

# NA eZine

Volume 3 Issue 3  
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## INSIDE

Every single thing you could ever want to know about the Nintendo Campus Challenge 1991.

Featuring articles by NA veterans NGD, bunnyboy, Limbofunk, Penguin and Langenfeld

## NINTENDO CAMPUS CHALLENGE

> **BRIAN PARKER** *bunnyboy*

In May of 2006 a DigitPress member named jollerancher posted some pictures of a huge lot of carts from a former event promoter who worked on most of the Nintendo contests. One was a curious NES cart with a phone jack. Some people thought it was a prototype modem. When powered up the NWC 1990 title screen was shown, suggesting it was an NWC prototype. Finally when the cart was played the game list confirmed it was the only known remaining Nintendo Campus Challenge cartridge. Not much information has been previously available about the contest, so this ezine is now the definitive resource.

In 1991 Nintendo created another nationwide contest after the success of the 1990 NWC. This time the event travelled to around 60 college campuses where thousands of students battled for a chance to compete for the next Nintendo World Champion title. To compete, gamers had to grab twenty five coins in Super Mario Bros. 3, get 100,000 points in Pin Bot, and reach the highest score they could in Dr. Mario, all before time ran out. At the event, all three games were combined into a special cartridge made specifically for the NCC. Almost all of these cartridges were destroyed and now only one is known to exist. Not publicly played in 17 years, now you can experience the thrill of the competition in your own home with the Nintendo Campus Challenge 1991 Reproduction Cartridge, available from the RetroZone at [www.retrousb.com](http://www.retrousb.com)!

### Jollerancher Board

The NCC board is much more complicated than the NWC board but shares many similarities. All the code for each game is combined into one 512KB EPROM chip, with a white sticker on the right. The graphics for all games are also combined into one 256KB EPROM with the white sticker on the left. The graphics chip is labeled NWC which fueled the prototype debate. The NCC includes the same timer and DIP switches as the NWC, so the contest time can be set the same. The MMC3 mapper is used as a base instead of the much more simple (and cheaper) MMC1 of the NWC. Other than the PowerPak, the NCC mapper



is the most complex chip used in a new NES cart. This is a primary reason the reproduction is more expensive than other games.

The NCC cart that jollerancher found is not a prototype. The final board was designed to be larger than the plastic cart and only around 20 we ever made. No gold or numbered gray carts were ever produced or distributed like the NWC. Winners never had the option to receive a cart, and there was no Nintendo Power contest to win one. The systems were completely enclosed in the stage so gamers never even saw the carts. So far only one cart has been discovered and most were known to have been physically destroyed when the contest ended. At most three or four may have survived, according to Blaine Phelps who ran the contest.

The original board was sent by the current owner to the labs at the RetroZone. First a general map of the logic on the board was made. It was pretty easy to spot the timer logic after working with the NWC. Using a USB CopyNES system I could step through the game code while it was running. This is usually done with an emulator, however the game would not run in an emulator because the mapper was not yet known. The extra DIP switches were also traced on the board, and corrected to show the Campus Challenge title screen instead of the NWC title screen. One unused DIP setting appears to crash the cart, however it may be just waiting for some input from the phone jack. Those two extra switches are not included in the reproduction cartridge.

The phone jack was also determined to be a network connection for transmitting player scores and names to a central computer. Those scores were displayed on a large screen behind the contestants



for faster results reporting. The exact protocol used has not yet been reverse engineered, and this reproduction cart does not include the phone port. Without the central computer it isn't useful. At some point the code may be analyzed to figure out how the phone jack works, and it may be possible to add it to the reproduction cart with some ugly hacking.

### 1991 vs. 1992

The NCC logo is correct; the Nintendo Campus Challenge for NES was in 1991 and not 1992. There has been much confusion about the year and games played because along the way it was forgotten that there were actually two different Campus Challenge contests in two years. One



OFFICIAL RULES  
NINTENDO CAMPUS CHALLENGE COMPETITION  
(Effective December 2, 1990 through January 10, 1992)

Qualifying Competition

Entrants in the Nintendo Campus Challenge video game Competitions at college Campus and Spring Break locations will participate in a video game test of skill to qualify for a finals competition which will determine one (1) Champion and four (4) runners up. No purchase is necessary to compete.

The Competition will take place at designated Campus locations and as well as popular vacation locations during the Spring Break period. Competition at each Campus location will be for a two (2) day period, and at each Spring Break location for several days in succession. For a list of Campus and Spring Break locations and Competition dates, send a self-addressed, stamped envelope to Nintendo Campus Challenge Headquarters, 807 N. Second Street, St. Louis, MO 63102. Residents of Washington only need not affix postage to self-addressed envelopes.

Competition shall consist of approximately six (6:00) minute qualifying rounds on a specially designed competition cartridge featuring three of Nintendo's most popular titles: "Dr. Mario," "Pin Bot" and "Super Mario 3."

Different game titles may be used at different locations throughout the course of the Competition. Up to twelve (12) students may compete simultaneously in each qualifying round. The twelve (12) students (6 Men and 6 Women) who achieve the six highest scores (Men's and Women's categories) among all (Men and Women) participants competing simultaneously in a qualifying round become semi-finalists in a run-off competition, which will be held within approximately 24 hours of the qualifying round. The student who achieves the highest score among all other participants competing simultaneously in the semi-finalist round becomes a finalist. Should one of the six semi-finalists be unable to compete in the run-off competition, an alternate will be selected by game officials to compete in the run-off competition. Students may compete more than once until they have won a qualifying round. Once a student has won a qualifying round he may participate an additional (5) times, and excluding participation in the competition finals. The student must register and present a college ID prior to competing in each qualifying round. Every finalist will receive an Official Tour Tee Shirt. In the event of a tie score on any qualifying round, the tied entrants will each receive a Tee Shirt. The student with the highest score from each of the College Campuses and Spring Break location will receive a trip to compete in Nintendo Campus Challenge Finals. In the event of a tie score for entry into the Nintendo Campus Challenge Finals Competition at any campus or the Spring Break location, a tie-breaking round will take place. The top three (3) men and women players in each category from each Campus and Spring Break sites will receive One Hundred (\$100) Dollars, Seventy-Five (\$75) Dollars and Fifty (\$50) Dollars.

Each student must register prior to competition and to continue in repeated play. Students must have a valid college ID to enter. Competitors who have won a finalist position may not enter competition at any other location.



