

NOVA

Featured Story:



NINTENDO CHAMPIONSHIPS

ALSO INSIDE:

VIRTUAL BOY COLLECTING
 New eZine Design
 PRIVATE ARCADES
 FAMICOM GAMING
Cover Art Interview
 NA Price Guide



Last month I finally picked up Virtual Bowling for Nintendo's Virtual Boy (VB) finishing off my world set of this system's games. For those not familiar with the Virtual Boy System, it was released on August 15, 1995 in North America. It quickly tanked, and despite numerous price drops, was discontinued the following year. Nintendo sold around 770,000 units worldwide. The unit was powered by a 20 MHz processor and utilized cartridge type game paks. While previous Nintendo pads were basically bricks with buttons, the VB was one of Nintendo's first attempts to create ergonomic controllers. It had grips that allowed the user to hold the controller with both hands while keeping the thumbs free for pushing buttons. These refinements led the way to the Nintendo 64 and Gamecube controllers.

The Virtual Boy system was the first portable system capable of displaying true three-dimensional graphics. Most games of the time used monocular cues to display graphics. This effect can be demonstrated by closing one eye and waving your hand in front of your face. Your brain is telling you that the object (in this case your hand) is closer to you because it is blocking your view of the object behind it and because the object appears to get bigger as you bring your hand closer to your face. This method works very well if the computer is powerful enough to handle the graphics. The Nintendo 64 used this method of perspective

graphics allowing for pseudo-three dimensional environments. The farther Mario gets away from the screen, the smaller he gets relative to the foreground.

The Virtual Boy, on the other hand, uses the depth effect known as “parallax.” Simply put, when you have both eyes open, your brain receives a slightly different views of the objects allowing it to construct a three dimensional rendering of the world around you based on the differences in the two pictures and the relative angle of your eyes vs. the height and position of your head. This effect allows for objects at various distances to appear to move at different speeds, and for objects to appear the same size relative to the background as they get farther away from you. Elementary trigonometry!

A simple example of the difference between the two methods can be demonstrated by having someone toss a tennis ball to you while you keep one eye closed. [Nintendoage.com assumes no liability for any and all injury or damaged caused by performing this experiment. If you do actually test this, you are a douchebag.] It is somewhat difficult to catch the ball with only one eye, even though your brain thinks it knows where to direct your hand to intercept the ball.

The VB system was basically a big pair of virtual reality goggles. The user would stick their face up to the unit and play the game while viewing images on the tiny screens inside. While the system sported some fun games and neat graphics, the downfall was that it featured a monochrome (red) display. This coupled with the uncomfortable playing position, eventually lead to the system’s downfall. Nintendo released a total of two not-for-resale demo games, 14 North American games, and 19 Japanese games. Due to the lack of interest in the system and the small number of games, collecting for this system is both a challenge and relatively simple.

The two demos, Red Alarm and Wario Land are readily available with simple searches.



Acquiring the 14 North American games is not very difficult. Most of the games can be found on NintendoAge, eBay, or Amazon.com. Items that can be difficult to find are Jack Bros., Water World, and the box for Mario Tennis. The rarity of Jack Bros. and Water World is due to the basic lack of original retail sales. The Mario Tennis box was technically a not-for-resale box that was sent out as an in-store demo. The cart and manual were pack-ins with the VB system.



The 19 Japanese games are a different story. While the relative rarity of most of the Japanese games is low, the fact that very few games have made it out of Japan makes collecting difficult. Most of the sellers in Japan do not ship outside of the country. While this makes matters difficult, the real problem is that all the sites are in Japanese and even if you were able to contact the sellers, most of them do not speak English. There are sites such as google.com/translate, but these sites are not always accurate and do not translate everything. The best way to buy these Japanese games is to use a service such as japoni-camarket.com. I have personally used this service on a number of occasions. They will buy the item for you and have it shipped to their office. Then they will airmail the item to your door. This gets around the two major problems in that the service providers speak Japanese and their offices are in Japan. First, you find the item you wish to purchase on sites such as eBay.co.jp, amazon.com/japan, and/or auctions.yahoo.co.jp. (I have even sent in an email regarding the item I wanted and almost instantly they emailed me back with a different listing that had a BIN at half the price of the auction at which I was looking.) After you decide on an item, you send in a simple order form and they will send you a PayPal invoice for the amount of the auction. After they receive the item in their offices, they will send you another invoice for their nominal fee and shipping to your doorstep. Each time, the whole process took less than two weeks from the date of my order to my receiving the item. In my experience, the

items arrived very quickly, were well packaged, and exactly as described. Collecting for VB is very satisfying. After finding the 14 US games, you get to say you have a complete set of something! How cool is that? Then after acquiring the 19 Japanese games, you get to say you have a complete WORLD set of something. That's just amazing and justifies bragging rights. Be careful though. Finding and acquiring the games SD Gundam Dimension War and Virtual Bowling can be very difficult.

The fun doesn't stop there. After you assemble all the games for this system, there are a myriad of other promotional items to find and different accessories that can be very nice conversation pieces. Virtual Boy is an often-overlooked system because of its small fan base and short list of titles. It is also a very satisfying system to collect with some amazing box art.

Actually playing the Virtual Boy is a real trip. The picture is pretty neat, just a bunch of red lines and blotches making up an image. Watching everything buzz around in front of you is an experience. The fact that you have your head hooked directly up to a machine while listening to the stereo sound effectively cuts you off from the outside world. It makes it seem like all there is, is just you and this game. No distractions in your peripheral vision or nagging significant others getting in your business. Just don't have a seizure or develop a hump in your spine from playing too much.



From the Design Artist



When the responsibility of Design Artist was passed from Kevin to me, I knew that I had some big shoes to fill. I knew that there was a lot that our NA community expected out of the newsletter that I needed to live up to.

I had a lot of ideas in my head for creating it, and I knew that I had to use the right software to achieve these goals. I decided to learn Illustrator and InDesign from nothing, my only prerequisite being Photoshop. There were times that I was pulling my hair out trying to do simple things that I knew I could easily pull off in the 'shop, but eventually I became competent in the programs and was able to pull off my ideas, although I still have much to learn :)

I ended up creating a new layout that was based on the design of the site and reflected subtle NES themes. I created new headers for the authors fea-

turing their avatars for newer members to make connections to them on the forums more easily.

I also added hyperlinks to the title page so if an article catches your eye, simply click the name and Reader will scroll to the corresponding article. A good shortcut for navigating the article is holding alt and the left and right arrows. These serve as 'Back' and 'Forward' functions.

One last thing I changed was the coloring on the Price Guide. I changed the increases in price as green and decreases as red, so that it is more clear at a glance what the behavior of the prices are.

It took me a total of 30 hours to make this issue including all the time it took for me to learn the programs and make the new layout, so I hope you all like how it turned out.



THE PRIVATE ARCADE: NOT A DREAM FOR THE TIMID

Introducing Showcase 33, a deluxe cabinet like no other.

ATARI QUALITY

- 33 inch monitor
- Acoustically-designed speaker system
- Wrap-around monitor shield
- ULC board
- Plywood base



OPERATOR CONVENIENCE

- Universal control panel for 1-4 players
- Fully JAMMA compatible
- Backlit attraction module accepts standard decals
- Front access electronics

IT'S TIME FOR A VISIBLE CHANGE!

Dimensions:
Height: 80 in. (203 cm)
Width: 465 in. (1181 cm)
Depth: 60 in. (152 cm)
Weight: 660 lbs. (300 kg)

Atari Games Corporation
675 Sacramento Drive
Menlo Park, California 94025
(408) 434-3700



Figure 1: The "7-Eleven" Cabinet equipped with a Final Fight CPS I board, needing restoration.

Hail NA community! 'Tis the mighty Euripides descended momentarily from his throne of lightning and high scores to discuss one of the greatest private collector's dreams... a personal arcade. What could be more magnificent than your own arcade? Well, any gamer worth his salt can tell you straight away the main drawback to owning one is the tremendous expense required to acquire, own, and operate a respectable arcade room. Combine their cumbersome designs with their niche following, and the result can be enough to deter even the most avid retro collector. So, what's one to do? Well, if you'd rather not sink the time, space and money it will take to make your full arcade dreams into reality, then step aside to let the real men with giant flowing beards grab their phone books to summon the moving-peasants. You might be better off with an emulator. But, if you think you can afford just one or two arcade cabinets, you might want to consider a multi cabinet. One of the best cabinets out there for a multiple board environment is Atari's Showcase Cabinet, more specifically the Showcase 33. The showcase cabinet packs a massive 33-inch monitor with a powerful sound system and a console large enough to install up to 4 joysticks, trackball... just about anything. They're built like tanks, but easily movable. They collapse into two pieces, and best of all they have front-panel board access. This makes swapping boards easy, as opposed to dragging your cabinet away from the wall, dinging the woman's precious wall paper, tearing the carpet with the cabinet feet, etc. So, what about the hassle of moving? The control panel section can be easily disconnected via a few simple plugs and weighs around 70 pounds, so moving it is not that difficult. The monitor tower comes equipped with wheels, which are essential because the tower weighs hundreds of pounds and is full of delicate equipment, including of course the monitor. Its size and weight can be a drawback... but the cabinet is mighty and can be packed with hardware. Another possible choice is the "7-Eleven" cabinet (Fig 1). These are indeed exactly what you think, arcade cabinets that held the game-of-the-month at your local 7-Eleven so you could pound in quarters while maxing out on a Slurpee. What made these cabinets great was the front drawer access tray that slid out, allowing the operator access to the boards without hav-

ing to move the machine. They also take up half as much space as the showcase for those with limited square footage. However, one major problem with these cabinets is they're notoriously hard to find and often have defective parts. What? "Bad parts," you say? What I mean is these cabinets were usually equipped with a cheap monitor to minimize loss from the abuse these machines were likely to endure. But if you do find one, snag it up: they're worth restoring to have a unique conversation piece and easy-to-use arcade cabinet. No matter which cabinet you choose be prepared to drop anywhere from \$350 - \$900 for a decent unit depending upon the hardware it has equipped. Just make certain to be weary of cabinets with defective monitors. The restoration cost is considerable. Now that we have a cabinet, what goes inside? Well, the main standards of game boards are PCB, JAMMA, Capcom's CPS boards, and SNK's Neo Geo MVS carts. There are others, but these are the main hardware setups any gamer need know of. JAMMA is the gold standard of the arcade industry. They're simple and they "plug n play" boards that fit into any cabinet equipped with a harness. The only downside to these boards is they need to be handled with care. One wrong bump or damaged chip and the game is junk unless you know how to repair it. Be prepared to spend anywhere from \$20 to several hundred dollars for a board depending on the game. Overall these are the most readily available boards. PCBs were in use until around 1985 when JAMMA began to phase them out. The reason? These boards often required custom power supplies and wiring, so when the operator wanted to change out boards it was a pain to do frequently. Many of you may remember the Nintendo "Play-Choice" games from back in the day? They're great games, but sadly they're also PCBs.

