

na

ezine

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Happy New Year!

Time to Pre-order
Happy Camper.



[oh, it's a monster of an issue]

CODE BLUE

> JASON SMITH *nationalgamedepot*

I mentioned this find a few months back when I picked up one of my lots of Wisdom Tree stuff. This is the proposed plans for a unreleased, unheard of NES game entitled CODE BLUE to be published by Color Dreams. The plans were drawn up by a guy from Southern California. I have both a typed version of this text/images and the original handwritten version as well.

What is Code Blue: Generally used to indicate a patient requiring immediate resuscitation, most often as the result of a cardiac arrest. Can also be used as a radio call to the hospital to indicate that a patient en-route requires resuscitation or is crashing.

The rest of the article is the intended game proposal for the game that was sent to Color Dreams but never went into production.

Exhibit A Proposed Plans for Game Entitled: CODE BLUE

Final Storyboard Document for Proposed Game

Game Title: CODE BLUE

I. Synopsis

You are an ambulance driver for the local hospital. When there's an emergency, a spot on the electronic map will light up and the dispatcher will announce the address where an ambulance is needed. Quickly examine the map and identify the quickest and easiest route you can find, then switch to RESCUE MODE and you're on your way to rescue a life while at the same time fighting your way through a mad city of dangerous situations, several dark tunnels, chaotic traffic jams and a maze of streets.

II. Opening Screen (MAP MODE)

The game will start you off in the MAP MODE. This screen will serve as your guide and status center. At the top



will be your status line. At the very top left of the line is your compass which displays N, S, E, and W in a diamond format. The letter at the top of the diamond is the direction the ambulance is facing. Next is your Savings which is what you have accumulated in bonuses for each rescue you make. Next is the level you're currently on. On the lower part of the status line next to the compass is the number of patients that died be-

cause the ambulance didn't get there in time. When this number reaches three, the hospital fires you and the game ends. NOTE: The real measure of score in the game will be your savings. The last item on the status line is the patient's vital signs that will read as a horizontal bar graph which steadily decreases during the rescue period. As soon as the graph becomes empty the patient dies and the Dead Indicator increases by one. If it now reads 3 your boss will come in on the c.b. and announce "you're fired!" and the game will end, going into demo mode after 15 seconds.

Just below the status line will be the entire street layout of the city. This isn't just an ordinary street map, colors of each street will tell you if a tunnel is there, if there are dangerous conditions there, if there's traffic (grid-lock) plus your destination will be easily spotted as a flashing icon depicting a house and there will also be an icon for the ambulance showing where you are on the map. NOTE: While in MAP MODE,

W N E | SAVINGS: \$999000 | LEVEL 19
S E | DEAD 2 | VITALS

FREDDY
ANDY
TIM
JACK
JERRY
MARK
JOSE
RAUL
JULIO
PABLO
MARTIN

H E J L M H J U A
K G D A T E I E R E M A M R C
R I R H N N G O E R I R A I E
E N I E N D A S N T T I N I
N A E R Y A N A A A A A A

MAP MODE

Note: The grid was for sketching purposes only, it will not be shown in the game.

- Grid-lock TRAFFIC
- Tunnel
- Between 2 and 4 simultaneous hazards
- CHAOS, Every possible hazard

> code blue, cont.

game progress halts BUT vitals continue to decrease so use it quickly. Also, in the near-center of the city there will be an H which will serve as an icon for the hospital. The hospital will serve as your starting point for each rescue mission.

All along the very bottom and the left of the screen will be the names of the streets. For example: The street name in the upper left of the screen is FREDDY. This street has three sections and, as you may note in the MAP MODE sketch, others are broken-up into a maximum of five different sections which, of course, makes the game more challenging. You see, the street name on the map serves as the name for each section of the road on that horizontal (if looking at names to the left of screen) line all the way across. The streets have been given names of people (which can involve the player more if his/her name is one of them) in a systematic way. All horizontal streets above the hospital are given male American names. Horizontal streets below the hospital are given male Spanish names. Names are kept to 7 letters or less, see sketches for actual names used; can be changed for final program if necessary. St., Blvd, Way, Cir., Ave., Rd., etc. are not used to prevent confusion. There are a total of 25 actual streets but since many are broken up there are a total of 70 different sections of road with varying lengths. Addresses will range from 100 to 420 going from right to left horizontally and from 2000-2300 from bottom to top vertically, just like in the real world.

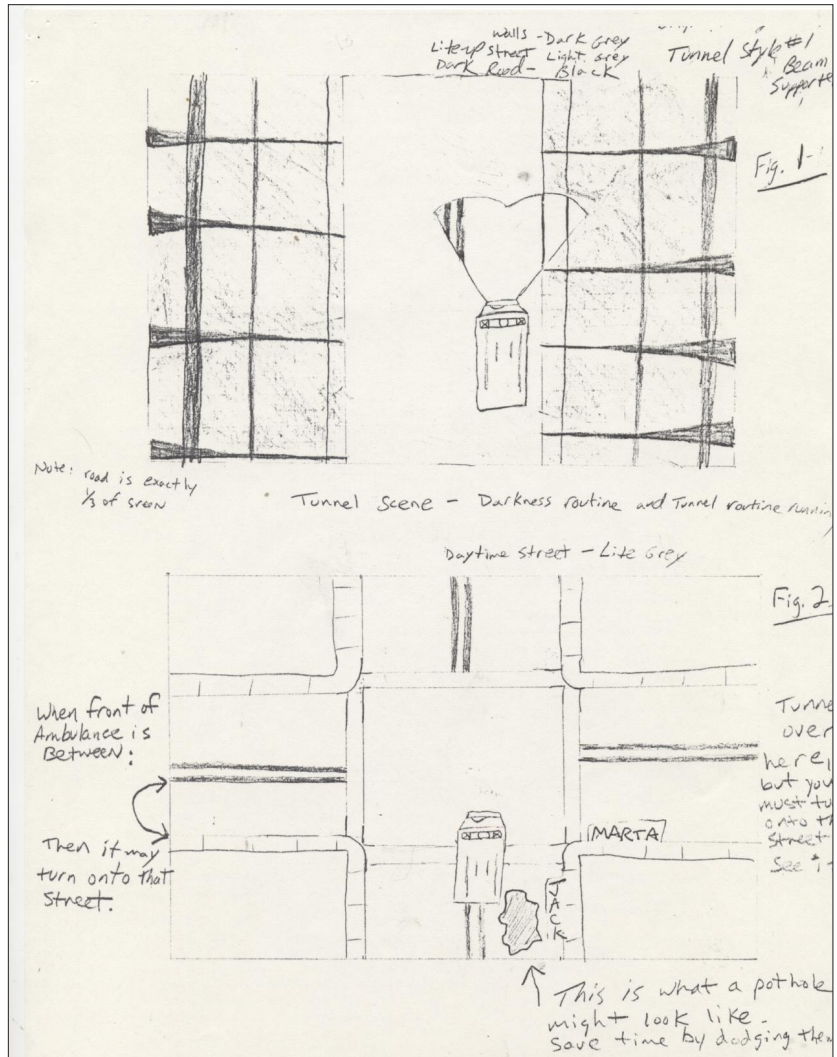
When the game begins you are in MAP MODE and you will suddenly hear over your ambulance c.b. radio the dispatcher telling you the address where an ambulance is needed and the destination icon will start flashing at that address. To start you must choose a direction and push on your controller then you will automatically be switched to RESCUE MODE and be traveling in that direction leaving your starting point which is at the northwest corner of the hospital.

III. Rescue Mode

In RESCUE MODE I have eliminated the status line at the top and limited it to the MAP MODE only so as not to run into problems with vertical scrolling which the game requires. The ambulance you are controlling will be a little larger than all the other vehicles on the road;

that, along with a contrasting color will give it plenty of chorizma. Right now I picture the ambulance as white driving on grey streets with red flashing lights on top and a typical emergency siren (very easy to make). The street you are driving on will be one third the width of the screen (or height if going sideways) with two-way traffic (one lane in each direction). Each street will be divided with double yellow lines and lined with sidewalks on either side. Off to the side of the roads will be scenery consisting of 4 different styles of houses, 3 different

kinds of buildings, 3 different kinds of shops, 3 types of internal tunnel structures, 4 types of cars, 2 truck styles, the ambulance, grass, and empty lots with different signs and variations of all of those will be described in more detail later in this storyboards under Variations. Sidewalks will lead up to each house and each will have a driveway and roofs of the houses will have a 3-D effect. (see sketches) as will the cars. At each intersection will be a traffic signal (which, of course, you may run but gives you an idea of what other cars might be doing).



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> code blue, cont.

If you run into another car, scrolling will stop and you will be detained for 5 seconds. Each intersection has crosswalks for realisticness but no-one in their right mind would be found as a pedestrian in this town and since having them would require a bit more programming I decided to leave them out; besides, from the point of view I'm using they would not be recognizable. I know, I was given the suggestion of having an angle point of view so that everything could be 3-D and you'd be able to get a better perspective, but after thinking this idea over, I came to the conclusion that yeah, it would look great, but when scrolling you'd expect the buildings and other objects to change their angular displacement so when the structure is approaching you can see the top, front, and side, when it is vertically in the center you would want to see only the top and side and from that point until it leaves the screen you would want to see the top, back, and side. (If I did this I might as well have the "going into the screen" type game). Grass lawns will surround each house and street names will be posted at each intersection as well as an address on every structure.

As indicated in Section II the city will have conditions on randomly chosen streets to a degree that corresponds to the level you are playing. Each of these conditions can be identified through use of the MAP MODE. Danger is a condition where there may be one or a combination of four things; people shooting at tires from their houses (you'll hear gun shots) which will give you a flat tire if one of your tires is in the line of fire resulting in the ambulance swerving off the road and a delay of 10 seconds. There may be nails in the street causing the same effect. Wreckless drivers may smash into you, results being the same as if you had crashed into someone else (5 seconds). And there may be bad road conditions which would be giant potholes and if you fall in one of these your ambulance will get stuck for good and it will cost you a patient's life. Traffic is a condition that if it shows up on the map, you can be sure there is grid-lock in that area (bumper to bumper at a standstill, however, you can drive on the sidewalk at a slow speed). Tunnels are also a condition where all you can see is the tunnel walls, the ambulance, the other cars' headlights and tail lights and a car length ahead of you

through the use of your headlights which automatically come on when you enter a tunnel. (see tunnel sketches).

As you are controlling the ambulance you may steer it left or right to a point where you are on the sidewalk and the program will not allow you to go any further in that direction, (remember being on the sidewalk slows your vehicle's speed considerably so try and avoid if possible). The screen will always keep the road in the center of the screen and let the ambulance shift positions on the road from side to side. You may also accelerate and use brakes. Controls are as follows:

A button = accelerate

B button = brakes

Select button = toggle between MAP & RESCUE MODES

Direction Control (steering) will be from the perspective of the player viewing the screen which will require the program to have four separate joystick test routines but will (in my opinion) make steering and decision making much easier for the player thus resulting in a more playable

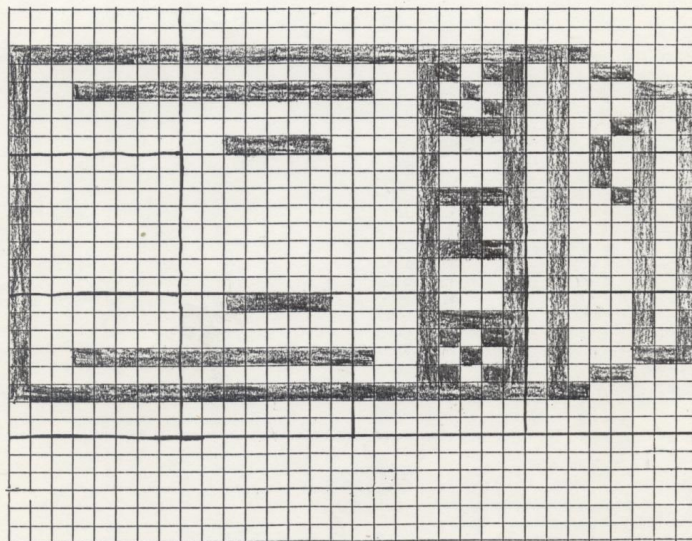
game.

To get maximum speed hold the A button down (there will be 3 different speeds) or just press it 3 times. The brakes will work in the same manner. A one second delay will be placed between acceleration or braking operations; for example it takes at least 3 seconds to reach top speed and at least 3 seconds to stop from top speed.

When you want to turn on to another street, you must press or be pressing the direction you want to go when the front of your ambulance is entering the intersection between the crosswalk and the lane divider of the crossing street in order to make the turn, the program will then center the crossing street (the one you desire to turn onto) and change scrolling direction.

