

## METEOR STRIKES

*Reminds Area Residents of Popular Video Game*

JOHN DOE

The glowing meteor that landed in the hills north of Onett late last night has residents abuzz—and not just because it's a glowing meteor. A growing cadre of conspiracy theorists have noted broad similarities between the meteorite's discovery and the opening scene of the blockbuster video game EarthBound.

In a statement released just before the Onett Times went



Onett Police respond to calls from residents upon initial sighting of the meteor.

to press, Mayor B.H. Pirkle insisted that any similarities were purely coincidental. "At times like this," he continued, "citizens like you shouldn't be playing Nintendo games." Area librarians reported a sharp increase in requests for the video game's player's guide

in the immediate aftermath of the meteor landing, though lax lending requirements mean most guides aren't due back until 2001. Local members of Citizens Reading Almanacs Pronto have announced plans to protest, although... **Continued on Page B-8**

## Roadblock Production Halted by Roadblocks

JOHN DOE

Onett's thriving roadblock industry has finally met its match, according to production figures released Tuesday by the Onett Chamber of Commerce. Beak Point Barrier and Flasher Assembly produced just 13,211 orange cones in the first quarter of 199X, down 58 percent year over year. An-

alysts attributed the poor manufacturing numbers to a major increase in roadblock installation since the elevation of Captain Strong to Chief of Police. Most routes to Twoson, BPBFA's second-largest customer by volume, have been closed off in the wake of increased gang activity in Onett.

Captain Strong could not be reached for comment.



Most routes to Twoson have been closed.

**ARTS & ENTERTAINMENT:** Arcade Receives Donation of 15 Star Fox Machines (Page F-2)

**CITY BEAT:** Area Vagrant Not Sure What Travel Charm Does (Page E-9)

**SCIENCE & NATURE:** Giant Step "Super Weird," Scientists Confirm (Page C-12)

**OP-ED:** I'm Pretty Sure That's A Deadly Robot Behind The Arcade (Page A-7)

## Famous ONETT SIGHTS



• **METEORITE:** In EarthBound, Ness's adventure begins when a meteor lands in the hills north of Onett. Naturally, it should be your first stop. Make sure to call ahead: Onett's famous police force often has the area roped off to minimize tourist traffic.

• **LIBRARY:** Onett's map-circulation program is the envy of much larger towns—ask about it at the front desk. The public library is also a great place to learn more about EarthBound!

• **ARCADE:** The arcade is the local "hang-out" spot for Onett youth, who love to stay active with "extreme" sports. But stay out of the way of their hula-hoops and skateboards!

• **CITY HALL:** Longtime mayor B.H. Pirkle rules the roost in Onett, which boasts Eagleland's largest city hall. Onett bureaucrats are famously unhelpful; if you need something from them, you'll probably find they need something from you.

• **BUSH HOSPITAL:** Onett's only hospital is trim, efficient, and responsive. If you or a friend should become unconscious, you might wake up here, thanks to the tireless and rarely appreciated work of Eagleland's first-responders. A Magic Healing Shrine is available on-site, providing homeopathic remedies for invasive and embarrassing fungal infections.

• **GIANT STEP:** Onett's most famous natural landmark is, somewhat inconveniently, only accessible via the Traveling Entertainers' Shack, which the mayor keeps locked. It might not be "Your Sanctuary" like it is Ness's, but it's definitely worth visiting, if you can convince Mayor Pirkle to let you through.



Ask a reference librarian for helpful hints.

**Onett DRUGSTORE** **ATM INSIDE!**

\*\*\*\*\*

BASEBALL CAP .....	\$19	CRACKED BAT .....	\$18
CHEAP BRACELET .....	\$98	TEE BALL BAT .....	\$48
COLD REMEDY .....	\$22	YO-YO .....	\$29



# ONETT

## Day 1: "Discover" the "Meteorite"!

Be sure to start your EarthBound journey in the same place Ness and his friends do: Bed! Onett's only hotel is inaccessible at night, but there are a number of charming homes in the hills north of town. Next, take a hike! The winding paths north of Onett proper are difficult on bike, and don't even think about joy-riding [TK]; the Onett Police Department maintains a semi-permanent barricade just past the home of Lier X. Agerate.

