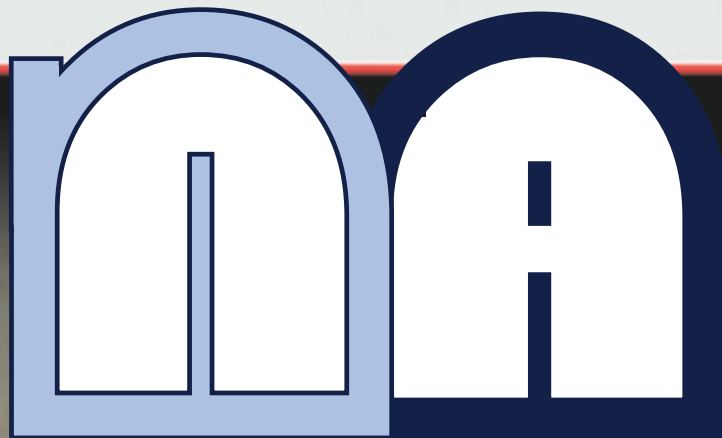
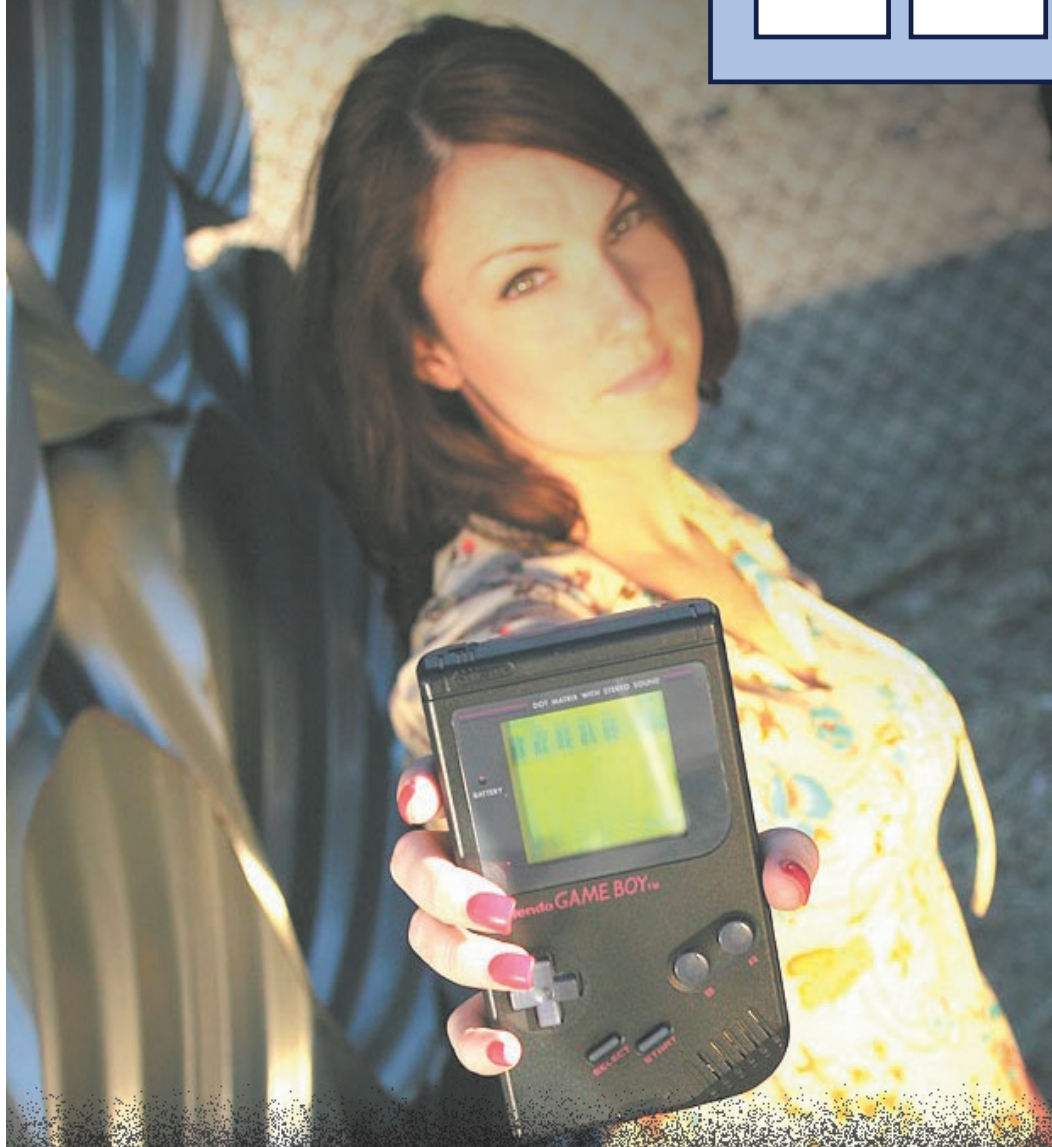


NintendoAGE eZine



Volume 2 Issue 3  
March 2008



## IN THIS ISSUE

**Sealed Games**

*Is that factory? (Part 4)*

**eBay**

*How to open your own store*

*ComputerHer*  
an exclusive interview



## ComputeHer: Making geeks swoon one blip at a time

Article and interview by Kevin Hanley

In Back to the Future Part II, Marty McFly and “Doc” Emmett Brown travel into the future, to the year 2015. This movie came out in 1989, and looking back at it from the year 2008 it’s interesting to see what some people thought a futuristic America may look like. 2015 is only seven years from now, and I don’t quite think we’re going to catch up to the technology featured in the movie, but when I think about what sort of music Marty Jr. would be listening to, micromusic comes to mind.

Micromusic, for those not in-the-know, is an entire genre of music that is created using old video game systems and computers, like Atari 2600, Commodore 64, Apple II, Nintendo Game Boy, etc, etc. This style is represented by an entire underground music scene, shows being played, tours being itinerized, clubs being rocked, by groups performing this music. And there are fans worldwide eating the stuff up with a spoon.

For fans of classic video game systems, this is an exciting time. No longer do we have to sit in our rooms listening to the title screen music for Mega Man 2 all alone. No, sir. Now we can head out to our local dive bar, call up our closest friends, and geek out to original music made by people just like you and me. People who didn’t want the 8-bit sounds to stop when they powered off their Nintendos. People like a girl in California named Michelle.

Michelle, whose music project she calls ‘ComputeHer,’ has been around the micromusic scene for years, and has developed quite a following. We decided to jump on the bandwagon, so we put down our controllers, hopped in our beat-down 85 Toyota Corolla, and pushed drooling fanboys aside to get up close and personal with ComputeHer, to bring NintendoAGE an exclusive interview.

So tie your seatbelt in a knot (sorry, it doesn’t buckle properly anymore) and hold on tight because if the recent demand for her music is any indication (her song, SysOp was recently featured on the DVD for the King of Kong: A

Fistful of Quarters) ComputeHer is about to take-off. And you can say you knew about her way-back-when. I know ... thank me later.

[NA] First off Michelle, thanks for taking the time to sit down and talk with us. How are you doing today?

[ComputeHer] I’m doing good, but I wish it were sunnier outside. It’s getting ready to rain here in L.A.

[NA] I’m sure you have a pretty good amount of fans out there that know who you are (over 7,000 on Myspace!)

but just for those uneducated folk out there, how would you describe your music to someone who had absolutely no idea who you were?

[ComputeHer] I make electronic dance music by using 8 bit computers and consoles as instruments. I use the Commodore 64 Nintendo NES, original Game Boy, Apple ii, Atari 2600, etc.

[NA] And you really use old video game consoles to get the sounds you get? How would you even pull the sounds out of the systems? Please forgive my ignorance, I’m not the brightest crayon in the box.

[ComputeHer] Yes, most of them have audio output through the headphone jacks or through the RCA output.

[NA] So (forgive me again) it’s not every day I get to talk to a lovely girl who actually digs classic games. Take us through a typical day in the life of Michelle.

[ComputeHer] I have a day job so that takes up most of my time during the week. On my days off I like to work on my music, check out the chiptune scene on 8bc.org, garden, take pictures, play video games, go see bands play live and just relax and enjoy some downtime.

[NA] So just like the readers of our fine e-Zine, you grew up playing (and loving!) classic games. Give us a couple of your fondest memories of gaming when you were growing up, and for the hell of it, list your top 5 NES games.

[ComputeHer] One of my fondest memories of gaming was playing my C64. I used to play Little Computer People and I would leave



1.21 Gigawatts!!! The first Back to the Future came out the same year as the Nintendo NES.

my computer on all night long because I didn’t want to kill my little person living in my computer. In the morning I would wake up to him with a green face and sick because I didn’t feed him in the middle of the night, lol... That game was awesome and I consider it the original Sims. Another fond memory of gaming I have is playing on The Sierra Network (TSN) against players all over the U.S. My brother was a beta tester for TSN so I was exposed to on-line gaming at an early age. I would play Red Baron,

Checkers, Chess, and The Shadows of Yserbius against people on the computer. I remember kids in school thought I was lying when I told them I talked to people on my computer.