*nintendo campus challenge, cont.*

used the NES cartridge and the other used a separate SNES cart with Super Mario World, F Zero, and Pilotwings. There is also only one known existing SNES Campus Challenge cart. Some day you may be able to buy a reproduction of that one too...

The NES NCC contest had a test market visiting colleges in early December of 1990. This was at the same time as the much more advertised NWC finals were taking place. Most of the colleges were visited during the 1991 school year, taking a break during June and July. Other locations like spring break at Daytona Beach, FL were also used. The final competition took place January 4-5, 1992. Instead of Universal Studios where the NWC finals were, the NCC moved to Orlando, FL to visit Walt Disney World. The winner, Steven Lucas, was crowned the National Champion for 1991. His trophy confirms the year. He was also supposed to battle against the Australian National Champion for the Open Challenge, but the Australian was a no show for the rehearsal and it never happened. Jollerancher may have found the trophy intended for that as well.

Another Campus Challenge was run during 1992. Colleges early in the schedule used the same NES cart, but this was quickly switched for the SNES cart. Students in those NES colleges, like previous finalist Patrick Wyrick, were not invited to the SNES finals. Jeff Hansen won that competition, taking over the National Champion title. In 1992 he would battle the Japanese National Champion, Yuichi Suyama, and win to become the World Nintendo Champion. Hansen won over Suyama again in 1993 to keep the title. Hansen was also the NWC 11 And Under winner. 1994 saw Michael Iarossi take over the national title in the Nintendo PowerFest '94 competition using a different SNES cart.

Thor Aackerlund's NWC age group trophy says "Nintendo World Champion" and did not mention National Champion, so it appears usage of that title did not begin until 1991.

**Prospectus**

On October 4 1990, a prospectus was

sent by the advertising agency Lintas: Ceco Communications. This plan set up the general outline for the Nintendo Campus Challenge including the games used, colleges to visit, and how wide the advertising target was expected to be. The contest started in December, so the organization had to work quickly. In that time some changes were made. The prospectus lists Rad Racer as one of the games. This was likely changed to Pin Bot because Rad Racer had already been used and needed different hardware. Pin Bot was

another game Nintendo could promote and would need fewer changes. The prospectus also lists the proposed college schedule with dates. How accurate the list is compared to the actual schedule is not yet known. Another press release document includes an artist sketch of the event stages. It lists "National Collegiate POWERQUEST" on some signs. That name does not appear to be used anywhere else.

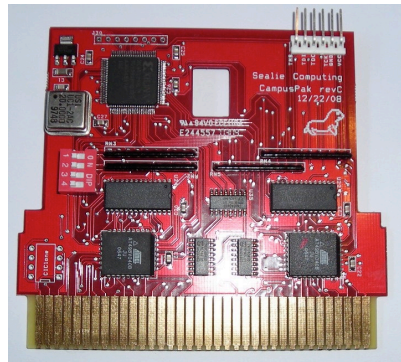
Interestingly these documents are public because of tobacco lawsuits. They were originally sent by Lintas to RJ Reynolds to see if they would like to be a sponsor of the event. A week later RJ Reynolds rejected the offer, saying it would appear they were targeting youths for smoking. Millions of tobacco related documents were scanned by UCSF and put online and made searchable by keywords. These otherwise confidential documents are now easily viewable.

None of the parties involved including Nintendo seem to have done much advertising. Unlike the NWC no mention was made in Nintendo Power and no contests were held for cartridges. Some of the finalists just happened to find the contest at their college in a back parking lot. Media coverage was mostly limited to a couple TV news reports announcing the local winner.

**College**

The Nintendo Campus Challenge travelled to around 60 colleges and other events. Each one was an advertisement and product demonstration for Nintendo and Chevrolet. Three huge trailers were driven to the college and unfolded to be-

come the three event stages. One stage was the main contest area with 12 NES stations. Each station included a NES system and NCC cart under cover where the contestants could not see. One screen pointed towards the gamer and another



***nintendo campus challenge, cont.***

one pointed towards the audience. All 12 systems were connected to a central computer for starting the carts at the same time. The stages held 64 NES systems with games like Tetris and NES Play Action Football, and some practice stations. Additional standalone Game Boy kiosks and a Geo test drive section were added around the NES stations.

At the college any students could play. From running my own NWC contest at the Classic Gaming Expo, I am sure many students never made it though SMB3 in the time limit! Scores from each player were recorded and the highest players came back for a final set of round. Gamers could play as many times as they wanted before the finals. Sometimes the event was cut short from bad weather and the top score so far won. At most colleges the scores were split by gender until the finals. 6 men and 6 women would play first, then the top 3 of each would play, and finally just the top man and woman. Whoever won that went to Florida, with the others claiming small cash prizes ranging from \$25 to \$100.

Once the contest ended the students were paid to pack up the trucks, which were then driven to the next location. Frequently there was only a day or two until the next college was scheduled.

**Finals**

The Campus Challenge finals took place at Walt Disney World during New Year's weekend in January 1992. 57 competitors made the trip and spent the weekend at the resort, all paid for by Nintendo. Their rooms were more like apartments than hotels. Some vacationed in the Disney parks while others brought their NES and got some last minute prac-

tice time in. They had some scheduled practice time and photo shoots but were otherwise free to do as they wanted. During the practice rounds on stage all competitors could see what the others were doing, so there were no secrets. Everyone had to choose to target SMB 3 or Dr. Mario for points.



It was a cold winter day in Florida and the competitors had to play outside on the stage. All 57 competitors battled in the first round, taking shifts to fill the stage. For most their contest ended right there. The second round included only the top 12 scores. In the third round of 6 gamers the highest score yet recorded was posted, as seen on the back of the NCC box. The final round was just 2 as Steven Lucas easily won with a score of 2,394,130 beating Matt Sekelsky. He won a blue Geo Storm GSi (with more than double the horsepower of the NWC Geo Metro!) and the others got cash or small prizes. The Storm is still in his garage after getting \$6,000 in rust repairs.

