will reward you with your first Treasure Trove Cove Jiggy.

Jigsaw Piece 2

After returning the captain's treasure, jump down from the ship and climb the crates to the left of the large rock pool. On the platform at the top you will find a Molehill, where Bottles is waiting to teach you a new move. Once you have learned the new spring jump technique, walk along the walkway and use the shock jump discs to jump from platform to platform moving to your left. Finally, leap over to the platform on the side of the large rock face and spring up to the platform at the top. Inside a little nook at the top of this set of platforms is the second Jigsaw piece.



Re-unite the Captain with his lost gold and he will reward you with a Jiggy.



Use your new Shock Jump technique to reach this high up Jiggy.

OVE COVE





Stomp on the letters to spell "Banjo Kazooie" in the correct order to win a Jiggy.



Plug the hole in this leaky bucket with a couple of well aimed eggs, and the water in the pool will drain away.



Jigsaw Piece 3

Drop carefully down from the high platform and return to Cap'n Blubber's ship. Climb the crates again to return to the point where you learnt your new jump and then look over the edge towards the shore line. On a small



TREASURE TR



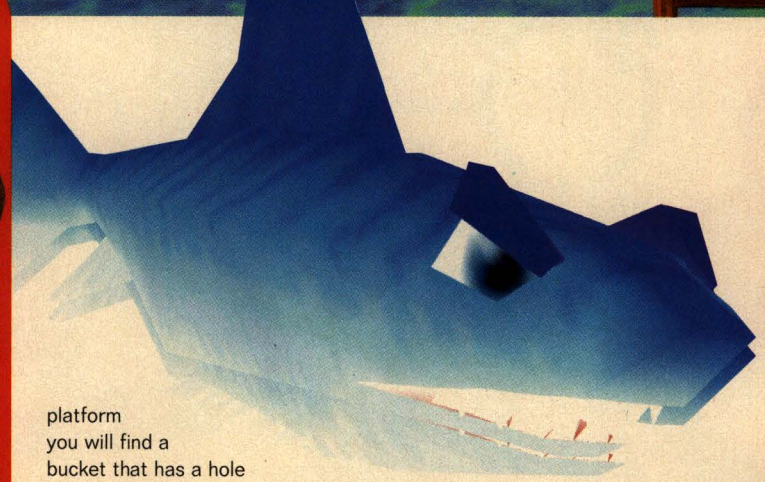
LESSON FOUR

FLYING

Use the Talon Trot move to run up the rigging on Cap,n Blubber's ship. At the top of the mast you will find Bottles and the final new trick on this level. To fly, stand on a flying disc and press the A button to take off. Each time you use a flying disc you must also use a red feather to launch yourself into the air. You can use red feathers whilst you are flying to boost your wingspeed and lift you even higher. Bottles will give you 25 red feathers to begin with, but you will find plenty more hiding around the cove.

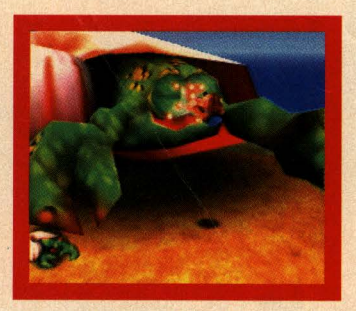




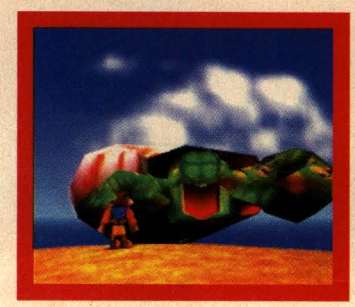


platform you will find a bucket that has a hole in it, and it needs to be plugged with something.

Drop down to stand next to the bucket and fire eggs into the top. Firing eggs forward has not got the right trajectory to fill the hole so you will need to launch the eggs from behind. When you have plugged the hole the bucket will empty the water from the little pool below you, and you can jump down to enter the sand castle. Once inside the sand castle there is a little game for you to play, where you must spell out the names of our two budding adventurers. You must use your Beak Buster move to stomp the two starting arrows, and then the letters spelling "BANJO KAZOOIE." You must stomp each letter in order, and then once all the letters have been activated, the gate at the far end of the sand castle will open and you can collect the next Jigsaw piece.

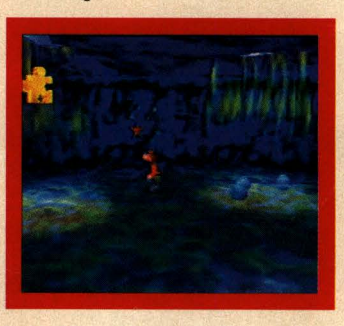


Jump and use your Rat-A-Tat attack to peck this large crab between the eyes. When you have hit him three times he will retreat into his shell.



Jigsaw Piece 4

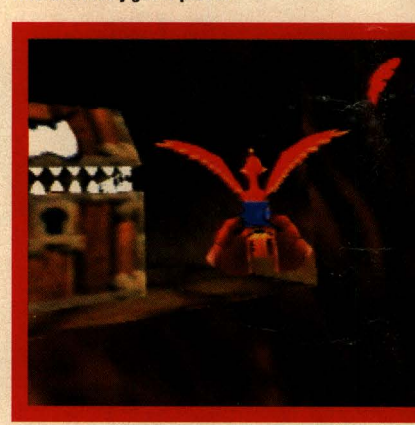
Exit the sand castle and head back towards the start point. Continue along the path and you will find yourself on Nipper's beach with a large hermit crab guarding the shore line. As you approach Nipper he will issue a warning and then will begin to attack you. To fight with Nipper you must dash in after he has attacked with his pinchers and use your Rat-A-Tat attack to peck him in the eye. After you have successfully pecked him three times he will admit defeat and disappear; leaving you to explore his empty shell. Run along the watery passage grabbing the musical notes and then use your Beak Buster move to destroy the two smaller crabs that are waiting in the room at the centre. With the crabs out of your way you can grab the next Jigsaw piece dangling in the sunlight.



Inside Nipper's empty shell you will find two smaller crabs and another jigsaw piece.



Use your new flying technique to land next to the huge chest. Inside you can find another jigsaw piece.



Jigsaw Piece 5

Exit the shell and return to Cap'n Blubber's ship, and use your Talon Trot move to climb the rigging to the top. Bottles is waiting here to teach you how to make Kazooie fly using the special flying discs. After you have learnt your second lesson for this level, stand on the flying disc and take off. Fly directly into the cove and locate the two crevices on either side as you fly through. Land beside the box in the crevice to the left and then perform a Flip Flap jump to leap into the chest. Inside this treasure chest you will find the fifth Jigsaw piece.

Jigsaw Piece 6

Jump down into the water below and quickly return to the shore near Cap'n Blubber's boat. Follow the path to the left and continue past the shock disc platforms, then walk onto the wooden bridge to approach the spiral tower in the bay. Jump from platform to platform up the spiral tower and climb to the very top where you will find a large red X and a flying disc.

Use your Beak Buster move to

OVE COVE

stomp on the large red X and it will change into an arrow pointing in the direction of the next red X. Stand on the flying disc and launch yourself into the air and follow the arrow to the next



Climb to the top of the spiral tower in the bay and then use your Beak Buster move to stomp on the red X.

place where X marks the spot. Land carefully next to the next X and stomp on the ground to make the next arrow appear, then use the flying disc again to take off in search of the next red X.



Follow the arrows to the red Xs, and stomp on all of them. When the last X has been stomped, peck open this golden chest to win the next jigsaw piece.

Once you have found all five of these symbols and stomped them, the last X will turn into a giant question mark. Look over the edge of the platform and you will notice the final X on a small island in the bay. Jump off the tall platform you are standing on and leap towards this small island. Kill the waiting crab and then stomp on the final X to make the treasure chest appear, then use your Rat-A-Tat attack to prise open the box. Inside you will find the next Jigsaw piece.



100 MUSICAL NOTES

Here are the locations of all 100 musical notes scattered around Treasure Trove Cove. These notes must be collected in order to pass the special note doors throughout Gruntilda's Lair.

4 Notes	On the platform at the start.
8 Notes	On the two trees near Cap'n Blubber's ship.
8 Notes	Inside the hold on Cap'n Blubber's ship.
10 Notes	On the rigging Cap'n Blubber's ship.
5 Notes	On top of sand castle.
4 Notes	Inside the sand castle.
12 Notes	Across the upper ledge near Shock Disc lesson.
3 Notes	First shock disc to the left of molehill.
5 Notes	Inside the chest on right, past shock disc platforms.
12 Notes	On the wooden stairs near the spiral tower.
5 Notes	On the climb to the top of spiral tower.
3 Notes	Rock-pool near Jiggy eight.
6 Notes	Inside Nippers shell.
6 Notes	On tall platform near the fifth X.
1 Note	At the bottom of the stairs leading to the lighthouse.
3 Notes	On the climb to the lighthouse.
5 Notes	At the top of the lighthouse.

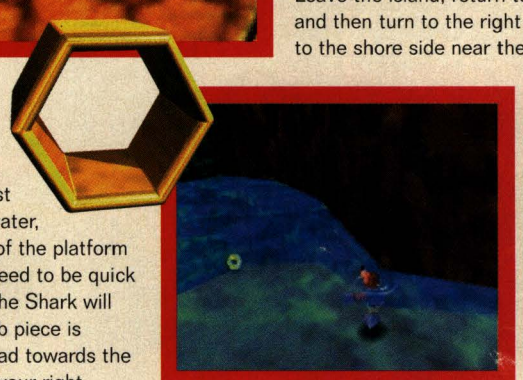
Jigsaw Piece 7

Leave the island, return to the shore and then turn to the right and return to the shore side near the spiral tower.



TWO SPECIAL HONEYCOMB PIECES

There are two special honeycomb pieces hidden around Treasure Trove Cove for you to find. The first special honeycomb piece can be found under the water, just to the right of Nipper's shell. Follow the edge of the platform around and then dive down in the corner. You will need to be quick when grabbing this special item because Snacker the Shark will be right on your tail. The second special honeycomb piece is located on a crate floating around in the ocean. Head towards the spiral tower in the bay and then look out to sea to your right. Climb to the top of the spiral tower and use the flying disc to take off, then fly out to the crate and grab this second special item.



Grab these special extra honeycomb pieces in order to increase your health bar.



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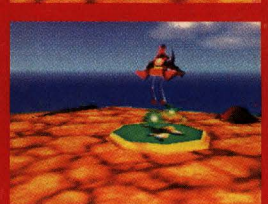


LESSON FIVE

SPRING JUMP

This new trick enables a huge spring jump when standing on top of a special shock jump disc. Stand on top of these discs and press and hold the A button to perform a really high jump. This move will enable you to reach platforms that were previously far too high to jump, but remember you must be standing on a special disc for this trick to work.







Follow the thin ledge to the right of these wooden stairs and you will discover another Jiggy.

MUMBO TOKENS



Although there is no Shaman in Treasure Trove Cove, there are ten Mumbo tokens hidden for use later in the game. Collect these tokens as you hunt around the level, but remember you do not need to find all of them.

Token 1 In the water near final X.
Token 2 On top of first shock jump disc.
Token 3 Top of the mast on the Salty Hippo.
Token 4 Inside the hold on the Salty Hippo.
Token 5 On a crate in the cove.
Token 6 Inside Nipper's shell.
Token 7 Inside the lighthouse.
Token 8 In pool at the top of slope.
Token 9 In chest at top of wooden stairs.
Token 10 In chest at top of wooden stairs.







Jump into the water and swim to the first floating crate, and then wait for the shark to retreat. When Snacker has moved, jump back into the water and swim towards the next crate to your left and then jump onto the platform again to your left. There are some wooden stairs here, but ignore them and follow the thin ledge that leads off behind the steps. Jump onto the three crates around the corner and then leap onto the larger platform that's to your left. Keep following the line of platforms around the edge, and you will discover the seventh Jigsaw piece in a small niche at the end.

Jigsaw Piece 8

Follow the line of platforms back to the foot of the wooden stairs and use your Talon Trot move to climb up to the next floor. Now climb a further set of wooden steps up to the next floor and search the chest for some Mumbo Tokens. Now climb the final staircase and then dive into the rock pool at the top. Dodge the mine floating around in the centre of the rock pool and swim down to collect the next Jiggy from the bottom.



Climb to the top of the wooden stairs, and then dive into the rockpool at the top. At the bottom of the pool you will find another jigsaw piece.

OVE COVE

Jigsaw Piece 9

(5 JINJOS)

Exit the pool and drop down to the platform below, then run around the outer lip and you will find the first Jinjo waiting on the tip. Drop down the line of platforms then walk across the wooden bridge to the right and find a flying disc. Launch yourself into the air and fly back to Cap'n Blubbers



ship, then climb the mast to the top where you will find another Jinjo.

Rescue this stranded Jinjo, then return to the start point and leap over the edge into the water below. Underneath the start platform you will find the next Jinjo, but you must swim fast to avoid being eaten by Snacker the Shark! Swim quickly back to shore and then return to the area where you learnt your new spring jump move. Jump across from platform to platform, this time heading to the right. On the last shock jump disc you will find the fourth Jinjo to rescue.

To find the final Jinjo, return to the top of Cap'n Blubber's boat and use the flying disc to take off. Fly into the cove and enter the little niche on the right hand side. Climb the stairs to the top and you will find yourself at the foot of a big spiral hill. Turn to your left and walk around the edge of the hill and you will notice the final Jinjo on top of a tree to your left. Leap onto this tree and save the him and you will then be in possession of the ninth Jigsaw piece.

Jigsaw Piece 10

Jump back across to the large grassy area in the centre of the island, and climb the spiral slope to the lighthouse at the top. Stop in front of the door and use the Beaky Barge move to break into the lighthouse. Grab the line of notes at the top of the lighthouse, then use the special shock jump disc to launch yourself up to the very top of the lighthouse. Sitting right on top of the lighthouse you will find the tenth and final Jiggy for this level.



Rescue all five Jinjos that have been imprisoned on this level and you will win a Jiggy.



Break into the lighthouse and climb to the top.You will find the last Jiggy on the very top of the lighthouse.



SECRET SWITCH

Behind the lighthouse at the top of the island, there is a secret witch switch. This switch will release the third jiggy in Gruntilda's lair, by shooting it from the cannon just outside the entrance to the level. When you leave this level be sure to remember to climb the side of the ship in the entrance area to grab this special Jiggy.

Stomp on this witch switch and the cannon at the beginning of the level will



fire the next Witch's Lair Jiggy into the air. You can collect this puzzle piece when you exit the level.





CLANKERS CA

Step into Clankers Cavern and meet Clanker, the witch's waste disposal system, face to face. This would be a good time to make a new friend.





Location:

From Treasure Trove Cove, walk up the stairs and into the poolside room. Use the central drainpipe to climb up to the top and then proceed across the waste pipe to the right and return to the room with the witch's portrait in the centre. Use the shock disc on the floor to your right to spring up to the next incomplete picture, and place the five missing jigsaw pieces into the puzzle. Now return to the waste pipe at the top of the slope, stand on top and perform a Flip Flap jump into the pipe above and enter the next area. Turn to your right and drop down onto a platform just below and stomp on the switch on the floor. Jump across the two central platform across the water, and enter Clanker's Cavern on the far side.



Fill in the missing spaces on the Puzzle and the door to Clanker's Cavern will open.





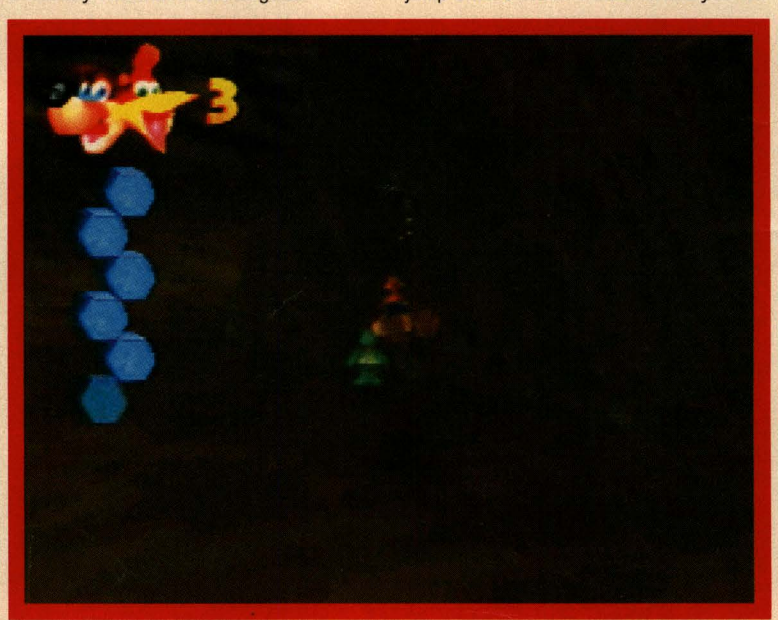
Suck the air from the bubbles that rise from Gloop's mouth. This will mean that you do not need to keep swimming back to the surface of the pool.

Jigsaw Piece 1

From the start, jump down from the pipe and run forwards towards the large pool at the far end. Dive into the water and swim around to the far wall and then swim through the underwater tunnel into the large pool beyond. As you approach the end of the tunnel Clanker will stop you and ask you for some air. This will be your first task, but it is a long swim and you will need to surface to fill up on air.

After grabbing a healthy handful of fresh air, dive down to the bottom of the pool and locate the hole in the middle of the floor. Follow Clanker's chain down to the very bottom and then find Gloop, a friendly fish that blows large air bubbles for you to collect. Swim after Gloop and fill up your air meter, by swimming into the air bubbles that float away behind him. Now it is time to turn the key that will loosen the chain holding Clanker under the water. Swim through the key and it will begin to turn, then find Gloop again to keep your air metre filled up. Turn this key three times and the chain will have loosened enough to allow Clanker to breathe fresh air again. Clanker will reward you with a Jiggy but you will need to return to the surface to collect it, so find Gloop again and top up your air levels.

You will not want to return here later in the game, so grab the eight musical notes around the bottom and rescue the first Jinjo waiting around the other side of the key block. When you are ready, return to the surface of the pool and jump onto Clanker's back where you will



VERN



Stand on the platforms on either side of Clanker's mouth and blast the golden teeth with eggs.

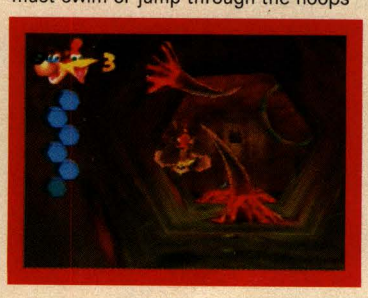
find the first Jigsaw piece on this level.

Jigsaw Piece 2

As soon as you have collected the first jigsaw piece, Clanker will start to moan about having toothache from eating too much garbage. To solve his little problem you must knock out a rotting tooth from either side of his mouth. Jump back into the water and swim around to face Clanker, then stand on one of the platforms on either side of his head. Take aim at the gold coloured tooth and fire eggs until the rotten tooth falls out. Repeat the process for both teeth, and then Clanker will thank you but unfortunately he has swallowed your reward. Dive into the water and swim through the hole in Clanker's teeth. On one side of Clanker's mouth you will find a mumbo token and on the other you can find the next jigsaw piece.

Jigsaw Piece 3

From your platform, drop down inside Clanker's mouth and fight the three crabs running around the sides of the pool. Now dive into the water and swim through the passage – avoiding the moving tentacles – and surface in the large pool beyond. Move to the right hand side and jump onto the crate floating in the water, then take a good look at your surroundings. You must swim or jump through the hoops



in the correct order in order to win the next Jigsaw piece. Start by jumping through the green hoop in front of you and then head to the left to swim through the next green hoop. As you swim through the hoops they will disappear and the next hoop will change colour from blue to green.

Swim or jump through all the hoops in the correct order and within your 50 second time limit, and you will be awarded with the next jigsaw piece. If you fail, all the hoops will return and you will have to start the obstacle course again.



CLANKERS CA



Stand on Clanker's Tail and shoot eggs at the gate until it opens. Now leap across to the platform and perform a Flip Flap jump to collect the fourth puzzle piece.



Jigsaw Piece 4

Exit Clanker's stomach by swimming through one of the tunnels on either side and you will return to the large pool outside. Hop onto Clanker's back and run up to the tip of his tail where you will notice a Jiggy hidden behind a metal grill. Stand on the tip of Clanker's tail and shoot the metal gate with your eggs. Once you have hit the gate several times, it will rise and open and allow you to collect this next Jigsaw piece. Jump from the tail onto the small round platform in front of you and then drop onto the thin pipe behind. From here you can perform a Flip Flap jump in order to get into the nook to collect the fourth Jigsaw piece.

Jigsaw Piece 5

From your platform, dive into the water to your right, and locate an underwater passage. Swim through this tunnel and

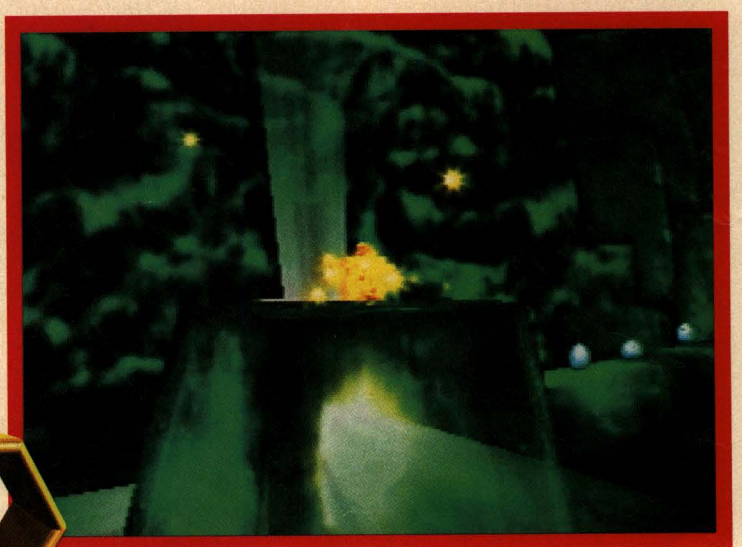


Use your Beak Buster move to crush the four Snippet Mutants in this cave. When they have been defeated you will be awarded with the next Jiggy.

you will arrive in the small cave where the Snippet Mutants wait. As soon as you enter this cave the Snippet Mutants will issue their challenge and start to attack. Jump into the air and use your Beak Buster attack to crush their shells and defeat these nasty mutants quickly. When all four Snippet Mutants have been killed you can edge around the side of their small rock pool and perform a Flip Flap jump to get up onto the thin ledge. Now walk towards the centre and leap onto the central platform to collect the next Jigsaw piece.

Jigsaw Piece 6

Swim back to the main pool area and then surface to grab a breath of fresh air. Now dive back under the water and search the underwater passage just to the left of the tunnel you just





Make sure you collect both of these special honeycomb pieces. You will now have enough to increase you energy bar by one honeycomb.

TWO SPECIAL HONEYCOMB PIECES

There are two special honeycomb pieces hidden in Clanker's Cavern. To find the first special honeycomb piece, look at the pipe just to the right of the shock jump disc, and then dive into the water and swim into the pipe from underneath. Once you have collected this special item, swim back to the water's surface and use Clanker's fin to jump onto the shock jump disc platform. Use the disc to launch yourself over to the pipe on the left, and then climb to the very top. Now jump over to the left again and use you Talon Trot move to carefully walk down the slope to the left. At the bottom of the slope leap over to the left again and then use your Beak Buster move to break open the grate. Inside this pipe you will find the second special honeycomb piece.





CLANKER'S CAVERN



Swim quickly along this dead end passage to grab the next Jiggy. Once you have collected this golden prize, quickly return to the surface of the pool to grab some air.



Stand on Clanker's Blowhole and allow yourself to be launched into the air. Walk carefully across the thin ledge to grab the next jigsaw piece.

explored. Swim as quickly as you can through this tunnel and you will find the sixth jigsaw piece at the very end of the passage. Unfortunately, the way out here is blocked, so you will need to return the way you came in order to avoid drowning. As soon as you have picked up this tough puzzle piece, swim back the way you came and return to the surface of the pool.

Jigsaw Piece 7

Jump onto Clanker's back and move towards his head. Stand on the small round platform inside Clanker's blowhole and wait to be launched up to the platform above. Quickly jump off the small disc at the top and then carefully edge along the thin ledge towards the next puzzle piece. Stand underneath the small

100 MUSICAL NOTES

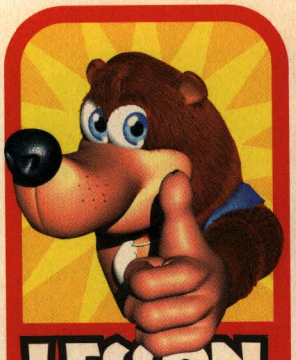
Here are the locations of all 100 musical notes scattered around Clanker's Cavern. Collect all of these notes as they will help to pass through the special note doors throughout Gruntilda's Lair.

6 Notes	In the underwater passage leading to Clanker's Pool.
8 Notes	On the bottom of the pool near the key.
8 Notes	Inside Clanker's Mouth.
10 Notes	On Clanker's Back.
3 Notes	Surface height exit from Clanker's Stomach.
5 Notes	Underwater exit from Clanker's Stomach.
10 Notes	Across the pipe around the rear of Clanker's pool.
8 Notes	Snippet Mutants Cave.
8 Notes	Around the ledge near the start.
4 Notes	Thin ledge above Clanker's Blowhole.
6 Notes	Through Fans inside Clanker's Blowhole.
6 Notes	Through spinning blades near Bottles Lesson.
8 Notes	Inside pipe on the bottom of Clanker's Pool.
2 Notes	In the high up alcoves to the left of Clanker's Pool.
4 Notes	On the Pipe to climb the wall.
4 Notes	On the pipe slide to the left of the spring platform.



CLANKERS CA





LESSON SIX

WING SHIELD

When you find Bottles inside Clanker's airways, he will teach you how to use Kazooie's wings as a shield. Press and hold Z, then press C-Right to activate this special shield. Each time you perform this trick you will use a yellow invulnerability feather, and you are only permitted to carry ten at a time. Bottles will give you five yellow feathers to practice with and you can try out your new move by dashing through the spinning blades to the end of the passage.



Drop down into Clanker's body through the blowhole, and walk through the spinning fans to collect another Jiggy.

niche and perform a Flip Flap jump to grab the seventh Jiggy.

Jigsaw Piece 8

Dive into the water from your high up platform and then climb back onto Clanker's back. Approach the blowhole at the front of Clanker's body then drop down into the blowhole when the small disc is fired upwards. Once inside carefully walk forwards away from the witch switch and dodge all the spinning blades. At the far end of this treacherous passage you will find the eighth jigsaw piece.

Jigsaw Piece 9

Continue to walk through the passage and you will fall onto a flying disc above the stomach pool. Launch yourself into the air and fly across the stomach area and into the passage in the far wall. Once inside the passage on the other side you will notice more spinning blades, only this time they are rotating a lot faster. Stop before the spinning blades and speak with Bottles who will appear from the molehill to your left. Once Bottles has taught you your new move, use this special invincible move to run to the far end of the passage. With your shield to protect you, you can reach the ninth jiggy at the end of the passage without sustaining any damage. But you will need to keep a supply of yellow feathers in order to return back the way you came.



Jigsaw Piece 10

Jump down into the large pool in the stomach area and swim to the exit tunnel to your left. You have already collected the first





Use your new shield technique to run through these spinning blades, and collect the next puzzle piece.



MUMBO TOKENS



The Shaman in waits for you in Bubblegloop Swamp which is where you will be going next. Collect these tokens as you search through the level and you will find you have plenty for your next transformation.

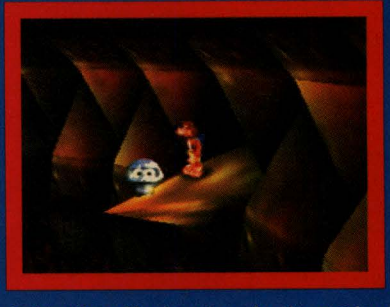
Token 1 On top of pipe at the start.

Token 2 On the ledge near Clanker's tail.

Token 3 Inside Clanker's mouth.

Token 4 In niche at top of pole climb.

Token 5 On platform Clanker's right hand side.





Collect these Mumbo tokens for the next level – you will need them to complete it successfully.

VERN





Jinjo from the bottom of the pool where you turned the key, so now to collect the second.

Run past the bee hive in the surface height exit tunnel and then dive into the small pool behind. Swim down to the bottom of the pool and you will find the second Jinjo that has been imprisoned on this level. Exit Clanker's stomach and swim into the underwater passage opposite the blocked tunnel where you collected the sixth Jiggy. In the middle of this passage you will find the third Jinjo on this level.

Now exit this passage and swim to the opposite side of the pool, where you will see an extra life on top of a platform. Stand on Clanker's fins to jump onto this platform and then use the shock jump disc to leap up to your left. Climb the pole to the top, and then leap across to the left again and you will land on a high up platform. Use your Beak Buster move to smash the grate beneath your feet, and rescue the fourth Jinjo from inside.

Now swim back to the start area and climb the ladder on the right to reach the platforms around the edge. Move around the ledge and you will find the final Jinjo behind the bee hive on the central platform.



Rescue all five Jinjo's that have been imprisoned on this level and you will be rewarded with the tenth and final Jiggy.



SECRET SWITCH

Inside Clanker's blowhole you will find a secret witch switch. Use your Beak Buster move to stomp on this switch and the two eyes on the witch portrait will pop up. Now exit the level and return to this area and stomp on both the risen eyes, and you will receive the next Witches Lair Jiggy.





Use you Beak Buster move to stamp on the witch switch inside Clanker's Blowhole. Now return to the witches portrait and stomp on both eyes to receive the next Witches Lair Jiggy.





BUBBLE GLOO

You will need to be alert to avoid getting into trouble with the frogs, dragonflies and a nasty red crocodile. Bottles will teach you another new move to cross the piranha infested water.



Location:

Exit Clanker's Cavern and stamp on the switch to your right to raise the vent on the far side. Now leap across the pool and jump onto the vent which has just risen and follow the pipe to the second switch around the corner.

Stamp on this second switch and the gate under the water to your left will open; giving you access to the next incomplete picture. Complete the puzzle and then dive back into the water and return to the large pool. Jump out of the pool and walk back through the pipe, then drop down to your right and use your Talon Trot move to run up the slope in front of you.

Open the next Note Door waiting at the top of this slope. You will need to have collected at last 180 musical notes to pass this door. Now turn to your left and Talon Trot up the next steep slope, and enter the pipe at the top. Carefully walk across the bridge to avoid the piranha infested water below and enter the next level.



Pass through the next Note Door and then climb the steep slope to your left. Carefully walk across the bridge and you will find the entrance to Bubblegloop Swamp.





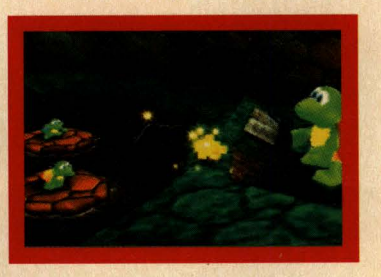




Jigsaw Piece 1

The first thing you will need in this swamp is a new move to help you to walk through the piranha infested water. Head to your left and you will find Bottles waiting in the corner. He will teach you how to use the wading boots. Once you have learnt this important lesson, grab a pair of boots and head out into the swamp. Stop on the platform with the jigsaw switch, and turn to the left and head for the next area of land. Now battle the two frogs and grab the next pair of wading boots from the corner, then run to the left again and stop beside the giant egg in the middle.

Use the shock jump disc behind the giantzegg to leap on top, and then perform a Flip Flap jump to grab the extra life floating above the egg. Use your Beak Buster move to stomp on the egg's weak spot, then drop down from the top and look for the next weak spot to bust open. Keep attacking the egg's weak spot and you will find the first Jigsaw piece on this level.

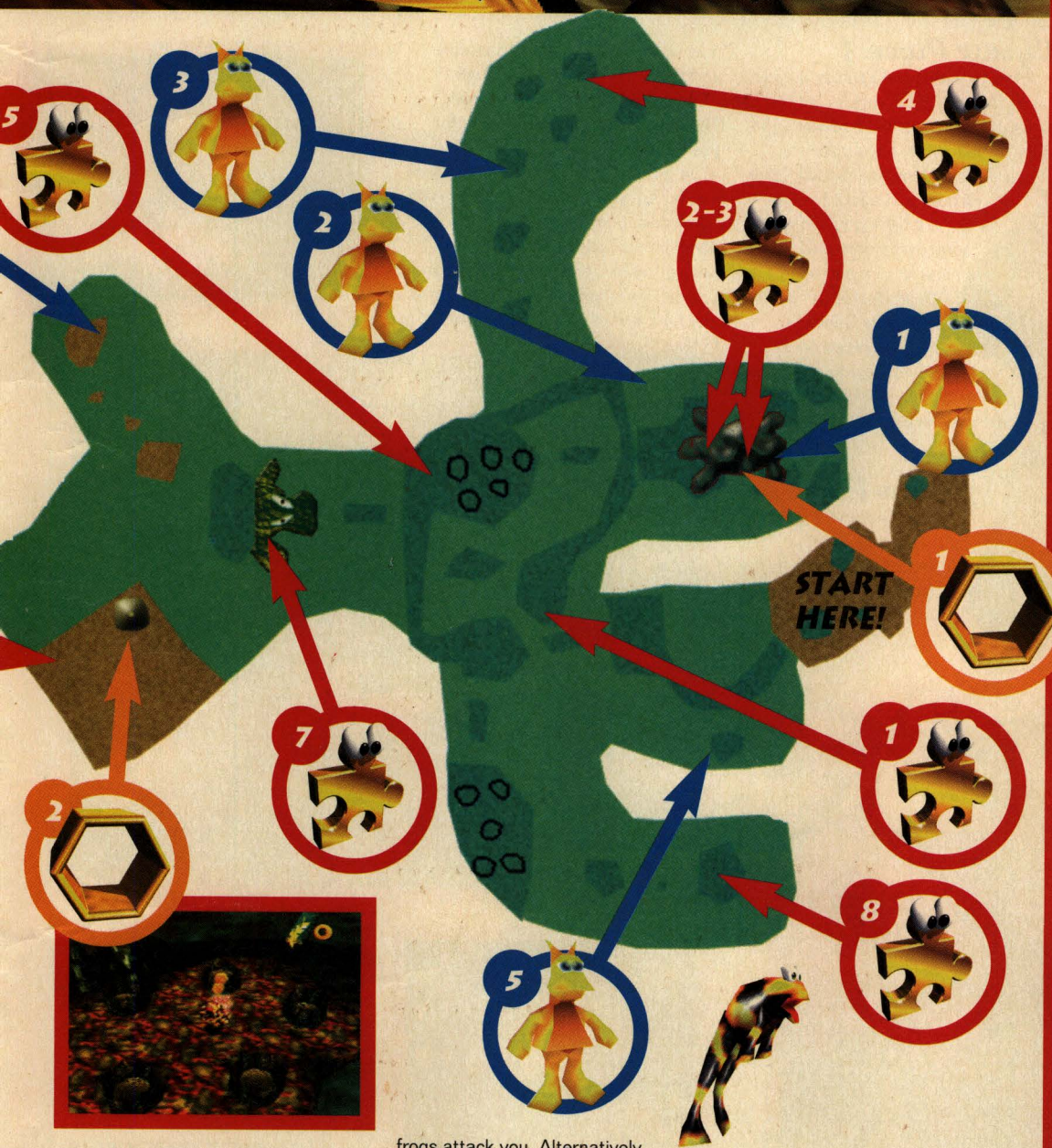


Grab the extra life which is on top of this huge pink egg and then break through all of the layers until you find a golden Jiggy that's inside.



P SWAMP



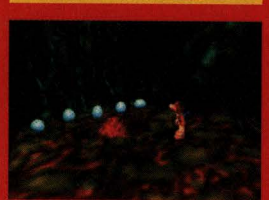


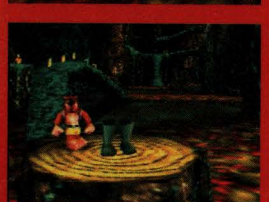


LESSON SEVEN

WADING BOOTS

From the start, head to your left and you will discover Bottles' Molehill hidden just around the corner. Walk up to the mound and press B to call Bottles and your friend will emerge to show you how to use the wading boots. When you have completed your lesson all the special waders which have been transparent up till now will become solid. Now that Bottles has shown you how to use this special footwear, go grab a pair of wading wellies and go for a splash around in the swamp and move Kazooie around with the control stick.





Jigsaw Piece 2

Use the leaf ferry to return to the corner platform and then head back to the platform with the jigsaw switch. Jump over onto the leaf on the opposite side and then leap over to the next platform. As soon as you step foot on this platform the Flibbits – a gang of frogs – challenge you to beat them to win their Jiggy. There are two ways to beat these nasty bouncing frogs. The best way to defeat them is to stand in the centre of the platform and use your shield move to protect yourself while the frogs attack you. Alternatively, you can use your Beak Barge attack to charge them as they bounce towards you, although you will need to hit each Flibbit twice before they will drop dead. Once you have defeated the gang of frogs you will be rewarded with the next Swamp Jiggy.





Use your shield move to quickly finish off these leaping frogs and you will win a Jiggy.



BUBBLE GLOO

Jigsaw Piece 3

After defeating the Flibbits, turn to the right and jump across to a small grass platform, then leap towards the large turtle directly ahead. As you approach Tanktup the friendly turtle he will complain about his feet which are feeling cold and sore. Jump onto each of his feet in turn and use your Beak Buster to relieve the pain. Once you have stomped on all four feet, Tanktup will reward you by spitting out the next Jigsaw piece for you to collect.



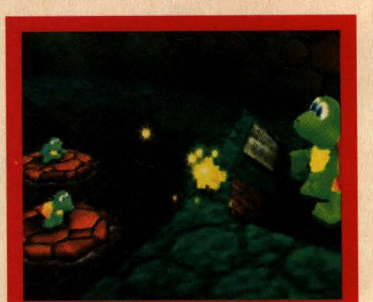
Jigsaw Piece 4

Enter Tanktup's mouth and approach the conductor standing at the front of the Tiptup choir. He will play his new song for you, so watch closely and then copy the song by Beak Busting the correct notes in order. There are three musical lessons for you to copy, each getting steadily more difficult to remember. Every time you fail to hit the correct note you will be penalised, so remember the conductor's lesson well. If you are having trouble remembering the notes, you can walk back to the conductor at any time and press B, then he will repeat the lesson for you. Once you have successfully played all three of the choirs favourite tunes you will be rewarded with the fourth Swamp Jiggy.









Inside Tanktup's mouth you will find a choir of tiny turtles. Repeat their three musical lessons and you can win another Jigsaw piece.



Stomp on all four of Tanktup's feet and he will then reward you with the next puzzle piece.



Jigsaw Piece 5

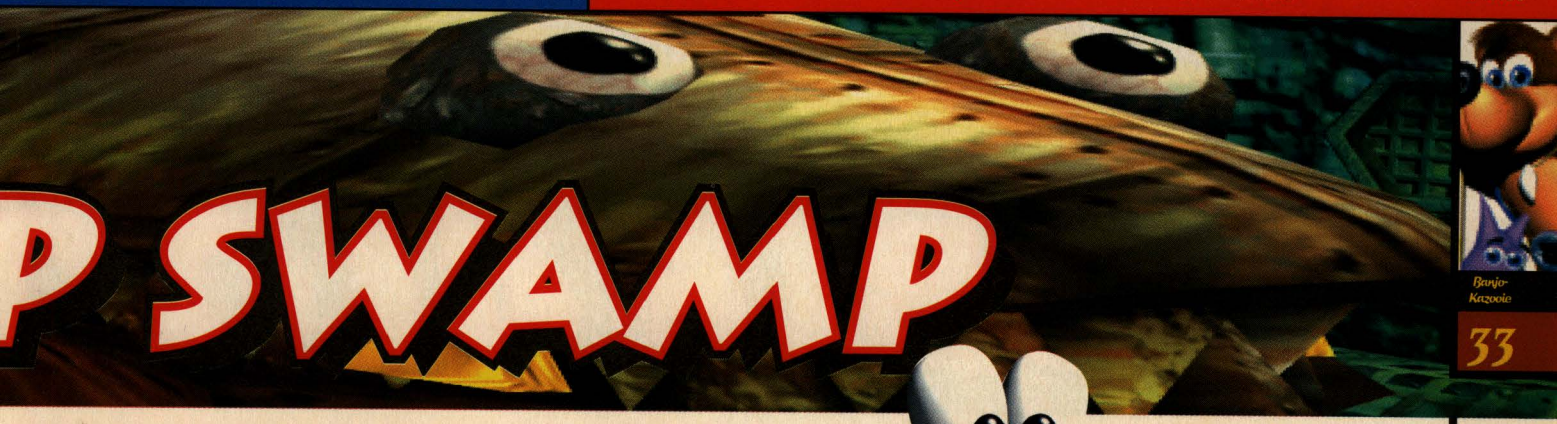
Jump back to the Flibbits platform and then turn to the right and jump across the grass platform and onto a shock jump disc. Use the disc to launch yourself up onto the tall platform ahead and then use your Beak Buster to break into the hut. Inside the hut you will find another shock jump disc, so launch yourself up to the next platform and break into the next hut.

Continue to jump up the platforms

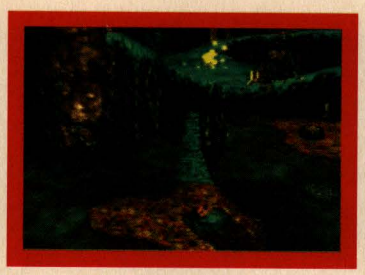


Publisher: Nintendo
Developer: Rare
Game type: 3-D Platform
Origin: UK
Released: 31 July
Price: £49.99

P SWAMP







Use your Talon Trot to dash around the ledge within the time limit, and you will find your golden prize.

and break open all the huts to find a Jiggy waiting for you inside the final hut at the very top.

Jigsaw Piece 6

Jump back down from the tall platforms, and return to the central platform with the jigsaw switch. Now use your Beak Buster move to stomp on this switch, and the next Jiggy will appear on the platform above your head. You have a 45 second time limit to get to this golden Jiggy, so without delay use your Talon Trot move to run up the steep slope in front of you. Run around the ledge carefully leaving all the items that lie to the sides of the raised walkway. Move as quickly as you can along the walkway being careful not to fall off and grab the Swamp's next Jiggy from the platform at the end of the ledge. If you fail to reach the final platform before the timer runs out, just return to the jigsaw switch and stamp on it again.



Break open all the huts on the tall platforms and you can find another Jiggy, as well as a few other items

Jigsaw Piece 7

Drop down from this platform and then return to the start area where you will see a golden crocodile. Feed Croctus with an egg and he will disappear, and the next croctus will appear. Now return to the jigsaw switch platform and Talon Trot up the steep slope, where you will find the next Croctus waiting to be fed.

Now drop back down to the jigsaw switch platform and head for the shock jump discs. Jump your way back to the top of these platforms and you will see the next hungry Croctus. Feed this golden Croc and then drop back down to the floor and head for the large Crocodile on the right.

Behind the large Crocodile you will find the next Croctus that you have to feed. Fire an egg into the Croc's open mouth and then run back to







100 MUSICAL NOTES

Here are the locations of all 100 musical notes scattered around Bubblegloop Swamp. Collect all of these notes as they will enable you to break the spells on the special note doors throughout Gruntilda's Lair.

5 Notes	Across the bridge at the start.
3 Notes	On small grass bridge 1.
3 Notes	On small grass bridge 2.
3 Notes	On small grass bridge 3.
3 Notes	On small grass bridge 4.
3 Notes	On small grass bridge 5.
5 Notes	Behind the large pink egg.
4 Notes	On Tanktup's feet.
6 Notes	Inside Tanktup's mouth
5 Notes	On Large Crocodile's Head.
3 Notes	On top of the pole behind large Crocodile's head.
5 Notes	In the far corner behind the large Crocodile's head.
5 Notes	Inside the hut that contained the witch switch.
4 Notes	Underneath the tall shock disc platforms.
5 Notes	In the corner by the shock jump disc platforms.
20 Notes	Along the ledge from the first jigsaw switch.
12 Notes	Inside the swamp maze.
6 Notes	Inside the large Crocodile's Nostrils.



BUBBLE GLOO



Feed the hungry golden Croctus's with tasty blue eggs and you will win the next Jigsaw piece.

t he friendly Turtle. Behind Tanktup on the platform in the corner you will find the fifth and final Croctus. Take aim and fire an egg into the hungry fellow's mouth and you will be rewarded with the seventh Jigsaw Piece.



Jigsaw Piece 8

Now return to the large Crocodile's head and follow the path to the left that leads up to the maze. Grab the wading boots at the entrance to the maze and then run through the twisting passages until you emerge on a ledge with another jigsaw switch. Use your Beak Buster move to activate this switch, then run along the thin ledge to grab the next Jiggy from the small platform at the far end. You only have a ten second time limit to reach this tricky jiggy, so without delay dash across the ledge and claim your prize. Once





Grab a pair of wading boots and run through this swamp maze. There is an old friend and a Jiggy waiting for you on the far side.



Activate the second Jigsaw switch and run like mad to reach the Jiggy waiting on the other side of the thin ledge.

again, if you fail to grab the Jiggy within the time limit, return to the switch and activate it again.

Jigsaw Piece 9

(5 JINJOS)

Run back through the swamp maze and then jump down onto the platform behind the large Crocodile's head. Leap across the swamp and grab hold of the pole, then climb to the top before leaping across to the next pole. Jump from pole to pole until you arrive on the small platform in the corner. Climb the pole here and rescue the first Jinjo from the top.

Now drop back down and return across the swamp the way you just came, then return to the start point. You will find the second Jinjo on top of a small platform just to the left of the bridge. Once you have





rescued the second Jinjo, make your way through the swamp maze and enter Mumbo's hut. Have Mumbo use his special magic on you, then walk through the small hole in the wall and return to the first jigsaw switch. Run up the steep slope and follow the walkway around and you will find the third Jinjo in the small alcove near the final platform.

Now drop down from the walkway and head towards Tanktup the turtle. Run behind Tanktup and you will find the fourth Jinjo stood in the middle of the swamp waiting to be rescued.

To find the last remaining Jinjo



Rescue the five Jinjos that have been imprisoned around the swamp and you will be rewarded with a Jiggy.

TWO SPECIAL HONEYCOMB PIECES

There are two special honeycomb pieces for you to find around Bubblegloop Swamp. To collect the first one, enter Tanktup's mouth and stand on the conductors desk. Now perform a Flip Flap jump to grab this golden honeycomb piece from high above the desk. To collect the second special honeycomb piece, walk through the swamp maze and enter Mumbo's hut. Use the wooden post to leap up onto the thin ledge that runs around the hut, and look up at the ceiling in the centre. To collect the second honeycomb piece perform a Flip Flap jump off the edge of the ledge and grab this special item as you fall.





Keep your eyes open for these special honeycomb pieces, collecting them will increase you health bar.

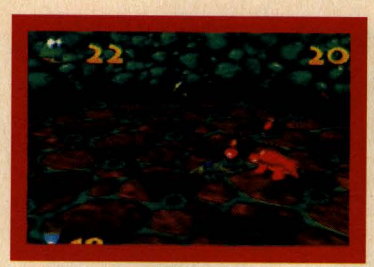
P SWAMP

imprisoned on this level, head for the shock jump discs, and search around underneath these tall platforms. Rescue the Pink Jinjo who ia underneath the platform to the right and you will be rewarded with the ninth Jigsaw piece.

Jigsaw Piece 10

Once you have rescued all the Jinjos, return to the large Crocodile's head and walk through one of the nostrils. Inside the Crocodile's head, Mr Vile is waiting to challenge you to an eating game. Walk up to the red crocodile and accept his challenge and Mr Vile will explain the rules. There are three games you must complete with Mr Vile, before you can win the final puzzle piece.

To win the first game you must eat more red yumblies than Mr Vile. To win the second game you must eat more red yumblies again, only this time you must take care not to eat a yellow yumblie by mistake. And to win the third and final game, you must only eat the yumblies that are pictured at the top of the screen. The yumblies will change colour from red to yellow, so keep an eye on the top of the screen whilst you dash around eating as many yumblies as you can. When you have won this third game you will be rewarded with the tenth and final Swamp Jiggy. If you fail at Mr Vile's game he will chase and bite you, and you must compete in all three games again.



In this game you must eat more red yumblies than Mr Vile.

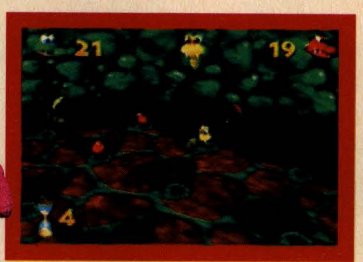


To win this second game eat red yumblies only, but avoid eating the yellow grumblies.

SECRET SWITCH

On one of the tall shock disc platforms you will break open one of the huts, and find the secret witch switch hiding inside. Beak Buster the switch and the top of the witches hat outside the level will blow up. There is another Gruntilda's Lair jiggy inside this huge witch statue, and we will explain how to retrieve it later on.hen you are in termite form.





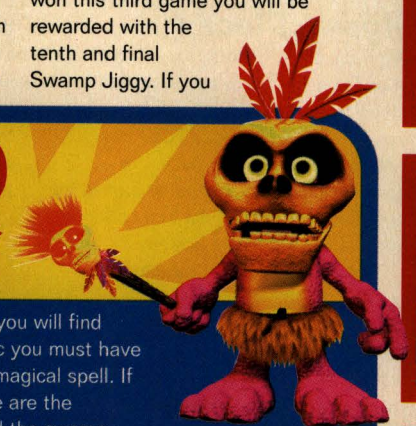


If you can beat this nasty red Crocodile at eating only the yumblies that are shown on the top of the screen you will win the tenth and final swamp Jiggy.



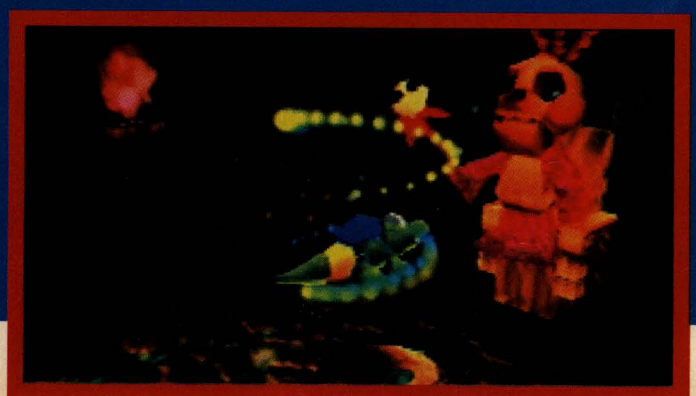


MUMBO TOKENS



Travel through the swamp maze and you will find Mumbo's Hut. To use Mumbo's magic you must have plenty of tokens to exchange for his magical spell. If you find you are short of tokens, here are the locations of the tokens hidden around the swamp.

Token 1	**Inside large Crocodile head.**
Token 2	**Underneath tall shock jump platforms.**
Token 3	**Underneath tall shock jump platforms.**
Token 4	**On top of the tall shock jump platforms.**
Token 5	**On ledge first jigsaw switch.**
Token 6	**Inside Tanktup's mouth.**
Token 7	**Behind Jinjo platform at the start.**
Token 8	**Inside Mumbo's hut.**
Token 9	**Behind Mumbo's hut.**
Token 10	**Top of pole near large pink egg.**







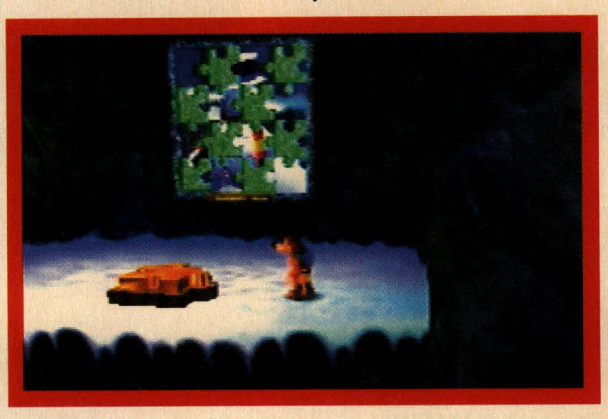
FREEZEEZY PEAK

There are lots of nasty snowmen gathered around the freezing cold water, and they will continuously throw snowballs at you, unless you can find a way to destroy them.