My top 5 NES games are Maniac Mansion, Mario 1, Burgertime, Donkey Kong and Excitebike.

[NA] The music from that era was really incredible. The composers had the daunting task of writing music that could fit on a little cartridge but wouldn’t get annoying or boring after being repeated over and over for hours. At what point in your life did you realize you wanted to start writing this style of music, and why?

[ComputeHer] I was given Little Sound DJ as a gift and I taught myself how to make music on my Game Boy. I already knew how to play the drums and I knew a few things on the guitar but this was great because I could carry my entire song in my pocket! After I wrote my first song Bridge, I decided to put my music on MySpace. People kept asking me when I was going to put an album out...so I did. Things kind of took off from there. I guess it came naturally because I grew up playing games with my family and I’ve always loved music.



[NA] Have you ever felt limited in this genre? Throwing lyrics to a love ballad over 8-bit jungle-trance isn't really an option, I'd imagine.

[ComputeHer] You'd be surprised. Stay tuned. :]

[NA] I have been giving your album "Data Bass" (clever name, btw) some serious spin-time on my iPod the past couple weeks. I have to say, I really dig the 5 1/4" floppy design. I remember having to swap those out when I would sneak some time playing my dad's Leisure Suit Larry game when I was like 7 years old. Was that design something you came up with?

[ComputeHer] No, it's 8 Bit Weapon's design. He produced my album so it seemed natural to release it in the same format.

[NA] How long did the album take to put together, music-wise? Are you happy with the way it came out?

[ComputeHer] It took about a year to write, record and produce. I couldn't be happier with the final product. Judging by unbelievable cd and mp3 sales people seem to like it as much as I do.

[NA] What are your favorite tracks from the album?

[ComputeHer] Tickled Pink, Coco Kitty and Lost Control.

[NA] Do you hear the music in your head before you sit down to start a track, or do you just sort of blip-blip on the keyboard until you find something you like and then go from there?

[ComputeHer] I usually sit down with an empty slate not knowing where I'm headed musically. I try not to think about it too much because I find when I do that I hit a lot of roadblocks and I end up with nothing worth working on in the end that I like. I like to go in with a clear mind and let things happen naturally. I usually start out with writing some sort of drum loop and a bass line, then it kinda flows from there.

[NA] It's been a year since you released "Data Bass." Can you give us the skinny on whether you have another project lined up? The fans (me, at least) demand another album.

[ComputeHer] I currently have an EP on the way for my new song Sysop. I'm planning on putting lyrics over it. I am also working on a full-length album, which will hopefully be released this year.

[NA] You performed at the Classic Gaming Expo last year in Las Vegas. How was that? Are you going to be there again this year? (I don't plan on stalking you, don't worry)\*.

\*Maybe a little.

[ComputeHer] It was good, I got a lot of goodies while I was there like a new Game Boy and some games. I look forward to returning this summer so maybe I'll see you.

[NA] Are you going to tour at all? Come play on the east coast. Particularly Florida.

Particularly Pensacola. Particularly at my house.

[ComputeHer] Yes I'd love to tour again. Last year's tour was amazing and a lot of fun. I'm planning my tour again for this year as we speak so maybe I'll head out to Florida. Things aren't set in stone yet, so stay tuned.

[NA] How hard is it to perform live technologically? What sort of equipment do you pull out to do your jam thing?

[ComputeHer] It's not that hard, the only hard part is if the equipment fails you because it's so old or your batteries aren't charged for your Game Boy. I always have a set up AA batteries on hand just in case.

For my live set I use my Commodore 64 and 128, Game Boy camera and Game Boy. Occasionally I'll use the Apple II, but that's a beast to bring to live shows. It weighs a ton.

When I brought my 128 on tour, it ended up dying because of all of the traveling that was involved. Some of the planes required only so many bags to carry on so I had to pack the poor computer in a suitcase wrapped in sweaters and hope for the best. It lasted the entire tour, but when I tried to get it to work once I got home, it died. Right now I use it as a door stop since it doesn't work anymore lol. It's hard to let go. lol

[NA] What sort of music do you listen to outside of your own?

[ComputeHer] I love discovering new chiptunes on 8bc.org I'm a big fan on 8 Bit Weapon, Melbot, FirestARTer, Trash80, Bud Melvin, Unicorn Dream Attack, Nullsleep, Bit Shifter and many more micro-artists. Outside of micromusic I like to listen to The Doors, Donovan, Pink Floyd, Bob Marley, Nick Drake, Harry Neilson, Lennon, Devo, Duran Duran, Erasure, Telex, Depeche Mode, Kraftwerk, Thompson Twins...I can keep going, but I'll stop there.

[NA] Do you still game at all today? If so, do you still go back to play the classics, or have you moved on to the newer games? I have much love for the classics, but damn if that Nintendo DS isn't consuming my life.

[ComputeHer] Yes and I mostly play the classics. I have my Nintendo set up next to my Commodore 64. I don't really play many of the new games, but it's only because everything is so damn expensive. I rather spend my money on more classic games than only 1 new game.

[NA] This is a bit off-topic, but I've been commanded by my peers to ask if you enjoy eating at Arby's? If so, you're a keeper.

[ComputeHer] I'd rather eat a Cupid's Hot Dog, sorry.

[NA] I did some research and noticed you had a Flickr page. This makes me wonder what sort of other creative outlets you have that the



casual fan wouldn't know about. Do you write poetry or knit or anything?

[ComputeHer] I have a lot of other creative outlets. I made a DS case. [see above] I also love to bake. I made 1up cupcakes. [see below] And like you saw on my flickr page, I love to take pictures. I also love to garden. Right now I am growing a ton of flowers and vegetables from seeds.

[NA] Your music is featured in the DVD menus for the movie King of Kong: A Fistful of Quarters. How did they approach you to get your permission? Does it feel surreal at all?

[ComputeHer] They e-mailed me to contribute a song to their DVD. I chose to release my song Sysop that hasn't been released yet. It feels very surreal because I originally started making music just for myself and to see how far it's taken me is pretty amazing. I am really enjoying everything that is coming my way and I am looking forward to see what else is going to happen.

[NA] Alright, I think I've taken up enough of your time. Any closing thoughts? (Besides asking for my phone number, of course. That is a given).

[ComputeHer] Look for my EP coming out soon which will be available on my website computeher.net

Official website: <http://www.computeher.com>  
Myspace: <http://www.myspace.com/computeher>  
Flickr: <http://www.flickr.com/photos/computeher>





## Take pride in your collection

Article by Basil Timmins

I've always found it interesting how people sort things. Whether it be numbers or files or, hey, even games (!), organization has always intrigued me. And that's what sorting is really: reorganizing items in various ways. The beauty of being a NES



collector, of course, is that there is a library of about 800 games to play around with. As such, there are a lot of different options for those of us more on the OCD side to consider when thinking about how to store our growing collections. And this is meant as no offense to those of you who are out and out slobs with disheveled collections, but I like seeing "rooms of doom" that are orderly.

Now, there are two aspects, really, to having your games displayed well: they've got to be organized, and probably even more important than that, the whole shebang should be well presented. And presentation really is the key here, because it makes the difference between a collection that looks like it belongs to someone who really enjoys his hobby, and a collection that looks like the backroom of some random game store that's running out of space. A collection should tell a story, me thinks, not just be a bombardment of loose carts en masse. When someone walks into a game room, he should be just as impressed with the way its set up as he is with your vast assortment of games. Which brings me to another point... theme!

A good game room definitely needs to have a uniform theme. Whether that theme is "the 80's" or "all Nintendo" or whatever else is entirely up to you, just as long as it looks like

you've at least got some focus. I don't know how many game room pictures I've seen that are just stacks and stacks of boxes/carts/whatever all mingled together with NES next to PS2 next to Atari next to Dreamcast next to whatever... it looks like a disheveled storeroom – a mess! And I don't really understand all those "catch all" collectors anyway, whose goal is to collect "all games" from Odyssey to infinity (good luck boys!) but even if you do have such a hopelessly unrealistic goal, or even a collection to match, could you at least try to keep like items together? Like, how about an "80's Corner" or "Bobby's Wall O' Modern Stuff" instead of having everything randomly mixed without reason or rhyme?