Some TV news reports can be seen at: [http://www.vidiLife.com/video\\_play\\_698704\\_Nintendo\\_Campus\\_Challenge.htm](http://www.vidiLife.com/video_play_698704_Nintendo_Campus_Challenge.htm) [http://www.vidiLife.com/video\\_play\\_698724\\_Nintendo\\_Campus\\_Challenge.htm](http://www.vidiLife.com/video_play_698724_Nintendo_Campus_Challenge.htm) [http://www.vidiLife.com/video\\_play\\_698740\\_Nintendo\\_Campus\\_Challenge.htm](http://www.vidiLife.com/video_play_698740_Nintendo_Campus_Challenge.htm)

**Reproduction**

The complex mapper used on the NCC board is a main factor in making the reproduction the second most expensive RetroZone product, behind only the PowerPak. Lots of logic needs a larger chip. Those chips only come in physical sizes that cannot be soldered by hand, making the final boards more expen-

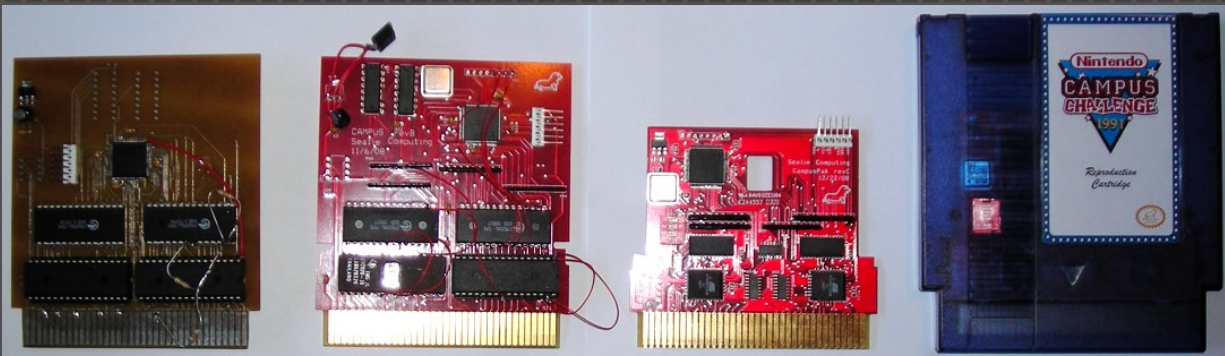


sive and each prototype a few hundred dollars. Set up time and stencils for the machines to do the soldering is the expensive part and cannot be used again if chips are moved. There are always errors in prototypes (or they wouldn't be needed) so chips are always moved!

In general all the same type of chips on the real NCC board are on the reproduction. There is one code ROM, one graphics ROM, RAM for each of those, timer hardware, and the mapper chip. With surface mount chips the board can be made much smaller than the original. Some of the non essential hardware like the phone jack was also removed to save parts cost. By putting the DIP switches in the same physical spot as the NWC reproduction the two make a nice set.

**High Score Contest**

One of the special edition gold NCC carts is being held for the first person to set the highest known score. The current high score was set by Steven Lucas in the second to last round in Florida. He got 219,050 in SMB, 101,010 in Pin Bot, and 3,403 in Dr. Mario for a final score of 2,631,810 with multipliers. You must have video evidence from start to finish to prove your score. Standard rules apply where you must play all 3 games in the 6:21 time period setting. No cheating!



# NINTENDO Campus Challenge

A PROSPECTUS  
PREPARED FOR

**RJ Reynolds**

BY  
LINTAS:CECO COMMUNICATIONS

October 4, 1990

**PROPRIETARY INFORMATION**

The concepts proposed herein are confidential. They are to be shared only among Nintendo, Chevrolet, Sara Lee, Lintas:Ceco Communications, McCann-Erickson Event Marketing and authorized co-sponsors and suppliers.





for Immediate Release

PRESS RELEASE

Step right up, ladies and gentlemen ... take the **NINTENDO CAMPUS CHALLENGE!!** See the sites ... Hear the sounds .. Experience the greatest spectacle in video game excitement. Watch as Nintendo, the premier name in video game technology, brings today's college students a high-tech study break!

In the Center Ring ... a video game competition pits collegiates nationwide in a test of skill. Those who take the challenge qualify for prizes beyond your imagination, including a trip to the National Finals where the ultimate battle begins. The top scorer there receives the Grand Prize ... a 1991 Geo Storm. Hurry! Hurry! Anyone with a valid College ID may play.

For more fun, try your hand at any of the 112 Nintendo Game Play Stations throughout the "Amusement Area." Video game enthusiasts and novices alike can break from the routine with adventures in imagination -- completely free of charge!

On the runway waits the ride of your life. Co-sponsor Chevrolet/Geo presents a Test-Drive carousel. Climb into a brightly painted vehicle from the 1991 Geo line. Take to the road and test your skill in an event designed to promote safe, responsible driving. Ask about first-time buyer privileges.

Game booths surround you. Check out the **NINTENDO CAMPUS CHALLENGE** Sweepstakes. Enter to win exciting prizes, including a customized 1991 Geo Tracker, complete with a Delco Electronics Compact Disc Changer and an enhanced speaker system.

The **NINTENDO CAMPUS CHALLENGE** brings a carnival of creativity and fun to your college. Giant, brightly painted trailers featuring Nintendo and co-sponsor colors and logos carry the event across the county. And opportunities for your own campus special events are endless. Simply plug in to the high volts of electricity already generated!!

Step right up! The **NINTENDO CAMPUS CHALLENGE**, an event with production costs estimated at \$3.5 million, brings thrills to 50 college campuses nationwide-- and popular Spring Break spots Daytona Beach, FL and South Padre Island, TX. Opportunities for fund-raising, media publicity and special jobs for student leaders abound.

###

**LINTAS:CECO COMMUNICATIONS**

*Sponsorship*

RECEIVED  
OCT 9 1990

October 4, 1990

Joan Cockerham  
Public Relations Department  
RJ REYNOLDS  
401 North Main Street  
Winston-Salem, NC 27102

Dear Ms. Cockerham,

Following-up our conversation, enclosed you will find a unique invitation. Lintas:Ceco Communications invites you to participate in a spectacular event filled with color, creativity and opportunities for direct contact with one of the most elusive segments of the market.

The Nintendo Campus Challenge facilitates entertaining interaction that goes beyond traditional media efforts to reach the college audience. The event travels to 50 campuses for 2-day visits, spends 15 days in popular Spring Break venues and includes a 50-day summer program. The 165-day tour is projected to reach 3.5 million people nationwide -- a number which includes 1.7 million college students.

The Nintendo Campus Challenge creates opportunities to influence product preferences through exposure and hands-on interaction. Three different segments exist: Event Displays, Sweepstakes/Awards and the Sampling Tent.

\*Event Displays feature specially designed booths created for co-sponsors. Cost is dependant on the size and parameters of the exhibit.