When you finally find the destination you must pull in the driveway when the front of the ambulance is between the beginning and the end of the driveway. As soon as you do, the program will switch back to map mode and add up your bonus (which depends on how much vitals the patient has left), the ambulance icon and

The ambulance will take up 8 characters.



> *code blue, cont.*

destination icon will be gone and you are ready to go on another call, but at a higher level as indicated on the status line. You will not be allowed to enter into any driveway except at the destination which is due to the fact I am not putting a routine to allow the ambulance to go in reverse because of its little practicality.

IV. Subroutines

The following is a list of instances where a subroutine would be ideal.

Horizontal scrolling

Danger – Shooting

Danger – Potholes/nails in street

Danger – Wreckless driver(s)

Traffic – Normal

Traffic – Gridlock

Tunnels – with and without headlights/taillights

Turning

Collision

V. Variations

The variations will be as follows:

1). Compounding hazard conditions in any combination

2). Buildings:

5 different roof designs

a: Helicopter port on the top with or without helicopter

b: Sattelite dish

c: Vents/Air conditioning units

d: Shows building under construction

Three different building colors (black, gray, and dark blue)

Houses

a: L-shaped houses

b: Straight houses

c: 3 different shingle styles (roof-tops)

Five different house colors (brown, green, orange, yellow, pink)

Shops

Three different colors (red, gold, white) and 3 styles

Generic advertisements

a: Food, Gas, Motel, Car Wash, etc., etc.

Tunnels

Three different styles of tunnel wall structure. One consisting of beams standing up along the sides, one made with brick walls, and one dug or blasted

out like a cave having mountain walls.

Vacant Lots

Signs saying:

For Lease

For Rent

Keep Out!

Danger!

Quarantined

Etc., etc.

No sign.

Some with fencing, some without.

VI. Higher Levels

For each two levels completed, something more difficult will come into play until at level 19 the game is at its most difficult level. The proceeding will be as follows:

Level 3: Street conditions will become more hectic because now there will be more hazards throughout the city (hazards being the 4 Dangers and grid-lock, any of which may occur in tunnels except shooting). For example in levels 1 and 2 there may have been 6 hazardous areas, now there are 15.

Level 5: Hazards start compounding meaning there will be, say, grid-lock, wreckless drivers, and shooting.

Level 7: You start your rescue mission with the vitals indicator only half full.

Level 9: You are faced with two rescues at once, take your pick at who to rescue first. Once you arrive at the first house instead of bringing you back to the hospital, your ambulance is turned around and you must rescue the other victim. (Note: for this situation, since two victims were in need at the same time then vitals will be equal so you must rescue both within the time it takes one of them to die.)

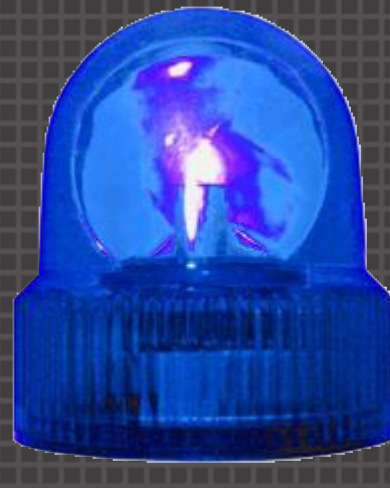
Level 11: The other cars do not use headlights or taillights in the tunnels

Level 13: Each of the 15 hazard locations contain every possible hazard, wreckless driving, nails, shooting, potholes & grid-lock, except in the tunnels, where there will be everything except shooting.

Level 15: The map won't show the ambulance or destination icons anymore.

Level 17: The stop signs and signals are removed.

Level 19: You cannot use MAP



MODE.

Once you, Lord knows how, complete level 19 you have conquered the city and there will be a rewarding animated scene.

VII. Technical Game Details

In MAP MODE the two top rows of 32 characters each will be used for the status line. The rest of the rows will be the color coded map and the street names. Many of the graphic characters will be re-used, here is a preliminary list of the ones that will be most frequently recycled.

The alphabet (same characters for signs, status line, street names (map mode), & street signs (rescue mode).

Numbers 0-9 (in status line, addresses, and more)

Center Divider

Sidewalk piece

Crosswalk piece

Grass character

Roofing patterns

Fence piece

Sign stands

Driveways

Curved street corner curb pieces

VIII. Sounds

Sounds to be used in the game are listed as follows.

Siren

Dispatcher's voice

Boss's voice

Gunshot

Collision

Each time the victim's vitals goes down by one, there will be a tone.

> code blue, cont.

Honking (during grid-lock)
 In tunnel, siren gets louder
 Tire blowout
 Warning beeper starting ten seconds before the victim dies and lasting if/ until he actually does die.

IX. ODDS N' ENDS

Demo Mode: In this mode the game will show the ambulance making random movements, accelerating, braking, but will never come to a complete stop unless colliding into a pothole or another vehicle. The demo mode should be used as an attraction so it should only run in the easiest level since random movements aren't necessarily intelligent ones and the ambulance will get further and show the viewer more of the game. This will also help so as not to give away a lot of the surprises up ahead in the higher levels.

You will be able to start at any level up to 9. You may also choose a mode where the game doesn't advance

levels, it will just keep playing the level you've selected (a good way to set high bonus scores).

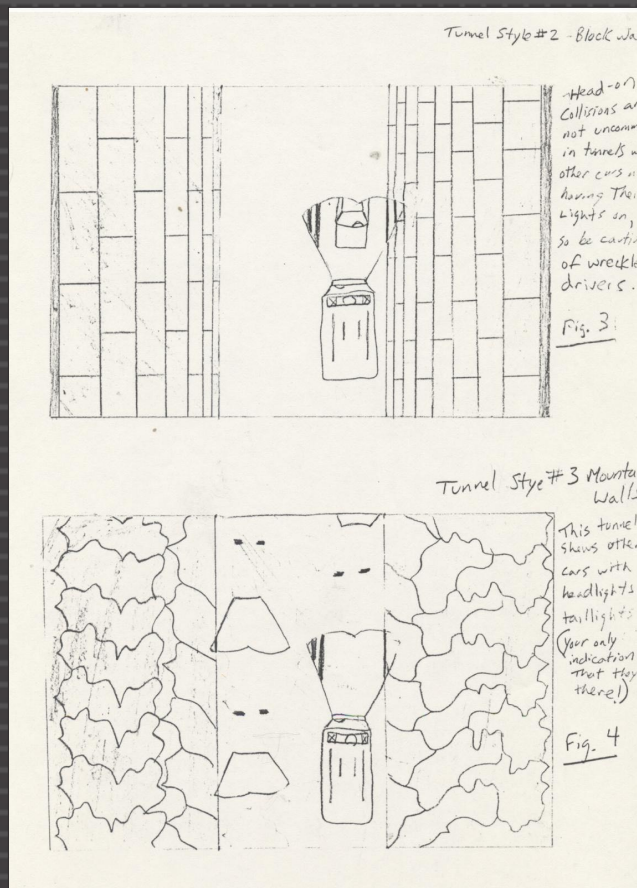
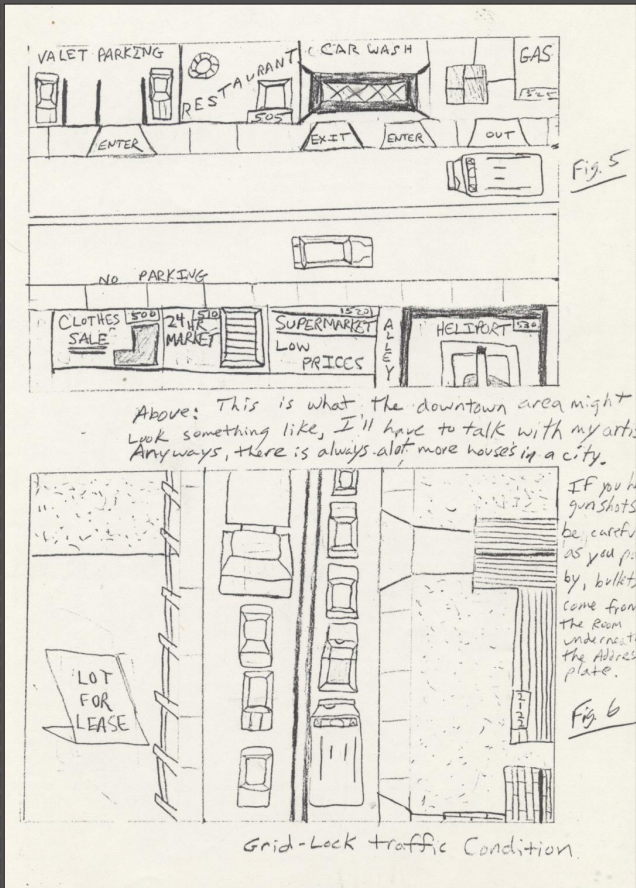
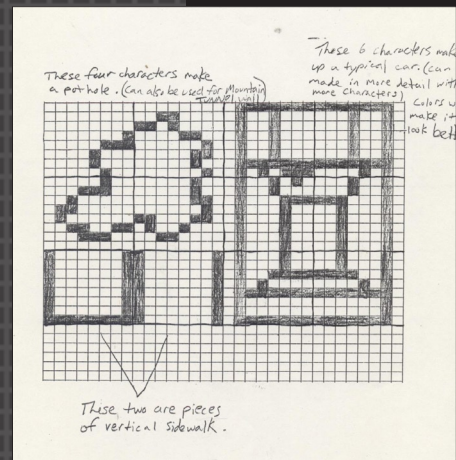
In order to display more than one hazard at a time in MAP MODE, a simple color code will be used:

- Pink = normal street
- Yellow = only grid-lock (traffic jam)
- Green = 1 type of Danger only
- Red = Between 2 & 4 simultaneous hazards
- Black = Chaos, every possible type of hazard
- Blue = Tunnels - (Tunnels are very unique, they are always in the same places, but what makes them so mysterious is that a tunnel will always be displayed as blue which doesn't tell the player what is going on inside).

When turning onto a street with a tunnel, you won't be able to see the tunnel until you turn onto the street.

The only sprites I think are really necessary will be for the ambulance and the other vehicles on the road.

Below are hand-drawn sprites and other sketches.



NWC CHAMP: ROBIN MIHARA The Conclusion

> **ROBIN MIHARA** *robin*

Part 3 Tampa Bay

Since my win in Oakland, I had received a small dose of fame. There was an article written about me titled "Nintendo Wizard" in the Oregonian. It was taped to my middle school's office window that morning for all to see. I was on the news Christmas day back when the news had "featured stories" that actually had good news. A producer called and interviewed me because he saw my demeanor on camera, and wanted me in a pilot for a game show with Bill Cosby (I didn't make the cut). It was all very exciting. I also received a bit of money for my journey, as well.

One might think that I, a 13 year old kid, would want to keep his \$250 in winnings, the most money I had ever possessed at one time (besides the \$300 I had saved for Oakland) and buy some NES carts, starter jackets, or possibly complete my MC Hammer collection.

My mom had thought when she proposed the idea (flying across the country just to "practice"), that we would think it over..... take a few days to decide..... and possibly decide that it wasn't worth it since I had all 3 games at home anyway. It was an easy decision for me though - I was going! The NWC in Oakland was probably the greatest time of my life up to that point. The adrenaline, the people, and the challenge all were so compelling. What could \$250 possibly buy that could compare?

The differences of practicing at home and playing at the actual NWC were pretty significant. The flow of the game was different. Switching games automatically and keeping the pressure on wasn't something that was easily reproduced. Especially when you consider that my NES took 2 minutes of knocking around to get working.

Practice for Mario was identical I guess. Rad Racer was pretty much the same, although there was a different pattern on the home version. Tetris was the hardest game to practice for two reasons: the levels went up every 5 lines instead of every 10, and the scoring is different because of the way the game calculates your level multiplier. Also, I never knew what was happening on the



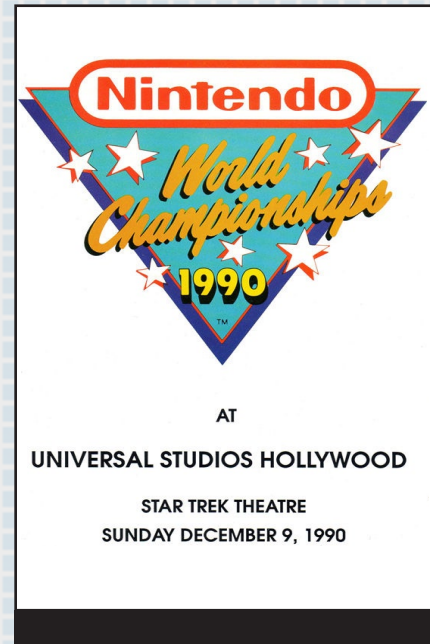
tour. I didn't know who had high scores - who was winning! I tried to call and find out if my winning 1.95 score was the largest winning score ever.... but no one knew. There wasn't a phone number or anything to get updates. It was a little frustrating, but was also kind of fun not knowing.