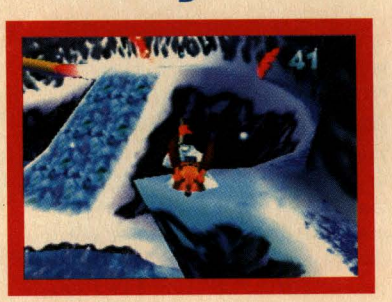
Location:

Leave Bubblegloop Swamp and walk back across the bridge to the pipes. Dive into the pipe on the right hand side and grab a pair of wading boots, then run back through the swamp and enter the pipe behind the island. Follow the pipe to the end where you will find the next incomplete picture. Fill in the gaps of the picture, and then grab the wading boots from on top of the pipe and return through the swamp to the three pipes. Jump through the centre pipe and then slide down the steep slope and climb the huge rocky steps on the far side. Open the Note Door at the top of the steps, you will need to have collected at least 260 musical notes up to this point, and then climb the stairs into the room at the top. Turn to your left and walk past the sealed door and climb another set of steps into a huge cavern with a large statue of Gruntilda's Head. Turn to the right and follow the frosty passage then walk into the large advent calendar to enter Freezeezy Peak.



Fill in the missing pieces of this picture and the door to Freezeezy Peak will open.





Aim at the smaller snowmen's hats and then use your Beak Bomb move to attack.

Jigsaw Piece 1

From the start, head to the left and use your Talon Trot move to run down the steep slope. At the bottom of the slope you will meet Boggy the Polar Bear, who is lying flat on his back, complaining of stomach ache. Leave the poor bear for the minute, and continue down the slope to the bottom.

Turn to your left and run past the fairy lights and head for the pile of presents to the left. Behind these presents you will find Bottles, who is waiting to teach you your new move for this level. Listen carefully while Bottles explains the Beak Bomb attack, then climb onto the stack of presents and launch yourself into the air using the flying disc. Quickly fly up to quite a height to avoid the snowballs being thrown by several annoying snowmen. Now it's time to try your new move, so circle around and fly directly towards one of the smaller snowmen's hats. When you are lined up perfectly, press the B button to launch Kazooie at the target. Scoring a direct hit will result in the snowman crumbling; leaving you a surprise in his place.

Fly around the entire level and destroy all of these irritating snowmen and you will win the first jigsaw piece. To collect this golden puzzle piece, fly up to the top of the giant snowman's hat and defeat the huge ice block.

Jigsaw Piece 2

Drop down from the top of the hat and land carefully on the rim. Now fall down through the hole in the rim to land on the snowman's nose. Here you will find the first of three presents that have been lost on this level. Grab the present and then carefully leap from the nose to land on the wooden platforms just below. Walk slowly along the snowman's pipe and you will find the second Jigsaw piece waiting inside the bowl.



Drop into the snowman's pipe and you will find the next Jigsaw piece.



EAK

START HERE!



Jigsaw Piece 3

Jump back out of the pipe and return to the snowman's nose where you will find another flying disc. Stand on the disc and launch yourself into the air and then fly down towards the snowman's stomach. There are three target shaped buttons on the snowman's chest which need to be activated, so circle around and use your new Beak Bomb attack to bust each button in turn. Once you have successfully activated all three buttons the third Puzzle piece will appear on the floor between the snowman's legs.



FREEZEEZY PE



Open the twinklies box, and help them to get to the tree by using your Rat- A-Tat move to drop nasty green twinklie munchers.

Jigsaw Piece 4

After grabbing the third puzzle piece, jump back to the main land and approach the box that is jumping around at the base of the large Christmas Tree. Stamp on the box to open it and the Twinklies will pop out and ask for you to protect them from the Twinklie Munchers whilst they hop across to the tree. Stand between the Twinklies and the first hole in the wooden bridge and then use your Rat-A-Tat move to knock down the Twinklie Munchers, as they emerge from the holes. Once you have hit one of the Munchers they will drop back into their holes for a few seconds before popping back up again.



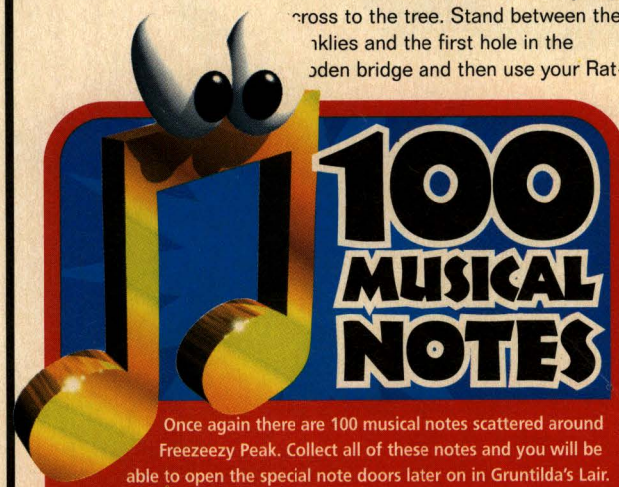
Keep hitting these green munchers to enable ten Twinklies to reach the tree, then run around to the rear of the tree to find the light switch. Hit the switch with three of your eggs and then quickly make a dash for the flying disc near where you learned your Beak Bomb attack.

Fly back to the tree and then fly through the golden star at the top of the tree three times. As you pass through the star for the third time, the case containing the fourth Jiggy will disappear. Now land at the foot of the tree and jump onto the trunk in the centre. Climb all the way to the top of the tree and you can collect the fourth jiggy from the top of the pole.





Turn on the fairy lights, and then fly through the star that's on top of the tree three times to open the case around the next Jiggy.

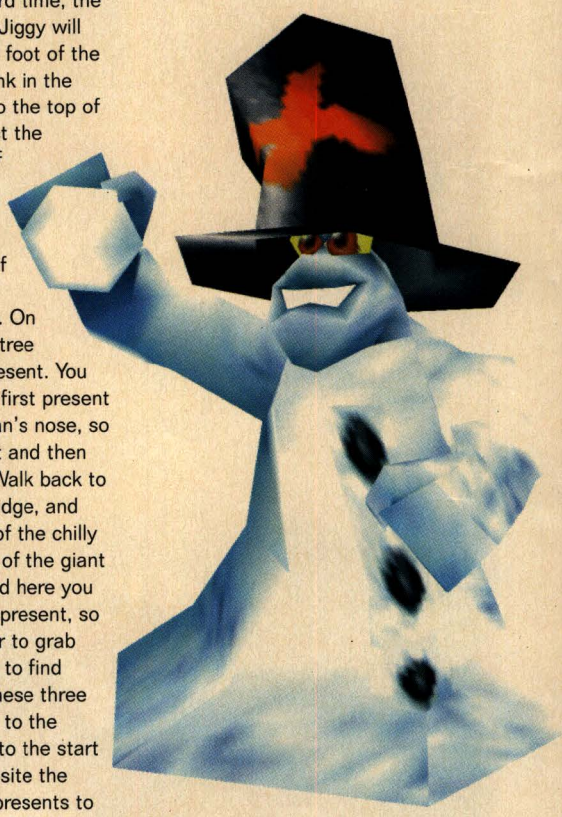


Once again there are 100 musical notes scattered around Freezeezy Peak. Collect all of these notes and you will be able to open the special note doors later on in Gruntilda's Lair.

5 Notes	First slope from start point.
4 Notes	Second slope from start point.
5 Notes	Behind the Christmas Tree.
4 Notes	Around small snowman near Wozza's Cave.
4 Notes	On top of the small thin present near Bottles Molehill.
4 Notes	Platform at start of sled race.
6 Notes	On top of the huts near the Shaman's Hut.
20 Notes	Along the giant Snowman's scarf.
8 Notes	On top of Giant Snowman's Hat.
10 Notes	Around the Giant Snowman's Legs.
12 Notes	Inside the Christmas Tree.
4 Notes	Outside Wozza's Cave.
6 Notes	Inside Mumbo's Hut.
8 Notes	In cold pool near Mumbo's Hut.

Jigsaw Piece 5

Climb down from the top of the tree and take a look around the lower branches. On the lowest level inside the tree you will find the second present. You have already collected the first present from on top of the snowman's nose, so pick up the second present and then drop down from the tree. Walk back to the start of the wooden bridge, and then run around the edge of the chilly water to the opposite side of the giant snowman. On a small island here you will find the third and final present, so leap across the chilly water to grab this present. Now it's time to find someone who would like these three special gifts, so jump back to the main land and then return to the start point. Enter the igloo opposite the start square and give the presents to







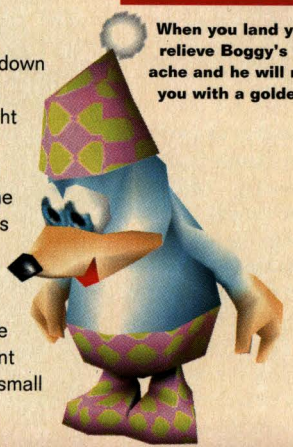
Give these three small polar bears a present and they will reward you with the next golden puzzle piece.

the three young polar bears inside. Once all three kids have received their presents, they will reward you with the fifth Jigsaw piece.



Jigsaw Piece 6

Exit the igloo and run back down the steep slope to the very bottom. Now turn to the right and run around the edge of the chilly water and then follow the thin path up to the start of the giant snowman's scarf. Run up the scarf to the top; grabbing all the notes and red feathers as you go, then stop beside the shock jump disc. Just in front of the shock jump disc is a small wooden sled, which is the



When you land you will relieve Boggy's stomach ache and he will reward you with a golden Jiggy.

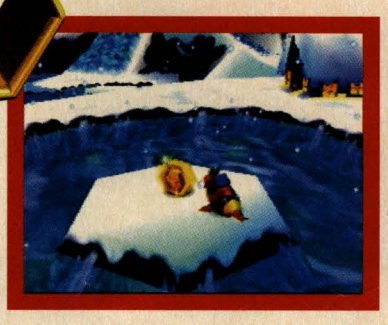


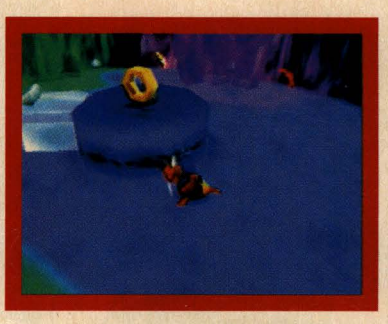


Jump onto this sled and take a wild ride down the scarf.

TWO SPECIAL HONEYCOMB PIECES

There are two honeycomb pieces hidden around Freezeezy Peak. To find the first, use your new Beak Bomb move to destroy the smaller ball throwing snowmen. When all the small snowmen are destroyed you will be able to find the first special honeycomb piece under the now crumpled snowman stood near Mumbo's Hut. To collect the second special honeycomb piece on this level, return to Mumbo's hut and have him turn you into the walrus again. Hop back up to Wozza's cave, then enter the cave and then swim through the small underwater tunnel to the right. At the end of this passage you will emerge in a small room with the second honeycomb piece.





Find these special honeycomb pieces as they will increase your health when you have found enough.





LESSON EIGHT

THE BEAK BOMB

Find Bottles the mole and he will teach you how to perform the Beak Bomb Attack. Use the flying disc to launch yourself into the air and then aim Kazooie at a target. You could aim for the Giant Snowman's buttons or the hats of the smaller ball throwing snowmen. When you are lined up, press the B button and you will fire Kazooie forwards like a missile. When you use your Beak Bomb move you must use an extra red feather to give you the forwards boost. Make sure that you are carrying plenty of these special flying feathers. This move can be great for destroying the snowball-throwing snowmen, but you must make sure you have lined up your attack correctly. If you miss your intended target you will fly straight into the wall or floor behind your target and will have to return to a flying disc to take off again





fastest route down from this position. Jump onto the sled and ride down the hill and you will crash-land on top of the poor polar bear with a stomach ache. Boggy will thank you for finding his lost sled and will reward you with the next Jigsaw piece.

Jigsaw Piece 7

Run back down to the bottom of the slope and run around the edge of the chilly water to the right. On your right you will find Mumbo's Hut on a small island on the other side of a small pool of chilly water. Take a running jump across the freezing water and enter the Shaman's hut. Stand on the skull and press B to cast the spell. You will need to have collected at least 15 Mumbo tokens before you can operate this spell. Once you have transformed into your new Walrus form, hop across the freezing water and then jump into the large pool and swim to the far side. Jump out of the pool and climb the steep slope to your right and you will meet Wozza, another walrus who is waiting for a friend to give his Jiggy to. As soon as Wozza sees you in your new form he will give you the seventh Jiggy.

Jigsaw Piece 8

Now run back down the steep slope and return to the Christmas tree. Keep moving around the pool and



Visit the Shaman and have him weave his magical spell.



When Wozza the walrus sees you in your new form he will give you the next puzzle piece.

you will find Boggy the large polar bear waiting to try out his sled. As soon as you approach Boggy he will ask you if you fancy a race, so hop onto the sled and the race will begin. Guide your sled through the red flags and beat Boggy to the finish line and you will win the next golden puzzle piece.

Jigsaw Piece 9

(5 JINJOS)

After winning the race, run back down the slope and return to Mumbo's hut, so you can transform back to your usual self. Now Jump onto the ledge that runs around Mumbo's hut and you can rescue the first Jinjo that has been imprisoned on this level.

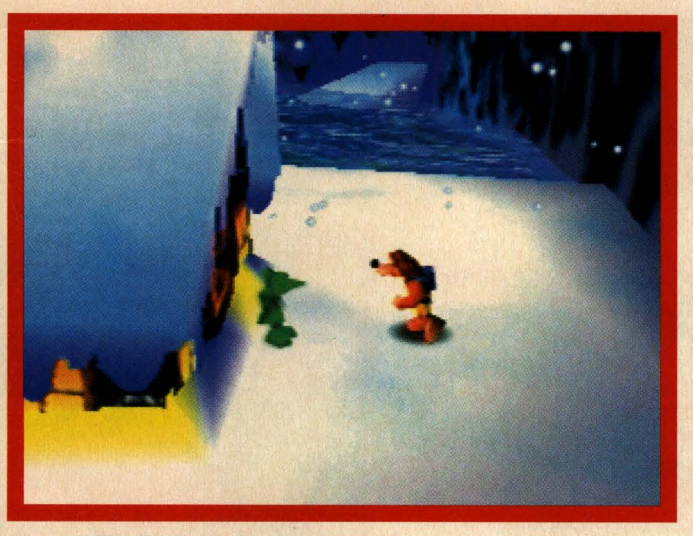


Jump onto the sled and head through the red gates, as you pass through the gates they will change colour.



Race Boggy through the red posts to the finish line, and if you are first to cross the line you will win Jiggy.

FREEZY PEAK



Rescue all five Jinjos around this icy level and you will be rewarded with the ninth Jigsaw piece.

Now exit the hut and grab the wading boots to protect your feet from the cold water and dash across the chilly pool to the three small huts. The second Jinjo can be found hiding behind one of these huts, so locate him before he freezes to death. Now return to the large pile of presents where you learnt your new Beak Bomb attack and search the roof. The third Jinjo is stood on top of the chimney stack near the flying disc. Rescue this Jinjo, then use the flying disc to launch yourself into the air, and fly up to the top of the giant snowman's broom.

Rescue the fourth Jinjo who is waiting in the centre of the broom and then jump over to the scarf around the snowman's neck. Run down the scarf to the bottom and then leap over to the platform where you met Wozza the walrus. Walk into Wozza's cave and you will find the last remaining Jinjo waiting on a small ledge to your left. As soon as you have rescued this Jinjo you will be rewarded with the ninth Jigsaw piece.



To win this race use the running shoes to sprint through the gates. If you cross the finish line first you will win a Jiggy.

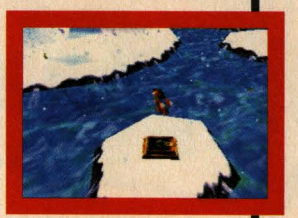


Jigsaw Piece 10

You will be unable to win the final Jiggy on this level until you have learnt the lesson on Level six. As soon as you have finished running around Gobi's Valley, return to the start of the sled race and use the Running Shoes to race around the course for a second time. If you manage to beat Boggy across the finish line you will win the tenth and final Jiggy for this level.

SECRET SWITCH

When you have destroyed all the smaller snowmen you will discover the witch switch hidden underneath one of them. Stomp on this switch and the next Gruntilda's Lair Jiggy will appear on the top of the advent calendar.





Stomp on the witch switch and the next Gruntilda's Lair Jiggy will appear.

MUMBO TOKENS



To reach Mumbo's hut you must leap over the freezing cold water. The shaman has a new spell for you to try but you must have enough tokens before the magic will work. Here are the locations of the Mumbo tokens hidden around this frosty level.

Token 1	In water near Wozza's cave.
Token 2	By giant snowman's feet.
Token 3	By giant snowman's feet.
Token 4	Underneath small snowman.
Token 5	Behind the slope near Bottle's lesson.
Token 6	In the Christmas Tree.
Token 7	Inside the Igloo.
Token 8	Top of jump for sled ride.
Token 9	By the house near Mumbo's hut.
Token 10	Underneath small snowman.











GOBI'S VALLE

Gobi has been trapped on an island around this desert for some time and is desperate for someone to free him from his bonds. Bottles is hiding in this desert to teach you the last new move.



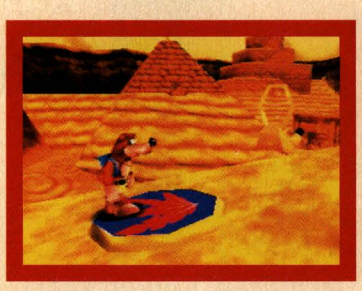
Location:

Exit Freezeezy Peak and return to the main room with the large statue of the witches head. Walk up to the witch's mouth and open the next note door. You will need to have collected at least 350 musical notes. On the other side of this door you will find a large lava filled room, with a small ledge that runs around the outside. Follow the ledge around to the left and you will find the next incomplete picture. Place nine Jigsaw pieces into the puzzle and the door to Gobi's Valley will open. Now carefully follow the ledge back to the large statue of Gruntilda's head, and return to the area with the large golden pot in the centre. Climb the stairs on the far side and then leap across the boiling sand pool and enter Gobi's Valley.





Place all the missing pieces into the puzzle and the door to Gobi's Valley will open.

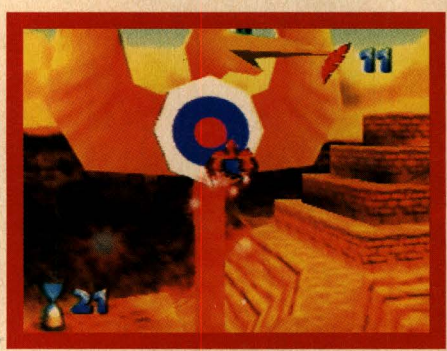


Use the flying disc to launch yourself into flight, and then fly through the rings.



Jigsaw Piece 1

From the start, run around the pool and use your Talon Trot move to dash up the steep slope. Jump onto the front paws of the large sphinx in front of you and then leap around to the platforms on either side. Jump your way up onto Jinxy's back and you will find a flying disc. Use the disc to launch yourself into flight and then look to your left to find a small golden sphinx with a hoop above his head. Fly through the hoop and another golden sphinx will appear around the desert. Fly through all the hidden rings of the ancients as they appear and the first Gobi's Valley Jiggy will appear on top of Jinxy's back.



Use your Beak Bomb to bash this target and the door to Rubee's pyramid will open.

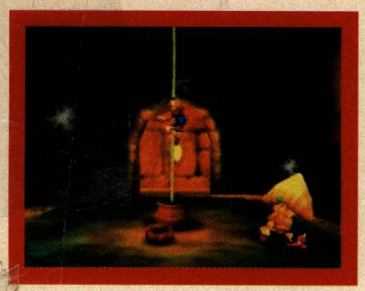
Jigsaw Piece 2

Grab the first jiggy, then jump back onto the flying disc and take off again. Now use your Beak Bomb attack to bash the target and then quickly land on the roof of the pyramid. Drop down into the door which has opened and walk inside



Fly through all the hidden rings of the ancients and you will win the first jigsaw piece.





Fire five eggs into the small basket and Rubee will begin to play his pipe. Quickly climb up the snakes neck and grab the next Jiggy from the top.

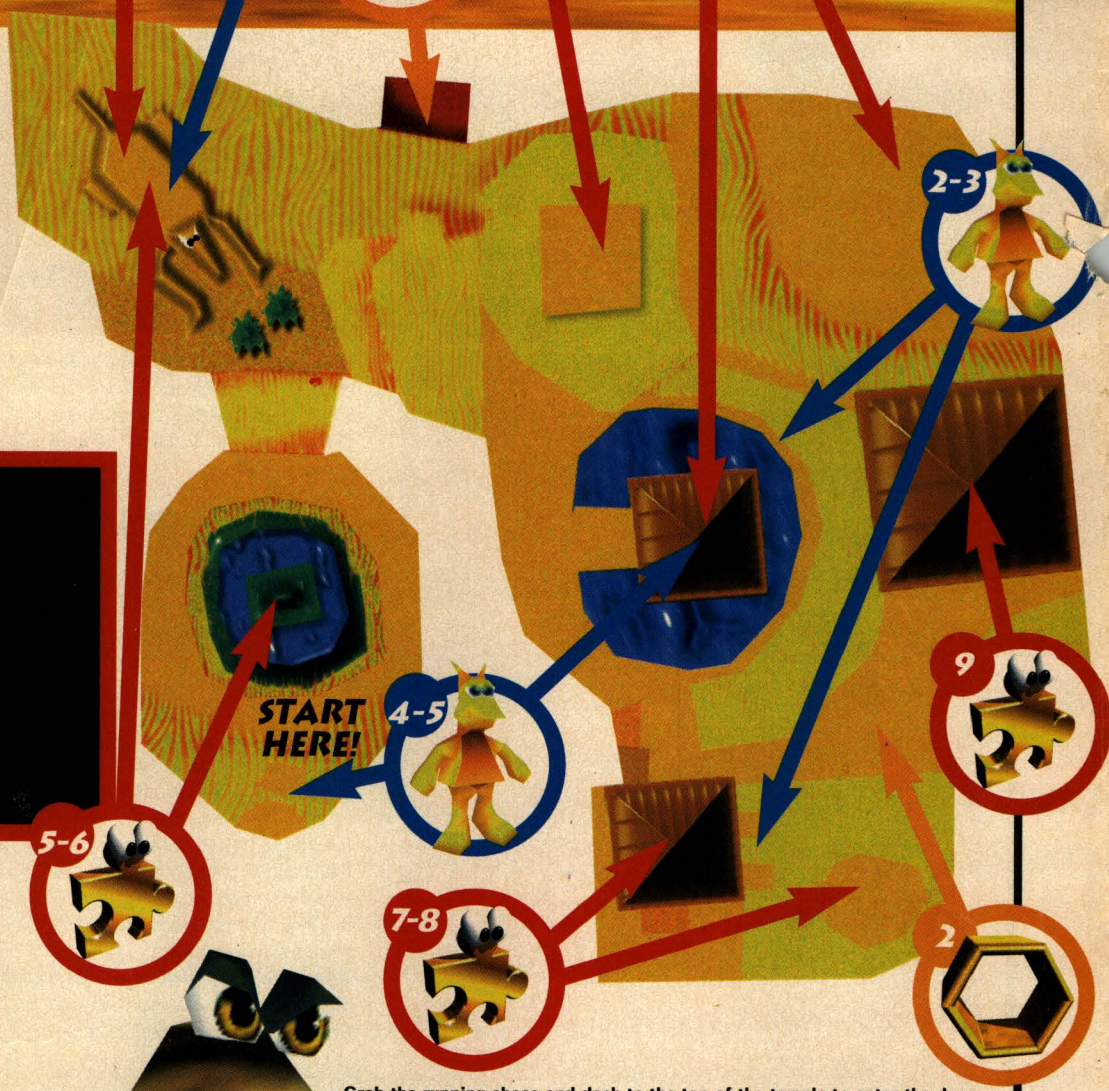


before the time limit expires. Inside the pyramid you will find Rubee and he will help you to get your next Jigsaw piece. Before Rubee will help you, you must fire five eggs into the small basket which is rotating around the centre. Once the basket is full, Rubee will begin to play his pipe and the snake in the centre basket will rise up to the ceiling. Quickly dash forwards and climb up the snake's back and then stand on top of the basket lid at the top. Now perform a Flip Flap jump to grab the second Jiggy from above your head.

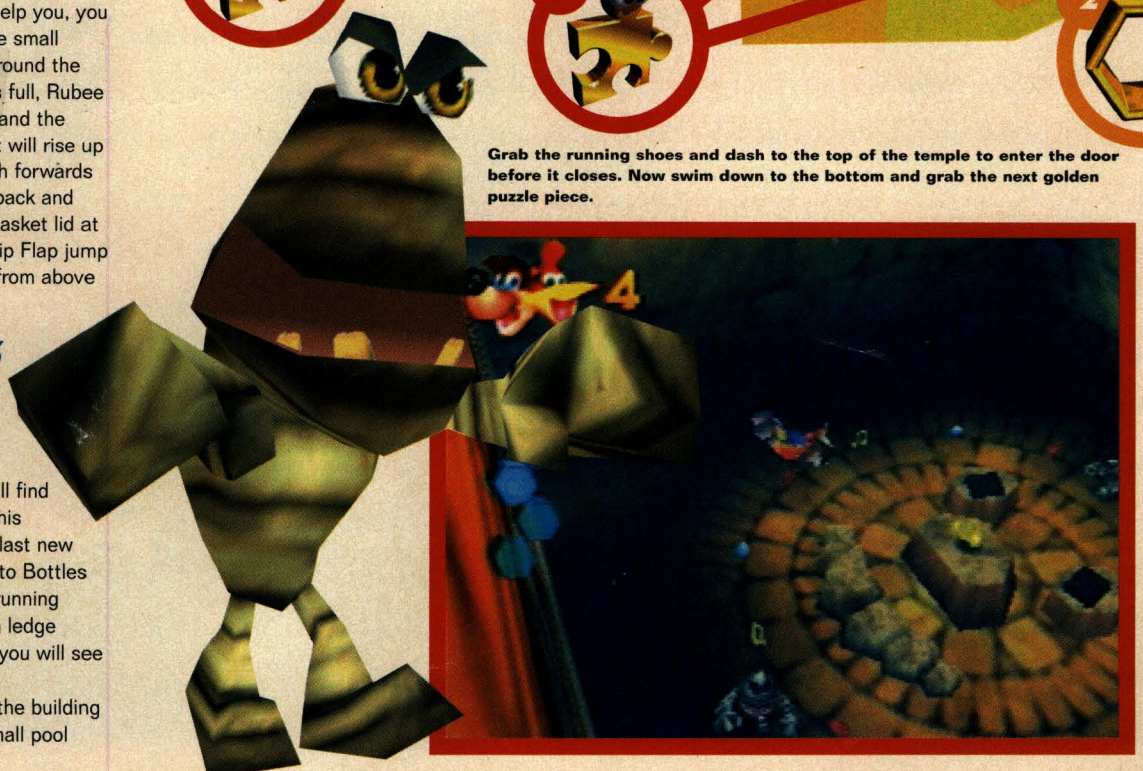
Jigsaw Piece 3

Exit the pyramid and use your Talon Trot move to run around the side of the pyramid. On a thin ledge behind the pyramid you will find Bottles waiting for you in his Molehill, to teach you the last new move in the game. Speak to Bottles and learn how to use the running shoes, then follow the thin ledge around to the right where you will see a large square building.

Run around the rear of the building and then jump over the small pool



Grab the running shoes and dash to the top of the temple to enter the door before it closes. Now swim down to the bottom and grab the next golden puzzle piece.





GOBI'S VALLE

100 MUSICAL NOTES

There are 100 musical notes scattered around Gobi's Valley for you to hunt down and collect. These notes will help you to open the special note doors later on in Gruntilda's Lair.

5 Notes	Steep slope near start point.
6 Notes	On Jinxy's feet.
4 Notes	On floor inside Jinxy's temple.
3 Notes	On carpets inside Jinxy's temple.
3 Notes	Entrance to King Sandybutt's tomb.
4 Notes	In King Sandybutt's burial chamber.
4 Notes	On steps outside King Sandybutt's tomb..
9 Notes	Around King Sandybutt's pool.
4 Notes	On the steps outside the sun pyramid.
4 Notes	On top of the sun pyramid.
4 Notes	Inside the sun pyramid.
2 Notes	Platforms outside the sun pyramid.
8 Notes	In quicksand near Jinxy.
8 Notes	Inside Rubee's pyramid.
5 Notes	Outside the locked door in the niche.
6 Notes	Bottom of King Sandybutt's pool.
2 Notes	In the corner with the running shoes.
11 Notes	Around Grabba's pit.
4 Notes	Inside the timer temple.
4 Notes	On the timer temple.

behind. Continue to run up the steep slope in the corner and grab you first pair of running shoes. Quickly dash back down the slope and then run to the front of the large square building you just passed. When you run across the switch on the floor at the base of the tower, the door on the top of the roof will open for a short period of time. Continue to run as fast as you can up the spiral slopes and then drop into the hole in the roof. Once inside this temple dive down to the bottom of the pool and you will find the third jigsaw piece.



Jigsaw Piece 4

When you grab the temple Jiggy, the door at the front of the temple will open and all the water will drain into the pool below. Now exit the temple and run down the hill and jump into the pool at the bottom. Swim around to the left and jump onto the small platform in front of the steps. Turn to face the island in the centre and shoot three eggs into the mouth of the small golden statue. Once you have fed this little statue, the hidden pyramid on the centre platform will begin to grow. Swim to the right and find the next statue to feed and repeat the procedure again. The pyramid in the centre will grow a little more. Swim to the right again and feed the last statue with your eggs. Once all three statues have been fed, the pyramid in the centre will rise to its full height and the entrance becomes visible.



Run up the stairs and enter King Sandybutt's tomb, then you will have to face the maze. Run to the right and make your way through the twisting passages until you find the exit on the far side. Enter the burial chamber at the back of the tomb and you will find the next Jiggy inside the golden coffin.

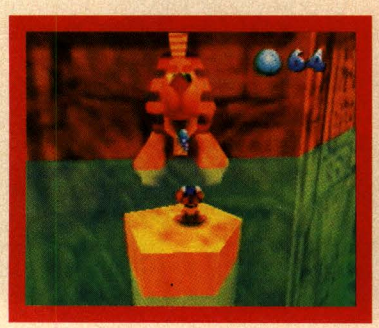
Jigsaw Piece 5

Exit the tomb by the door in the burial chamber and then turn to the right and jump across the pool. Climb the stairs in front of you and use your Talon Trot move to run up to the top of the pyramid. Stomp on the sun switch at the top of the pyramid. Quickly dash down and run through the door before it closes. Inside this small pyramid,



Wander through the maze to find the King's burial chamber. Inside the coffin you will find the fourth Jiggy.





Feed the three statues around the pool and King Sandybutt's pyramid will rise from the ground.





Use you Beak Buster move to stomp on this switch and the door to the sun pyramid will open.



use your shield move to destroy the mummy and then grab all the goodies around the room. Now use your Beak Buster move to turn the floor tiles over and match the pairs. Once the floor pieces have been correctly matched you will be rewarded with the next golden puzzle piece.



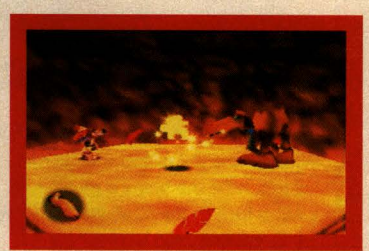


Use your Beak Barge to break this rock and Gobi will reward you with the next golden puzzle piece.



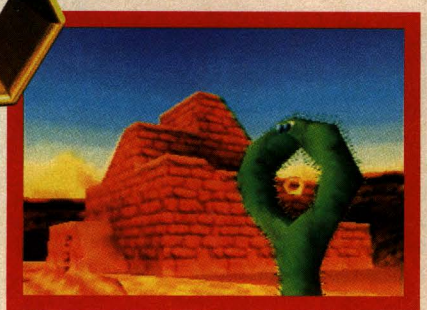
Jigsaw Piece 6

Exit the room and follow the path around to the back of the pyramid, then head for the hot sand pool to your left. Jump onto the flying carpet when it passes by in front of you and hitch a ride to the island in the centre.



TWO SPECIAL HONEYCOMB PIECES

There are two special honeycomb pieces hidden in Gobi's Valley. Start by activating the honeycomb switch behind the sun pyramid in the corner. Hitting this switch will make the first special honeycomb piece appear inside the thorny tree. Find a flying disc and launch yourself into the air and then fly through this hoop to grab the first honeycomb piece. Now use the flying carpet to hitch a ride over to the area with a door that will not open. Use your Beak Buster move to stamp on Gobi's back and he will spit out the second special honeycomb piece to be found in this desert.





Find these extra special honeycomb pieces and you can increase you life bar.

GOBI'S VALLE

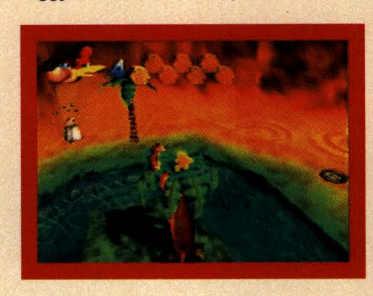
Gobi the native camel has been tied to a rock in the middle of this pool and is desperate for some shade. Use your Beak Barge to break the rock keeping Gobi on the island, and he will reward you with the next Jiggy.



Stomp on Gobi's back and he will spurt water into Trunker's mouth. Trunker will now grow to full size and the seventh Jiggy can be found on top.



Fire an egg into each nostril and the door to Jinxy's temple will open.







Feed the statues on the wall to make the carpets rise. On the platform at the top you will find the ninth Jiggy.



LESSON NINE

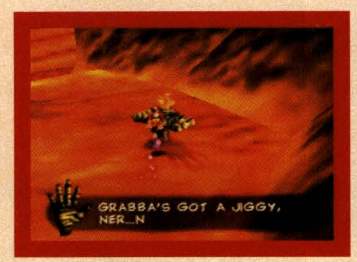
THE RUNNING SHOES

You can find Bottles the mole waiting on the thin ledge near Grabba's corner. Walk up to the molehill and press B to call Bottles and he will emerge to teach you the final new move in the game. Find a pair of running shoes and you will be able to dash around the level at top speed for a limited time. These special shoes will now be available for you to use, wherever they appear.



Jigsaw Piece 7

Jump back onto the flying carpet and travel back to the pyramid. Now follow the thin ledge back up to the corner and grab the running shoes. Dash around behind the large temple and then race to the corner opposite. As soon as you land on the corner platform, Grabba the Mummy's hand will appear; taunting you with the next Jigsaw piece. Dash forwards and leap at the hand and whisk the Jiggy away before the hand can close and disappear. You will never be



You will need to use the running shoes to free this Jiggy from Grabba's hand.

quick enough to grab this tricky Jiggy without the aid of the special running shoes, so if the boots's magic runs out, return to the opposite corner and grab another pair.

Jigsaw Piece 8

Now return to the start area and swim to the small island in the centre of the pool. Gobi the camel is resting underneath the tree, but the tree is in desperate need of rain. Jump onto Gobi's back and then use your Beak Buster move to stomp on the camel's hump. As you do this Gobi will spurt water at the tree giving it the water it desperately needs. As Trunker grows back to full strength the next Jiggy will appear on top of the refreshed tree. Return to the large sphinx and use the flying disc to take off and grab this golden Jigsaw piece.

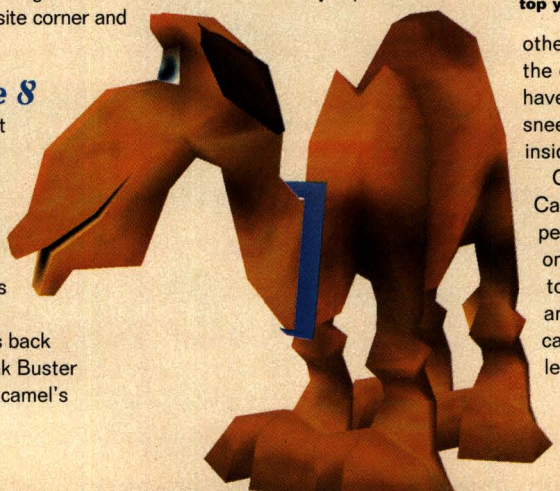
Jigsaw Piece 9

Return to the flying disc and launch yourself into the air again, and then land on one of the tall cacti in front of Jinxy's face.

As you set foot onto the platform, Jinxy will tell you that his nose is blocked, so aim an egg into the nostril closest to you. Once you score a direct hit, Jinxy will tell you that it tickles, so jump over to the other cactus and fire an egg into the other nostril. Once both nostrils have been hit by eggs, Jinxy will sneeze and open the door to get inside this final temple.

Carefully drop down from the Cactus and enter the door, then perform a Flip Flap jump to leap onto the first magic carpet. Turn to face the statue on the wall and feed it with an egg and the carpet will rise up to the next level.

Now turn to the left and jump







across to the next carpet, and feed the next statue. As the carpet reaches the top of it's climb, dash to the left and leap onto the final carpet to grab the next golden jigsaw piece.

Jigsaw Piece 10

(5 JINJOS)

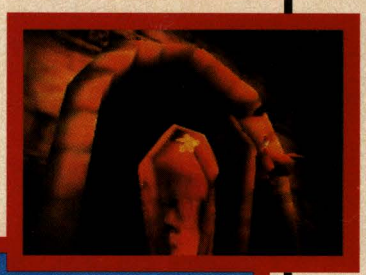
Jump carefully back across the carpets and then stop on the first carpet closest to the door. Feed the statue again, only this time turn to the right and leap across to the carpet above the door. Rescue the first Jinjo and then drop down to the floor and exit the temple. Turn to your left and run up the steep slope and then climb the stairs and enter King Sandybutt's tomb. Run through the maze to the burial chamber and you will find the second Jinjo hiding inside one of the three pots. Now exit the burial chamber and dive into the pool behind. At the bottom of the pool the third Jinjo is waiting for you to release him.

Now jump out of the pool and head for the sun pyramid in the corner, then use your Talon Trot to run around the sides of the pyramid. You will find the fourth Jinjo hiding in a little niche at the rear of the pyramid. Rescue this little fellow and then return to the start point. The fifth and final Jinjo is stood on the platform behind you, so leap across the hot sand pool and rescue this Jinjo and you will win the final Gobi's Valley Jiggy.

SECRET SWITCH

Inside King Sandybutt's maze you will find a secret witch switch. Stomp on this switch and another Gruntilda's lair Jiggy will appear.
Stomp on the witch switch and the next Gruntilda's Lair Jiggy will appear.



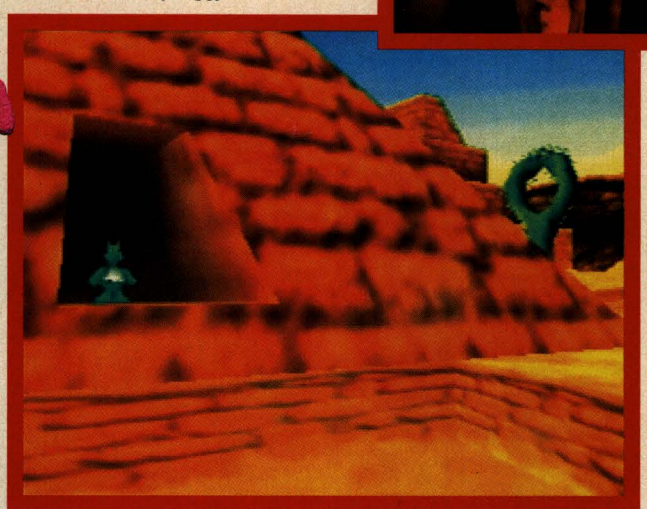


MUMBO TOKENS



Although there is no Shaman in Gobi's Valley, there are still plenty of Mumbo tokens hidden here. If you wish to collect these tokens for use later in the game, here are the positions where they can be found.

Token 1	On top of Jinxy's nose.
Token 2	Inside Jinxy.
Token 3	In the corner of hot sand pool near Jinxy.
Token 4	Inside Timer Temple.
Token 5	Inside King Sandybutt's pyramid.
Token 6	Inside King Sandybutt's pyramid.
Token 7	Exit to timer temple.
Token 8	Exit to Rubee's pyramid.
Token 9	Inside the sun pyramid.
Token 10	In the pool around King Sandybutt's tomb.







NEXT ISSUE

Look out for our conclusion to this fantastic platform game next issue. We'll bring you a guide to the finishing levels along with cheats, hints and tips.

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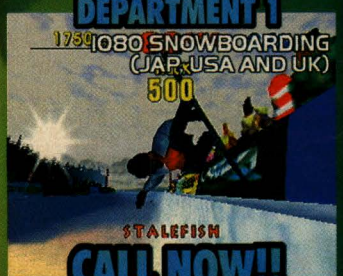
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Game Modes – There are five different game modes to choose from on the opening screen. Each presents new challenges for you to overcome.

Cheats – For the five secret characters read the cheats below and you'll be able to access all the secret fighters.

Vs Mode – In this mode choose your fighter and do battle against ten computer opponents. When you have won all of the ten fights with your chosen character you'll gain a new special move.

Vs Battle – In this mode you may fight against another human opponent in an all-out battle to see which of you is the best fighter.

Fight As Boro – To first Boss Boro you must complete the game in Vs mode on the Easiest difficulty setting.

Fight As Ushi – Complete the game in Vs mode with Abdul. Select Rodeo mode. Remain undefeated for at least one minute. Ushi will be available on the character selection screen in two colours.

Fight As Robert – Complete the game in Vs mode with Valerie, select Fastest mode and defeat all four opponents in a combined time of under one minute. Robert then will be available on the character selection screen.

Fight As The Joker – First complete the game in Vs mode with Pierre. Select Survival mode and defeat 100 opponents in a row. The Joker will be available on the character selection screen.

Fight As The Master – Complete the game in Vs mode with Ryuji. Select Master Challenge mode and defeat all 12 opponents (four Jokers and eight Masters). The Master will be available.

Master Challenge - Fight against the eight masters and you'll learn a new skill each time you successfully defeat him. Avoid the Joker as he'll make you battle to continue playing the master's game, but it'll be luck as towhich fighter you'll face next. Once you've learnt all eight of the master's skills try for the ninth special skill in the final game.

Record Attack – In Record Attack mode you'll be presented with three different challenges. In Survival mode you have just one energy star and must stay inside the ring for as long as possible. In Fastest mode you must defeat the four Bosses as fast as you can. Rodeo mode is where you must survive for as long as possible.

Points –
When playing the game you will win different points for performing the various moves below:

Knock out of ring	1 point
Throw to the floor	2 points
Knock Down	3 points
Counter Attack	3 points
Special move	4 points

Finally if the time runs out and neither competitor has scored it'll be up to the judges to decide who wins the point.

RYUJI



Origin: Japan
Classification: All-rounder
Health: High
Notes: Looking remarkably like Ryu from Street Fighter, Ryuji is smooth, fast and very honourable. Particularly watch his fists.

Standard Moves

Jab 2 Straight	- B B B
Jab 2 High Kick	- B B⇨B
Cascade	- ⇗ B A B
Shinra-Bansho-Zan	- ⇩ ⇘ ⇨ ⇦ B
Mach Middle	- ⇦ ⇗ ⇩ B
Mach Punch	- ⇩ ⇘ ⇨B B B B
Mini Mach Kick	- ⇦ ⇗ ⇩ A A A
Toe Kick	- ⇦ A
Dodge and Attack	- ⇗ A + B
Mach Buster	- ⇩ A + B
Surface kick Cancel Jump	- ⇨⇨ A ⇗
FWD Jump Surface Kick	- ⇨⇨ A
River Surface Kick	- ⇨⇨ A ⇩ A
Triple Low Kick	- A A A
High Kick	- ⇨ B
Combo Middle Kick	- ⇨ B B ⇘ B
Flip Low High	- ⇨ A B
Reverse Upper	- ⇨ B







Counter and Knockdown Moves

Mach Hook	- ⇨➡ B	- Counter
Mach Fist	- ⇗ B	- Knock Down
Mach Spin	- ⇨⇨ A A A	-Knock Down
Hawk Fist 2	- ⇦ B B B	-Knock Down

Throw and Lock Moves

Sidethrow Shoulderreturn	- e A + B	- Throw
Inashi	- o A + B	-Throw
Drug Down Fall	- A + B	- Throw
Jump Over	- ccc	- Throw
Side Hold Throw	- A + B	- Throw
Double-Arm Suplex	- d A + B	- Throw
Mach Tomoe	- edcB B B c A + B	- Throw
Neck Breaker	- cc A + B	- Throw
Screw Driver	- A + B	- Throw

Master's Challenge

Back Mach Punch	- ⇩ ⇘ ⇨B B B B⇨B
Con. 3 Fist	- B B ⇦ B
Con. 3 Kick	- ⇨ A B B
Combo High-Low	- ⇨ B B A
Triple High Kick	- ⇨ B B B
Surface Mach Punch 2	- ⇨⇨ A A B B B
Mach Upper	- ⇦⇦ B
Mach Kick	- ⇦ ⇗ ⇩ A A B



The Ninth Skill

Rock Crasher	- ⇨ ⇘ ⇩ B





ABDUL



Origin: Mongolia
Classification: All-rounder
Health: High
Notes: Abdul's robust appearance belies his speed and agility.

Standard Moves

Trepang Heaven	- ⇩ ⇩ B
Head Top	- ⇗ ⇨ B
Fresh Sea Hell	- ⇨ A A A A
Fire Ball	- ⇩ ⇩ ⇨ B
Fake Fire	- ⇩ ⇩ ⇨ B A
Flying Fish fm Hell	- ⇨ ⇩ ⇦ B
Flying Fish fm Hell	- ⇦⇦⇦⇦ ⇩ ⇨ B
Hell Hyakuretsu-Ken	- ⇩ ⇨ ⇦ ⇩ B
Crab Hell Low	- ⇩ B B B A
Dallah Fish	- ⇦⇨⇨ B B
Crab Hell	- ⇩ B B B
Saint Dallah	- ⇦⇨ B A B
Dallah-Dallah	- ⇦⇨⇨
Upper	- ⇘ B
Dallah Walk	- ⇦⇨
Seiza Hell	- ⇘ A
Mata Tengoku	- ⇩ A
Turn Back Poison Needle	- B
Snake Sword	- ⇨ B
Rapid Snake	- ⇨ B B B B
Low Low High Toe	- A A B
Hell Jab	- B B B
Hell Senkyu-Thigh	- B B A B
Thrust Hell Thrust	- ⇦ B B
Reverse Upper	- ⇨ B







Counter and Knockdown Moves

Hell Hands Thrust	- ⇨⇨B	- Counter
Heaven or Hell	- ⇦⇦ B A	- Knock Down
Heaven Thrust	- ⇦⇦ B	- Knock Down
Hell Wave	- ⇦⇦ B⇨B	- Knock Down

Throw and Lock Moves

Drug Down Fall	- A + B	- Throw
Jump Over	- ⇨⇨⇨	- Throw
Bull Docking Drop	- ⇗ A + B	- Throw
Back Jump Over	- ⇨⇨⇨	- Throw
Body Lift	- ⇨ A + B	- Throw
Sidethrow Shoulderreturn	- ⇩ A + B	- Throw
Inashi	- ⇦ A + B	- Throw
Choke Sleeper F	- ⇦ A + B	- Lock Skill
Hip Hell F	- ⇘ A + B	- Lock Skill

Master's Challenge

Pata-Pata Attack	- ⇦⇨⇨ B B A
Bata-Bata Attack	- B B A B⇨A
Hell Jab 2	- B B B
Fire Ball Sky	- ⇩ ⇧ B
Dallah Cheer	- ⇦⇨B A B B
Rapid Hell Thrust	- ⇦ B B B
Dallah Blow	- ⇦⇨B A A
Rabbit Hell	- ⇩ ⇨B

The Ninth Skill

Poison Hand	-⇧ B ⇨B



PIERRE

Origin: France
Classification: Tricky
Health: Low
Notes: What this French clown lacks in strength, he makes up for in and speed.



Standard Moves

Look Back Roll FWD	- ⇘
Very Mysterious Dance	- ⇦⇦⇨ B
Mysterious Dance	- ⇩ ⇧
Transform	- L L
Back Heel Tap 2	- ⇩ B B
Double Role Kick	- ⇨B A
Face-Back Walk	- ⇨
Face-Back Dash	- ⇨⇨
Faint Come Back	- R
Frankensteiner	- ⇨⇨⇩ A + B
Triple Jab	- B B B
Spin Low High	- ⇨ A B
Double Spin Low	- ⇨ A A
Spin Low Kick	- ⇨ A
Front Spring	- ⇩⇩⇨B
Back Spring	- ⇩⇩ B
Back Butterfly	- ⇩⇩ A A
Back Somersault	- ⇩⇦
Air Kick	- ⇩⇨ B B B
Front Somersault	- ⇩⇨
Worm Bag	- ⇩⇩⇩
Caterpillar	- ⇩⇩⇦
Lie Face Down	- ⇩⇩
Back Knuckle Upper	- B B⇨B
Turn Back	- ⇨⇦
Double Back Knuckle	- B B
Reverse Hook Kick	- A A
Reverse Upper	- ⇨ B









Counter and Knockdown Moves

Jolt Rolling Kick	- ⇨⇨B	- Counter
La Tornada	- ⇩⇦A	- Knock Down
Conductor	- A A B	- Knock Down

Throw and Lock Moves

Sidethrow Shoulderreturn	- ⇩ A + B	- Throw
Inashi	- ⇦ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	- ⇨⇨⇨	- Throw
Jack Knife Thru	- ⇩ A + B	- Throw
Spinning Crazy F	- ⇩⇨ A + B	- Lock Skill
Choke Sleeper F	- ⇦ A + B	- Lock Skill
Rolling Crazy F	- ⇩⇙ A + B	- Lock Skill

Masters challenge

Banboo-Copter	- ⇨⇩⇘ B
Combo Elbow	- B B B⇨ B
Infinity Spin	- ⇨⇦
Air Low Kick	- ⇩⇨ B B A
Combo Crouch Kick	- B B B A
Unbelieeevable	- A + B
Satellite Kick	- ⇨⇦ B
Double Spin Low	- ⇨ A A





The Ninth Skill

Quick Middle	- ⇦ B

LEON

Origin: Spain
Classification: All-rounder
Health: Very high
Notes: Leon is very similar in skill and speed to Ryuji. He also shares the the same sense of honour. Don't get on his bad side though, his temper is true of all tempestuous Spaniards.



Standard Moves

Combo Del Sol	- ⇨ B⇧B
Body Hook	- ⇨ B
Super Nova	- ⇩⇙⇦⇨B
Taunting	- L L
Heel Hook Shot	- ⇩⇧ B
Bit Kick	- ⇘ A
Blood Needle	- ⇗ B B
Slider Heel	- ⇨⇨ A⇧ B
Double Slider	- ⇨⇨ A A
Back Knuckle Tornado	- ⇙ B B B B
Flying Heel Kick	- ⇩ ⇨ B
Horizonal Bate	- ⇦ B B A
Dodge and Attack	- ⇘ A + B
Plasma Heel Break	- ⇨⇙ B
Jackal Spin Combo	- ⇘ B
Upper Jab	- B B➡ B B
Upper Riser	- B B⇙ B
Jab Upper D&A	- B B ⇘ A + B
Upper	- B B
Jolt D&A	-⇨⇨ B ⇘ A + B
Double Low High	- A A B
Double Low	- A A
Reverse Upper	-⇨ B







Counter and Knockdown Moves

Spin Kick	- ⇦⇦ B	- Counter
Jolt Back Knuckle	- ⇨⇨B	- Counter
Dragon Riser	- ⇦⇩ B	- Knock Down

Throw and Lock Moves

Sidethrow Shoulderreturn	-⇩ A + B	- Throw
Inashi	- ⇦ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	- ⇨⇨⇨	- Throw
Side Hold Throw	- A + B	- Throw
Fisherman	-⇨ A + B	- Throw
Arm Break Throw	-⇙ A + B	- Throw

Master's Challenge

Combo Sinker Arm	- ⇦⇦ B B
Rainbow Riser	- ⇦⇩ B
Jolt Knuckle Blow	- ⇨⇨B⇨B
Outside Spike	- ⇩ B
Sun Knuckle	- ⇗ B B⇧B
Jackal Spin Combo 2	- ⇘ B ⇦ B
Back Knuckle Rise	- ⇙ B B B⇙ B
Double Spin Kick	- ⇦⇦ B ⇩ B





The Ninth Skill

Back Knuckle Melt	- ⇙ B B A

LEON is a fast fighter with a large variety of punches and throwing moves.

TOMAHAWK



Origin: USA
Classification: Powerful
Health: Very high
Notes: This big Indian moves slower than a lot of the other fighters, but when he lands a blow, they sure know it.