Next, there are the CPS and MVS carts. This hardware complements the available space to a JAMMA rigged Showcase very well (Fig 2 on next page) and Capcom couldn't have made their boards any easier. Their first go at it came in the form of CPS I, these looked like double stack JAMMA boards and worked with any JAMMA harness, but were just as fragile. Their next stroke of genius came in the form of the CPS II hardware. This involves a CPS A board (serves the same function as a JAMMA harness, accepting games), and the B board (an encased game cartridge). The great thing about these is

they're idiot proof: you plug in the cart and voila! Game time. It also had the advantage of being enclosed in a protective case with a clear label describing the game inside, unlike JAMMA boards that often become difficult to discern.

The only major disadvantage other than a limited library of Capcom-only games is the "suicide battery." You see, Capcom came up with this brilliant and nefarious scheme that they didn't want operators to throw their games in a warehouse when they became unpopular or unprofitable. So, to combat this they were fitted with "suicide batteries," which were designed to make the game unusable if they sat in storage for too long. These can be fixed and made to work again, but the process is long and difficult to do. Regardless, one should always test before buying one when possible, especially with CPS B boards. Be weary of "as-is" or untested equipment as these can often end up unusable junk ... you don't want to get stuck with a dead board. SNK has a similar simple setup: plug in an MVS cartridge and you're good to go. A Neo-Geo can house anywhere from 1 - 6 carts depending upon the board, but it should be noted the most reliable ones are the 1-slot and 3-slot boards. Anything higher has known issues and the quality isn't nearly as good. Both CPS and MVS carts can be just as expensive as JAMMA depending upon the rarity of the game, so do your shopping, ask around, and stay vigilant, what you're looking for will pop up at some point.

Last of all, where can you find arcades and the games that make them so incredible? Well, anywhere actually. Try your local phone book's yellow pages and check out the amusements section. Know where a machine is? Look at the side: the owner usually tags the machine somewhere. If you can, call them, visit them, badger them until they let you into their warehouse... after this it's time to buy. The general rule of thumb here is BUY SOMETHING! Unless you drop coin right away or immediately make arrangements to do so in

the near future you'll never get back into their graveyard of gold again. Shop smart.. shop S-mart! Establishing a lasting relationship with one of these guys can open up a whole network of connections, so work your silver tongues and grease some palms to find what you're looking for, it pays off in the end. Otherwise, eBay is always a great place to "meet" these people then barter offline for what you want. These people are generally more receptive to dealing because they're already in the market to sell! Also, you can always scour private niche sites like our own NA. A good place to start is KLOV (www.klov.com), this is a great reference site for anything you could ever want to know about arcades.

Most importantly, before you buy... ask. Asking someone who knows no matter how mundane the issue may seem can save you hundreds of dollars and hours of aggravation. Also, make sure you have the essentials, like a place to store your games away from the kiddies, a good dolly or hand-truck with secure fastening straps, a multi-head screwdriver and allen wrench set. These tools are must haves for any owner. If you happen to want to do the moving yourself rather than pay a moving company (NAVL is the cheapest), get a moving truck with an electric lift on the back. Most of the ramps that pull out the bottom of the truck can be clumsy, have limited space, and require great feats of strength and elbow grease to make it happen. Remember, these are heavy, fragile electronic arcade machines so something that you settle for or improvise with may cost you your investment. The path to a great game room may be long and arduous, but in the end is well worth the effort once it's all polished up. Stay ardent, long-bearded, and you shall prevail. But, if you find yourself still wondering friends, just ask, it's not worth the headache, especially if the woman finds out. Cheers!



Figure 2: The Showcase has a lot of room for multiple hardware setups. Seen here is a JAMMA harness on the left with Tekken 4's Dreamcast hardware running the game CD.

A SMALL GLIMPSE INTO THE FLIP SIDE OF FAMICOM GAMING

A rising from the ashes from the video game crash of 1983 and 1984, Nintendo took America by surprise, like a tidal wave out of Japan. The NES, like its distant Famicom cousin, enjoyed a large library of titles, many of which were shared between the systems. Since the “guts” were almost the same, it was easy to import the software and “Americanize” it to fit a different audience. Some of these changes made to original Japanese titles are fascinating, however...and even more surprising are some of the titles that never even made it to our shores.

First let's look deep into the components of the two systems. The Famicom had a stereo plug for headphones, which the NES did not. The Famicom received a disk drive system add-on, extra sound chips, and hardwired controllers. The Famicom was a top loading console, a design the NES didn't adopt until years after the initial release. (Toast, anyone?) The NES featured regional lockout technology and differ-



ently sized cartridges, which made playing Famicom software difficult outside of Japan. The aesthetic design was also strikingly different between the two.

Far more interesting than the hardware differences, however, are the changes made to the games. Unknown at the time in the West, we were only getting a fraction of the Famicom software. And some of what we did get was horribly translated with changed plots, edited graphics, sound modifications and new artwork...or sometimes a different game altogether. An infamous and popular example is Super Mario Bros 2, which is an entirely different game in Japan. I'm talking about the Mario game with snow, windstorms, goombas and koopas underwater, bloopers in mid-air, fake Bowsers, poison mushrooms, and even smarter Hammer Brothers who come after you! The popular lore suggests we did not receive this “real” sequel stateside due to the extreme increase of DIFFICULTY. I can almost hear the Famicom laughing at its little NES brother and giving a swift kick.



The Famicom reaped an abundance of shooters, platformers, brawlers, RPG's and other various games that likewise never saw the light of day stateside. As a small taste of some of the best games we never had access to “back in the day,” I've compiled a great list of Famicom games to check out. It's easy in today's market to acquire them, and with various “Famiclone” NTSC systems as well as cheap adapters available, playing them is a snap. Here are a few of my favorites:



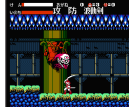
King Kong 2 – Ikari no Megaton Punch – With a title like this, what's not to like?



Crisis Force - In my opinion, one of the best shooters on the Famicom. Shame on you, Konami! You were holding out on us.



Gradius II – Ok, so we're good enough for Gradius 1, 3, 4 and so on, but in the US we get the butchered “Life Force?” Another brainfart by Konami.



Getsu Fuma Den – a really great action RPG, from guess who? Konami!



Power Blazer – The original Power Blade, and if you haven't seen this one you're gonna be shocked at the overhaul.



Dragon Scroll – Another great one to check out.



Splatterhouse – Wanpaku Grafitti - The first boss was Michael Jackson!



Kamen no Ninja Hanamaru remember Yo Noid? Well this dude kicks that stupid rabbit-creature right in the ass!

Super Mario Bros 2 Japan – If you haven't seen this one, where the hell have you been?

Devil World – Yes Nintendo's lil secret has escaped from hell for everyone to see. A popular multicart inclusion, this was a “black box” title we never received in the USA.

Moon Crystal – A highly sought after Famicom cart, check it out and you'll see why.

Summer Carnival Recca – This shooter pushes every bit of the Famicom to its limits.

Sweet Home – I'll let you be surprised by this one. I recommend a translated ROM.

Moai Kun – A fun puzzle game.



Nuts and Milk – Another multicart favorite which seems to use the Lode Runner engine.

Joy Mecha Fight – A great fighter with great graphics, a must see!

Akumajou Special – Yep a good Konami game we never got to see. Also known as Kid Dracula.

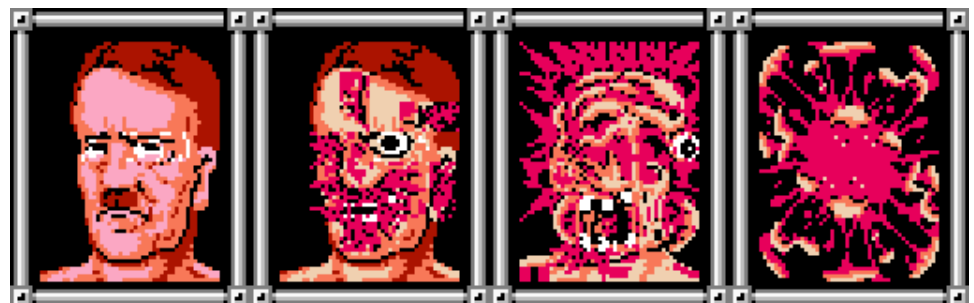
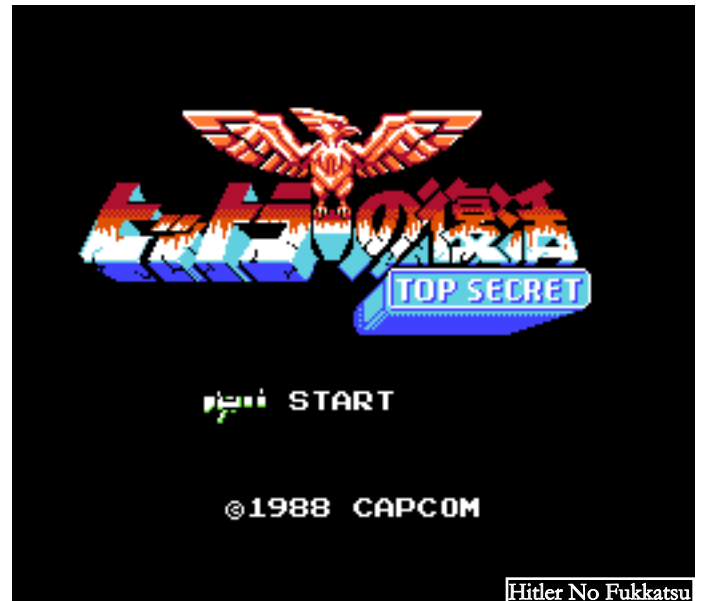
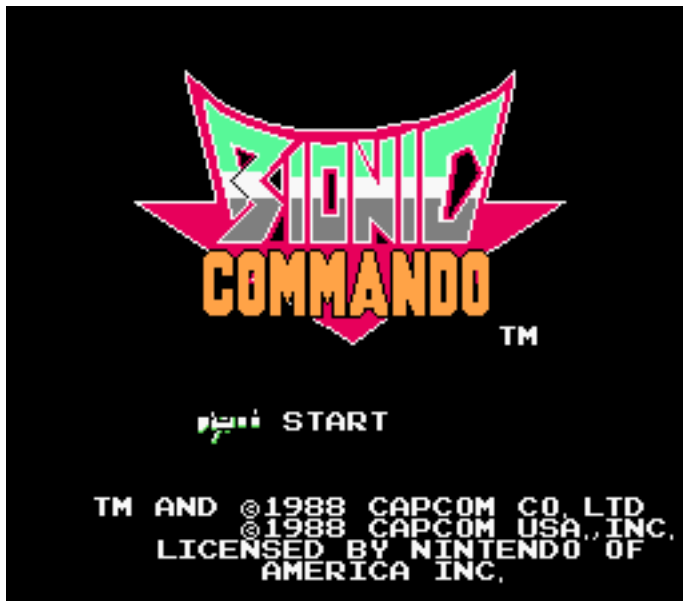
Spartan X2 – Known as Kung Fu 2, and boy is it a big difference from the first one.

Arkanoid 2 – This game is so cool, it STARTS on a BOSS FIGHT!