I had gone from a poor player in Portland, to a "2 million" player in Oakland. I think my high there was 2.2. And now I had a secret weapon. Michael Perring, the adult winner of Oakland and his winning "small" Mario. Had the absolute fastest Mario routine and I had taken his idea and "ran" with it. I was already the fastest I had ever seen at the "big" Mario routine (what all players were using) and since Oakland, I had taken several seconds off even my fastest time. I was planning on, if no one else had seen it by Tampa, playing on the machines in the back, hidden, so as not to get the "word out" so to speak. Then surprise the world when I (and Mr. Perring) flew past them all in the finals.

That, and I was even better at Tetris. I went from a 200+ line guy to around the 240+ mark. I wondered if I was one of the best now. Maybe the best? I thought of the possibilities as the plane landed. It took about an hour after arriving at the Tampa NWC for one incredibly powerful thing to hit me..... reality.

First of all, our brilliant idea to practice before the finals wasn't an original idea..... everyone had thought of it. Our friend Nick Membrez-Weiler was there (youngest finalist at age 7) with his family. Nick's dad Griz had also made the finals and worked for the airlines, so their whole family were able to follow the tour. They filled in my mom and I right away. 3 million had been reached by 3 players (all in my age category). Thor Aackerlund (who I recognized from Nintendo Power, and was also a friend of the Membrez-Weiler family) did it 1st, someone named Jeff Falco and my main man Kenny Welch. All three players were here! I was so excited.

Also it seemed that Jeff and Thor were on a quest to hit 4 million! They had both been to 3.8 or 3.9. Thor held the record at the time. In addition to this, my Mario routine that I had worked so hard on was obsolete now. All of the top players were using a different technique where you killed Mario deliberately, twice in 1-1 and got coins



much faster (no time wasted walking in to the castle, going down the 1-2 pipe, waiting for time to tally, fireworks) All the new news was pretty disappointing, but seeing these players I had only heard about was great. I was no longer the big fish in a small pond.... These were the greatest players in the world.

There were also several very good players trying to win their 1st regional. Many of them 2 million players. Rich Ambler was one of them. Also a guy named Trey Harrison who had come in second the previous week in Miami.

Apparently, Thor and Jeff, in particular had been following the tour for 4 straight cities (they had both been to 8 or so cities each). Those were the top 2 players, hands down. Kenny, I think would have been up there, but for whatever reason, hadn't switched his Mario routine to the new one. I guess he was just so used to the old way, that changing was too uncomfortable for him. Thor told me that he didn't break 3 million until he switched to the new Mario version. Kenny had done it with the old. Makes me wonder what could have been, had he only switched like the rest of us.

My memory is a little foggy through Tampa, but I do remember a few things. I remember it being really fun. No pressure to win, friends all over. Nick Membrez-Weiler made it to the final seven with a high temperature! I met Jeff Falco and he was hilarious. Always making jokes and telling stories. A very approachable guy. Thor and



> *nwc champ: robin, cont.*

Kenny, to me were larger than life. And every time I was around them, I was kind of quiet I think. Jeff was just one of the guys to me. I remember playing next to him many times and talking trash to him when he was behind me in Mario (he'd shrug it off and usually beat me in Tetris).

One time some 8 year olds were following us around (good players had groupies sometimes) asking us how we got so good. Jeff leaned down and calmly replied "We cheat. We have the code". Mouths open, they would run away to tell their friends and families. That was classic Jeff. Another time I had this rabbit's foot in my hand and a kid asked if it was my lucky charm. I replied "Not really. It's more to dry my hands when they get sweaty." The boy smiled and said "this is my lucky charm" and pulled out some silly plastic key chain thing. Jeff took one look at it, looked at me and declared "Oh Jesus I'm gonna lose now. No way I can compete with that?". It's hard to do his humor justice in text form, but he was always making me laugh.

I remember on Saturday the announcer let us know in this very serious, monotone voice. "ladies and gentlemen may I have your attention please...we have a new record." All of us leaned in wondering if it was 4, and who did it. "Thor Aackerlund has scored 4 million..." I remember thinking there is no way in hell I am going to win this thing. I watched Thor a few times and he was clearly superior. I never saw him score less than 2 million. His dad had a tripod set up to tape his games. I also heard that he had hooked up his NES somehow so that he could play it in the car while they were driving state to state. Thor was on a mission and taking this thing very seriously.

I learned the new Mario as fast as I could, and started practicing. 1.9, 2.2, 2.5 - I had improved, but wasn't close to the elite. I never did hit 3 million. I scored 2.9 on one of my final attempts on Sunday, and our flight left before we could watch the finals. Overall it was a very fun trip. I got to see the new Mario in time to really learn it. I got to meet and play with all of these great people that I had only heard about. The only bad side was realizing that I was almost definitely not going to win. It would take me the best 3 games of my life.... and even then, Thor or Jeff

would have to falter, for me to have any chance. We flew home and I had a week until the finals. Nintendo had switched the finals from Universal Studios Florida to Universal City California. A good thing, since it was in my time zone. My mind couldn't stop wondering what was going to happen.

Part 4 Universal City

After Tampa, I went into full-on practice mode. 8 hours a day, I'm sure. I mostly tried to master this new Mario version. In hindsight, I probably shouldn't have spent nearly as much time playing Mario, since the difference of me being the best, and just very fast was only going to be a second or 2. In Tetris though, I just felt like I couldn't go any faster (I later realized that was false). I had a pride thing with Mario (remember Mario was the only game of the 3 that I was actually familiar with before this all started) and wanted to know that I was the absolute best at something, if I wasn't going to win it all. It's true that I shouldn't have been thinking of the competition that way, but it was hard not to. Jeff was consistently beating me when we played side by side. Thor, I don't think ever got a score under like 2.5 when I watched him. Kenny was getting better and better, and who knew who else might come out of the woodwork when the finals really happened (maybe a great player that hadn't made it to Tampa).

The prizes at stake....

1st place winner:
1990 convertible Geo Metro,
\$10,000 savings bond (maturing in 2000), 40" TV

2nd - 7th place:
\$1,000 savings bond (maturing in 2000)

8th - 30th place: Portable stereo system

We got the itinerary from Nintendo of America and it looked like a lot of fun. Two things had changed. We were to play in California (Universal City) and not Florida (Universal Studios) and it looked as if the finals were no longer going to be televised nationally (I never got a straight answer on why it didn't work out). I

> **nwc champ: robin, cont.**

had been having so much fun at these things that I didn't care.

At school my teacher had all of my classmates sign a good luck card. I looked at it and realized that my life had changed so much. A year ago I was messing around playing games all day, some Spy Hunter at 7-11, Castlevania all night, Super Mario trying to pass it without shrinking. And now, at 13 years old, I found myself in the papers and news, with a whole city/state of gamers rooting for me to win. What would happen after this was over?

The flight touched down in LAX and Mario was waiting. Well, a guy in a giant mascot costume :) I took a shuttle to the Hilton and started looking for everyone. I was getting on the elevator and as the doors opened I saw a familiar face... Chris Tang!!! We pointed at each other and I tried to place him. He had lost in Oakland! That's right! Chris, like me with Kenny, had taken my lead and gone on to L.A. and won his own regional. I remember him saying "I knew I'd see you, and I knew you wouldn't be expecting me!" It was great. He had gone through what I had. I suddenly realized something important..."Chris! There isn't much time! I have to show you this new Mario!" I said. We rushed up to my room (Nick Membrez and Thor had taught me to bring the NES to these things). I showed him the new version and he learned it as fast as he could. Back downstairs I met Jason Orlando and his amazing Final Fantasy jacket. I think it was denim and had the cover of FF(?) air brushed beautifully on the back. Definitely the sweetest NES article of clothing of all-time. Jason was also in Nintendo Power and had the highest "winning" score at that time (the score I thought I may have beaten with my 1.95 in Oakland). Jeff Falco came to the room and played a little NES Tetris. When you start a game of Tetris, you either start at level 0 (clean game) or level 9 (another good place to start to get a high on lines) or somewhere around 14 - 17, a speed where you could test yourself. Jeff started on level 2. I thought it was hilarious. He then proceeded to make this giant C in tetris pieces. I assumed he was just screwing around. Then, 1 by 1, he filled the entire C by just swooping them around then in to place. It

was like watching an artist paint. I was pretty amazed. I had never even thought to play Tetris this way! Then Jeff told me "I learned half this stuff just from watching Thor". Yikes.

My mom and I saw Lisa (the staff member who we had seen every step of the way). She informed us that Rich Ambler had won in Tampa. That night Lisa told me something that I can honestly say made me forget about everything else....she said that after the finals were over, we were all to receive a NWC cart of our own. Holy crap. My prayers were answered. Win or lose, I was going to get one of these things. She had told us not to tell anyone, because they wanted to announce it later, so of course I immediately told the Membrez-Weiler family (Sorry Lisa! I was too excited!) they weren't sure whether to believe me or not.

Later I read (and Thor confirmed) that it was actually Thor and Kenny's dad that "cornered" Howard Phillips, saying that the finalists should get them. Howard was reluctant, but the 2 well-traveled fathers made the argument that Nintendo was just giving away the gold versions in the Nintendo Power contest. The finalists, who had proven themselves, deserved them more. Howard saw the logic and agreed. I will always be grateful to them for making it happen. The only possession I truly care about, to this date is that cart. Everything else is replaceable.

The 3 days are all a blur (I don't have the itinerary in front of me, sorry) but I know there was a rehearsal. At the rehearsal, we were given the words to a song we were going to sing, all 90 of us together....swaying. We are the Champions (what else?) by Queen. I thought it was a little corny, but fun I guess. All the finalists had color coded shirts to tell us apart. Adults green, younger kids yellow, and us blue - all with the NWC logo on the front.

Practice time was set aside for us in a Hilton ballroom. It was fun for most of us, but absolutely terrifying for some. All the early winners who had the old Mario technique were getting steam rolled. Some of the first winners had never even seen a million scored! I can't imagine what they must have been thinking. All the practice machines had a tombstone shaped sign on top, with



Thirteen-year-old Robin Mihara has been practicing for the Nintendo World Championships. The Oregonian/DOUG BECHTEL

Nintendo wizard

Robin Mihara's flying fingers earn him a trip to nationals

By LINDA CARGILL
Correspondent, The Oregonian

SUPER HEROES

Robin Mihara climbed on stage to face his opponent in an electronic duel. Thousands of people were watching the 13-year-old play in the Nintendo semi-finals competition Oct. 7 in Oakland, Calif.

Robin's heart pounded as his thumb pushed the controls that sent the flickering cartoon man leaping across monsters, turtles and blocks on the video screen. Calm under pressure, as quick with his hand as his eye, Robin won first place — beating 500 other semifinalists, then six others, and finally one lone opponent.

He played three games in 8 minutes, 21 seconds, racking up the highest score. That means he'll fly to Orlando, Fla., Friday to compete with 30 others in the 12- to 17-year-

old category in the Nintendo World Championships.

"At first I was in shock," said Robin, sitting in his Southeast Portland living room. "I didn't really believe it. I was thinking I was going to Florida. All the prizes didn't matter. It's going to be really cool."

In June he made it to the semifinals at a Portland Nintendo competition. Coming so close that time, Robin and his mother, Jan Mihara, decided to ride the bus to the Oakland this fall so he could enter that contest along with youngsters from across the country. He won \$200, a trophy, a pair of Reebok shoes and a handheld video game.

Robin, who started playing Nintendo when he was 9 years old after

receiving a game from his grandmother, practiced about an hour a day for the competition.

"If you don't have hand-eye coordination, practice won't help," he said. "But if you just start, most people get good at it from practice."

He said the Florida competition may bring a few surprises but will probably use the same three games — Super Mario Bros., Rad Racer — in which a car must be guided down a road without hitting obstacles — and Tetris, a game invented in the Soviet Union in which oddly shaped pieces zing down from the top of the screen and must be rotated to form horizontal bars across the screen.

"It's like a thinking game, not like the other two," he said. "You have to have some brains." If he wins first place in Florida, he'll receive \$5,000 worth of Nintendo equipment, a new car, and \$10,000. He plans to spend some, but save the rest for college.