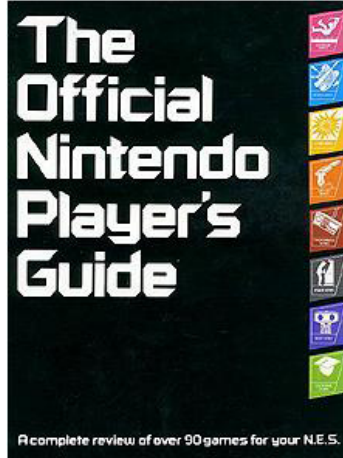
But anyway, back to the NES, there are generally three ways you can organize your carts (and your boxes too, if you're smart enough to keep the two separate :P): First, you could go strictly alphabetical by title. The bonus here is that you will always be able to find any game on a whim. The downside, of course, is that both the carts and the boxes look like ass when you've



*Room of Doom: Orderly or a mess? The choice is yours.*

got all the different publisher's randomly mixed in with each other (this is especially true with the boxes and unlicensed carts). So this is definitely not the route to go if you are the least bit aesthetic. Secondly, then, you could sort your games alphabetically by publisher, which is a thousand-fold better on the visual front, but, unless you have an intimate knowledge of the NES library, is bound to result in frustration when you go about trying to find where you've filed some of your more obscure games. Or, finally, you could display your games alphabetically by publisher, and then within that, sort each publisher subset by box-art design. For example, you would have all of your Konami silver boxes lined up together and all of your first-party black box games lined up together, etc. This third display style is the one I use personally, and it really does make a difference on the visual front. I've seen a whole lot of collection pictures post-

ed on NA in the last year and a half and I really can't understand why more people don't store their boxes this way.



*Nintendo's First Guide: Who knew to what extent Nintendo would take over the world?*

But getting back to where I started concerning sorting and OCD, I remember meeting a guy on another forum long ago who's collecting style was so rigid and organized that he was collecting NES games in chronological order. That means he started with the 18 launch titles and would NOT get any other games until he had secured that first lot... then it was onto the 1986 releases and so on. Anyway, as odd as it sounds, I've always been fascinated with objectives like this, and I just happen to have a compiled list of the licensed NES library – in chronological order – here for your viewing pleasure. One

could learn a lot from perusing a list such as this, and just as an FYI, the first 90 games are all included in Nintendo's first guide (titled "The Official Nintendo Player's Guide") should you be looking for a more in-depth resource book for those earliest games. It actually is pretty interesting to see how the games evolved over the years, in terms of both label art and in-game design. Anyway, do with this list what you will (play 'em all in order man!).

### Bow Down

#### The First Eighteen

- 10-Yard Fight
- Baseball
- Clu Clu Land
- Donkey Kong Jr. Math
- Duck Hunt
- Excitebike
- Golf
- Gyromite
- Hogan's Alley
- Ice Climber
- Kung Fu
- Mach Rider
- Pinball
- Stack-Up
- Super Mario Bros.
- Tennis
- Wild Gunman
- Wrecking Crew

85-10 10-Yard Fight	87-09 Stadium Events	88-11 Cobra Command	89-08 Dragon Warrior
85-10 Baseball	87-09 Star Voyager	88-11 Dr Chaos	89-08 Faxanadu
85-10 Clu Clu Land	87-09 Stinger	88-11 SMB/Duck Hunt	89-08 Flying Dragon
85-10 Donkey Kong Jr Math	87-09 Tiger-Heli	88-11 Super Team Games	89-08 Jordan Vs Bird
85-10 Duck Hunt	87-09 Winter Games	88-12 Bionic Commando	89-09 Adventures of Dino Riki
85-10 Excitebike	87-10 Alpha Mission	88-12 Blades of Steel	89-09 Air Fortress
85-10 Golf	87-10 Lunar Pool	88-12 Bump'n'Jump	89-09 Back to the Future
85-10 Gyromite	87-10 Mike Tyson's Punch-Out!!	88-12 Castlevania 2	89-09 Bad Street Brawler
85-10 Hogan's Alley	87-10 Rad Racer	88-12 Indiana Jones ToD	89-09 Black Bass USA, The
85-10 Ice Climber	87-10 Zanac	88-12 Othello	89-09 Castlequest
85-10 Kung Fu	87-11 Breakthru	88-12 Paperboy	89-09 Duck Tales
85-10 Mach Rider	87-11 Goonies 2, The	88-12 Platoon	89-09 Fester's Quest
85-10 Pinball	87-11 Gotcha!	88-12 Rampage	89-09 Hollywood Squares
85-10 Stack-Up	87-11 Jaws	88-12 Robo Warrior	89-09 King's Knight
85-10 Super Mario Bros	87-11 Karate Kid, The	88-12 Skate or Die!	89-09 NFL Football
85-10 Tennis	87-11 Kid Niki - Radical Ninja	88-12 Superman	89-09 POW - Prisoners of War
85-10 Wild Gunman	87-11 Star Force	88-12 Xenophobe	89-09 Sesame Street ABC
85-10 Wrecking Crew	87-11 Super Pitfall	88-12 Zelda II	89-09 Sky Shark
86-06 Balloon Fight	87-11 Top Gun	89-01 Bomberman	89-09 Who Framed Roger Rabbit
86-06 Donkey Kong	87-12 Mega Man	89-01 Sesame Street 123	89-10 Casino Kid
86-06 Donkey Kong 3	87-12 Wizards & Warriors	89-01 Star Soldier	89-10 Goal!
86-06 Donkey Kong Jr	88-01 Karnov	89-01 Tecmo Baseball	89-10 Godzilla!
86-06 Gumshoe	88-01 Renegade	89-01 WWF Wrestlemania	89-10 Jeopardy! Jr Edition
86-06 Mario Bros	88-02 Contra	89-02 Bandai Golf	89-10 Romance of the 3 Kingdoms
86-06 Popeye	88-02 Gun Smoke	89-02 Friday the 13th	89-10 Stealth ATF
86-06 Urban Champion	88-02 RC Pro-Am	89-02 Gyruss	89-10 Three Stooges
86-10 Chubby Cherub	88-02 T&C Surf Design	89-02 Q-bert	89-10 Twin Eagle
86-10 MUSCLE	88-03 Dragon Power	89-02 Tecmo Bowl	89-10 Wheel of Fortune Jr Ed
86-10 Ninja Kid	88-03 Ice Hockey	89-02 Ultima - Exodus	89-11 720
86-10 Tag Team Wrestling	88-04 Freedom Force	89-03 Dance Aerobics	89-11 Tetris
86-11 1942	88-04 Ikari Warriors II	89-03 John Elway's Quarterback	89-11 To The Earth
86-11 Commando	88-04 Major League Baseball	89-03 Kung-Fu Heroes	89-12 All-Pro Basketball
86-11 Ghosts'n Goblins	88-05 City Connection	89-03 Marble Madness	89-12 Archon
86-11 Karate Champ	88-05 Rambo	89-03 Ninja Gaiden	89-12 Battle of Olympus, The
86-12 Gradius	88-06 Double Dragon	89-03 World Games	89-12 Championship Bowling
87-02 Trojan	88-06 Metal Gear	89-04 Adventures of Lolo	89-12 Cybernoid -
87-03 Pro Wrestling	88-07 Bases Loaded	89-04 Amagon	89-12 Dig Dug 2
87-03 Soccer	88-07 Defender 2	89-04 Dr Jekyll and Mr Hyde	89-12 Ironsword - W&W 2
87-03 Volleyball	88-07 Gauntlet (Licensed)	89-04 Fist of the North Star	89-12 Knight Rider
87-04 Rush'n Attack	88-07 Iron Tank	89-04 Guardian Legend, The	89-12 Magic of Scheherazade
87-04 Track & Field	88-07 Legendary Wings	89-04 Legacy of the Wizard	89-12 Marvel's X-Men
87-05 Burger Time	88-07 RBI Baseball (Licensed)	89-04 Mappy-Land	89-12 Robocop
87-05 Castlevania	88-08 Lifeforce	89-04 Mystery Quest	89-12 Shadowgate
87-05 Ikari Warriors	88-08 World Class Track Meet	89-04 Predator	89-12 Short Order - Eggsplode
87-06 Side Pocket	88-09 Galaga	89-04 Taboo The 6th Sense	89-12 Silent Service
87-07 Athletic World	88-09 Golgo 13	89-05 Operation Wolf	89-12 Willow
87-07 Kid Icarus	88-09 Adventure Island	89-06 Adventures of Bayou Billy	90-01 8 Eyes
87-07 Legend of Zelda, The	88-09 Jackal	89-06 Airwolf	90-01 A Boy and His Blob
87-07 Mighty Bomb Jack	88-09 Jeopardy!	89-06 California Games	90-01 Bases Loaded 2
87-07 Rygar	88-09 Lee Trevino's Fighting Golf	89-06 Desert Commander	90-01 Chessmaster, The
87-07 Section Z	88-09 Milon's Secret Castle	89-06 Guerrilla War	90-01 Clash At Demonhead
87-07 Solomon's Key	88-09 Pac-Man (Licensed)	89-06 Hoops	90-01 Demon Sword
87-08 Arkanoid	88-09 Wheel of Fortune	89-06 Hydliide	90-01 Double Dragon II
87-08 Athena	88-09 Xevious	89-06 Mega Man 2	90-01 Evert & Lendl Tennis
87-08 Elevator Action	88-10 1943	89-06 Monster Party	90-01 Genghis Khan
87-08 Legend of Kage, The	88-10 Donkey Kong Classics	89-06 Nobunaga's Ambition	90-01 Infiltrator
87-08 Metroid	88-10 Ghostbusters	89-06 Shooting Range	90-01 Kings of the Beach
87-08 Slalom	88-10 Joust	89-06 Street Cop	90-01 Rescue Embassy Mission
87-09 3D WorldRunner	88-10 Magmax	89-06 Super Dodge Ball	90-01 River City Ransom
87-09 Deadly Towers	88-10 Mickey Mousecapade	89-06 TMNT	90-01 RoadBlasters
87-09 Double Dribble	88-10 Millipede	89-06 Track & Field 2	90-01 Rock 'n' Ball
87-09 Lode Runner	88-10 Racket Attack	89-07 Baseball Stars	90-01 Top Gun 2nd Mission
87-09 Raid on Bungeling Bay	88-10 Seicross	89-07 Cobra Triangle	90-01 Twin Cobra
87-09 Ring King	88-10 Spy Vs Spy	89-07 Defender of the Crown	90-02 Batman
87-09 Sky Kid	88-10 Super Mario Bros 2	89-07 Strider	90-02 Dash Galaxy Alien Asylum
87-09 Spelunker	88-11 Anticipation	89-07 Thundercade	90-02 Destination Earthstar
87-09 Spy Hunter	88-11 Blaster Master	89-08 Adventures of Tom Sawyer	90-02 Rollerball
87-09 Sqoon	88-11 Bubble Bobble	89-08 Bugs Bunny Crazy Castle	90-02 Super Mario Bros 3