Yume Penguin Monogatari I'll let you guys discover this one on its own.

Uchuu Keibitai SDF – A very obscure and fun shooter with great music.

In addition to those exclusives, here are a few titles to compare and see how the flavor of a game can change when ported from Japan to other regions. Play Contra then Gryzor, compare Wrath of the Black Manta to Ninja Cop Saizou, Xexyz to Kame no Ongaeshi - Urashima Densetsu, and last but not least try Panic Restaurant, then Wanpaku Kokkun no Gourmet World. There are many, many, others that could have been added to this list. I hope you guys have enjoyed this small glimpse into the alternate universe of Famicom gaming.



Unchanged Hitler explosion ending

Adventures of Kaz



Sometime last summer I sat down at my computer, went to Google and fixed my eyes on the search engine bar. I was determined. I was going to find some original video game artwork, buy it, and own it for the rest of my life. I searched and searched and searched. Nada. Zip. Zilch. After running my typical phrase searches and coming up empty-handed I decided to do a search by title. Starting at the beginning of the alphabet I went right ahead with Adventures of Lolo. I absolutely love the artwork for this game! I made it my mission to discover the original artist. As a young child, I remember going to our local video store (Flicks and Pics II). I would, as every kid during this era would, haul ass to the video game section (which was strangely located next to the foreign films). I remember staring at the Adventures of Lolo box, always hoping that the “available” tag would be hanging from its hook. It was always gone... So, the image of that box art has always haunted me. I was compelled to seek out the original artist. Some of you may be familiar with Kaz Aizawa, most will not. Mr. Aizawa is the original cover artist for the US release of Adventures of Lolo series and many other great titles that HAL Laboratories produced. I was unsuccessful in purchasing any artwork from him. However, he still owns all of the original items that he created while working as an independent artist for HAL Laboratories. Some of his NES era artwork includes Joust, Millipede, Vegas Dream, Defender II, Air Fortress, Kabuki Quantum Fighter and the Adventures of Lolo series. He also created artwork for the Gameboy games Revenge of the Gator, Shanghai and HAL Wrestling. In my quest to learn more, Mr. Aizawa agreed to do a brief email interview about his time working at HAL during the NES era. Kaz was more than happy to answer some questions about his past.

Q: When did you work for HAL?

A: I started to work for HAL around 1987, soon after graduating from art school, and had great working relations with them for several years.

Q: How did you get the job?

A: Typically, most of my freelance illustration work was obtained by advertising through established means. For example sending out promotional material to advertising agencies, and graphic design firms. I also had reps in New York, Chicago, and Los Angeles getting me work. Having said that, how I ended up working for HAL was completely a different story. Right after graduating from Art Center College of Design in Pasadena, California, I was visiting my family in Portland, Oregon. At the time, my father had just started a small Japanese restaurant, and I was at the restaurant showing my portfolio him. A Japanese man who knew my father just happened to be there and asked if he could also take a look at my work. I happily obliged. A year later, I got a call from that man, Yash Telakula, who asked me if I'd be interested in creating some artwork for Nintendo games. Turns out he was the man in charge of HAL Laboratories U.S.A.... Just pure luck!

Q: How exactly were you employed?

A: Like most freelance illustrators, I worked as a private contractor working from projects to projects. We would negotiate usage, price, and deadline, and go from there.

Q: What were some of your inspirations for the NES/Gameboy pieces you did? Particularly the Lolo series.

A: Inspirations for most of my work came through immersing myself in the project. Back in the '80s, HAL would send me clips of the game that had been created on VHS cassette. I would watch those and review any other material they provided. Since most of the games were still in the process of being written, the amount of reference material was limited. Also back then, the final screen art for the games was in low-res and very pixelated so it was hard to make out what the images should look like. The exceptions were the re-release of games like Joust and Millipede. Now that brought on a different challenge since I had to make the art different than the one created before, but still convey the spirit of the game.

With the Lolo series, I got to play the game, and read some information sent to me by HAL. This gave me some ideas, but after that, you just have to do the visual research yourself, and that meant getting out and hitting the stores to see what was out there.



Inspiration came from roaming the bookstores, perusing through magazines, watching TV, going to the toy store, taking a nap, all at the time thinking about the job at hand. This was the kind of fun research I would do. After collecting as many reference as possible, I would do many quick rough thumbnail sketches (around 50) to come up with different concepts and compositional studies. Then I would fax three of the strongest sketches to Yash. Later, Yash and I would talk on the phone to see which direction they would prefer and proceed from there.

Q: What was the most challenging piece(s) for you to create?

A: There was this one game called "Day Dreaming Davy;" For whatever reason, I just wasn't that excited about it. As an artist, whenever you are excited about a project, the creative juices flow and you can come up with art that exceeds your expectations. But this one, I just couldn't get into it, so it was a challenge. Halfway through the job, it was stopped. I'm not sure if it got canned due to it being a bad game, but the project got killed...or maybe they gave the job to another artist since it wasn't going well? Who knows?

Q: What elements was your employer looking for in the artwork?

A: Packaging art is different than other forms of advertising art. It has to be something that grabs your attention when the package is sitting right next to a competitor's package and then it pulls you in to reveal elements of what the content has to offer. The purchaser has to feel in love with the package just as well as what's inside, or else it might make the difference between your product being purchased or the one right next to it.

Q: Did you own a NES prior to working/during/or after your time at HAL?

A: They gave me a free one, so I did play some of the games. That's the only video game unit I've owned... oh wait, they also sent me a couple of gameboys, oh yea, and the shooting guns set and that floor mat thing that you run on, and... well, you get the idea, but I don't have any of the new games like the Wii. Maybe I should do video game work again.

Q: Do you own any of the original games that include your artwork?

A: Yes, I think my favorite to play was Lolo. It was more of a thinking game rather than just a shoot 'em up type. HAL sent me all the games

I worked on, and it's always fun to see your art on a package. Also, the illustration colors were reproduced pretty well on the boxes, so I was happy with the final product.

Q: What was the most exciting thing about working for HAL?

A: Other than creating fun and exciting art, the people at HAL were fantastic to work with. Both the U.S. branch and the Japanese people they sent over were great. They were really friendly and a fun group of people. We partied in Vegas at the consumer electronics show, and I've even attended one of the Japanese guy's wedding. They really were good friends and not just clients. I kinda miss them.

Q: Were any other artist involved?

A: Not on the packages I illustrated. The graphics and type was handled by a designer they hired, but pretty much I had a lot of freedom when it came to the illustration.

Q: Have you ever sold an original piece?

A: I've only sold a few pieces during my 20+ years doing illustration. Strange, but they've all been the pieces I created during my art school days. A couple of them were used on jazz covers during the '80s for Pat Kelly and Suzanne Dean. Right now I'm hesitant on letting go of the Nintendo pieces since they make a great part of a retrospective when I show. I think I'll wait till my son's a bit older and ask him what he would like to do with them.

Q: Do you know any other artist that did pieces for other companies?

A: There are many artists that created game package art, and some are just amazing. I can't even start to list them...also because I forget names fast. It's probably all the fumes I breathed in while airbrushing.

Q: Anything else you would like to add? Your background, where you are at now and what you are currently working on? What would you want to work on in the future?

A: Well let's see, born in Tokyo, Japan, came to the U.S. in 1968. I was raised mostly in Portland, Oregon, came down to Pasadena to attend Art Center, and have been down here ever since being a freelance illustrator. In the recent years, I've worked for several animation studios here in Los Angeles, mostly at Nickelodeon, and also at Cartoon Network. Currently I'm working as a background painter for a new show called TUFF Puppy,



which is a Butch Hartman show. I've been working for Butch several years now, most recently on the shows "The Fairly Odd Parents," and "Danny Phantom." The crew is super-talented and some of the nicest people I've met. I've also worked as a texture painter for a couple of CG shows on Nickelodeon, "Fanboy" and "Penguins". Learning Maya was a challenge, but once you get the hang of it, the rest is all painting knowledge.

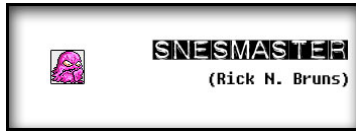
What would I like to do in the future? For hobby, scuba dive all the top dive sites in the world, and on the artistic side, I've got some secret projects in the works which I just can't talk about it because they're...secret. And finally, just spend as much time as I can with my son and wife.

Although I never got a chance to rent the game back in the day, my parents eventually managed to find me a used copy, albeit without box and manual. I really didn't mind. I still had the game. I enjoyed the game and I know to this day, that the artwork of Adventures of Lolo sold me on how fun this game would be. Fun and creative artwork always helps to sell an item. Artwork likes Mr. Aizawa's just goes to show that you can judge a book by its cover. Keep up the good work Kaz and thanks for the memories.

If you would like to read and see more about Kaz Aizawa, please visit:
<http://www.kazillustration.com/>



Challenging the World: Vintage Nintendo Championships



Back in the day when Nintendo and Sega were arch rivals Nintendo held competitions on their systems to help promote themselves.

Nintendo World Championships (PowerFest '90)

The first Nintendo competition was held in 1990. But even before that competition there was a movie about a Nintendo competition called "The Wizard" starring Fred Savage that was released in theaters on December 15th, 1989.

There is nothing like building up the hype for a Nintendo competition like a movie. The Nintendo World Championships '90 also known as the PowerFest '90 was a big hit. The competition was held in 29 different cities across the US during a 30 week time period. They stayed two weeks in Los Angeles and had winners for each week.

Each city divided the competitors into three different age groups:

- 11 and Under
- 12 through 17
- 18 and Over

Nintendo used a custom game that was made just for this competition. It consisted of objectives for three different games. Players had 6 minutes and 21 seconds to score as high as possible in the following games:

- Super Mario Bros. (Collect 50 coins)
- Rad Racer (Finish the first track)
- Tetris (Score as many points as possible)

After the city competitions were over Nintendo held the World Finals at Universal Studios Hollywood. There were a total of 90 competitors one from each age group for each city the competition was held in.

When the dust settled there were three Nintendo World Champions (one for each age group):

- 11 and Under – Jeff Hansen
- 12 through 17 – Thor Ackerlund
- 18 and Over – Robert Whiteman

Jeff Hansen went on to challenge the Japanese Nintendo champion in the summer of 1992 using the 1992 Nintendo Campus Challenge cartridge.