CONTESTANT INFORMATION

CITY	11 AND UNDER	12 THRU 17	18 AND OVER
DALLAS	PETER CARTER	JEFF BAKER	RAY WHITE
CLEVELAND	ADAM MISOSKY	MIKE WINZINEK	DARKO TANKOSIC
PHILADELPHIA	PAUL LEE	JOSH GARACIOLO	VINCE KARIS
PITTSBURGH	MIKE TROGDON	PHIL EVANS	BRUCE TROGDON
DETROIT	SHAUN JOYCE	JOHN WYMAN	CHRIS DILLARD
INDIANAPOLIS	SHANNON GRESH	STEVEN GINGERICH	CHRIS HOLT
BOSTON	DAVID MORETON	JASON GIRLANDO	STEVE FACTOR
NEW YORK CITY	MICHAEL ALEX	ROB BIANCO	ROBERT WHITEMAN
HARTFORD	JEREMY WALL	ERIC TRINAGEL	MIKE FERRANTI
CHICAGO	JACOB WINCH	MARK GABANAYAN	KEVIN PARRIE
HOUSTON	LONG KHUU	THOR ACKERLUND	MARCELO GONZALEZ
ST. PAUL	ANDREW LUERS	CURT THORN	PAT KENSICKI
OKLAHOMA	HEATHER MARTIN	KEVIN GILLEY	PETE FLOREZ
PHOENIX	JUSTIN GRANT	JEFF BENDER	RICHARD WATSON
SEATTLE	NICHOLAS WEILER	JUSTIN ELLSTROM	EDEN STAMM
PORTLAND	DALLAS LANG	MIKE STRICKLETT	CHRIS MCGORMACK
NORFOLK	JOHN VANDLE	KENNY WELCH	BOB BENDER
NEW JERSEY	JARED COHEN	DAVID LOPEZ	MIKE LAROSSE
CINCINNATI	REID SOMORI	JEFF BREARLY	TIM ROSS
MILWAUKEE	JASON BRANDOS	TIM DREWS	SONNA THOMAS
KANSAS CITY	RANDY NAPIER	JASON HAAS	ALAN YONATU
OAKLAND	CHRISTOPHER VU	ROBIN MIHARA	MICHAEL PIRRING
LOS ANGELES (WEEK 1)	MICHAEL SCOTT	CHRIS TANG	GRANT NAKATA
LOS ANGELES (WEEK 2)	AL PAUNG KANAN	ALAN HONG	COLLEEN CARDAZ
SALT LAKE CITY	HEETH KELL	JEFF FALCO	DAVID JACHMANN
DENVER	DUSTIN DURHAM	SHANNON WEBSTER	CASSANDRA ROSS
NEW ORLEANS	JOHNNY CROSBY	PAUL WILLIAMS	JOHN YATES
ATLANTA	JEREMY TOMASHEK	NICK WEITLISBACH	JOE SOMORI
MIAMI	BRADLEY BRUNET	DANIEL RAYMOND	ERIK ACKERLUND
TAMPA	JEFF HANSEN	RICH AMBLER	ROB MINASIAN

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 CTRIN, COOPERMAN
 DB SOUND
 DESIGN VISIONS
 EXHIBIT SUPPORT
 FM PRODUCTIONS
 IMAGING SERVICES, INC.
 AND TO ANYONE AND EVERYONE WHOSE NAME WE MAY HAVE OMITTED

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> nwc champ: robin, cont.

our names, home city, winning city and age category. They were very cool. We got to practice for about an hour I think. Chris was a little behind me in scoring, I never broke 3 million, but was happy that almost every single time, I was the first to finish Mario. At least I had a claim to fame.

At night I remember joining Thor's family in this lounge area. He was jetlagged and didn't participate in many of the pre-competition festivities. Again I was shy around him, and remember being relieved when he went up to go to sleep. Thor earlier had a crowd around him while he was playing Tetris on one of the 40" prizes (placed in the hall). That was when I got to see him up close. He was vibrating his thumbs (he calls it "hyper tapping") right and left to make it move faster than if you just held it. I could "hyper tap" in games like Tecmo Bowl or Track and Field, but with my right hand only. It almost seemed unfair (as things quite often do with teenagers). He not only was better, but he could move them faster than everyone! I remember this collective feeling around him, like this guy's gonna win. Kind of sad, but still great to watch. But, hey anything can happen right?

The night before the Finals, we were all having dinner in this room together and they announced the NWC cart info. The roar of that crowd in that moment still rings in my ears. I looked at the Membrez-Weiler family and they were elated. Families that had been paying 3 bucks a pop, now got to own one. I wondered how long it would be until they sent it.

The day came, and I was as ready as I had ever been. Even though my high scores didn't compare to the top 3, I always played better when the pressure was on. I know that I had died in Tetris in Portland, and that time in Oakland, but my walls in those games were absolutely perfect, and dying was just bad luck. My focus seemed to take this big step up. My goal was to make the top 7, where I thought I belonged, and then maybe pull out a miracle in the top 2.

The set up was similar to what we were used to. Curtains drawn, all the monitors were below and waiting. The announcer called us

down to out seats, 3 by 3. I think the younger kids went 1st, then adults, then us. I took my place and watched the big screen and saw Jeff Falco had on a Walkman. I realized he had the countdown in there! I wish I would have thought of that. The game began.... I flew through Mario once again and was the 1st to get in to Rad Racer. I could hear the announcers trying to cover all 30 of us in the background. My Tetris game went pretty well and when the time finished. I nervously looked at my 2.2. I thought that mid 2's would definitely make it up to the top 7, but wasn't sure about 2.2. I took my seat and waited.

Meanwhile some celebrities got to play while they tallied up the scores. Neil Carter from Facts of Life, one of the Beach Boys, I forget who else. They opened the curtains to show an amazing stage through dry ice fog. No throne this time, it was just 7 monitors on a very industrial looking stage. Thor got called up, Kenny made it! (I secretly wished that he would win it, if i wasn't going to) then "ROBIN MIHARA WITH 2.2 MILLION." I ran up there, heart pounding like crazy. Jeff Falco was called, then another Jeff, then Nick Weitlisbach (another great player that I met the following year) and finally Rich Ambler.

It seemed that the "stage" was set. We began. I was on my knees, playing the most significant game of my life. In Mario this time I died in the wrong place, and didn't get to Rad Racer first (probably only a second behind). In fact, all of us almost finished simultaneously... all except for Kenny, who was a good 10-15 seconds behind us. Rad Racer was a breeze, then in Tetris I played a very good game. Near the end, my wall was almost to the ground and I heard the countdown - 10 seconds left! I remember panicking a little and rushing to get a double or two. To this day, I wish I would have practiced the 10 second countdown, because I think I could have squeaked out one more Tetris. When time hit, I looked at 2,500,000 and I heard Rich say "yes 2 million 7!". I looked to my right and I had beaten Jeff... both Jeffs. I looked further and I had beaten Kenny! I had beaten Nick! Oh my god!..... Then I looked at the end. Thor had scored 2.8. That was all she wrote.

> *nwc champ: robin, cont.*

They ushered us off to the back stage, where I filled out paperwork. My heart was still pounding. I could hear the Rich vs. Thor game in the background, but didn't care. I remember realizing that 1st place had a gold Mario statue and 2nd had a silver, but there was no trophy for 3rd. As I walked out, Thor had taken the championship by a single Tetris (I believe). I came so close to the big game. Granted, Thor would have most likely beaten me, had I made it, but 3rd was a tough place to finish.

That night Thor had an "after party" in his room. His parents were not there and we were all getting drunk on soda. I remember watching him say "Wow I'm just now realizing that I won!" and his eyes getting big. In that moment I saw that he was just like me. He was just a young teenager that played video games...not this god that I had made him out to be. In fact, I think he was a lot like me, and wish I would have gotten to know him more. He talked a about how he could make it to level 30 in Tetris (unbelievable to me) and that at 30 "It was like giants throwing down Tetris pieces". I thought that was so cool. He had some poetry in him for sure. We didn't play any video games in the party that I can remember. Thor struck me as someone who wanted to do other stuff with people his age, since NES had been his entire life for a year.

To this day, I honestly am grateful that he won. He not only was the best, but I think worked the hardest to be so. He also was very humble through it all, and a truly kind person. I used to be a little sore about him being able to travel from state to state, being home schooled so he didn't miss school, but that is exactly what I would have done had I been in his position. I think all of the 7 finalists had been to more states than I had, but I couldn't complain because I had been to three. And that was more than most. On the elevator as we were leaving, this mother was yelling about how it was unfair, and how "some people can't afford to just pack up and fly". I felt her pain, but kind of wanted to tell her that I had managed to do it twice, and I was a kid. It was too bad that the "journeymen" as Thor calls them, did have an advantage. I sometimes wish that Nintendo

would have just sold the NWC pack to the public, so we would have all been on equal footing. But overall, I think that Nintendo did an amazing job with the NWC and honestly, had I not come in 3rd, I'm not sure that I would have won it all the following year (a smaller national contest called the Disney Capcom Play Tour).

On my way out of the Hilton, drained from the adrenaline come-down, wondering what I would do without this excitement, the Welch family stopped to talk with my mom. I saw Kenny standing with them and he made his way over to me (Kenny was extremely shy from what I remember). He told me that he had found a penny the day before and wanted me to have it. This was the guy who started it all for me. Without him there would have been no Oakland. I wouldn't have fallen in love with Tetris. Kenny was the NWC to me. And now he was giving me this penny that he thought was special. I accepted it, nervous as hell that I was talking to him, and felt this feeling ... like it had all come full circle. From seeing him for the 1st time in my hometown, mouth wide open, completely in awe, to us talking in Universal City at the finals. And I had beaten him! It easily was my favorite moment of all.

I flew home and saw that the news had been updating the state on my progress. My family started calling me champ, even though I didn't think I deserved it. I got the NWC cart about a month later and got 3 million the 1st day I played it (which was about 900 times). A year later, after seeing Nick Weitlisbach do it, I scored 4 million a few times. I always wanted to get the top 7 together again and have another go. Maybe it will happen someday.

Back in Portland

Things seemed to come to a screeching halt back home. I had a Q and A session with my class, and I got the 4 same questions that I still get today.

1. What game was it?
2. Was Thor his real name?
3. Was it like the Wizard?
4. What did you win?

In 18 years those are seriously the



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> nwc champ: robin, cont.

only questions anyone has thought of. Today, if I'm in a bar or something and a friend decides to point out to a stranger that I'm an ex-champ, I just get my 4 answers ready for them.

In 1991, I took 1st in another national contest (much smaller, but 30 winners from 30 cities like the NWC) and felt like I had redeemed myself somewhat. That year, I started high school and kids no longer thought being a video game champion was cool at all.

As far as gaming goes, I fell in love with the arcade game Street Fighter 2 and did my best to master it. I had half hour lines waiting to play me at the local arcades. When that faded, I pretty much stopped playing video games altogether. Everything seemed like a first-person maze game, or a sports game. I never wanted to take the time to learn 12+ buttons and didn't see anything that seemed new. Girls took the place of gaming, as far as what excited me, and that was that. Since high school I've only had a couple games that I played.... the 1st 2 Tony Hawk games and World of Warcraft.

I remember being depressed after the NWC for quite some time. Everything was so boring compared to the excitement of competition, and none of my friends even really knew what I went through. I had contact

info from a lot of the finalists, but never even thought to call them. Only last year did I get in touch with Thor. Jeff Falco was a 1991 finalist. Also Nick Weitlisbach's cousin. Besides that, I have no idea what happened to anyone. I heard Rich Ambler was trying to become a professional gamer. Nick, I think, ran in a gaming circle with some finalists. I saw Thor on Home Shopping Club with his brother Eric, and on the back of Game Pro. I think I saw him on Arsenio Hall, also. Today I own a PS2 and a Wii (which I'm about to sell) and am hoping to get an NES from a new friend. Gaming isn't something that I really have time to do though, with 2 children and my wife to consider! My stepson Royal is 6 years old and loves video games more than anything in life. I am hoping to steer him away frankly. I can see how when the excitement is pumping through him, he loses interest in all other parts of life. And when I take it away, he can get mean, like a drug addict. I was diagnosed in 1996 with ADD, and am convinced that constant Nintendo had a big part in my brain getting lazy (not having to focus for things like reading). I do not want him to see the same fate that I did (I failed miserably at school).

Besides that, I am an online poker player now. Before my daughter Fumi was born I

used to play for a living (now I'm a cook). When people told me to try new games, I would usually reply that if I was going to be sitting in front of a screen, I'd rather be making money.

In the last month though, I have been re-living 1990 (with memories and pictures). I try to contribute to the Nintendo Age forums when I can, but do not collect, so am kind of lost with a lot of the chatter. I have met some great people, in particular UncleTusk and Mother Brain. Both are great guys. And once I get a new NES I think I may try and find some of the old crew to see if we can't do this all again. It was an amazing time.

Finally, I'd like to thank some people...first and foremost, my mom Janet, for being with me all the way. She was my trainer during practice sessions and my companion through every stage. Thanks to Thor and his family for not only getting me this game that I had wanted so badly, but to Thor in particular for being a great champion 18 years ago and a good new friend today. I hope we will get to know each other more. To Dan and Dain of NA: It was a great idea to tell the story this way and I'm so pleased that gamers enjoy it. And finally Kenny Welch, for being my idol and my 1st true inspiration....I still have your penny.