You'll want to "change out of your pajamas" first, and it might be best to take along a friend who's been there already. A canine companion like Ness's might help, too—as we went to press, the Onett Department of Fish and Wildlife had issued an advisory warning of increased wild-animal activity along the paths up to the EarthBound meteor site.

When you do reach the top of the trail, you'll be greeted with a crow's-eye view of the placidity and quietude that made Onett the perfect, bucolic location for the beginning of EarthBound.

Unfortunately, you won't find a meteorite. But if you have your TK GOOFY MP3 NAME handy, listen to Side B of Cassette 1-e for a stirring recreation of Buzz Buzz' famous opening monologue.



Lier X. Agerate

## GET TO KNOW!

Area graphic artist and jack-of-all-trades Lier X. Agerate hasn't played EarthBound, but he does appreciate the boost it's given the local economy. "Kids' stuff, sure," he told us, "but it's made me a pretty penny already. And I'd do pretty much anything for a pretty penny, bud. Awful things. Man, don't even get me started."

The burly bon vivant has had no trouble adjusting to his newfound fame. "Am I a character or something? Hero, probably, right? Do I look cool?"



## Northern Onett

The northern suburbs of Onett are on the quiet outskirts of the city limits, home to only a few residents and Onett's fastest expanding area.

## GET TO KNOW!

Picky Minch only played a small role in EarthBound, and the Onett youth seems pleased by the anonymity. "That world devastation stuff is more Pokey's thing," he told your correspondent. "I'm mostly into fine art. Hey, is Pokey in it?"



Picky Minch

## Local Wildlife

The Coil Snake is the first sign Ness encounters that something's rotten in the city of Onett. A few swings of Ness's cracked bat and he's back to normal—but what's behind the animals' newfound aggression? Trusty old King is the only dog in Onett that isn't out for blood after the meteor's sudden crash-landing. Runaway dogs aren't man's worst enemy, but they're certainly not his best friend!





## TAKE NOTE!

The house that served as the model for the Minches' broken home is a **PRIVATE RESIDENCE**. Earlier editions of this guide suggested otherwise. We regret the error. Trespassers could end up owing the residents hundreds of thousands of dollars or more.



## BUZZ BUZZ EMERGES!

"A BEE I AM - NOT..."

...When Ness grabbed the cracked bat out of his sister's room and left his comfy bed behind he couldn't have imagined the adventures that awaited him. All that changed when, at the site of the meteorite impact that had woken him from pleasant dreams, he heard a buzzing noise just above the loud complaints of his friend Pokey Minch.

"In the future, all is devastation..."

The story Buzz Buzz tells would change Ness's life forever. The Universal Cosmic Destroyer was coming to Onett? And only Ness and three friends he hadn't yet met could stop him?

It was scary, at least until he saw his new friend in action. This Buzz Buzz was obviously a formidable fighter! And his shields—why, Ness just felt invincible behind them.

This Starman Jr., he called himself, was pretty scary, but with allies like these at his side, how could he lose? A prophecy was a lot to live up to, but at least he'd have some company dropping the Minches off next door. Whistling a carefree tune, Ness...

**!** For more EarthBound insight and self-guided tour musts, order a TK GOOFY MP3 NAME today. (Look for the order form at the front of this book.)

## Encountering Alien Life

Starman Junior came from the future to squash Buzz Buzz like a dung beetle, but he wasn't counting on the tiny time-traveler's powerful shields. Ness was protected by his powerful friend for now—but if this was Starman Junior, what kind of villains lay ahead?

## Next Steps

After your trip head back home for a quiet evening in. Get some rest—you won't have a "Starman Jr." blocking your path, after all!—and get ready for a full day of exploring the sights and sounds of Onett in the morning. Your "EarthBound journey" has only begun!

### shopping tip:

### Buying the Right Cap.

No self-respecting EarthBound tourist leaves Onett without a bright red baseball cap, just like Ness wore. But Onett's Buying EarthBound Responsibly Patrol has warned shoppers that the caps you'll find for sale all over town aren't authentic "Mr. Baseball" Caps at all.



handwritten note:

local kids in treehouse can help you out



## NEW FRANCHISES WANTED

ARE YOU THE ONE YOUR FAMILY ALWAYS COMES TO WHEN THEY NEED TO PUT THEIR STUFF IN COLD STORAGE? ARE YOU LOOKING FOR THE BUSINESS OPPORTUNITY OF A LIFETIME?