\*The Sweepstakes/Awards segment provides gifts for winners in these areas for each location. Cost for involvement is \$5,000 + giveaway products. (We suggest RJ Reynolds participate in this segment)

\*The Sampling Tent features a mass-giveaway of co-sponsor goods. Space for 50 square feet is \$50,000. Sampling is recommended to be provided for 30% of each campus' enrollment.

So, we invite you to examine our proposal and review your strategies to influence purchasing and establish brand loyalty in the college market. We hope you will join us in making the Nintendo Campus Challenge an overwhelming success!!!

Regards,



Dana Camphous Taylor  
National Sales Manager

Enclosure

50771





*Sponsorship*

Winston-Salem, N.C. 27102  
919-741-5000

October 12, 1990

Ms. Dana C. Taylor  
Lintas:CECO Communications  
30400 Van Dyke  
Warren, MI 48093

Dear Ms. Taylor:

Thank you for your letter of October 4.

Your proposal for us to sponsor the Nintendo Campus Challenge has been reviewed and the decision reached that it does not coincide with our current objectives. Therefore, we regret that we must decline your offer.

As I am sure you are aware, even some of the most innocently motivated actions taken by the tobacco industry are too often construed as a devious attempt on our part to appeal to youth. As you may also be aware, we do not advertise cigarettes on school, college and university campuses.

We do, however, appreciate your thinking of our company and extend our very best wishes.

Sincerely,



MARY ANN USREY  
Public Relations Department

MAU/cmw



**CONGRATULATIONS!!!**

You are one of the top scorers in the Nintendo Campus Challenge Video Game Competition. Not only have you shown your skills well, but you have earned one of the highest rankings at your school. Your outstanding score shows you to be a talented Master of Nintendo Power.

In this envelope is our award to you. Your achievement is a result of your skill and expertise, earning you honorable mention above your fellow collegiates. You are one of 1.7 million students who will encounter the Nintendo Campus Challenge. And you have shown yourself to be one of the greatest college players.

We welcome you into the Nintendo College Master League. Congratulations!

Regards,

THE NINTENDO CAMPUS CHALLENGE STAFF



**CONGRATULATIONS!!!!!!**

You are a true Master of Nintendo Power. Your outstanding performance earns you the title of Campus Champion in the 1991 Nintendo Campus Challenge Competition.

Your talent and expertise, demonstrated through achievement of the highest score on campus during the competition, earn you the chance to further test your skill. Soon, you will compete for the title of **NATIONAL CHAMPION**, and vie for the chance to win the Grand Prize 1991 Geo Storm GSi. The top four runners-up will win scholarships ranging from \$2,500-\$1,000.

You will be flown, all expenses paid, to the Nintendo Campus Challenge Finals Competition at the Walt Disney World Village in Orlando, Florida at the beginning of January, 1992. We will be contacting you soon to make travel arrangements. There, you and finalists from colleges nationwide will compete in the ultimate test of Nintendo skill. You and fellow collegiates will match wits and aptitudes to discover the Collegiate Master of Nintendo Power!!

Of the 1.7 million college students nationwide who are encountering the Nintendo Campus Challenge, you are one of the triumphant few. You achieved victory. Now, prepare to meet the next Nintendo Challenge ...

The ultimate test of Nintendo skill awaits you. Will you be ready?

Once again, **CONGRATULATIONS!**

Warm Regards,

THE NINTENDO CAMPUS CHALLENGE STAFF

Questions: Contact Jennifer Carmichael at Lintas:Ceco Communications  
1-800-521-



## SNES WASN'T THE FIRST CONSOLE?

> DENIZ KAHN *superNESman*

I had a box when I was 11. In it were my 15 games from childhood, the usual SNES games: Super Mario World, Mortal Kombat, Zelda: A Link to the Past. These were the games I grew up with . . . I never knew there was anything else before this, and I thought these were the only games for the Super Nintendo. While I was playing Final Fantasy VII one day, I realized there had to be a VI or V, or even an original Final Fantasy. Could there have been such thing? Could there have also been games before Metroid Prime for the SNES and other Mario Games? I never even thought of questions like these until the day came when I wanted to “complete the series” of game franchises that I had, like Mario, Final Fantasy, and of course there had to be something before Ocarina of Time and A Link to the Past. So I did some research on eBay under my dad’s account. I was an eBay virgin. I had never used eBay, and at the time it was my only source for the SNES and N64 games that would complete these series. After some research, I found out about a game called Final Fantasy Mystic Quest. This had to have been the first Final Fantasy game ever, because I also found out about Final Fantasy 2 and 3 for the SNES. There was one day left, and the ending of this auction would be the beginning of a huge journey for me.

Obsessively clicking the refresh button to check that I was still in the lead at 15 dollars + shipping for a loose Mystic Quest (seemingly a good deal for a newbie), I watched the hours remaining turn into minutes, the minutes into seconds. Finally, after excruciating hours of suspense, the auction ended and I clicked refresh one last time. “Congratulations! You have won this auction.” I realized then what I had been missing out on, and so the spree began. Breaking open my piggy bank filled with 200 dollars of accumulated birthday money, I quickly spent it up to acquire Mortal Kombat 2 & 3, and all the



N64 Mortal Kombat. I eventually found copies of Final Fantasy II and III, and finally, I had saved up for a loose Donkey Kong Country for 20 bucks. Why DKC? I was buying the top SNES games according to a random webpage!

My new gamer life was spent on eBay and game sites, although I had to decipher some of the weird terms like NES. Was that just SNES without the S? Also, I didn’t know what Craigslist was. Well, I did some research, and found out some information that may have been the most shocking news I ever found out. There was an ORIGINAL NINTENDO?!?! My whole gaming life had been based on the idea that the Super Nintendo was the first-ever video gaming console. Now I had to get all 100 games for the original Nintendo, since I had 20 out of the 100 super Nintendo games. I mean, they couldn’t have made more than 100 games for each system, right?