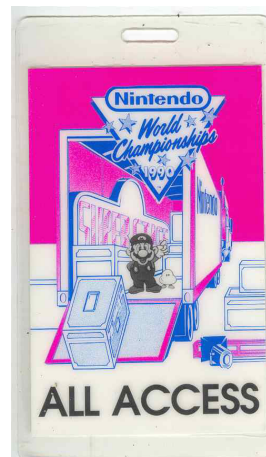
CONTESTANT INFORMATION

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 CARACIOLO	VINCE KAILIS
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 ORLANDO	STEVE FACTOR
NEW YORK CITY	MICHAEL ALEX	ROB BIANCO	ROBERT WHITEMAN
HARTFORD	JEREMY WALL	ERIC TRINAGEL	MIKE FERRANTI
CHICAGO	JACOB WINCH	MARK CABANAYAN	KEVIN PAPKE
HOUSTON	LONG KHUU	THOR ACKERLUND	MARCELO GONZALEZ
ST. PAUL	ANDREW LUERS	CURT THORN	PAT KENSICKI
OKLAHOMA CITY	HEATHER MARTIN	KEVIN GILLEY	PETE FLOREZ
PHOENIX	JUSTIN GRANT	JEFF BENDER	RICHARD WATSON
SEATTLE	NICHOLAS MEMBREZ-WEILER	JUSTIN ELLSTROM	EDEN STAMM
PORTLAND	DALLAS LANG	MIKE STRICKLETT	CHRIS MCCORMACK
NORFOLK	JOHN YANDLE	KENNY WELCH	BOB BENDER
NEW JERSEY	JARED COHEN	DAVID LOPEZ	MIKE LAROSI
CINCINNATI	REID SOMORI	JEFF BREARLY	TIM ROSS
MILWAUKEE	JASON BRANDOS	TIM DREWS	DONNA THOMAS
KANSAS CITY	RANDY NAPIER	JASON HAAG	ALAN VONATU
OAKLAND	CHRISTOPHER VU	ROBIN MIHARA	MICHAEL PIRING
LOS ANGELES (WEEK 1)	MICHAEL SCOTT	CHRIS TANG	GRANT NAKATA
LOS ANGELES (WEEK 2)	AL PAUNG KANAN	ALAN HONG	COLLEEN CARDAS
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 WIETLISBACK	JOE SOMORI
MIAMI	BRADLEY BRUNET	DANIEL RAYMOND	ERIK ACKERLUND
TAMPA	JEFF HANSEN	RICH AMBLER	ROB MINASIAN

SPECIAL THANKS TO THE FOLLOWING COMPANIES AND INDIVIDUALS:

THE POWERFEST TOUR CREW
MEGA, INC.
EMCI, INC.
NINTENDO OF AMERICA, INC.
ALL ACCESS
AMERICAN EXPRESS TRAVEL SERVICES
ARC LIGHTING
BIGGER THAN LIFE
BILL MILLER
BRANOM ENTERPRISES
CITRIN, COOPERMAN
db SOUND
DESIGN VISIONS
EXHIBIT SUPPORT
FM PRODUCTIONS
IMAGINEERING SERVICES, INC.

INTERNATIONAL CREATIVE MANAGEMENT, INC.
JANCO
LIGHTING SOUND DESIGN
LINDEN TRAVEL
MIC MAC STUDIOS
NETWORK INTERNATIONAL
NOCTURNE
OCEAN, ROSE & ASSOCIATES
RODGER HESS PRODUCTIONS
ROGERS & COWAN
STAGECRAFT
T-BIRD ENTERTAINMENT INC.
UNIVERSAL CITY HILTON
UNIVERSAL STUDIOS HOLLYWOOD
VARI-LITE INC.
WINTERLAND PRODUCTIONS



1991 Nintendo Campus Challenge

Now let's jump ahead one year to the 1991 Nintendo Campus Challenge Competition. This competition actually started on November 29th 1990 at Louisiana State College and was held at over 50 college campuses across the country. The last campus competition was held on December 9th at San Jose State University in California.

This competition also used a special Nintendo cartridge especially designed for this competition. The cartridge was set up similarly to the Nintendo World Championships '90 cartridge. It also featured three games and a 6 minute and 21 second timer. It even used the same graphic background to display the scores and show the objectives.

The three games and objectives for this competition were:

- Super Mario Bros. 3 (Collect 25 coins)
- PinBot (Score 100,000 points)
- Dr. Mario (Score as many points as possible)

After the competitions at the different colleges the finals were held in Disney World in Orlando, FL. The winner from each college campus participated in the finals. They took place during the New Years Weekend and came to an end on January 4th 1992.

This led to quite a bit of confusion due to the fact that a lot of people thought this was the 1992 Nintendo Campus Challenge because the finals ended in 1992. There however was also a real 1992 Campus Challenge that started in 1992 that used a Super Nintendo Competition cart.

At first people thought maybe they used both the NES and SNES carts in the same competition, or maybe halfway through the competition they switched over to the SNES cart. However none of that was the case. They were indeed two separate competitions.

At the conclusion of the 1991 Nintendo Campus Challenge Steven Lucas played against Matt Sekelsky. Steven Lucas won with a final score of 2,394,130.



1992 Nintendo Campus Challenge

This competition was held at approximately 35 Colleges across the country and was the first one that used a Super Nintendo Cartridge.

Like the previous competitions, Nintendo had a special cartridge made that consisted of a 6 minute timer and the following games.

- Super Mario World (Collect 50 coins)
- F-Zero (Finish two laps of the first track)
- Pilotwings (Score as many points as possible)

The winner at each college won a Super Nintendo System with regular cartridges of each of the three games used in the competition. The 2nd, 3rd and 4th place winners each received \$100, \$75 and \$50 cash prizes.

The winner from each college campus participated in the finals. The person who won the finals received a \$10,000 cash prize.



In addition to this competition cartridge being used in the 1992 Nintendo Campus Challenge it was also used in competitions in Europe and Japan.

Now it's time to bring Jeff Hansen back into the story. In case you don't remember Jeff Hansen was declared Nintendo World Champion for the 11 and Under age group at the Nintendo World Championships 1990.

Nintendo thought it would be fun to have the US Nintendo Champion compete against the Japanese Nintendo Champion. They flew Jeff Hansen and his parents from Murray, Utah to Tokyo, Japan so he could represent the best Nintendo player the US had to offer.

This competition took place in September 1992 on the set of "Super Mario Club" a special television show in Japan. Eight Japanese kids won re-

gional competitions and played against each other. Yuichi Suyama who was 11 years old came out on top and got to represent Japan's best Nintendo player.

Jeff Hansen won the competition, but he did not just win, he slaughtered Yuichi. Jeff knew about a trick to die quick in the first stage in Pilotwings so he could get to the later stages quicker and score more points. The final score was:

- Jeff Hansen 4.5 million points
- Yuichi Suyama 2.8 million points

When interviewed by Boy's Life Jeff said, "I won by so much they didn't even clap. It was just totally silent." The applause came later when Jeff was awarded his golden trophy.

However the story does not end here. The Japanese wanted a rematch. So the two kids played each other again. This time they competed at the 1993 Consumer Electron-

ics Show that was held at the Las Vegas Convention Center.

The following is an excerpt from: <http://sportsillustrated.cnn.com/vault/article/magazine/MAG1137509/index.htm>



Hansen vs Suyama



But as with all champions, the time must come for a title defense, and Nintendo has determined that Yuichi deserves another shot. That is why Jeff finds himself standing in the middle of the Las Vegas Convention Center on this January morning, surrounded by nearly 100 people, all of whom are watching to see if he can nail the bull's-eye and retain his title, or if Yuichi, standing four feet to Jeff's right and focusing on his own screen and sky diver, can hit his bull's-eye and take the title back to Japan.

Jeff is too immersed in the game to feel the pressure of the moment. His parents, however, do. Near the back of the crowd, Karen Hansen hops up and down, her fists clenched and her arms held tightly at her sides. She is mostly silent as she watches her son manipulate cartoon figures on the screen, but occasionally she lets loose with a "C'mon, Jeff!" Alma Hansen, Jeff's father, is sitting on a ledge to Karen's right. Alma, who runs a small mortgage company in Murray, Utah, just south of Salt Lake City, is dutifully recording the action on the family's camcorder, the job made difficult by hands that are shaking like windblown leaves. "I only got one hour of sleep last night," he says. "Jeff slept right through, but me—I couldn't do it."...

...Jeff's sky diver continues to fall. Karen is now exhaling with every click of the altimeter: 600...500...400....

Before the match Karen admitted that she was worried. Yuichi was certain to have boned up on Jeff's techniques, and because he lost last year by such a large margin, the Japanese boy had undoubtedly practiced hard. Sure enough, after the first two games of their three-game match, Jeff and Yuichi are neck and neck. The championship comes down to the last jump in the skydiving game.

As his sky diver reaches 400 feet, Jeff finally pulls his rip cord. But he is still falling at an alarming rate. He drops like a lead weight toward the outer edge of the target. Just when it seems that his sky diver is going to splatter all over the ground, Jeff pulls back hard on his controller, flaring his chute. His sky diver dips, slows and then sails gently forward, his legs just a few feet from the ground. His feet skim the surface until...bull's-eye.

Karen lets out an earsplitting shriek. Jeff's many relatives, who had gathered near the front of the crowd, leap to their feet and cheer. Alma looks quickly over at Yuichi's screen; although Yuichi also let his sky diver fall until the last possible second, he has landed just outside the bull's-eye. Moments later, it's official. Jeff's final score is 4,672,250 points, Yuichi's 4,231,650 points.

Jeff turns away from the screen, grinning. Yuichi also looks rather pleased. Through an interpreter Yuichi says, "Last time I lost by two million points, so I had regret. This time, the difference was only 450,000. I am not disappointed."

Paul E. Dangerously, a pro-wrestling manager who is the celebrity announcer for the event, approaches Jeff with a microphone. "Jeff, I want you to say something to these people, because I know they want to hear something from the world champion."

Undaunted, Jeff stares levelly at the TV cameras and at the expectant faces of his fans and says, "I'm happy."

StarFox Super Weekend Competition 1993

This competition took place on April 30th through May 2nd 1993. It was held just on that weekend in around 2000 stores across the US. A special version of the game was designed that kept score and had a five minute timer.

The first two levels were modified and a complete new level was created for the 3rd and final level of the game. The 3rd level will continue to loop forever until the time runs out. Normally there is not enough time to make the 3rd level loop, however there is a trick of pressing select rapidly to change view that lets players see the entire 3rd area.

Every one who played got a StarFox Pin. Players who scored 75,000 points or more won a StarFox T-Shirt. The top winner at each store location won a StarFox Jacket and an entry into a random drawing to win a family vacation. There were no finals for this competition, just the events at the stores.

Nintendo held a similar competition in Europe called the Star Wing Challenge. That competition used the Star Wing Competition cartridge. StarFox was called Star Wing in Europe.

Have you ever flown an Arwing?

**SUPER
STARFOX
WEEKEND**



**Competition
April 30 - May 2
GRAND PRIZE!
Fly you and your family away on a dream vacation!**

Why go to the next level when you can go light years beyond? You'll get your chance to pilot an Arwing during the Super Star Fox Weekend Competition. The competition will take place at approximately 2000 retail locations during the weekend of April 30 through May 2. You could win an all-expenses paid trip for four to one of four great international locations! Check stores in your area that carry Nintendo products to see if the Super Star Fox Weekend Competition will be held there and at what times the competition will take place.

Star Fox is the newest Super NES release from Nintendo. It's super hot, super fun and it's also the first Super NES title to use the exciting new technology of the Super FX chip.

What are you waiting for? Get Star Fox...and practice.