**1990 NINTENDO WORLD CHAMPIONSHIPS FINALS
WEEK-END ITINERARY
Friday, December 7 - Sunday, December 9
Revised Final**

DAY / TIME	ACTIVITY	LOCATION
Friday		
All day	Finalists arrive, shuttle to hotel, Check-in / Orientation Package distribution	Airport / Hotel
5:00-10:00pm	Dinner	Fung Lum's Rest.
Saturday		
8:00-9:00am	Orientation / Breakfast	Hotel Ballroom B
9:00-10:30	Press Interviews	"
10:30-noon	Practice	Ballrooms C & D
noon-12:45	Press Interviews	"
12:45	Departure to Universal Studios	Hotel lobby
1:00-3:00	Finalist Rehearsal	Star Trek Theatre *
3:00-4:00	Free time / Lunch	Universal Studios
4:00	Universal Studios Tram Tour	Universal Studios
5:00	Tram to Hotel	
5:15-6:30	Relax time	Hotel
6:30-	Tram to Power Feast Dinner	Hotel lobby
6:45-9:00	Power Feast Dinner	U. Studios commissary
9:00	Tram back to hotel	
Sunday		
8:00-9:30am	Breakfast of Champions	Hotel Ballroom D
10:30-1:00pm	Finals Eve: !	Star Trek Theatre
1:00-1:45	Press/Photo opportunities	Star Trek Theatre





January 2009

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3-D World Runner	4	0	Baseball Simulator 1.000	5	0	Bugs Bunny B'day Blowout	5	0
10 Yard Fight	8	0	Baseball Stars	9	0	Bugs Bunny Crazy Castle	7	0
720	8	+1	Baseball Stars 2	15	+2	Bump 'N Jump	4	0
1942	3	0	Bases Loaded	3	0	Burai Fighter	7	+3
1943	-4	0	Bases Loaded 2	4	0	Burgertime	-5	-0
8 Eyes	4	0	Bases Loaded 3	4	+1	Cabal	4	0
Abadox	4	0	Bases Loaded 4	10	+1	Caesar's Palace	4	0
Action 52	62	+3	Batman	6	+1	California Games	7	0
AD&D Dragonstrike	13	+2	Batman Return of the Joker	10	+2	Caltron 6 in 1	184	+20
AD&D Heroes of the Lance	-6	+1	Batman Returns	5	+1	Captain America	9	+1
AD&D Hillsfar	22	+2	Battle Chess	6	+1	Captain Comic	9	+2
AD&D Pool of Radiance	11	+1	Battle of Olympus	5	0	Captain Planet	7	0
Addams Family	6	0	Battleship	9	+2	Captain Skyhawk	3	0
Adventure Island	9	+1	Battletank	5	+1	Casino Kid	4	+1
Adventure Island 2	11	0	Battletoads	11	+1	Casino Kid 2	16	-3
Adventure Island 3	19	0	Battletoads & Double Dragon	18	-1	Castelian	9	+3
After Burner	4	0	Bayou Billy	4	0	Castle of Deceit	52	+5
Air Fortress	4	0	Bee 52	11	0	Castle of Dragon	4	0
Airwolf	4	0	Beetlejuice	6	-1	Castlequest	5	0
Al Unser Jr's Turbo Racing	-4	-0	Best of the Best	10	+2	Castlevania	-10	-0
Alfred Chicken	13	+2	Bible Adventures	8	0	Castlevania 2	6	0
Alien 3	8	-1	Bible Buffet	27	-3	Castlevania 3	11	+1
Alien Syndrome	4	0	Big Bird's Hide & Speak	4	0	Caveman Games	7	+1
All Pro Basketball	4	0	Big Foot	5	+1	Challenge of the Dragon	40	-6
Alpha Mission	-4	0	Big Nose Freaks Out	18	0	Championship Bowling	-4	+1
Amagon	4	0	Big Nose Freaks Out (Aladdin)	18	+3	Championship Pool	7	0
American Gladiators	6	+1	Big Nose the Caveman	10	0	Cheetahmen 2	482	-79
Anticipation	4	+1	Bill & Ted's Excellent Adventure	6	+1	Chessmaster	7	+2
Arch Rivals	5	+1	Bill Elliot's NASCAR Challenge	4	0	Chiller	23	-3
Archon	6	+1	Bionic Commando	7	+1	Chip N' Dale Resc. Rangers	9	+2
Arkanoid	9	0	Black Bass	5	0	Chip N' Dale Resc. Rangers 2	31	-3
Arkista's Ring	9	+1	Blackjack	20	-4	Chubby Cherub	11	0
Astyanax	3	0	Blades of Steel	4	0	Circus Caper	4	0
Athena	4	0	Blaster Master	5	+1	City Connection	4	0
Athletic World	-4	-2	Blue Marlin	9	0	Clash at Demonhead	-5	+1
Attack of the Killer Tomatoes	8	0	Blues Brothers	13	0	Classic Concentration	8	+1
Baby Boomer	28	-7	Bo Jackson Baseball	5	0	Cliffhanger	10	0
Back to the Future	4	0	Bomberman	10	+1	Clu Clu Land	4	0
Back to the Future 2 & 3	6	+1	Bomberman 2	20	-4	Cobra Command	4	0
Bad Dudes	-4	0	Bonk's Adventure	52	-11	Cobra Triangle	-4	-0
Bad News Baseball	6	0	Boulder Dash	7	0	Codename: Viper	5	+1
Bad Street Brawler	4	0	Boy and His Blob, A	6	+1	Color A Dinosaur	11	0
Balloon Fight	7	0	Break Time	5	0	Commando	4	0
Bandit Kings of Ancient China	28	0	Breakthru	4	+1	Conan	12	0
Barbie	-5	0	Bubble Bath Babes	678	+25	Conflict	14	+2
Bard's Tale	4	-3	Bubble Bobble	15	+1	Conquest of Crystal Palace	4	0
Base Wars	6	+1	Bubble Bobble 2	115	+7	Contra	17	+1
Baseball	4	0	Bucky O'Hare	14	-1	Contra Force	26	-1



Cool World	9	-1	Dragon Warrior 2	19	-1	Gauntlet (unlicensed)	5	+1
Cowboy Kid	24	+5	Dragon Warrior 3	29	0	Gauntlet 2	4	-1
Crash a/t Boys St. Challenge	9	-1	Dragon Warrior 4	34	-3	Gemfire	20	+1
Crash Dummies, Incredible	7	+1	Dragon's Lair	7	+1	Genghis Kahn	8	0
Crystal Mines	19	-1	Duck Hunt	9	0	George Foreman KO Boxing	3	-0
Crystalis	7	0	Duck Tales	8	0	Ghost Lion	14	-1
Cyberball	5	+1	Duck Tales 2	25	-3	Ghostbusters	6	+1
Cybernoid	4	0	Dudes with Attitude	4	0	Ghostbusters 2	5	0
Dance Aerobics	5	0	Dungeon Magic	4	0	Ghosts 'N Goblins	6	0
Danny Sullivan's Indy Heat	10	+1	Dusty Diamond's All Star Softball	26	-1	Ghoul School	6	-0
Darkman	5	+1	Dyno Warz	3	0	Gilligan's Island	8	0
Darkwing Duck	10	0	Elevator Action	6	0	Goal!	3	0
Dash Galaxy	4	0	Eliminator Boat Duel	6	+1	Goal! 2	8	+1
DayDreamin' Davey	4	0	Empire Strikes Back	11	0	Godzilla	5	+1
Days of Thunder	4	+1	Everet/Lendel Top Player's Tennis	3	-0	Godzilla 2	17	-3
Deadly Towers	4	0	Excitebike	6	0	Gold Medal Challenge	7	0
Death Race	15	-5	Exodus	7	-2	Golf	4	0
Deathbots	9	+2	F-117a Stealth	4	-1	Golf Challenge Pebble Beach	5	+1

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Defender 2	4	0	F-15 City War	6	+1	Golf Grand Slam	5	0
Defender of the Crown	4	0	F-15 Strike Eagle	5	+1	Golgo 13: Top Secret Episode	3	-0
Defenders of Dynatron City	4	0	Family Feud	11	0	Goonies 2	4	-1
Déjà Vu	5	0	Fantastic Adv. Dizzy (Aladdin)	19	+8	Gotcha!	4	+1
Demon Sword	3	-1	Fantastic Adventures of Dizzy	7	+1	Gradius	5	+1
Desert Commander	4	0	Fantasy Zone	5	-1	Great Waldo Search	10	+1
Destination Earthstar	3	-0	Faria	14	-1	Greg Norman's Golf Power	4	-0
Destiny of an Emperor	4	-7	Faxanadu	4	0	Gremlins 2	5	+1
Dick Tracy	4	0	Felix the Cat	11	+1	Guardian Legend	4	0
Die Hard	15	0	Ferrari Grand Prix	3	-1	Guerilla War	5	0
Dig Dug 2	5	0	Fester's Quest	4	0	Gumshoe	6	0
Digger T. Rock	4	-1	Final Fantasy	12	-1	Gun Nac	23	-0
Dino Riki	4	0	Fire and Ice	21	-5	Gunsmoke	7	-3
Dirty Harry	4	-1	Fire Hawk	4	-1	Gyromite	4	-1
Disney Adv. Magic Kingdom	5	+1	Fisher Price Firehouse Rescue	8	0	Gyruus	5	+2
Dizzy: Adventurer (Aladdin)	13	-4	Fisher Price I Can Remember	4	0	Harlem Globetrotters	5	+1
Donkey Kong	14	0	Fisher Price Perfect Fit	4	0	Hatris	8	-0
Donkey Kong 3	9	+1	Fist of the North Star	6	+1	Heavy Barrel	5	+1
Donkey Kong Classics	10	0	Flight of the Intruder	5	0	Heavy Shreddin'	4	0
Donkey Kong Jr.	9	0	Flintstones	8	-1	High Speed	5	0
Donkey Kong Jr. Math	11	0	Flintstones 2 Surprise Dino Peak	193	-9	Hogan's Alley	8	0
Double Dare	7	0	Flying Dragon	4	0	Hollywood Squares	5	-0
Double Dragon	8	+1	Flying Warriors	5	+1	Home Alone	5	+1
Double Dragon 2	7	+1	Formula One: Built to Win	12	+2	Home Alone 2	4	+1
Double Dragon 3	10	+1	Frankenstein	8	0	Hook	4	0
Double Dribble	4	+1	Freedom Force	5	-1	Hoops	4	+1
Double Strike	8	+1	Friday the 13th	6	+1	Hot Slots	541	-0
Dr. Chaos	4	0	Fun House	5	+1	Hudson Hawk	3	0
Dr. Jekyll & Mr. Hyde	4	+1	G.I. Joe: Real American Hero	13	-6	Hunt for Red October	3	0
Dr. Mario	7	+1	G.I. Joe: Atlantis Factor	10	-1	Hydlide	4	+1
Dracula	9	0	Galactic Crusader	20	-5	Ice Climber	7	0
Dragon Fighter	14	-5	Galaga	8	+1	Ice Hockey	4	+1
Dragon Power	5	+1	Galaxy 5000	9	-1	Ikari Warriors	5	+1
Dragon Spirit	5	0	Gargoyle's Quest 2	8	-3	Ikari Warriors 2	4	0
Dragon Warrior	4	-1	Gauntlet (licensed)	5	+1	Ikari Warriors 3	7	-1