Escargo Express is looking for entrepreneurs between the ages of 7 and 65 to act as dispatchers for Eagleland's favorite brand of mobile storage unit. Applicants should own a telephone and a large dresser.

WHEN YOU NEED IT NOW —  
JUST NOT RIGHT NOW.

**ESCARGO**  
EXPRESS





# ONETT

## Day 2: "Defeat" the "Sharks"!

After a hectic evening, Ness wakes up to his first day of EarthBound adventure in an Onett that's being terrorized by The Sharks, a band of local miscreants. He wasn't strong enough to face them right away, and neither are you, so why not begin by visiting some of Onett's charming shops and restaurants?

The shopping district, south of the library, offers a number of options for the discerning shopper. A hamburger or five at Down Home Burger, should perk you right up after a long day's travel; next door, Onett Drug offers competitive prices on sporting goods and over-the-counter medication, as well as clothing and accessories.

After you've spent some time getting acclimated, you'll want to visit the arcade, where Ness faced his first major challenge alone: Defeating Frank Fly, the leader of The Sharks. If you're enhancing your walking tour with our TK MP3 NAME audio storytelling device, turn to Cassette 1-BB, Side A, for Ness Faces The Sharks!



### KEEP IN MIND

The Sharks of EarthBound fame are based on a real gang of adolescent street toughs! They do not appreciate being asked about their role in EarthBound, which none of them appear to have played.

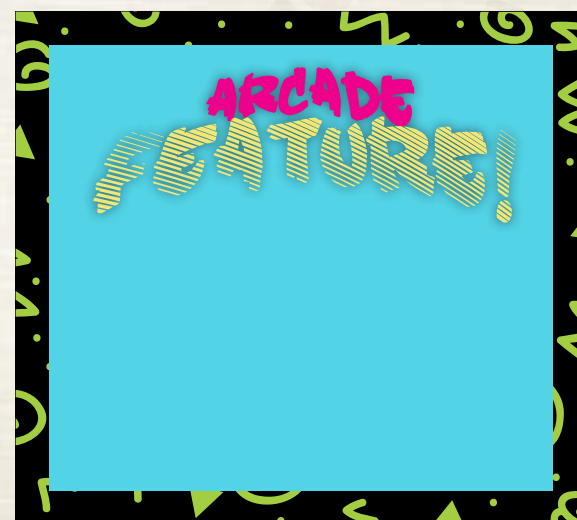


The Photographer

### GET TO KNOW!

Leave the film at home: Eagleland's most famous and photogenic EarthBound sites are patrolled by photographic geniuses eager to capture your moment for posterity. We talked to one of them about the how and why, and here's what he had to tell us: "Do not concern yourselves with our affairs. We are here only to observe. Now, say Fuzzy Pickles!"

One-hour development isn't available, but the process couldn't be more convenient: When they're ready, the photographs will be delivered right to your house.







## "FAIL-PROOF" FRANK FLY FIGHTS UNFAIR!

... on account of I have trouble walking," the Pogo-ing miscreant said.

But Ness wasn't about to be scared away by the Sharks—not anymore! He'd popped the Pogo Punks, slapped around some Skate Punks, and yo-yoed the Yes Men. He'd learned the secrets of PSI Lifeup and uncovered the PSI power behind his Favorite Thing. He'd stocked up on hamburgers and licked his wounds at home and the Onett Hotel.

There was no time to waste! He cleared the arcade of Frank's cronies, gathered his thoughts, and stepped through the employee-only doors into the backyard.

Frank and his knife-play would be tough enough—but what was that steaming pile of parts next to him? His tee-ball bat in hand, Mr. Baseball Cap pulled down to hide the fear in his eyes, our hero...

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# HINT BOUTIQUE

"I THOUGHT I COULD TRUST A GUIDEBOOK. THAT'S WHEN IT HAPPENED."



Your kids are the most important thing in your life, and you'd never trust a book to watch them while you were at the grocery store, or to operate on them when they're sick. A guidebook doesn't even have hands—so why are you putting your kids' lives in them every time you travel?

When you talk to a hint man, you're talking to a real person, not some book.