90-02 Super Spike V'Ball	90-07 Image Fight	90-12 Ninja Crusaders	91-08 Lone Ranger, The
90-03 Abadox	90-07 Little League Baseball	90-12 Nintendo World Cup	91-08 Ninja Gaiden 3
90-03 Adventures of Lolo 2	90-07 Mad Max	90-12 North & South	91-09 Adventures of Lolo 3
90-03 Al Unser Jr Turbo Racing	90-07 Mad Max	90-12 Punch-Out!!	91-09 Bases Loaded 3
90-03 Astyanax	90-07 Pictionary	90-12 Shadow of the Ninja	91-09 Captain Planet
90-03 Baseball Simulator 1000	90-07 Snake Rattle'n Roll	90-12 Startropics	91-09 Gun Nac
90-03 Burai Fighter	90-07 Wizardry -	90-12 SMB/Duck Hunt/Track Meet	91-09 Magic Darts
90-03 Code Name Viper	90-08 Barker Bill's Trick Shooting	90-12 Super Spike V'Ball / World Cup	91-09 Monster Truck Rally
90-03 Conflict	90-08 Dick Tracy	90-12 TMNT 2	91-09 NES Open Golf
90-03 Fisher Price I Can Remember	90-08 NARC	90-12 Thunder & Lightning	91-09 Rockin' Kats
90-03 Fisher Price Perfect Fit	90-08 Swords And Serpents	90-12 Ultima - Quest of the Avatar	91-09 Romance Three Kingdoms 2
90-03 Heavy Barrel	90-08 Total Recall	90-12 Ultima - Quest of the Avatar	91-09 Smash TV
90-03 Jack Nicklaus' Golf	90-09 Back to the Future 2 & 3	91-01 AD&D Heroes of the Lance	91-09 Super Jeopardy!
90-03 Kid Kool	90-09 Battle Tank	91-01 Fun House	91-09 Where's Waldo
90-03 Magic Johnson's Fast Break	90-09 Bugs Bunny Birthday Blowout	91-01 GI Joe	91-09 Zombie Nation
90-03 Target Renegade	90-09 Castlevania 3 Dracula's Curse	91-01 Hunt For Red October, The	91-10 American Gladiators
90-03 Terra Cresta	90-09 Classic Concentration	91-01 Kabuki - Quantum Fighter	91-10 Bo Jackson Baseball
90-03 Vegas Dream	90-09 Destiny of an Emperor	91-01 Krion Conquest, The	91-10 Darkman
90-03 Wheel of Fortune Family Ed	90-09 Dragon Warrior 2	91-01 Peter Pan & The Pirates	91-10 Home Alone
90-03 Win, Lose or Draw	90-09 Gauntlet 2	91-01 Qix	91-10 Pirates!
90-04 Double Dare	90-09 Journey to Silius	91-01 Untouchables, The	91-10 Roger Clemens Baseball
90-04 Dynowarz	90-09 Kickle Cubicle	91-01 Wayne Gretzky Hockey	91-10 Trog
90-04 Ghostbusters 2	90-09 Little Nemo Dream Master	91-02 Conan	91-10 Where Is Carmen Sandiego
90-04 Super Offroad	90-09 Low G Man	91-02 Double Dragon III	91-10 Wolverine
90-04 Phantom Fighter	90-09 Maniac Mansion	91-02 Flying Warriors	91-11 Bard's Tale
90-04 Pinbot	90-09 Mission Impossible	91-02 Galaxy 5000	91-11 Eliminator Boat Duel
90-04 Snake's Revenge	90-09 MULE	91-02 Adventure Island 2	91-11 L'Empereur
90-04 Snoopy's Sports Spectacular	90-09 NES Play Action Football	91-02 Ikari 3 - The Rescue	91-11 Robin Hood
90-04 Super C	90-09 Pipe Dream	91-02 Isolated Warrior	91-11 Sesame Street ABC - 123
90-04 Tecmo World Wrestling	90-09 Rally Bike	91-02 Last Ninja, The	91-11 Snow Bros
90-04 WCW Wrestling	90-09 Rollergames	91-02 Magician	91-11 Space Shuttle Project
90-04 Wrath of the Black Manta	90-09 Skate or Die 2	91-02 Metal Storm	91-11 Star Wars
90-04 Xexyz	90-09 Solar Jetman	91-02 Princess Tomato	91-11 Uncharted Waters
90-05 Final Fantasy	90-09 Spot	91-02 Bart Vs the Space Mutants	91-11 Vice - Project Doom
90-05 Ninja Gaiden II	90-09 Street Fighter 2010	91-02 Ski or Die	91-11 Wurm
90-05 Remote Control	90-09 Thunderbirds	91-02 Super Cars	91-12 Barbie
90-06 Adventures in Magic Kingdom	90-09 Time Lord	91-02 Touchdown Fever	91-12 Batman Return of the Joker
90-06 Arkista's Ring	90-09 Ultimate Basketball	91-03 Harlem Globetrotters	91-12 Captain America
90-06 Bad News Baseball	90-10 A Nightmare On Elm Street	91-03 In.Jones Last Crusade (Taito)	91-12 Flintstones Rescue
90-06 Boulder Dash	90-10 Big Bird's Hide And Speak	91-03 Kiwi Kraze	91-12 Golf Grand Slam
90-06 Cabal	90-10 Caveman Games	91-03 Metal Mech	91-12 Shatterhand
90-06 Captain Sky Hawk	90-10 Days of Thunder	91-03 Power Blade	91-12 Bart Vs the World
90-06 Castle of Dragon	90-10 Dr Mario	91-03 Totally Rad	91-12 TaleSpin
90-06 Chip 'n Dale Rescue Rangers	90-10 Gremlins 2	91-03 Whomp'Em	91-12 Tecmo Super Bowl
90-06 Dragon Spirit New Legend	90-10 Loopz	91-04 Bill Elliott's NASCAR	91-12 Tiny Toon Adventures
90-06 Heavy Shreddin'	90-10 Mendel Palace	91-04 Nobunaga's Ambition 2	91-12 Toki
90-06 Jeopardy! 25th Ann Ed	90-10 Orb 3D	91-04 Robocop 2	91-12 Tom & Jerry (and Tuffy)
90-06 Last Starfighter, The	90-10 Super Glove Ball	91-04 World Champ	91-12 Treasure Master
90-06 Mafat Conspiracy	90-11 Arch Rivals	91-05 Beetlejuice	92-01 Cyberball
90-06 Mechanized Attack	90-11 Conquest of the Crystal Palace	91-05 Family Feud	92-01 Addams Family, The
90-06 M Andretti's Grand Prix	90-11 Formula One Built To Win	91-05 Flight of the Intruder	92-01 Attack Killer Tomatoes
90-06 Pinball Quest	90-11 Immortal, The	91-05 Monopoly	92-01 Bucky O'Hare
90-06 Puss 'n Boots	90-11 Mega Man 3	91-05 Rocketeer, The	92-01 Cowboy Kid
90-06 Rad Racer 2	90-11 Muppet Adventure	91-05 Times of Lore	92-01 Die Hard
90-06 Rocket Ranger	90-11 Palamedes	91-06 Base Wars	92-01 Dragon Fighter
90-06 Shingen The Ruler	90-11 Punisher, The	91-06 Battletoads	92-01 Kick Master
90-06 Silk Worm	90-11 Puzznic	91-06 Castelian	92-01 Legends of the Diamond
90-06 Solstice	90-11 Silver Surfer	91-06 Faria	92-01 Mega Man 4
90-06 Starship Hector	90-11 Werewolf	91-06 Laser Invasion	92-01 Monster in my Pocket
90-06 Wall Street Kid	90-11 WWF Wrestlemania Challenge	91-06 Rainbow Islands	92-01 Motor City Patrol
90-07 Bad Dudes	90-11 Yo! Noid	91-06 SCAT	92-01 Nightshade
90-07 Battle Chess	90-12 Adventures of Rad Gravity	91-06 Tombs and Treasure	92-01 Rampart
90-07 Bigfoot	90-12 Bandit Kings Ancient China	91-06 Uninvited	92-01 Sword Master
90-07 Circus Caper	90-12 Deja Vu	91-06 Videomation	92-01 Wh/Fortune Vanna White
90-07 Crystalis	90-12 Digger T Rock	91-07 Frankenstein	92-02 F-15 Strike Eagle
90-07 Dungeon Magic	90-12 Dirty Harry	91-07 High Speed	92-02 Godzilla
90-07 Dusty Diamond's Softball	90-12 Dragon's Lair	91-07 Klash Ball	92-02 Hudson Hawk
90-07 Gilligan's Island	90-12 Jackie Chan's Action Kung Fu	91-07 Little Mermaid, The	92-02 MC Kids
	90-12 Little Ninja Brothers	91-08 Bill & Ted's Adventure	