Image Fight	4	-1	Legacy of the Wizard	3	0	Micro Machines (Aladdin)	12	-2						
Immortal	4	+1	Legend of Kage	4	0	MIG-29	4	0						
Impossible Mission 2 (AVE)	10	0	Legend of Zelda	11	0	Might & Magic	17	+3						
Impossible Mission 2 (SEI)	12	-2	Legendary Wings	5	+1	Mighty Bombjack	5	+1						
Indiana Jones: Crusade (Taito)	—	-11	-1	Legends of the Diamond	—	—	6	0	Mighty Final Fight	—	—	-16	-9	
Indiana Jones: Crusade (UBI)	29	-2	Lemmings	16	+3	Mike Tyson's Punch-Out!!	13	0						
Ind. Jones: Temple (Mindscop)	5	0	L'Empereur	22	-3	Millipede	4	0						
Ind. Jones: Temple (Tengen)	5	+1	Lethal Weapon	9	+2	Milon's Secret Castle	4	+1						
Infiltrator	4	+1	Life Force	5	0	Miracle Piano System	11	-1						
Iron Tank	—	—	—	—	—	18	0	Mission Cobra	—	—	—	36	+2	
Ironsword: Wiz. & Warriors 2	5	+1	Linus Spacehead (Aladdin)	18	+3	Mission: Impossible	4	0						
Isolated Warrior	7	+1	Little League Baseball	11	0	Monopoly	7	+1						
Ivan Stewart's Sup. Off Road	8	+1	Little Mermaid	7	+1	Monster in My Pocket	7	+1						
Jack Nicklaus' 18 Holes Golf	4	0	Little Nemo	6	0	Monster Party	5	+1						
Jackal	—	—	—	—	—	13	+1	Monster Truck Rally	—	—	—	10	+1	
Jackie Chan's Action Kung Fu	8	+1	Little Ninja Brothers	—	—	—	13	+1	Moon Ranger	34	-6			
James Bond Jr.	6	0	Little Samson	72	+1	Motor City Patrol	17	+2						
Jaws	5	0	Lode Runner	5	+1	Ms Pacman (Namco licensed)	16	+1						
Jeopardy!	4	0	Lolo	7	0	Ms Pacman (Tengen unlic.)	15	+2						
Jeopardy! 25th Anniversary	—	—	—	—	—	13	-2	MULE	—	—	—	10	+1	
Jeopardy! Junior	4	0	Lolo 2	—	—	—	23	+1	Muppet Adventure	4	+2			
Jeopardy!, Super	5	0	Lolo 3	—	—	—	23	+1	MUSCLE	4	0			
Jetsons	17	-2	Lone Ranger	9	0	Mutant Virus	5	-1						
Jimmy Connors Tennis	22	+1	Loopz	5	+2	Myriad 6 in 1	902	+2						
Joe and Mac	—	—	—	—	—	4	+1	Mystery Quest	—	—	—	3	0	
John Elway's Quarterback	5	0	Low G Man	4	+1	NARC	4	0						
Jordan vs. Bird: One on One	4	0	Lunar Pool	4	+1	NES Open Golf	5	+1						
Joshua	10	-3	Mach Rider	4	+1	NFL Football	3	0						
Journey to Silius	4	0	Mad Max	4	0	Nigel Mansell's World Racing	12	+4						
Joust	—	—	—	—	—	4	0	Nightmare on Elm Street	—	—	—	14	+1	
Jungle Book	9	-2	Mad Max	4	0	Mafat Conspiracy	4	0	Nightshade	6	+1			
Jurassic Park	5	0	Mad Max	4	0	Magic Darts	6	+1	Ninja Crusaders	7	+1			
Kabuki Quantum Fighter	4	0	Mad Max	4	0	Magic Johnson's Fast Break	3	0	Ninja Gaiden	7	+1			
Karate Champ	4	+1	Mad Max	4	0	Magic of Scheherazade	—	—	—	—	—	6	0	
Karate Kid	—	—	—	—	—	5	0	Magician	7	0	Ninja Gaiden 2	6	0	
Karnov	4	0	Mad Max	4	0	Magmax	3	0	Ninja Gaiden 3	—	—	—	17	0
Kick Master	7	+1	Mad Max	4	0	Major League Baseball	3	0	Ninja Kid	4	+1			
Kickle Cubicle	8	+1	Mad Max	4	0	Maniac Mansion	11	+1	Nobunaga's Ambition	6	0			
Kid Icarus	11	0	Mad Max	4	0	Mappyland	—	—	—	—	—	6	0	
Kid Klown	—	—	—	—	—	5	0	Mario Brothers	12	-1	Nobunaga's Ambition 2	24	-1	
Kid Kool	4	+1	Mad Max	4	0	Mario Is Missing	13	0	North and South	16	-1			
Kid Niki	4	0	Mad Max	4	0	Mario's Time Machine	27	+2	Operation Secret Storm	—	—	—	36	+8
King Neptune's Adventure	52	+9	Mad Max	4	0	Master Chu and the Drunkard Hu	11	+1	Operation Wolf	4	+1			
King of Kings	7	-1	Mad Max	4	0	Maxi 15	23	-19	ORB-3D	3	0			
King's Knight	—	—	—	—	—	7	-2	Othello	3	0				
Kings of the Beach	4	0	Mad Max	4	0	MC Kids	7	-2	Overlord	5	0			
King's Quest 5	10	+1	Mad Max	4	0	Mechanized Attack	7	0	Pac-Man (Namco)	—	—	—	10	0
Kirby's Adventure	7	-1	Mad Max	4	0	Mega Man	18	-1	Pac-Man (Tengen licensed)	8	+1			
Kiwi Kraze	7	0	Mad Max	4	0	Mega Man 2	—	—	—	—	—	7	0	
Klash Ball	—	—	—	—	—	10	-1	Pac-Man (Tengen unlicensed)	7	0				
Klax	4	0	Mad Max	4	0	Mega Man 3	9	+1	Pac-Mania	10	0			
Knight Rider	9	0	Mad Max	4	0	Mega Man 4	12	0	Palamedes	6	+1			
Krazy Kreatures	6	0	Mad Max	4	0	Mega Man 5	24	+1	Panic Resturant	—	—	—	27	-4
Krion Conquest	7	0	Mad Max	4	0	Mega Man 6	16	+1	Paperboy	10	0			
Krusty's Fun House	—	—	—	—	—	44	-3	Paperboy 2	11	+1				
Kung Fu	5	+1	Mad Max	4	0	Mendel Palace	4	+1	Peek A Boo Poker	692	+127			
Kung Fu Heroes	4	0	Mad Max	4	0	Mermaids of Atlantis	26	-1	Pesterminator	25	+6			
Laser Invasion	5	0	Mad Max	4	0	Metal Fighter	6	-6	Peter Pan and the Pirates	—	—	—	5	+1
Last Action Hero	6	0	Mad Max	4	0	Metal Gear	8	+1	Phantom Fighter	4	0			
Last Ninja	—	—	—	—	—	4	0	Pictionary	4	+1				
Last Starfighter	3	-2	Mad Max	4	0	Metal Mech	—	—	—	—	—	4	0	
Lee Trevino's Fighting Golf	4	0	Mad Max	4	0	Metal Storm	14	-1	Pinball	4	0			
			Mad Max	4	0	Metroid	8	0	Pinball Quest	4	0			
			Mad Max	4	0	Michael Andretti's World GP	5	0	Pinbot	—	—	—	4	0
			Mad Max	4	0	Mickey Adv. in Numberland	9	0	Pipe Dream	5	0			
			Mad Max	4	0	Mickey Mousecapade	—	—	—	—	—	—	12	0
			Mad Max	4	0	Mickey Safari in Letterland	8	+1						
			Mad Max	4	0	Micro Machines	18	-1						



Platoon	4	0	RoadBlasters	4	+1	Smash TV	5	+1
Play Action Football	4	+1	Robin Hood: Prince of Thieves	4	0	Snake Rattle 'N Roll	6	+1
Popeye	6	0	Robocop	4	0	Snake's Revenge	7	-1
POW	4	+1	Robocop 2	5	0	Snoopy's Silly Sports	6	+1
Power Blade	—	—	Robocop 3	—	—	Snow Brothers	—	+4
Power Blade 2	26	-2	Robodemons	12	-7	Soccer	5	0
Power Punch 2	7	0	RoboWarrior	4	0	Solar Jetman	4	0
P'radikus Conflict	29	+6	Rock N' Ball	4	+1	Solitaire	23	+3
Predator	5	+1	Rocket Ranger	4	+1	Solomon's Key	6	0
Prince of Persia	—	—	Rocketeer	—	—	Solstice	—	+1
Princess Tomato	19	+2	Rockin' Kats	11	0	Space Shuttle	6	+1
Pro Sport Hockey	13	0	Rocky and Bullwinkle	5	-2	Spelunker	6	+1
Pro Wrestling	4	+1	Roger Clemens Baseball	4	+1	Spider-Man: Sinister Six	7	0
Pugsley's Scavenger Hunt	7	-1	Rollerball	4	0	Spiritual Warfare	10	+2
Punch-Out!!	—	—	Rollerblade Racer	—	—	Spot	—	-0
Punisher	7	+1	Rollergames	3	0	Spy Hunter	5	+1
Puss 'N Boots	5	0	Rolling Thunder	4	+1	Spy vs. Spy	6	+1
Puzzle	8	+2	Romance o/t Three Kingdoms	7	-1	Spoon	11	+1

HAPPY CAMPER
A New CIB release by
NationalGameDepot for the NES
coming February 1, 2009 - preorders NOW!




Puzznic	9	+1	Romance o/t Three Kingdoms 2	17	-1	Stack Up	22	-2
Pyramid	—	—	Roundball	—	—	Stadium Events	—	+40
Q*Bert	6	0	Rush N' Attack	4	0	Stanley	6	-2
Qix	15	0	Rygar	6	+1	Star Force	5	0
Quattro Adventure	6	+1	SCAT	10	0	Star Soldier	3	0
Quattro Adventure (Aladdin)	16	+4	Secret Scout	58	-32	Star Trek: 25th Anniversary	6	0
Quattro Arcade	—	—	Section Z	—	—	Star Trek: Next Generation	—	-1
Quattro Sports	5	+1	Seicross	4	0	Star Voyager	4	+1
Quattro Sports (Aladdin)	14	+5	Sesame Street 1-2-3	5	+1	Star Wars	8	0
R.B.I. Baseball (Licensed)	7	+1	Sesame Street 1-2-3/A-B-C	7	0	Starship Hector	5	+1
R.B.I. Baseball (Unlicensed)	9	0	Sesame Street A-B-C	4	0	StarTropics	5	+1
R.B.I. Baseball 2	—	—	Sesame Street Countdown	—	—	Stealth	—	+1
R.B.I. Baseball 3	4	-1	Shadow of the Ninja	9	0	Stinger	4	-1
R.C. Pro-Am Racing	5	0	Shadowgate	5	0	Street Cop	11	+1
R.C. Pro-Am Racing 2	26	0	Shatterhand	6	+1	Street Fighter 2010	4	0
Race America, Alex DeMeo's	11	+1	Shingen the Ruler	5	-1	Strider	4	0
Racket Attack	—	—	Shinobi	—	—	Stunt-Kids	—	-0
Rad Gravity	5	+1	Shockwave	6	+1	Sunday Funday	32	-11
Rad Racer	5	+2	Shooting Range	9	0	Super C	12	0
Rad Racer 2	4	0	Short Order/Eggsplode	8	+1	Super Cars	9	0
Rad Racket	31	-13	Side Pocket	4	0	Super Dodge Ball	12	0
Raid 2020	—	—	Silent Assault	—	—	Super Glove Ball	—	-0
Raid on Bungeling Bay	5	+1	Silent Service	4	+1	Super Mario Brothers	7	-1
Rainbow Islands	18	-2	Silk Worm	7	+1	Super Mario Brothers 2	13	+1
Rally Bike	4	-1	Silver Surfer	6	0	Super Mario Brothers 3	11	0
Rambo	4	0	Simpsons: Bart vs. The World	6	+1	Super Mario/Duck Hunt	8	-1
Rampage	—	—	Simpsons: Radioactive Man	—	—	Super Mario/D. Hunt/WCTM	—	+1
Rampart	6	0	Simpsons: Space Mutants	6	0	Super Pitfall	6	0
Remote Control, MTV's	4	0	Skate or Die	4	+1	Super Spike V'Ball	4	-1
Ren and Stimpy: Buckaroos	9	0	Skate or Die 2	4	0	Super Spike V'Ball/W. Cup	4	0
Renegade	4	0	Ski or Die	4	+1	Super Sprint	5	+1
Rescue: Embassy Mission	—	—	Skull and Crossbones	—	—	Super Spy Hunter	—	-0
Ring King	5	+1	Sky Shark	4	0	Super Team Games	4	0
River City Ransom	15	0	Skykid	6	+1	Superman	6	-1
Road Runner	5	0	Slalom	4	0	Swamp Thing	12	0