So I then went to this Craigslist thing and typed in NES, and hit enter. Up came a list of blue links, which I browsed through, trying to find NES games. I found a post advertising 40 NES games for 50 dollars. I couldn’t believe that I could get these games for such a cheap price. My dad and I met up with a person named Jackie in a Home Depot parking lot, and I got my filth-covered 40 games. When I got home, filled with excitement, I popped a game called Super Mario Bros 2 into...what else: my SNES. I couldn’t get it to fit, of course! Frustrated, I tried another game. When none of the games fit in, I just put them aside next to my SNES games. I soon found out that the games needed a separate system: the actual NES, so I began yet another quest. When I finally got one and tried the Mario 2 out, it seemed vaguely familiar. Wait a second; this game is on Super Mario All-Stars! I knew I had seen these games somewhere, and so I tried the rest out, including Zelda, Tetris, and other familiar titles. After playing through each game, I got a feeling of overwhelming excitement, and I felt invincible. I needed more challenges to feed me. But I was running low on cash! So I sold off some of my repeats after collecting extra games at



flea markets and thrift stores with my dad. Once I saved up, I waited for somebody to call me on my phone number advertised on Craigslist. I was only buying games for 2 dollars or less at this point. One day a guy named Jose called me. He had about 200 NES games, and wanted to sell them all for 400 dollars. I only had \$240 left, which I gave to my dad in hopes of him being able to snag this while I went to school. At this point (when I was 13 years old), I had become a pro at NES and SNES information. I browsed through the games when my dad brought them home, beaming with happiness. One by one I looked at these dusty games, very content with my purchase. Halfway through, I spotted a game, and my heart began pounding. It couldn’t have been true! The game read “Stadium Events” -- I heard this name on a site somewhere before. I ran down to my computer with my sticker-covered game and went to my favorite “Rarest and Most Valuable Games” website. I quickly scanned the page, and my heart stopped. I ran upstairs and asked my dad to take a video: I had acquired THE Stadium Events.

Over the years, I built my collection up, selling off games that I got for nothing to get more money, and doing jobs for people around the neighborhood to get some quick cash. Several lots from Craigslist helped, as well as my new tactics on eBay. After one year, from 2007-2008, I built up a collection of 15 loose SNES games and about 20 loose N64 games into a collection of 360 CIB NES, 130 CIB SNES, 536 Loose NES, 250 loose SNES, and 150 loose N64. In June of ‘08 I met up with Gavmasterflash via Craigslist, and bought some games. He told me about this site called NintendoAGE. I joined, and a few months later began to post. Now I am an avid collector of NES, SNES and N64, even though I only found out there was such thing called NES two years ago. My dad is a big Comic book collector, and I am becoming a big Nintendo Collector. He is the one who really kept my passion alive, always helping out, driving me wherever, and whenever. And my passion is now stronger than ever.

## MY QUEST FOR NWC

> **MIKE LANGENFELD** *langenfeld*

On January 31, 2009 I finally completed the quest that yielded the new centerpiece to my collection. Over a period of 6 weeks, I went from toying with the idea of trying to obtain another NWC cart to doing just that. In the process, I managed to bring home a story that inspired my first e-Zine article.

The story begins with the largest trade I have ever even considered making on NintendoAGE: I found myself with an opportunity to trade for a Nintendo World Championships cart. At first it appeared that I would have my choice of two different carts. One in excellent condition, and another that was a little rougher, but with a known original owner. I remember being asked if that was important to me and I thought to myself, "Not as important as who the new owner will be!" After a day or so my option was taken away and I was stuck having to trade for the lesser condition cart. Disappointed at first, I quickly grew fond of the idea of tracking down the winner of this cart and seeing what else I might be able to dig up. So, I made a trade for the cart originally won by Dustin Durham.

With my new prize on the way I began the task of tracking down Dustin. The name and his possible location were given to me from antofarabia, who had originally won Dustin's eBay auction in April 2007. The internet proved useless for finding any additional information without taking a chance and paying for a potential result. I sat hopeless for a few hours, then I decided to ask a few friends for help. As luck would have it Nick Morgan just happened to have a 2 year old response from Dustin regarding the original auction. With low expectations I sent an email simply asking if he would consider writing up a statement stating that he was indeed the original winner of this cart.

Four days later, BAM!! I had a response in which Dustin agreed to certify that this was indeed his cart... and to top it off he still had his trophy, NWC t-shirt, and the nameplate that hung over his game station in the finals. He was definitely interested in selling the items, we just had to come up with a fair price. A few phone conversations and a little research later we agreed to \$600.00 for the items. We only had to meet to complete the deal.



A couple weeks later at a Chick-Fil-A in Cummings, GA my family and I met Dustin Durham. I honestly could never have imagined a nicer guy. We sat and ate and had a little Q & A session about his experience with the Nintendo World Championships. I was so excited, I could hardly wait to finish my meal (hard to believe if you have ever seen me). Finally we all finished and there was nothing left to do but to go look at the goods!!

We went to his car, from which he pulled out his NWC trophy, t-shirt, and nameplate all wrapped in Kroger bags. At that point I turned him into a rock star. I had him signing stuff ... posing for pictures ... and yes, even signing stuff while posing for pictures. It may have been a little awkward, especially when I presented the homemade certificate of authenticity I had printed up the night before. I know, it sounds a little cheesy, but I figured it would lend truth to my story down the road. He took it very well and said that he would have done the same thing and signed away. He was a class act during the whole ordeal and made this transaction the experience of a lifetime.

All is said and done now. I am home with all my goodies and a story that makes me realize how important it actually was to me to have that rougher cart of Dustin's. It is now my most valued possession and will always remain in my collection.





## CES, CIRCA 1985

> OTTO HANSEN *limbofunk*

The Consumer Electronics Show is a trade show that originally began in 1967 to allow electronics companies to showcase new and upcoming products to potential business partners, contractors and members of the media. When CES started, the only way someone was able to attend was if they worked in the consumer electronics industry (as a supplier, manufacturer or retailer), or if they worked for a reputable media outlet. In recent years, the public has found ways to infiltrate this long standing industry-only clique, but for the most part the show has always been closed to the mainstream public. The main historic importance of CES with regard to Nintendo is that their 1985 show was the first time the NES was unveiled to US consumers. At this time Nintendo was only known for having a small showing at CES as a game developer, but that would soon change as the NES took America by storm. Their booth grew to enormous proportions to allow room for new product demonstrations, and as they incorporated licensed third-party displays into their booth.

There were a number of companies in the video game market that were in attendance, from Nintendo itself to smaller game publishers such as Acclaim and Hi-Tech. Even some unlicensed game companies such as Camerica were in attendance for the event, though they obviously were not invited by Nintendo to attend, and paid for their own individual booths.

Unlike current electronics shows where the most common items given out by companies are small toys and useless promotional trinkets, the most common form of information given out in the late 80s and early 90s were binders and folders containing press kits. The binders were full of company information including statistics, company forecasts, new product lines, projected release dates of pending titles and much more. Most of these kits were heavy on visuals, sometimes with prototype packaging or



products when the kit was dissembled well in advance of production.