Standard Moves

Ali Kick	- ↘A
Elbow Drop	- ↗A
Throw Away Swing	-⇨⇦↗⇩↘⇨ A + B
Giant Swing	-⇩↘⇨ A + B
Stomping 3	- ⇨ A A A
Savate	- ↗B
Toe Kick	- ⇦B
Jab Upper Ali Kick	- B B A
Jab Upper High Kick	- B B B
Left Fist	- ↘B
Double Hook	- ⇨ B B
Reverse Upper	- ⇨ B

Counter and Knockdown Moves

UpperDrop Kick	- ⇦⇨ B B	- Counter
Drop Kick	- ⇨➡ B	- Counter
Knuckle Bomb	- ⇩⇧ B	- Counter
Final Bomber	- ⇩⇧⇨B	- Counter
Lariat	- ⇦⬅ B	- Knock Down
Camel Savate	- ↗B B	- Knock Down

Throw and Lock Moves

Power Bomb	- A + B	- Throw
Windmill Back Breaker	- ⇦↗⇩ A + B	- Throw
Atomic Drop	- A + B	- Throw
Brain Buster	- ↘ A + B	- Throw
Sidethrow Shoulderreturn	-⇩ A + B	- Throw
Inashi	- ⬅ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	- ⇨⇨⇨	- Throw
Neck Hanging Tree F	- ⇦⇨ A + B	- Throw
Dragon Sleeper F	- ⇩⇦⇨ A + B	- Lock Skill
Choke Sleeper F	- ⇦ A + B	- Lock Skill

Master's Challenge

Power Toe	- B B⇩ B
K K Blow	- ⇨B B⇨B
Drop Kick 2	- ⇨➡ B
Stomping 4	- ⇨A A A A
Reverse Drop Kick	- ⇧B
Flight Kick	- ⇩↗⇦B
Ali Savate	- ↘ A B
Low Drop Kick	- ⇨➡ A





The Ninth Skill

Throw Reserve	-⇨⇨ A + B

Tomahawk is a big rough and ready fighter with immense strength. His throwing moves are extremely difficult to defend against.

MEILING











Origin: China
Classification: Quick
Health: Medium
Notes: Her biggest strength is her speed, allowing her to land several blows before larger fighters can land even one.

Standard Moves

Sho-Koo-Tsui	- ⇦ B B
4th Gate Thunder Kick	- ⇨↘⇩ B
Shisen-Mangan	- B B A B B A B
Haiso-Honkyaku	- B
Shi-Ko-Rendan	- ⇩ B B B
Water Moon	- ⇨A B
Renkyaku	- A A A
Shi-Cho-So	- ↗ B
Dodge and Attack	- ↘ A + B
Sliding	- ↘ A
Low Toe Kick	- ⇦ A
Butterfly Side Attack	- ⇨ B
Renshu-Chuso	- B B B⇦ B
Renshu	- B B B
So-Ren-Kyaku	- A B A
Shokaku-Shotai	- ⇩ A + B A A A A
Middle Tenkakusho	- ⇩ A + B B B B⇨B
Tenkakusho	- ⇩ A + B B B B B





Crane	- ⇩ A + B
Sho-Koo-Thigh	- ⇦ B
Renshu-Shaso	- B B ⇨ B A
Reverse Upper	- ⇨ B

Counter and Knockdown Moves

Triangle Jump	- ⇦⇦ B	- Counter
Ren-Kan-Thigh	- ⇦ A B B	- Counter
Spiral Jump	- ⇩⇨ B	- Knock Down
Renshu-Hashu	- B B B↘B	- Knock Down
Tenkakuhosho	- ⇩ A + B B B B B B	- Knock Down

Throw and Lock Moves

Sidethrow Shoulderreturn	-⇩ A + B	- Throw
Inashi	- ⬅ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	- ⇨⇨⇨	- Throw
Side Hold Throw	- A + B	- Throw
Back Knee Kick	- A + B	- Throw
Back Jump Over	- ⇨⇨⇨	- Throw
Elbow Punch	- A + B	- Throw

Master's Challenge

Guin-Kaku	- ⇨⇨ A
En-Koo-Thigh	- ↘ B
Dragon Jump	- A A A B
Sliding 2	- ⇦↗⇩ A
Shisen-Yakuman	- B B A B B⇩ B
Kin-Kaku	-⇩ A + B
Butterfly Attack	- ⇨ B B
Triangle Heel	-⇩⇦ B

The Ninth Skill

Butterfly Clean	- ⇨ B A





VALERIE

Origin: Germany
Classification: Aerial
Health: Medium
Notes: One of the smallest fighters, Valerie is especially good in the air, with both her hands and her feet. Small maybe, but she's very deadly.



Standard Moves

Somersault Kick	-⇦⇨ B
Single Palm Rapid Attack	-⇙ B A B
Single-Wall Palm	-⇙ B
Senka-Renpi	-⇩ B B B B
Zenso-Sho-Thigh	-⇙ A B
Zenso-So-Thigh	-⇙ A
Ho-Ka	-⇨ A B
Holly Star Whip	-⇦ A + B
Dodge and Attack	-⇙ A + B
So-Kyaku	- A A
Rapid Ground Palm	-⇨ A A A
Ground Palm	-⇨ A
Tang-Key-Qua	-⇦ B B B
Sanda-So-Kyaku	- B B B A
Double-Wall Palm	- B B B
Palm Float	- B B⇨ B
Palm Hit	- B B
Chutotsu-Teng Attack	-⇨➡ B⇧ B
Elbow Thrust	-⇨➡ B
Right Palm Pray	-⇨ B B B
Reverse Upper	-⇨ B





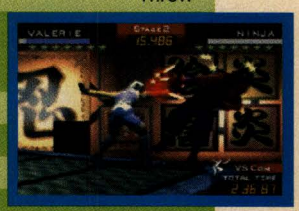


Counter and Knockdown Moves

Tiger Palm	-⇦⇦ B	- Counter
Heaven Earth Breaker	-⇙⇨⇙⇘B	- Counter
Skewed Somersault	-⇙ B⇦ B	- Counter
Dragon Palm	-⇨⇦ B	- Knock Down
Energy Hand	- B B B⇨ B	- Knock Down

Throw and Lock Moves

Sidethrow Shoulderreturn	-⇩ A + B	- Throw
Inashi	-⬅ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	-⇨⇨⇨	- Throw
Thrust Away	-➡ A + B	- Throw
Sankyo Throw	-⇘ A + B	- Throw
Full Nelson Suplex	- A + B	- Throw
Back Jump Over	-⇨⇨⇨	- Throw
Blitz Somersault	-⇨⇦ A + B	- Throw



Master's Challenge

Eagle Killer	-⇩⇨ B
Rashin-Kikow-Sen	-⇦⇦ B
Chutotsu-Teng-Chi Attack	-⇨➡ B⇧ B A
Sanda-So-Teng-Kyaku	- B B B A ⇦ B
Dance	-⇦ B B B A
Palm Hit Cancel	- B B R
Long Dodge and Attack	-⇙ A + B
Double Palm Attack	-⇨ B B B⇨ B



The Ninth Skill

Elbow Twist Thrust	- B

BOB

Origin: Brazil
Classification: Powerful
Health: Very high
Notes: Brazilian Bob has exceptionally high strength which is balanced by a slow reaction time. He doesn't need to land many blows in order to win a battle.



Standard Moves

Back Blast	- A
Back Fire	- B
Scad Kick	-⇩ A
Elbow Twist	-⇦⇨B B
J P	-⇘ A
Low Kick Double	- A A
Blasphemy Chop	-⇩B B
Windmill	-⇙⇩⇘ A + B
Sharp Thrust	-⇩⇨ B
Head Bat	-⇦ B⇨ B
Bull Head	-⇦ B
Chopper Upper	-⇨➡ B B
Reverse Horizontal Chop	-⇨➡ B
Jab Straight Low	- B B A
Devil Hammer	-⇨ A B
Stomping	-⇨ A
Straight	-⇨ B
Reverse Upper	-⇨ B





Counter and Knockdown Moves

Buster Sword	-⇦⇩ B	-Knock Down
Omega Tornado	-⇩⇦⇧ B	-Knock Down
Hammer Knuckle	-⇙ B	-Knock Down
Down Straight Double	-⇦⇦ B B	-Knock Down
Down Straight	-⇦⇦ B	-Knock Down

Throw and Lock Moves

Exploiter	-⇨ A + B	- Throw
Coconut Crash	-⇨⇩ A + B	- Throw
Tombstone Driver	- A + B	- Throw
Windmill	-⇙⇩⇘ A + B	- Throw
German Return Plancha	-⇩ A + B	- Throw
Neck Hanging Drop	-⇨➡ B⇩ A + B	- Throw
Sidethrow Shoulderreturn	-⇩ A + B	- Throw
Inashi	-⬅ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	-⇨⇨⇨	- Throw
P Special F	-⇩⇧ A + B	- Lock Skill
Choke Sleeper F	-⇦ A + B	- Lock Skill

Master's Challenge

Step Hammer	-⇙ B⇙ B
Combo Middle Stub	- A A⇨ B
Combo Heel Bomb	- B B⇨ B
JP Body Blow	-⇘A B B⇦B
Double Horizon Chop	-⇨➡ B⇨ B
Evil Hammer	-⇙ ⇩B
Dry Bull Head	-⇦ B⇨ B B
JP Head Rise	-⇘ A B B⇘B





The Ninth Skill

Elbow Twist Right	-⇦⇨ B B B

NINJA



Origin: Japan
Classification: Skillful
Health: High
Notes: Ninja is fast and hard, and particularly dangerous with his feet. Face him at your peril.

Standard Moves

Chidori-Uchi	-⇨⇘⇩⇙⇦ B
Curse Palm	-⇩⇧ B
Shoulder Hit	-⇩ B
Jiji-Sui	-⇨⇦⇨ A + B
Helmet Crack	-⇦⇦ B
Hidden Feet	- A B
Rasho-Ha	-⇨ A A
Duckweed	- B
Evil Cry	- B
Knee Wave	-⇦ B B
Sword Attack	-⇙⇩ B
Water Mill	-⇙⇩ A
Silent Carriage	-⇙⇩
Moonlike	-⇨ B B
Dance Draw Triangle Kick	-⇨ B⇘ B⇗ B
Dance Draw	-⇨ B⇘ B
Early Blossom	-⇩⇘ A A
Late Blossom	-⇩⇘ A B
Late Blossom	-⇩⇘ A
Silent Fan	-⇩⇘ B
Silent Step	-⇩⇘
Samurai Sword	-⇙⇗ B
Phantom	-⇨⇘⇩ B⇦⇨ B⇙ B⇨ A⇩⇙⇦ B
Hachu	-⇨⇘⇩ B
Leap Dry	-⇗ B A
Avalanche Feet	-⇘B A
Reverse Upper	-⇨B









Counter and Knockdown Moves

Flute	-⇨⇨ B B	- Counter
Mine Palm	-⇩⇩ B	-Knock Down
Tsumuii	-⇦⇨ B	-Knock Down

Throw and Lock Moves

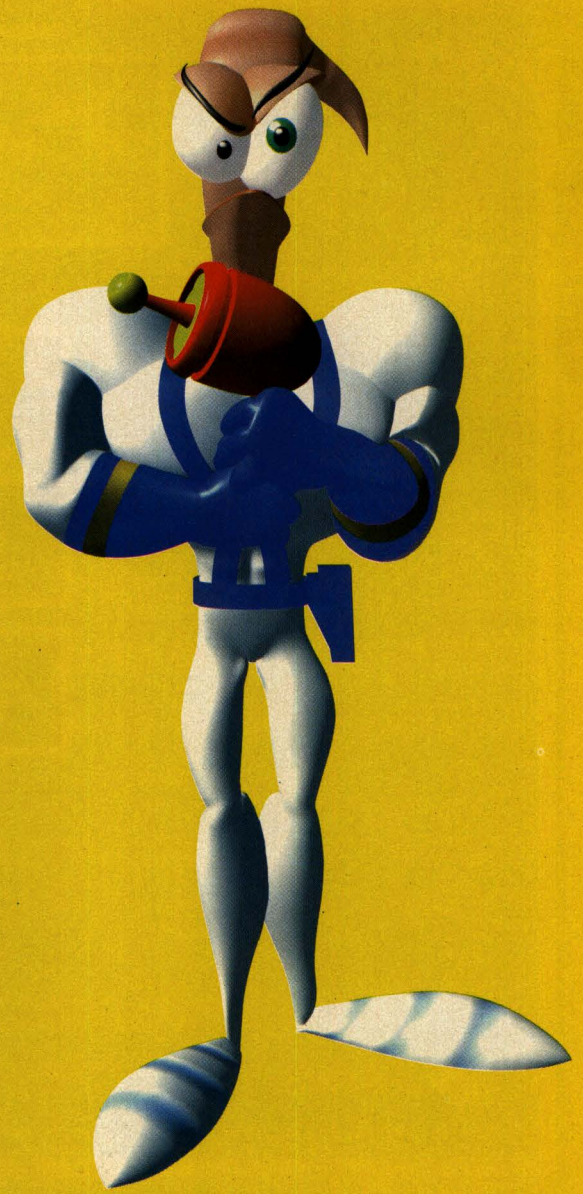
Ground Fall	-⇙ A + B	- Throw
Art of Transform	-⇩⇩ A + B	- Throw
Art of Back Transform	-⇩⇧ A + B	- Throw
Sidethrow Shoulderreturn	-⇩ A + B	- Throw
Inashi	-⇦ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	-⇨⇨⇨	- Throw
Side Hold Throw	- A + B	- Throw
Hell Gate Knee F	-⇦⇨ A + B	- Lock Skill
Choke Sleeper F	-⇦ A + B	- Lock Skill

Master's Challenge

Cho-Chu-Geki	-⇨➡ B
Phantom Weed	-⇨⇘⇩ B⇦⇨ B⇙ B⇨ A⇩⇙⇦ B⇦⇙⇩
Armour Crack	-⇦⇦ B⇧⇧ B
Evil Spread	-⇩ B
Amagake	-⇩⇙⇦ B
Moonlike Feet	-⇨ B B⇨ B
Dust	-⇨⇦ B
Mau-So-Kyaku	-⇙⇩⇧ B

The Ninth Skill

True Hidden Feet	- A B➡ B



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USHI



Origin: Farm
Classification: Boss
Health: Max
Notes: This combat cow comes in a choice of two different colours.

Standard Moves

Beef Ali	-⇦ A A A
Pile Horn	-⇦ B
Buzzing Punch	-⇨ B
Dodge and Attack	-⇘ A + B
Horn Head Gun	- A + B ⇦ B
Drop Kick	- A + B ⇨ B
Ready for Fight	- A + B
Long Life Milk	- L L
Back Giant Swing	-⇦⇙⇩⇘➡ A + B
Acrobatic Kick	-⇦⇨ B
Back Beef Low Kick	- A
Back Beef Kick	- B B B B
Jab Shoulder	- B⇨ B
Reverse Upper	-⇨ B







Counter and Knockdown Moves

Iron Mountain Tackle	-⇨⇨ B	- Counter
Back Surf	- A + B ⇨ A	- Knock Down
Combo Down Shoulder	- B B B⇦ B	- Knock Down

Throw and Lock Moves

Sidethrow Shoulderreturn	-⇩ A + B	- Throw
Inashi	- ⬅ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	- ⇨⇨⇨	- Throw
Tsukamochi F	- A + B	- Lock Skill

ROBERT



Origin: Germany
Classification: Boss
Health: Max
Notes: Robert is a robot who only has a few moves.

Standard Moves

Piston Upper	-⇨⇩⇘B
Robert Kick	-⇨⇨B
Practice Left Kick	-⇦ B
Practice Right Kick	-⇨ B
Practice Left Punch	-⇩ B
Practice Right Punch	- B
Reverse Upper	-⇨ B



Counter and Knockdown Moves

Practice Down Punch	-⇦⇨ B	- Knock Down

Throw and Lock Moves

Slow Side Hold Throw	-⇨ A + B	- Throw
Fast Side Hold Throw	-⇦ A + B	- Throw
Sidethrow Shoulderreturn	-⇩ A + B	- Throw
Inashi	- ⬅ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	- ⇨⇨⇨	- Throw
Tight Neck Hanging	-⇙ A + B	- Lock Skill
Loose Neck Hanging	-⇘ A + B	- Lock Skill

MASTER



Origin: Japan
Classification: Boss
Health: Max
Notes: The Master has plenty of great moves for you to learn and use. This character is possibly the best fighter in the game.

Standard Moves

Rising Attack	-⇘ B
Geta Fall	-⇦⇨ B
Mach Suplex	-⇩ A + B
Down 2nd-grade Low	- A B B B A
Down 2nd-grade Middle	- A B B B
Up 3rd-grade High	- A B B
Up 3rd-grade Middle	- A B
Master Toe Kick	-⇦ A
Master Spiral Kick	-⇗ A B
Master Bumping Punch	-⇦⇦ B
Master Low Kick	-⇨ A
Master Mach Kick	-⇦⇙⇩ A A B
Master Mach Step	-⇦⇙⇩
Master Mach Dash	-⇩⇘⇨ B B B⇨
Master Trick Attack	-⇩⇘⇨ B B B A
Master Mach Punch	-⇩⇘⇨ B B B B
Master 3 Low Kick	- A A A
Master Sliding Heel	-⇨⇨ A⇧ B
Master Sliding	-⇨⇨ A
Master 2 High 1 Low	-⇨ B B A
Master 2 High 1 Middle	-⇨ B B⇨ B
Master 3 High Kick	-⇨ B B B
High Kick	-⇨ B
Jab Jab High Low	- B B⇨ B A
Reverse Upper	-⇨ B











Counter and Knockdown Moves

Master Back Fist	-⇨➡ B	- Counter
Lo-Hi Painful Kick	-⇨ A B B B	- Knock Down
Fall Asleep	-⇙ B L	- Knock Down
Master Guts Fist	-⇙ B	- Knock Down

Throw and Lock Moves

Sidethrow Shoulderreturn	-⇩ A + B	- Throw
Inashi	- ⬅ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	- ⇨⇨⇨	- Throw
Shoulder Throw	-⇙ A + B	- Throw
Mach Shoulder Throw	-⇩⇘⇨ B B B⇨ A + B	- Throw
Tomoe Throw	-⇩ A + B	- Throw

BORO

Origin: Switzerland
Classification: Boss
Health: Max
Notes: Boro is a very quick fighter with some tasty aerial attacks.



Standard Moves

One Handed Back Breaker	-↓↗⇦ A + B
Combo W3	-⇦⇦ B B B
Dry Low	- A A A
Raiders Heel 2	-↗ B B
Raiders Heel	-↗ B
Combo EK2	-⇦ B⇧ B⇧ B
Combo E2	-⇦ B⇨ B
Combo E	-⇦ B
Sliding	-⇦ A
Rainbow Somersault	-↗ B
Combo K	- A B
Plain Step	-⇨ A B
4 Back Fist	-↓ B B B B
Elbow Drop	-↗A
Mau-So-Kyaku	-↓↘⇨⇧ B
Water Mill	-↓↘⇨A
Roll FWD	-↓↘⇨
Look Back Back Knuckle	- B
U-Turn	-⇨⇦
Combo U	- B B↘B
Combo Knee Somersault	-⇨➡ B⇦ B
Combo Knee Smart	-⇨➡ B A
Knee Blaster	-⇨➡ B







Eagle Crow	-⇦⇨ B
Thrust	-↘ B
Joint R	-⇨⇨ B B
Inside High Kick	-⇨ B
Dodge and Attack	-↗ A + B
Combo High Low	- B B⇨ B A
Reverse Upper	-⇨ B

Counter and Knockdown Moves

Back Fist	-⇨⇨ B	- Counter
Throw & Lock Moves Quick Through	-⇨ A + B	- Throw
Swing Buster	-↓ A + B	- Throw
Sidethrow Shoulderreturn	-↓ A + B	- Throw
Inashi	-⬅ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	-⇨⇨⇨	- Throw
Side Hold Throw	- A + B	- Throw
Choke Sleeper N	-⇦ A + B	- Lock Skill

Master's Challenge

High Low Side Kick	-⇨ B A
Elbow Upper	-⇦ B⇨ B B
5 Back Fist	-↓ B B B B↓ B
Raising Dragon	-↓↘⇨↗ B
Rainbow Somersault 2	-↗ B↓ B
Joint Sky Cannon	-⇨⇨ B B B
Plain Step Kick	-⇨ A B B
Mau-So-Kyaku	-↓↘⇨⇧ B⇧ B




The Ninth Skill

Plain Step Low	-⇨ A B A

JOKER

Origin: Russia
Classification: Boss
Health: Max
Notes: It'll take some stern fighting spirit to get this great character. He's got many knockdown and combo punches.



Standard Moves

Blue Star Whip	-⇦ A + B
Giant Swing	-⇨⇦↗↓↘➡ A + B
Fire Mill	-↗↓↘ A + B
Volcano Cross Buster	-⇨⇦⇨ A + B
Joker Arrow	-⇦⇦⇨⇨ B
Darksteiner	-⇦⇨ A + B
Joker Fan	-⇦↗↓ B
Plasma Black Heel	-⇨↗ B
Joker Buster	-↓ A + B
Hip Twister	-⇨ A + B↓ A + B
Spool	-⇨ A + B
Crash Slider	-↗ A⇨ A
Back Heel Upper	-↓ B
Diving Head	-↗ B
Sole Somersault	-↓⇧ A⇦ B
Sole Ant	-↓⇧ A
Sole Kick	-↓⇧ B B B
Somersault	-↓⇧
Head Upper	-⇦⇦ B B
Head Bat	-⇦⇦ B
One Two High Middle Low	- B B⇨ B↘ B A






One Two High Middle	- B B⇨ B↘ B
Force Right	-⇨ B B B B
Middle High	-⇦ B B
Double Jolt Low	-⇨➡ B B A
Dodge and Attack	-↗ A + B
One Two High Low	- B B⇨ B A
Reverse Upper	-⇨ B

Counter and Knockdown Moves

Combo Somersault	-B B↗ B	- Counter
Triple Counter Hook	-⇨➡ B B B	- Counter
Pieeece Kick	-⇦↓⇦B	- Counter
Elbow Right	-↓ B B	- Counter
One Two Low High High	- B B A B B	- Knock Down
Sole Savate	-↓⇧ B B B⇨ B	- Knock Down

Throw and Lock Moves

Sidethrow Shoulderreturn	-↓ A + B	- Throw
Inashi	-⬅ A + B	- Throw
Drug Down Fall	- A + B	- Throw
Jump Over	-⇨⇨⇨	- Throw
Neck Hanging Tree	- A + B	- Lock Skill
P Special F	-↓ A + B	- Lock Skill
Choke Sleeper F	- A + B	- Lock Skill





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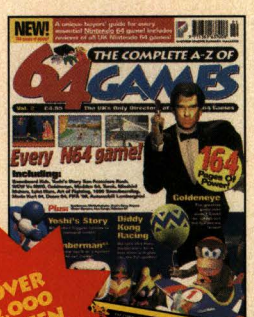
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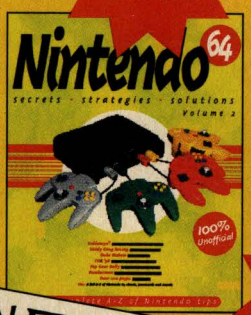
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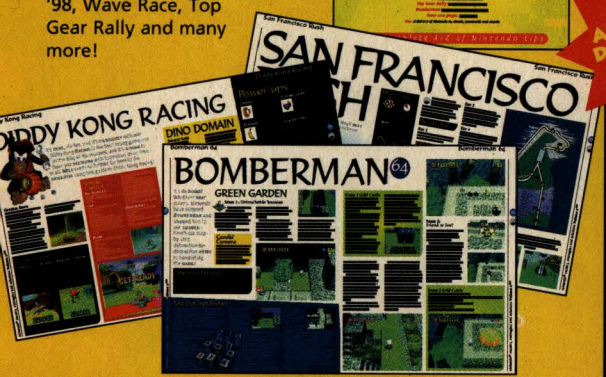
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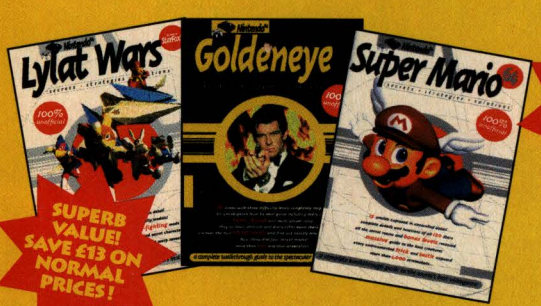
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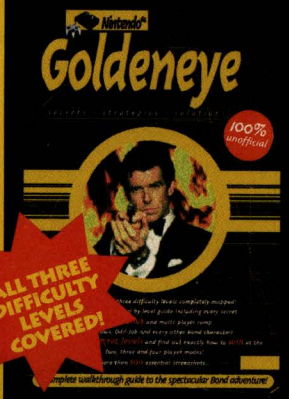
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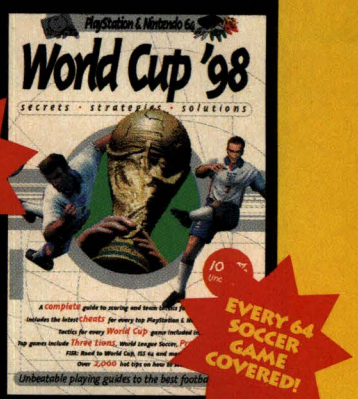
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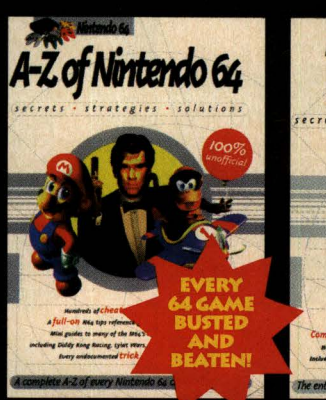
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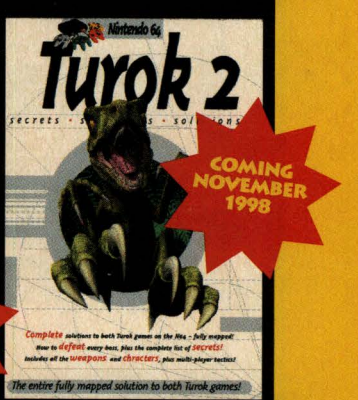
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NINJA STARRING GOEMON



TOWN 1

Oedo Town

You begin in a house in the middle of town. Leave the house and travel left up the street until you come to a door in the wall on the left. Go through the door, and up the street past set of double doors on right, keeping on until you come to a large red round thing with a policeman guarding it. Turn right at this point and head up to and through the next door. Follow the new path round to the left past the fortune-teller's house and through another set of doors.

• Outside the town on the Kai Highway you should see the first hostile characters of the game. Turn on your map at this point. You start off at the bottom right of the map, your position marked with a red dot. Your door and the door that you're aiming for are shown as little yellow lines. Make your way to the door at the top of the map. Along the way you'll cross a bridge. If you take the second bridge which is on your right as you cross the first you'll find a Silver Fortune Doll at the top of a small slope. If you fall into the water you'll have to swim round to where the land slopes up from the water to get out.

Having entered the door at the top of the map, you'll find yourself facing the imposing Mt Fuji. Walk forwards and take the ladder that's directly in front of you, then make your way right to the second ladder, taking care to avoid falling boulders which drop down at specific points on the path. At the top of the second ladder you need to go left, jumping across the gaps and once more keeping an eye out for falling boulders. At the end of this platform another ladder goes upwards and another one leads downwards. If you take the ladder that's leading down you'll find some extra health.

Climb the ladder to the third level and walk to the right, keeping an eye out for the rotating wooden slabs overhead which might clip you. Take the ladder at the end up to the fourth level.

On the fourth level. time your run left so that you pass over the rotating sections of floor when they're temporarily stationary and then at the end of platform you'll find a door leading into Mt Fuji.



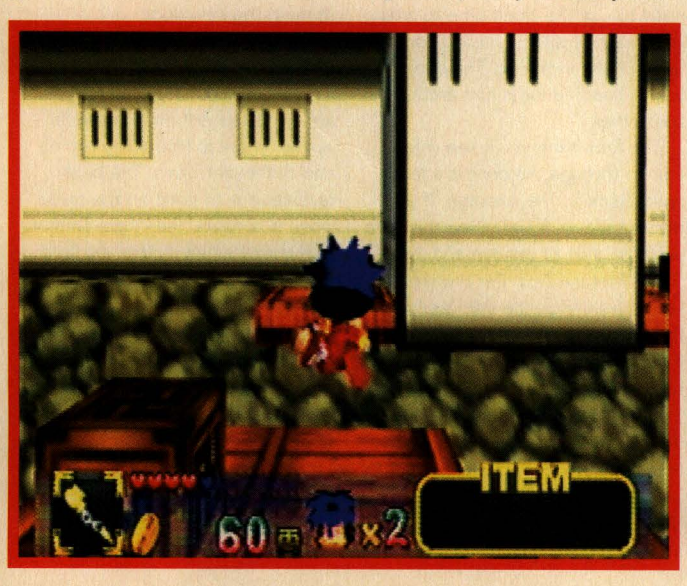
Upon entering the mountain you will be confronted by huge Slinky-like monsters. To pass by these, wait until they are moving up the stairs then follow them up one step and get into the corner where the step meets the wall. Wait until they 'slink' back over you and then race onwards up the stairs. The next door that you go through will put you back on a platform outside the mountain.

Follow the path round and back into the summit of Mt Fuji. In front of you you'll see several doors and a small house. Make your way around to the house, avoiding the gaps in the floor, and go inside. Talk to Mokubei the Pipe Maker and he'll give you the chain pipe. When Mokubei finishes talking leave the hut and go through each of the doors. They contain health and a pot which, when broken, will release some medals.



You now need to go back to Oedo Town. The easiest way to do this is to just go out on a ledge and jump from the mountain. When you get back to town, go through until you get to the first set of double doors you passed just before you reached the big red thing and the policeman. They will now be on your left and another policeman should be nearby. Go through the doors and follow the path along to the next set of doors, through which you will be faced with a stretch of water but no bridge.

To get across the water, stand opposite one of the star boxes on the opposite bank



Once you've got past Seventies-style slinky monsters, follow a path that'll lead you out of the mountain.





and use the chain pipe which will catch on the box and drag you across. The box on the right drags you to the path which leads to the next door, while the one on the left will get you access to another Silver Fortune Doll swhich is situated on a platform. If you fall into the water just swim around to the right side of the platform where you came in and a series of moving platforms will help you to climb back up. The door at the end of the path – which you reach via the right-hand star box – puts you on another path which leads to the entrance to Oedo Castle.

Use the sign to save your game then enter.

CASTLE 1

Oedo Castle

Collect all the ryo in the first room by breaking open the jars and then exit through the door at the opposite end of the room. In this room you'll see a door to your right which is locked, so make your way left and turn the corner to find the silver key. To get to the key you'll need to cross two gaps. Stand right on the edge of each platform so that Goemon is tipping over as if about to fall and then fire the chain pipe. If you fall down a gap you'll lose some health and get put back where you came in. Once you've got the key return to the locked door and exit to the next room.

In the new room you'll need to take the first door on the right. To obtain the silver key in this room you have to kill all the enemies. When the last one dies, the key appears. Once you've got the key go back out the same way you came in. Before moving on from here get Mr Elly Fant and the Silver Fortune Doll, then go out through the locked door. An easy way to get across this room is to swim most of it.

In the next room take out the two enemies and switch back to your old weapon. You now need to move into the centre of the green floor. When the tiles rise up and fly towards you you'll need to break at least three of them to reveal the



next silver key. As soon as the key appears jump up and grab it then leave the room.

You now need to take the door on the right and proceed through to the second room where you again need to kill all the enemies in order to get the gold key. Next go back the way you came until you get to the room with a large gap. To move across the gap you will need to jump towards the box and fire your chain pipe while in the air, pulling yourself the rest of the way across. Before entering the locked room move to the next door, inside of which you will find Ryo and some health. Now return and enter the locked door.

Cross the new room to the lift in the corner and climb on. The lift takes you up to a room where rows of round enemies move along a platform, blocking the route to the door. You need to jump over them and get to the door.

In the next room there are three large presses. The ones either end of the room drop down from the ceiling while the centre one doesn't move. Ride one of the end presses up and jump to the centre one to get the silver key, then drop down and go through the unlocked door next to the centre press for a Silver Fortune Doll. Return to the locked door and exit. You'll need to carefully make your way around this room to the first door, avoiding the rotating mines. The first set of mines can be bypassed by swimming across to the first island. Once through the first door, you'll need to use the chain pipe to cross the water by again jumping and firing whilst in the air. The door you're heading for is just around the corner.

The first thing you'll see when you go through the door is a large hand blocking the passage. If you return here after defeating the boss you'll be able to get ryo and a Silver Fortune Doll. For the moment take the door on the left. You'll find the silver key in the corner of the room. Take it, go back three rooms to the room with the water and the rotating mines and enter the locked door. Through this door you'll find more round enemies. Simply run and jump along the edge of the room and kill the ninja when he appears to prevent him throwing shurikens at you. Exit through the door at the end of the room.

Go left in the new room for some ryo and more health, again watching out for ninjas, then go out through the new door.

This room contains more presses and some platforms which you'll need to use to make your way across to the exit door in the far corner. There is also some ryo on one of the platforms. The best technique is to jump on the press when it is down, then jump from it to the next when it rises up. Falling off loses you health but doesn't necessarily kill you.

Get onto the lift in the next room and you'll travel up to meet the baron. When he finishes talking and runs off, follow him, passing through the white screens until you find the Silver Fortune Doll. Pick up the Silver Fortune Doll and the health. The next screen door leads to the boss robot.



BOSS The King Robot: Congo

The first boss robot is a huge red, rotating head who looks quite ominous but is in fact fairly easy to defeat. To beat Congo run up to his chin and use the chain pipe to strike him under the red dot. Make sure you stand just to the side of the blue thing which is protruding from his neck though. He has two defences, bad breath (okay, fire breath) which is all but useless – if you stay in close under his chin it will pass over your head. His other weapon is lasers; these come out of the four blue things. When these are activated, simply move out a little, and jump them as they spin.

When defeated the boss releases the Miracle Moon which you need to pick up, after which the exit door will open. Before passing through the exit door you can if you want return to the room previously blocked by the large hand for loads of ryo and a Silver Fortune Doll.



Through the door at the end of the next room you will find the Lord. He will give you the super pass and you'll find yourself back outside Oedo Castle. The first room of the castle can be re-entered for more ryo. Other rooms now have all their objects (except keys and Silver Fortune Dolls) and these will be replenished when you leave. This means unlimited ryo and health!



Make your way back two rooms to the area with bridges and a load of water. Jump into the water and swim through the tunnel, then in the next area, swim straight through to the next tunnel.

Swim forwards and around the corner, stop to pick up the Silver Fortune Doll, then swim onwards to the end of the waterway and jump onto the bridge via the floating platforms. Talk to the two guards on the bridge and they will open the gates and let you leave the town. Once you're outside the gates, cross the bridge and go right to the door you'll find there.

Through the door you'll find yourself in a tunnel. Follow the cave all the way to the next door which will put you outside in a field. You want to cross the field and climb the hill on the far side to the path at the top. Follow the path until the game takes control and eventually puts you in control of the giant robot, Impact.

BOSS Robot: Kashiwagi

Wartime Kabuki

The first section is fairly straightforward, you simply destroy as much as possible to gain energy. However, moving about, firing, etc, uses up energy so the most effective method of getting past this section is just leaving the thing to itself until you reach the enemy robot (ie don't touch the controls unless you have to jump a trench).

You should start with an oil level of about 600. The enemy robot has a range of different attacks. After a few attempts you'll be able to recognise what the robot is going to do from his stance.

Robot raises his arms above his head – he is about to launch missiles. He is vulnerable when he does this so fire a spread of nasal medals then take out his missiles.



Robot holds one hand out in front of his body – 'Spam attack'. This can be pretty lethal, and the best thing to do is to hit him with a nasal medal as he prepares to move, which will make him do something else. If you don't manage this then wait until he flies at you and try to catch him with your fist.



Robot flips over and grows wings – nothing you can do about this because when the wings come out, your shots just bounce off. Wait for him to fly past you and punch the spinning things he drops. They replenish your nasal medals if you hit them with your fists.

Robot produces two bits of wood – he's about to give you a carpentry lesson. Okay, maybe not – he's about to ram you. This isn't a problem, just time it so that you punch him before he makes contact with you. When the enemy robot's power hits 1000 or under, he gets another power:

Robot flies towards you with arms down – this is a bugger. If you let him he casts a spell, for the duration of which you can't hit him, and a ghost version of him hits you. You can however use the laser mouth if its powered up, which will break through his shields and hammer him. If you're not powered up you just have to defend until the ghost vanishes.

When you have destroyed the robot, it's then time to move on to Zazen Town.





This robot is a toughy to defeat, just follow the steps above and you'll fell the rust bucket in no time.



TOWN 2

Zazen Town

Shortly after passing through the first door of Zazen Town you'll meet a new character, Secret Ninja Agent Yae, who will join your party. Once you've met her move on to the next area and cross the bridge to enter the following one, then make your way left and through another door to the Gojo Ohashi bridge which you will find is blocked by a guard called Benkei.



Benkei won't let you pass at the moment, so make your way down the ladder which is to the right of the bridge as you face him.

At the bottom of the ladder travel left through the passage, then climb up the steps and talk to Ushiwaka the fisherman. Ushiwaka will tell you to look for three blue fish which you'll find swimming around in the water. To pick them up, just run over them. When you've caught three return to Ushiwaka and he will tell you to bring him five yellow fish.

Once you've done this you'll have to find eight pink fish and Ushiwaka will then give you the Achilles Heel log. Now return to the bridge blocked by Benkei the guard.

Sub-Game 1

Flatten Benkei the guard
Easy peasy! Throw your log at him (by pressing B) and hit him three times. It's all a matter of timing! He will let you pass and give you the Mechanical Ninja Sasuke, but you won't be able to access him yet as his batteries are missing.

Having beaten Benkei, move past him through the door and make your way down the hill until you come to two paths leading through a fence by the Yamato Shrine. The first path is the one you need to take; however, the second path holds a lot of bonuses.

Second path

Take the second path through the bamboo forest until you come to the Turtle Stone which is standing on a small podium. Pushing the rock in different directions will cause different things to happen.

Using the direction you were facing as you came up the ramp as forwards:

Push the Turtle Stone forward to have medals fall from the sky.

Push the Turtle Stone to the left to obtain a Silver Fortune Doll.

Push the Turtle Stone backwards towards the ramp to transport to an island. Walk through the transporter you find there to appear on a boat. Get off the boat and swim around to the Husband and Wife rocks. Cross the bridge and go to the top of the tallest of the two rocks, where you should find a Silver Fortune Doll



and another transporter which takes you back to the first island.

Jump into the water and swim to shore then go left and through the forest to get back to the Yamato Shrine. Return to the Turtle Stone and push it to the right. You will be transported to the shrine, which will now be open. Go inside and climb to the top of the building for a surprise pack which will give you an extra life, then walk off the ledge and land on a platform below to collect a Silver Fortune Doll.

Go through the forest on the first path and make your way to the waterfront. On your left you'll see a coffee shop behind which is an extra life. Once you've collected the surprise package make your way up the rock path up to the building on the rock at the top – you will find a Silver Fortune Doll if you drop off the left side of the rock path onto a small ledge. Enter the building and when you talk to the people inside offer to help the Awaji Island Branch of the Oedo Tourist Centre with its dragon problem.

The Dragon

The dragon is your transport to the next town, but first you must kill the Control Machine that's sitting on its head. Make your way to the end of the dragon without falling off. The Control Machine will spin around and fire at you. Keep back until it stops spinning then quickly run in and hit it with the chain pipe and back off again as it starts to spin. Repeat this action until it's dead and you'll free the dragon.



Once you're back on the ground Koryota, the child of the Dragon God, will give you his flute. Yae can blow this in any open spaces to ride the dragon anywhere you've already visited (useful if you can't find anywhere to save the game). To blow Koryota's flute, select it and press fire.

You'll find yourself at the bottom of some steps leading up Kompira Mountain. Climb the steps until you come to the very top of the mountain where you'll see a wooden box which is actually a shrine to the God of Money. Use Goemon, select the medals and fire five of them into the box to receive the Medal of Flames. This is activated by selecting the medals and holding down B until the medal in the box appears solid and then releasing B.





This dragon is friendly and won't Goeman's funky hairdo, shoot his control box and he'll fly you anywhere.



TOWN 3

Follypoke Town

Go back down the mountain and enter Follypoke Town, then go around the corner to the right and through the doors. Next take the doors to your immediate right after which you should see a door directly in front of you. Go through the door and follow the new path – which will be down and to your left – along over a bridge, up a hill and through the doors. On the other side is the vine bridge which will collapse in the places where the planks are a lighter colour, unless you walk really slowly across them. If you fall down, swim back to the bank and climb the ladders to get back to the bridge. If you drop through the second set of collapsing planks on the bridge though, you'll find a Silver Fortune Doll standing on a rock. The best way to cross the bridge is to continually jump forwards. Once you're over the bridge go through the next door.

In the new area follow the path up the hill and go to the building on the left which is Dogo Hot Springs and has a small door just to the left of the main door. The main door should be locked. Turn right and go further up the hill into Iyo's coffee shop and talk to the people you find there to learn about the dwarf in Zazen Town. Exit the shop, switch to Yae and blow Koryota's flute to travel back to Zazen Town. Once you're back in Zazen Town, find Ushiwaka the fisherman who will have shrunk. Talk to him and he'll tell you to eat eight sweets at the Golden Temple. Follow him into the water and left through the tunnels until you reach the waterfall, then go up the ladder on the left and through the door. Take the second door on the right and go across the bridge where Ushiwaka will be waiting outside the Golden Temple. Switch to Ebisumaru and talk to Ushiwaka to enter the next sub-game.



This battered old bridge collapses when you walk across certain sections. So jump, jump!

Sub-Game 2

Salt and Pepper Bombardment at the Golden Temple is easy enough, keep runnig around avoiding the falling dynamite and the fat girls, and collect eight sweets to receive Ebisumaru's 'Mini-Ebisu' power.Then go back over the bridge and through the door, go straight on and left up some steps. Turn left at the first corner and right at the second, go through the door on the right into a passage. Partway along through a doorway on the right is a room with a puddle and tool. Hit the tool three times for a Silver Fortune Doll, go back the way you came. Remember where this room is for later. Summon the dragon and travel back to Lyo's coffee shop near Dogo Hot Springs, return to the door that is still locked, select Ebisumaru and use the C Up button to activate his special power. Once he's shrunk, pass through the door – use C Up to return to normal size. Follow the passage, you'll need to pass through the red gate on the left, but first go to the end and jump into the spa. Press and hold Z for a relaxing soak which will soothe your tired muscles – but more importantly will regain lost health! Go back to the red gate, turn small again and walk under it. Once through the gate, return to normal and go right and into a cage and then down for a Silver Fortune Doll, before returning to the red gate and the bumps.Go over the bumps and up the ladder then, using Goemon's chain pipe, make your way over the gaps and up the slope to the door of Ghost Toys Castle. Save the game and switch to Goemon's medal weapon.



CASTLE 2

2. Ghost Toys Castle

Upon entering the first room of the castle you'll see two ghosts. At the moment you can't hurt them, so instead hit each of the statues at the far end of the room with the Medal of Flames which will open the door, allowing you to go through. The new room contains the crane game, which is of no use to you at the moment but will be important later. Go through into the next room and make your way across the spikes (you must study them for the pattern) and into the following one.

The room you find yourself in is full of water. Make your way round the room, picking up the Silver Fortune Doll from on top of the large head along the way and exit



through the door. Collect Mr Elly Fant from the middle of the new room and then leave via the other door in the far-left corner.

You'll need to defeat all the enemies in the new room before the silver key appears. Before you leave, pick up the seed (it was on the left as you entered the room), climb onto the lift and drop the seed in the middle of the platform. A flower will grow from the seed and release energy and ryo. Take the key, and leave.

In the next room make your way through the first door on the left. The new room will contain a lift which you should get on and take to the room below. Make your way through the corridor across the platforms to a second lift and take it upwards. Exit through the next door and in jump on the power switch you'll find on the floor to activate it then get the silver key and the Silver Fortune Doll then jump over the fence to get back into the room with the crane game.

This room now has a working control console. Walk up to it and you'll be shown the camera, which is what you're after. This section works like those grab games you get in arcades, except that the claw actually does pick up. The easiest way to do this is to jump onto the forward button until the claw lines up with the floorboard which the box holding the camera rests on then jump off. Then hop onto the sidewards button until the shadow of the claw passes over the camera and jump off. If you have done it successfully you can collect the Wind-up Camera. If not, just try and try again!

The Wind-up Camera is used by Ebisumaru. To activate it, select it and hold the B button until the image solidifies, then release B to fire the flash. The camera can be used to take out ghosts. Simply use it in the same room as them and they become solid allowing you to switch weapons and smack 'em! The camera will also reveal hidden paths and objects.



You now need to retrace your steps (again) to the room before the one containing the first lift. When you get there cross the tightrope to collect the golden fortune doll, and proceed through the locked door.

The new room will be full of ghosts, so use the camera to make them solid and then kill them all to open the exit door which is to the left as you entered. It's important to note that in this room and from now on any contact with water will be



harmful to you. In the room beyond take the first door on the left, kill all the ghosts to get the silver key then return to the preceding room and make your way over the spikes to the locked door.

Once through the locked door go up the stairs and take the lift upwards. Take the unlocked door and move up the ramp in the next room. You need to make your way across the spinning tops to the other side of the room for the silver key and then come back the same way. If you fall into the water, quickly swim back to the ramp and try again – fall in too often and you'll die. Once you have the key return to the previous room and go out through the locked door.

In the new room you will see an unlocked door directly ahead of you. Go in and defeat all the enemies for the silver key then come back into the main room. Next make your way to the silver locked door which is along the same wall as the one you've just come out of.

Take the door that's directly ahead of you for loads of ryo and health and then exit. Make your way past the skipping ropes – this is easiest if you use Ebisumaru and turn small – and take the door at the end.

Use the camera and kill the ghosts then make your way across the floor, being careful not to fall down any holes and collect the gold key and the extra life. Then make your way back two rooms to the main room, collect the Silver Fortune Doll, go through the gold locked door, and head for the first door on the left.

Most of the new room is basically a huge pool table. You need to pot the balls in the correct order to get the silver key. The target ball is indicated by an arrow floating above it and you only need to hit it to pot it. Once you have the key go through the locked door, take the diamond key and go back two rooms then left and through the diamond locked door. To get to the boss simply hop on the lift.



Using this camera will make the ghosts solid.





BOSS Robot: Dharmanyo

The Surrender

This boss robot is fairly straightforward, although not quite as easy as the first one. To start with use Ebisumaru and the camera to initially turn the boss transparent, thus exposing his heart.

Switch to Goemon, select the Medal of Flames and repeatedly jump and fire the medal to hit the heart when the boss is transparent. The best technique is to keep moving all the time as the boss will try to hit you, jump on you, and fire at you. Run right all the time (anti-clockwise), because the boss fires from his right (your left) arm and if you run the other way the missiles always hit you. Run right though and they don't.

Once the boss robot is defeated get the Miracle Flower and save the game, following which you will find yourself outside the castle.



Return to Zazen Town on the dragon. Enter the town and go over the bridge and through the door. In the next area go up the small flight of steps that will be diagonally left of you as you enter, then go right and through the door at the end into the passageway beyond. Exit through the other end of the passage, follow the path round and down the steps and go through the first door on the left.



You should see a child standing on the bridge. Go past him and through the door into Bizen. In Bizen follow the path round and over both bridges – you should go past one locked door and two stone ones, remember this location for later. You are heading for the door at the top of your on-screen map.



Through the door is a large hill. Walk along to the right, go through the next door and you'll find yourself in the desert. Activate your on-screen map (if you haven't already done so) and make your way to the lake at the bottom-left of the map. Some dunes can be climbed by repeatedly jumping, others you will have to go around.

Pick up Sasuke's first battery at the lake and then collect the Silver Fortune Doll, then return to the door you came in by and leave.

You now need to climb to the very top of the hill and enter the building that you find there. Inside the building (which, in the style of Doctor Who's Tardis, is much bigger on the inside than on the outside) is a tree.

Climb to the top of the tree, switch to Ebisumaru and use the camera to make Sasuke's second battery appear, allowing you activate him. This done, leave the building and head down the hill to the third door which is on the left-hand side of the map.

Through the door is Hagi Village. You want to go through the door on the top-left of the map (you start in the top-right). Once through the door, you will be facing a small valley. You need to go through the door on the top-right of the map but to get there you will need to travel left first of all to avoid the hills before going up.

Once through the door you'll find yourself in Shuhodo Cave. Make your way to the end of the map where you'll find the stone door leading to Festival Temple Castle. Use Sasuke's Fire Cracker bomb to destroy the door, then read the sign to save the game and go in.

CASTLE 3

Festival Temple Castle

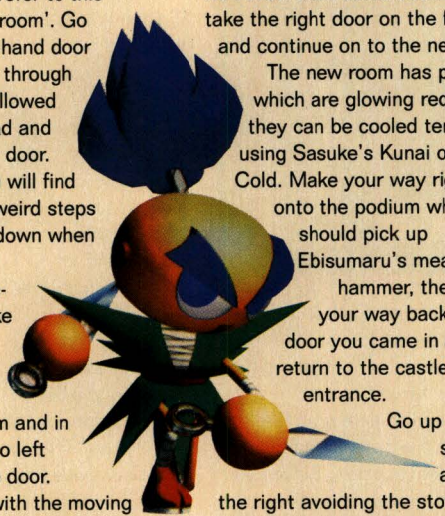
Upon entering the castle, go left and then forwards through the gate into the underside of the building. Follow the passage along to the right, round the corner and through the door.

On the other side of the door go to the left for some health then return and go forward through the gate, then left avoiding the falling round things and through the door.

Jump into the water in the next room and follow the mines around to reach the opposite bank then climb the wooden platforms to get Mr Elly Fant and exit through the door on the right.

The next room has two doors. For clarity we'll refer to this as the 'junction room'. Go through the left-hand door then go left and through the next door followed by straight ahead and through another door.

The room you will find yourself in has weird steps that go up and down when you stand on them with a see-saw effect. Make your way through the door on the right of the room and in the next room go left and through the door.



In the room with the moving platforms take the ladder up and go through door on the right, then around to the right for a Silver Fortune Doll. Backtrack to the platforms and use them to get to the door which is on the right side of the room through which you will find a key.

You next need to make your way back to the junction room and go through the locked door which will take you to a room with strange tanks in it. Go right, climb the ladder you'll find there and make your way along the rooftops until you find an extra life. Follow the roof back to the far wall, drop off and enter the door in the end wall (if there's no door, you've dropped off the wrong end). In the new room you'll find Sasuke's new weapon, the Kunai of Severe Cold. Take it and leave, then take the first door on the left. Zig-zag past the



rolling barrels and go through the door. In the next room take the door on the right for some ryo and Mr Arrow then come back in and take the right door on the far side and continue on to the next.

The new room has platforms which are glowing red hot, but they can be cooled temporarily using Sasuke's Kunai of Severe Cold. Make your way right and onto the podium where you should pick up Ebisumaru's meat-saw hammer, then make your way back to the door you came in and return to the castle entrance.

Go up the stairs, along to the right avoiding the stompers and into the next room. Freeze the blocks and jump across. Make your way to the top of the castle and get the gold key then drop down to the floor below. Take the door below the platform which held the gold key then go left along the platform and down the ladder at the end to find a gold fortune doll. Go back up the ladder and jump over the balcony where it turns right to bypass the falling things and make your way back to the Junction room. Next take the door on the



left then turn right and head through the locked door. You'll see a huge waterfall in front of you. Go down the ramp and jump onto the floating platform to get onto the wall. You now need to make your way to the top of the waterfall. To do this, jump onto the first fish then jump off when it reaches the other side, take the ladders upwards and get on the second fish. Move all the way along this fish to the pole and jump onto the centre platform then walk around it and jump onto the third fish and jump off when it reaches the top.

Go up the last ladder, through the door and make your way to the next one which leads to the third boss robot room.

Once inside, drop down into the pit and it will appear.



BOSS Ghost Robot: Tsurami

This boss robot is extremely easy to begin with, and only gets a little tricky when it is about to die. Initially Tsurami will throw pairs of blue discs followed by two red ones. After a while, it'll throw clusters of green ones followed by two red ones and then when it's about to die it'll through loads of yellow ones again followed by two red ones. The best technique is to run anti-clockwise around the chamber. This will avoid all but the red and the final yellow discs. The red ones you need to hit so they fly back and hit Tsurami. When it starts chucking yellow ones they will land all over the place as opposed to just behind you, so you'll need to dodge as well as running around. When you defeat Tsurami you'll get the Miracle Star.



This ghostly boss uses orbs from the arcade classic salamanda

Once you have destroyed Tsurami go back through the cave and make your way to the door that's on the bottom-right of the map and go through to meet Omitsu and watch Kyushu disappear.