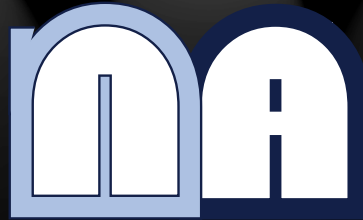
Sword Master	12	-3	Toobin'	8	+1	Wheel of Fortune: Family Edition	5	+1
Swords & Serpents	4	0	Top Gun	4	0	Wheel of Fortune: Junior Edition	4	+1
T&C Surf Design	4	0	Top Gun 2	4	0	Wheel of Fortune: Vanna White	7	+2
T&C Surf Design 2 Thrillas	8	+2	Total Recall	4	+1	Where in Time/Carmen San.	6	+1
Taboo: The Sixth Sense	4	+1	Totally Rad	5	+1	Where's Waldo?	7	+1
Tag Team Wrestling	4	+1	Touchdown Fever	4	-1	Who Framed Roger Rabbit?	5	0
Tagin' Dragon	25	+5	Toxic Crusader	9	+1	Whomp 'Em	8	+2
Talespin	6	-1	Track and Field	6	0	Widget	10	+1
Target: Renegade	4	+1	Track and Field 2	4	0	Wild Gunman	10	0
Tecmo Baseball	5	+1	Treasure Master	7	+1	Willow	6	+1
Tecmo Bowl	6	0	Trick Shooting	5	0	Win, Lose or Draw	4	+1
Tecmo Cup Soccer	17	+3	Trog	6	+1	Winter Games	4	0
Tecmo NBA Basketball	5	+1	Trojan	5	+1	Wizardry	6	+1
Tecmo Super Bowl	13	0	Trolls on Treasure Island	12	0	Wizardry 2: Knight/Diamonds	15	+1
Tecmo World Wrestling	5	+1	Twin Cobra	4	0	Wizards & Warriors	4	-0
Teenage Mut. Ninja Turtles	5	0	Twin Eagle	6	+1	Wizards & Warriors 3	11	0
Teenage Mut. Ninja Turtles 2	9	+2	Ultima: Exodus	4	0	Wolverine	6	0
Teenage Mut. Ninja Turtles 3	12	-1	Ultima: Quest of the Avatar	8	0	World Champ	10	+4
Teenage Mut. Ninja Turt. TF	29	+3	Ultima: Warriors of Destiny	16	-2	World Class Track Meet	4	0
Tennis	6	+2	Ultimate Air Combat	14	+7	World Cup Soccer	3	-0
Terminator	6	-2	Ultimate Basketball	4	+1	World Games	5	0
Terminator 2: Judgement Day	4	0	Ultimate League Soccer	9	-2	Wrath of the Black Manta	3	-1
Terra Cresta	6	0	Ultimate Stuntman	6	+1	Wrecking Crew	6	0
Tetris (Nintendo licensed)	7	0	Uncharted Waters	17	+2	WURM	4	0
Tetris (Tengen-unlicensed)	28	0	Uninvited	15	0	WWF King of the Ring	10	+1
Tetris 2	7	+1	Untouchables	6	-1	WWF Steel Cage	6	+1
Three Stooges	5	+1	Urban Champion	4	0	WWF Wrestlemania	4	0
Thunder and Lightning	8	+1	Vegas Dream	4	+1	WWF Wrestlemania Chall.	4	0
Thunderbirds	4	0	Venice Beach Volleyball	6	+1	Xenophobe	5	+1
Thundercade	3	0	Vice: Project Doom	6	+1	Xevious	5	+2
Tiger Heli	4	0	Videomation	4	0	Xexyz	4	-1
Tiles of Fate	8	+1	Vindicators	4	+1	X-Men	5	0
Time Lord	4	0	Volleyball	4	+1	Yo! Noid	6	0
Times of Lore	10	+1	Wacky Races	20	+2	Yoshi	6	-1
Tiny Toon Adventures	6	+1	Wall Street Kid	5	+1	Yoshi's Cookie	5	-0
Tiny Toon Adventures 2	8	0	Wally Bear and the No! Gang	12	-3	Young Indiana Jones	13	+1
Tiny Toon Cartoon Workshop	8	+3	Wario's Woods	10	0	Zanac	4	0
To The Earth	5	+1	Wayne Gretzky Hockey	4	0	Zelda 2: The Adv. of Link	9	0
Toki	8	+2	Wayne's World	19	+1	Zen Intergalactic Ninja	9	+1
Tom and Jerry	8	+1	WCW: World Champ. Wrestling	5	+1	Zoda's Revenge StarTropics 2	5	-1
Tom Sawyer	4	+1	Werewolf	4	0	Zombie Nation	18	0
Tombs and Treasure	7	0	Wheel of Fortune	5	0			



Don't do it!

This list has been compiled objectively using only information gathered from eBay listings for the last three months. As such, it is presented as a guide by which one may compare game values, but of course individual transactions will vary. Figures are for loose cartridges, and include an adjustment added to the closing price to represent average 'padded' shipping costs that most eBay sellers charge. This data is copyright NintendoAGE.com and may not be reproduced without permission except for personal use.





Member Spotlight: QUACK

[Name:] Matt Quackenbush.
[Age:] 28.
[Location:] Albany, NY.
[Occupation:] Technical Director/Director.
[Director? For movies and stuff?] For a 24 hour local news television station.
[That sounds exciting!] It can be a lot of fun, mostly when there's breaking news and you're just flying by the seat of your pants wondering where you're going next. Election night was intense.
[I've worked for a television station before as well. People have no idea how frantic it is on the other side of the TV. Anyway, we're here for Nintendo. How long have you been collecting?] I would have to say that the NA got me into collecting NES. I grew up with the Nintendo when I got one for my 5th or 6th birthday, then I stumbled into NA and it took off from then. I joined one month into it, got a nice reference from Dain from another site I believe.
[Wow, you've been around that long? I had no idea.] I haven't always been the most voicetrous one out there, but I always find a way to contribute to the conversation somehow! Usually telling Batty that I'm not Penguin on most cases.

[And then there's poor flyingducky.] The red-headed stepchild.
[How big is your collection?] I've got a rather modest collection of only around 30 games or so? I had gotten about 100 CIBs at one point, but then after reading another member spotlight, it made change my focus to just going after what I had growing up and enjoying so I'm just finishing that up and I enjoy supporting the homebrewers out there. It's really nice to just have new Nintendo games to experience instead of dropping 50 bucks on a newer generation system.
[Wow, living proof that people actually read the member spotlight!] No doubt, you do a tremendous job putting this out for us every month, I thank you sir.
[So are you mostly done with getting all the games you desire now, or are there still a few out there that you haven't gotten yet?] There are a couple

I still want to pick up to feel like I've gotten them all. Then I'll try to knock out getting maybe one homebrew a month to help them along.

[Do you have a favorite and least favorite game?] I would have to say my favorite game is SMB3.....as for a least favorite? I guess I don't really have one, I give them all a fair shot for me to enjoy.
[Have you played Raid 2020?] I haven't. Should I add it to my Gamefly queue?

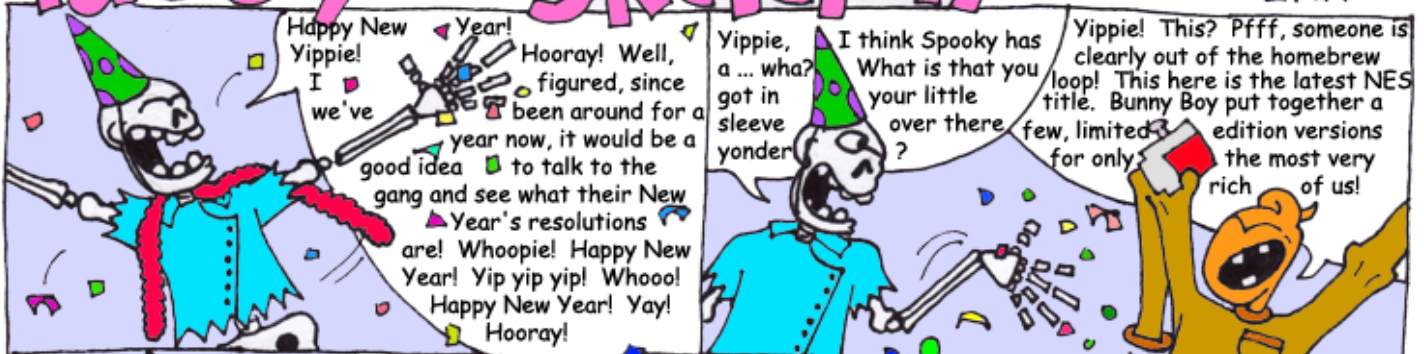
[Haha. Yes, and then the next time you're in the member spotlight, you'll have an answer to that last question.] Why do I get the feeling I'll end up like the jamokes who watched the VHS tape in The Ring?
[That's not far from what could possibly happen.] Maybe I'll end up setting a record for Twin Galaxies.....stranger things have happened I'm sure!
[Any last words for all the kids at home?] Don't be a fool, wrap your tool.
[I wish I had that advice growing up.] Child support is a bitch, sir.



- QUACK's TOP 5 RECOMMENDATIONS**
1. Mike Tyson's Punch Out,
 2. Double Dragon, 3. Trog!,
 4. Ghosts 'n Goblins, 5. Gauntlet



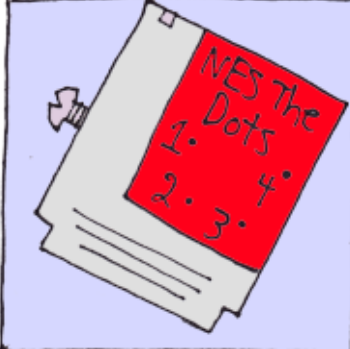
Faegly the Skeleton in NOTHING NEW YEAR



Happy New Year! Yippie! I figured, since we've been around for a year now, it would be a good idea to talk to the gang and see what their New Year's resolutions are! Whoopie! Happy New Year! Yip yip yip! Whoo! Happy New Year! Yay! Hooray!

Yippie, a ... wha? I think Spooky has got in your little sleeve over there yonder?

I think Spooky has got in your little sleeve over there yonder? Yippie! This? Pfff, someone is clearly out of the homebrew loop! This here is the latest NES title. Bunny Boy put together a few, limited edition versions for only the most very rich of us!



Wow, connecting the dots. Oh I wish I could. Looks like you got a little problem here, though. This screw is a little loose....



Like it? I made 5 copies with a loose screw that shocks whoever tries to tighten it! Only \$400! Want one?



Nah, thanks B-man, but I think I'll pass on that gem. That was definitely NOT a resolution, though. I wonder if King Rat has one for us? You bet I do! But, did you say one? Ha! How's 'bout a million! Take your pick, I resolve to give away free, sealed games to all my forum friends! Who! What would you like, Faegly?

Aaaaaablblblblblbl! Boy! Now, THAT'S a resolution! I'll take a sealed Banana Splitcicle Prince and a Crew of Wreck, please!



Aahhuhu, just a second there, I meant any copy of Pac-Pup I have. Uhhh, yeah, take that one right there, on second thought I need to sell these fake, I, er, mean legit sealed games so I can buy back Noah's Ark of the Indiana Covenant Raiders. Come to think of it I need Pac-Pup too, so....

Pac-Pup? Man, that's not even the Nimcopoop version! Come to think of it, that's not even a resolution! It's the same thing you did last year!



Not if I have anything to say about it, Faegly! I resolve to stop that man so sealed collectors are safe! You're looking nice. Well, that sounds like something. So, uh, hey, wait a sec, didn't you die last month?

Ooo o I did, I did! It was the most horrible death one could ever hope to imagine my boy!

I guess you resolve to come back from the grave too, but whatever. That's good you're going to focus on others at least instead of going all sealchotic again.

More Faegly? Sheeah! www.faeglytheskeleton.com

Oh, I'll never stop doing what I love. In fact, I was thinking, the shelf on which my sealed games sit is open, perhaps just a little plastic wrap won't hurt. Just a little, just a little over the front maybe...

Now, now take it easy there. Easy, easy boy! That's it, yes, here, this little needle here will seal up everything nice and tight. Come over here. We don't want to lose you again, so why don't you have a little of nice-

Haldol? Oh, don't worry about me, Faegly, you know, they make these pills for that now! HUUUU....

SHAKY GUN

JUICY SYRINGE

BLABBERY SPIT

The NageDA lists the following side effects: pooping out the ears, eye candy, boogers in the toes, blurry and furry goop hair on the back, loss of textile.

Blast it, that's not a, woah! Hey, Thor! Wow! Who's that?!

Faegly, my man, nice trick with the beer and the ladies! I, upright

eyes there brah. Me? have time for cars, Thor like it fast and like a toploader!

Pop!

DRIPPY BOOZE

DIPPY HOEZ

Whoa? Dang it! You, Thor have been doing that for 20+ years! I, woah! Who the?!

Show you to deface the name of the loader like that! To think I looked back in the 90s! You worm! Take that! Me, I got my rep back

sacred top-up to you

Phew! I was beginning to think none of you guys changed much of anything! Wow, Nick beast, looks like you're on top!

SNAPPY NECK

POW! POW!