Super Star Fox Weekend competitors will receive a limited edition Star Fox pin. Star Fox T-shirts will also be given out as prizes for high-scoring pilots. One ace Arwing pilot who flies away with the high score for the entire Super Star Fox Weekend Competition at each contest location will take home an official Star Fox flight jacket AND will be entered in the Grand Prize drawing for an all-expenses paid trip for four to their choice of London, Paris, Sydney or Tokyo. That's a value of approximately \$15,000! Please see participating retail locations for complete contest details.



Nintendo April 30 - May 2, 1993
**SUPER STAR FOX™ WEEKEND COMPETITION
ENTRY FORM**

NAME: _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP: _____

HOME TELEPHONE: _____ WORK TELEPHONE: _____

JACKET SIZE: (CIRCLE ONE) Small Medium Large X-Large
(ADULT SIZE ONLY)

OPTIONAL: (CIRCLE ONE) Age: Under 6 6-11 12-17 18-24 25+
Sex: Male Female
System Owned: NES® Super NES® Game Boy® None Other

OFFICIAL SCORE: _____
STORE NAME: _____
STORE #: _____
RETAILER'S INITIALS: _____ (Validates Score)

Signature of Entrant (Must be signed by entrant to be eligible for Grand Prize.) _____ Date _____

NO PURCHASE NECESSARY. OFFICIAL RULES & REGULATIONS ON BACK

**SUPER
STARFOX
WEEKEND**

COMPETITION

Thank you for purchasing the Super Star Fox Weekend Competition Game Pak. It's an actual cartridge that was used at one of the locations that participated in the event. We hope you enjoy playing this special game!

- Nintendo Power

The Super Star Fox Weekend Game Pak features a modified action sequence taken from the original Star Fox game, plus a Bonus Stage that is exclusive to this game! Every time you play, your total score is displayed at the end of your mission.

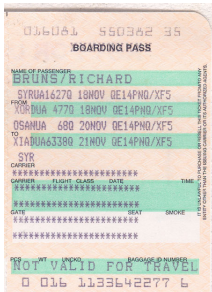
Approximately 90% of the Super Star Fox Weekend Competition entrants who won Star Fox flight jackets for achieving the highest score at a competition location scored between 130,000 and 145,000.

Jeff Hansen 144,620

Nintendo World Champion
Besides winning a Star Fox flight jacket at a store location in Salt Lake City, Jeff Hansen is the current Nintendo World Champion. A veteran of many video game competitions, Jeff won the coveted title in 1990 and has successfully defended it on several occasions.

The design team at Nintendo Co., Ltd. that assembled the timed game sequence states that the highest score possible is approximately 172,000.





Nintendo POWERFEST '94

NINTENDO WORLD CHAMPIONSHIPS EVENT SCHEDULE

FRIDAY, 11/18

9:00a - 6:00p. Parents/Players arrive at San Diego International Airport (Shuttles every 30 minutes)
 10:00a - 5:00p Sea World open to public
 10:00a - 5:00p Sea World Pup Trailer Open
 2:00p - 6:00p Hotel Pup Trailer Open
 2:30p - 7:30p Shuttle From Hyatt to Sea World
 5:00p - 7:00p Reception at Sea World (Activities include LifeFitness cycles, Sumo wrestling, Big Bout Boxing, Joust)
 7:00p - 10:00p Dinner and opening ceremonies at Sea World, Garden Plaza West
 10:00p Shuttles from Sea World to Hyatt

SATURDAY, 11/19

6:45a - 7:15a Shuttles to Sea World for players only
 7:00a - 8:00a Continental breakfast at Sea World (Players only)
 7:00a - 10:00a Continental breakfast at Hyatt (Chaperons/Guests)
 8:00a - 8:30a Group rehearsal: All teams and staff
 8:45a - 12:15p Player practice sessions
 Finals activities rehearsal
 Media, photo sessions, etc.
 10:00a - 4:00p Shuttles between Sea World and Hyatt
 10:00a - 5:00p Sea World open to public
 10:00a - 5:00p Sea World Pup Trailer open
 12:00p - 5:00p Hotel Pup Trailer open
 12:00p - 12:15p Guests meet Players at SW Nautilus Pavilion
 12:15p - 4:00p Free Time for players/families
 3:45p - 5:15p Shuttles between Hyatt and San Diego Zoo
 4:00p - 5:30 Twilight Tours (each tour will be 30 -40 minutes)
 4:45p - 5:30p Reception at San Diego Zoo Primate Mesa (Entertainment includes Animal Chit Chat, music, Donkey Kong Country, Zooman Comic, Human Gyroscopes)
 5:30p - 7:30p San Diego Zoo: Buffet dinner and "Night Prowls" at San Diego Zoo
 7:30p - 8:30p Shuttle return to Hyatt

SUNDAY, NOVEMBER 20

6:30a - 7:15a Players & guests shuttled to Sea World
 7:15a - 8:30a Continental Breakfast/Player check-in, Sea World, Garden Plaza West
 8:30a - 12:30p Finals Competition, Sea World Nautilus Pavilion
 10:00a - 5:00p Sea World open to public
 12:30a - 1:30p Press photos
 12:30a - 1:30 Shuttles for all departures through 3:00 pm directly to Airport from Sea World
 12:30p - 5:00p Shuttles back to Hyatt
 1:30p - 10:00p Shuttles to airport from Hyatt
 5:00p Sea World closes to public

Pacific Marketing Group • 601 California Street • San Francisco, California 94108
 Phone 1.800.976.2746 • Fax 415.989.2476

Nintendo of America Inc. • 4820 150th Avenue N.E. P.O. Box 957 • Redmond, Washington 98052
 Phone 206.861.2880

Scanned by snsmaster@yahoo.com for SNESmaps.com

Nintendo PowerFest '94 (Nintendo World Championships II)

The PowerFest '94 is similar to the PowerFest '90 (Nintendo World Championships) in that it was open to the public. However there were several major differences. First there were no age categories. All age groups competed against each other. Also they were not held in convention centers in large cities, but instead at retail stores.

Nintendo had huge trucks set up that opened up and folded out to reveal four stations used for the competition and tons of games set up for players to try out for free in the back.

Nintendo had a special cartridge made for this competition. This used a cart similar in design to the 1992 Nintendo Campus Challenge and also had a 6 minute timer. The three games and objectives were as follows:

- Super Mario Bros. Lost Levels (Finish the first level - World 1-1)
- Super Mario Kart (Finish 5 laps around the first track)
- Ken Griffy Jr. Home Run Derby (Hit as many homers as you can)

The winner from each location played in the finals at Sea World in San Diego, CA from November 18th to the 20th, 1994. There were 132 people who won the trip to participate in the finals.





MEMORANDUM

To: Rick Bruns
From: Kelley Wharton
Date: October 11, 1995
Re: Tornado team photo
cc: Kim Yokoyama

Enclosed is a copy of the Tornado team photograph you requested. On behalf of Nintendo and Highway One Communications/Pacific Marketing Group, thanks again for participating in PowerFest '94!!



Tornado Team

SAN FRANCISCO 801 G...
LOS ANGELES 6500 W...

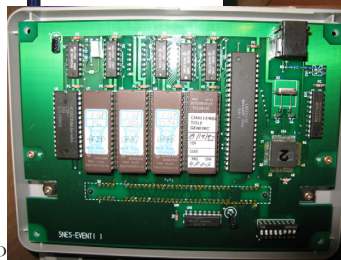


An interesting fact that most people don't know about is that when they narrowed it down to the top four people they switched the game. They did not tell anyone ahead of time what the game was going to be, however everyone pretty much knew it was going to be Donkey Kong Country because the game was being released in the US that same weekend.

So the Donkey Kong Country Competition cartridge was originally made for the finals at the PowerFest '94.

The final two competitors were Mike Iarossi and Brandon Veach. Mike scored 2418 points and Brandon got 2304. Mike Iarossi was declared the new Nintendo World Champion for 1994.

Additional information about this competition along with the names and scores of everyone who participated in the finals can be found at http://www.snesmaps.com



Donkey Kong Jungle Safari NINTENDO POWERFEST '94
See the San Diego Zoo on a special Twilight Bus Tour
4:00 pm - 4:20 p.m.
San Diego Zoo double decker buses will depart for a Twilight Tour of the World Famous San Diego Zoo
5:00 pm - 5:30 pm
Munchies at the Primate Mesa
5:00 pm - 6:00 p.m.
Exotic Animal Presentation in Primate Mesa
NIGHT PROWL tours
Explore Cat Canyons by flashlight
Pick up your Night Prowl tickets following your Twilight Tour NIGHT PROWL tours depart at 5:30, 6:15, 7:00 and 7:45 from the Treehouse Plaza
5:30 pm - 8:30 p.m.
Buffet Dinner, Music and Games at the Treehouse
6:00 pm - 7:00 pm
Exotic Animal Presentation in the Treehouse
7:30 - 8:30 p.m. - Shuttles from the Zoo to the Hyatt



1994 Blockbuster World Video

Game Championships

No special Competition Carts were used in this event

This event was held during the same year as the Nintendo PowerFest '94. It ran from June 15th to July 10th 1994 and was run by Blockbuster Video. Only people 20 years old or younger were eligible to enter this contest. I guess back then Blockbuster thought no one over the age of 20 liked to play video games.

Players got to compete on either the Sega Genesis or the Super Nintendo on the following games.

Sega Genesis:

- Week 1 – NBA Jam
- Week 2 – Sonic the Hedgehog 3
- Week 3 – Virtual Racing

Super Nintendo:

- Week 1 – NBA Jam
- Week 2 – Teenage Mutant Ninja Turtles: Tournament Fighter
- Week 3- Clay Fighter: Tournament Edition

The person with the highest combined score for their system of choice became the Store Champion. The top Store Champion (One for Sega Genesis and one for Super Nintendo) from each State was flown to Ft. Lauderdale, FL to compete in the finals.

The top winner for each system got a trip for four to San Francisco, CA and got to be Game Pro Editors for a day by reviewing some new games. The trip also included a tour of Capcom USA and Electronic Arts headquarters.

1995 Blockbuster World Video

Game Championships II

NBA Jam & Judge Dredd – Sega Genesis

Donkey Kong Country Competition – Super Nintendo

In the 1995 Blockbuster World Video Game Championships II competitors had a choice to compete on the Super Nintendo or the Sega Genesis. Players could only compete in one category and were not allowed to compete in both.

The players who selected the Sega Genesis played a special cartridge that was made specifically for this event. It comprised of two games:

- NBA Jam
- Judge Dredd

The players who selected the Super Nintendo got to play the Donkey Kong Country Competition Cart. Nintendo originally made the Donkey Kong Country Competition cart for the finals at the PowerFest '94. So they made up around 2000 copies of the game for Blockbuster to use.

The object of the game was to score as many points as possible in five minutes. This competition used a normal sized SNES cartridge like the StarFox Super Weekend Competition cartridge.

It is possible to make it to the 7th stage before the time runs out, but there is not enough time to finish that level. There are more levels after the 7th that can be accessed by using a cheat to get more time, however not all the levels from the normal game are in the competition cart.

Winners at each Blockbuster store got a plaque with their name on it as well as a pass for a year's worth of free rentals. By a year's worth of free rentals they meant 2 free rentals a month for 12 months.