Once it's gone return to Bizen, the room with two stone bridges and two stone doors. Use Sasuke's bomb weapon to destroy the doors and get a white Silver Fortune Doll and a gold fortune doll. Then take the door on the bottom-right of the on-screen map that you haven't been through yet and you'll come to a bridge. Jump off the right side of the bridge into the water and move to and along the rock ramp. When you come to the overhang use Ebisumaru to become small and pass under it to find another Silver Fortune Doll, then jump into the water. Swim along under the bridge to the transporter-like shape in the water. Ride the wooden platform to the top for yet another Silver Fortune Doll.



Next use the dragon to go back to Oedo Town. Switch to Goemon and go through the town doors, forward, right, to the end of the path and through the door. You are now back in the street where you started. Move down the street and enter the second door on the right which is the Muscle Training Gym. Talk to the man inside, select option one and enter the third sub-game.



Sub-Game 2

Balloon defence

Easy (and weird) – move your podium round in a circle and use the B button to throw boxes onto the heads of the pointy-headed people that live in the holes, thus stopping them from rising up and bursting the balloons. The best method is to throw two boxes then turn to the next head, do the same thing, turn again, and so on. If successful you'll get Goemon's 'Sudden Impact' magic power.

Once you've completed the sub-game, go back the way you came and exit the town. Now cross the bridge, turn left and go up the ramp and across to the metal block. Activate Goemon's new special power and push the block so that you can get through the gap – if you drop to the right just after you pass the fence you'll get a Silver Fortune Doll.



Go through the door and make your way across the platforms to the next door on the left. Once through it walk to the right and go up the ladder. Work your way across the next platforms to the path in the corner leading to the red button and hit it which will activate some more wooden platforms. These lead to the next door but if you first jump down you'll find another Silver Fortune Doll.

Through the door you should see snow. Walk forwards and then take the door that's right ahead of you. This is the door to Festival Village.

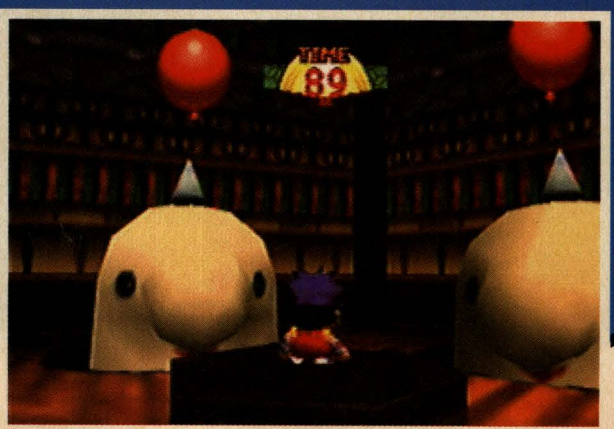
In the village go down the steps ahead of you, ignore the doors on the right and go up the stairs in front of you to the next door. Once past it you will find yourself facing a house, at which you should turn right and follow the path up to and through the next door.

You'll find yourself outside by Mt Fear. Ignore the ghosts and make your way down the path. Halfway down on the right is a marker stone. Read it then turn right and you will see a large stone blocking your path. Your weapons aren't powerful enough to destroy the stone yet, so you need to go back the way you've come, through the door along and round the corner and through the second door to talk to the man in blue who should be in front of you. He is Mokubei the Pipe Maker's little brother and tells you that you need new weapons. You must talk to him. Next, take the dragon back to Kai's coffee shop and proceed from there to Mt Fuji.

Back at Mt Fuji, climb once again to the top and go see Mokubei. He will give you the silver weapons, so take the dragon back to Festival Village, return to the large stone blocking the path up Mt Fear and destroy it.

Having cleared the path take the ladders up to the house at the top of the mountain and enter. The woman inside is a witch. At this point, you should have quite a lot of ryo. If you don't have at least three hundred, you'll need to go find more.

Assuming you have the right amount of ryo, talk to the witch and she will grant you a conversation with a strange bearded wise ol' man. At the end of the conversation leave the house, go down the mountain and make your way through the village and out the front gate where you first came in. Follow the path round to the right and through the set of doors there. If you jump into the water at any point in this room you will be able to swim around and get a Silver Fortune Doll. At the end of the path go through the doors where you should find the Waterfall of Kegon and a sign. Change to Yae and read the sign for the fourth sub-game.





Sub-Game 4

Salmon impersonation

Yae needs to go up the water fall. Simply tap the A button really fast and move the control stick to the left to avoid the falling objects. When you make it to the top you'll be granted Yae's 'Mermaid' power.



Having completed the sub-game, head back to the entrance to Festival Village and make your way through the town to the marker indicating the rear path up Mt Fear. If you want to get another Silver Fortune Doll on the way then go right through the doors into the village square, jump into the pool in the middle, use Yae's magic and swim through the tunnel into the room beyond. From the Mt Fear marker stone continue forwards to the next set of doors through which you should see the Mutsu shoreline.



Select Yae and jump into the water, then activate her special magical power to enable her to swim. Button A now makes Yae swim, while B performs a swim attack.

Swim downwards to find the red button and activate it with the swim attack to open the door under the water. Go through this door. In the next area you are looking for the Gourmet Submarine trapped under the ice, but before entering it look for a Silver Fortune Doll and an extra life. The submarine is fairly easy to find. If you look on your on-screen map it's in the vaguely c-shaped light blue bit. When you find it go in through the hatch in the bottom.

CASTLE 4

Gourmet Submarine Castle

Once in the sub, swim up then along against the current and then up again to the top of the shaft. Change Yae back so she has legs again and take the lift up to the next room.

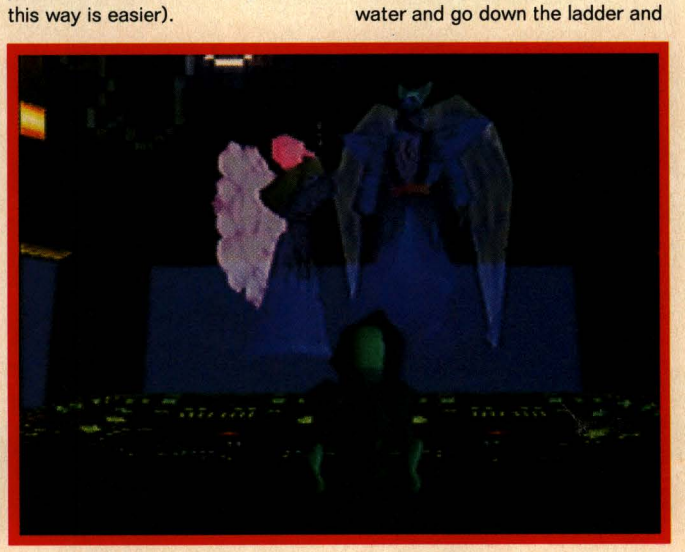
The large table in this room leads to Mr Elly Fant and you'll need to climb up the blocks to get to him. You should see two doors. Take the door which is on the right of you as you face the table (they both take you to the same place, it's just that this way is easier).

In the next room go around to the door on the left and through it then take the door on the right.

You need to get around via the moving platforms in this next room to get the silver key in the far corner. Once this has been done go back two rooms to the room with the locked door and go through it.

In the room with giant tea-cups get the Mr Arrow from the corner then climb on the lift. Now change to Yae and swim down and through the door then swim around and through into the following room.

In this room you'll need to swim to the end for the silver key then exit through the locked door. Next swim to the left, climb out of the water and go down the ladder and





out the door. In the next room the silver key is in the left corner and the exit in the right. Use the conveyor belts to make your way around to the key then exit from the room.

In the new room climb the ladder on the left and get the gold key then exit via the door that was straight ahead of you as you came in to find Yae's bazooka weapon and another silver key. Collect these and exit the way you came then take the other locked door which is in the far-left corner as you re-enter the room.

Go underwater and through the door, then swim to the surface in the next room. You will see a lift, but there is also a small door in one wall. Use Ebisumaru to go through this door then through the next. Go round to the right to get an extra life before returning to the room with the water and the lift and climbing onto the lift.

Take the door to your immediate right in the new room (if you fall into the water as you jump across to the door, use Ebisumaru's camera and a hidden path back to your start platform will appear). Kill the enemies on the other side of the door and pick up the extra life



before going out through the door.

You should now take the door on the left. You need to cross the new room using the moving bowls and take the unlocked door which is directly ahead of you on the right. Kill both enemies and get the silver key then exit through the door you came in through and take the bowls around to the right and through the locked door.

Make a path with the camera in this next room and pick up the diamond key, then leave. Now go right, back around the corner via the bowls to the diamond locked door and go through it.

Finally take the lift up and follow the room to the door at the other end. Once inside, watch a cut scene and talk to the aliens, after which you will meet the next robot.

BOSS

The Charming Mermaid: Thaisamba 2

You'll notice that you're now in the water. Aside from this, the gameplay is pretty much the same as with the Wartime Kabuki Robot.

Important differences are that this robot dives into the water making him more difficult to spot, and he drops floating mines in place of the first robot's spinning things which are harder to see and therefore to destroy.

When his energy drops to 1000 you will submerge, after



which Thaisamba 2 will now perform his version of the 'ghost' move – a whirlpool. Now you can take him out with your laser mouth.

Having beaten the robot, take the dragon to Zazen Town, return to Benkei the guard on the bridge and talk to him. He'll tell you about a collector called Kihachi. Now go back one room to the centre of town and make your way through the passageway to the room with the small pond. Stand on the round stone directly in front of the pond (between the two sharp stones) and talk to Kihachi.

Next you need to head for the room where Ebisumaru played his sub-game. In the room before the one you're heading for, talk to the small boy and ask what Kihachi's favourite food is. In the sub-game room you need to talk to the old priest on the bridge. He will give you the Key to Training.

Leave the priest and take the first door on the right as you enter the room where you spoke to the boy. Go across the bridge and through the doors then head for the locked door in Bizen which is just to your right as you enter. Open it and inside will be another man. Talk to him as Sasuke to enter the fifth sub-game.

Sub-Game 5

Up the pole

Climb the circular pole in the centre of the room. This one is probably the most difficult sub-game, or it could be the easiest, depending on how good you are at jumping! Master the pole to obtain Sazuke's 'Flying' magic power.

Having completed the game exit the room, go left and exit the next room. Head over the bridge and through the doors, turn left and take the second door on the left. Now you should find a long passage leading upwards and another door. Go through this door and at the end of the area you will see the priest's son on a high stone block.



At this point, you must have at least eight hundred ryo. If you don't have that many then go back to the room with two stone bridges and two stone doors and break down the doors again for more cash. Simply exit the room and re-enter for the rooms to be re-filled with ryo. Once you have enough return to the priest's son on the block.

Get onto the block on the left and use Sasuke's Flying magic power to boost up then cross over and talk to the priest's son. He'll sell you a Quality Cucumber. Now go back and see Kihachi (the guy in the pond) again and he will give you the miracle snow that you're looking for.

You should now go back to Festival Village and through to the lake where the sub was. Instead of climbing into the lake though take the door to the left which leads to Ugo Stone Circle and go up onto the altar of the Pemopemo God which will take you to the final castle.

CASTLE 5

Gorgeous Musical Castle

Move along the corridor and take the door on the left, then exit the next room and in the following one take the platforms upwards to find the silver key. Use the key on the door a little way down from the key, and exit the room.

In the next room jump across on the fans to get the gold key then return to the first room of the castle. Go through the room with the locked door that fits the gold key and in the next one take the ladder down then go right around the corner to the next door and through it. Walk around the corner on the moving floor and out of the subsequent door.

Bounce on the drums in the new room to get up to and go through the door then cross the blue platforms and get Mr Elly Fant. Follow the platform along, use Goemon's magic to push the metal block, then the chain pipe to get across the gap and pick up the gold key. Drop down and head out of the door below you then go across the fans and through the locked door in the following room. You'll find yourself in a room which has a locked door in the middle of the floor, a small door on the far wall and a Silver Fortune Doll to the right of that door. Use Ebisumaru to go through the small door, get the gold key and come back to the gold locked door. Go down and through the door.

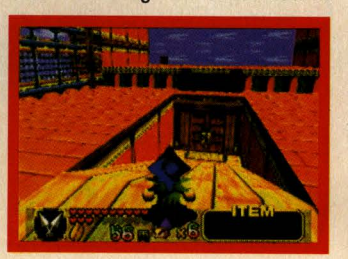
In this room kill all the enemies and head out of the door, then make your way to the top of the room on the boxes for the diamond key and return to the room that contained the sunken locked door.

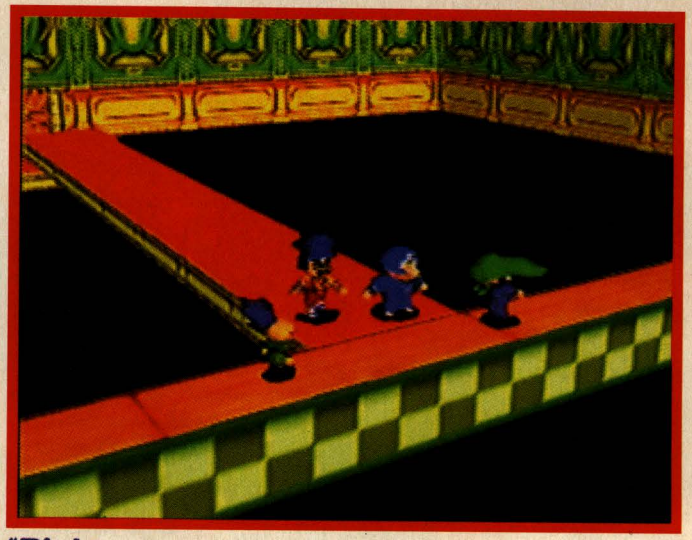
Climb the ladder in this room and make your way to the red button and activate it, which will lower the stairs. Go up the stairs and out and in the next room avoid the 'waves', go up the moving steps and out. Make your way round in the next room and hit the red button for some more stairs. At the top, use Yae to swim underwater for an extra life then get Mr Arrow, go up the stairs and out.

Now that you're outside head round through the gates, follow the maze and take the second set of



"With love to guide us, nothing can divide us! do do do, dah,dah,dah"





"Right, everyone jump and down really fast, and we'll summon that huge robot-thing!"



"I can't believe they're making us dance in this stupid musical!"



Okay, synchronised arm- jiggling! on my command begin!





gates, then switch to Goemon and go along to the door which should be sealed shut. Go back through the gates and enter the first building on the right which is the general store and talk to Omitsu then go to the restaurant next door and see the white haired wise old man from the witch's house. Talk to him for some new golden weapons then go back to the sealed door, break it and go through and into the following door.



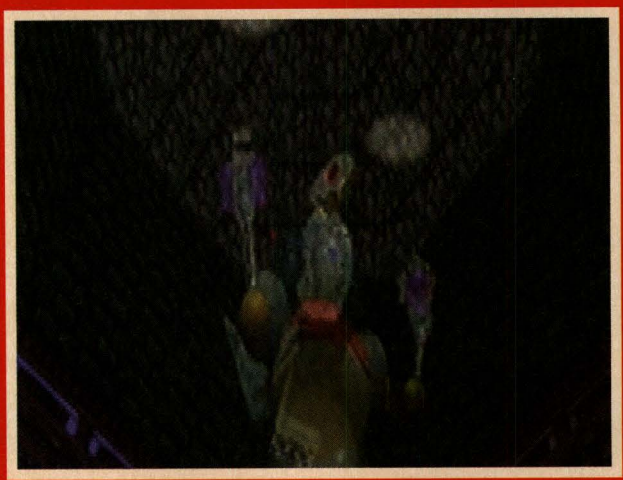
Go up the stairs on the left and through the door. Take the moving platforms across to the next door and exit through the door facing you then take the conveyor belts to the red button and activate it for a new platform by a different door. Make use of this platform to leave the room. In the next room find the new red button, activate it and leave via the newly accessible door then follow the path to and through the next door.Go around and get ready to press the next red button. When you do this quickly jump onto the platform in the centre as it will start to move upwards – if you miss the platform leave the room and re-enter to reset it. At the top take the diamond key, go up the steps and through the door then slide down and go through the door at the bottom, turn left, go to the next door and exit to get back to the room where you came in.

Go right a little way and jump through the picture of the boss for a gold fortune doll. Jump back, go down the stairs and through the locked door then through to the next room and follow the path to the next door (there is also a Silver Fortune Doll in this room). Go through the door. The next room rotates in the middle so make your way across avoiding the gaps and go through the door into Peach Mountain Main Hall for a bit of a 'musical interlude'. Save the game when you get the chance and prepare for battle.

BOSS Robot: Balberra

The Great Peach Mountain Battleship

The first of these robots is cumbersome and easy to beat. Basically, the idea is to knock out all of its armaments then hit it in the exposed engine core as it opens. Knock out the main laser (the red thing in the Balberra's centre) first, then use the laser mouth on his other armaments. No problem!



This ghostly boss uses orbs from the arcade classic salamanda

The Fairy Of Love And Dreams: D'Etoile

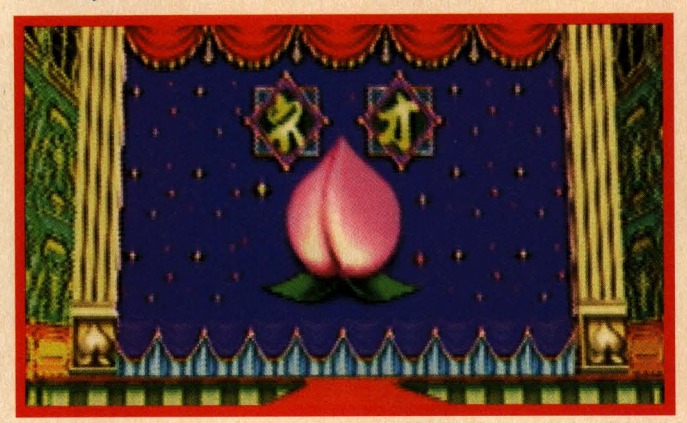
The second of these robots is, to put it bluntly, a complete pig. He (or she, since it's a fairy) flits about all over the shop, and is extremely difficult to hit with your super-laser. Concentrate on combinations and use the laser mouth as soon as you knock him down so that it catches him when he gets up. His version of the ghost move bombards you with asteroids, but he is vulnerable to the laser mouth at this point.







"Hello, and welcome to the Alien Invaders International Theatre!"



Round and round and round it goes, if you fall, you'll bloody your nose!



NINTENDO®64

You will believe a bear can fly



BANJO-KAZOOIE

Fly like a Bear and climb like a Bird?

This dynamic duo open a stunning new world of tag teaming game play that prove that two heads are better than one. And with a game this big you'll need all the help you can get.

5/5 C&VG *"This is a brilliant game"*

RAREWARE™

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

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Complete this survey and you could WIN a 33 inch Scheidner TV worth over £1,200

64 SOLUTIONS

1998 READER SURVEY



The N64 games scene has finally exploded, with quality titles such as Goldeneye, Diddy Kong Racing,Eathworm Jim and Banjo Kazooie at last arriving on the shelves to worldwide acclaim. Now more so than ever is the perfect time to be an N64 owner and to take part in the next generation of console games!

As a valued reader of 64 Solutions & 64 Magazine your opinions really count, and we want your feedback to make the magazine even better. But of course we're not asking you to fill in this survey without some kind of reward - and what a fantastic prize it is - a 33 inch Schneider TV worth £1,200! All you have to do to stand a chance of winning this great prize is to fill in the following questionnaire and send it back to the address provided.



This survey has been compiled and produced with the help of ICD Marketing Services Limited, a company specialising in this field and is designed to provide us with a complete picture of the people who read our magazine and to help us focus our efforts in meeting the needs of all our readers. It is important that we involve as many of our readers as possible, so please spare a few minutes of your time to complete the survey.

The questions are straight forward and you are under no obligation to answer them; some questions are about you and, if appropriate your partner. Any information you provide will be treated with great care.



It will be processed and held by ICD and will always be safeguarded under the terms and conditions of the Data Protection Act.

All answers will be used, both by ICD and ourselves, for analytical and marketing purposes and may be passed onto other organisations. They may wish to send details of products and services that are likely to be of interest to you, based on your answers. If you would prefer not to receive these offers, please tick the space at the end of the survey.

This survey is brought to you by Interplay Productions, world-wide publisher of award-winning PC, PlayStation and N64 games, home of MDK, Star Trek: Starfleet Academy and forthcoming smash hits Earthworm Jim 3D, Messiah and Wild 9, and by department 1. Number one for mail order.



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NO. 1 FOR MAIL ORDER!!
BUY - SELL - EXCHANGE NEW-IMPORT-2ND HAND
Department 1
0171 - 916 8440 SUFFOLK HOUSE 1-8 WHITFIELD PLACE LONDON W1P 5SF

NO. 1 FOR MAIL ORDER!! Department

Section 1. Name & Address In order to enter the prize draw, you are required only to complete sections 1 & 2.

Please give your name in the way you should be addressed.

Mr 1 ☐ Mrs 2 ☐ Miss 3 ☐ Ms 4 ☐ Other 5

Surname

Forename

Address

Town

County

Postcode

Telephone 0 1

2. Marital Status

Single 1 ☐ Married 2 ☐ Divorced 3 ☐
Widowed 4 ☐ Living with partner 5 ☐

Partner's surname

Partner's forename

3. Your date of birth D D M M Y Y

4. Partner's date of birth D D M M Y Y

5. Are you: Male 1 ☐ Female 2 ☐

6. Your e-mail address: .....

7. If you're under 18 and live with your parent(s) / guardian, please state which:

Parent(s) 1 ☐ Guardian 2 ☐

Section 2. About You & 64 Solutions

1. What made you buy this issue of 64 Solutions?

A friend recommended it 1 ☐
I subscribe *(please go to question 5)* 2 ☐
I buy every issue 3 ☐
I saw it advertised 4 ☐
Passed on to me by friend/colleague/relative 5 ☐
The free booklet on the front cover 6 ☐
The cover looked interesting 7 ☐
To read a particular article 8 ☐
To see the advertisements 9 ☐
Other 0 ☐

2. Where do you normally buy your copy of 64 Solutions?

High street newsagent 1 ☐
Local newsagent 2 ☐
Passed onto me by friend/colleague/relative 3 ☐
Petrol station 4 ☐
Rail/tube station kiosk 5 ☐
Supermarket 6 ☐
Other 7 ☐

3. Have you ever had a problem finding 64 Solutions in a shop?

Often 1 ☐ Sometimes 2 ☐ Never 3 ☐

4. Would you be interested in subscribing to 64 Solutions?

Yes 1 ☐ No 2 ☐

5. Do you buy a review based magazine and a cheats based magazine as a package?

Always 1 ☐ Sometimes 2 ☐
No, but might do in the future 3 ☐ No, I don't 4 ☐

6. How many people, apart from yourself, will read or have a look at this copy of 64 Solutions?

No one else reads it 1 ☐ 1-2 2 ☐ 3-4 3 ☐ 5+ 4 ☐

7.How often do you buy the following magazines?

Other Nintendo 64 titles	Subscribe	Regularly	Occasionally	Never
64 Games Buster	01 ☐	20 ☐	39 ☐	58 ☐
64 Solutions	02 ☐	21 ☐	40 ☐	59 ☐
N64 Magazine	03 ☐	22 ☐	41 ☐	60 ☐
N64 Pro	04 ☐	23 ☐	42 ☐	61 ☐
Official Nintendo Magazine	05 ☐	24 ☐	43 ☐	62 ☐
Total 64	06 ☐	25 ☐	44 ☐	63 ☐
Other games titles				
PC Games magazines	07 ☐	26 ☐	45 ☐	64 ☐
PlayStation magazines	08 ☐	27 ☐	46 ☐	65 ☐
Other console magazines	09 ☐	28 ☐	47 ☐	66 ☐
Non-games titles				
Cars	10 ☐	29 ☐	48 ☐	67 ☐
Film	11 ☐	30 ☐	49 ☐	68 ☐
Football	12 ☐	31 ☐	50 ☐	69 ☐
Other sports	13 ☐	32 ☐	51 ☐	70 ☐
Lifestyle	14 ☐	33 ☐	52 ☐	71 ☐
Music	15 ☐	34 ☐	53 ☐	72 ☐
Science fiction	16 ☐	35 ☐	54 ☐	73 ☐
TV	17 ☐	36 ☐	55 ☐	74 ☐
Travel	18 ☐	37 ☐	56 ☐	75 ☐
Other	19 ☐	38 ☐	57 ☐	76 ☐

8. How many Nintendo 64 games do you intend to buy / receive as a present over the next six months?

None 1 ☐ 1-3 2 ☐ 4-6 3 ☐ 7-11 4 ☐ 12+ 5 ☐

9. Where do you normally buy your games from?

Mail order 1 ☐
Local specialist shop 3 ☐
High street retailer 2 ☐
Don't normally buy games, swap with friends 4 ☐

10. If we were to set up an 0891 number for competitions and information in general, would you call us?

	Competitions	Information	Both
Yes	01 ☐	05 ☐	09 ☐
No	02 ☐	06 ☐	10 ☐
Maybe	03 ☐	07 ☐	11 ☐
Definitely not because of the cost	04 ☐	08 ☐	12 ☐

11. Which of the following consoles do you use?

3DO 1 ☐ Nintendo 64 2 ☐ Nintendo Game Boy 3 ☐
SNES 4 ☐ PlayStation 5 ☐ Sega Saturn 6 ☐

12. How much more would you be willing to pay for 64 Magazine before price became an issue?

£1 1 ☐ 50p 2 ☐ 20p 3 ☐ 10p 4 ☐ Nothing 5 ☐

13. When you have finished reading your copy of 64 Magazine will you?

Keep it for reference 1 ☐ Pass it onto someone else 2 ☐ Discard it 3 ☐

14.Which of the following cover mounted freebies do you prefer?

Key ring 1 ☐ Poster 2 ☐ Review books 3 ☐
Tips/cheats books 4 ☐ Video 5 ☐

15.How do you get to hear about new games releases? (Please only tick the most important one)

Advertising 1 ☐
In store display 2 ☐
Magazine reviews/features 3 ☐
Store managers recommendations 4 ☐
Word of mouth 5 ☐

16. Please rank in order your favourite type of game. (1 = most favourite, 6 = least favourite)

Action/adventure 1 ☐ Racing 4 ☐
Beat 'em up 2 ☐ Shoot 'em up 5 ☐
Platform 3 ☐ Strategy 6 ☐

17. Please rank in order of importance the following factors in influencing your decision to buy a game. (1 = most influential, 7 = least influential)

Advertising 1 ☐ Price 5 ☐
Demo 2 ☐ Review scores 6 ☐
Friends recommendation 3 ☐ Special offers/promotions 7 ☐
Packaging 4 ☐

18. Please rank in order of importance the following factors that would persuade you to purchase a game. (1 = most persuasive, 6 = least persuasive)

Adverts 1 ☐ Free joypad or other peripheral 4 ☐
Free branded toy 2 ☐ Free T-shirt 5 ☐
Free game music CD 3 ☐ Packaging 6 ☐

19. How important to you is the name of the game publisher / developer? (i.e. Interplay, Eidos, Acclaim...)

Very important 1 ☐ Important 2 ☐ Not important 3 ☐

20. How do you rate the following mail order companies? (1=unsatisfactory, 10=excellent)

Excitement Direct 1 ☐ Gameplay 2 ☐ Special reserve 3 ☐

21. In order of preference, which of the following services are important to you when choosing a mail order company? (1 = most important, 9 = least important)

Being first with the new releases 1 ☐
Catalogue/mail shots 2 ☐
Free gift 3 ☐
Imported goods 4 ☐
Knowledge/honesty 5 ☐
Number of titles in stock 6 ☐
Second hand goods 7 ☐
Speed of service 8 ☐
Telephone excellence (speed and manner) 9 ☐

22. How do you rate the following sections in 64 magazine?

	Great	Okay	Weak
64 Showcase (news)	01 ☐	10 ☐	19 ☐
64 Sight	02 ☐	11 ☐	20 ☐
64 Nindex (A-Z)	03 ☐	12 ☐	21 ☐
Covers	04 ☐	13 ☐	22 ☐
Features	05 ☐	14 ☐	23 ☐
Previews	06 ☐	15 ☐	24 ☐
Reviews	07 ☐	16 ☐	25 ☐
Tips	08 ☐	17 ☐	26 ☐
When I'm 64	09 ☐	18 ☐	27 ☐

23. Have you ever bought an import copy of a game?

Yes 1 ☐ No 2 ☐

24. Do you trust the reviews in 64 Magazine?

Always 1 ☐ Sometimes 2 ☐ Rarely 3 ☐

25. Would you buy a game if the writers on 64 Magazine recommended it?

Yes, definitely 1 ☐ Depends on the writer 2 ☐ No 3 ☐

26. Has the long wait between quality Nintendo game releases caused you to think about converting to other consoles, such as PlayStation?

Yes 1 ☐ No 2 ☐ No, but it soon will 3 ☐

Section 3. About You

IMPORTANT - If you are under 18, please ask your parent / guardian to complete this section.

If you are the parent / guardian of an under 18, please state which:

Father 1 ☐ Mother 2 ☐ Guardian 3 ☐

Please enter full name

Your Forename

Your Surname

Marital Status

Single 1 ☐ Married 2 ☐ Divorced 3 ☐
Widowed 4 ☐ Living with partner 5 ☐

Partner's Surname

Partner's Forename

LEISURE / MOTORING

1. From the interest areas detailed below please indicate whether you currently subscribe or would consider subscribing to an appropriate quality publication magazine (Please tick all that apply):

	Have Subs.	Cons Subs.		Have Subs.	Cons Subs.
Angling	01 ☐	49 ☐	Golf	25 ☐	73 ☐
Antiques	02 ☐	50 ☐	Hair & Beauty	26 ☐	74 ☐
Bicycles & Cycling	03 ☐	51 ☐	Home Interests	27 ☐	75 ☐
Birdwatching	04 ☐	52 ☐	Humorous	28 ☐	76 ☐
Boats & Yachting	05 ☐	53 ☐	Men's Interests	29 ☐	77 ☐
Business	06 ☐	54 ☐	Mother & Baby	30 ☐	78 ☐
Camping/Caravaning	07 ☐	55 ☐	Motorcycling	31 ☐	79 ☐
Car/Motoring	08 ☐	56 ☐	Personal Computing	32 ☐	80 ☐
Classical Music	09 ☐	57 ☐	Personal Finance	33 ☐	81 ☐
Computer Games	10 ☐	58 ☐	Pets	34 ☐	82 ☐
Consumer (Which?)	11 ☐	59 ☐	Photography	35 ☐	83 ☐
Cookery	12 ☐	60 ☐	Politics	36 ☐	84 ☐
Country Pursuits	13 ☐	61 ☐	Regional Interests	37 ☐	85 ☐
Crafts	14 ☐	62 ☐	Religious	38 ☐	86 ☐
Crosswords & Puzzles	15 ☐	63 ☐	Retirement	39 ☐	87 ☐
Current Affairs	16 ☐	64 ☐	Rock Music	40 ☐	88 ☐
Do It Yourself	17 ☐	65 ☐	Rugby	41 ☐	89 ☐
Family Issues	18 ☐	66 ☐	Science & Technology	42 ☐	90 ☐
Films & Entertainment	19 ☐	67 ☐	Style & Fashion	43 ☐	91 ☐
Fitness/Health	20 ☐	68 ☐	Teenage Pop	44 ☐	92 ☐
Food/Drink	21 ☐	69 ☐	TV Video & Radio	45 ☐	93 ☐
Football	22 ☐	70 ☐	Water Sports	46 ☐	94 ☐
Gardening	23 ☐	71 ☐	Weddings	47 ☐	95 ☐
Geography	24 ☐	72 ☐	Women's Interests	48 ☐	96 ☐

2. Please write below the three magazines which you buy most regularly in order of preference and indicate whether bought at a newsagent, or on subscription (and whether you would consider taking out a subscription).

	N/agent	Have Subs.	Cons Subs.
	1 ☐	4 ☐	7 ☐
	2 ☐	5 ☐	8 ☐
	3 ☐	6 ☐	9 ☐

3. Which of the following newspapers do you read?

	You	Ptnr		You	Ptnr
Daily Mail	01 ☐	11 ☐	Guardian	06 ☐	16 ☐
Daily Star	02 ☐	12 ☐	Independent	07 ☐	17 ☐
Daily Telegraph	03 ☐	13 ☐	Mirror	08 ☐	18 ☐
Express	04 ☐	14 ☐	Sun	09 ☐	19 ☐
Financial Times	05 ☐	15 ☐	Times	10 ☐	20 ☐

4. Do you enjoy reading romantic fiction? (e.g. Mills & Boon)

You 1 ☐ Partner 2 ☐

Interplay

continue ☛

continue ☛

5. How many cars are there in your household?
One 1 ☐ Two 2 ☐ Three + 3 ☐

6. Which of the following do you enjoy on a regular basis?

	You	Ptnr		You	Ptnr
Antiques/Fine Art	01 ☐	21 ☐	Football Pools	11 ☐	31 ☐
Betting	02 ☐	22 ☐	Further Education	12 ☐	32 ☐
Bingo	03 ☐	23 ☐	Gardening	13 ☐	33 ☐
Books	04 ☐	24 ☐	Going to the Pub	14 ☐	34 ☐
Competitions	05 ☐	25 ☐	Photography	15 ☐	35 ☐
Cookery	06 ☐	26 ☐	Religious Activities	16 ☐	36 ☐
Crosswords/Puzzles	07 ☐	27 ☐	Sewing/Needlecraft	17 ☐	37 ☐
Current Affairs	08 ☐	28 ☐	Theatre/Arts	18 ☐	38 ☐
Do It Yourself	09 ☐	29 ☐	Voluntary Work	19 ☐	39 ☐
Fashion	10 ☐	30 ☐	Wines	20 ☐	40 ☐

7. For your private car(s), in which month did your car insurance cover begin?
(Please write in month e.g. S E P T)
You: Month: Ptnr: Month:

Your Home

8. What type of home do you live in?
Detached House 1 ☐ Semi-detached 2 ☐ Terraced House 3 ☐
Flat/Maisonette 4 ☐ Bungalow 5 ☐

9. Is your home:
Owned 1 ☐ Privately Rented 2 ☐ Council/Housing Ass. 3 ☐

10. Are you planning to move home in the next 12 months?
Yes 1 ☐ No 2 ☐ Possibly 3 ☐

11. If yes, will you be arranging a mortgage?
Yes 1 ☐ No 2 ☐ Please tick if first time buyer 3 ☐

12. Are you considering either of the following home improvements?
Double glazing 1 ☐ Fitted kitchen 2 ☐ Loft conversion 3 ☐

13. If you have household insurance, in which month do you renew your cover?
(Please write in month e.g. S E P T)
Home Contents Insurance Buildings Insurance

14. Do you make international telephone calls from home?
Frequently 1 ☐ Occasionally 2 ☐ Never 3 ☐

15. Do you have or are you considering a mobile phone on any of the following networks?

	Have	Cons		Have	Cons
Cellnet	1 ☐	5 ☐	Orange	3 ☐	7 ☐
Mercury One-2-One	2 ☐	6 ☐	Vodafone	4 ☐	8 ☐

16. Do you have, or are you considering any of the following computer purchases?

	Have	Cons		Have	Cons
PC with Windows	1 ☐	5 ☐	Modem	3 ☐	7 ☐
Internet/E-mail	2 ☐	6 ☐	CD-ROM	4 ☐	8 ☐

Money & Investments

17. Are you considering changing your Bank or Building Society current account?
Yes 1 ☐ Possibly 2 ☐ No 3 ☐

18. Do you currently, or would you consider telephone / direct banking?
Already do 1 ☐ Would consider 2 ☐

19. Do you / your partner have any of the following credit cards? (Please tick all that apply)
Credit Card 1 ☐ Charge Card 2 ☐ Store Card 3 ☐
Gold Card 4 ☐ Considering a credit card 5 ☐

20. Do you pay your monthly credit card balance in full?

	You	Ptnr		You	Ptnr
Always	1 ☐	5 ☐	Rarely	3 ☐	7 ☐
Usually	2 ☐	6 ☐	Never	4 ☐	8 ☐

21. Do you have or are you considering any of the following investments or financial provisions? (Please tick all that apply)

	Have	Cons		Have	Cons
Deposit Account	01 ☐	07 ☐	PEP (Personal Equity Plan)	04 ☐	10 ☐
Life Insurance	02 ☐	08 ☐	Stocks/Shares	05 ☐	11 ☐
Pension Plan	03 ☐	09 ☐	Will	06 ☐	12 ☐

22. Would you consider professional help in arranging your personal finances?
Yes 1 ☐ No 2 ☐ Unsure 3 ☐

23. Do you foresee the need for a personal loan?
Yes 1 ☐ Possibly 2 ☐ No 3 ☐

24. If you have a mortgage, or loan, would you be interested in ways of reducing your monthly repayments?
Yes 1 ☐ Possibly 2 ☐

Shopping

25. Have you in the past or would you consider buying goods by mail / over the telephone?
Fashion 1 ☐ Music 4 ☐
Books 2 ☐ Vitamins/Health Supplements 5 ☐
Garden Products 3 ☐ Other 6 ☐

26. Do you buy American whiskey?
You 1 ☐ Partner 2 ☐

27. If you smoke please write in the name of the cigarette brand you and / or your partner smoke most often.
You
Partner

Important: Please sign below that you are a smoker aged 18 or over.
Your signature ..... Partner's signature .....

General Information

28. What is your occupation?

	You	Ptnr		You	Ptnr
Director	01 ☐	15 ☐	Public Sector	08 ☐	22 ☐
Manager	02 ☐	16 ☐	Professional	09 ☐	23 ☐
Self-Employed	03 ☐	17 ☐	Armed Forces	10 ☐	24 ☐
Skilled Worker/Trade	04 ☐	18 ☐	Student	11 ☐	25 ☐
Manual Worker	05 ☐	19 ☐	Housewife/Homemaker	12 ☐	26 ☐
Office Worker	06 ☐	20 ☐	Retired	13 ☐	27 ☐
Shop Worker	07 ☐	21 ☐	Unemployed	14 ☐	28 ☐

29. What is your approximate family income each year?

Under £5,000	1 ☐	£25,000-£29,999	6 ☐
£5,000-£9,999	2 ☐	£30,000-£39,999	7 ☐
£10,000-£14,999	3 ☐	£40,000-£49,999	8 ☐
£15,000-£19,999	4 ☐	£50,000-£59,999	9 ☐
£20,000-£24,999	5 ☐	Over £60,000	0 ☐

30. Please write in your children's date(s) of birth, starting with the oldest, and indicate whether male or female.

		Male	Female
Child 1	D D M M Y Y	1 ☐	2 ☐
Child 2	D D M M Y Y	3 ☐	4 ☐
Child 3	D D M M Y Y	5 ☐	6 ☐
Child 4	D D M M Y Y	7 ☐	8 ☐

31. Is anyone in your household affected by any of the following?

	You	Ptnr	Other
Asthma	01 ☐	06 ☐	11 ☐
Diabetes	02 ☐	07 ☐	12 ☐
Hayfever	03 ☐	08 ☐	13 ☐
Hearing Loss	04 ☐	09 ☐	14 ☐
Mobility problems	05 ☐	10 ☐	15 ☐

32. If you have private medical insurance, when do you renew your cover?
(Please write in month e.g. S E P T) Month:

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64 SOLUTIONS

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YOSHI'S STORY

In our concluding part to this solution we tell you how to defeat the midstory meanies and plan your route to Baby Bowser's castle.





LEVEL 3

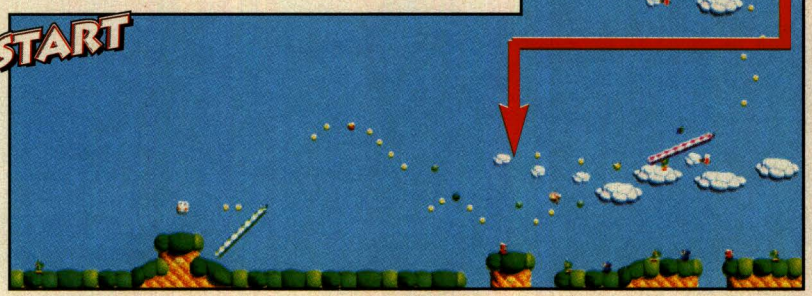


PART 1

Cloud Cruising

Yoshi takes to the skies and learns how to fly in this level which introduces some new forms of transportation. Get the little dinosaur around the air on some new and rather bizarre creatures and forms of craft including leaves, multicoloured flying snakes and a scary looking green dragon. There are ample Coins and plenty of flavoursome Fruit – including 30 of Yoshi's favourite Melons – scattered about for you to pick up. Watch out as all your enemies tend to hang around in large numbers, but they are carrying bundles of extra Fruit for you if you can shoot them out of the sky.





Melon Count



There are seven Melons available on these pages of the book. Make sure you collect the well-hidden Melon that is hidden inside the cloud near the bottom of this treacherous climb.

Hidden Coin Formation

If you collect all the Melons on this first section of the map, you can pick up a Heart Fruit and trigger a Hidden Coin Formation on the final stage of the climb.



Collecting these special Coins will increase your score at the end of the level.

The way to get hold of these extra Coins is to climb onto the clouds at the top and use the flutter jump to descend slowly catching the remaining Coins along the way.





Map 1 - Flying Snakes

There are two different kinds of flying snakes that you'll encounter on this level, and they will help you get around to pick up all the hard to reach fruit. Remember not to get too near to the head or you'll fall off.

Use the green snakes – which climb slowly and are fairly easy to control by jumping on their backs they twist all around the screen – to move around the skies collecting Melons and Coins, then transfer to the red snakes to attempt the steep climb. Jumping on the back of the red snakes will make them change direction too, but if you jump to much you'll discover that these slippery creatures will start to climb extremely fast and are likely to leave you behind.



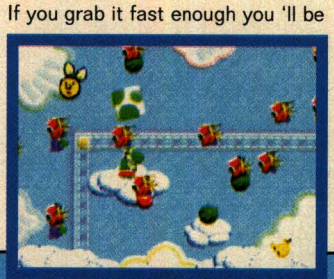


If you happen to fall from one of these snakes then remember to use your flutter technique which will slow your descent. The snakes will then return to their original positions after a while, so once your feet are firmly on the ground you can head back start the climb all over again.

Map 2 -Swarm Of Shy Guys

After warping through the vase at the end of the first map, you'll find yourself on a small cloud platform. In the background is a huge swarm of Shy Guys, who are preparing to attack your position from the right-hand side of the screen. Quickly grab some ammunition from the egg block – you don't have long at all before the impending attack – then smell out the hidden Heart Fruit buried inside the small cloud. If you grab it fast enough you 'll be protected from the swarm and have an endless ammunition.

When swarm is destroyed you will be rewarded with five Melons.



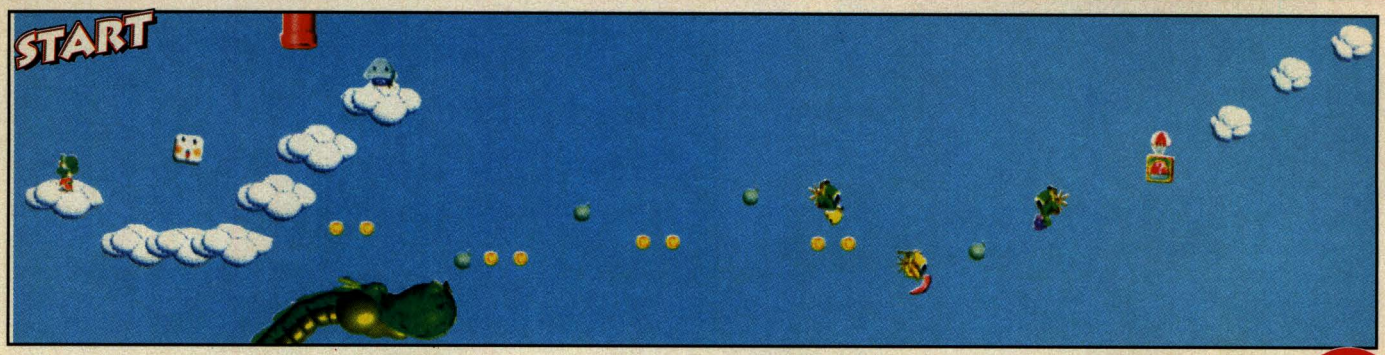


If you have collected all the Melons up to this point another Heart Fruit will fall from the sky and trigger a hidden Coin formation.





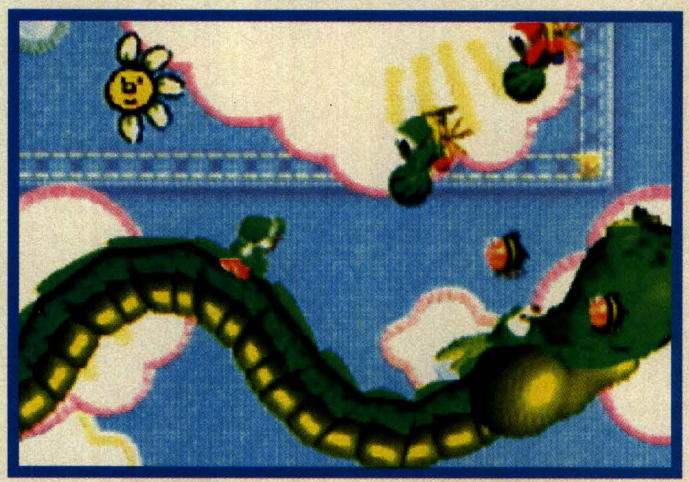
NOTE: Before leaving this area make sure that you collect a full quota of eggs from the egg block here. This is the only egg block on this level and you will need plenty of ammunition for shooting switches and bursting Mystery Balls.



Map 3- Scary Green Dragon

Jump on the green dragon's back and he will carry you over to the platform on the other side. Be careful not to stand too near his head as he begins moving or you may fall off. There are plenty of tasty Melons for you to eat whilst in flight providing that you are carrying a large bundle of eggs that will burst the Mystery Balls.

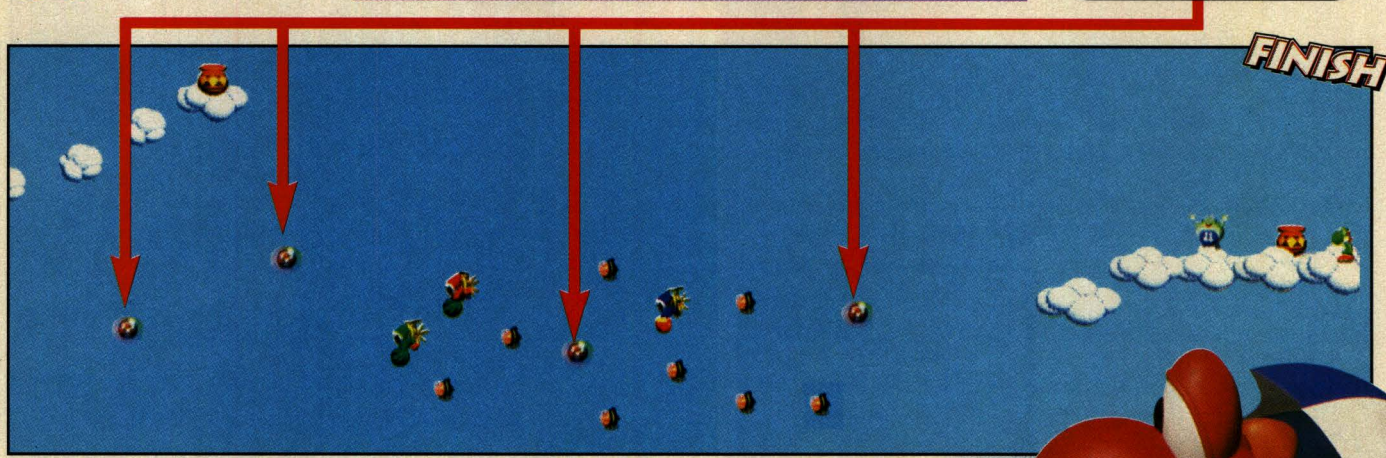




Melon Count

Ride the scary green dragon across the skies and slurp up the Melons hidden inside the Mystery Balls.

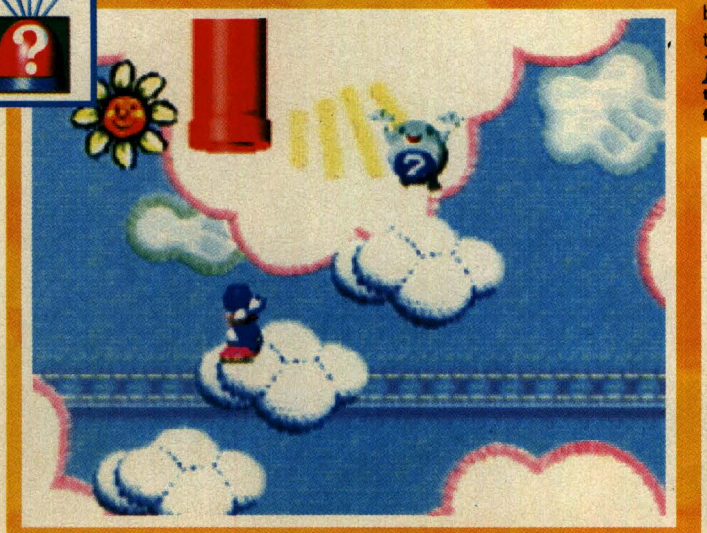




Entrance to Bonus 1

Shoot this delay switch from the back of the scary dragon, and a few hidden clouds will then appear leading to another bonus area. You will not want to miss this special area as it contains ten Melons and the final Special Heart. If you're not carrying any ammunition and miss this special area then you'll have to use the Miss Warps to be able to return to the beginning of this dragon ride.

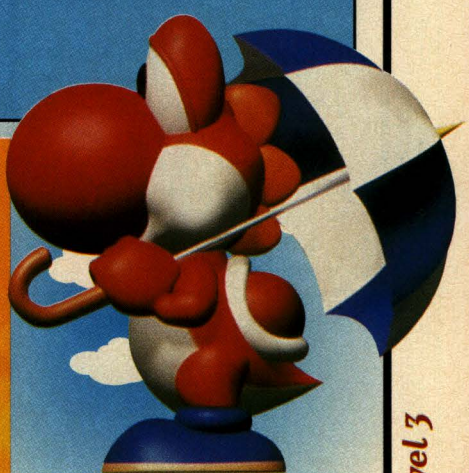




Bees

In the first bonus area and the final part of the dragon ride, you will have to face swarms of bees attacking you. You are able to eat these guys if you are running short of ammunition, or you can bounce on their heads to make them fall from the sky.

Jump into this red pipe near the second Miss Warp to enter the first bonus area







LEVEL 3



PART 2

The Tall Tower

The tall tower is an extremely difficult climb, as you have to bounce your way to the top using giant springs.

Watch out for peeper birds flying around this level looking to get in your way, and keep an eye open for a very special white Yoshi egg. There are plenty of Coins to collect by leaf surfing and also a race across the skies in a Mini-Game.

Springs

The large springs propel Yoshi up the tall tower at an extremely fast rate. As you get onto the springs they will begin to flex up and down, and your Yoshi will bounce. Move towards the end of the spring and it will begin to dip down then quickly press the jump button as the spring starts to rise. Yoshi will fly up into the air and you can then control him by performing a flutter jump.





Peeper Birds

These birds fly around in the higher points of this level, generally getting in your way or knocking you off ledges. They can be particularly annoying when you are springing up to higher platforms, so try to avoid them if possible.

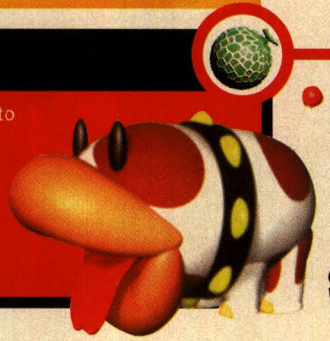
If you are running out of health you are able to use these little birds to increase your smile meter, but only if you shoot them before eating them. A cooked peeper bird will increase your health meter by two petals per bird.