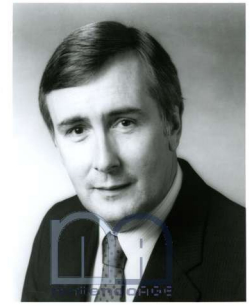
Very little information remains from these NES/SNES era press kits, but I have managed to obtain a decent array of photos and documents from that timeframe pertaining to these important CES showings. Note the differences in the product packaging can be quite subtle: Trog, for instance, only adds a contest advertisement promising to award the actual arcade game from which the NES version was ported. For the Sesame Street game, note that the prototype cover was created before Nintendo's seal change, and features the black round seal which doesn't appear on the released version.

The others are quite a bit more obvious, but it's important to note that the Hunt for Red October cover art is the same art used for the Home Computer release (at the time, on 5 1/4" floppies!). As a bonus, I've also included some shots of the Nintendo bigwigs circa the heyday of the NES, as well as some seldom-seen promotional product shots for the NES, Game Boy and accessories.

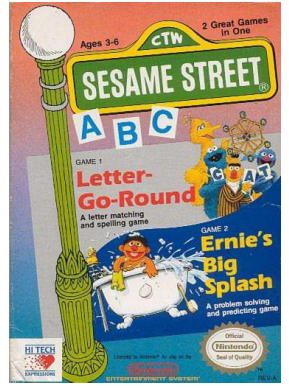
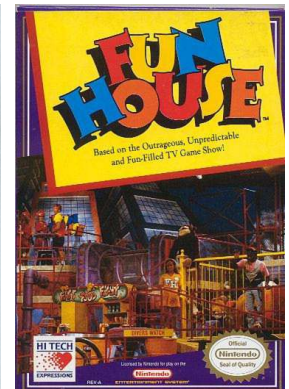
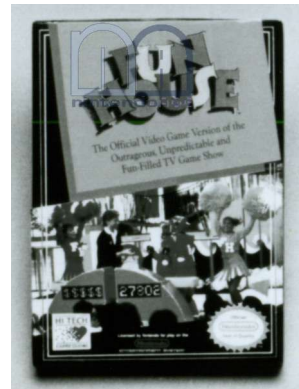
In retrospect, the CES and other trade shows offer a unique opportunity to take a "snapshot" of the development of games, and indeed, of the companies which produced them. The few pictures and descriptions that survive, saved over the years from photo shoots, press kits and demonstrations are treasures and provide valuable insight into the production process of individual NES games. Interesting how something that would be thought of as "obsolete" and worthy of the trash heap six months after its distribution, would be destined to become archaeologically valuable in another sixteen years!



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## TALES FROM A NCC FINALIST

> **PATRICK WYRICK** *indigo ferret*

The Nintendo Campus Challenge came to my college, California State University, Fullerton in February 1991. We were one of the first campuses of the tour. I was fortunate enough to find them since they were in a back parking lot that I rarely used. The top 12 people during the qualifying days would advance to the final round. After a couple of plays I managed to get into the top grouping, but I kept coming back to make sure I didn't get knocked out and to try to improve my score. I knew the guy, Stuart, who had the top score and was worried about the how well I might fare against him in the finals.

At this point, I didn't even own an NES. I had been playing video games since I won my first console, an Atari 2600, from a contest at Burger King when I was 10. A middle school friend owned the Intellivision and ColecoVision consoles and just about every game ever released for them, so I got to play a wide variety of games with him. In 7th and 8th grade, my school library had an Apple IIe computer and a selection of software which included Wizardry. During those two years I got to school a few hours early to play Wizardry before class started. In high school I gamed on my own Apple IIe as well as with a friend on his NES.

In the end I beat Stuart by only 200 points with a score that was around 1.2 million. When I was told that the finals would be held in a year, I was happy that I would have time to practice, but the officials didn't know if the games would be the same or different, so I went out and bought an NES and the three competition cartridge games and starting renting lots of games to hedge my bets against what the finals might be on. As the event drew closer, I was informed that the finals would be on the same competition cart, so I intensified my practice on just those games. My new score range was between 1.7 and 2.1 million by reaching Dr. Mario as quickly as possible.

When I arrived in Florida the following year, I found out that my 1.2 million local final score was on the low side. A few had scored as high as 2.5 million. I was dumbfounded and wondered whether



I had any chance at all. Nintendo put us up at the Disney World resort. I had a really nice room that was more like an apartment. Early Saturday morning was our one time to go up on stage and practice with the actual competition cartridge. The competitors who weren't practicing were able to watch those that were since there was a screen facing the audience for every console. I saw then what the top players were doing, they were staying in Super Mario Bros 3 as long as possible and squashing the endless spawn of turtles on the second level to get extra points (100, 200, 400, 800, 1600) but stopping short of the mushrooms, which provided no score, and then starting the cycle again. This method provided a guaranteed 2.1 million score.

Back in my room, I tried to replicate what I had seen (yes, I brought my NES with me), but was having trouble. I had never used this trick in the game before as I had only focused on speeding through as quickly as possible. Up to game time, I still hadn't fully mastered the move and was contemplating whether I should even try it in competition or just do what I had been practicing and hope for a really good Dr. Mario round. In the end, I blew it trying to use the trick. Only the top twelve moved on to the second round, and I was in the bottom half of the scores.

Ultimately, I had a great weekend at Disney World, thanks to Nintendo. With the passes they gave us, I went to Epcot Center and mini-Disneyland. When I returned home, I plugged in my NES, obsessing over that damn trick. And what do you know, NOW I can do the trick...



One month later, what am I happy to see after class? The Nintendo Campus Challenge has returned for a second year, but now I know the trick and I perform flawlessly. No one at my school can come even close to me and I easily qualify for the finals. However, in June I receive a letter stating that the Campus Challenge has been cut short. They are holding a drawing to give away the top prizes of \$10k, \$5k, and 5 \$1k. I end up with no prize money. I also found out later that although they used the same NES cartridge at my college, soon they started using an SNES competition cart.

Two years later, as I am going to a movie with a friend, I encounter another Nintendo trailer. It is for Powerfest, but that is a story for another day.

The Nintendo Campus Challenge launched my competitive gaming career (hobby?). My gaming pseudonym is Indigo Ferret. In the last 16 years I have competed across multiple gaming platforms (Atari, Coleco, NES, SNES, Xbox 360, Arcade, Racing Simulator) and have won cash and prizes worth over \$40,000. The capstone of my gaming career was being drafted to the Dallas Venom in the now defunct Championship Gaming Series in 2007 and earning over \$25,000.