About Myself

I have been into Nintendo for quite some time. I first got the Deluxe Set with ROB the Robot for the NES back in 1986. Unfortunately I did not find out about the Nintendo World Championships 1990 until after the event was over.

However I did hear about the StarFox Super Weekend Competition that took place at the end of April in 1993. I went to Carousel Mall in Syracuse, NY. Two stores in that mall were holding the competition so I would walk back and forth between the two stores all day on Saturday and Sunday. I ended up getting second place in that competition.

After the competition ended I really wanted to get my hands on the competition cart. I was thrilled when I saw they had it available in the Nintendo Power Supplies Catalogue. I bought my copy and I remember some people thought I was crazy for paying \$45 for a game that was not even a full game. I wish I would have had more money back then, because I would have bought more than just one. After I got that cart I became a member of the Gamers Guild at the college I was attending and hosted a competi-

tion using that cart along with other games.

The next competition I heard about was the Nintendo PowerFest '94. I went to Albany, NY to play in that competition. It turns out I got 1st place and the friend I went with got 2nd place. I won a Tornado's Team Jacket for the PowerFest '94 and a trip to San Diego, CA to play in the World Championships at Sea World. My friend won a StarFox Jacket that was left over from the Star Fox Super Weekend competition the year before.

I had a great time in San Diego and unfortunately I did not win there, however I sat next to and talked with the guy that did win. His name was Mike Iarossi.

Of course I wanted to get the PowerFest '94 cart. Unfortunately unlike the NWC 1990 they were not giving out the carts to winners of the competition.

The final Nintendo Competition I played in was the 1995 Blockbuster Championships using the Donkey Kong Country Competition cart. I won in two stores. I kept on calling Blockbuster to see if I made it to the top two scores in



the US. I did not make it to the top two but they did tell me I had gotten the highest score in New York State.

Of course I wanted that competition cart as well and was keeping a close eye in the Nintendo Power Supplies Catalogue. As soon as it showed up I bought it for \$35. Again I wish I had more money back then as I would have bought more than just one.

I continued my search for the Nintendo PowerFest '94 competition cart. I even went as far as calling Nintendo Customer Service and telling people that worked there if they could find one of the PowerFest '94 carts I would give them \$1000.00 for it. Unfortunately none of them were able to track it down. I did however manage to talk one of them into sending me the Tornado Team Photo that was taken at Sea World. Nintendo took tons of Photos and video at the event and as far as I know they still have never released any of it except for the one photo they sent me.

Well I had just about given up hope of ever finding the PowerFest '94 cart when Jollyrancher showed up saying he found a bunch of stuff at a garage sale from a former Nintendo Employee. DreamTR bought the 1991 Nintendo Campus Challenge from him for around \$6,000.00 and I bought the PowerFest '94 from him for \$10,000. My long search was finally over.

Shortly after buying the PowerFest '94 I bought the 1992 Nintendo Campus Challenge cart for the SNES from Jollyrancher as well. I had not heard of that competition when it took place, and even if I had I would not have been able to attend because I did not start College until the fall of '93.

I decided to buy the 1992 Campus Challenge cart so I could say I owned one of every SNES competition cart ever made. I am the only person in the world who can proudly make that claim. I ended up paying \$4,000 for the final piece of my collection.

Current Estimated Prices for the Competition Carts:

- The Nintendo World Championships (Gray Cartridge) recently has been going for around \$7,000.00
- The Nintendo World Championships (Gold Cartridge) has sold for close to \$20,000.00
- The only known copy of the 1991 Nintendo Campus Challenge Cartridge originally sold for \$6,000.00 and then for \$14,000.00 before finally selling for \$20,100.00 on e-bay.
- I estimate the 1992 Nintendo Campus Challenge to also be worth around \$20,000.00. There are actually two known copies of this game in existence. However they are different versions, so only one known copy of each version exists. The one I own is in Super Famicom casing and has a generic 1992 Nintendo Challenge title screen. Someone in Sweden owns one in Super Nintendo casing that has the 1992 Campus Challenge title screen. The one I own was used in the competition between Jeff Hansen and Yuichi Suyama. The other one was used at the college campuses and also for a competition in Sweden where the

current owner got it from.

- I estimate the only known copy of the PowerFest '94 to also fall in the \$20,000.00 price range.

Well there is a lot more information out there about these competitions but I figured this would be a great place to start for anyone who was curious about the various Nintendo competitions held back in the 90's.

Be sure to check out my two Nintendo Map websites. They contain maps made from screen shots of the games, sprites and posters.

Nintendo Maps:
<http://www.nesmaps.com>

Super Nintendo Maps:
<http://www.snesmaps.com>

If you have any photographs or video from any of the competitions I covered in this article or if you participated in any of these competitions please send me an e-mail at:

snesmaster@yahoo.com

I currently own one of only two known copies of the Nintendo "1992 Nintendo Challenge"

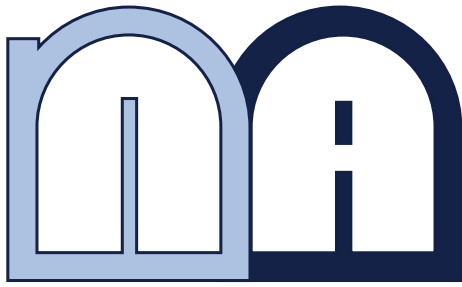


Jollyrancher handing over the PowerFest 94 cart to Rick Bruns

Competition for the Super Nintendo (SNES) / Super Famicom (SFC). The rest of them were disassembled and used for parts by Nintendo of America. I bought the game from the lucky guy (Jollyrancher) who got it at a garage sale from someone that used to work for Nintendo. Jeff Hansen went on to play against Yuichi Suyama on the set of the Super Mario Club show in Tokyo, Japan. The following year Jeff defended his title in a rematch at the 1993 Consumer Electronics Show that was held at the Las Vegas convention center. He won both competitions by a landslide. Nintendo let him keep the competition cart he played on. The one I have is the one Yuichi Suyama played on.

There is a third game that is known to still exist called the "1992 Nintendo Campus Challenge". It is the exact same game except the title screens are different. Nintendo loaned out the competition cart to Sweden to hold a competition and one of the people in Sweden got to keep that competition cart.





Price Guide

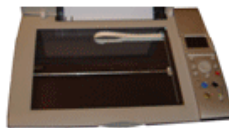
Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
Stadium Events	1377	-350	Batman Return of the Joker	9	0	Castle of Dragon	6	+1
720	4	0	Batman Returns	7	+1	Castlequest	5	+1
1942	7	0	Battle Chess	5	+1	Castlevania	11	+1
1943	7	0	Battle of Olympus	6	0	Castlevania 2	6	0
10 Yard Fight	4	0	Battleship	7	+1	Castlevania 3	12	+1
3-D World Runner	4	0	Battletank	5	0	Caveman Games	6	0
8 Eyes	4	0	Battletoads	13	-1	Challenge of the Dragon	28	+6
Abadox	4	0	Battletoads & Double Dragon	21	0	Championship Bowling	4	0
Action 52	75	-1	Bayou Billy	3	-1	Championship Pool	8	0
AD&D Dragonstrike	8	0	Bee 52	9	+1	Cheetahmen 2	499	+95
AD&D Heroes of the Lance	5	0	Beetlejuice	8	0	Chessmaster	4	0
AD&D Hillsfar	15	-1	Best of the Best	5	-4	Chiller	21	-1
AD&D Pool of Radiance	12	-1	Bible Adventures	9	+1	Chip N' Dale Rescue Rangers	9	0
Addams Family	6	0	Bible Buffet	28	0	Chip N' Dale Rescue Rangers 2	51	+5
Adventure Island	8	0	Big Bird's Hide & Speak	5	+1	Chubby Cherub	10	-1
Adventure Island 2	11	0	Big Foot	5	0	Circus Caper	4	0
Adventure Island 3	20	+1	Big Nose Freaks Out	19	+11	City Connection	5	0
After Burner	6	+1	Big Nose Freaks Out (Aladdin)	23	+2	Clash at Demonhead	4	0
Air Fortress	4	0	Big Nose the Caveman	9	0	Classic Concentration	7	0
Airwolf	4	0	Bill & Ted's Excellent Adventure	5	0	Cliffhanger	9	+2
Al Unser Jr's Turbo Racing	3	0	Bill Elliot's NASCAR Challenge	5	0	Clu Clu Land	7	+1
Alfred Chicken	15	-2	Bionic Commando	6	0	Cobra Command	4	0
Alien 3	6	-1	Black Bass	5	0	Cobra Triangle	4	0
Alien Syndrome	4	-1	Blackjack	25	+2	Codename: Viper	4	+1
All Pro Basketball	3	-1	Blades of Steel	4	0	Color A Dinosaur	13	0
Alpha Mission	3	0	Blastr Master	5	0	Commando	4	0
Amagon	4	0	Blue Marlin	8	0	Conan	13	+1
American Gladiators	5	0	Blues Brothers	10	-1	Conflict	9	-1
Anticipation	3	0	Bo Jackson Baseball	5	0	Conquest of the Crystal Palace	5	0
Arch Rivals	4	0	Bomberman	11	0	Contra	18	+1
Archon	5	0	Bomberman 2	26	+2	Contra Force	31	+1
Arkanoid	8	-1	Bonk's Adventure	51	+7	Cool World	12	+3
Arkista's Ring	7	0	Boulder Dash	6	-1	Cowboy Kid	18	-1
Astyanax	3	0	Boy and His Blob, A	6	0	Crash a/t Boys Street Challenge	9	0
Athena	5	0	Break Time	5	0	Crash Dummies, Incredible	7	-1
Athletic World	5	0	Breakthru	5	+1	Crystal Mines	14	+3
Attack of the Killer Tomatoes	7	+1	Bubble Bath Babes	533	+59	Crystalis	9	0
Baby Boomer	21	+2	Bubble Bobble	14	+1	Cyberball	5	-1
Back to the Future	5	0	Bubble Bobble 2	99	-4	Cybernoid	3	0
Back to the Future 2 & 3	6	0	Bucky O'Hare	13	+1	Dance Aerobics	6	0
Bad Dudes	5	0	Bugs Bunny Birthday Blowout	6	+1	Danny Sullivan's Indy Heat	9	+1
Bad News Baseball	5	-1	Bugs Bunny Crazy Castle	7	0	Darkman	5	0
Bad Street Brawler	4	0	Bump 'N Jump	4	0	Darkwing Duck	10	0
Balloon Fight	7	0	Burai Fighter	4	0	Dash Galaxy	3	-1
Bandit Kings of Ancient China	22	-5	Burgertime	8	0	DayDreamin' Davey	5	+1
Barbie	6	0	Cabal	5	+1	Days of Thunder	4	0
Bard's Tale	8	+1	Caesar's Palace	4	0	Deadly Towers	4	0
Base Wars	6	0	California Games	6	0	Death Race	17	+1
Baseball	4	0	Caltron 6 in 1	149	-42	Deathbots	9	-4
Baseball Simulator 1.000	5	0	Captain America	8	0	Defender 2	4	0
Baseball Stars	8	0	Captain Comic	7	-1	Defender of the Crown	4	0
Baseball Stars 2	12	-2	Captain Planet	6	0	Defenders of Dynatron City	6	0
Bases Loaded	3	0	Captain Skyhawk	3	-1	Déjà Vu	6	+1
Bases Loaded 2	4	0	Casino Kid	4	0	Demon Sword	4	0
Bases Loaded 3	4	0	Casino Kid 2	18	-2	Desert Commander	4	0
Bases Loaded 4	8	-1	Castelian	6	+1	Destination Earthstar	4	0
Batman	5	-1	Castle of Deceit	46	+14	Destiny of an Emperor	10	+2

Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
Dick Tracy	4	0	Freedom Force	5	0	Indiana Jones: Temple (Tengen)	6	0
Die Hard	22	+3	Friday the 13th	5	0	Infiltrator	4	0
Dig Dug 2	6	0	Fun House	4	0	Iron Tank	4	0
Digger T. Rock	5	0	G.I. Joe: A Real American Hero	18	0	Ironsword: Wizards & Warriors 2	4	0
Dino Riki	4	0	G.I. Joe: Atlantis Factor	13	-1	Isolated Warrior	5	0
Dirty Harry	4	0	Galactic Crusader	15	+4	Ivan Stewart's Super Off Road	7	0
Disney Adventure Magic Kingdom	5	0	Galaga	8	+1	Jack Nicklaus' 18 Holes of Golf	4	0
Dizzy the Adventurer (Aladdin)	23	0	Galaxy 5000	9	0	Jackal	4	-1
Donkey Kong	14	0	Gargoyle's Quest 2	9	-1	Jackie Chan's Action Kung Fu	12	-1
Donkey Kong 3	9	0	Gauntlet (licensed)	5	0	James Bond Jr.	8	0
Donkey Kong Classics	12	+1	Gauntlet (unlicensed)	4	0	Jaws	5	0
Donkey Kong Jr.	9	0	Gauntlet 2	5	-1	Jeopardy!	4	0
Donkey Kong Jr. Math	13	+1	Gemfire	22	+1	Jeopardy! 25th Anniversary	5	0
Double Dare	6	0	Genghis Kahn	8	-2	Jeopardy! Junior	4	0
Double Dragon	8	0	George Foreman KO Boxing	5	0	Jeopardy!, Super	4	-1
Double Dragon 2	7	0	Ghost Lion	11	+2	Jetsons	21	0
Double Dragon 3	9	0	Ghostbusters	8	+1	Jimmy Connors Tennis	16	-1
Double Dribble	4	0	Ghostbusters 2	6	0	Joe and Mac	6	0
Double Strike	7	+1	Ghosts 'N Goblins	7	0	John Elway's Quarterback	3	0
Dr. Chaos	5	+1	Ghoul School	7	-1	Jordan vs. Bird: One on One	4	0
Dr. Jekyll & Mr. Hyde	4	0	Gilligan's Island	7	0	Joshua	12	0
Dr. Mario	6	0	Goal!	3	0	Journey to Silius	6	0
Dracula	10	-1	Goal! 2	9	+2	Joust	5	0
Dragon Fighter	19	+5	Godzilla	5	0	Jungle Book	10	+2
Dragon Power	4	0	Godzilla 2	15	-2	Jurassic Park	5	0
Dragon Spirit	4	0	Gold Medal Challenge	3	-3	Kabuki Quantum Fighter	4	0
Dragon Warrior	5	+1	Golf	4	+1	Karate Champ	4	+1
Dragon Warrior 2	19	0	Golf Challenge Pebble Beach	4	0	Karate Kid	4	0
Dragon Warrior 3	28	+3	Golf Grand Slam	5	0	Karnov	5	0
Dragon Warrior 4	34	0	Golgo 13: Top Secret Episode	4	0	Kick Master	6	-1
Dragon's Lair	9	+1	Goonies 2	4	0	Kickle Cubicle	8	0
Duck Hunt	4	-1	Gotcha!	4	0	Kid Icarus	11	0
Duck Tales	9	0	Gradius	6	0	Kid Klown	17	-3
Duck Tales 2	42	+1	Great Waldo Search	10	0	Kid Kool	6	+1
Dudes with Attitude	6	-1	Greg Norman's Golf Power	5	+1	Kid Niki	5	0
Dungeon Magic	4	0	Gremlins 2	6	0	King Neptune's Adventure	39	+2
Dusty Diamond's All Star Softball	24	+2	Guardian Legend	5	0	King of Kings	7	+1
Dyno Warz	4	+1	Guerilla War	5	0	King's Knight	4	0
Elevator Action	5	0	Gumshoe	5	0	Kings of the Beach	4	0
Eliminator Boat Duel	6	0	Gun Nac	25	+2	King's Quest 5	10	0
Empire Strikes Back	10	0	Gunsmoke	8	+1	Kirby's Adventure	10	+1
Everet/Lendel Top Player's Tennis	4	0	Gyromite	4	0	Kiwi Kraze	6	0
Excitebike	7	0	Gyruss	5	0	Klash Ball	7	0
Exodus	6	0	Harlem Globetrotters	5	0	Klax	5	0
F-117a Stealth	7	+1	Hatris	11	+1	Knight Rider	4	0
F-15 City War	6	0	Heavy Barrel	5	0	Krazy Kreatures	6	-1
F-15 Strike Eagle	5	-1	Heavy Shreddin'	4	0	Krion Conquest	8	+1
Family Feud	7	0	High Speed	5	0	Krusty's Fun House	7	+1
Fantastic Adv. Dizzy (Aladdin)	26	0	Hogan's Alley	5	0	Kung Fu	5	0
Fantastic Adventures of Dizzy	8	0	Hollywood Squares	5	+1	Kung Fu Heroes	4	0
Fantasy Zone	7	+1	Home Alone	6	+1	Laser Invasion	5	0
Faria	19	-1	Home Alone 2	4	0	Last Action Hero	8	+1
Faxanadu	4	0	Hook	5	0	Last Ninja	7	0
Felix the Cat	11	0	Hoops	4	+1	Last Starfighter	4	-1
Ferrari Grand Prix	5	0	Hot Slots	650	0	Lee Trevino's Fighting Golf	4	0
Fester's Quest	4	+1	Hudson Hawk	7	0	Legacy of the Wizard	4	0
Final Fantasy	13	+1	Hunt for Red October	5	+1	Legend of Kage	4	0
Fire and Ice	34	-1	Hydride	4	0	Legend of Zelda	12	+1
Fire Hawk	5	0	Ice Climber	8	0	Legendary Wings	4	0
Fisher Price Firehouse Rescue	5	-1	Ice Hockey	3	0	Legends of the Diamond	6	0
Fisher Price I Can Remember	5	+1	Ikari Warriors	5	0	Lemmings	20	+2
Fisher Price Perfect Fit	4	-1	Ikari Warriors 2	5	+1	L'Empereur	21	-6
Fist of the North Star	5	+1	Ikari Warriors 3	9	+1	Lethal Weapon	8	-1
Flight of the Intruder	4	-1	Image Fight	6	+1	Life Force	6	0
Flintstones	9	0	Immortal	5	0	Linus Spacehead	18	+2
Flintstones 2 Surprise Dino Peak	142	-18	Impossible Mission 2 (AVE)	12	0	Linus Spacehead (Aladdin)	28	0
Flying Dragon	5	0	Impossible Mission 2 (SEI)	7	0	Little League Baseball	7	-1
Flying Warriors	3	0	Indiana Jones: Crusade (Taito)	10	+2	Little Mermaid	6	0
Formula One: Built to Win	8	-1	Indiana Jones: Crusade (UBI)	35	-3	Little Nemo	6	0
Frankenstein	10	-1	Indiana Jones: Temple (Mindscop)	5	0	Little Ninja Brothers	12	+2

Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
Little Samson	101	+12	Monster Truck Rally	9	0	Pugsley's Scavenger Hunt	12	+2
Lode Runner	5	0	Moon Ranger	45	+9	Punch-Out!!	10	+1
Lolo	7	+1	Motor City Patrol	14	+1	Punisher	7	0
Lolo 2	19	+3	Ms Pac-man (Namco licensed)	23	+7	Puss 'N Boots	6	-1
Lolo 3	26	+3	Ms Pac-man (Tengen unlicensed)	13	0	Puzzle	8	+1
Lone Ranger	7	0	MULE	11	-1	Puzznic	9	0
Loopz	4	0	Muppet Adventure	5	0	Pyramid	8	-1
Low G Man	4	0	MUSCLE	4	0	Q*Bert	6	0
Lunar Pool	4	0	Mutant Virus	6	0	Qix	14	0
Mach Rider	4	0	Myriad 6 in 1	985	0	Quattro Adventure	5	0
Mad Max	5	0	Mystery Quest	4	0	Quattro Adventure Aladdin	14	0
Mafat Conspiracy	4	0	NARC	4	0	Quattro Arcade	8	-3
Magic Darts	6	0	NES Open Golf	5	0	Quattro Sports	4	0
Magic Johnson's Fast Break	3	0	NFL Football	4	0	Quattro Sports Aladdin	11	-1
Magic of Scheherazade	6	0	Nigel Mansell's World Ch. Racing	6	0	R.B.I. Baseball 2	6	0
Magician	9	0	Nightmare on Elm Street	14	0	R.B.I. Baseball 3	6	-1
Magmax	4	0	Nightshade	5	+1	R.B.I. Baseball licensed	5	0
Major League Baseball	3	0	Ninja Crusaders	7	0	R.B.I. Baseball unlicensed	8	0
Maniac Mansion	9	-1	Ninja Gaiden	6	0	R.C. Pro-Am Racing	5	0
Mappyland	5	0	Ninja Gaiden 2	6	0	R.C. Pro-Am Racing 2	29	+2
Marble Madness	5	0	Ninja Gaiden 3	19	+2	Race America, Alex DeMeeo's	13	+3
Mario Brothers	12	+1	Ninja Kid	5	0	Racket Attack	4	0
Mario Is Missing	15	+1	Nobunaga's Ambition	7	0	Rad Gravity	5	-1
Mario's Time Machine	26	-3	Nobunaga's Ambition 2	21	-3	Rad Racer	4	0
Master Chu and the Drunkard Hu	14	+2	North and South	18	+2	Rad Racer 2	4	0
Maxi 15	36	+1	Operation Secret Storm	36	+6	Rad Racket	28	+6
MC Kids	8	0	Operation Wolf	4	0	Raid 2020	12	+1
Mechanized Attack	8	-1	ORB-3D	3	0	Raid on Bungeling Bay	4	0
Mega Man	21	+1	Othello	3	-1	Rainbow Islands	19	+1
Mega Man 2	11	0	Overlord	6	-2	Rally Bike	6	0

Scans for the SNES database! Contact Mario's Right Nut or SuperNESman for details!