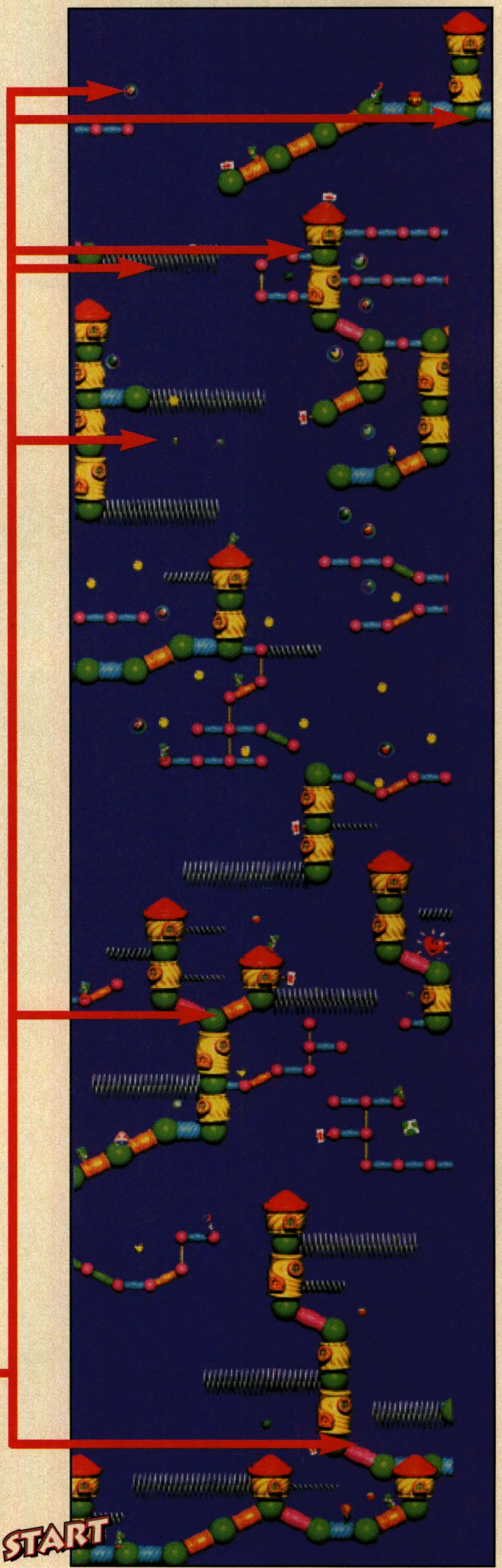




Melon Count

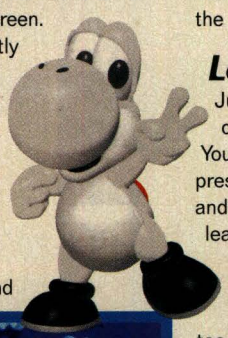
There are nine Melons available for you to collect on this first climb up the tall tower. Use the springs to launch yourself up to the top of the tower, and be careful to avoid the swarms of Peeper birds that will try to knock you back down to the bottom.





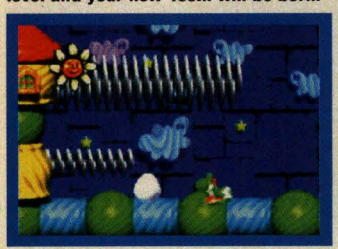
Map 2 - White Yoshi

Before you try your hand at leaf riding be sure to check the lower section of the screen. In the area directly below the starting point there is a Mystery Balls containing a giant white egg. Collect this special egg and carry it to the end of the level, and then a new white Yoshi will be born. This special egg can only be found on page three of the storybook.



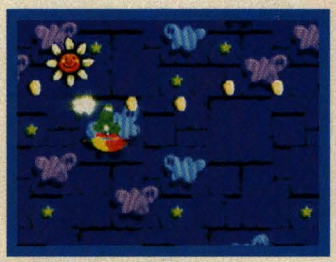


White Yoshi can be found on this level. Collect the egg and finish the level and your new Yoshi will be born.



Leaf Riding

Jump onto this leaf and it will carry you across the open skies. You can control the leaf by pressing the analogue stick left and right to adjust the way that the leaf is swaying in a very similar to the controls that are used for flying the saucers. Do not panic if you think you have swayed too far as you will not fall off the leaf, even if it starts to plummet towards the ground. Pick up Coins along the way to score points. You will only fall off a leaf when you come into contact with a platform on the other side of the screen.



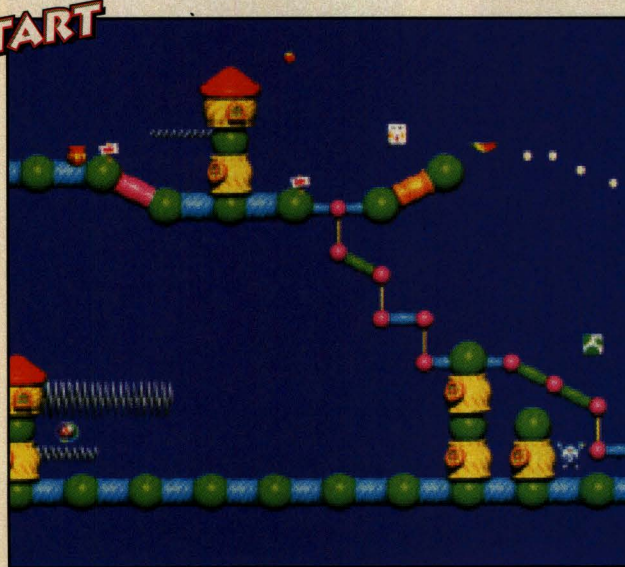


Mini Game!

This Mini-Game is a race against the clock to the far side of the sky. You must activate the mystery block to reveal the start line, then the game will begin the moment you jump onto your leaf for your high speed float across the sky.

Fly your leaf by pressing the analogue stick left and right and try to collect as many Coins as possible. If you reach the platform on the other side before the time runs out you will be awarded with seven Melons, a Heart Fruit, and a secret Coin Letter Formation.

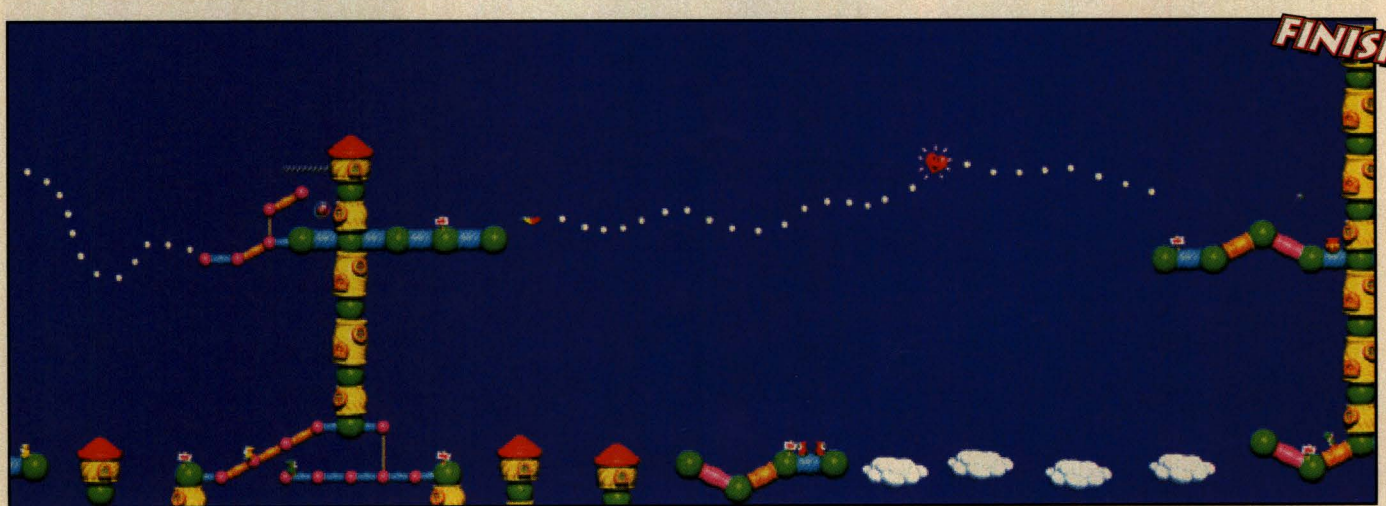




Melon Count

Do not get too carried away surfing on the leaves as there's a hidden Melon to be found. On the lowest platform use your nose to locate the smell and then pound the ground to find this tasty fruit.







Map 3 - Ravens

These crazy big ravens spend their lives going round and round these large balls and no amount of fire power will scare them off.

Unfortunately you need to use these balls to continue you journey up the high tower so time your jumps to avoid these black birds. Not all balls are home to a raven, so be sure to have a good look before leaping up onto them.



Those pesky birds will hinder you on your way to the top.

Spiked Pendulum Balls

Avoid these large spiked balls that crash down from above. One hit from one of these vicious balls will deplete half of your smile meter, so take care wherever you see a ball on a chain. If time your movements so that you're walking underneath the spiked ball whilst it is being dragged back up into position you'll have no worries about getting hit.

When encountering the ball that swings back and forth, stand in its path and press down on the analogue stick to duck underneath as it flies past. Then run for the far side before the ball swings back.

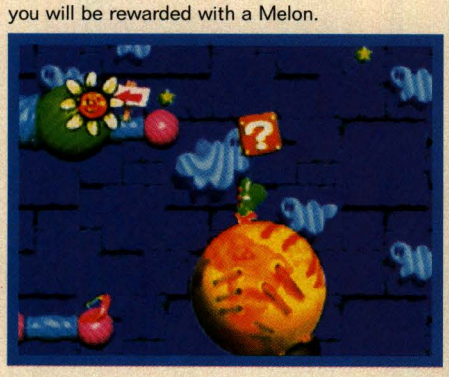




Ten Coins For A Melon

This is one of the hardest Melons to collect on this level, because the large ball will not keep still and matters are made worse because there is also a raven clinging on to it. Stand on the top of the ball and bump the mystery block with your head, and a Coin will pop out. Repeat this procedure and try to squeeze all ten Coins from this tricky little block, and you will be rewarded with a Melon.





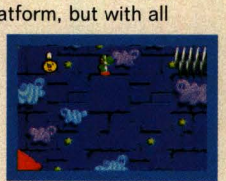
Collect all five of these special golden Coins and you'll be rewarded with a lovely juicy Melon.

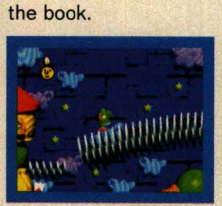


Heart Spring

To collect the final Special Heart you will need to perform a high spring jump and then flutter to the platform on the far left of the screen. Wait until the spring flexes enough to give you a decent boost into the sky, then aim yourself up and to the left. As you near the platform, let go of the jump button and press again to start fluttering towards the ledge.

This may take a few attempts before you reach this tricky little platform, but with all three Special Hearts in your possession you will be able to choose any of the four levels on the next page of the book.



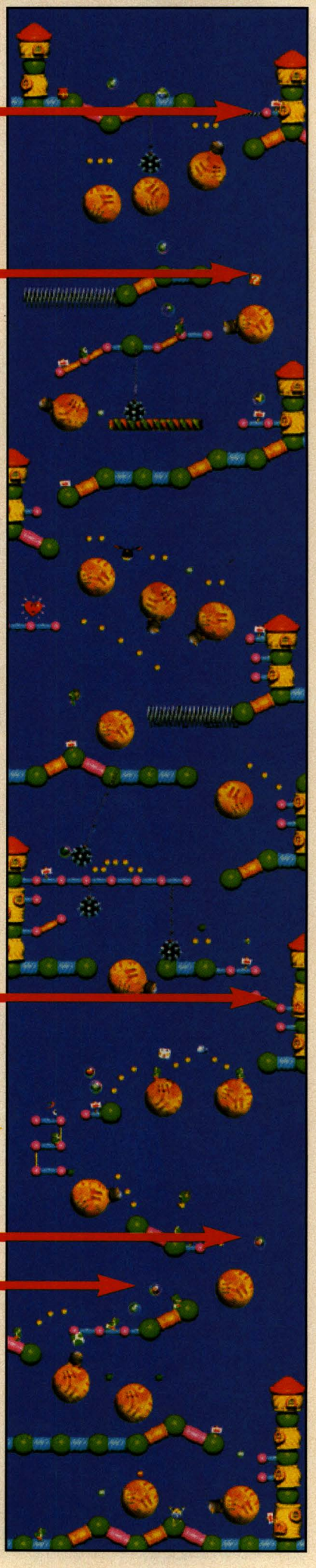




Melon Count

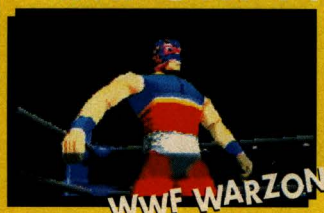
There are 12 Melons to find on this final stretch to the top of the tallest tower in the game. Jump carefully across the balls with the ravens on and dodge the large metal balls.





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LEVEL 3

PART 3

Poochy and Nippy

This wintry level will test your patience and skills at jumping and balancing. You'll meet several new enemies including inedible black Shy Guys, snowball throwing Shy Guys and some goonie birds which carry explosive bombs. There is a tricky Mini-Game to test your balancing skills and several see-saws to cross.

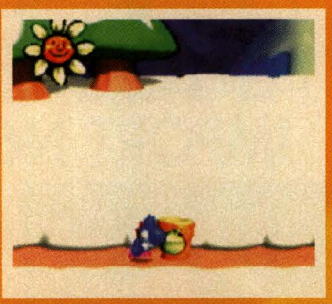
This level can prove to be a bit of a nightmare when navigating your way through the screens, as there is quite often a choice of two different routes. Follow the suggested path routes and locate all the hidden Melons.



1 From the start you have to wake up Miss Warp, then collect plenty of Ammunition from the nearby egg block. Dash past the snowball lobbing Shy Guys and jump onto the see-saw which is to your right.

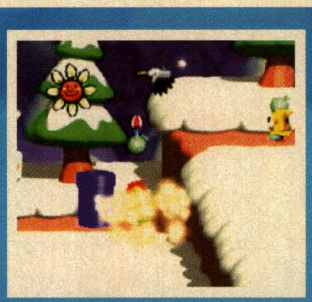
Jump across to the next see-saw to your right, then stand on the left hand side to collect the first Melon.

2 Continue to jump from one see-saw to the next until you find some more snow covered land on the other side. Bash the message block and then proceed along the path carefully looking out for the Shy Guy formation. When you see these four Shy Guys in a line, aim an egg and destroy them all with one shot and you'll be rewarded with a Melon.





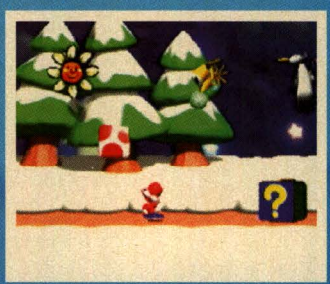
3 Pound the ground on the Melon cannon and it will load you up with seven Melon crates. Carry this bundle of crates to the goal line on the right of the screen and you will be rewarded with seven juicy Melons. If you manage to collect the full bounty of fruit here, you will also pick up a Heart Fruit as well as a hidden Coin letter formation.

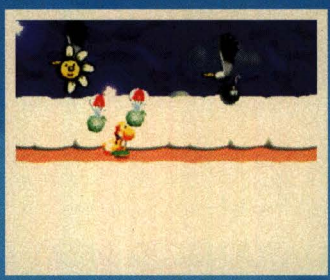


8 Section 3

You will appear in front of a blue pipe with a message block appearing above your head, this will explain about the bomb dropping goonie birds that you'll encounter in this section. Hidden Melon number 14 can be found by sniffing around the base of the Power Flower, that's behind the blue pipe.

9 Jump onto the path to your right and stomp the shy guy who is carrying the 15th Melon. Now jump on top of the mystery crate and slurp the Melon from the arms of the flying Shy Guy floating around above your head. If you have lost a life getting to this point, fear not, there's a white Shy Guy hiding inside the mystery crate under your feet.

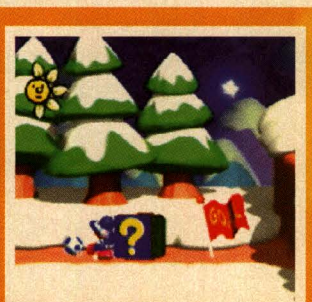




10 The next two crates that you discover in this little section will both turn into Melons when they are pushed together. Carefully push the crates until they are side by side taking care to avoid the bombs being dropped by the goonie birds above. When the crates touch in the middle they will explode and two Melons will fall from the sky.

11 Poochy is waiting at the end of this section to show you a few hidden Coins that his bloodhound sense of smell has found. Once again there are two warp vases to be found at the end of this section. The upper jar will transport you to the beginning of section four whilst the lower vase will return you to the beginning of section two.





17 Section 5

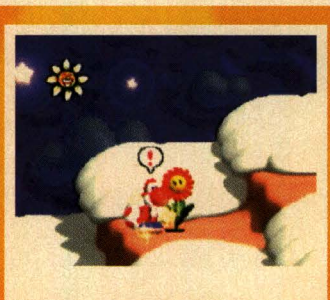
Grab a handful of ammunition from the egg block to help protect yourself from all those nasty enemies, then walk to the right until you find a mystery crate.

Push this crate to the finish line on the far right and you will be rewarded with a Melon. You have no time limit to perform this manoeuvre so take your time and dodge the bombs being dropped from above.

18 As you are pushing the mystery crate from the left to the right you will notice three stacks of spinning Coins at the top of the screen. Stop your crate underneath these Coins, then stand upon the crate and look up at them.

Jump high into the air to collect them and you'll also notice a surprise ball. Now use your tongue to hoist yourself onto the surprise ball and just above it is where you will find Melons 24, 25 and 26 inside a bubble.





19 Climb the snowy steps to the right of the finish line and search the ground near to the Power Flower.



Once you have found the Melon hidden which is hidden under this magical and powerful plant continue to the right and sniff out all the hidden Coins that Poochy has discovered for you. Now jump into the lower vase and head for Section 6.

20 Section 6

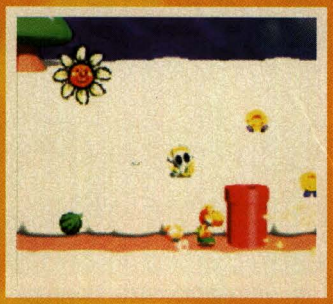
Walk down the snowy steps and refill your smile meter with Power Flower petals. Underneath this special plant your nose will detect a hidden piece of fruit, pound the ground and you will uncover the 28th Melon.

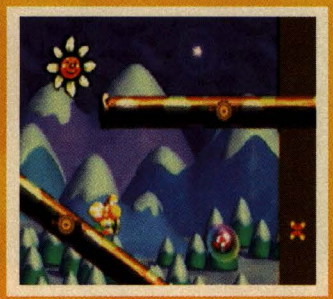
Try to dodge the bombs that are being dropped by the goonie birds above you but refrain from shooting them as they will provide you with a route to find the remaining two Melons.



4 Section 2

After completing the Mini-Game wake up Miss Warp two, and leap across onto a see-saw standing in the middle to avoid sliding off. Slowly edge your way to the other side of the see-saw area and stop on the platform near the bottom. Burst the Mystery Balls with an egg to you right and you will discover Melon ten.





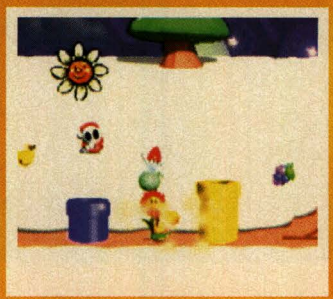
5 Continue along the snowy path and you will arrive at a red pipe, jump onto it and you will be able to bash the mystery block that will be above your head, five golden Coins will spill out to the floor for you to collect.

Quickly grab all five of these Coins before they bounce away and you will then be rewarded with your 12th juicy Melon.

6 Between the small blue pipe and the yellow pipe you'll find a special Power Flower. Eat all the petals to restore your power meter and then use the sniff technique to find a hidden Melon under the special flower.

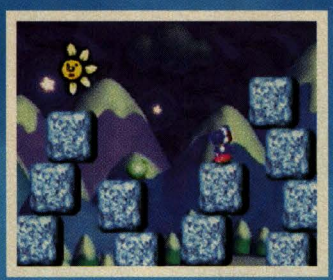
Once you have collected Melon number 13, continue going across the screen to the right where you'll find your faithful friend Poochy.





7 Poochy will help you to uncover a couple of hidden Coins before you reach the warp vases, when you get to these strange urns you must choose which vase to travel through.

The upper vase will transport you to section seven whereas the bottom vase will take you into section three.



12 Section 4

Leap onto the see-saw that's in front of the stack of rocks. Jump onto the rocks, then jump onto a smaller stack of rocks which are in the centre. Turn to your left and shoot the two blocks which are at the top of the second pile of rocks. The upper block contains a Shy Guy whilst the lower rock conceals the 19th Melon.

13 Now turn to your right and launch your eggs at the rocks which are ahead of you. Once you've shot the top two rocks some Shy Guys will be revealed, whilst behind the third block is the 20th hidden Melon. After collecting this juicy fruit jump onto the see-saw to the right and then gobble up the next Melon being carried by the flying Shy Guy.





14 Jump back onto the snowy path and rebuild your smile meter by eating the petals from the Power Flower. Now sniff the ground beside this plant to find another juicy Melon. Continue to walk along the path where you will find your helpful friend Poochy waiting beside some more hidden Coins.

15 Once again there are two different routes for you to choose from at the end of this section. The upper vase will transport you to the start of section five whilst the lower vase will warp you straight to section six. It is best to jump into the upper vase and head for section five to carry on your quest.





21 Run back up the snowy steps to the left and then jump on top of a goonie bird, preferably one that is not carrying a bomb.

Now jump from bird to bird until you land on a bird flying across the screen to the right. Directly above the two huge Coin arrows you will find the last two Melons for this level.



Special Hearts

1. From the start head to the right and jump onto the see-saw. Now drop to the see-saw below and then leap up to the next platform to your right. Egg the Shy Guy that's flying around above your head then leap up and grab the surprise ball with your tongue. Pull yourself up on top of this surprise ball and you'll find the first Special Heart above your head.





2. Continue across the see-saw platforms and then continue to the next see-saw area just after Miss Warp two. Jump from platform to platform until you can see a group of nine rocks in the sky. Stand on the centre of the platform and egg the blocks above your head to destroy them. Inside the central block you will find the second Special Heart of this level.

3. The final Special Heart is high in the sky above Section 6. You will need to get a lift to reach this high up heart so move to the top of the snowy steps to the left and jump onto an unladen goonie bird.

Jump from bird to bird until you find one that is flying to the right, then stay on top of your ride shooting any goonie birds that are carrying bombs. High above the red and blue pipes you will find the third and final Special Heart.





LEVEL 3

PART 4 Frustration

As the name suggests this level will by no means a pushover. There are several tricky obstacles which will test your patience as well as skill and two Mini-Games to play for which you'll be rewarded with a bundle of Melons.

There are a couple of new enemies that you will encounter on this level including an invincible centipede that you will need to avoid and Bumpy an annoying pest that will try to bounce you off course.

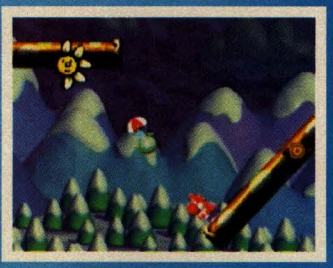


1 The first hidden Melon can be found inside a Mystery Balls that's half way across the first large chasm.

This Melon should not be difficult to find as long as you have remembered to have collect a good supply of ammunition from the egg block that's at the beginning of this level.

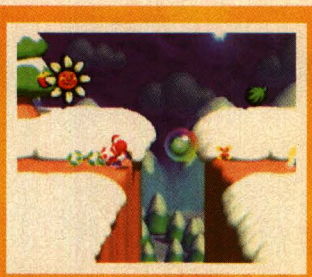
2 To find the second hidden Melon you must jump onto the see-saw and shoot the Mystery Balls to your right.

As the Melon begins to fall quickly dash over to the right so that you can swallow it up, you must then quickly jump back to the left to avoid being tipped off your platform.





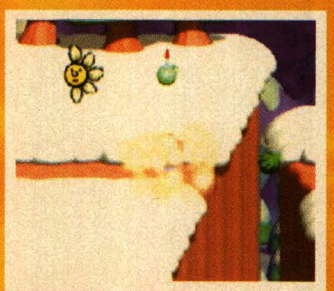
3 Jump from see-saw to see-saw heading towards the right hand side of the screen and then drop down to a small piece of land with another egg block. Fill up with plenty of ammunition and shoot the Mystery Balls on your left, then race quickly across the see-saw to collect the juicy Melon from inside.



8 This Melon can be rather difficult to collect as it has no parachute to slow it's fall. To capture this tricky piece of fruit you will need to shoot the bubble then quickly gobble up the Melon as it falls. If you fail to catch the fruit as it falls, simply exit the screen and then return and you will be able to try the manoeuvre again.

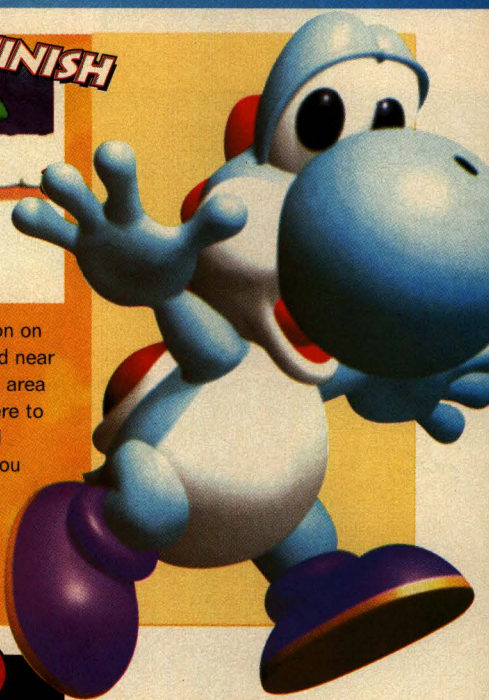
9 After passing the red pipe and collecting the third Special Heart, it's time to use your ultra sensitive nose to smell out another hidden Melon which is by the cliff edge.

Once Yoshi has locked on to the scent simply pound the ground to uncover this delicious fruit.





10 The final hidden Melon on this level can be found near the fourth Miss Warp. In this area your friend Poochy will be here to help you to discover the final buried piece of fruit. When you have located the final Melon pound the ground to uncover it, then eat this Melon to be warped to a battle with Don Bongo.



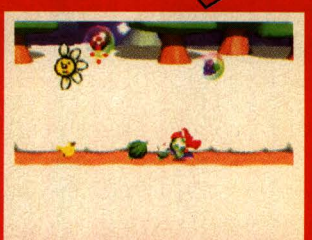
Special Hearts



1. From the start jump onto the rolling ring and start to make your way across the chasm. After collecting the first Melon from inside the Mystery Balls continue to the right and you'll discover another Mystery Balls. Watch out for the Peeper birds as you shoot this Mystery Balls containing the first Special Heart.



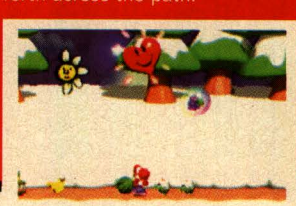
2. Continue through the level until you wake up Miss Warp three, then grab the huffing puffin chicks and blast the rocks at the bottom of the screen. Once the rocks are out of your way jump down to this lower level and egg the Mystery Balls to discover the second Special Heart.



3. The final Special Heart is again hidden inside a Mystery Balls which can be found floating around in the area just after the red pipe. You will need to be careful whilst egging and collecting this final Special Heart as there is an invincible centipede strolling back and forth across the path.



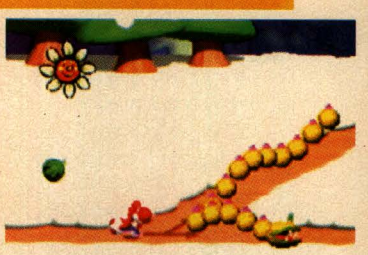




Centipede

These huge centipedes will appear lots throughout this frustrating level. You are unable to shoot, stomp or eat this enemy so you just have to try and avoid them.

The only way to pass these long creatures is to perform a flutter jump over the top as they move towards you.



Centipedes can't be killed so you'll have to use your flutter jump to leap over them.

4 Jump up and to your right and egg the rocks blocking your path to solid ground. Once stood on the snowy track shoot the remaining blocks and find a hidden Melon inside the grey rock at the top. If you need to grab some more eggs you will need to return to the egg block at the bottom of the see-saw section.

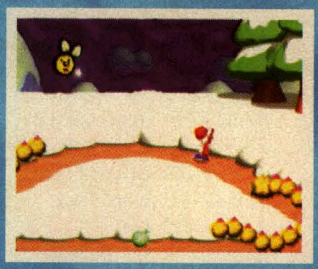




5 As you approach the edge of the downward leading steps you will encounter a group of four Shy Guys who are flying around in formation.

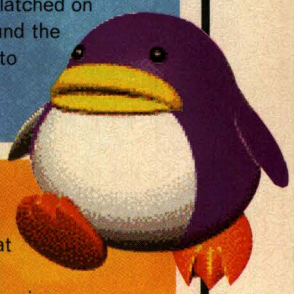
It's possible shoot all the Shy Guys out of the sky with just a single egg. Once you've done this you'll be rewarded with the fifth hidden Melon.

6 To collect the next hidden Melon you'll need to be patient. Two giant centipedes are circling a small patch of snow at. Follow a centipede around this small patch of land and hidden Melon number 16 will become available for you to eat. (The other Melons can be got from completing Mini-Games.)





7 After finding the hidden Melon in the centipede circle, use your great sense of smell to sniff out a surprise in front of the step to your right. Once Yoshi has latched on to the scent pound the ground in order to find the 17th juicy Melon.



Ring Race

Just after waking Miss Warp two you'll discover a mystery block that marks the start of a race for Melons. Bash the block with your head, then jump into the rolling ring and start moving to the right. Keep the ring moving as fast as possible and remember to collect the three Melons floating in the sky as you cross this chasm.

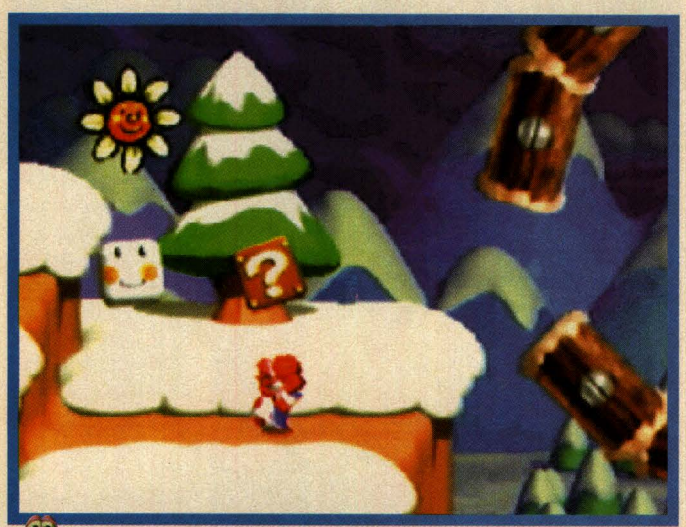
Once the ring has stopped moving on the far side of the chasm, quickly dash for the finish line to collect seven delicious Melons as your prize.



Rolling ring

This large wooden ring is your only way to cross the large open expanse to solid ground on the other side. Jump into the ring and start running towards the gap, which will make the ring begin to spin. Now jump over the gap and land on the other half of the ring and continue to run to the right. Keep the ring spinning and make sure you remember to jump across the gap. Keep an eye open for some menacing peeper birds that will attempt to knock you off the ring.







Mini-Game

In the final stretch of this level you will discover a Melon cannon in the ground which marks the starting point for another balancing Mini-Game. Pound the ground on top of the cannon and it will load you up with a stack of Melon crates for you to carry to the finish line. This is one of the most difficult balancing Mini-Games because there is a centipede blocking your path to the finish line. To make this journey on your first attempt move slowly towards the centipede circle and then wait for the centipede to turn down the lower path. As soon as the path is clear quickly dash for the finish line to your right to claim your reward of seven juicy Melons.





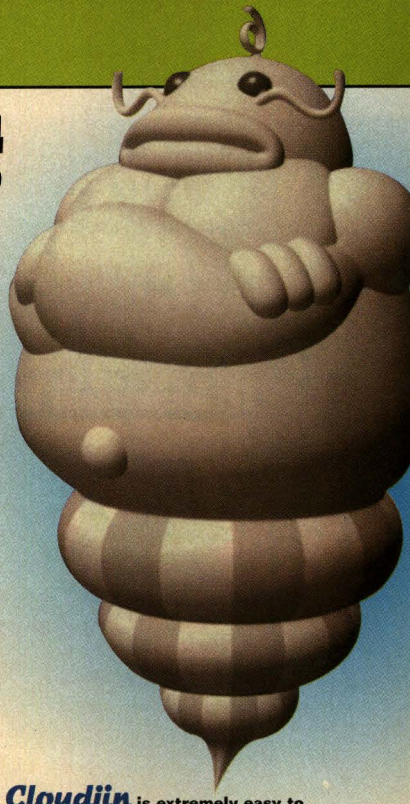


MIDSTORY MEANIES

After completing Level 3 the Yoshis face a battle before they can turn the page and begin Level 4. Each level has it's own meanie to beat, and each meanie has different attacks and weaknesses. Here we introduce you to these nasty Midstory creatures that you'll encounter on your journey to Bowser's Castle and provide tips on how to win the battles.







Inviso

This meanie has the power to turn invisible and stalk you from behind. He will float away into the air and then will try to sneak up behind you to grab a few of the petals from your smile meter.



To defeat this tricky meanie you must shoot him three times with your eggs, but don't just throw ammo wildly, as you will run out extremely fast. The key to beating this monster is to carefully watch the background to try to spot Inviso's shimmer as he attempts to creep up on you. As soon as the background twinkles, take aim and launch an egg at the glimmering area and you are almost sure to hit this sneaky meanie.

Extra eggs can be gained by eating the Peeper birds that are flying around this arena and there are two power Bees in the top corners to help refill your smile meter.

Keep on the move and keep your eyes on the background and you should have no trouble blasting this ghostly meanie.



Cloudjin

This large floating meanie is not too tough to beat, but staying on top of the platforms will test your balancing skills. You must balance on the see-saw platforms, whilst spiked balls rain down from the sky trying to make you topple off.

There are two egg blocks on either side of the arena where you can grab a few eggs, but you will need to catch the eggs with your tongue before they roll off the edge of the platform. To win this battle Yoshi must shoot the fire-breathing Cloudjin three times, without falling off the see-saws. This battle can be finished quickly providing that you already have a full supply of eggs when you enter the arena.

If you don't have any ammunition you will need to be on top form to collect eggs whilst trying not to get thrown off your see-saw platform. If you need to fill up your smile meter there are two Power Bees in the top left and right hand corners of the arena.



Don Bongo

Don Bongo is the large meanie that stalks around at the end of





Frustration. He walks up and down and then pounds the ground to send a shower of pots and pans onto your Yoshi. The first thing to do is to avoid the flying cookware, and try to get a shot at Don Bongo. If you have not got any eggs then use your tongue to slurp up a couple of pots and they'll turn into ammunition for you.

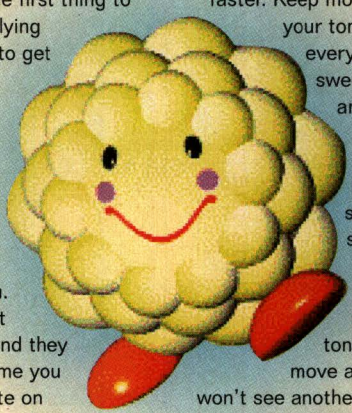
Aim your eggs at Don Bongo's lips and they will expand each time you hit him. Concentrate on avoiding the shower of pans being thrown at you as there are no Power Bees hidden in this arena, and your health levels cannot be boosted. Smack Don Bongo on the lips three times and this boss will have to quit.

Cloud N. Candy

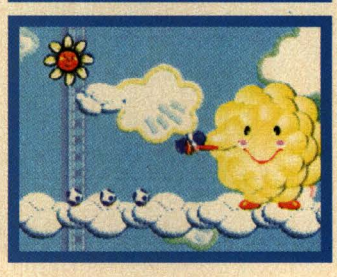
Cloud N. Candy is quite possibly the sweetest creature that Yoshi has met so far. Found at the end of Cloud Cruisin this large cloud attacks by bouncing at you and knocking you down. You are unable to shoot or to pound this enemy, but you can lick chunks out of this smiling cloud each time it comes near you. Every time you take a bite out of the cloud, your smile meter will increase and the cloud will begin to shrink and bounce faster. Keep moving and use your tongue to lap every last piece of sweet tasting cloud and this enemy will dissolve into thin air. As the cloud gets smaller the speed of its attacks will increase, but keep your tongue on the move and this cloud won't see another day.

Cloudjin is extremely easy to beat priding you do not fall from the platforms whilst shooting him.









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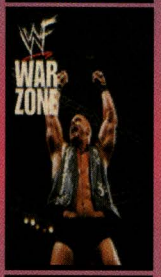
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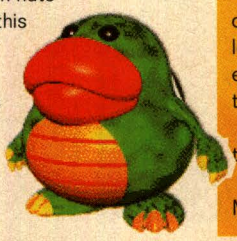


LEVEL 4

PART 1

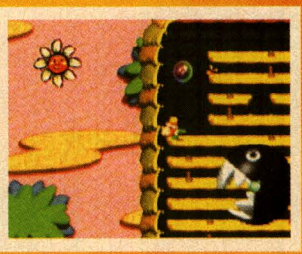
Jungle Hut

In the jungle, the mighty jungle, the lion may sleep but the Yoshi's continue their search for Melons. Watch out for Gabon the crowned king of this level who will keep throwing spiked balls at you from his various lookouts. Keep an eye open for spiders that guard the surprise balls near the top of the screen. The Melons for this level are all hidden in huts that surround this map of the main area. Each hut holds new enemies and challenges for your Yoshis to overcome.



Chomp Hut (5 Melons)

This hut has several large hungry chomps waiting to make you dinner. Enter the hut and crawl across the floor to the exit on the other side of the hut. Collect the lonely Melon from this area then enter the hut again and jump up the left hand side to the top.



There is a mystery ball in both top corners of this hut, and as usual both conceal hidden Melons. Once you have collected these two hidden fruit you must carefully make your way back to the bottom avoiding the jaws of the chomps.

On your way to the bottom you will discover two more Melons, which you'll need to rescue from the chomps path.

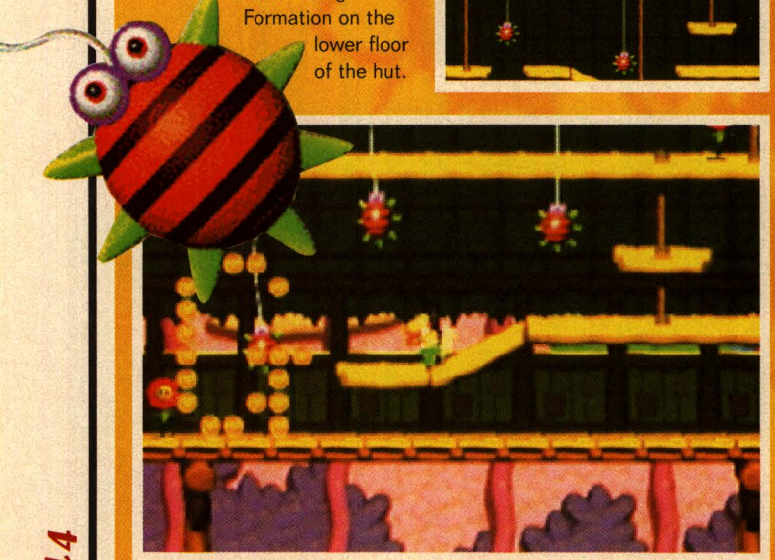


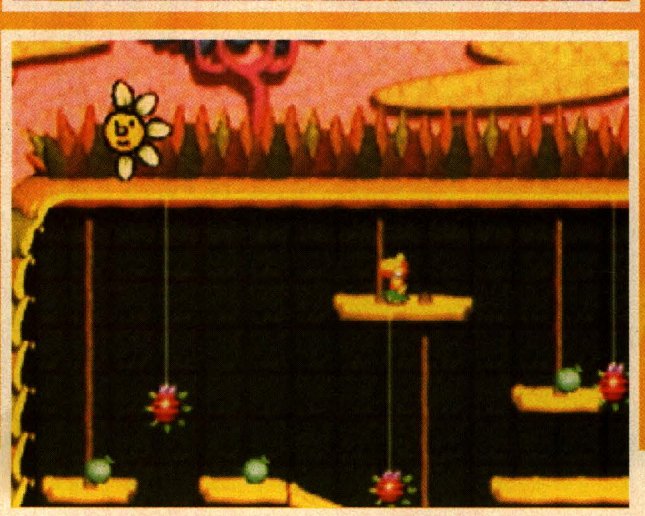


Spider Hut (5 Melons)

This hut is full of creepy crawlies hanging around to make your fruit collecting more difficult. First jump up to the top of the hut and stomp on the switch to make five hidden Melons appear. Now quickly dash around the hut picking up this juicy fruit before the timer switch runs out. If you've collected your sixth Melon in a row inside this hut you will be rewarded with a Special Heart fruit. This fruit will then make you invincible to the spiders' attacks and will uncover a hidden Letter Going Formation on the lower floor of the hut.







Gabon Hut (5 Melons)

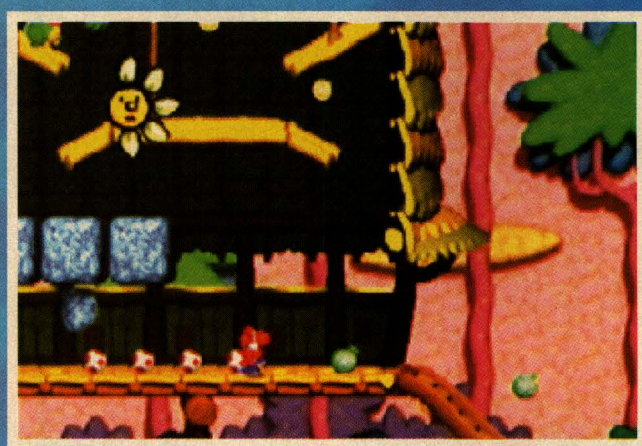


This hut hides more Melons inside rocks and has gabon throwing spiked balls at you from the upper levels. Firstly run to the rear of the hut and collect the Melon from the other side. Now blast the rock just inside the door and you'll find the first hidden Melon in the hut. Now jump up inside the hut and make your way to the top to take out the several gabons there before they make life too hard around the hut.

With the enemies out of your way blast the two rocks in the centre of the hut to find a hidden Melon in each.

Now collect all the Coins inside the hut and the last hidden Melon will appear on the platform in the centre of the building.







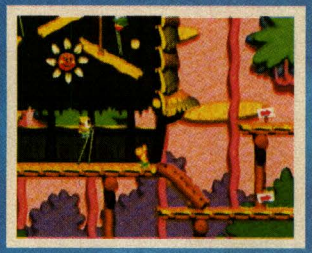
Banana Stilt Hut (5 Melons)

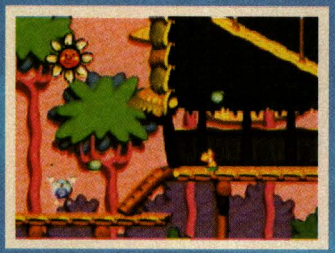


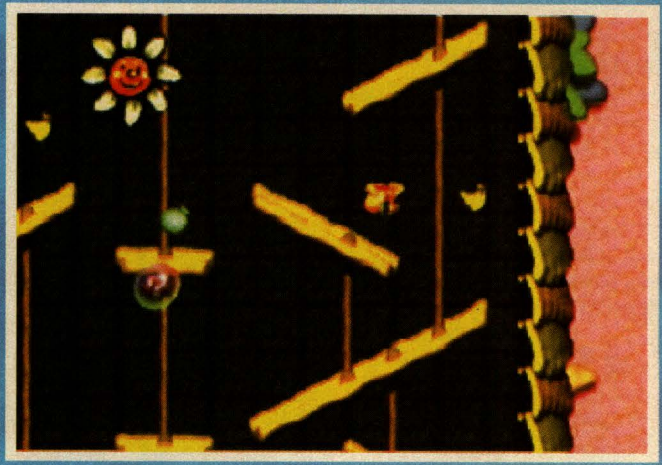
In this hut you'll find yourself up against several stilt-walking shy guys. To kill them you must first bounce on their heads to knock them off of their stilts, then you just eat or stomp them as normal.

On the ground floor at the back of the hut you will find the first Melon, then outside the door near to Miss Warp two is where you will find another Melon.

Now climb up inside the hut and you will find two mystery balls which both conceal hidden Melons. To collect the final Melon from this area you need to pick up all the Coins scattered around the hut. As you collect the final Coin the last Melon will appear on the platform in the centre of the hut.







Bees Hut (5 Melons)

This hut is found at the very bottom of the main area and houses four hidden Melons. These Melons are all hidden inside mystery balls located to the right of the hut, but there is a swarm of bees blocking your path. Firstly grab plenty of eggs from the egg block then creep forwards slowly and try to pass the bees.

If the bees stop you from passing then you must retreat until they have returned to their hive and then try to creep past them again. The slower you move past their hive the more chance that they will not notice your presence and let you pass. Once past the bees shoot the mystery balls up the right hand side of the building and collect the four Melons from inside.

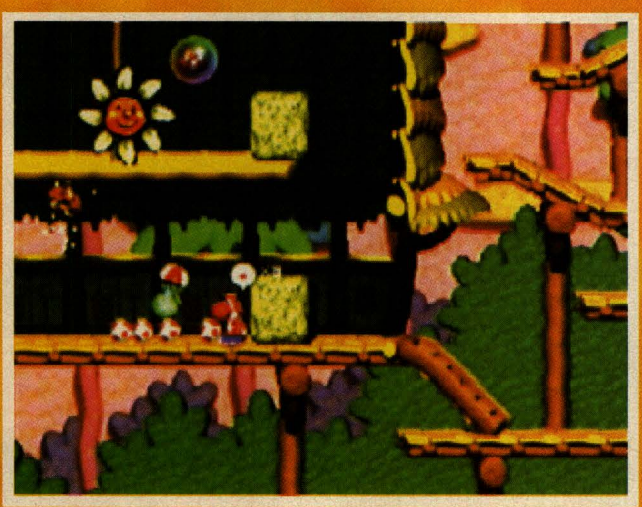
Now exit from the rear door and climb the platforms to the top, then leap over on to the top of the hut and collect the remaining Melon from the roof. Now jump into the green pipe on the ceiling to return to the main area.





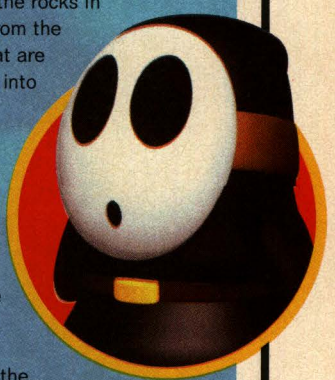






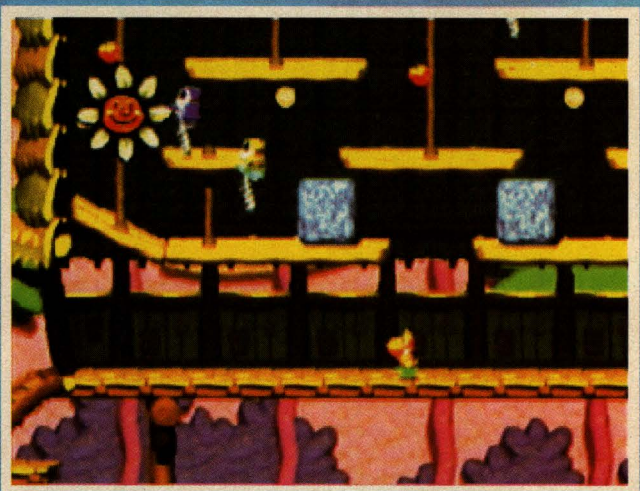
Spring Hut (5 Melons)

Inside this hut you will find several shy guys bouncing around on springs. There are three hidden Melons inside the rocks in this hut so be sure to fill up with ammunition from the nearest egg block. First blast the two rocks that are blocking the lower platforms and then jump up into the hut. In the middle of the hut are two more rocks which both contain hidden Melons.



At the very top of the hut are four rocks of which only one contains a prize. Blast the middle rock to the left and you will find the remaining rock Melon. There is another hidden Melon to be found inside this hut but it has nothing to do with rocks. Run around the hut and collect all the Coins that are scattered around, then as you pick up the last Coin the fourth hidden Melon will appear before you on the central platform.

Before heading back to the main area of the level take a look out the back of the hut and you will find another Melon and Miss Warp three.



Break the rocks and you'll find some hidden Melons inside.



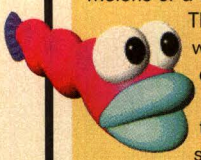




LEVEL 4

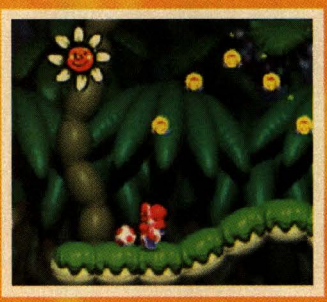
PART 2
Jungle Puddle

This level is probably the most difficult that you have had to face so far. The majority of the level is set on platforms above the huge puddle underneath, although occasionally you'll need to brave the perils of the deep to collect some hidden Melons or a Special Heart.



There are several water based enemies that have been introduced to this level including some slippery eels and a couple of Big Blurps that will really test your patience.

1 After Miss Warp one jump across to the right and you will see a Melon in a bubble to your right. Burst this bubble then dive into the water to collect it then swim to the left and you will see three Coins across the bottom of the puddle. Collect all three and then a hidden Melon will appear in the centre for you to pick up.





2 Fire eggs at this mystery ball and it will spill five golden Coins onto the platform below. Quickly run and grab all these special Coins before they bounce away and disappear and you will then be rewarded with another juicy Melon. Try to catch the Coins before they fall into the water or you may find that you miss one.

3 This Melon is fairly well hidden near to the bottom of the puddle. Just underneath the platform where you have just collected the five Coins, you are able to swim through a small gap in order to reach a Melon that is right at the bottom. Watch out for the eels and bomb berries falling from above and are trying to deplete your power



8 Just before Miss Warp three is another mystery ball which contains five Coins. Shoot the ball then dash and collect all five Coins and you'll be rewarded with a juicy Melon. These five Coins will be a lot more difficult to collect than the first lot as you now have a big blue blurp firing water at you all the time.





9 On the higher platform just before Special Heart three you can find a hidden Melon. Use your ultra-sensitive nose to smell out this secret fruit, then pound the ground in order to uncover the Melon from it's hiding place. You must be careful how you move around in this area as there are two blurps lurking in the water just below your feet.



10 After collecting the secret Melon from the higher platform, drop onto the platform below and push the mystery crate over to the right-hand side. Keep pushing until you have positioned it underneath the second crate which is on the platform above on the right-hand side. Push the crates together to receive two more juicy Melons.

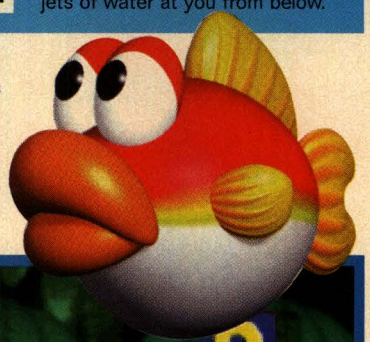


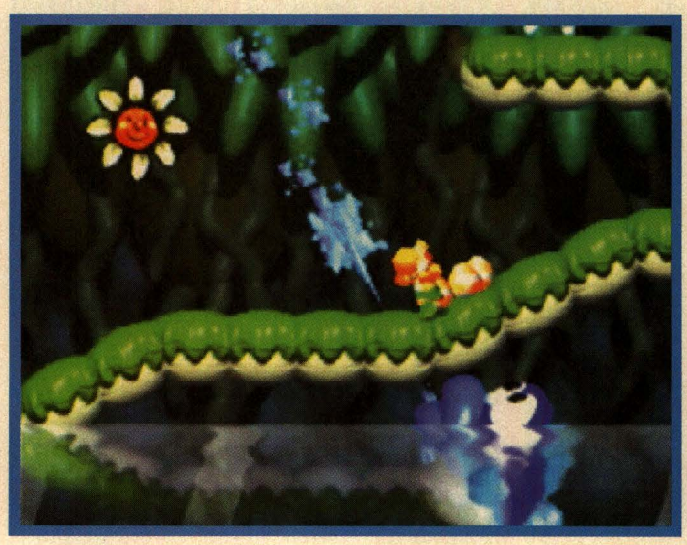
11 From Miss Warp four jump to the platform on the left and use your nose to locate a hidden Melon. When Yoshi has found something he will shout at you and you then just need to pound the ground to uncover the concealed fruit. Blue Blurp will try to stop you collecting this Melon by shooting jets of water at you from below.

Big Blurp

On the second section of this level you will encounter two big blurps and their not scared to jump out of the water to gobble up one of their favourite little dinosaurs. Both the red and the blue blurps each have different attacks but both will try to eat you in one single mouthful.

Try to stay near to the top of the screen to avoid any contact with these annoying fish, and always keep on the move. The red blurps can jump high out of the water and will swallow you whole, whilst the blue blurps will spray you with jets of water and try to knock you into the puddle below. Be careful when these two enemies are lurking around or you could find yourself becoming fish food.