## A Few Highlights

### October 1985

Super Mario Bros.

### June 1986

Mario Bros. Arcade

### October 1986

Chubby Cherub

### April 1987

Track and Field

### July 1987

The Legend of Zelda

### September 1987

Stadium Events

### October 1987

Mike Tyson's Punchout!

### December 1987

Mega Man

### February 1988

Contra

### November 1988

Bubble Bobble

### February 1989

Tecmo Bowl

### February 1990

Super Mario Bros. 3

### February 1991

Princess Tomato

### June 1991

Battletoads

### November 1992

Little Samson

### March 1993

Bomberman 2

### August 1993

Bubble Bobble 2

### November 1993

Pro Sport Hockey

### August 1994

Flintstones 2

### December 1994

Wario's Woods

92-02 Sesame Street Countdown

92-02 Star Trek 25th Ann.

92-02 Super Spy Hunter

92-02 TMNT 3

92-02 Terminator 2

92-03 Dragon Warrior 3

92-03 Fisher Price Firehouse Rescue

92-03 Gemfire

92-03 Ghoulish School

92-03 GI Joe Atlantis Factor

92-03 Star Wars Empire Strikes Back

92-03 T&C 2 Thrilla's Surfari

92-03 Wizards & Warriors 3

92-04 AD&D Pool of Radiance

92-04 Hatris

92-04 Hook

92-04 Mutant Virus, The

92-04 Paperboy 2

92-04 Toxic Crusaders

92-04 Ultimate Air Combat

92-04 Wizardry Knight of Diamonds

92-05 Race America

92-05 Roundball 2-on-2

92-05 Wacky Races

92-06 Darkwing Duck

92-06 Day Dreamin' Davey

92-06 Ferrari Grand Prix Challenge

92-06 King's Quest V

92-06 Power Punch 2

92-06 Yoshi

92-07 AD&D Dragon Strike

92-07 Baseball Stars 2

92-07 Blue Marlin, The

92-07 Defenders of Dynatron City

92-08 Danny Sullivan's Indy Heat

92-08 Gold Medal Challenge '92

92-08 Greg Norman's Golf Power

92-08 Might and Magic

92-08 Robocop 3

92-09 Blues Brothers

92-09 Contra Force

92-09 Adventure Island 3

92-09 Krusty's Fun House

92-09 Tecmo Cup Soccer Game

92-09 WWF Steel Cage Challenge

92-10 Crash'n Boys Street Challenge

92-10 Dragon Warrior 4

92-10 Felix the Cat

92-10 Gargoyle's Quest 2

92-10 Home Alone 2

92-10 Legend of the Ghost Lion

92-10 Panic Restaurant

92-10 Power Blade 2

92-10 Spider-Man

92-10 Stanley - Livingston

92-11 Goal! Two

92-11 James Bond Jr

92-11 Lemmings

92-11 Little Samson

92-11 Prince of Persia

92-11 Tecmo NBA Basketball

92-11 Widget

92-12 Rocky and Bullwinkle

92-12 Best of the Best

92-12 Caesar's Palace

92-12 F-117a Stealth Fighter

92-12 George Foreman's KO Boxing

92-12 Great Waldo Search, The

92-12 Jetsons - Cogswell's Caper

92-12 Joe & Mac

92-12 Mega Man 5

92-12 RC Pro-Am 2

92-12 Bartman Radioactive Man

92-12 Swamp Thing

92-12 Terminator, The

92-12 Tiny Toon Cartoon Workshop

92-12 Young Indy Jones Chronicles

93-01 Batman Returns

93-01 Break Time

93-01 Overlord

93-01 Ultima Warriors Destiny

93-03 AD&D Hillsfar

93-03 Bomberman 2

93-03 Rollerblade Racer

93-04 Alien 3

93-04 Fire 'n Ice

93-04 Mickey's Safari Letterland

93-04 Zen Intergalactic Ninja

93-05 Bases Loaded 4

93-05 Casino Kid 2

93-05 Kid Klown

93-05 Kirby's Adventure

93-05 Lethal Weapon

93-05 Tiny Toon Adventures 2

93-05 Yoshi's Cookie

93-06 Battletoads Double Dragon

93-06 Cool World

93-06 Duck Tales 2

93-06 Jurassic Park

93-07 Color A Dinosaur

93-07 Mario Is Missing!

93-07 Mighty Final Fight

93-08 Addams Pugsley's Scavenger Hunt

93-08 Bubble Bobble Part 2

93-09 Battleship

93-09 Bram Stoker's Dracula

93-09 Star Trek - TNG

93-10 Championship Pool

93-10 Last Action Hero

93-10 Nigel Mansell's WCC

93-10 Tetris 2

93-11 Jimmy Connor's Tennis

93-11 Ms Pac-Man (Namco)

93-11 Pac-Man (Namco)

93-11 Pro Sport Hockey

93-11 Ren & Stimpy Show, The

93-11 Wayne's World

93-11 WWF King of the Ring

93-12 Cliffhanger

93-12 Indy Jones Crusade (UBI Soft)

94-02 Alfred Chicken

94-02 Bonk's Adventure

94-02 Chip 'n Dale Rangers 2

94-02 TMNT Tournament Fighters

94-03 Mega Man 6

94-03 Mickey's Advs in Numberland

94-03 Startropics 2 - Zoda's Revenge

94-06 Mario's Time Machine!

94-08 Flintstones 2 Surprise

94-08 Incredible Crash Dummies

94-08 Jungle Book, The

94-12 Wario's Woods



## A Day in the Life of Battymo

Article by Chris MacLeod

[Everyone's favorite moderator and poll-pusher decided to give us a brief glimpse into his daily dealings. I wonder if his wife will be jealous to find she has only a fraction of a mention in the column compared to Braveheart?]

**5:57 am** – My eyes flash open. I roll over to and attempt to focus on the faded neon numbers of my alarm clock. 3 minutes until my alarm will go off.

I ponder whether three minutes of sleep will make a difference or not...

**6:00 am** – I am startled awake by the blaring of my alarm. I was right... Three minutes didn't make a difference. I hate Mondays. I haul my 160 pound frame out of bed and coax my wife into doing the same. She'll get up and work out while I head into the bathroom to get cleaned up.

**6:17 am**

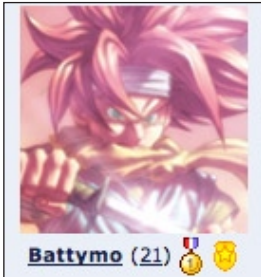
– I stumble down stairs after enjoying a warm shower.

My face is now smooth after having removed a day of

growth with my razor. I head straight for the computer to get caught up on the night's happenings. There's a message from Erik with a link to an eBay auction, followed by the jesting comments of "You're fired!" Looks like I let a nice CIB NES lot fly under my radar.

**6:44 am** – After reading the NA forums, I'm up to speed on all the big happenings of the past few hours. I answer a quick PM, and head on over to eBay. My watched list shows nothing ending for a while so I check my saved searches. A few nice items came up over night, so I dropped a few place holder bids.