See the sticky thread in:
"Collector's Corner"



[NES](#) | [GB](#) | [GBC](#) | [SNES](#) | [VB](#) | [N64](#) | [GBA](#) | [GC](#) | [DS](#) | [Wii](#) | [FDS](#) | [FC](#) | [SFC](#) | [GW](#) | [Arcade](#) | [Other](#)

Mega Man 3	10	0	Pac-Man (Namco)	10	+1	Rambo	4	0
Mega Man 4	13	0	Pac-Man Tengen licensed	8	0	Rampage	6	0
Mega Man 5	27	0	Pac-Man Tengen unlicensed	8	0	Rampart	6	0
Mega Man 6	19	+1	Pac-Mania	6	-3	Remote Control, MTV's	4	0
Menace Beach	67	+40	Palamedes	4	-1	Ren and Stimpy: Buckaroos	7	-1
Mendel Palace	5	+1	Panic Restaurant	57	-6	Renegade	4	0
Mermaids of Atlantis	24	+1	Paperboy	9	0	Rescue: Embassy Mission	4	+1
Metal Fighter	8	-1	Paperboy 2	10	+1	Ring King	5	0
Metal Gear	7	0	Peek A Boo Poker	347	+45	River City Ransom	15	+1
Metal Mech	5	0	Pesterminator	20	+1	Road Runner	6	0
Metal Storm	16	0	Peter Pan and the Pirates	5	0	RoadBlasters	4	0
Metroid	9	+1	Phantom Fighter	4	0	Robin Hood: Prince of Thieves	4	0
Michael Andretti's World GP	4	0	Pictionary	4	0	Robocop	4	0
Mickey Adventure in Numberland	11	+1	Pinball	4	0	Robocop 2	6	0
Mickey Mousecapade	5	+1	Pinball Quest	4	0	Robocop 3	9	0
Mickey Safari in Letterland	7	-1	Pinbot	3	-1	Robodemons	11	+1
Micro Machines	16	-1	Pipe Dream	5	0	RoboWarrior	4	0
Micro Machines (Aladdin)	13	0	Pirates!	12	+1	Rock N' Ball	4	0
MIG-29	4	0	Platoon	4	0	Rocket Ranger	3	-1
Might & Magic	15	+4	Play Action Football	3	-1	Rocketeer	3	0
Mighty Bombjack	5	0	Popeye	7	0	Rockin' Kats	13	-4
Mighty Final Fight	19	-2	POW	4	0	Rocky and Bullwinkle	4	0
Mike Tyson's Punch-Out!!	15	+1	Power Blade	6	0	Roger Clemens Baseball	4	+1
Millipede	5	0	Power Blade 2	57	+1	Rollerball	3	-1
Milon's Secret Castle	4	0	Power Punch 2	10	0	Rollerblade Racer	6	-1
Miracle Piano System	9	+1	P'radikus Conflict	36	+8	Rollergames	4	0
Mission Cobra	31	+5	Predator	5	0	Rolling Thunder	4	0
Mission: Impossible	4	0	Prince of Persia	10	0	Romance o/t Three Kingdoms	6	0
Monopoly	5	0	Princess Tomato	24	+2	Romance o/t Three Kingdoms 2	17	-1
Monster in My Pocket	8	0	Pro Sport Hockey	17	-2	Roundball	5	+1
Monster Party	5	0	Pro Wrestling	4	0	Rush N' Attack	4	0

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.

Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
Rygar	6	0	Super Glove Ball	3	0	Twin Cobra	4	+1
SCAT	16	+5	Super Mario Brothers	5	0	Twin Eagle	5	+1
Secret Scout	54	+4	Super Mario Brothers 2	13	+1	Ultima: Exodus	4	-1
Section Z	4	0	Super Mario Brothers 3	12	0	Ultima: Quest of the Avatar	9	0
Seicross	3	0	Super Mario/Duck Hunt	6	0	Ultima: Warriors of Destiny	19	-2
Sesame Street 1-2-3	4	0	Super Mario/Duck Hunt/WCTM	5	0	Ultimate Air Combat	13	+2
Sesame Street 1-2-3/A-B-C	6	0	Super Pitfall	6	+1	Ultimate Basketball	3	0
Sesame Street A-B-C	4	0	Super Spike V'Ball	4	0	Ultimate League Soccer	13	-9
Sesame Street Countdown	6	+1	Super Spike V'Ball/World Cup	4	-1	Ultimate Stuntman	5	-1
Shadow of the Ninja	8	0	Super Sprint	4	0	Uncharted Waters	19	+4
Shadowgate	6	+1	Super Spy Hunter	8	0	Uninvited	17	-1
Shatterhand	7	-1	Super Team Games	4	0	Untouchables	6	-1
Shingen the Ruler	4	-1	Superman	8	+1	Urban Champion	4	0
Shinobi	7	0	Swamp Thing	6	-2	Vegas Dream	3	0
Shockwave	8	0	Sword Master	18	+4	Venice Beach Volleyball	6	+1
Shooting Range	8	-1	Swords & Serpents	4	0	Vice: Project Doom	6	0
Short Order/Eggsplode	6	+1	T&C Surf Design	4	0	Videomation	4	+1
Side Pocket	4	0	T&C Surf Design 2 Thrillas Surfari	6	-2	Vindicators	3	-1
Silent Assault	12	0	Taboo: The Sixth Sense	3	0	Volleyball	4	0
Silent Service	3	0	Tag Team Wrestling	3	0	Wacky Races	24	+1
Silk Worm	4	-1	Tagin' Dragon	20	-1	Wall Street Kid	4	+1
Silver Surfer	7	0	Talespin	5	-1	Wally Bear and the No! Gang	12	+2
Simpsons: Bart vs. The World	6	0	Target: Renegade	4	0	Wario's Woods	12	+2
Simpsons: Radioactive Man	9	+1	Tecmo Baseball	4	0	Wayne Gretzky Hockey	4	0
Simpsons: Space Mutants	5	-1	Tecmo Bowl	7	0	Wayne's World	23	-1
Skate or Die	4	0	Tecmo Cup Soccer	14	0	WCW: World Champ. Wrestling	5	+1
Skate or Die 2	5	+1	Tecmo NBA Basketball	6	+1	Werewolf	4	0
Ski or Die	5	0	Tecmo Super Bowl	14	+1	Wheel of Fortune	4	0
Skull and Crossbones	5	0	Tecmo World Wrestling	5	0	Wheel of Fortune: Family Edition	4	0
Sky Shark	4	0	Teenage Mutant Ninja Turtles	5	0	Wheel of Fortune: Junior Edition	4	0
Skykid	6	0	Teenage Mutant Ninja Turtles 2	9	0	Wheel of Fortune: Vanna White	5	0
Slalom	4	0	Teenage Mutant Ninja Turtles 3	14	0	Where in Time/Carmen Sandiego	5	0
Smash TV	5	0	Teenage Mutant Ninja Turtles TF	26	-4	Where's Waldo?	6	0
Snake Rattle 'N Roll	6	0	Tennis	4	0	Who Framed Roger Rabbit?	5	0
Snake's Revenge	7	0	Terminator	6	0	Whomp 'Em	5	-1
Snoopy's Silly Sports	6	+1	Terminator 2: Judgement Day	5	0	Widget	8	-1
Snow Brothers	55	+6	Terra Cresta	7	0	Wild Gunman	9	0
Soccer	4	0	Tetris (Nintendo licensed)	6	-1	Willow	5	0
Solar Jetman	3	0	Tetris (Tengen unlicensed)	34	+3	Win, Lose or Draw	4	+1
Solitaire	18	-6	Tetris 2	6	0	Winter Games	4	0
Solomon's Key	5	0	Three Stooges	6	+1	Wizardry	5	0
Solstice	4	0	Thunder and Lightning	7	-1	Wizardry 2: Knight of Diamonds	14	0
Space Shuttle	7	0	Thunderbirds	4	0	Wizards & Warriors	5	0
Spelunker	6	+1	Thundercade	4	0	Wizards & Warriors 3	10	-1
Spider-Man: Sinister Six	8	0	Tiger Heli	4	0	Wolverine	7	0
Spiritual Warfare	9	+1	Tiles of Fate	9	+2	World Champ	9	+2
Spot	4	0	Time Lord	3	0	World Class Track Meet	5	0
Spy Hunter	4	-1	Times of Lore	10	0	World Cup Soccer	4	0
Spy vs. Spy	5	0	Tiny Toon Adventures	7	0	World Games	4	0
Spoon	12	0	Tiny Toon Adventures 2	8	+1	Wrath of the Black Manta	3	-1
Stack Up	21	-1	Tiny Toon Cartoon Workshop	5	-2	Wrecking Crew	7	0
Stanley	8	-2	To The Earth	4	0	WURM	5	0
Star Force	6	+1	Toki	10	0	WWF King of the Ring	8	+1
Star Soldier	3	0	Tom and Jerry	7	0	WWF Steel Cage	5	+1
Star Trek: 25th Anniversary	7	0	Tom Sawyer	5	0	WWF Wrestlemania	3	0
Star Trek: The Next Generation	13	+2	Tombs and Treasure	9	+1	WWF Wrestlemania Challenge	5	+1
Star Voyager	4	0	Toobin'	7	0	Xenophobe	4	0
Star Wars	9	+1	Top Gun	3	0	Xevious	4	0
Starship Hector	4	-1	Top Gun 2	3	0	Xexyz	4	0
StarTropics	4	0	Total Recall	4	0	X-Men	6	0
Stealth	3	0	Totally Rad	4	0	Yo! Noid	6	0
Stinger	5	0	Touchdown Fever	6	0	Yoshi	6	0
Street Cop	14	+3	Toxic Crusader	8	0	Yoshi's Cookie	5	0
Street Fighter 2010	5	+1	Track and Field	5	0	Young Indiana Jones	12	-1
Strider	4	0	Track and Field 2	4	0	Zanac	5	+1
Stunt Kids	28	+4	Treasure Master	5	0	Zelda 2: The Adventure of Link	9	+1
Sunday Funday	56	-32	Trick Shooting	6	+1	Zen Intergalactic Ninja	9	+2
Super C	12	0	Trog	5	0	Zoda's Revenge: StarTropics 2	6	0
Super Cars	8	0	Trojan	4	0	Zombie Nation	26	0
Super Dodge Ball	11	0	Trolls on Treasure Island	12	+1			

CREDITS

Staff

EDITOR IN CHIEF
Dan Langevin

LAYOUT ARTIST
Alex Jordan

EXECUTIVE SUPERVISOR
Dain Anderson

Writers

COMPLETING A VIRTUAL BOY COLLECTION
Michael Swanson

THE PRIVATE ARCADE:
NOT A DREAM FOR THE TIMID
Euripides

A SMALL GLIMPSE INTO THE
FLIP SIDE OF FAMICOM GAMING
Joseph

ADVENTURES OF KAZ
Charles Foster Kane

CHALLENGING THE WORLD:
VINTAGE NINTENDO CHAMPIONSHIPS
Rick N. Bruns

NintendoAGE eZine Volume 4 Issue 2: Feb. 2010 | Copyright 2007-2010 NintendoAGE & Dain Anderson
All rights reserved. No portion of this document may be copied reproduced, hosted, redistributed or sold, in
any part or whole, without express written consent of NintendoAGE.