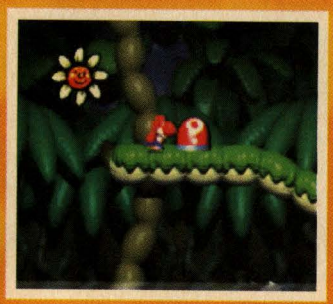


5 After Miss Warp two keep running to the right and you will discover a switch up on the higher platform. Activate this switch and 19 Coins as well as a hidden Melon will fall in the area either on or under the platform. Grab the Coins as quickly as possible, then jump into the water and search for the hidden Melon beneath the platform.



7 After collecting a supply of ammunition from the egg block, jump up to the higher platform and push the mystery crate over the edge. Jump down to the platform below keeping a wary eye open for blurp who will try to stop you from collecting your prize. Push the two crates together and you will receive two Melons for your trouble.

4 There are three mystery crates on the platform near the Power Bee and each one contains a Melon. To collect all three Melons here, you must first stomp the crate in the middle and grab the Melon that will appear. Now push the remaining two crates together and you will uncover two more two juicy Melons.



6 After entering the second area of this level you will find yourself near a message block that warns of the danger that lurks ahead. Jump over to the next platform and sniff out a hidden Melon. You will find this concealed Melon just to the right of the apple in a bubble, although blurp will cause a headache whilst you attempt to collect it.



Special Hearts

1. From the start head to the right and jump from platform to platform until you discover an egg block. Stock up with ammunition, then blast the mystery ball just to your right to find the first Special Heart. Be careful when collecting this heart as there are eels swimming around in the water below ready to steal your petals.



Stand on top of this mystery crate and leap to get this Special Heart.

2. Just before reaching Miss Warp two you will find an egg block on a platform. Underneath this platform will be a banana inside a bubble that is resting just above the waters surface. Dive in to the water here and swim to the bottom to find the second Special Heart. Watch out for the eels that are swimming in this water they will cause you pain if you d not eat them quick enough.



3. After Miss Warp three keep jumping from platform to platform across to the right-hand side. Further along the screen you will discover a mystery crate sat just above the water. Drop onto this platform and push the crate to the right and then stand on top of the crate to discover the third Special Heart on a platform high above this treacherous area.



Mini Game!

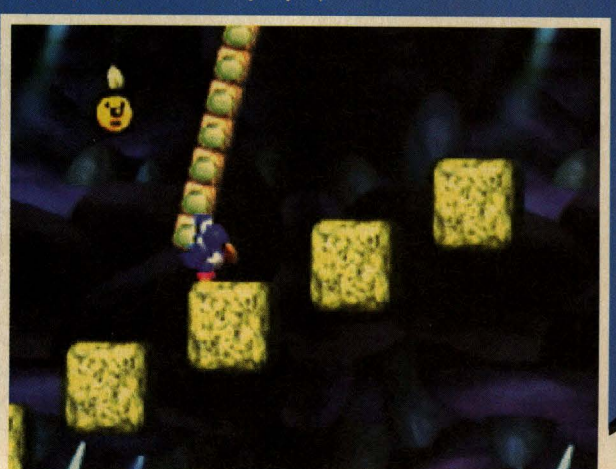


In the area just before the third Miss Warp there will be a red pipe hidden at the bottom of the puddle.

Dive into the water and sink into the pipe to find this levels Mini-Game. Once inside the cave under the puddle you will need to balance a stack of Melon crates and carry them up seven steps to reach the finish line.



Pound the ground on the Melon cannon and it will load you up with seven crates. Now move forward carefully and jump from step to step up to the finish line. Try to keep the crates fairly upright or they may topple over when you jump.





LEVEL 4

PART 3

Piranha Grove

This level is set through a maze of thorny platforms with several Yoshi-eating Piranha plants waiting for lunch. There's a short supply of egg blocks on this level so you will need to make sure that you stock up every time you find one. Also you'll need all your balancing skills to control a rolling ball down several steep steps.

Map 1 - Lift Up For Some Ammo

Before you can make any progress on this level you will need to collect some eggs to destroy the



nasty weeds in this garden. Use these lifts to raise you above the hovering piranha pests to find the first miss warp and an egg block up in the clouds. Once you have collected your fill drop back down to the floor and blast the two piranha pests before they steal your egg haul.

Piranha Pests

These little piranha pests will lick you up and then spit you back out in tiny form. Once you have been munched by a piranha pest all your eggs will disappear and you will need to return to the egg block to grab some more. These pests can become extremely irritating if you try to ignore them, so the best way to deal with them is to shoot them before they get too close.

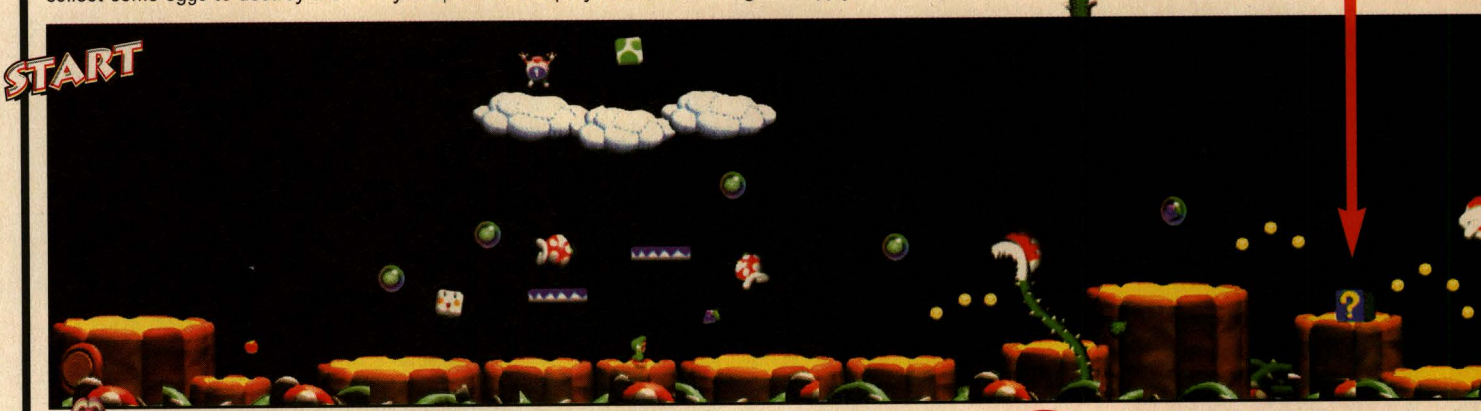
Piranha Plants

These large piranha plants will stand up tall and snap at Yoshi when he comes near. Although they won't swallow your Yoshi's they've got an unpleasant bite. To destroy these killer weeds shoot an egg at the head of the plant and it will wither and die. You'll find several of them scattered throughout the level so remember to keep a good supply of ammunition.



Crate Push

You'll find two Melons in the two crates when you've joined them. Move to the right and destroy the weeds, then push the mystery crate over to the left hand side. Once you've positioned the crate underneath the platform to the left jump up and push the second crate down onto the other. Once both crates are joined together they'll spill their hidden fruit.



Mini-Game

There are seven juicy Melons up for grabs for successfully balancing this stack of Melon crates across the finish line. Walk along the course first to shoot the two small piranha sprouts that are



blocking your path, then return to pound the ground on the Melon cannon. With the enemies out of your way keep the crates angled slightly forwards and run this stack of crates over the finish line.



Map 3 - You Gotta Roll With It

These large balls will prevent you from hurting your feet on the thorny ground below. Jump on top





of the ball and stand just to the right of centre then keep moving towards the centre of the ball. Now the ball will start to edge forwards slowly so keep yourself near the centre and allow the ball to carry you to the right. There are six steps to travel down on top of this ball so keep moving slowly right, then as the ball drops to the step below move left quickly to regain your position on top of the ball. Alternatively you can perform a flutter jump as the ball drops down the step, then carefully land back on top of the ball.

Melon Count

Your jumping will need to be on top form to cross these lifts as there are several piranha pests flying around the skies. Shoot eggs at these pests and then jump across the lifts to the right hand side. Keep plenty of eggs in tow as you climb the tall platforms, and you will be able to shoot the mystery balls to grab any hidden Melons.





Shooting Hearts

To collect the third Special Heart you must be able to balance on top of the moving ball and shoot the



piranha plant that is blocking your path. Because the third Special Heart is positioned close to the abyss below the only safe way to collect it, is to take aim and shoot an egg at the middle of it.

Throw an egg at the third Special Heart and you will be able to collect it without putting your Yoshi in danger.

Map 2 - Hidden Switch For Special Heart One

Use your nose to locate these secret platforms that will enable



you to reach the first Special Heart. Once Yoshi has locked on to the scent, pound the ground, and then climb these platforms and you will find the first Special Heart hidden up in the clouds.

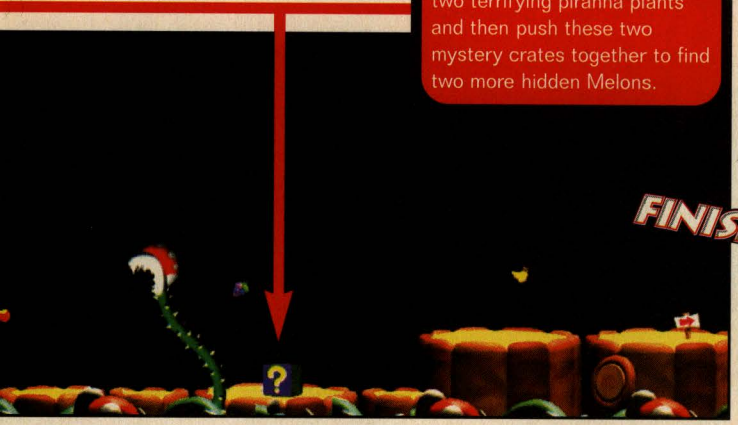
Ten Coins For A Melon

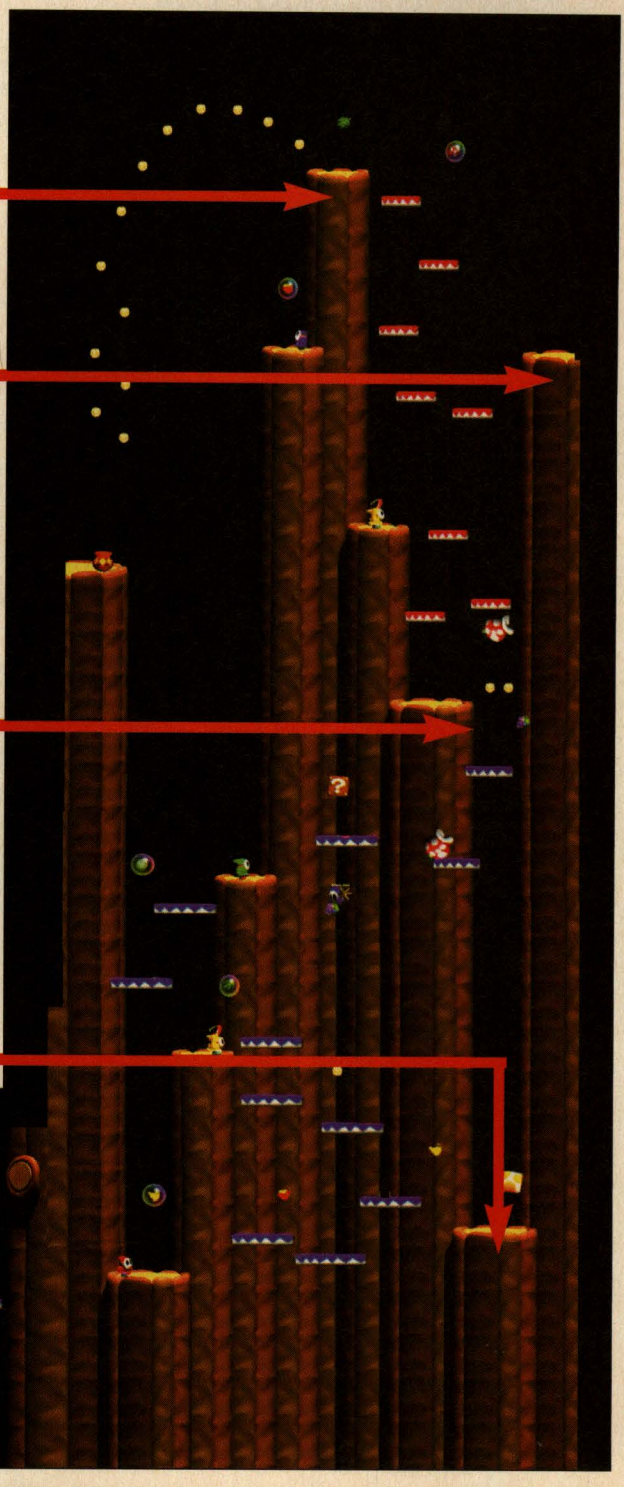
This mystery block is packed full of Coins, and if you empty the entire supply you will win a nice juicy Melon. Bump the block with your head and it will spit out a Coin, then just repeat bumping the block, until you rescue ten golden Coins. When there are no remaining Coins inside the block it will explode and reward you with Melon.

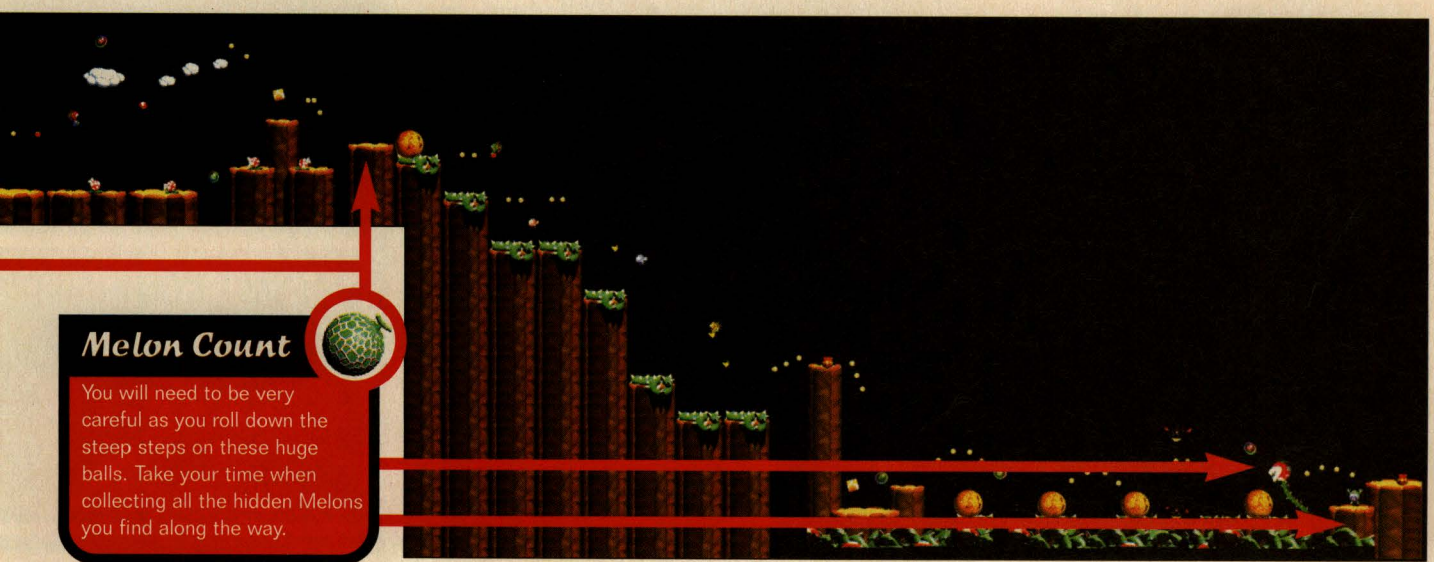


Melon Count

Use your eggs to destroy the two terrifying piranha plants and then push these two mystery crates together to find two more hidden Melons.







Melon Count

You will need to be very careful as you roll down the steep steps on these huge balls. Take your time when collecting all the hidden Melons you find along the way.

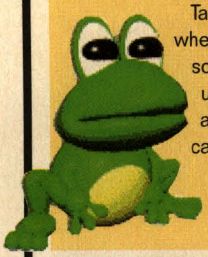


LEVEL 4

PART 3

Neuron Jungle

The Neuron Jungle is full of new creatures and traps to test your skills. There are lots of wobbly Neurons which will propel you up and aid you in reaching higher platforms. There's also a Mini-Game that involves Yoshi swimming against the clock.



Take care as you when you meet some rather unfriendly frogs and some sea cacti which are dangerous to make contact with.

1 Section 1

From the start jump over to the right and enter the warp vase to enter the Neuron Jungle. Jump across the neurons until you discover the first Miss Warp in the top right hand corner. Activate Miss Warp and then sniff out the first piece of hidden fruit. One you 've located the scent, pound the ground to reveal the first hidden Melon.



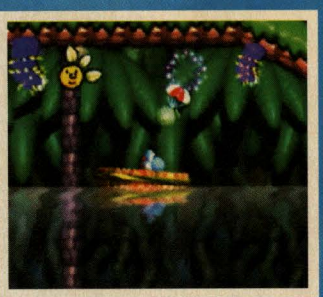


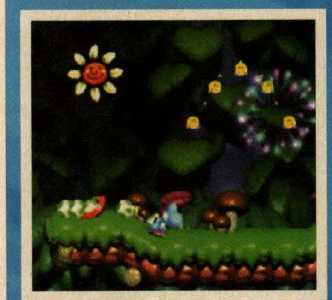
2 Jump back down to the left and then walk through the gap between the blue and the yellow Neuron. As you fall through the sky you will trigger the second hidden Melon, and it will fall from the sky to land near the blue Neuron on the platform below. Now just continue to flutter down to the ground, and grab this juicy piece of fruit.

3 Move to the left and perform a flutter jump to land on top of the red neuron blocking you path. Pound the neurons head and he will shrivel up allowing you to pass. Now drop onto the blue Neuron below, and then flutter down to the platform underneath. Your sensitive nose will detect the third hidden Melon on this tiny hard to reach platform.



8 Continue to move to the right and leap across to the next platform. When you shoot the mystery ball that is hanging around in the air here, five golden Coins will spill out onto the floor. Quickly collect all five of these special Coins before they disappear and you will then be rewarded with another juicy Melon.





9 After grabbing your five golden Coins head to the far end of the platform and drop into the boat waiting below. As the boat slowly makes it's way across the screen take aim and break open the mystery ball floating above your head. Try to shoot the ball as early as possible so you can lick up this Melon without having to leave the safety of your boat.

10 When the boat stops moving jump out and then jump over to the platform on your left. Walk to the end of the platform and then use your sensitive nose to smell out yet another hidden item that's underneath the Coin. When Yoshi has locked onto the scent, pound the ground and you will uncover a nice juicy Melon.





11 Keep moving to the right and you will find yourself on a big group of Coin-filled platforms which are protected by a large number of frogs. Lick up all the frogs and grab the Coins, then make your way to the large platform at the bottom. Use your nose to locate the next piece of fruit and then pound the ground to uncover another juicy Melon.

Boat Ride

There is a small boat for your use in the final section of this level, and you will need it to avoid getting stung by the sea cacti. Jump into the boat and it will start moving across the screen to the right. You are unable to turn the boat around so collect all the Coins as you pass them, and watch out for sea cacti falling from the platforms above. When a cactus drops just move to one end of the boat to avoid getting stung.







Row **your boat across the huge puddle and avoid the sea cacti.**

Neurons

There are four different coloured Neurons scattered around the level. Yellow and blue Neurons will stretch up and down, and purple Neurons sway from side to side. The red Neurons however will not move at all unless you pound on their heads, and then they will deflate for a short period of time. Neurons can also be annoying







5 Stomp on the red Neurons head and quickly dash down to the platform below. Once underneath move to the right and pass the squished Neuron again, and drop onto the lowest platform. To your left is a mystery ball which contains hidden fruit, so move to the left and egg the ball. Stand on the edge of the platform and lick up the fruit with your tongue.



7 **Section 2**
In the second section of this level, jump into the boat and ride it to the right hand side. When the boat stops jump out onto the bank and leap over a pair of sea cacti that are in your way. Now use your nose to sniff out a secret Melon and then pound the ground to dig it up and eat it.

4 Shoot this mystery ball and a switch will fall to the floor. Activate the switch and three hidden Melons will fall onto the platform below. To collect this trio of delicious fruit move to the right and pound the red Neurons head to clear the path to enter the platform underneath. Grab these three juicy Melons then flutter jump to return to the higher platform.

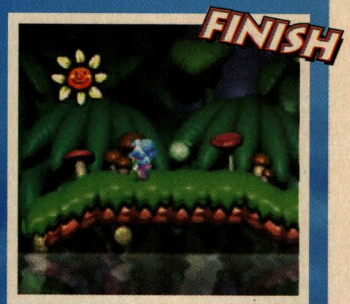


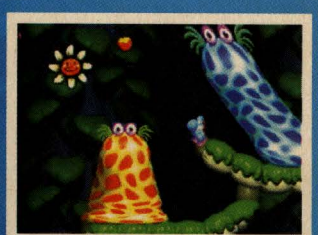
6 Move across the platform and jump on to the red Neuron to your right. Now jump across to the next platform and then walk to the far side. There is a mystery ball floating around near the far end of this platform, which contains the next hidden Melon. Egg the mystery ball and capture this juicy Melon as it parachutes slowly to the floor.



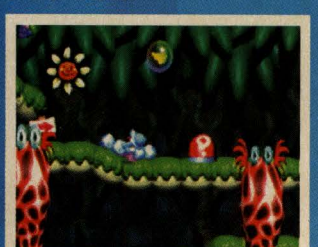
12 In order for this last hidden Melon to appear, you must collect every Coin on the entire level. When you have rounded up all these golden nuggets, the last hidden Melon will appear just to the left of Miss Warp four.

Once you have tasted this final fruit it's off to the next page of the story book.





at times if you bump into the side of one it will knock you over, sometimes pushing you down into the abyss below. Take your time when jumping onto neurons and try to ensure that you land on top of their heads.



Special Hearts



1. From the start move to the right and drop through the warp vase to enter the Neuron Jungle. Now jump onto the first platform and leap across onto the purple Neurons head. Leap to the right again and you will find two red Neurons guarding the first Special Heart. Stand on top of the red Neurons head and pound the ground, and the Neuron will shrink out of the way for a few seconds enabling you to dash in and grab the first Special Heart.



2. After collecting the three Melons activated by the switch, skip past the red Neuron, and drop to the platform below. Now jump to the right on to another red Neuron, and pound on his head to make him shrink. The second Special Heart is just to your right, but you might fall if you try to jump to collect it. It is advisable to play safe here and stay where you are, then shoot the Special Heart from the safety of your Neurons head.



3. The final Special Heart for this level is well protected by a group of sea cacti in the second part of this level. Shoot the mystery ball from the safety of the end of the platform and the third Special Heart will appear. To collect this Special Heart stay rooted to the spot and shoot an egg at it, if you try to flutter and collect it you may land on top of the spiky cacti lining the floor.



Mini-Game!

This is another racing Mini-Game, only this time you have to swim to the finish line. To make this race more difficult the water is full of fish and eels which will try to get in your way, so dive into the water and slurp up as many as you can. Once you have cleared the water of most of the enemies, return to the start and activate the mystery block to begin the race. Take a large running jump off the starting platform and then swim as fast as you can to the finish line. If you manage to swim through the obstacles without stopping you can win seven juicy Melons as a prize.









LEVEL 5

PART 1

Lots o' Jellyfish

Time for Yoshi to get his swimming trunks on and take to the water in order to collect all those coins and melons. So check the gas tanks, synchronise watches and jump into the depths to see what marine perils await you.

Your reactions and underwater skills are really going to be tested to the extreme on this level as you go headlong into a hoard of underwater enemies.

Unfortunately most of these foes can't be killed, such as the drifting spiny fish and a rather unpleasant snorkel snake who'll try to grab you for a hug, but not one of the pleasant kind! The best way to avoid dying whilst looking out for those special hearts is to swim out of their way.





Map 1 - Miss Warp One

The first Miss Warp on this level is hidden inside the mystery ball right at the very beginning of the level. To break open this mystery ball, you'll need to slurp up the shy guy walking around here, then use the egg to bust open the bubble.



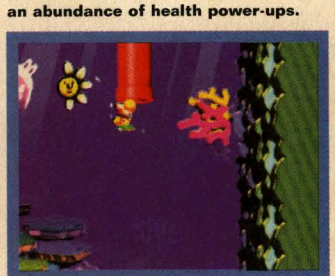


Up For A Boost

Halfway through this watery level you'll discover a red pipe in the ceiling. Enter this pipe and you will find a small patch of land with lots of Power Flowers and Power Bees. Stomp on Miss Warp two and then fill up your smile meter by eating the Power Flower petals or by munching a Power Bee. You can return to this area at any time to fill up your smile meter.



Enter this pipe and you will find an abundance of health power-ups.





Snorkel Snake

Between the two mapped areas of this level is a small water filled cave which is patrolled by a rather nasty snorkel snake who's trying to keep guard off his stash of Coins and hidden Melons. Although his head won't pose a threat to you, the sharp spikes that run along the length of its body will give a nasty sting.







Jellyfish

Where there's water there's usually jellyfish, and you are guaranteed to meet your quota of tentacled jelly bellies beneath the water's surface.

You will find two different coloured jellyfish on this level, red and blue.

The blue tentacled creatures swim up and down in a constant motion, and are therefore dead easy to avoid if you time your actions. The red jellyfish on the other hand swim around in all directions and they will even chase you around the water in a desperate attempt to cling onto you with their suckers, sometimes a group of them will gang up on you and push you into a corner.

The best way to shake off one of these red jellyfish when you've



Spiny Fish



Although these little aquatic creatures look like Mick Jagger's cousins, the spikey little beasts swim around the waters of Yoshi's Island causing havoc for all the little dinosaurs. Unfortunately Yoshi is unable to stomp or throw eggs under water in order to kill these nasty foes. Don't try to eat the bug-eyed puffer fish either or it will feel like you've swallowed a cactus.

Really the only and best course of action is to stay well out of their way. You'll notice that they swim to and fro and drift up and down in a pattern, so time your move just right you'll be able to swim past them to a safe place before getting skewered by the sharp spines.









As the snorkel snake approaches it will make like a boa constrictor and try to wrap it's spiny body around Yoshi, but it's unable to circle closely enough to cause you any harm. When the snake starts to circle you, stay very still and then move only when you can squeeze through the gap between the snakes head and tail. There are four hidden Melons that will be revealed when you've chomped all the fish that are swimming around in this area. Don't forget to collect those Coins!







got one hanging off your prehistoric tail, is to swim past it as close as you can but without getting too near, and then keep moving away. By doing this you'll notice that the red jellyfish takes as much time as a number ten bus to turn around giving you plenty of time to escape.











Map 2 - Small Swarm

In the final area of the level Yoshi will have to face another swarm of Shy Guys. Providing you have grabbed the eggs by eating the fish in the snorkel snake area, you should have no problems finishing off this small swarm. You will only get one chance to blast these flying foes, so make sure that you gun down the two Shy Guys that are carrying Melons.

Map 2 - Submarine Shy Guys

In this second mapped area you will have to face more jellyfish and spiny fish. There are also some Shy Guys floating around in submarines, trying to shoot you with their homing missiles. These new enemies are tough to shake off and you will need to have a quick stroke to avoid all the missiles being fired at you.



The homing missiles once fired will chase you until they score a hit, or they crash into a wall. You are unable to hurt these enemies, so avoid them at all costs.







Map 2 - Mini-Game

Swim into the yellow pipe at the top of the screen and you will enter a Mini-Game area. This is another jumping Mini-Game, where you must leap from the start line and try to flutter jump as far as you can. This time there is no raised platform for you to start on, so you will need to use the top of the message block to give you a slight height advantage before you start. Leap across to the right and flutter jump as far as you can, then land on top of the tehee flies and then start to jump again. There are two tehee flies in this area to give your Yoshi a slight advantage, but you will have trouble making the finish line if you are not a master flutter jumper.



Special Hearts

As usual there are three of these loving pick-ups to find in the watery depths. They can be found hidden around the maze-like map.

The best place to find them is at the end of long winding caves.









LEVEL 5

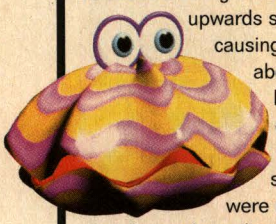
PART 2

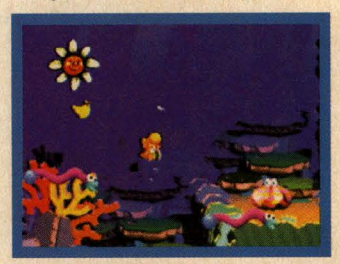
Lots O' Fish

This level has lots of small areas all linked to the large watery map. There are lots of fish for you to eat or avoid and also several clumps of spiky sea cacti. You will need to wrestle a couple of sea anemones, to grab some juicy melons from their tentacles. There is also another balancing Mini-Game, although this time you will need to creep past a swarm of bees along the way.

Map 1 - Clams

Clams litter the floor of this watery level, and can cause a few problems. When the clam opens it releases a string of bubbles and an upwards surging of air, causing whatever is above to be lifted with the current. This would not be so bad if there were not lots of sea cacti lining the ceiling above the bubble blowing clams. Wait until the clam closes shut before swimming quickly past to avoid being forced onto the spiky cacti.







Anemone

As you swim through the depths of this level you will meet several anemone's. They have stinging tentacles that will cause you great pain if you swim into them so it's wise to keep your distance. However, they have a Melon situated within their long tentacles, which you will need to slurp up using your tongue. Carefully swim past the top of the anemone and quickly grab the juicy Melon as you swim past. If you get caught by a tentacle, don't worry, just swallow a few eels to replace the petals on your smile meter.



Special Heart Reveals Three Melons

When you dive down to grab the second Special Heart you will need to avoid getting caught in the clam's upwards surging current.





Wait until the clam is shut and then quickly swim past to grab the second Special Heart. As you grab this heart, three hidden melons will fall to the floor in the small passage that leads back towards the clam. Return to the clam and slurp up these juicy Melons.

Mini-Game!

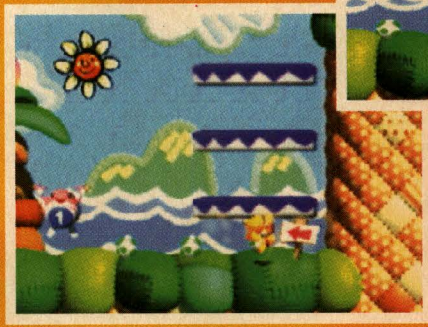
Sink down into the yellow pipe on the sea bed, and you will enter an underwater Mini-Game. This Mini-Game is similar to the swarms you have faced before only this time your enemies are fish. You are unable to shoot or stomp these enemies, so your tongue will have to work overtime to munch all these fish. Being carried by the school of fish you will find seven juicy Melons, but take special care not to slurp a watermelon by mistake. Once you have eaten all the schools of fish you'll be rewarded with the first Special Heart on this level.



Map 2 - Sniff Out A Secret

When you swim up into the green pipe on the ceiling you will find yourself next to Miss Warp one. Wake her up and then search the floor near the base of the tall cliff for a well hidden secret. Pound the ground to make these three hidden platforms appear to give you access to the cliff top.



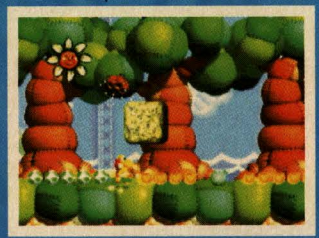


Use your nose to smell out these secret platforms, then pound the ground to make them appear.

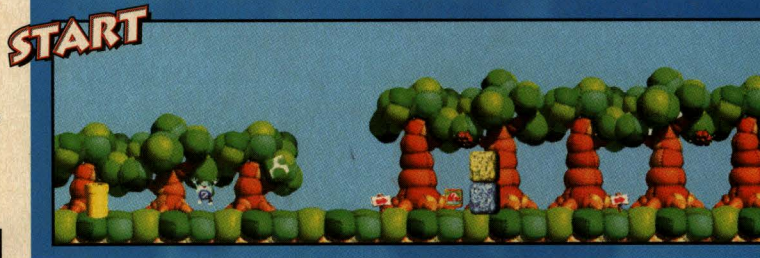
Map 3 - Bees

Swim into the red pipe on the ceiling and you will emerge next to Miss Warp two. Wake her up by jumping on her head and then fill up with ammunition from the egg block. Now move to the right and fire and egg to activate the delay switch and also destroy the huge grey rock behind.

Now creep forwards to avoid waking the Bees and gather the







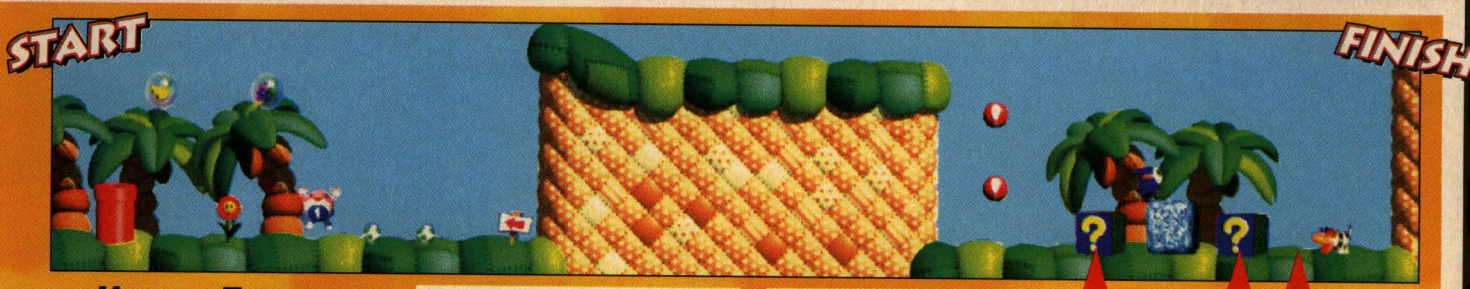
Map 5 - Melon In The Hive

After collecting your prize for the Mini-Game return to the beehive and aim an egg at it. Launch your missile into the hive and another juicy hidden Melon will fall to the ground. Now locate your friend Poochy and use his help to locate the last hidden Melon on this level.









Map 2 - Two Crates

On the far side of the huge cliff, you will discover poochy and a couple of mystery crates.

Use an egg to destroy the rock that's standing between the two crates so that you will be able to push the two crates together to gather their Melon contents.



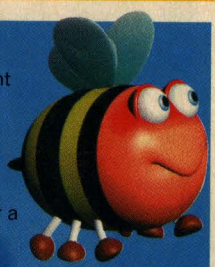


Once you have grabbed these two juicy fruits, approach tail-wagging Poochy to do some hunting and use your nose to sniff out and discover another hidden Melon buried in the ground.

Melon Count

Throw an egg at the grey rock in the centre and then push the two mystery crates together. When both crates are touching you will receive two Melons.

huge line of Coins in front of you. As soon as you are past the beehive, speed up for a few steps, then slow down again to pass the next beehive.



If you try to pass the beehives at full speed they'll gather together and stop you from passing.



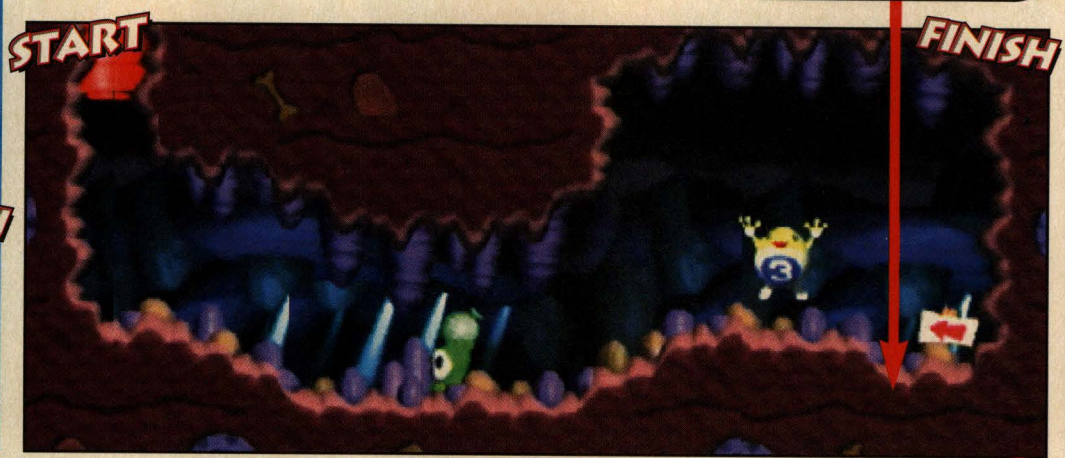
Map 4 - Secret Switch For Melons

Drop down into the green pipe on the sea bed near Special Heart two, and you will enter a small cave. Fire your eggs at the Shy Guy who is in your way and then collect his Melon prize, next you'll come to Miss Warp three so jump on her head to wake her up.

Now use your sensitive nose to sniff out a secret which is hidden in the corner and then pound the ground in order to uncover this special switch. Stomp on the switch and two juicy Melons will appear near Miss Warp, so grab these special fruit and return to the main map area.

Melon Count

Find and activate the secret switch in this chamber, and two hidden Melons will appear.



Map 5 - Mini-Game!

Pound the ground on the melon cannon and you'll be loaded up with seven melon crates. Now carefully move to the right and cross the finish line with your stack of crates to win seven juicy melons as a prize. Unfortunately you will need to move extremely slowly across this area, as there is a beehive between you and the finish line.

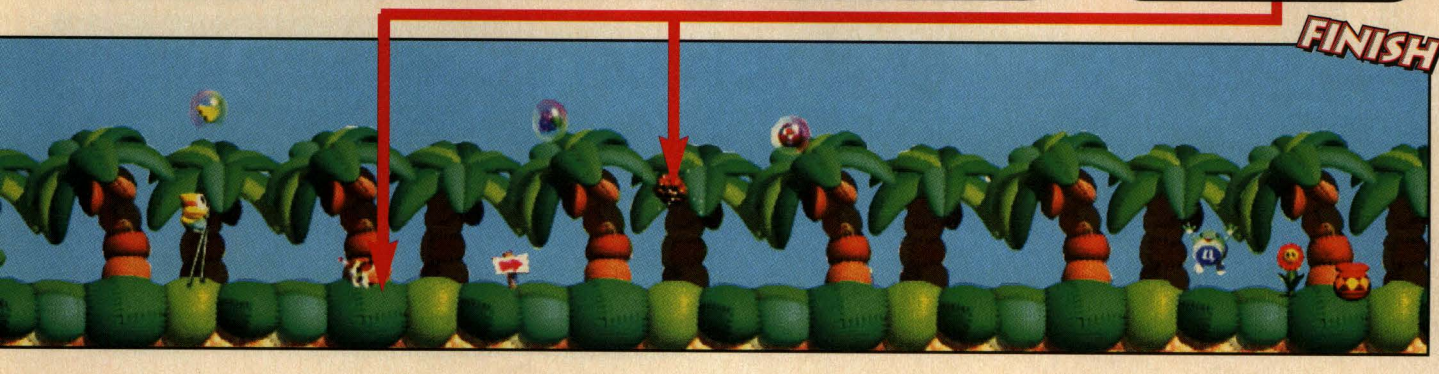
Keep the crates as upright as possible, then creep forwards at snail speed until you are safely past the beehive, then make a dash for the line. If you successfully manage to carry all the crates over the finish line, a heart fruit will fall from the sky for you to collect.



When you get near to Miss warp four you will find this level's hidden coin letter formation.

Melon Count

There are still more Melons to find in the final stretch of this level you will find your friend Poochy and he will then lead you to the location of a hidden melon. After finding this tasty fruit walk to the right and throw an egg directly at the beehive, and the last hidden Melon will fall to the ground in front of your feet.



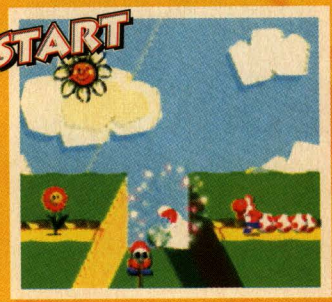
LEVEL 5
PART 3
Shy Guy Limbo

This level involves a great deal of jumping and skipping to pass the various gaps and limbo sticks blocking your path. There are more Do-Drops – like you encountered in the Jelly Pipe levels – to avoid. There's Lakitu the cloud who will drop anything from Melons, to spiked balls to water torrents.

You'll need to rely upon your keen sense of smell as well in order to sniff out some secret switches, and you will also spend some time cloud hopping in search of hidden melons and special hearts.

1 Section 1

After waking Miss Warp One, drop down to the floor and jump the Blue Shy Guys limbo sticks, moving to the right. At the end of the path, you will see a Mystery Ball above another limbo stick at the bottom of the drop. Shoot this mystery ball and then use your tongue to gobble up the first hidden Melon on this level.





2 Now continue to the right and bash some eggs from the egg block before jumping the gap towards the surprise balls. Use your tongue to climb onto these balls and leap from one to the next heading right. Above the fourth surprise ball you'll bump your head on an invisible mystery ball which then becomes visible. Shoot it to get the second hidden Melon.

3 After Miss warp two continue to the right and fill up with ammunition from the egg block. Quickly shoot the cloud flying around above your head to avoid being pelted with torrents of water, then move to the right and drop down the steps to the bottom. Use your nose to locate a hidden item, then pound the ground to uncover the next hidden Melon.



8 Follow the winding path leading to the right, then jump onto the low cloud just to the left of the tree. Now jump up onto the larger cloud to your right and use your nose and you will find a secret.

When Yoshi has locked onto the scent, pound the ground to uncover the last hidden Melon on this level.

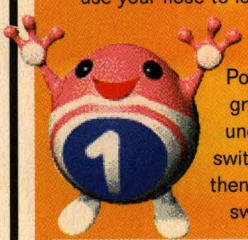


Switch To Reach Miss Warp one

After jumping the first pair of limbo poles, you'll discover a Power Flower near a step.

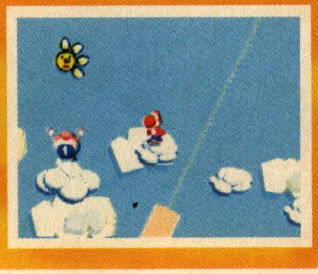
Fill up your smile meter with the refreshing petals, and then use your nose to locate a secret switch. Pound the ground to uncover this switch, and then stomp the switch in order to make a series of cloud platforms appear.

Quickly leap up these cloud steps and you will find the first miss warp up in the clouds to your left.









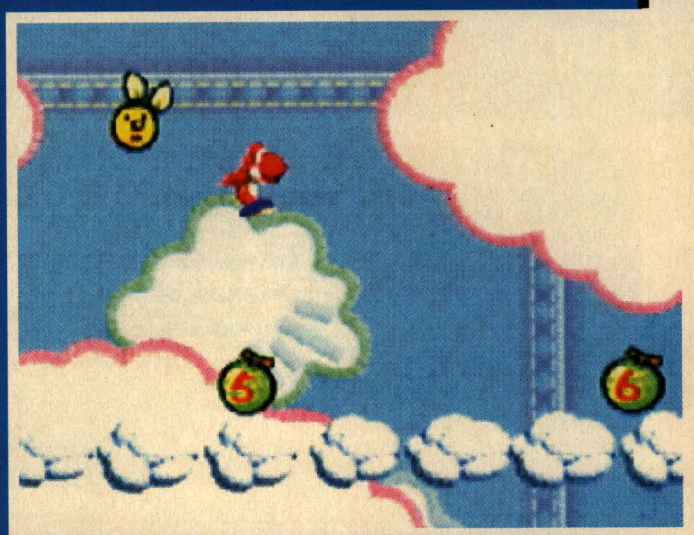
Mini-Game!

Above the last Surprise Ball, jump up and perform a flutter jump and then use your tongue to grab hold of another surprise ball. Jump across to the cloud to your right, and then enter the pipe in the air.



You will appear in another jumping Mini-Game, high up in the clouds. Bump the mystery block with your head and then jump across to flutter above the cloud with the red arrow. Keep fluttering to get as much height as possible, then start to flutter across to the right. Jump past all seven Melon checkpoints on the cloud floor, and you will win seven lovely melons.

Eat these Melons quickly and grab the Heart Fruit to uncover a hidden Coin Letter Formation here in the clouds.



Jump high into the air and flutter across the skies past the Melon markers on the floor. You can win up to seven Melons in this game.







5 Jump up the steps to your right and stomp on the two waiting Shy Guys. Now run down the next set of steps to your right, and blast the mystery ball with one of your eggs.

When this mystery ball bursts the next hidden Melon will gently parachute down in front of you. Quickly grab it before it falls off the bottom of the screen.



4 Jump up onto the lower step to your left and shoot the mystery ball that's above your head. As the mystery ball bursts five golden Coins will spill out on to the floor and begin to start bouncing away.

Quickly grab all of these special Coins before they disappear, and you'll be rewarded with the next hidden melon.



7 Continue to jump across the gaps to the right-hand side until you return to solid ground. Then move forwards slowly keeping a watchful eye on the skies for a formation of flying Shy Guys. Shoot these four Shy Guys – who will fly in front of you – with just a single egg and you will then be rewarded with the next hidden Melon.



6 Section 2

After Miss Warp three continue to the right, and leap over the limbo sticks. When you reach the edge quickly aim an egg at the cloud to avoid being washed away by the torrents of water. Now jump across to the third platform and sniff out a hidden melon. Lock on to the scent and pound the ground to dig up this buried treasure.



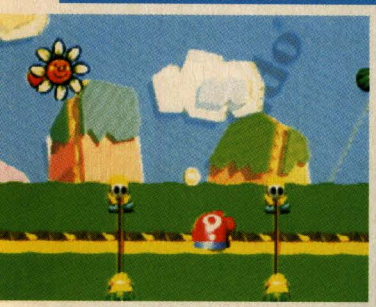


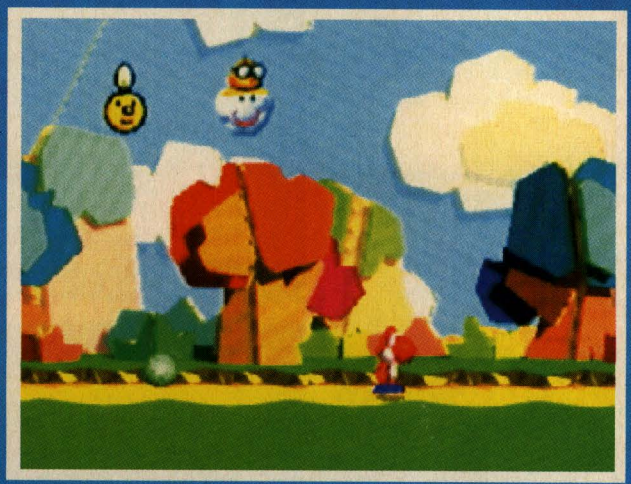
Raining Melons

Time for Yoshi to get his hard-hat on – yes Melons are falling from the sky! But watch out for the spiky balls that are falling, too. As soon as you approach the first gap leap over it and you will then notice a cloud called Lakitu floating around in the background. This fluffy character holds a stash of five juicy Melons for Yoshi to collect, but as he floats overhead he will drop dangerous spiked balls to the floor. The cloud will drop a total of five yummy Melons, providing that you can keep up with him as he moves gracefully across the screen.



Follow Lakitu carefully and as well as dodging all the enemies that are patrolling on the ground, you must avoid getting hurt by the falling bombs. If Lakitu manages to get out of your grasp, simply return to back to the start point and he will be there waiting to start dropping his stash all over again.

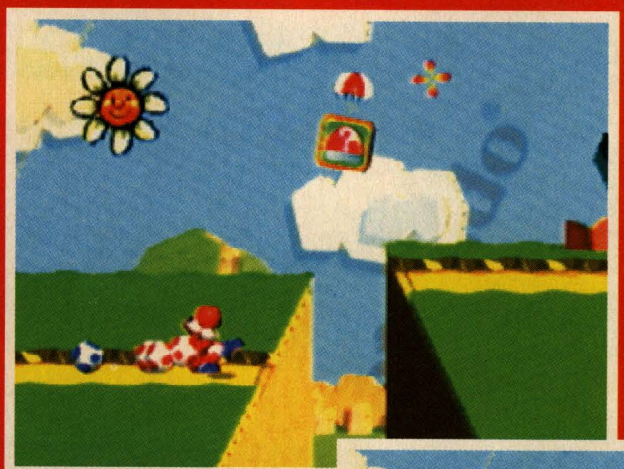




Special Hearts

1. From Miss Warp two continue to the right-hand side until you reach the final gap to leap over.

As you leap across, a delay switch will float down in front of you, so stop and shoot this it with an egg. Now turn around and collect the first Special Heart from the ledge to your left.

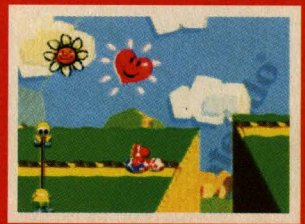




2. From miss warp three continue to the right until you reach the end of the path. Now jump across from platform to platform until you are stood on the fifth one, when there use your nose to sniff out a secret. Pound the ground on this spot an you will uncover the second Special Heart.

3. To collect the last Special Heart, continue across to the right-hand side until you discover a low cloud to the left of the tree. Jump onto the low cloud and then leap across the cloud platforms to the left. In the middle of the Coins on the highest level you will find the third and final Special Heart on this level.





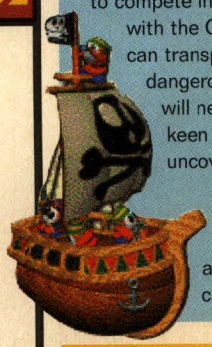


LEVEL 5

PART 4

Shy Guys' Ship

Watch for the Shy Guys' Ship on this level which is anchored just off shore and they'll throw bombs at you from a distance. There's a climbing race for you to compete in and you'll meet with the Goonie birds that can transport you across dangerous skies. You will need to use your keen sense of smell to uncover all the hidden Melons, and you'll need to be alert to avoid the deadly cannon fire.



1 Section 1

From the start head to the right and jump across the pipes. When you start jumping across the islands, the Shy Guys on the ship will start throwing bombs. Grab a few and use them to burst the two Mystery Balls, inside which you'll find Melons, just stand on the edge of the island and use your tongue to grab this tasty fruit.





2 Continue to move to the right and use the Surprise Balls to raise yourself above the stilt-walking Shy Guys. Above the third Surprise Ball, look up and then use your tongue to latch onto the next Mystery Ball above your head. Just to your right is a Mystery Ball with the next hidden melon inside. Burst the bubble and then reach out you tongue to collect this juicy fruit.

3 Just before you reach the platforms made of large grey rocks, use your sensitive nose to sniff out a hidden item.

On the lower ground, between the two steps, is where you'll locate your hidden prize and then pound the ground in order to uncover the next secret Melon. Eat this delicious fruit and then head over to the rocks.



8 Section 2

After the Mini-Game head to the right and hitch a ride on a Goonie Bird to cross the open air. Drop back down to the ground when you have crossed the sky and then use your sense of smell to locate the next hidden fruit. Pound the ground near the edge of the platform and you'll find the next hidden Melon.





9 Jump across onto the first large grey rock and then use you nose to locate a hidden melon. Pound the ground on top of this rock and the next hidden Melon will be yours.

Do not try to shoot this grey rock with your eggs, not only is it a waste of ammunition but it will explode and you will fall to your doom in the bottomless pit below.

10 Shoot the cannon that is to your right and then jump back onto a Goonie bird who will take to the next grey rock. Use your nose and you will locate another secret and then pound the ground to uncover the yet another hidden Melon.

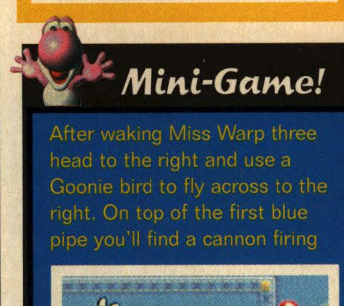
Again you must avoid shooting this rock or you will fall into the pit below.





11 Above Miss Warp four in the final area of this level, you will find another Mystery Ball.

Shoot an egg at this mystery ball to burst the bubble and another hidden Melon will gently parachute to the floor. Use your tongue to gobble this delicious fruit, and then head to the right again to carry on the level.



Mini-Game!

After waking Miss Warp three head to the right and use a Goonie bird to fly across to the right. On top of the first blue pipe you'll find a cannon firing



large bullets at you, but the second blue pipe has no enemies on top. Drop onto this second blue pipe and press down to drop into the mini-game area. Bash the Mystery Ball with your head and the start line will appear, then it's a race against time to climb to the top of the cliff. Jump to the right and start using your tongue to grab hold of the Surprise Balls and hoist



yourself up the cliff. Keep as close to the cliff face as possible and keep jumping and licking upwards with your tongue. If you can make to the finish line before the time runs out you can win seven juicy Melons as your prize.