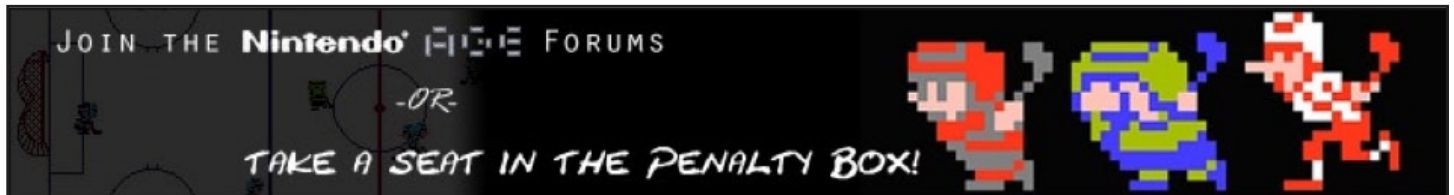
March 2009

www.NintendoAGE.com

3-D World Runner	4	0	Baseball Simulator 1.000	5	0	Bugs Bunny B'day Blowout	6	0
10 Yard Fight	4	0	Baseball Stars	9	-1	Bugs Bunny Crazy Castle	7	0
720	4	0	Baseball Stars 2	14	-1	Bump 'N Jump	5	+1
1942	9	+1	Bases Loaded	3	0	Burai Fighter	5	-1
1943	8	0	Bases Loaded 2	4	0	Burgertime	6	-0
8 Eyes	4	0	Bases Loaded 3	4	-1	Cabal	4	0
Abadox	4	0	Bases Loaded 4	16	+6	Caesar's Palace	4	0
Action 52	76	+3	Batman	6	-1	California Games	8	0
AD&D Dragonstrike	12	-1	Batman Return of the Joker	10	0	Caltron 6 in 1	269	+64
AD&D Heroes of the Lance	7	+1	Batman Returns	6	0	Captain America	8	-1
AD&D Hillsfar	18	-4	Battle Chess	4	-1	Captain Comic	8	-1
AD&D Pool of Radiance	12	0	Battle of Olympus	6	+1	Captain Planet	6	0
Addams Family	6	-1	Battleship	8	-1	Captain Skyhawk	4	+2
Adventure Island	10	0	Battletank	5	0	Casino Kid	4	0
Adventure Island 2	13	+1	Battletoads	11	0	Casino Kid 2	22	+3
Adventure Island 3	21	+1	Battletoads & Double Dragon	18	0	Castelian	7	-1
After Burner	5	0	Bayou Billy	4	-1	Castle of Deceit	51	+9
Air Fortress	4	0	Bee 52	9	-1	Castle of Dragon	7	+1
Airwolf	4	0	Beetlejuice	8	+1	Castlequest	6	+1
Al Unser Jr's Turbo Racing	4	-0	Best of the Best	12	-3	Castlevania	9	-1
Alfred Chicken	16	+1	Bible Adventures	9	+1	Castlevania 2	6	0
Alien 3	10	+2	Bible Buffet	23	+2	Castlevania 3	12	+1
Alien Syndrome	5	+1	Big Bird's Hide & Speek	5	+2	Caveman Games	8	+1
All Pro Basketball	3	-1	Big Foot	6	0	Challenge of the Dragon	52	+2
Alpha Mission	4	0	Big Nose Freaks Out	17	-3	Championship Bowling	5	+1
Amagon	4	0	Big Nose Freaks Out (Aladdin)	18	+1	Championship Pool	8	+1
American Gladiators	6	0	Big Nose the Caveman	10	-1	Cheetahmen 2	482	0
Anticipation	4	0	Bill & Ted's Excellent Adventure	6	0	Chessmaster	4	-2
Arch Rivals	4	-1	Bill Elliot's NASCAR Challenge	5	0	Chiller	29	+4
Archon	6	0	Bionic Commando	7	0	Chip N' Dale Resc. Rangers	9	-1
Arkanoid	10	0	Black Bass	6	0	Chip N' Dale Resc. Rangers 2	36	-3
Arkista's Ring	8	0	Blackjack	29	+4	Chubby Cherub	10	0
Astyanax	3	0	Blades of Steel	5	0	Circus Caper	4	0
Athena	4	0	Blaster Master	6	+1	City Connection	4	0
Athletic World	5	+1	Blue Marlin	9	0	Clash at Demonhead	5	-0
Attack of the Killer Tomatoes	9	+1	Blues Brothers	12	-1	Classic Concentration	9	0
Baby Boomer	32	+1	Bo Jackson Baseball	5	-1	Cliffhanger	9	0
Back to the Future	5	0	Bomberman	11	0	Clu Clu Land	5	0
Back to the Future 2 & 3	6	0	Bomberman 2	21	-2	Cobra Command	4	0
Bad Dudes	4	0	Bonk's Adventure	52	-9	Cobra Triangle	4	-0
Bad News Baseball	6	0	Boulder Dash	7	+1	Codename: Viper	5	+1
Bad Street Brawler	5	+1	Boy and His Blob, A	5	-2	Color A Dinosaur	11	0
Balloon Fight	7	-1	Break Time	7	+1	Commando	4	0
Bandit Kings of Ancient China	32	-4	Breakthru	4	0	Conan	12	+1
Barbie	6	0	Bubble Bath Babes	489	+34	Conflict	9	-6
Bard's Tale	5	0	Bubble Bobble	16	0	Conquest of Crystal Palace	6	+2
Base Wars	6	-1	Bubble Bobble 2	103	-1	Contra	18	0
Baseball	4	0	Bucky O'Hare	16	+2	Contra Force	30	+2