**6:58 am** – I grab a random Nintendo Power magazine from the shelf and head into the bath-



*Holy underpants?*

room.

**7:08 am** – Hearing my stomach rumble, I journey to the kitchen and down a bowl of yogurt and granola. It's about the only thing I can eat this early in the morning.

**7:16 am** – I grab my lunch from the fridge and jam it into my work bag. I peek out the window... it's going to be a chilly day.

**7:34 am** – Traffic sucks

**7:46 am** – Traffic... still sucks. I arrive at work after nearly losing the front end of my car to a snow plow. I head down into the basement to the server room. I will spend most of my day here, alone, with only the droning of the servers to keep me company. Thank goodness for the Internet!

**8:32 am** – A huge spider crawls under the server room door. I, for one, welcome our new insect overlords!

**9:07 am** – I sit staring at the New Topic button on the NintendoAGE forums. I can't decide on a new Poll of the Day. Ideas roll through my head, but nothing that lives up to my personal level of greatness.

**9:58 am** – After deleting 3 POTD ideas from the screen, I finally decide on a topic. Tusk will be happy to vote at his regular time.

**10:11 am** – I decide to catch up on my work for the day. Computer problems are light today... nothing too complex.

**10:32 am** – Time for some tunes! I open up a stream of NintendoAGE radio, and rock out to some Mega Man rock remixes.

**11:57 am** – Lunch time! I head downtown to hit up a pawn shop and a thrift store. Same games as last week...

\*sigh\*

**1:18 pm** – Back to work. Lots of emails... the delete key takes care of those.

**2:22 pm** – My eyes begin to water as I let rip a putrid fart. I think I might have put a hole in my underpants with that one.

**2:23 pm** – My boss enters the server room. He promptly leaves. Awesome!

**3:14 pm** – Reading the forums, I grab my thesaurus to decipher the literary masterpiece that Dangevin has pulled out of his ass today. [Editor's note: I thought the thesaurus was extinct?]

**3:32 pm** – Checking my saved searches on eBay. Wow – A couple of great poorly listed lots. I fire the

links to Erik. There are a couple of nice rarities I'd like to have...

**4:59 pm** – Quitting time! The best time of the day! I grab a ride home with a co-worker that lives near by.

**5:26 pm** – I arrive home and check the mailbox. Nothing arrived today. I head into the house and greet the cat. My wife won't be home for a while, so I'm on supper duty.

**5:42 pm** – The screech of the smoke alarm pierces the hallway. Looks like my perogies are burning!

**7:34 pm** – I slap Guitar Hero II into my PS2 and play multiplayer with my wife. She kicks my butt as per usual!

**8:08pm** – I hand out tickets to the gun show... it's time to work out! Today is biceps and lower back. I picture wrldstrman's mass muscle in my mind... I don't think I'll ever be that huge! I do enough to stay in shape and that's good enough for me!

**9:04 pm** – Erik should be coming online soon. Time to bring up my needs list!

**9:13 pm** – My AIM window blinks. I'm given praise for the lots I discovered today. Looks like I've been rehired! Erik describes the lots that arrived at his house today. I pick out the items I need and add them to my tab. It's supper time for Erik now, and it's getting late for me. The 4 hour time difference sucks, but the Dusty Diamond box and manual make me horny...

*Dusty Diamond: Not to be confused with Dustin Diamond. Neither of which should make you horny, you weirdo.*





# Faegly the Skeleton

IN "King Rat's Collecting Crap Call, Paul"

**Boom!**  
Tappity Tappity Almost...

**Ring!**

Hello? What? God, what do you want, King Rat? Got a new 80-screw variant you paid 23948723 dollars for? Perhaps a sealed, gold Airball?

Gosh, this text bubble is close, but um, no, why did you say that? I want you to be the first to know that I'm selling my collection!

HWHAT?!!! Why? I mean, I guess you're calling because you want to finally give me a deal on that Myriad Caltron Action 52?

**Ho ha hee!** Of course!  
You made me spit up everywhere! I just don't like collecting anymore, I figured I'd start over and buy everything again, just not the same to me now, you know?

UH OH!  
Woo ooo!

WOOOOOOOOAH!

**You + idiot!**  
Why in the world would you sell everything to start over? That makes no Caltron Myriad 6 in 52 sense!!! You have a complete collection and you want to sell it to buy it again? You just collected to collect?!!!!

God, I hate this bubble. Faegly, it's my collection, I'm free to do what I want. And I want that uber elite feeling again.

Yeah, fine, whatever. At least you're going to give me a deal. How about 100 bucks for the Myriad Caltron Action 52?

100? But Faegly, how will I be able to buy my games back? The market is high! 5000000?

So let me get this straight, you're selling your collection at market value to buy it back at market value? Here's my answer.

© Stan Stepanik March 2008

## This Month's Member Spotlight:

# SKIPPER\_LUCKY11

**Name:** Mike "Skipper" Christopher

**Age:** 18

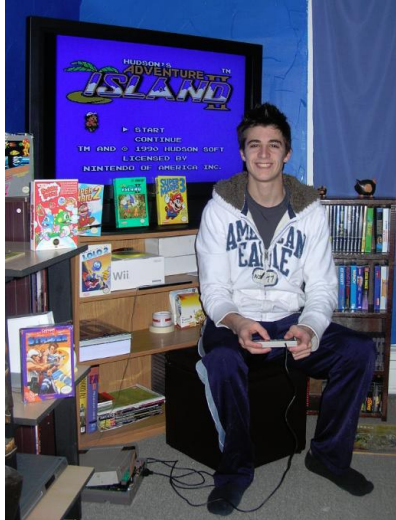
**Location:** Buffalo, New York

**Occupation:** Part Time Job/Full Time Student

**Collection size?** My collection size is not that big as I just started collecting in about November last year. With the items I have coming in the mail I have about 35 CIB NES and 100 loose. I do not plan on owning any game I don't find fun, as its just not my way to collect. Only games I find fun are in my collection and for NES that is about 150.

**Why did you get in the collecting scene?**

I got into the collection scene because I remember I used to love NES games at around a young age when I had my N64 and collected them, but I don't remember what happened to them (sold, yard sell, ruined with a lot of other stuff when my basement flooded etc.). Then I found this little game shop with NES games and went to a Flea Market and was like wow I want to play some of these again. Then I went



on eBay to find my first CIB game. It was Super Mario Brothers 3 then I just got addicted and wanted all my favorites CIB. Before I knew it I had 10 CIB games and loved it.

**Favorite NES Game:** Adventure Island 2 or SMB3

**Least Favorite NES Game:** My least favorite game I have played so far would have to be that flop Baseball, Bayeww Billy, Festers Quest, or Golgo 13. I am sorry but there are just so many flops. I can sit here forever naming more but so far Festers Quest takes the cake!

**What would you spend your money on if you**

**didn't collect for the NES?** I would prolly spend money on more Boxing Memorabilia or put more money towards Entrepreneur ideas I have for the future. Most likely money in the bank.

**Fondest Memory of Video Gaming:** My fondest memory of video games would probably have to be playing Goldeneye with my brothers on this thing called "The Arena." It was this cardboard box you put

in front of your television and you looked in your box and off a mirror you could see your screen but only your screen no one else's. This made looking at screens impossible. Unfortunately it was really cheap and got ruined in our basement. Also playing SMB3 with my father and brothers, as that was probably the first game I have ever played. And recently it would have to be that fact that I can beat SMB3 in just under 12 minutes!

**Anything you'd like to say for all the world to see?** Yes I would like to say thanks you to everybody here. You all are a great help with the knowledge of NES as well as trading. I already have made trades or have bought stuff from at least 4 of you for a fraction of the eBay ridiculous prices. Thank You! You make this fun and a lot of you are really nice individuals. Thank you for everything.

**Collection goals for 2008?** My collection goals is to have at least half of my NES CIB collection done which is about 75 games. I am confident I am going to reach this. Other than that the only other goal I would say I have is getting my SNES collection to about 50 CIB. Also I plan to use my Paint Shop Pro skills maybe with my brother to make a new cool and sly looking Metroid map and some other cool things.