Goonie Birds

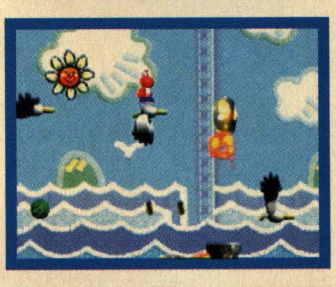
The Goonie birds are here to offer you a lift across some rather treacherous areas.

When these helpful birds appear hop on to their backs and they will carry you in whichever direction they are travelling. You are unable to control which direction the bird flies in so jump from bird to bird until you land on a Goonie that is travelling in the direction you wish to go.

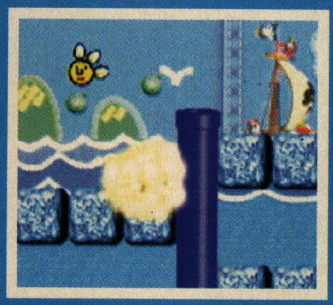
Goonie birds will carry you across the skies, helping you to avoid the cannon fire from below.











5 On the next set of large grey rocks, you will need to destroy the top layer of rocks to uncover the next hidden melon. Use eggs to blast the rocks, and then drop down onto the line of rocks below to collect your tasty prize. Watch out for the bombs that will be thrown into this area, if they explode they will blow you and the rocks you are standing on into oblivion.



7 Keep moving across the angled platforms and then stop on the final ledge. Kill the stilt Shy Guy in your way and then use your nose again to find another hidden secret.

Locate the scented secret and the pound the ground to uncover the next hidden Melon. Once you have eaten this delicious fruit head over to Section 2.



4 Before breaking open all the rocks that are in this area, grab the Melon that's floating around above your head. Now use your sensitive nose and make a thorough search of the area where Yoshi should soon pick up the scent of another hidden Melon. Stand on top of the last rock and pound the ground and you'll uncover this hidden fruit.

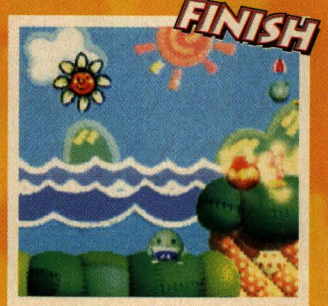


6 Wake up Miss Warp two and continue to move to the right. Use your nose again to search the angled platforms where the stilt-walking Shy Guys are walking back and fourth.

On the third angled platform you will find a hidden Melon, so locate the fruit with your sense of smell and pound the ground to dig it up.

12 There is only one more Melon to find on this level and you will need to use you keen sense of smell again in order to find it. Search around the area beside the warp vase at the end of the level and you will discover a hidden item.

Pound the ground on this spot and you will uncover the final hidden Melon.



Special Hearts



1. Just before you reach Miss Warp two you will have to jump across some large grey rocks. Grab the melon waiting above one of these rocks, and then leap across to the right and aim an egg at the block you were just stood on. Inside this rock is the first special heart, but you will be unable to flutter down safely to collect it. Stay where you are and aim an egg at this special heart to collect it .



2. After competing in the Mini-game exit through the pipe at the top and then head to the right. Jump onto a Goonie Bird and fly over to the right where you will be able to see the second special heart stuck between more large grey rocks.

Aim and egg at the rocks, to blow them away and then fly into the second special heart to collect it.

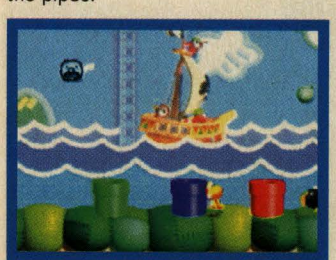


3. Keep moving to the right and you will discover some more large cannons firing at you from below. Hop down onto a lower Goonie bird and egg the grey rocks that the cannons are resting on.

When you have blown up these boulders you will find the third and final special heart inside the rock underneath the second cannon.

Between the pipes

At the beginning of the level there are five pipes in the ground, each pipe is coloured differently. Jump in between all the pipes and a hidden Melon will appear between pipe four and five. You don't need to pound the ground to uncover this one simply set foot between all the pipes.

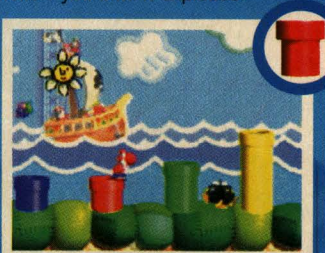




Bombs

The Shy Guys on board the ship will throw bombs at you as you walk along the shore. They will throw three bombs at a time which you can destroy by stomping them. You can slurp them up with your tongue, but they are on timers and the timer will remain ticking even if you've swallowed the bomb. When a bomb is about to explode it will turn red for a couple of seconds. When this happens get as far away as possible to avoid being hit by the blast. If you have swallowed a bomb and it is turning red, quickly throw away all your ammunition to throw this lethal it away from you. If you fail to throw the bomb it will continue to follow you until it explodes.









LEVEL 6

PART 1
Mecha Castle

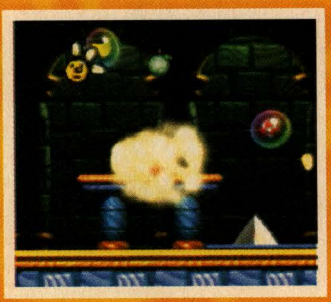
Enter the Mecha Castle and you'll have to face lots of cogs and pistons, all trying to put you off reaching your final goal. You will also have to face some large sharp swords that will appear in some tough spots throughout the castle. There are, as usual,I plenty of fruit scattered about and another Mini-Game for you to compete in.



1 Section 1

From the start use the swing to open the huge wooden door and then pass the two blue swords leaping onto the small steps which are to your right. Tread on each of these steps and the first hidden Melon will appear on the last step. If you leap straight to the top of the small steps this Melon will not appear.





2 Stand on the small platform at the top of these small steps and use your sensitive nose to sniff out a secret. When Yoshi has located the scent, pound the ground at the point where Yoshi turns and speaks with you to uncover the second hidden Melon. Now slurp this tasty fruit as it gently falls to the floor.

3 Stay standing on the platform and look to your right hand side. Shoot the mystery ball which is floating there and the next hidden melon will float gently to the floor.

Stay stood on your current platform and lick this tasty fruit with your tongue to avoid any contact with the sharp sword underneath.





8 Section 2

Head through warp vase one and then make your way across to the right hand side. Dodge the large platforms being dropped by the black Shy Guys, and continue across to the right where you will find another Mystery Ball. Egg the ball and the next hidden Melon will gently fall to the floor.

9 Jump through the warp vase to be transported to the next area and start to move across to the right. Jump across two large wooden rollers and then climb a small hill leading to the third wooden roller.

Walk across the roller to the far right-hand side and the next hidden Melon will appear on the platform above your head.





10 Keep moving to the right and you will drop down a hole in the floor. Continue to move to the right jumping across the wooden rollers until you discover some surprise balls. Use these balls to climb up to the wooden roller above and then head to the left. Drop into the small gap in front of the four pistons and use your nose to locate the next hidden Melon.

11 Wake up Miss Warp four and then jump across to the left.

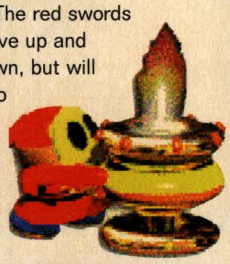
Don't climb the lifts just yet, but use your nose to search the area for hidden treasure underneath them. In the corner Yoshi will locate a familiar smell, just pound the ground to find the last remaining hidden Melon in this castle.



Swords

There are two kinds of swords that you will bump into in the Mecha Castle. The blue swords move up and down and will spring up from either the walls or floor to try to pierce you little dinosaur scales.

The red swords move up and down, but will also chase you to the left and right. When you see a sword of any colour wait until it retreats back into the floor before jumping over the top.









Mini-Game

This Mini-Game is another race, only this time you will have to keep leaping over sharp swords and spinning buzz saws. Refrain from eating the three Melons just outside this Mini-Game and then before you activate the mystery block eat the Melon from above. This should be your 12th melon and when you eat it a heart fruit will float down from the ceiling. Gobble this special fruit and then dash across the swords and sharp buzz saws to the finish line on your right. With the Heart Fruit to protect you from the razor sharp obstacles you should have no problem getting to the finish line to collect seven Melons as your prize.









5 Leap across to the right and carefully cross the spinning cog. Now jump across another two cogs that stand in your way to land on a couple of large steps. Watch out for the blue sword that's trying to attack you from the right and leap up to the platform at the top. Egg the mystery ball to your left and the next hidden Melon will be yours.



7 After activating the timer switch, jump across the cogs to the right hand side. Egg the delay switch that drops in front of you and continue to the right. Above the next cog is a Mystery Ball that holds a hidden Melon. Quickly egg the ball and claim your prize before dashing to the right to climb the surprise balls before the timer runs out.

4 Jump over the red sword to your right and then leap up onto a small platform the other side. Just to your right you'll find another mystery ball, which holds the next hidden melon for you to collect. Egg this mystery ball and then creep forwards slowly to collect you fruity prize. Watch out for the blue sword that will attack you from the ceiling.



6 Leap across to the left and ignore the platforms that head upwards and continue across to jump onto the cogs. Leap across the three cogs and then egg the mystery ball in the corner to burst the bubble. Carefully grab the next hidden Melon as it falls to the ground, or you may swallow the Chilli pepper that lying on the floor instead.



Swings

You will find these swings near the huge wooden doors. Jump onto the swing and press left and right on the stick which will start the swing moving back and forth.

As you swing faster, the huge wooden door will start to rise slowly, until it reaches a height where Yoshi can run underneath. When there is enough room to squeeze underneath drop down from the swing and quickly dash through the gap before the door crashes back down to the floor.





Stand on the swing and move the joystick back and forth and the counterweighted door will begin to rise.



Special Hearts

1. After climbing the melon steps, turn to your left and use your tongue to grab hold of the surprise ball. Pull yourself up and then jump over to the left and stand right on the edge of the platform.

There is a red sword patrolling this area so wait until the blade has stopped moving, and then make a dash over to the left where you will find the first special heart.



2. After Miss Warp one leap across to the left and then climb the platforms to the top. In the corner to your left you will see a mystery ball, so shoot the ball and then stomp on the switch that appears.

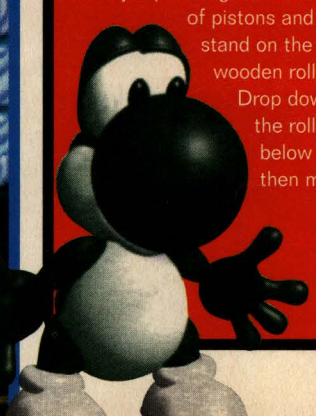
Now dash to the right across the golden cogs and shoot the delay switch above to extend your time. Continue across to the right and then use the surprise balls to climb up to the warp vase. Move through this area grabbing all the melons available, and you will find the second special heart inside the mystery ball just before the second warp vase.



3. In the second area of this level, jump through the first set of pistons and then stand on the wooden roller. Drop down to the roller below and then move to the right and wake up Miss Warp two. Now jump to the right again and use the lift to rise up to the third and final special heart in this castle.



You will need to use a small lift to reach this third Special Heart.



LEVEL 6

PART 2
Lift Castle

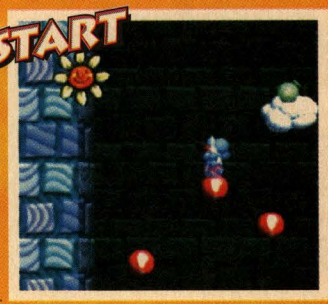
This castle is split into two sections, and you will not be able to enter the second area until you've hunted out the hidden Golden Key.

But be careful on your quest as there are lots of sharp buzz saws which are designed to slow Yoshi in is tracks, there are also some Melons and Shy Guys locked away in one of the deep, dank dungeons.

However, if you move around Baby Bowser's fortress carefully you should have no problem passing through to the final battle.

1 Section 1

From the start move to the left and climb the platforms to the top, where you must shoot the Mystery Ball and a switch will fall to the floor. Stomp on this switch and race across the platforms to the right-hand side and then hit the second switch on the floor on the other side. Use the surprise balls to climb up and grab the first Melon.





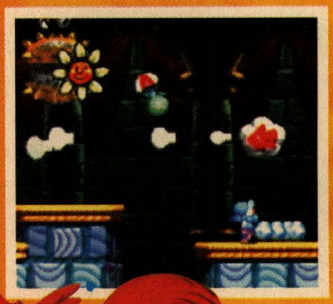
2 Now drop down from the cloud and you will find that the second hidden Melon will be at the bottom.

You must be very quick and slurp up this tasty fruit before all your time runs out, because if that happens and you have not collected this juicy fruit it will be gone forever as the switch will not re-appear again.

3 Section 2

After passing through the locked door, move to the right and then carefully pass the black Shy Guys with the huge spiky rocks.

When you reach the cloud, turn around and egg the Mystery Ball that is above your head. Now use your tongue to grab and eat this delicious fruit as it flutters down to the ground.



Mini-Game

Pound the ground on this Melon cannon and seven Melon crates will be fired



into the air. Unlike previous balancing Mini-Games, this time you will have to catch the crates as they fall. They will slowly float down from above and you must wiggle the control stick left and right to catch the crates before they land.

Once you have caught the crates start to move to your right and walk up the slope ahead. At the top of the slope keep the crates balanced and wait for the cloud to stop blowing wind at you. As soon as the wind stops, dash for the finish line to collect your prize.

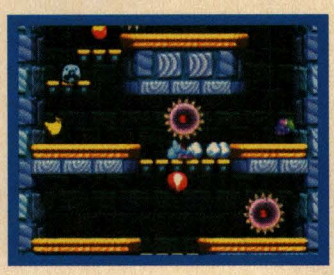




Spinning Blades

Scattered all around this castle you will find these spinning blades. To pass by the blades safely wait until they move away from you and then





follow them slowly. Once they turn around and start to move towards you, duck down and the blade will then pass right over your head keeping you out of any danger.





Golden Key

Enter the door near the yellow pipe and behind it you will find ComBat – who holds the Golden Key for the Lift Castle's beginning – flying around in the middle of four bumper balls.

In order to get hold of the key, you must shoot the red-winged flying rodent carefully by aiming an egg between the spinning balls which is quite tricky as the ComBat is good at deflecting your shots. Don't worry about running out of ammo though as there is an egg block near by.



Eat the Shy Guy next and the the Golden Key will drop to the floor for you to pick up.



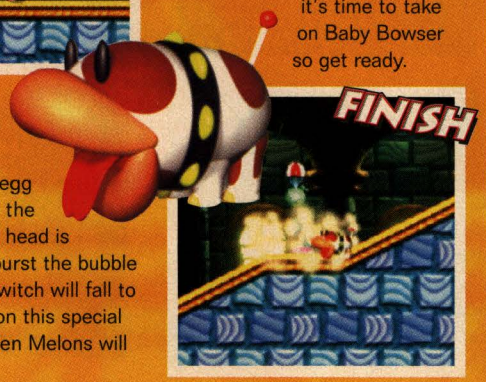


Defeat the bat that guards the golden key and then you will be able to pass through this locked door.





5 Just past the Melon cannon your friend Poochy is waiting to show you another secret. Use your nose to locate the scent that has Poochy so worked up, and pound the ground to uncover the last hidden melon in the castle. Now it's time to take on Baby Bowser so get ready.



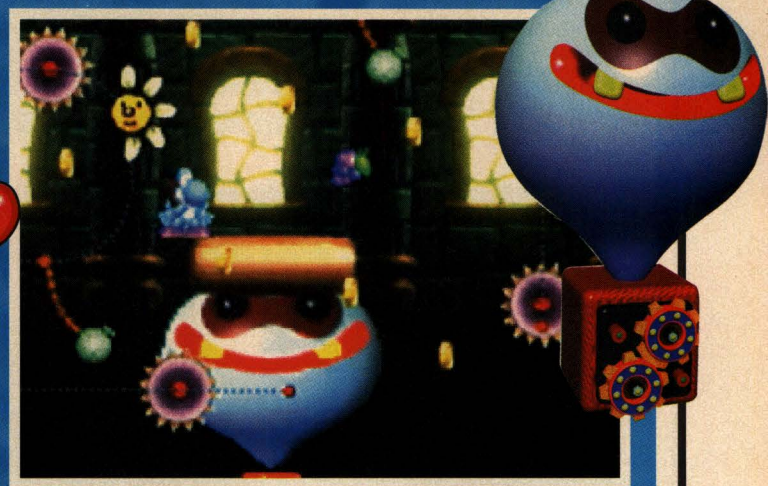
4 In the final section near the Melon cannon, stand on top of the egg block and look up in the air. High above your head is a Mystery Ball, so burst the bubble with an egg and a switch will fall to the ground. Stomp on this special switch and two hidden Melons will fall from the sky.

Moving Balloon

Unlike the first balloon you encountered this balloon will also move slowly to the right as soon as you jump onto the platform. Use this moving balloon to reach all the melons swinging from the ceiling, and avoid bumping into spinning blades as you move across the screen. You can direct the balloon up and down to catch all the golden coins as you cross the bottomless pit.







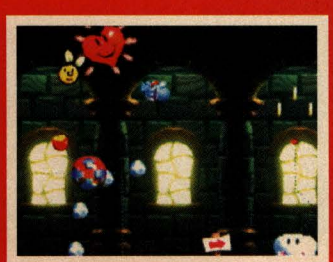
Special Hearts

1. After collecting the Golden Key walk into the yellow pipe and wake up Miss Warp two. Now leap over the umbrella and use you flutter jump to gradually drop down the huge cliff. As you get over the edge stay close to the left hand wall and follow the wall down. In the corner to your left you will find the first Special Heart.

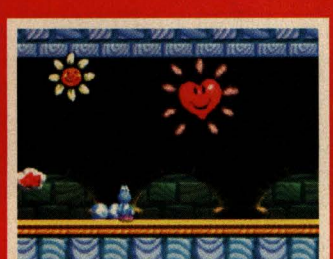


Leap from the upper ledge and then use your flutter jump to follow the wall on your left. Here you will find the first Special Heart.

2. Wake up Miss Warp three and then jump across to the platform to your right. Now jump to the right again to land on the platform being circled by two bumper balls. Jump onto the ball to the right and bounce on the top to reach the second Special Heart high above this platform.



3. After completing the Mini-Game, look up and you will see a Mystery Ball. Throw an egg at this ball in order to burst the bubble and you will discover the third Special Heart hidden inside. Perform a flutter jump to reach this heart or shoot it with one of your eggs.



Black Shy Guys

All around this castle you will find plenty of black Shy Guys carrying large spiked balls. These beastly enemies cannot be stomped or eaten, but can be shot with the blast from a well aimed egg. The best way to avoid there heavy attacks is to aim an egg to explode next to a black Shy Guy and he will drop his spiky cargo. Now you can safely jump over the top of the spiked ball before the Shy Guy re-appears to pick up the enormous bomb. You will sometimes be able to dash underneath these heavy spiked balls, but you will sometimes get caught if you do not move fast enough.









LEVEL 6

PART 3

Ghost Castle

Beware of this creepy level, the game just got tougher. The haunted castle will test your skills in every way.

There are two locked doors that you must find keys for, and there are loads ghosts that come in all shapes and sizes who float silently around the castle's corridors who will try to take petals away from your health meter. There are more black Shy Guys who have huge rock bombs to shoot you with and you will go into a spin when you get to the spiral platforms.

1 From the starting point, move to the right and leap across the gap. Now use your head to bash the mystery block and five golden Coins will spill out on to the floor.

Quickly grab all five of these special Coins and you will receive the first Melon.





2 Keep moving across to the right-hand side of the screen and then drop down into the blue pipe which is in the floor. In the cave area you've just entered, move to the right and use your nose to locate a special secret.

Pound the ground on the spot where Yoshi gets most exited and the next hidden Melon will appear for you to collect.

3 Wake Miss Warp one and then walk through the door. Climb to the top and then enter the door on the right-hand side. Watch the little boos floating overhead and move to the right and you will find three grey rocks.

Use one of your eggs as ammunition to shatter the third rock and you will then find the next hidden melon inside.





8 Continue to climb up the levels, and then head to the left. Use the floating ghosts to carry you to the far side of the thorns, and then use your nose to locate another secret.

Pound the ground on this spot and the next hidden Melon will gently fall to the ground.

9 Inside the first locked door to the right you will find another Coin box. empty it of the Coins and you will win yet another Melon.

Now continue across to the right of the screen and inside both of the Mystery Balls you will be able to find more delicious Melons.

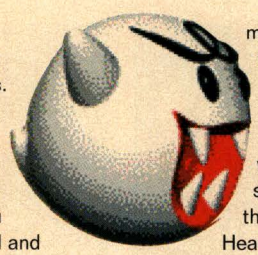




10 Inside the locked door to the left you will find lots of black Shy Guys with huge rocks. Move carefully across the screen to the right and then blast the first grey rock that you find. Drop down onto the floor below and then use eggs to blast the rocks above your head. In the second block to the left you will find another hidden Melon.



Little Boo



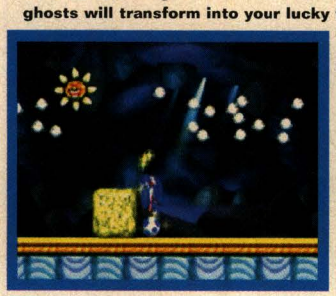
These little ghosts hang around in large numbers. Watch out as they will dive at you from their position above your head, but these attacks are easy to dodge if you stay close to the ground and duck as they dive-bomb you.

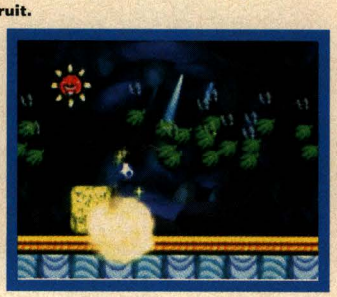
You won't be able to shoot these ghosts with your eggs, so don't waste all your ammo trying. If you do have a go at knocking them out of the air, your actions will only make them feisty and they'll come back at you more fiercly.

Once you've located the Golden Rock, with the aid of your sensitive nose you will then be able to find a Heart Fruit that is hidden nearby.

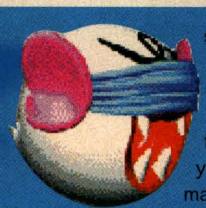
Swallow this lovely fruit and then pound the ground which will then turn all the Little Boo's into lucky fruit for you to collect for extra points.

Pound the ground when Yoshi is super happy and all these tiny little ghosts will transform into your lucky fruit.





Blind Boo



Blind Boo haunts the corridors of the castle by moving slowly back and forth and because he can't see anything his extra sensitive hearing will seek out any wouldbe intruders.

If you try to move too fast around the castle your feet will undoubtedly make lots of noise as you run here and there, these ghosts who are listening to your every movement will then follow you everywhere and hurt you if that make contact.

The best way to get these ghost off you back is to stand perfectly still for a couple of seconds and wait for them to move away.









5 In the final stretch of this area just before the next door, you will find yet another Mystery Ball.



Egg the ball to burst the bubble and the next hidden Melon will gently parachute to the floor. Eat this tasty fruit then head through the door to the next area.



7 Jump up the platforms to the top and head through the door in the top left hand corner. Move to the right and jump to the level above. Now use your nose to uncover some secret platforms and then jump on them to get to the Coin box,bash your head against this box for ten Coins and providing you've got them all you'll win another Melon.

4 Move to the right again and use an egg to break open the next Mystery Ball.

Inside this ball you will find the next hidden Melon, but you will need to watch out for the tiny ghosts as you do so or your health will suffer. Throwing an egg right at them will only get them really wound up and they will attack you more.



6 Drop down to the floor and then move to your left. Next use your sensitive nose in order to sniff out a hidden secret. Pound the ground when you've locked onto a nice smell and you will then uncover the next hidden Melon.

Slurp this fruit and then head for the pipe on your left-hand side and carry on with your quest.



Keys For Locked Doors

There are two locked doors for you to open in this castle and each door has it's own key. To open the door on the right, drop down through the yellow pipe in the floor and you will find the key on a platform to your right.

To open the door on the left, open the door above this locked entrance and climb to the top.

Burst the mystery ball in front of the next door and the golden key will drop to the floor.







Special Hearts

1. From the room with the locked doors pass through the door in the top left hand corner, and climb to the section at the top. Use the floating ghosts to carry you across to the right hand side and then leap into the small niche to your left. Grab the first Special Heart and then stomp the switch, which will activate some lifts to enable you to cross the spikes safely.



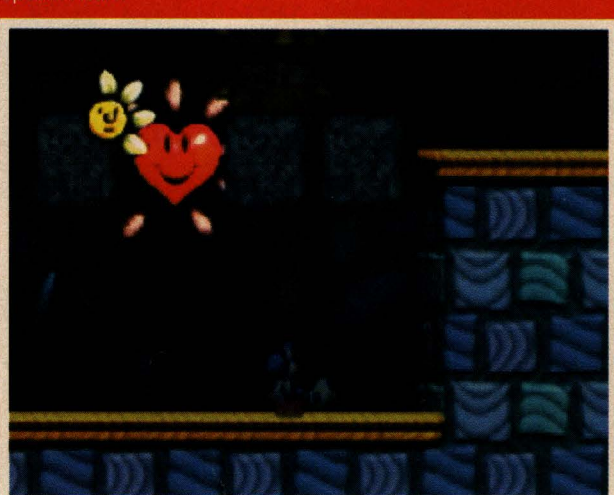


2. Head through the locked door to the right and then continue across the screen to the right until you find a spiral platform. Jump up from this platform and look over the edge and you will see a gold rock. Drop onto this rock and pound the ground and the second Special Heart will appear above your head.



3. Enter the locked door to the left and follow the screen across to the right.

Dodge the black Shy Guys and their huge rock bombs and cross the spiral platform and you will find some grey blastable rocks. Explode the first rock and then drop down onto the floor below. Now look up and shoot the fourth rock from the left and you will uncover the third Special Heart.





LEVEL 6

PART 4

Magma Castle

This is possibly the toughest test that Yoshi will have to face, but it is the very last one of the game. The castle floors are covered with boiling hot lava that will make your Yoshi's shrivel up if they touch it or land in it, there are also jets of steam to avoid

There are more slugs for you to fight and another locked door for you find the key for and then open. Also look out for the friendly lava dragon as he will help you to get across the large lava pool.

1 Section 1

Jump onto the lava dragon and start to move across the screen to the right. There are three Mystery Balls floating above this lava pool and each one hides a hidden Melon.

Aim an egg to burst the bubble and then use your tongue to gobble the delicious fruit as it falls gently towards the floor.





2 Walk through the door and wake up Miss Warp two, then look to the right.

Egg the mystery ball behind the lava falls and the next hidden melon will begin to drop to the floor. Wait until it is safe to jump and then leap across and slurp this melon as you pass.



3 Continue around the corner of the corridor and then climb up to the top of the blue lifts. Now egg the Mystery Ball which is right above your head and the next hidden Melon will be rewarded to you.

Jump over to the right and then egg the next mystery ball, then grab the five golden Coins and another Melon will then be yours.





8 Now jump across the gap and head along the path towards the buzz saw. Even though this passage is a dead end do not turn back, just continue to the end by crawling underneath the razor sharp saw. As you hit the wall at the end of the tunnel the next hidden Melon will fall to the floor for you to pick up and eat.

9 Dodge the Shy Guys with the flaming torches and then leap out at the far end. Wake up Miss Warp four and then return to the top of the small flight of steps.

Use your sensitive nose to sniff out and locate a secret, then pound the ground where Yoshi locks onto a smell to uncover the last hidden Melon.



Lava Falls

These pipes pour boiling hot lava onto the floor below. When the pipe steams it' and early warning as it will be about to empty its contents below so make sure you jump out of the way.

Take your time jumping past these lava falls as they are just as deadly as the large lava pools.

If the floor is slanted take extra care as the lava will continue to flow along the floor and is still just as hot.





Ride the lava dragon across the boiling lava pool, keeping yourself on the highest part of the creatures back.





Special Hearts

1. From Miss Warp two jump across the platforms and then climb up to the level above.

Keep climbing up to the top and then fire one of your eggs to break open the grey rock that's blocking your path.

Drop down into the hole and then throw another egg to break the rock underneath your feet, and then dash to the right to grab the first Special Heart.

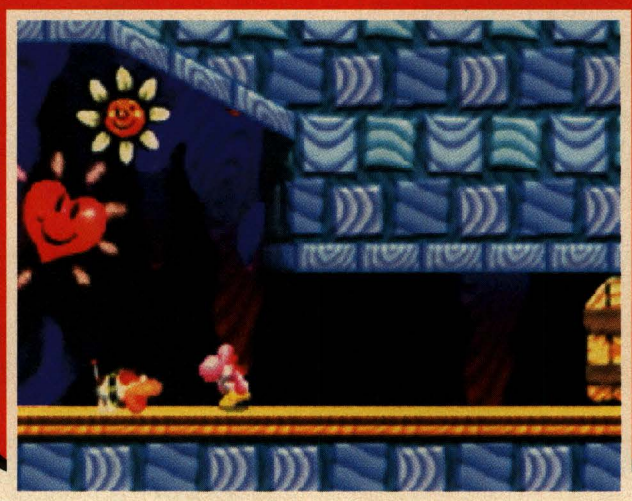






2. Jump out of the crate area and head to the right, where you will find some spikes on the ceiling. Carefully crawl underneath these sharp spikes and then stomp on the mystery crate in the corner to find Miss Warp three. Now look to your left and you will see Special Heart two waiting to be collected.

3. Grab the Golden Key from the slugs and then return to Miss Warp one and open the locked door. Enter the room and you will find Poochy and four nasty bats. Use your eggs to kill all the winged creatures and the third Special Heart will appear.





5 Move across the screen to the right and then jump over a small gap in order to find another Mystery Ball.

Throw an egg to burst the bubble and the next juicy Melon will gently fall to the ground. Now jump back across the gap and jump into the warp vase.



7 Jump across the spiral platforms, and then continue to head to the right. Leap up to the platform above and then dodge the buzz saws and shoot the Mystery Ball in the middle.

The next melon will fall to the floor, but don't dash across to collect it until the huge spiked ball has swung out of your way.

4 Continue to climb the platforms to the top of the castle, and when you get there you will find a group of coins which are in the shape of an arrow.

Aim an egg upwards to where the arrow points and the next hidden Melon will fall to the floor.



6 Run to the left and drop down to the floor below and then head off to the right.

Fill up with some ammunition from the egg block and then carefully jump over the spinning blades which are to the right of you. Shoot the next Mystery Ball that you come across and yet another hidden melon will be yours for the taking.



Slugs

Enter the door at the bottom of the steep drop and you will find a pair of slugs. To defeat these two slimy creatures throw three eggs at each one. Making sure that you aim just in front of their heads and not at the slugs body. Once both of these slugs have been defeated the Golden Key for the locked door beside Miss Warp one will drop to the floor as your prize.





Attacky Sacks

These large multicoloured balls bounce around near the crates. You are unable to shoot eat or stomp these enemies so keep your distance and move quickly when they are around.



Flaming Shy Guys

These Shy Guys carry huge great flaming torches, which will burn you if you get too close. Move slowly across the screen to the right staying in between the two flaming torches to avoid getting burned. You will also have to duck underneath some spinning blades and leap to grab some melons.











Lava Dragon

This lava dragon is very similar to the dragon you met on Cloud Cruising. You must jump onto his back and he will start to move across the lava pool to the right. Keep moving to the left to stay on the raised part of the dragon's back and then leap to the right to land on the dragon's head when it emerges from the pool. Take your time and move slowly because if you fall into the lava you will melt away.



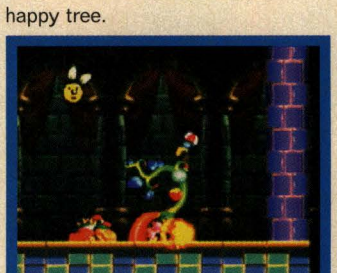




Final Battle

After making your way through the castle, Yoshi will eventually arrive in Bowser's castle. Bowser is waiting for you here and you face a tough fight to win back the super happy tree. Bowser will jump onto a green cloud and start to fly back and forth across the screen, so you must grab the bombs as they fall and then aim them at the ceiling. Try to hit the spikes just ahead of Bowser and the spikes will fall onto his head. You will need to drop three spikes onto Bowser before he will abandon his cloud and begin to chase you along the castle floor. Continue to fire bombs at bowser and avoid the fire balls emerging from his mouth. If you are in need of some extra health, dash over to the super happy tree and fill up with fresh fruit. Hit bowser with three more bombs and he will fall to the floor defeated. With Bowser out of your way the Yoshi's can return home with their beloved super happy tree.





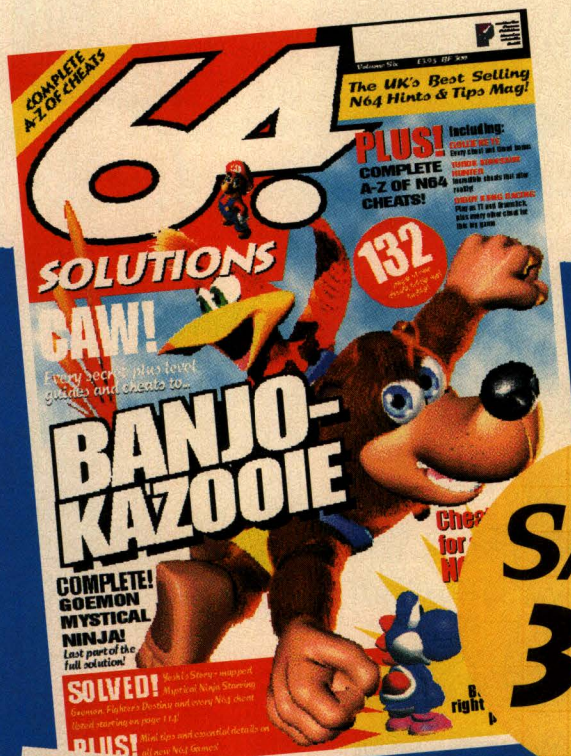
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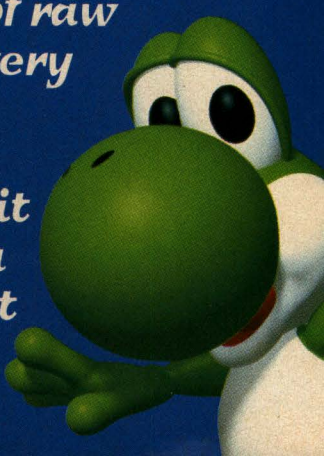
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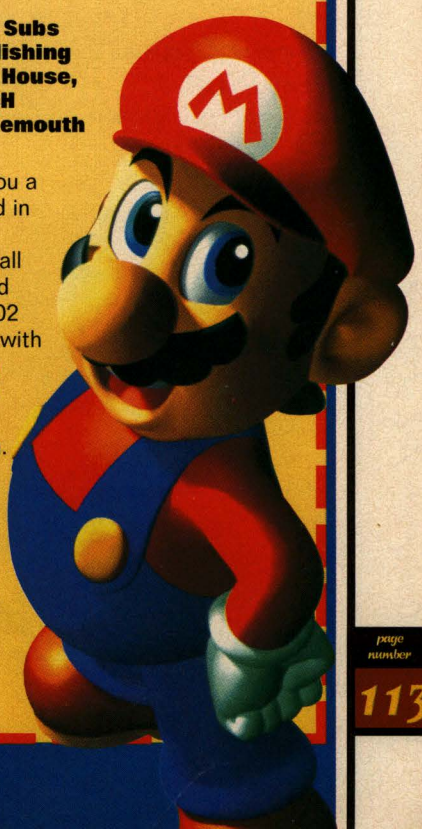
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THE COMPLETE A-Z OF N64 CHEATS

The part of the magazine where we give you every cheat for every N64 game. We will also award a Datel memory/rumble pack for every new cheat sent to us! Do it now!

AEROFIGHTER ASSAULT

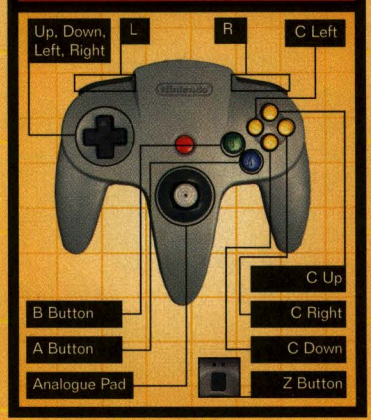
Secret Plane and Pilot

On the opening title screen enter the following code:

C-Left, C-Down, C-Right, C-Up, C-Left, C-Right, C-Down.

You will now be able to fly a new F-15 plane with a new pilot.

PAD AT A GLANCE



AERO GAUGE

This dodgy Wipeout wannabe got a pasting last issue because it seemed impossible to win.

Well, now we've found out how the turbo function works, which does slightly improve your chances. Slightly.



Turbo Start

Hold A and B while you're waiting at the start, then release B after the announcer says "Ready!" to get a much-needed turbo start.

Turbo

Ah, the world's least intuitive and player-friendly turbo function! If you need extra speed in the race, hold down A to accelerate, then make a hard turn in either direction while holding Z, then release both buttons. If by some miracle you've got your timing right and haven't sent your car into a wall, you'll get a burst of extra speed. You can keep using the turbo until the temperature gauge rises too high.

Secret Cars And Tracks

To be honest we couldn't get this one to work, but maybe you'll have better luck.

When the start screen appears, on controller 2 push and hold Up on the d-pad, then press R, L, Z and C Down simultaneously. You should now supposedly be able to play with extra vehicles on a new track.

BAKU BOMB

For those of you who've got the Japanese version Hudsonsoft's destructive game, here's a little help to aid you on your way.

Recover Quickly

A great feature of this quirky Japanese game that isn't immediately apparent is a way to avoid being stunned for long periods of time.



Quickly rotate the analogue stick while you are seeing stars after being hit, and you will be back on your feet a great deal faster!

CLAYFIGHTER 63 1/3

These secret codes allow you to play with all these new characters.

Cheat Mode

On the character selection screen, hold L and press Up, Right, Left, Down, B, A. The





64 Solutions: Send us original cheats or full solutions and if printed, we'll send you a Datel memory card/ rumble pack. The address is 64 SOLUTIONS, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.

ERMAN



Rotate the analogue stick quickly to recover after being hit!

Secret Levels

On the very remote offchance that you've got a special Hudson controller, you can use it to access four secret battle levels.

On the title screen, set the pad's Slow Switch to position Hu and wait until you hear a sound telling you the cheat has worked.

options screen should now display a cheat selection option.

Play As Boogerman

On the character selection screen hold L and press C- Up, C- Right, C- Left, C- Down, B, A.

Play As Dr Kiln

Hold L on the character selection and press: B, Left, Up, Right, Down, A.

Play As Sumo Santa

Hold L on the character selection and press: A, Down, Right, Up , Left, B.

Random Character

On the character selection screen hold L and R together.



BIO FREAKS

One Hit Fatalities

Minatek
Move in close and press: Towards, Away, C Left+C Down.

Zipperhead
Press: Towards, Away, Away+C Right. The first time you'll take one arm off. The second time the other arm. Finally move in close to take off the head.

Ssapo
Move in close and press: Towards, Away, Away+C Up+C Right.

PsyClown
Move in close and press: Towards, Away, Away+C Left+C Down.

Sabotage
Press: Towards, Away, Away+C Up. The first time you'll take one arm off. The second time the other arm. Finally move to about three steps away and take off the head.

BullzEye





Move in close and press: Towards, Away, Away+C Up.

Delta
Move in close and press: Towards, Away, Away+C Down

Purge
Press: Away, Towards, Towards+C Up+C Right.

Taunt
To taunt your opponent hold C Left and C Right.

First-Person Perspective
During a fight hold Away on the control pad and press Start. To switch back hold Down on the control pad and press Start.





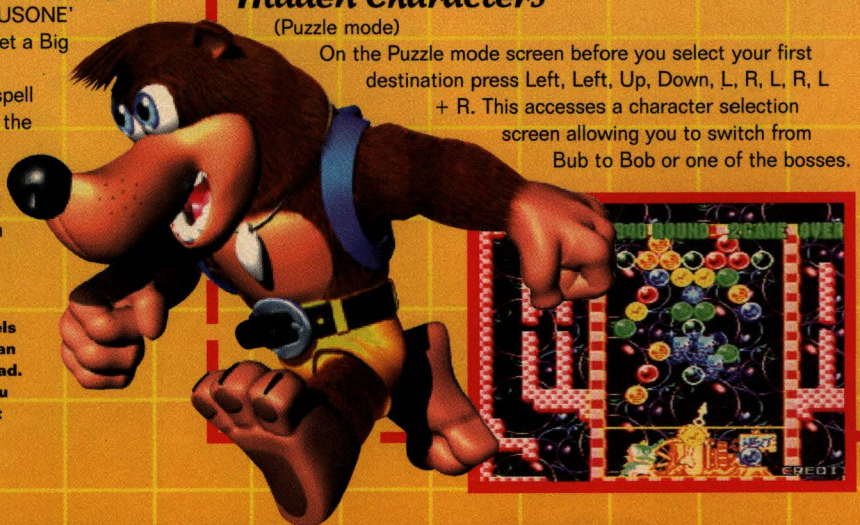
BANJO KAZOOIE

Big Head Banjo

Enter Banjo's house and walk up to the picture of Bottles above the fireplace. Press C-Up to look at the picture and then press R and Bottles will begin to speak with you. Complete Bottles' little jigsaw puzzle and when the puzzle is complete Bottles will give you a code to enter on the floor in the Sandcastle in Treasure Trove Cove. Stomp on the letters spelling 'BOTTLESBONUSONE' and Banjo will get a Big Head.

To reverse this spell simply return to the Sandcastle and spell NOBONUS and Banjo will return back to normal.

Play the levels with Banjo with an extra inflated head. It won't make you play better but it will look funny.



BUST-A-MOVE 2

Possibly the most addictive game on the N64 so far, and who cares if it's available on about 37 other formats?



Extra Levels

On the title screen tap L, Up, R, Down. If you've entered the code correctly a Bubble Bobble baddie will appear on the bottom right of the screen. To access the new levels select Puzzle mode, which will have the words 'Another World' underneath.

Hidden Characters

(Puzzle mode)

On the Puzzle mode screen before you select your first destination press Left, Left, Up, Down, L, R, L, R, L + R. This accesses a character selection screen allowing you to switch from Bub to Bob or one of the bosses.





Diddy Kong has loads of cheats included in the code – hooray for Rare!

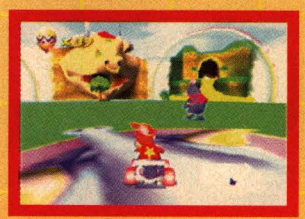
DIDDY KONG RACING

Just a taster of a cheat for this excellent new racer – to get a turbo start, press and hold the accelerator as the words 'Get Ready' fade out. If you want a super turbo, which jets you away in a blast of blue flame, press the button a fraction of a second before the words fade entirely. Who needs Thrust SSC?

Magic Codes

Enter the codes below on the Magic Codes screen for various helpful (and not so helpful) effects. Once the codes have been entered, they can be turned on or off by accessing the 'code list' screen. Some of them will work in adventure mode, others will only have an effect in tracks mode.

JOINTVENTURE – Co-operative two-player adventure mode
DOUBLEVISION – Everyone can select the same player
FREEFORALL – Maximum power-up on pickups
FREEFRUIT – Start race with ten bananas
VITAMINB – No limit to number of banana power-ups
ZAPTHEZIPPERS – Remove zippers from the track
NOYELLOWSTUFF – No bananas on track
BYEBYEBALLOONS – No balloons (ie weapons) on track
TIMETOLOSE – Ultimate AI characters
BOGUSBANANAS – Bananas reduce speed instead of boosting it
BODYARMOR – All balloons are yellow shield balloons
ROCKETFUEL – All balloons are blue boost balloons
BOMBSAWAY – All balloons are red rocket balloons
OPPOSITESATTRACT – All balloons are magnetic rainbow balloons
TOXICOFFENDER – All balloons are green drop-behind balloons
ARNOLD – Larger characters
TEENYWEENIES – Smaller characters
OFFROAD – Four-wheel drive for more speed on rough terrain
BLABBERMOUTH – Instead of horn, the characters will burble incoherently
JUKEBOX – Music menu
WHODIDTHIS – View the credits without actually completing the game





Magic Codes can be entered in to change the various settings on this classic four player racing game.



Play As Drumstick

To access the cartoon characters' fastest racer, you'll first need to get all the amulet pieces from both amulets and the four gold trophies. Then return to the central area where all the frogs are and look for the little green fellow sporting some red feathers. Run him over to enable Drumstick.

Play As TT

You'll need to beat the small clock-like fellow in every race on time-trial mode. You'll know whether you've done it because you'll see his ghost as you race, and if you do it he'll tell you to 'try the next race'. Beat all TT's times, and you'll be able to play as him! Oh, and it's not at all easy...



DUKE NUKEM

Enable PAL Cheat Menu

On the main menu press Left, Down, L, L, Up, Right, Left, Up. The cheat menu will now be accessible.

All Items

First enable the cheat menu, then on the main menu press R, C Right, Down, L, C Up, Left, C Right, Left. You'll hear a gunshot if you entered the code correctly and the cheat can then be turned on or off from the cheat menu.

Invincibility

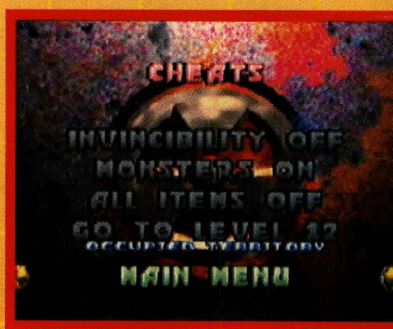
First enable the cheat menu, then on the main menu press R, C Right, R, L, R, R, Left. You'll hear an explosion if you entered the code correctly and the invincibility can then be turned on or off from the cheat menu.

No Monsters

First enable the cheat menu, then on the main menu press L, C Up, Left, L, C Down, Right, Left, Right. You'll hear a monster roaring if you entered the code correctly, and you can then turn the monsters on or off on the cheat menu screen.

Level Select

First enable the Cheat menu, then on the main menu press R, L, R, C Down, Right, Up, Left, C Up. You'll hear a monster howl if you entered the code correctly, and it will then be possible to select any level you want from the cheat menu during play.



Enter the code below and you too can have a wealth of brand new options to play with.



Super Mario 64: Enter this code and start the game, then pause to see a 'Features' optio... F... ere you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum h...

DOOM 64

Level Codes

Level 02: cdp8 9bj2 68zt svk?
Level 03: cxm8 9bjy 681t jvk?
Level 04: ddk8 9bjt 683s 9vk?
Level 05: dxh8 9bjp 685s 1vk?
Level 06: fdf8 9bjk 687s svk?
Level 07: fxc8 9bjf 689s jvk?
Level 08: gd?8 9bc? 69br ?bk?
Level 09: gx88 9bc6 69dr 2bk?
Level 10: hd68 9bc2 69gr tbk?
Level 11: hx48 9bcy 69jr kbk?
Level 12: jd28 9bct 69lq ?bk?
Level 13: jx08 9bcp 69nq 2bk?
Level 14: kdy8 9bck 69qq tbk?
Level 15: kxw8 9bcf 69sq kbk?
Level 16: lft8 9bb? 69vp ?vk?
Level 17: lyr8 9bb6 69xp 2vk?
Level 18: mfp8 9bb2 69zp tvk?
Level 19: mym8 9bby 691p kvk?
Level 20: nfk8 9bbt 693n ?vk?
Level 21: nyh8 9bbp 695n 2vk?
Level 22: pff8 9bbk 697n tvk?
Level 23: pyc8 9bbf 699n kvk?
Level 24: qf?8 9bf? 6?bm ?bk?
Level 25: qy88 9bf6 6?dm 2bk?
Level 26: rf68 9bf2 6?gm tbk?
Level 27: ry48 9bfy 6?jm kbk?
Level 28: sf28 9bft 6?ll ?bk?
Level 29: sy08 9bfp 6?nl 2bk?
Level 30: tfy8 9bfk 6?ql tbk?
Level 31: tyw8 9bff 6?sl kbk?
Level 32: vbt8 9bd? 6?vk 9vk?

Bring It On!

Level 02: cjpr 9bj1 68z? qvk?
Level 03: c1mr 9bjx 681? gvk?
Level 04: djkr 9bjs 6839 7vk?
Level 05: d1hr 9bjn 6859 zvk?
Level 06: fjfr 9bjj 6879 qvk?
Level 07: f1cr 9bjd 6899 gvk?
Level 08: gj?r 9bc9 69b8 8bk?
Level 09: g18r 9bc5 69d8 0bk?
Level 10: hj6r 9bc1 69g8 rbk?
Level 11: h14r 9bcx 69j8 hbk?
Level 12: jj2r 9bcs 69l7 8bk?
Level 13: j10r 9bcn 69n7 0bk?
Level 14: kjyr 9bcj 69q7 rbk?
Level 15: k1wr 9bcd 69s7 hbk?
Level 16: lktr 9bb9 69v6 8vk?
Level 17: l2rr 9bb5 69x6 0vk?
Level 18: mkpr 9bb1 69z6 rvk?
Level 19: m2mr 9bbx 6916 hvk?
Level 20: nkkr 9bbs 6935 8vk?
Level 21: n2hr 9bbn 6955 0vk?
Level 22: pkfr 9bbj 6975 rvk?
Level 23: p2cr 9bbd 6995 hvk?
Level 24: qk?r 9bf9 6?b4 8bk?
Level 25: q28r 9bf5 6?d4 0bk?
Level 26: rk6r 9bf1 6?g4 rbk?
Level 27: r24r 9bfx 6?j4 hbk?
Level 28: sk2r 9bfs 6?l3 8bk?
Level 29: s20r 9bfn 6?n3 0bk?
Level 30: tkyr 9bfj 6?q3 rbk?
Level 31: t2wr 9bfd 6?s3 hbk?
Level 32: vgtr 9bd9 6?v2 7vk?

I Own Doom!

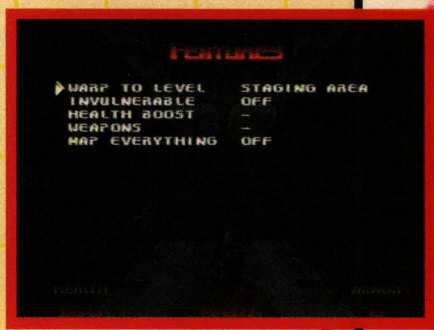
Level 02: cnn8 9bj0 680t nvk?
Level 03: c5l8 9bjw 682t dvk?
Level 04: dnj8 9bjr 684s 5vk?
Level 05: d5g8 9bjm 686s xvk?
Level 06: fnd8 9bjh 688s nvk?
Level 07: f5b8 9bjc 68?s dvk?
Level 08: gn98 9bc8 69cr 6bk?
Level 09: g578 9bc4 69fr ybk?
Level 10: hn58 9bc0 69hr pbk?
Level 11: h538 9bcw 69kr fbk?
Level 12: jn18 9bcr 69mq 6bk?
Level 13: j5z8 9bcm 69pq ybk?
Level 14: knx8 9bch 69rq pbk?
Level 15: k5v8 9bcc 69tq fbk?
Level 16: lps8 9bb8 69wp 6vk?
Level 17: l6q8 9bb4 69yp yvk?
Level 18: mpn8 9bb0 690p pvk?
Level 19: m6l8 9bbw 692p fvk?
Level 20: npj8 9bbr 694n 6vk?
Level 21: n6g8 9bbm 696n yvk?
Level 22: ppd8 9bbh 698n pvk?
Level 23: p6b8 9bbc 69?n fvk?
Level 24: qp98 9bf8 6?cm 6bk?
Level 25: q678 9bf4 6?fm ybk?
Level 26: rp58 9bf0 6?hm pbk?
Level 27: r638 9bfw 6?km fbk?
Level 28: sp18 9bfr 6?ml 6bk?
Level 29: s6z8 9bfm 6?pl ybk?
Level 30: tpx8 9bfh 6?rl pbk?
Level 31: t6v8 9bfc 6?tl fbk?
Level 32: vls8 9bd8 6?wk 5vk?

Watch Me Die!