"DON'T MAKE THE SAME MISTAKE I DID."



- \$35 per person
- Courtesy phone
- Free newspaper

### Down-Home Burgers

Bag of Fries .....	\$8
Can of Fruit Juice .....	\$4
Cup of Coffee .....	\$6
Hamburger .....	\$14

GOOFS AND GAFFES:

## FRANKYSTEIN MK. II

In EarthBound, Frank Fly's devastating robotic nemesis is a terrifying foe. In real life, our team of crack mythbusters have determined that a robot built like Frankenstein Mark II wouldn't stand a chance against a determined boy with a baseball bat.

"The wood body panels and stiff, unarticulated limbs mean its CPU would overheat almost constantly," says Visit Eagleland Science Correspondent Maxwell Labs. "If someone like Frank Fly were to actually build a Frankenstein-style robot it might pack a wallop, but our calculations suggest it would have to eject a burst of debilitating steam almost every other turn. That is, about half the time."

**FRANKYSTEIN MK. II** HP: 91



OFF: 15 DEF: 18 EXP: 76, \$21

A robot built like the Frankenstein Mark II wouldn't stand a chance against a determined boy with a baseball bat.

ILLUSTRATED BY NINA MATSUURAO

**YES MAN JR.** HP: 33



OFF: 8 DEF: 9 EXP: 13, \$18

These junior members of the Sharks gave Ness a rough introduction to hula hoops as a contact sport! Drops: Bag of Fries (3%)

ILLUSTRATED BY MAXIMO LORENZO

**POGO PUNK** HP: 35



OFF: 8 DEF: 10 EXP: 13, \$18

The strongest members of the Sharks' gang, Ness turned the tables on these bullies by smacking their lunch! Drops: Hamburger (100%)

ILLUSTRATED BY MAXIMO LORENZO

**FRANK FLY** HP: 63



OFF: 12 DEF: 17 EXP: 50, \$48

The Chosen One used his newfound psychic powers to dodge Frank's knives and blast him through the back fence.

ILLUSTRATED BY MAXIMO LORENZO



# ONETT

## Day 3: Discover Serene Giant Step

It's hard to get permission, but you can't leave Onett without trying to visit Giant Step, Onett's "paranormal hot-spot" and picturesque picnic point. In EarthBound Ness has to fight his way into his "Sanctuary," but things won't be any easier for you: Onett requires all visitors to Giant Step to file a permit at City Hall. Just north of the arcade, Onett City Hall sits on its carefully manicured grounds.

When Ness "socked it to" Frank and his gang, he became the pride of Onett—at least for the moment. You might have to find another way to impress Onett's public servants.



### KEEP IN MIND

Onett City Hall is free to enter, but everything else might cost you: Onett's not a cheap place to do to business. Unless you've done the mayor a favor, don't expect to make much headway.

## Traveling Entertainer's Shack

Once you've gotten approval from City Hall, head northwest of the library, to the Traveling Entertainer's Shack—the entrance to Giant Step lies just beyond it. Be sure to pack a lunch!



B.H. Pirkle

### GET TO KNOW!

Onett Mayor B.H. Pirkle has his fingers on the pulse of this small town, which he's governed since 198X. Under his watchful eye, Onett's developed a reputation across Eagleland for beautiful public buildings and roadblocks.

## LIE'N'CHEAT REAL ESTATE

*"We're too small to fail."*



### That's H.R. Liencheat,

founder and president of Lie'N'Cheat Real Estate. Whether you're looking for your family's first home or an oceanside escape on Beak Point, it's important to have someone you can trust on your side.

That's H.R. Liencheat, too. Our CEO isn't just on your side, he's at your side—you'll find him at our properties day and night, handling your sale personally from the showing all the way to the close.

HONESTY. AFFORDABILITY. PHOTOGRAPHY. THE LIENCHEAT WAY.

*All homes furnished. All sales final.*

## CALL EAGLELAND!

PRE-PAID PHONE CARD

It's the '9Xs, and you're a '9Xs kind of person. Whether you're traveling the world or staying close to home, you need to stay connected. That's why you Call Eagleland! with the only phone card as up-to-the-minute as you are.

respite to catch up with your mom, patiently explaining the day's events to your dad, or making international calls to Winters or Scaraba—Call Eagleland! has you covered.