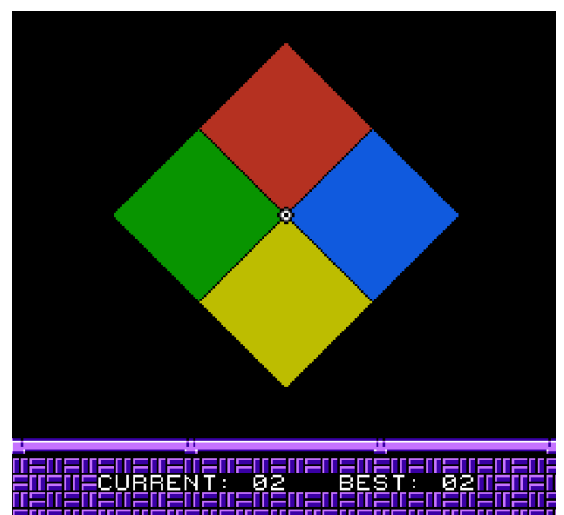


## SIAMOND

by Sivak

The Latest NES  
Homebrew Game

Download the ROM  
at NintendoAGE  
Forums



## Nintendo NES Factory Release Info Letters S-Z

SCAT	Horizontal	Super Jeopardy	Horizontal	Ultima (Warriors of Destiny)	Horizontal
Secret Scout	LRT flatback	Super Mario Bros.	Horizontal	Ultimate Air Combat	Horizontal
Section Z	Horizontal	Super Mario 2	Horizontal	Ultimate Basketball	Horizontal
Seicross	Horizontal	Super Mario 3	Horizontal	Ultimate League Soccer	TBR flatback
Sesame St - ABC	Horizontal	Super Off-Road	Horizontal	Uncharted Waters	Horizontal
Sesame St - 123	Horizontal	Super Pitfall	Horizontal	Uninvited	Horizontal
Sesame St - ABC & 123	Horizontal	Super spike V'ball	Horizontal	Untouchables (both blue and brown)	Horizontal
Sesame St - countdown	Horizontal	Super Spy Hunter	Horizontal	Urban Champion	Horizontal
Shadow of the Ninja	Horizontal	Super Team Games	Horizontal	Vegas Dream	Horizontal
Shadowgate	Horizontal	Superman	Horizontal	Vice Project Doom	Horizontal
Shatter Hand	Horizontal	Swamp Thing	Horizontal	Videomation	Horizontal
Shingen the Ruler	Horizontal	Sword Master	Horizontal	Vindicators	Vertical overlap
Shinobi	Vertical overlap	Swords and Serpents	Vertical overlap	Volleyball	Horizontal
Shockwave	TBR flatback	T&C Surf - Wood and Water Rage	Horizontal	Wacky Races	Horizontal
Shooting Range	Horizontal	Taboo	Horizontal	Wall Street Kid	Horizontal
Short Order / Eggsplode	Horizontal	Tag Team	Horizontal	Wally Bear and the No! Gang	TBR flatback
Side Pocket	Horizontal	Tagin Dragon	LBR flatback	Wario's Woods	Horizontal
Silent Assault	LBR flatback	Talespin	Horizontal	Wayne Gretzky Hockey	Horizontal
Silent Service	Horizontal	Target Renegade	Horizontal	Wayne's World	Horizontal
Silkworm	Horizontal	Tecmo Baseball	Horizontal	WCW Wrestling	Horizontal
Silver Surfer	Horizontal	Tecmo Bowl	Horizontal	Werewolf	Horizontal
Simpsons: Radioactive Man	Vertical overlap	Tecmo Cup Soccer	Horizontal	Wheel of Fortune	Horizontal
Skate or Die	Horizontal	Tecmo NBA Basketball	Horizontal	Wheel of Fortune (Family Ed.)	Horizontal
Skate or Die 2	Horizontal	Tecmo Super Bowl	Horizontal	Wheel of Fortune (Junior)	Horizontal
Ski or Die	Horizontal	Tecmo Wrestling	Horizontal	Wheel of Fortune (Vanna)	Horizontal
Skykid	Horizontal	Teenage Mutant Ninja Turtles	Horizontal	Where in the ... Carmen Sandiego	LBT flatback
Sky Shark	Horizontal	TMNT 2 (both pizza and non-pizza)	Horizontal	Where's Waldo	Horizontal
Skull & Crossbones	Vertical overlap	Teenage Mutant Ninja Turtles 3	Horizontal	Who Framed Roger Rabbit	Horizontal
Slalom	Horizontal	TMNT Tourney Fighters	Horizontal	Whomp 'Em	Horizontal
Smash TV	Vertical overlap	Tennis	Horizontal	Widget	Horizontal
Snake, Rattle and Roll	Horizontal	Terminator	Horizontal	Wild Gunman	Horizontal
Snake's Revenge (Metal Gear 2)	Horizontal	Terminator 2	Vertical overlap	Willow	Horizontal
Snoopy's Silly Sports	Horizontal	Terra Cresta	Horizontal	Win, Lose, or Draw	Horizontal
Snow Bros	Horizontal	Tetris (Nintendo)	Horizontal	Winter Games	Horizontal
Soccer	Horizontal	Tetris (Tengen)	LBT flatback	Wizardry	Horizontal
Solar Jetman	Horizontal	Tetris 2	Horizontal	Wizardry II	Horizontal
Solitaire	TBR flatback	Thrilla's Surfari (T&C 2)	Vertical overlap	Wizards & Warriors	Horizontal
Solomon's Key	Horizontal	Three Stooges	Horizontal	Wizards & Warriors 2 (Ironsword)	Horizontal
Solstice	Horizontal	Thunder & Lightning	Horizontal	Wizards & Warriors 3	Vertical overlap
Space Shuttle	Horizontal	Thunderbirds	Horizontal	Wolverine	Horizontal
Spelunker	Horizontal	Thundercade	Horizontal	World Champ Boxing	Horizontal
Spider-man	Vertical overlap	Tiger-Heli	Horizontal	World Cup	Horizontal
Spiritual Warfare	LTB flatback	Tiles of Fate	TBR flatback	World Games	Horizontal
Spot	Horizontal	Time Lord	Horizontal	Wrath of the Black Manta	Horizontal
Spy Hunter	Horizontal	Times of Lore	Horizontal	Wrecking Crew	Horizontal
Spy vs Spy	Horizontal	Tiny Toons	Horizontal	Wrestlemania	Horizontal
Sqoon	Horizontal	Tiny Toon Adventures 2	Horizontal	Wrestlemania Challenge	Horizontal
Stack Up	LBR flatback	Toki	Horizontal	WURM	Horizontal
Stadium Events	Horizontal	Tom and Jerry	Horizontal	WWF King of the Ring	Vertical overlap
Stanley	Horizontal	Tombs and Treasure	Horizontal	WWF Steel Cage	Vertical overlap
Star Force	Horizontal	Toobin'	Vertical overlap	Xenophobe	Horizontal
Starship Hector	Horizontal	Top Gun	Horizontal	Xevious	Horizontal
Star Soldier	Horizontal	Top Gun 2	Horizontal	Xexyz	Horizontal
Star Trek: TNG	Horizontal	Totally Rad	Horizontal	X-men	Horizontal
Star Trek: 25th Anniversary	Horizontal	Total Recall	Horizontal	Yoshi	Horizontal
Star Tropics	Horizontal	To the Earth	Horizontal	Yoshi's cookie	Horizontal
Star Voyager	Horizontal	Touchdown Fever	Horizontal	Yo Noid	Horizontal
Star Wars	Horizontal	Toxic Crusader	Horizontal	Young Indiana Jones	Horizontal
Star Wars: The Empire Strikes Back	Horizontal	Track & Field	Horizontal	Zanac	Horizontal
Street Fighter 2010	Horizontal	Track & Field 2	Horizontal	Zen Intergalactic Ninja	Horizontal
Strider	Horizontal	Treasure Master	Horizontal	Zoda's Revenge (Star Tropics 2)	Horizontal
Stinger	Horizontal	Trick Shooting (Barker Bill's)	Horizontal	Zombie Nation	Horizontal
Street Cop	Horizontal	Trog	Horizontal	3D Worldrunner	Horizontal
Stunt Kids	LBR flatback	Trolls on Treasure Island (w/troll)	TBR flatback	6 in 1 (Myriad)	LBR flatback
Sunday Funday	LBR flatback	Trojan	horizontal	8 Eyes	Horizontal
Super C (Super Contra)	Horizontal	Twin Cobra	Horizontal	10 Yard Fight (US, Cdn)	Horizontal
Super Cars	Horizontal	Twin Eagle	Horizontal	720 Degrees	Horizontal
Super Dodge Ball	Horizontal	Ultima (Exodus)	Horizontal	1942	Horizontal
Super Gloveball	Horizontal	Ultima (Avatar)	Horizontal	1943	Horizontal



## Opening your own eBay store, Part 1

Article by Dan Langevin

Opening your own eBay store is a daunting prospect. After all, eBay's a big place, and there are quite a few Nintendo sellers you'll be competing with...many times for exactly the same items. This article "miniseries" will provide a guide to starting an eBay business and keeping it "solvent" (meaning taking in as much or more than you lay out). There will be numbers, and you'll learn some business terms...but I'll do my best to explain them as I go along. Sure, anyone can put some of their items in a store and make a few bucks. But keeping it open in the long term, stocking it with appropriate merchandise and most importantly, turning a buck is something that can be quantified – there's a market science behind the fun and games.