Level 02: csnr 9bjz 680? lvk?
Level 03: c9lr 9bjv 682? bvk?
Level 04: dsjr 9bjq 6849 3vk?
Level 05: d9gr 9bjl 6869 vvk?
Level 06: fsdr 9bjg 6889 lvk?
Level 07: f9br 9bjb 68?9 bvk?
Level 08: gs9r 9bc7 69c8 4bk?
Level 09: g97r 9bc3 69f8 wbk?
Level 10: hs5r 9bcz 69h8 mbk?
Level 11: h93r 9bcv 69k8 cbk?
Level 12: js1r 9bcq 69m7 4bk?
Level 13: j9zr 9bcl 69p7 wbk?
Level 14: ksxr 9bcg 69r7 mbk?
Level 15: k9vr 9bcb 69t7 cbk?
Level 16: ltsr 9bb7 69w6 4vk?
Level 17: l?qr 9bb3 69y6 wvk?
Level 18: mtnr 9bbz 6906 mvk?
Level 19: m?lr 9bbv 6926 cvk?
Level 20: ntjr 9bbq 6945 4vk?
Level 21: n?gr 9bbl 6965 wvk?
Level 22: ptdr 9bbg 6985 mvk?
Level 23: p?br 9bbb 69?5 cvk?
Level 24: qt9r 9bf7 6?c4 4bk?
Level 25: q?7r 9bf3 6?f4 wbk?
Level 26: rt5r 9bfz 6?h4 mbk?
Level 27: r?3r 9bfv 6?k4 cbk?
Level 28: st1r 9bfq 6?m3 4bk?
Level 29: s?zr 9bfl 6?p3 wbk?
Level 30: ttxr 9bfg 6?r3 mbk?
Level 31: t?vr 9bfb 6?t3 cbk?
Level 32: vqsr 9bd7 6?w2 3vk?

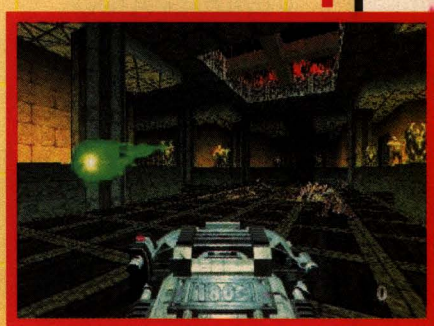
UltimateCode

?TJL BDFW BFGV JVVB
Enter this code and start the game, then pause to see a 'Features' option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and even make yourself invincible!





Why ponce about with the pistol trying to find some health, when you can enter this ultimate code and have it all?



EXTREME G

Ultimate Password

On the password screen enter 81GGD5. This code will unlock all the regular tracks, both hidden bikes and the special hidden track.

Weapons

On the name selection screen (contest mode) Enter your name as 'arsenal'.

Slippery Road

On the name selection screen (contest mode) Enter your name as 'banana'.

Unlimited Turbo

On the name selection screen (contest mode) Enter your name as 'nitroid'.

Extreme Speed

On the name selection screen (contest mode) Enter your name as 'xtreme'.

Transparent Mode

On the name selection screen (contest mode) Enter your name as 'ghostly'.

Upside Down Mode

On the name selection screen (contest mode) Enter your name as 'antigrav'.

Wireframe Mode

On the name selection screen (contest mode) Enter your name as 'wired'.

Fisheye Lens

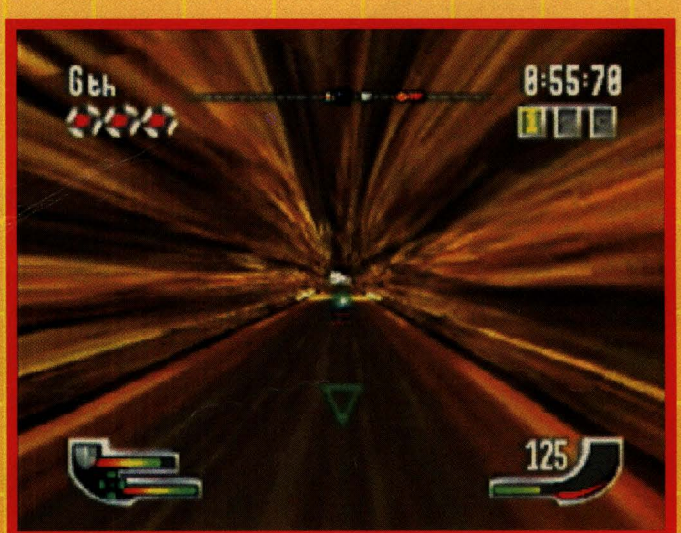
On the name selection screen (contest mode) Enter your name as 'fisheye'.You will hear a confirmation sound to tell you that the trick worked.



Rock Race Mode

On the name selection screen, Enter your name as 'roller'.You will hear a confirmation sound to tell you that the trick worked.

Fish Eye mode makes this game even more difficult to play. It does make you feel kind of sick after a while, so it's ideal for parties!



FIFA 64

Funky Options

Basically, after you've scored a goal and the scorer is doing a victory run press Top C for horns, C Left for crowd noise, C Down for drums and C Right for a mad man yelling 'goal!'



Score a goal and tap the yellow buttons for some added special effects.

FIFA: ROAD TO WORLD CUP '98

Edit Players And Colours
While on the EA Sports screen, enter A, B, A, B, B, B, A, Z.

Different Scoring Animation
Enter C Left, C Right, C Up, or C Down directly after a goal for a variety of scoring animations.

Ghost Players
Choose Slovakia as your team and enter LASKO on the player edit screen.

Noisy Crowd
During the game, push various directions on the d-pad and the crowd will hurl abuse at the other team!

Small Players
Choose Vancouver as your team and enter KERRY on the player edit screen.

Big Heads
Choose Vancouver as your team and enter ANATOLI on the player edit screen.

Black & White Mode
Choose Canada as your team and enter MARC on the player edit screen.

No Stadium
Increase the speed by choosing any team and entering CATCH22 on the player edit screen.

Invisible Players
Choose Sheffield Wednesday as your team and enter WAYNE on the player edit screen.



FIFA 64 – not a good game by any means, but at least we've got some funky options for you.

FIGHTER'S DESTINY

It's all very well culling your cheats from the Internet like a lot of mags do, but not if they don't bother to tell you exactly how to get them to work! Well, we're a bit more dedicated than that. For the first time, here's how to get all the secret characters in the N64's best beat-'em-up!



Fight As Boro

Complete the game in Vs Mode on the Easy difficulty setting.

Fight As The Joker

Complete the game in Vs Mode with Pierre. Select Survival Mode. Defeat all 100 opponents. The Joker will be available on the character selection screen.

Fight As The Master

Complete the game in Vs Mode with Ryuji. Select Master Challenge Mode and defeat all 12 opponents (four Jokers and eight Masters). The Master will be available on the character selection screen.

Fight As Robert

Complete the game in Vs Mode with Valerie. Select Fastest Mode. Defeat all four opponents in a combined time of under one minute. Robert the Robot will be available on the character selection screen.

Fight As Ushi

Complete the game in Vs Mode with Abdul. Select Rodeo Mode. Remain undefeated for at least one minute. Ushi the cow will be available on the character selection screen in two choices of colours.



F1 POLE POSITION

Hidden Car

Complete and save the game as World Grand Prix Champion. Now restart the game and hold A + B when you see the wait while loading message appears.

Change Engine

Complete and save the game as World Grand Prix Champion. On the driver select screen highlight a driver and press C-Left or C-Right to change the engine.

Unlimited Fuel

For this great cheat select Grand Prix mode and change the fuel setting to 10%.



FORSAKEN

Fast, furious and gory with a multiplayer mode that arguably rivals Goldeneye for addictiveness, Forsaken is definitely a must-buy for N64 owners. And if you've already bought it, here are some codes to make it even better!

Level Select
On the opening screen, press A, R, Z, Up, Up, C Up, C Down, C Down. Use the d-pad to select your mission.

Unlimited Nitro
On the opening screen press B, B, R, Up, Left, Down, C Up, C Left.

Psychedelic Mode
On the opening screen press A, R, Left, Right, Down, C Up, C Left, C Down.

Wireframe Mode
On the opening screen press L, L, R, Z, Left, Right, C Up, C Right.

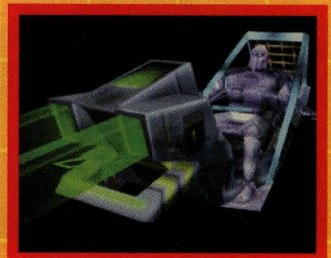
Gore Mode
On the opening screen press Z, Down, C Up, C Left, C Left, C Left , C Left, C Down.

Secret Characters
Hidden within the game are eight secret characters. If you manage to find them and kill them they will then be accessible from the Biker select screen. There are eight secret characters in total: Septre, Ex-Cop, Jo, Nubia, Cerbero, Mephistofun,

HK-5, and Dr Nepenthe (Nutta). If you've unlocked Battle mode you can also access the characters by killing them on one of the eight Battle mode levels.They also sometimes appear in Multiplayer mode as one of the CPU opponents (if you have them activated).



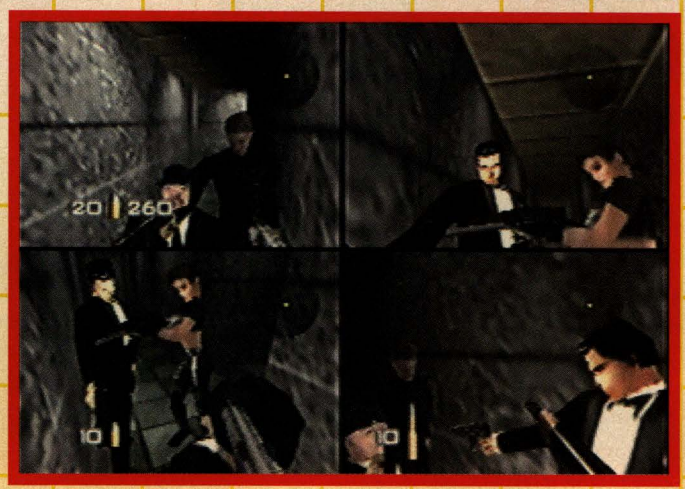






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GOLDENEYE

Lovers of doing things the easy way are going to be disappointed – there are no push-button cheats for Goldeneye, as you have to completing certain levels within tight time limits. Also, you can only use the cheats on levels you have already completed (pick them from the 'cheat' menu). Difficulty is the setting you must be playing on: Agent (A), Secret Agent (SA) or 00 Agent (00).

Secret Levels And Characters

Complete the game on the Agent level to access the secret characters in the deathmatch mode (including Jaws, Mayday, Oddjob and Baron Samedi). Complete the game on Secret Agent level to open up the hidden Aztec level.

Complete the game on 00 Agent level to open up the Egyptian Crypt level. Beat this on 00 level to access the 007 mode, which also includes a level editor!

Once the Bunker 2, Archive and Caverns levels have been beaten in Agent mode, they will become accessible in multiplayer games.



Goldeneye is not only the best game on the N64, it also has loads of cool cheats to totally change the way you play.

Extra Weapons

Beat the final mission (including the secret levels) on each of the difficulty levels to receive a permanent new weapon.
Agent: Cougar Magnum
Secret Agent: Moonraker laser
00 Agent: Golden Gun

This is not so much a cheat but rather a little fun to keep the game on lighter note. When you play Goldeneye use the two control pad 'Domino' setting, and then at the end of each level – during the animation sequences – you will be able to shoot everybody by using the second control pad! This turns out to be particularly satisfying on the levels where you are captured at the very end, as you will be able to mow down your captors.

Extra Players In Deathmatch

Go to the character selection screen. Move your cursor along all the way right to the last character available (it'll either be Mishkin or the Moonraker Elite). Once you're there, enter the following code.
Hold L & R & C Left and release.
Hold L & C Up and release.
Hold L & R & Left on D-pad and release.
Hold L & Right on D-pad and release.
Hold R & Down on D-pad and release.
Hold L & R & C Left and release.
Hold L & C Up and release.
Hold L & R & Right on D-pad and release.
Hold L & R & C Down and release.
Hold L & Down on D-pad and release.
You will now be able to access a whole host of new characters, including the programmers, a terrorist and a biker dude!

Destroy The Flag

When taking part in a flag-tag multiplayer game, if you're using some form of explosive weapons, there is a neat way to win the game easily. Get the flag, then after you've had possession of it for a short time, blow yourself up. The flag will be destroyed and thus no-one else will be able to pick it up – so you will win!

Hover Mode

Activate the Tiny Bond cheat (by completing the Surface 2 level in under 4:15 on 00 level), then stand somewhere high up, such as at the top of some stairs or a ladder. Crouch down to make yourself even lower, and very slowly walk off the high area. You'll find that you don't move down the stairs, but instead walk into space! By moving very slowly, it's actually possible to walk for quite a distance. A good place to try this is the Dam level. Unfortunately you can't float over obstacles, so there's still no way to reach the mystery complex on the far side of the reservoir...

Hidden Weapons

On the Train level, blow up the last box at the far end of the start room for a hidden RCP-90.

On the Water Caverns level, blow up the boxes in the radio room. One of the boxes will spew out more boxes. Keep blowing them up and eventually you'll get two assault rifles.

Level	Cheat	Difficulty	Time
Dam	Paintball	SA	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	A	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket launcher	00	4:00
Silo	Turbo Bond	A	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	A	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP90s	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00

Finish Goldeneye on Agent level (including the secret levels) to receive some new permanent weapons, including this Magnum.

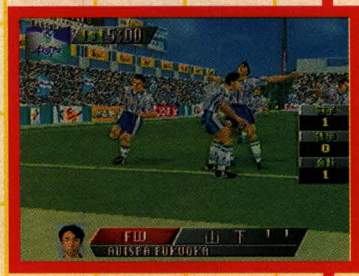


THE COMPLETE A-Z OF N64 CHEATS

J LEAGUE PERFECT STRIKER

Hidden Teams

To get the two extra teams hidden for only the best players, go to the title screen and press the following:
Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Now press Start and hold down Z.



Huge head players

On the title screen press: Yellow top, Yellow top, Yellow down, Yellow down, Yellow left, Yellow right, Yellow left, Yellow right, B, A and then press Start and hold down Z.

KILLER INSTINCT GOLD

Open all options

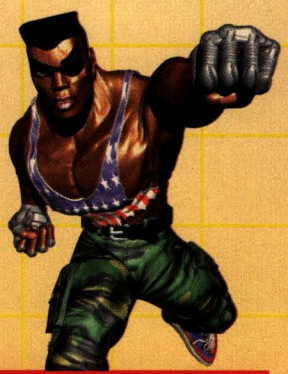
Press **Z, B, A, L, A, Z** on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

All Character Colours

To get all training colours at once, wait for the profiles to come up and press: **Z, B, A, Z, A, L.** You'll hear "Welcome" if you've done it right.

Play As Gargos

Wait until the character profiles appear and press: **Z, A, R, Z, A, B.** Gargos will laugh if it's worked.



Final credits

When the character profiles appear, press: **Z, L, A, Z, A, R.**

Play On Sky Level

Go to the character select screen in two player mode – you must have two joypads connected. Push down on the analogue stick and press Yellow Down simultaneously on both joypads. This will let you play on a level high above the clouds







Gargos is the final monster that you meet in this fighting tournament.





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MORTAL KOMBAT TRILOGY



Random Character

On the character select screen, put the cursor over Noob Saibot and press Up and Start simultaneously for a completely random selection.

Choose Battle Arena

On the character select screen, highlight Sonya and press Up and Start. An earthquake will then occur and then you will be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press A and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

Play as Shao Kahn

On the Rooftop or Pit 3, press Down on the analogue stick and press A and B before the start of the bout. Shao Kahn will appear.

Play as Khameleon

On the Star Bridge stage, when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty!", just press Down and Start before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum.

Fight as Human Smoke

Choose Cyber-Ninja Smoke as a character. Then hold ⇦ + HP + HK + Run + Block before the 'Fight' screen appears or inbetween rounds. Cyber-Ninja Smoke will explode and change into Human Smoke.



Unlimited credits

During the story screen, press ⇩, ⇩, ⇧, ⇧, ⇨, ⇨, ⇦, ⇦. A sound will confirm that the code has worked. Now after the next match is lost, the word 'Freeplay' will appear in the remaining Kredits window.



Extra options

During the Kombat Mode selection screen, press ⇧ + Start. Now new options to disable timer, blood, aggressor and kombos will appear.

Bonus Galaga-type game

If you persevere and fight 100 two-player matches consecutively, a game called Land Of Rellim will begin.

Bonus Pong game

Not quite as gruelling, but if you fight 50 two-player matches consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-typegame

Press Z when an object appears over the moon on the pit stage of a two-player match.

The sound of a bell will confirm that the code has worked. The winner of that round will play Invaders From Space.

MORTAL KOMBAT 4

It's finally here! The game all beat-'em-up fans have been waiting for! Well, all those that aren't still waiting for Street Fighter, that is.

Alternate Costumes
Rotate the select screen pictures twice to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

Cheat Option
Highlight 'Continue' on the options screen then hold Run and Block until the cheat option appears.

Fight As Goro
Select the 'Hidden' icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

Fight As Noob Saibot
Select the 'Hidden' icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and Block.

Fight As Meat
Choose 'Group Mode' and win as all 16 characters.

Kombat Kodes
Input the following codes on the two-player 'Vs' screen where the character pictures are displayed facing each other. There are two three-digit displays at the bottom of the screen.

The first three correspond to the buttons on controller one, the second to the buttons on controller two.

The numbers indicate how many times you must press Low Punch, Block and Low Kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable Maximum Damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled
110 110	Maximum Damage and Disabled Throws
111 111	Free Weapon
123 123	No Power
222 222	Random Weapons
321 321	Big Head mode
333 333	Random Kombat
444 444	Armed and Dangerous
555 555	Many Weapons
666 666	Silent Kombat

Enable both red and blue ? menus

During the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now the red and blue question mark menus will be available to provide the following options:



Red Question Mark menu	
Freeplay	ON/OFF
Fatality Time	ON/OFF
Collision Boxes	ON/OFF
One Round Matches	ON/OFF
Blue Question Mark menu	
Level Select	ON/OFF
Throwing	ENABLED/DISABLED
Unlimited Run	ENABLED/DISABLED
Bloody Kombat	ON/OFF
Human Smoke	ON/OFF
Khameleon	ON/OFF



THE COMPLETE A-Z OF N64 CHEATS



MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Skip to Quan Chi
As Sub Zero dies before a checkpoint, hold down A.

Skip to Shinnok
As Sub Zero dies before a checkpoint, hold down B.

Defeating Shinnok
Shinnok is protected by a force field almost the entire time but there is a simple way to beat it.

When Shinnok uses an attacking move his amulet will glow.

When this happens use an Ice Blast to freeze him.

To complete your mission you will need to be quick. Turn around and run for the teleport behind you, then you will appear behind Shinnok. Get close and press the A button to steal his amulet.

All that remains is to enter the Gateway and return to earth.

Save the Earth from evil in this incredibly difficult platform beat-'em-up!

The Moves
3 Hit Combo - HK, HK, Back + HK
6 Hit Combo - HP, HP, LP, HK, HK, Back + H

Fatality
Spine Rip - F, D, F HP (Stand Close)

Level Codes

Level 2 - Wind	- THWMSB
Level 3 - Earth	- CNSZDG
Level 4 - Water	- ZVRKDM
Level 5 - Fire	- JYPPHD
Level 6 - Prison	- RGTKCS
Level 7 - Bridge	- QFTLWN
Level 8 - Fortress	- XJKNZT

Cheat Codes

Urns of Life	- NXCVSZ
1000 Lives	- GTTBHR
Exploding Rock Boss	- RCKMND
End Credits	- CRVDTS
Fortress + 20,000 Ex	- ZCHRRY
Invincibility	- TDFCLT

Special Moves

1: Ice Blast	- D, F+ LP
2: Ice Slide	- BL + B + LP + LK
3: Directional Ice Blast	- D, F + HK - D, B+ LK
4: Flying Ice Blast	- D, F + LP (When Jumping)
5: Ice Clone	- D, B + LP
6: Ice Shatter	- Freeze any opponent twice and you will can shatter with an uppercut.
7: Power Ice Slide	- BL + B + LP + LK
8: Freeze on Contact	- D, F, F + HP
9: Polar Blast	- F, B, B + HP

MADDEN 64

View Ending
Switch on the N64 and hold L, R and Z when the EA logo appears to watch the congratulatory end sequence.

Team Tiburon
In Season mode, go to the front office, select the 'create player' option and enter his name as 'Tiburon'.

You can now select this team of giants in Exhibition mode!

EA Stadium
If you want to play at a hidden stadium, enter SAN MATEO on the Create Player screen. You'll now be able to play at Electronic Arts' own special ground!

Extra Teams
Again on the Create Player screen, enter the following names to access hidden teams.
SIXTIES – Players from the 1960s.
SEVENTIES – Players from the 1970s.
EIGHTIES – You'll never guess.

All Time Madden Team
Enter the name AT_MADDEN (the underscore denotes a space).

MIKE PIAZZA'S STRIKE ZONE

It's yet another baseball game! If you're by now totally bored of baseball, then the following selection of codes can be used to liven things up somewhat.

Cheat Menu
On the pre-game menu enter L, R, L, R. You'll need to activate this code before any of the others will work.

Bonus Stadium
On the pre-game menu enter Right, A, C Up, L, A.

Always Hit Home Runs
On the pre-game menu enter L, A, Down, Right.

Crazy Ball
On the pre-game menu enter C Right, A, Z, B, A, L, L.

Crazy Pitches
On the pre-game menu enter C Right, A, Z, C Up, R, B.

Varied Pitches
On the pre-game menu enter C Right, A, Z, C Up, R, L.

Easy Steals
On the pre-game menu enter C Left, A, Down, C Up, Z.

Aluminum Bats
On the pre-game menu enter R, A, Z, B, A, L, L.

Red Bats
On the pre-game menu enter R, Down, B, A, Right.

Blue Bats
On the pre-game menu enter B, L, B, A, Right.

Psychedelic Bats
On the pre-game menu enter Z, B, R, A.

Low Gravity
On the pre-game menu enter Up, R, A, L.

Increased Gravity
On the pre-game menu enter Up, Down, L, Up, R.

Fast Game
On the pre-game menu enter L, A, Z, R, B, A, L, L.

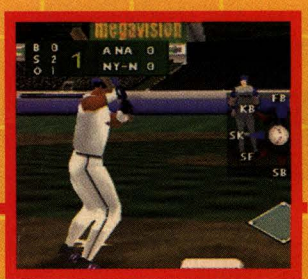
Slow Game
On the pre-game menu enter Up, L, L, B, A, L, L.

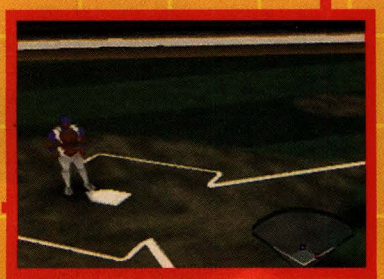
Alternate Sky
On the pre-game menu enter C Right, A, Z, C Up, L, R, Z.

Bonus Teams
On the pre-game menu enter C Right, A, Down, Left.

Hidden Message
On the pre-game menu enter C Up, R, B, B.

View Credits
On the pre-game menu enter R, A, Z, R, C Right, A, B.





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MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win every time, choose Kingroader (the yellow Jeep-type vehicle) and adjust the aerodynamics so that the maximum speed is 205kph. Assuming you aren't completely incompetent at driving, you'll hardly ever skid (even on snow), allowing you to out-pace even cars which should be much faster.

Doing this, you'll be able to unlock the hidden cars and mirror tracks even faster than you would otherwise, not that it should take more than a day anyway...

Hidden Route

The Downtown track has a hidden route, which can massively reduce your time and is a lot easier than the normal track. At the top of the hill that leads to the waterfall, there is a tree just before some fences. Drive through the tree (don't worry, it won't hurt!) and you'll then be on easy street!



Choose the Kingroader to win every time because it actually has "this is the best car" written on the side. Bit of a clue that.



It's only just out but already we've got some top tips from across the water. 64 SOLUTIONS. If it's out, we've got the cheats.

NBA IN THE ZONE 98

Having trouble with Konami's rather blurry basketball game? Try this tip for size.

Easy FreeThrows

To make this rather difficult activity a tad easier, repeatedly push the analogue stick upwards when you're about to take the throw, and the shot indicator will slow down.



Help is on hand if you are having difficulty in hitting the basket from the free throw line.

NAGANO OLYMPIC HOCKEY '98

When will Midway get around to creating an ice hockey game that isn't just Wayne Gretzky with different teams? Anyway, enough moaning and on to the cheats.

Continual Fighting

Make sure the 'Fighting' selection is highlighted on the options screen, hold L and press C Right,
C Left, C Left, C Right, C Down,
C Up, C Up, C Down, C Left,
C Right, C Right, C Left,
C Right, C Left.

Change Player Appearance

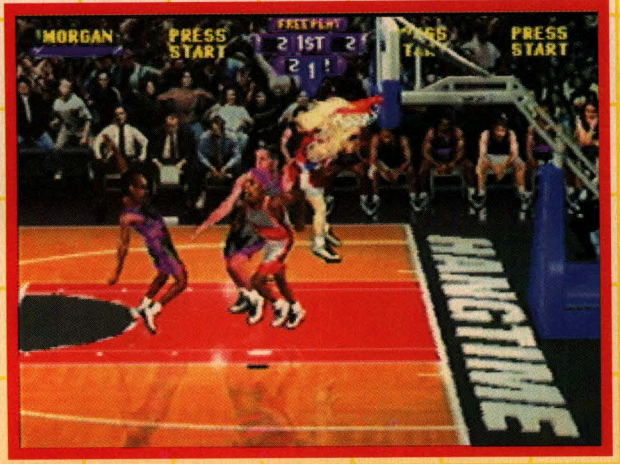
On the options screen press C Left + R, C Down + R or C Up + R. Adjust the first six bits of the 16-bit register to alter the game by pressing:
C-Down + R to alter bits 1 and 2
C-Left + R to alter bits 3 and 4
C-Up + R to alter bits 5 and 6

Register	Effect
100000	Squat players.
010000	Squat players, big heads.
110000	Squat players, small heads.
001000	Squat players, small announcer's voice.
000100	Big players, big announcer's voice.
000010	Squat players, small announcer's voice.
000001	Stretched players, big announcer' voice.
110110	Big players, small heads, big announcer's voice
010010	Squat players, big heads, small announcer's voice
010101	Big players, big heads, big announcer's voice
010001	Stretched players, big heads, big announcer's voice



These secret codes will make your hockey playing much more interesting.





Enter **the code below** and you will be able to clone the best players for your team.

NBA HANGTIME

Duplicate Players

If you've bought this annoying basketball game, you might decide that your day would be made if you could have two Dennis Rodmans (Rodmen?) on your team.

Now you can. Enter any of the following codes as your name and use the **PIN 0000** to access them.

Ahrdwy (Penny Hardaway)	Miller (Reggie Miller)
Cliffr (Cliff Robinson)	Motumb (Dikembe Mutumbo)
Davidr (David Robinson)	Mourng (Alonzo Mourning)
Dream (Hakeem Olajuwon)	Mursan (Gheorghe Muresan)
Elliot (Sean Elliot)	Pippen (Scottie Pippen)
Ewing (Patrick Ewing)	Rodman (Dennis Rodman)
Glennr (Glenn Robinson)	Rice (Glen Rice)
Ghill (Grant Hill)	Smits (Rik Smits)
Hgrant (Horace Grant)	Stackh (Jerry Stackhouse)
Johnsn (Larry Johnson)	Starks (John Starks)
Kemp (Shawn Kemp)	Webb (Spud Webb)
Kidd (Jason Kidd)	Webber (Chris Webber)
Malone (Karl Malone)	

Ridiculous Hair

If you've selected Dennis Rodman, you can keep pressing the Pass button to change the colour of his hair. Exciting stuff.

Enter the following codes on the "Tonight's Matchup" screen, using A to alter the first digit, C Down to alter the second digit, and C Right to alter the third digit.

025	Baby players mode	461	Infinite turbo
048	No music	552	Hyper speed
111	Tournament mode	616	Increase blocking power
120	Turbo passing		
273	Stealth turbo	709	Fast stealing
284	Maximum speed	802	Maximum power
390	No shoving	937	No goal tending

Mad **options within this game will let you turn your players into slam dunking freaks!**



NFL QUARTERBACK CLUB '98

Two-four-six-eight, who do we appreciate? N-six-four! American sports sims are invariably laden with hidden 'stuff', and Acclaim's gridiron game is no exception.



Cheat Mode

Enter the following codes on the cheat menu screen for the desired result. Correct code entry will be confirmed by a tone (hi, Tone!).

Effect	Code
Eight downs	8DWNDRV
Tall, thin players	BBMNTBL
Expert defence	BGBFYDF
Strong receivers	BGBFYFF
Longer dives	BGSPRDV
Spinning receiver	BGTWSTRS
Top quarterback	BRDWYNMTH
Longer jumps	CRLLWYS
Slow motion	FRMBYFRM
Fumble mode	GTNHNDS
Repeated fumbles	GTNHNDS
Short players	JPNSMWR
Instant passing	LDSTRTRK
Disable cheats	LLCHTSFF
Lousy defence	LLDFSCK
Lousy offence	LLFFSCK
Ball tipped when passing	LWYSTPSS
Repeated dives	MNFLDMD
No tackles	NBCTCKLS
Crawling players	PBYBYMD
Lousy players	PWHYRMN
Sledge mode	SNWSLDS
100-yard passes, kicks, and punts	SPRBGRMS
Always tackle	SPRDPRTCKL
Expert players	SPRTMMD
Speedy running	SPRTRBMD
Acclaim and Iguana teams	STNTXTM
No fumbles	TGHTGRP
Lousy quarterback	TRNTDLFR
Electric football mode	YLCTRCFB
Max discipline & awareness stats	YNSTYNS

NHL BREAKAWAY '98

Hockey fans rejoice – Acclaim's new ice-bound sports sim has some cheats!

Cheat Menu

To bring up the cheat menu, bring up the main menu and press C Left, C Right, C Left, C Right, R, R. If you've done it correctly, the cheat menu option will appear. From the cheat menu, you'll be able to change the player type and size for both teams, change the ref size, access a sound test menu, change the house rules, enable big checking, increase the likelyhood of the rink glass shattering, and increase the chances of equipment being lost.

Player Inspection

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, or C Right to rotate the player in any dimension.

Remove Opposing Goalie

Press Start during play and select the game options menuwhich is followed by the game settings menu. Select the 'Controller Set-up' option and move your controller across so that you're commanding the other team. Select the 'Pull Goalie' option from 'Team Options' and use 'Controller Set-up' again to switch the teams back and resume the game, leaving the CPU's goal untended! Alternatively, if you're losing really badly, just select 'Controller Set-up' and switch teams for good.

64 Solutions: Send us original cheats or full solutions and if printed, we'll send you a Datel memory card/ rumble pack. The address is 64 SOLUTIONS, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.

QUAKE

Debug mode

This cheat gives you access to Level Warp, Weapons and God mode. On the password screen, type QQQQ QQQQ QQQQ QQQQ. You will receive a message saying 'Invalid Password'.

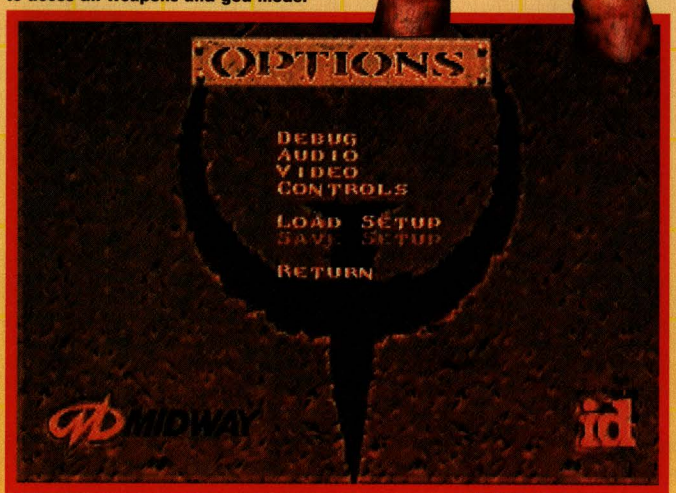
Now return to the menu and you will have special access to the Debug menu at the top of the screen.

No Clipping Mode

Enter NOCLIP as a password on the password screen and you will be able to walk through walls.



This is the ultimate cheat for this shoot-em up classic. Enter the Debug code to acess all weapons and god mode.



RAMPAGE

Change Character Colours

On the character select screen press up and down on the analogue stick to change colours of George, Lizzie and Ralph

Hidden Character

In the Scum Lab Facility and eat the toxic waste barrels. Your character will now be transformed into VERN for the remainder of the level. He can fly and is able to shoot a fireball by pressing C-Down.

Hidden Cities

On the next city screen tap the following buttons.

Ralph	-	Kick
Lizzie	-	Punch
George	-	Jump

Allergies

Each character has an allergy. When you eat the item that your character is allergic to they will sneeze and blow down the building which you are climbing.

Ralph	-	Cats.
Lizzie	-	Birds.
George	-	Dogs.

Tank/UFO Rides

You can hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and you are able to control the direction in which you will move. This ride will not last for long so be ready to jump clear.

At what other time would you be able to totally destroy public property with absolutely no fear of nasty legal action? Cool!



ROBOTRON 64

Love it or hate it, Robotron 64 is here! (Personally, we love it.) And so are some cheats to make the whole thing a little easier...

The following codes should all be entered whilst on the Robotron game setup menu screen.

Extra lives

Enter the following passwords to start the game with 110 lives.
Easy difficulty level:
BSBBBBTJBB
Normal difficulty level:
BCBBLBTJBB
Insane difficulty level:
BFBBBCTJBB

Level Select

Down, Up, C Left, Down, C Left, C Right, Down, C Right.

50 Lives

Up, Up, Down, Down, Left, Right, Left, Right, C Left, C Right, C Left, C Right.





Speed Up

During the game, Left, Left, Right, Right, C Up.

Shield

During the game, Down, Left, C Left, C Right.

Flame Thrower

During the game, Down, Right, Down, Right, C Right.

Gas Gun

During the game, Up, Down, C Right, C Left.

Four-Way Fire

During the game Down, Down, Up, C Right.

Three-Way Fire

During the game, Right, Right, C Left, C Down.

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down.The following codes need to be entered while playing the game.

Two-Way Fire

During the game, Up, C Up, Up, C Up.

Access Final Level

Enter BJTCNGLFCR as a password.

Passwords

Level 90:	CSSRQQHLRH
Level 98:	DGQDQQLLHJ
Level 99:	DNKFQGLLJJ
Level 100:	DDJGQGJLLJ
Level 101:	DLRHQQDLMJ
Level 102:	DBBJQLDLNS
Level 103:	DNMJQGFLPS
Level 104:	DNTJQLCLQJ
Level 105:	DGBKQLCLRJ

SAN FANCISCO RUSH

Alcatraz - Track 7

1. Enter the Track Winning Code As Follows.
8DP5KG5L4G59P
G92WVCQY0DRDQ

2. Choose continue circuit and then let the timer run out. You will now receive a Formula 1 car and a congratulations message.

3. On car select screen, Hold C-Left, press Z, release both buttons and press Left.

4. On setup screen, Hold C-Up, press Z, release both buttons and press Up.

5. On track select screen, Hold C-Right, press Z, release both buttons and press Right.

6. On car select screen, Hold C-Down, press Z, release buttons and press Down, L, R.

Alcatraz will now appear as track seven on the circuit select screen.

Change Track Textures

On the setup screen, Hold C-Right, press L, release both buttons and press Z.
Keep repeating this procedure to switch between the available textures.

No Timer

On the setup screen, Hold Z, then perform this code.

Hold C-Down and press C-Up,keep holding Z, Hold C- Up and press C-Down.

Drive the burning car

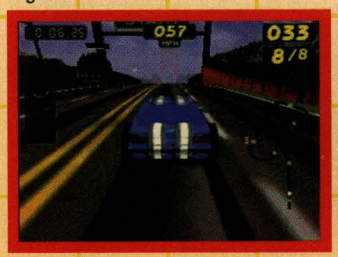
On the car select screen, Hold C-Up and press Z, Z, Z, Z.

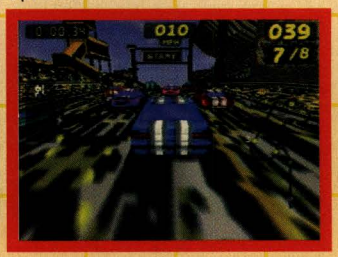
Change tyre size

For Rear Tyres On the car select screen,
Hold C-Right and press C-Left.
Now Hold C-Left and press C-Right.
Repeat this code until the tyres are the required size
For Front Tyres On the car select screen,
Hold C-Left and press C-Right,
Now Hold C-Right and press C-Left.
Repeat this code until the tyres are the required size

Race upside down

On the setup screen, press Up, Right, Down, Left, Down, Right, Up, Left.





Activating the secret level is acomplished through the select menus.

Ruin the lovely tarmac with this texture change cheat!





1080° SNOWBOARDING

It's not all that difficult to complete Nintendo's new snowboarding game, but there are, plenty of hidden Easter Eggs in there for the dedicated hunter.

Dragon Cave

Select Match Race and finish all courses in hard mode.

Panda

Come first in all time attack and trick attack modes. Select Rob, hold C Right, and press A on his statistics screen.

Penguin Snowboard

Perform all 24 tricks in training mode, then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down, and press A.

Deadly Fall

Select Match Race and finish all courses in expert mode.

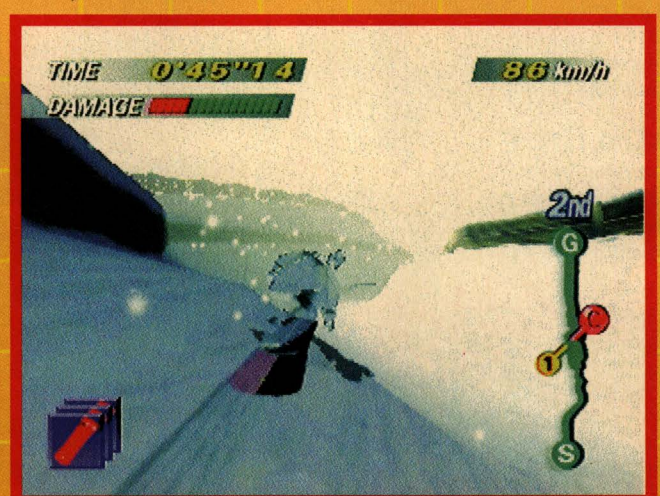
Gold Boarder

Enable the 'Transparent Boarder' and finish expert mode, then select Kensuke Kimachi, hold C Up, and press A on his statistics screen.

Transparent Boarder

Complete expert mode, then select Akari Hayami, hold C Left, and press A on her statistics screen.





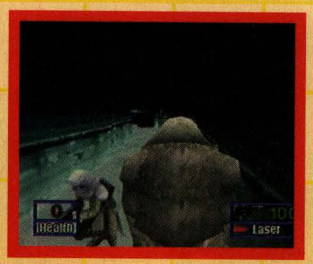
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SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on Medium level. Start a new save slot on your Controller Pak (you must have one for the cheat to work) and call it '.Wampa..Stompa' (each '.' represents a space). You must get the case of the letters correct for the cheat to work. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'.

Play As AT-AT

In the second round of the Hoth battle, when the Scout Walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-ST. Use the D-pad to attack.



Disguise yourself as a Storm Trooper by using the Wampa code twice and pressing C a lot. Cool.

End Sequence

End your name as '.Credits' (a space before the first C). When you begin the game, you will be taken to the end sequence.

Play As Wampa

On the 'Escape From Echo Base' level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character – push Down to give people Hamill-style scars.

Play As Stormtrooper

Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

Play As TIE Fighter

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. If you hold C Right for another five seconds, you will now be flying a TIE Fighter!

Cheats Menu

This code grants you access to a multitude of menu options, namely all weapons and items, invincibility, 50 lives, sleeping villains, kill Dash (?), teleport, level select, walk through walls and unlock all levels. Here's how it works.

1. As usual use a game with the player's name as '.Wampa..Stompa'. The name must be written correctly, including capitalisation, with ONE space before Wampa and TWO spaces between Wampa and Stompa.
2. Begin playing on any level and pause the game.
3. Hold down all of the following buttons: All the C buttons, Z, L, R and d-pad Left.
4. While holding all the above buttons down, move the analogue stick halfway to the left (using your chin or someone else's help), and hold it until you hear a sound.
5. Release all the buttons, press them again, and this time hold the analogue stick halfway to the right, waiting until you hear the sound.
6. Repeat this process again with the analogue stick to the left, then again to the right, and then again to the left.
7. Pink text should appear at the top of the screen. Use L and R to change the options – some of them can be changed by pushing the control stick up and down. Press A to activate them.
8. To get the cheat menu back, pause the game, then hold down all the buttons used in Step 3 above and move the analogue stick left or right. This also enables an option marker in yellow on the pause menu which gives you access to game secrets for each level.



SNOWBOARD KIDS

Here are a few tips to help you get a turbo start to get up front and how to get straight to the gold medals on Snowboard Kids.

All Characters,Boards And Courses

From the start screen, enter Analogue stick Down, Analogue stick Up, D-pad Down, D-pad Up, C Down, C Up, L, R, Z, D-pad Left, C Right, Analogue stick Up, B, D-pad Right, C Left



Turbo Start

Tap A repeatedly when the 'Ready' message appears at the start and your kid will jump out into an early lead without needing to build up speed.

Quicksand Valley

Get gold on courses one to six. A new snowboard and the Quicksand Valley desert track will now be available.

When you see the READY sign press A repeatedly. You will jump forward and accelerate immediately if you have performed this manouvre correctly.



Silver Mountain

Get gold on Quicksand Valley.

Ninja Land

Get gold on Silver Mountain.

Play As Ninja

Get gold on Ninja Land.







Fast moving snowboard action with a hint of target practise. This cheat will help you to get to the front of the pack.

TOP GEAR RALLY

Whether you play the English, American or Japanese version of this game, there are cheats galore behind the garage door! They do work, trust us – the best way to enter them is to start pushing the right buttons quickly when the Kemco screen appears after switching on or when resetting the machine.

PlayStation Mode

In technical terms, this cheat removes bi-linear filtering. If you're not a techno-ponce, it takes off the blurring and makes everything look horrible and blocky! During a game, press B, Left. Right, Up, Left, Z, Right for a ticket to Blocksville.

Acid Mode

Wow, far out, man! This strange code lets you see what it's like to drive while out of your head on illegal substances. During play, push C Down, Z, B, Up, Up, Right for that full-on hippy vibe.

All Tracks

The cheat to access all tracks we printed last issue does work – honest! To get it to work, you have to be on the title screen, since pressing A will put you onto the selection screen. Rest assured, you can play the Strip Mine track, and here are the pictures to prove it!

When the Kemco logo appears, quickly press A, Left, Left, Right, Down, Z – you'll then be able to play the Strip Mine track (and any others that you haven't already opened) in Arcade and Time Attack modes.



View Strip Mine

If you don't want to cheat, but still want a sneak preview, you can see a tour of the Strip Mine track during the credits by going to the credits icon in the options menu and pressing Left, C Down, Right, Down and Z.

Beachball Car

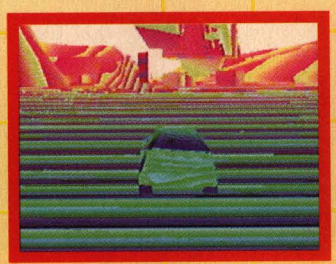
Enter B, B, A, Left, Left, C Down, A, Right on the Arcade mode-selection screen for a bouncy time.

Cupra (Ice Cube) Car

Enter C Down, Up, B, Right, A, C Down, A, Right on the Arcade mode-selection screen.

Helmet Car (or Mini)

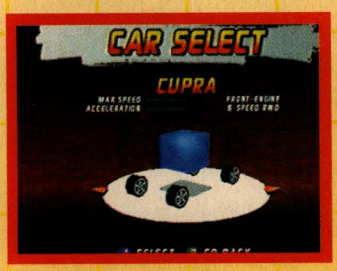
Enter Up, Up, Z, B, A, Left, Left on the Arcade mode-selection screen.





Freaky fractals and some strange new cars are available when you enter these magic codes





Add a touch of individuality to your racing car with these super cheats. The cars will not handle any differently but they certainly look funny.

TETRISPHERE

Go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the following names for extra spherical action!

Lines Game

Enter the name LINES to play the Lines game. You have to drag the blocks into rows and columns, rather than stacking them, to make them disappear.

Access All Levels

To play the level of your choosing without having to spin through the whole game, enter the <Saturn> <Spaceship> <Rocket> <Heart> <Skull> characters.

You will now find a level select when you open a previously saved game.

New Music

Enter G<Alien Head>MEBOY to get some Game Boy-style new tunes to play along to.

View Credits

Work yourself into a fever pitch of excitement entering the name CREDITS to, shockingly, view the credits! Okay, maybe it's not that exciting.



TUROK

Full cheats list!

Enter the following in the cheat menu helpfully provided in the game

Vivid Colours

LLTHCLRSFTHRNB

Changes the colour palette and makes it far more outta-sight!

Gives everything in the game!

NTHGTHDGDCRTDTRK

Weapons, invincibility, level warps, infinite ammo, big heads, the lot!

Show Enemies

NSTHMNDNT

When you call up the map, enemies are shown by red arrows.



Quack Mode

CLLTHTNMTN

A parody of Quake with bad animation and grotty textures.

View Ending

Enter the above code, turn on the invincibility option (always handy) and warp to the Campaigner. Sort him out and the ending is yours for the watching, for as long as it lasts (not long)..

DNCHN	– Dana mode, gives you tiny enemies.
DLKTDR	– Pen and Ink mode, turns everything into sketches.
SNFFRR	– Disco mode – you figure it out!
THBST	– Gallery mode – lets you view all the characters.
CMGTSMMGGTS	– All weapons.
BLLTSRRFRND	– Infinite ammo
FRTHSTHTTRLSCK	– Unlimited lives.
THSSLKSCL	– Spirit mode all the time.
GRGCHN	– Greg mode – loads of weird stuff!
FDTHMGS	– Credits.
RBNSMTH	– Robin mode, infinite everything, invincibility.

64 Solutions: Send us original cheats or full solutions and if printed, we'll send you a Datel memory card/ rumble pack. The address is 64 SOLUTIONS, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS.

WCW VS NWO

Play As Dallas Page

Choose WCW in the League Challenge and play through till you reach Dallas Page. Once you've successfully defeated him he will be available on the select screen.

Play As Glacier

Also in League Challenge mode, if you beat IU you'll then be able to access that frosty wrestler Glacier.

Play As Randy Savage

If the Macho Man is more your cup of tea, beat NWO and you'll be able to play as Randy Savage himself!

Play As Wrath

The character of Wrath can be gained by playing as DOA and beating him in single-player mode. Then he'll be yours to wreak havoc with.

A new game mode entitled 'Whole World Wrestling' will be available once you've successfully completed the other modes. Within this mode, you'll eventually meet two bosses, one for the Heavyweight category and one for the Cruiserweight category. Once you've beaten them, they'll be available as selectable characters. The characters are as follows:
WWW Super Cruiser – Black Widow
WWW Super Heavy – Joe Bruiser

WAVE RACE 64

Different Coloured Jetskis

On the jetski selection screen, press Up on the analogue stick to change the colour and A to select it.

Ride the Dolphin



In the Stunt Mode, choose to visit Dolphin Park and ride the rings using the following moves: Handstand Backwards ,Ride Standing, Somersault, Sideways Roll (in both directions), Single Flip, Dive
If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.



Change the colour of your jetski in Wave Race 64 – because they're not exactly that cool to begin with, are they?

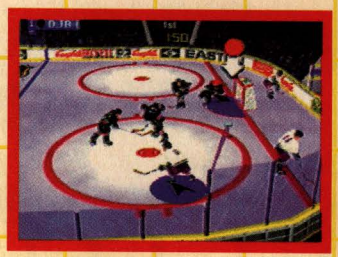


A great tip for Wave Race 64 allows you to ride as the dolphin if you perform the right stunts.



WAYNE GRETZKY'S 3D HOCKEY

Hot new teams



Select Set-up right from the main menu and in the options screen, hold down the Left shoulder button and press the following Yellow buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. A 16 digit code will appear and four new teams will now be available.

Alter player sizes

In the options screen, press and hold the Yellow top button and press the Right shoulder button to display a 16 digit code. Change the digits using the Yellow buttons and you will alter the legs, bodies and heads of all subsequent players.

Invisible Players

Pause the game during the face off and select the Replay mode. Use the Left shoulder button to choose a team member, and then press the Right Shoulder button to select an opponent. When flashing, press Z and they will turn invisible.

WAYNE GRETZKY'S 3D HOCKEY 89

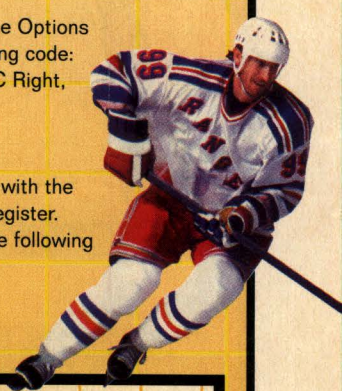
The 1998 respray of Gretzky has a few cheats tucked away.

Old Teams

To play with some older teams, hold down L on the Options screen and (without releasing L) enter the following code: C Right, C Left, C Left, C Right, C Left, C Left, C Right, C Left, C Left.

Debug Mode

Teach yourself programming! Or not. You can play with the appearance of the hockey players using a 16-bit register. Modify the first six bits of the register by using the following button combinations.
C Down + R – alters bits 1 and 2
C Left + R – alters bits 3 and 4
C Up + R – alters bits 5 and 6



Register	Effect
100000	Gives you wide players.
010000	Gives you wide players with big heads.
110000	Gives you wide players with small heads.
001000	Gives you small players.
000100	Gives you tall players.
000010	Gives you small players.
000001	Gives you thin players.
110110	Gives you tall players with small heads.
010010	Gives you small players with large heads.
010101	Gives you tall players with large heads.
010001	Gives you thin players with large heads.

WETRIX

Alternate Floors

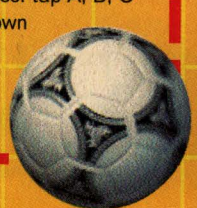
Complete the eight single-player practice rounds, then go to the options screen and select the 'Floor' option to toggle a new background colour and floor pattern. Groovy.



WORLD CUP '98

Change Scoring Sounds

Us this cheat for some amusing noises: tap A, B, C Left, or C Down after scoring for different game sounds.



Coming soon...

NEXT ISSUE

64 SOLUTIONS

Next Issue 130

What's next for the greatest Nintendo 64 solutions magazine on the planet? Try this on for size matey..

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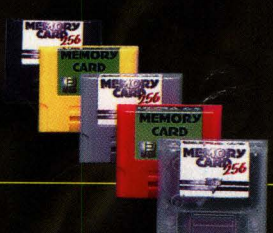
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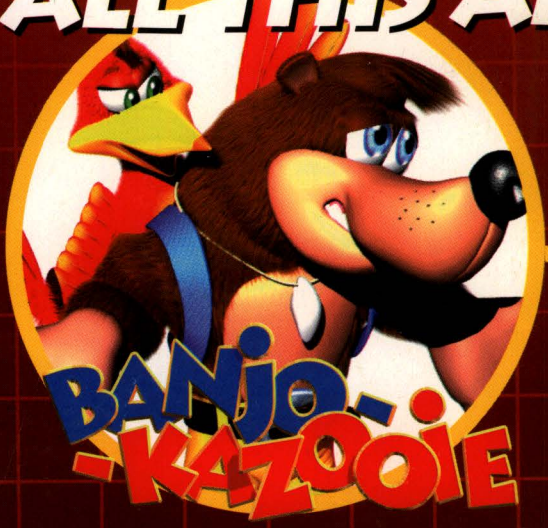


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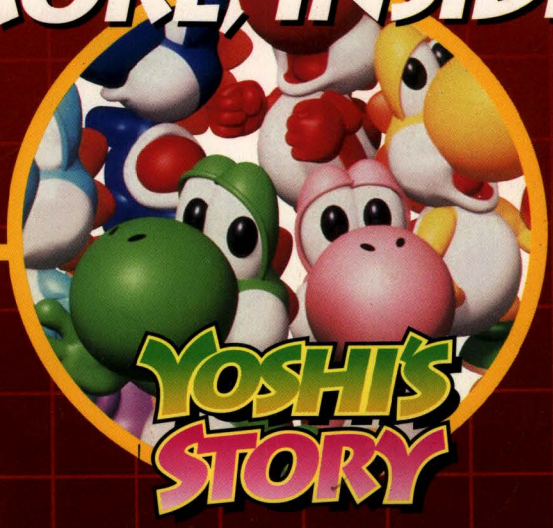


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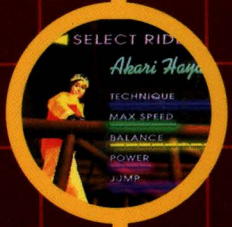


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