HEADLESSLY HEAD

Dardy, dary deeuuoo! Uhhhhh. Looks, I's got this! My resholusion is tuh buy this heah uhh, M-hhhh.. eightytooth for five oysters! Uhhh

God, you moron, that's what got you into last year! Guys, I asked if you Year's resolutions, but the same!

trouble had New Year's, you're all

DUMBY GUY

STEADY HEADY

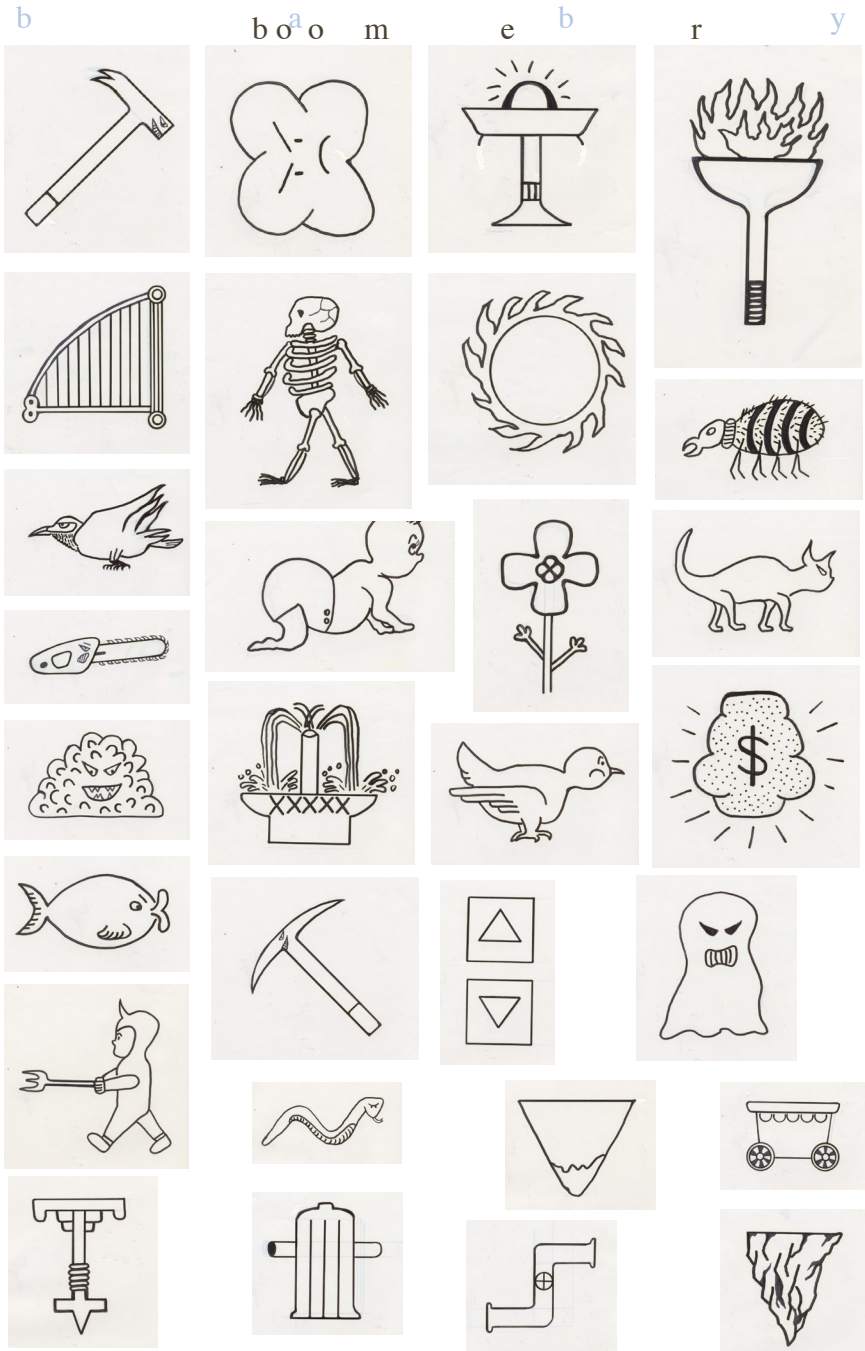
Faegly!!! Why, that's because we all resolved to change ABSOLUTELY FREAKING NOTHING! We resolved to stay exactly the same and keep doing the same crap!

You guys certainly are some of the most annoying friends I've ever had, but dang, you're sure more honest than anyone else!

HAPPY NEW YEAR!



From the hallowed archives of NationalGameDepot, here are more ancient artifacts for your perusal. This month: original concept art from Baby Boomer, Mission Cobra and Galactic Crusader. Some images you may recognize, and some never made it to the game in their conceptual form. Enjoy!



GALACTIC



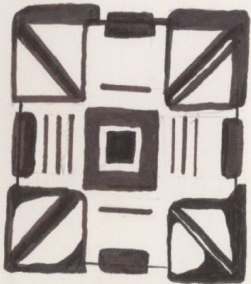
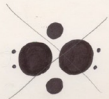
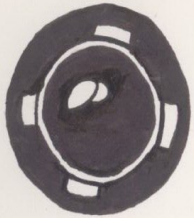
Dragon WASP



WW
INTENSE

The Great Emerald Beas +

ose Few that Lived to See the
tellar Leviathen Didnt Live through CAN.



Sentinal
Mega Pod.



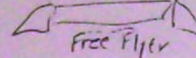
Mutech Power Blaster



Shoots Double shots
Attacks to front of
Ship or can be Fired
or recalled by Pushing B



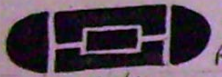
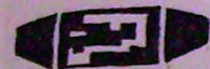
Add Power. Must
Catch it or
it goes off the
Screen



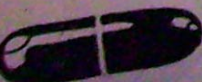
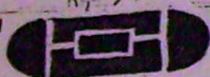
Free Flyer



Crab Walker

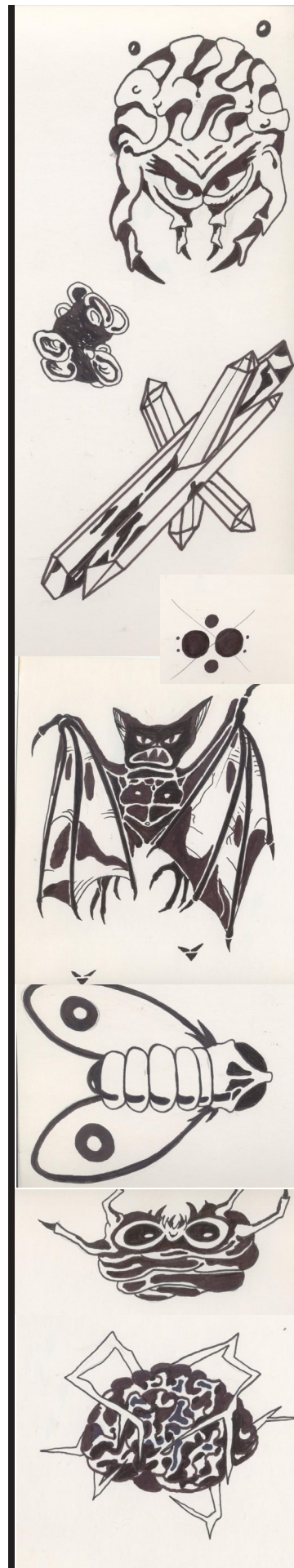
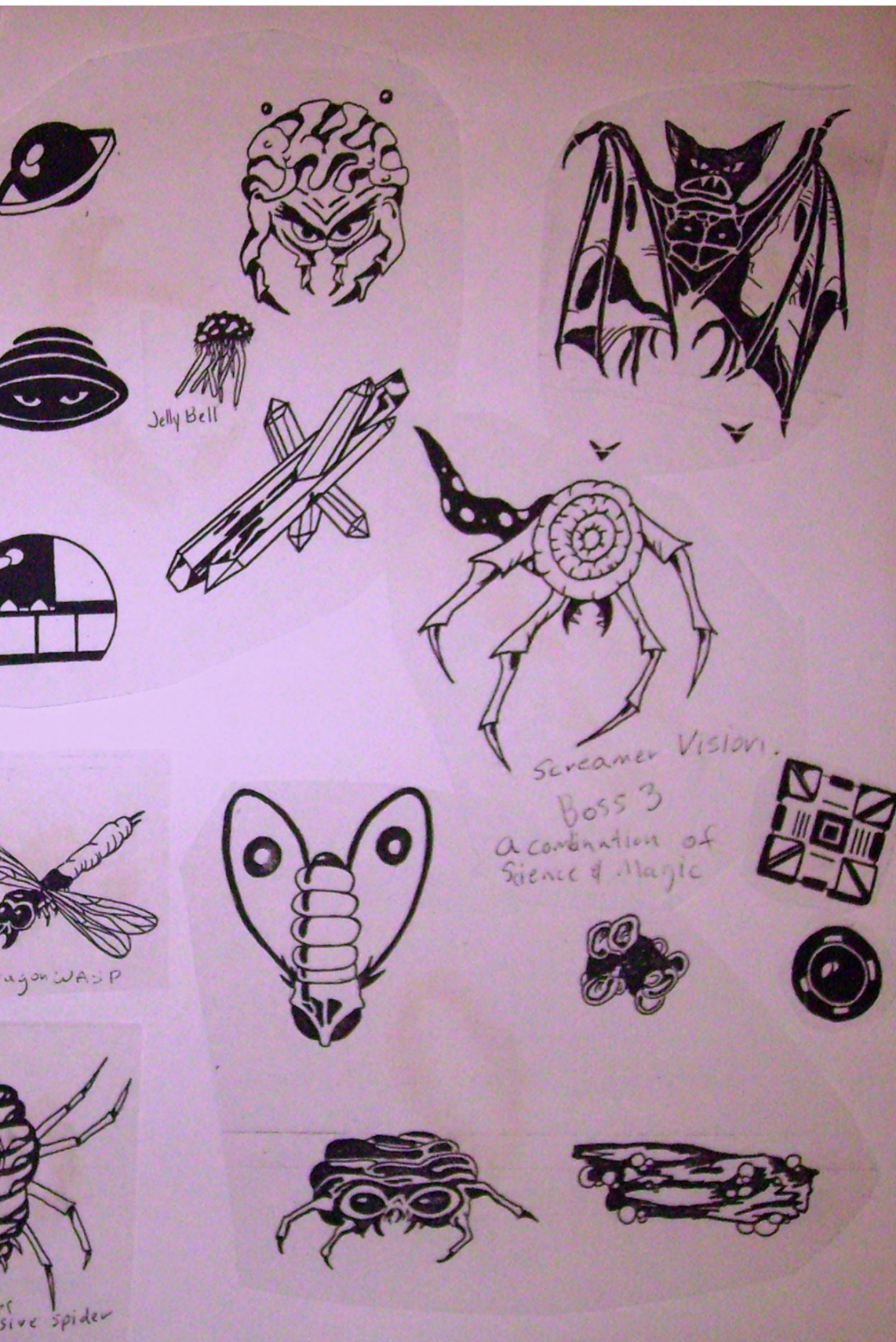


Shelled Creeper

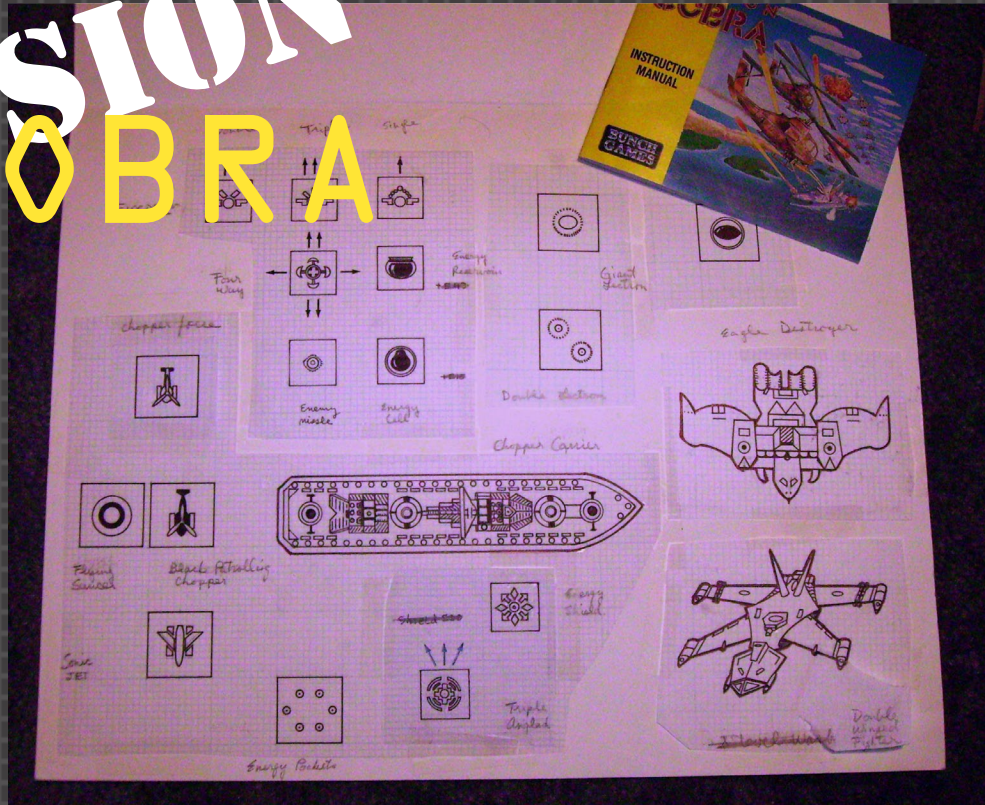


Corro

C·R·U·S·A·D·E·R



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