With a Call Eagleland! Phone Card, all your calls from payphones will cost one dollar. It doesn't matter whether you're taking a globe-trotting

Call Eagleland! does not operate on receiver phones or courtesy phones. Call Eagleland! is not responsible for the accuracy or completeness of Call Eagleland! branded phone directories.

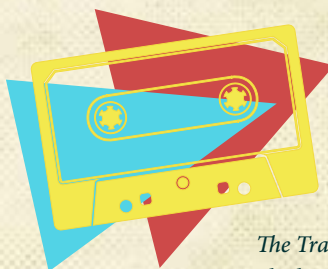
### BEWARE OF SAFETY MOLES



Lorem ipsum dolor sit amet, consectetur adipiscing elit. Sed sed odio dapibus, dictum sem id, tincidunt diam. Quisque commodo erat at lacus finibus interdum.







## ONE GIANT STEP FOR NESS'S MIND!

The Traveling Entertainers' Shack had been ransacked, and Ness was sure he knew the culprit: He'd recognize that knife-work anywhere.

Frank Fly had been tough for as long as Ness could remember, but something had been different about the Sharks' dangerous leader. The look in his eyes was ruthless—not even human! It was almost as though... something was controlling him... When Ness had splintered Frankenstein, things changed right away. Frank even let him rest at the arcade free of charge.

Our Hero felt the same strange energy inside the caverns beneath Giant Step. Something dark was at work—if only Buzz Buzz were here!

But he was, sort of. The powers he'd seen Buzz Buzz use—suddenly he was using them, too. It was almost as though...

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### KEEP IN MIND

The Onett Police has been known to respond to unauthorized visits to Giant Step with harsh fines and penalties. The Eagleland Civil Liberties Union has more than one lawsuit pending on behalf of bruised EarthBound tourists.

### Amateur Entomologist Corner Discussion



**M**agic Butterflies are known to flutter on the cliffs outside Giant Step. Even if you've caught one already, come back through to see more.

#### shopping tip:

#### Skip Sandwich

This local delicacy will put some pep in your step, but any Eagleland adventurers with a preexisting heart condition should exercise caution.



## GIANT STEP BESTIARY

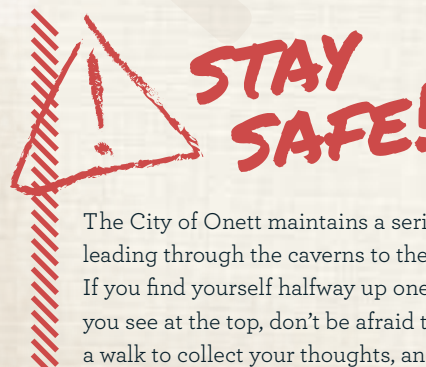


**G**iant Step is justly famous for its biodiversity, which is almost impossible to see with the naked eye—without a magnifying glass, you might find that everything just looks like a tiny black speck.



For as far back as anyone can remember, Onett parents have kept their children safe with this simple rhyme: “Slugs by the dozen, keep at it, cousin / ants on each side, run away and hide.”

*Onett Town government not responsible for injury by animals.*



The City of Onett maintains a series of rope ladders leading through the caverns to the surface of Giant Step. If you find yourself halfway up one and don't like what you see at the top, don't be afraid to shimmy down, take a walk to collect your thoughts, and climb back up.

**ROWDY MOUSE** HP: 36

OFF: 7 DEF: 20 EXP: 34, 59

His red-nosed reign of terror came to an end when Ness slipped away from his SMAAAAASH! attack!  
*Drops: Bread Roll (3%)*

ILLUSTRATED BY LAURA WILSON

**BLACK ANTOID** HP: 34

OFF: 14 DEF: 13 EXP: 37, 57

Black Antoids knew nearly as much about PSI Lifup as Ness did—but he wiped them out with PSI Rockin'.  
*Drops: Cookie (25%)*

ILLUSTRATED BY LAURA WILSON

**TITANIC ANT** HP: 235

OFF: 19 DEF: 23 EXP: 645, 150

Getting rid of Titanic Ant's Antoid lieutenants left Ness with a clear path to victory and the first melody to play across the Sound Stone!

ILLUSTRATED BY LAURA WILSON