First, you'll need something to sell! Many readers of this e-Zine will most likely have interest in moving doubles or unwanted acquisitions such as spare books or accessories. Without a doubt, the best-selling Nintendo merchandise is loose cartridges. The vast majority of buyers are looking to actually PLAY these old games. Being mindful of your target market is job #1 of a storeowner – if you don't connect your customers with the items they want or need, you won't make sales. That's not to say that non-cartridge items never sell – but it's important to have a good basic "bread and butter" stock of games from which your customers can choose. Acquiring a steady stream of items to sell is an art all its own, and beyond the scope of this column, but it is important to consider the price you're willing to pay on each item compared to the price you wish to sell it at. We'll discuss your mix of items in a future article, but more importantly, we need to see if your store is solvent.

In order to see if your store can sustain itself, you'll need to figure out your bottom line. Like with any business, the bottom line is calculated simply by taking your gross income, called revenue, and subtracting your expenses. Your expenses fall under two basic categories – overhead, and the cost of goods sold.

In the case of eBay stores, your over-

head is variable to the amount of items you have listed at any given time – but it always starts at \$15.95 per month (the price to open a store). Most items you have listed (those under \$200!) will cost either \$0.03 or \$0.05 to "stock" depending on the price you set for it. Items \$24.99 and under cost threepence; \$25 or more a stinky nickel. To use a simple example, your overhead for a store with 100 items that cost \$10 apiece would only cost you \$18.95 to keep open for one month. This seems like a great deal, you get to list \$1,000 worth of stuff for only 1.8% of its total value.

Your cost of goods sold includes what you paid to acquire the item for sale, and related fees that you will incur when the item finally sells to a customer. This is different for each item. Let's say one of those \$10 items is a game that you paid \$5 to acquire. eBay "taxes" your sale with something called a "Final Value Fee" or FVF. This differs from auctions – it's much more expensive, but is offset by the inexpensive listing prices (the average auction costs \$0.15 and up to list, compared to the three cents you pay for a store listing). Your store FVF is 12% of the Buy-it-now price, so for our \$10 items it will cost us \$1.20 apiece once they are purchased. This brings our cost of goods sold to \$6.20.

If we sell one of these items, we've made \$3.80 so far this month. This is the Gross Profit for one item.

The equation has been simple so far, taking a few things for granted. First, we ignore shipping charges and costs. Assuming that we charge exactly as much as we pay for shipping, including supplies like padded mailers or cartons, those numbers won't figure in. If our \$10 item costs \$1.99 to ship via USPS, and a bubble mailer costs us \$0.25, we could charge \$2.24 and our cost of goods sold would remain at \$6.

How you accept payment may affect the total fees you must pay. Money orders and cash are two charge-free methods of accepting a customer's money...but Paypal is by far the preferred method of payment for eBay customers. Simply put, if you don't accept Paypal, you lose out on sales. Paypal charges a service fee of \$0.30 per payment, plus 2.9% of the total payment. For our \$10 item, this would cost \$0.59. For items of different prices, the fee will vary. For the purposes of this article we'll

include these fees in the shipping cost as well. This would bring the shipping charge for our hypothetical \$10 item to \$2.83, and that charge would completely cover all postage, packaging and money transfer fees, keeping the numbers we'll use to see if our business is solvent quite tidy.

In order to cover the overhead (also called "Fixed" costs), we need to sell a certain number of items. If we're making \$3.80 per item, it will only take five items to make \$19.00 in gross profit. This surpasses our \$18.95 in listing and store fees, and now we're "in the black" – we've reached our bottom line. Every item we sell after that sixth item will generate an additional \$3.80 in profit.

Now it's time to throw out the hypotheticals. Obviously not all items in your real-life store will cost \$10. To do so would mean that many of your items would be overpriced, and some even underpriced. So how do we apply this technique of finding our store's bottom line to a diverse array of items? There are two ways. One is to ensure that you make a set amount of money on each item, regardless of price. The other is to require that a set percentage of each item's sale price contributes to your Gross Profit. Both require you to keep a careful eye on the price you're paying for your goods.

Fixed profit-per-item is extremely easy to conceive, but may not be the right answer for many businesses. We've already seen that if we make \$3.80 per item at \$10, we can keep our store open with five sales. In fact, if we make \$3.80 in gross profit on an item of any price, it will only take five items to pay for the store each month. This means that no item in our store could be priced lower than about \$4.30, if the cost of the items we're selling were free to us and we only paid FVFs. Since this is usually not the case (except for those of us looking to part with our childhood collections!) we need to look at the price we've spent per item.

If we acquire a lot of 20 games for \$20 total cost, say from a yard sale (no shipping, tax or other fees), then we need to sell each one for roughly \$5.45 (\$1 per game, + \$3.80 gross profit goal, + about \$0.65 in FVF) in our eBay store in order to keep pace with our goal for gross profit. The problem arises when one realizes that not all games in the box may be worth \$5! Some may be worth less, and some may be worth more. Indeed, for a store boasting an array of homogeneous items, like socks or light bulbs or whatever, this simple method may work – but for the average NES game salesman, the slightly more complicated but infinitely more scalable percentage method is more appropriate.



The percentage method is pretty much as it sounds. It's plain to see that the \$3.80 we made on our hypothetical item is 38% of the \$10.00 we want for it, making what's called our Gross Margin Percentage equal to 38%. Scaling this up a bit, if we sold an item for \$20, we'd like to make \$7.60 upon its sale. Again, keeping the shipping and Paypal fees we pay equal to the shipping charges we



exact on the customer, how much can we pay to acquire it? Our FVF would be \$2.00, so we can afford to spend up to \$10 on this item when we acquire it. This would bring our cost of goods sold up to \$12, and upon its sale we'd of course make \$20, leaving \$8 in gross profit. This is reasonable, so long as we don't pay more than half of what we want to sell it for (also known as a 100% markup) we're still in the positive. Many specialty stores enjoy this cushy markup, and it's not unreasonable to realize. But with all of these new percentages, how many items must we sell to stay open?

Actually, it's irrelevant – with this “percentage method” you're instead aiming to sell a certain dollar amount worth of goods each month. In order to cover our fixed cost of \$18.95, at a 100% markup, some simple algebra

will tell us that we'd need to sell \$50 in goods each month before we began to make profit, regardless of the quantity of items we sold. This is a good method for medium-to-high valued items, since you can easily attain your goal if you shop smart when acquiring your items, and price your items correctly.

The straight talk on all of this mumbo jumbo is, be sure that you're making enough to stay open! Although there's a lot of business jargon here, don't forget the numbers. Every seller knows that they need to cover what eBay and Paypal and the USPS charges them, and they need to make back their money. But not every seller knows that there's a technique behind consistently producing enough revenue to do this each month, and have some money left over. These numbers directly dictate how much you should spend on items to resell, and whether or not it's worth even listing some items in your store as individual cartridges.

But there's more... A free market inevitably leads to competition. 38% margin seems very comfy – it takes virtually no sales, as we've seen (only 5% of our total inventory's value) to satisfy all costs and to begin making profit. But what happens when another storeowner comes

along and decides that he is willing to sell his items for 37% profit? You've got competition. Will your costs increase? Will your profits diminish? How about your spending budget? In part two of this miniseries, we'll go into marketing, advertising and competing in the eBay marketplace.

### The Real Decathlon Contest Final Scores

1st Place:	46 pts.	Little Samson
2nd Place:	45 pts.	UncleTusk
3rd Place:	37 pts.	Nismo33
4th Place:	26 pts.	Braveheart69
Tied for 5th Place:	24 pts.	Zzap
Tied for 5th Place:	24 pts.	mewithoutYou52
6th Place:	23 pts.	Dutchboy
7th Place:	18 pts.	Michael242
8th Place:	13 pts.	Mario's Left Nut
Tied for 9th Place:	10 pts.	Dain
Tied for 9th Place:	10 pts.	Pedro!

### Index:

- mewithoutYou52: ComputeHer / 2, 3
- Dr. Morbis: Collection / 4
- Nintendo NES Release List / 5-7
- Battymo: A Day in the Life / 8
- Comic / 9
- Member Spotlight: skipper\_ lucky11 / 10
- Sealed Game List S-Z / 11
- dangevin: Opening eBay Store / 12, 13



NintendoAGE eZine Volume 2 Issue 3: March 2008  
Copyright 2008 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.

#### Staff:

- Editor-in-Chief / **Dan Langevin (dangevin)**
- Layout Artist / **Kevin Hanley (mewithoutYou52)**
- Executive Supervisor: **Dain Anderson (Dain)**
- Featured Artist:  
**Stan Stepanic**
- Staff Writers:  
Kevin Hanley / **mewithoutYou52**  
Chris MacLeod / **Battymo**  
Basil Timmins / **Dr. Morbis**  
Dan Langevin / **dangevin**

This is, and always will be a free publication available exclusively to the registered members of NintendoAGE.com - if you acquired this document from any other source, please notify us at [webmaster@nintendoage.com](mailto:webmaster@nintendoage.com)