Cool World	10	0	Dragon Warrior 2	19	0	Gauntlet (unlicensed)	7	+3
Cowboy Kid	22	0	Dragon Warrior 3	30	+1	Gauntlet 2	4	-1
Crash a/t Boys St. Challenge	9	0	Dragon Warrior 4	37	+3	Gemfire	21	0
Crash Dummies, Incredible	8	0	Dragon's Lair	8	+1	Genghis Kahn	10	+1
Crystal Mines	16	-2	Duck Hunt	5	0	George Foreman KO Boxing	4	+1
Crystalis	8	0	Duck Tales	18	+9	Ghost Lion	13	-1
Cyberball	5	0	Duck Tales 2	29	+4	Ghostbusters	7	0
Cybernoid	4	0	Dudes with Attitude	5	0	Ghostbusters 2	6	0
Dance Aerobics	6	0	Dungeon Magic	5	+1	Ghosts 'N Goblins	7	+1
Danny Sullivan's Indy Heat	11	-0	Dusty Diamond's All Star Softball	28	+3	Ghoul School	8	+1
Darkman	5	0	Dyno Warz	4	0	Gilligan's Island	8	0
Darkwing Duck	9	0	Elevator Action	6	0	Goal!	4	+1
Dash Galaxy	4	0	Eliminator Boat Duel	7	+1	Goal! 2	8	-2
DayDreamin' Davey	4	-1	Empire Strikes Back	11	0	Godzilla	6	0
Days of Thunder	4	0	Everet/Lendel Top Player's Tennis	3	0	Godzilla 2	20	-0
Deadly Towers	3	0	Excitebike	6	0	Gold Medal Challenge	7	-1
Death Race	12	-1	Exodus	7	-1	Golf	4	-1
Deathbots	9	0	F-117a Stealth	4	0	Golf Challenge Pebble Beach	4	0



Defender 2	5	+1	F-15 City War	6	0	Golf Grand Slam	6	0
Defender of the Crown	4	0	F-15 Strike Eagle	4	-1	Golgo 13: Top Secret Episode	4	-0
Defenders of Dynatron City	8	+3	Family Feud	10	0	Goonies 2	5	+1
Déjà Vu	6	0	Fantastic Adv. Dizzy (Aladdin)	13	-9	Gotcha!	4	0
Demon Sword	4	0	Fantastic Adventures of Dizzy	8	0	Gradius	6	+1
Desert Commander	4	0	Fantasy Zone	7	+2	Great Waldo Search	10	0
Destination Earthstar	4	+1	Faria	16	0	Greg Norman's Golf Power	5	-0
Destiny of an Emperor	11	0	Faxanadu	5	0	Gremlins 2	6	0
Dick Tracy	4	0	Felix the Cat	13	+1	Guardian Legend	5	0
Die Hard	31	+10	Ferrari Grand Prix	3	0	Guerilla War	6	+1
Dig Dug 2	6	0	Fester's Quest	4	0	Gumshoe	6	-1
Digger T. Rock	5	0	Final Fantasy	13	0	Gun Nac	22	-1
Dino Riki	4	0	Fire and Ice	26	+2	Gunsmoke	9	-1
Dirty Harry	4	0	Fire Hawk	5	0	Gyromite	5	+1
Disney Adv. Magic Kingdom	5	0	Fisher Price Firehouse Rescue	6	-1	Gyruss	5	0
Dizzy: Adventurer (Aladdin)	14	-2	Fisher Price I Can Remember	6	+1	Harlem Globetrotters	5	0
Donkey Kong	14	-2	Fisher Price Perfect Fit	5	0	Hatris	11	+2
Donkey Kong 3	9	-1	Fist of the North Star	7	+1	Heavy Barrel	5	0
Donkey Kong Classics	12	0	Flight of the Intruder	6	+1	Heavy Shreddin'	5	0
Donkey Kong Jr.	10	+1	Flinstones	9	+1	High Speed	6	+1
Donkey Kong Jr. Math	13	+1	Flinstones 2 Surprise Dino Peak	168	-49	Hogan's Alley	11	+2
Double Dare	7	0	Flying Dragon	5	0	Hollywood Squares	5	-0
Double Dragon	9	+1	Flying Warriors	5	-1	Home Alone	6	+1
Double Dragon 2	7	0	Formula One: Built to Win	10	0	Home Alone 2	4	-1
Double Dragon 3	9	-1	Frankenstein	8	-1	Hook	6	+2
Double Dribble	4	0	Freedom Force	6	0	Hoops	4	0
Double Strike	9	+1	Friday the 13th	6	0	Hot Slots	541	-0
Dr. Chaos	5	+1	Fun House	7	+1	Hudson Hawk	5	+1
Dr. Jekyll & Mr. Hyde	5	+1	G.I. Joe: Real American Hero	16	-2	Hunt for Red October	4	+1
Dr. Mario	8	0	G.I. Joe: Atlantis Factor	12	+1	Hydride	3	0
Dracula	12	+2	Galactic Crusader	21	-1	Ice Climber	8	+1
Dragon Fighter	18	+4	Galaga	9	+1	Ice Hockey	5	+1
Dragon Power	4	0	Galaxy 5000	13	+2	Ikari Warriors	5	0
Dragon Spirit	5	0	Gargoyle's Quest 2	11	-1	Ikari Warriors 2	5	0
Dragon Warrior	5	0	Gauntlet (licensed)	5	0	Ikari Warriors 3	9	+1

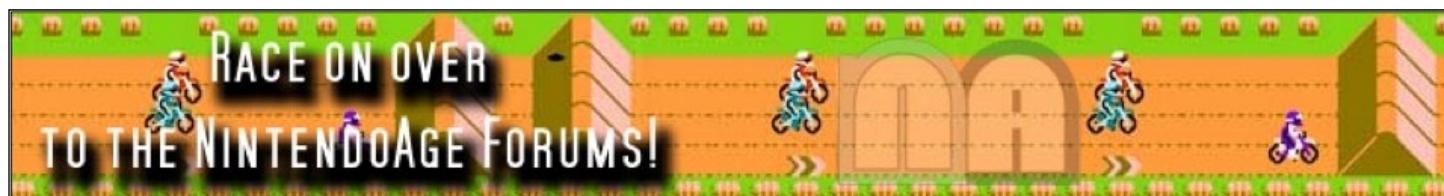




Image Fight	5	0	Legacy of the Wizard	4	0	Micro Machines (Aladdin)	14	0
Immortal	4	0	Legend of Kage	4	-1	MIG-29	4	0
Impossible Mission 2 (AVE)	10	0	Legend of Zelda	12	0	Might & Magic	24	+4
Impossible Mission 2 (SEI)	12	0	Legendary Wings	5	0	Mighty Bombjack	6	0
Indiana Jones: Crusade (Taito)	13	+1	Legends of the Diamond	5	0	Mighty Final Fight	18	-7
Indiana Jones: Crusade (UBI)	25	0	Lemmings	21	+3	Mike Tyson's Punch-Out!!	15	0
Ind. Jones: Temple (Mindscop)	6	+1	L'Empereur	21	0	Millipede	5	+1
Ind. Jones: Temple (Tengen)	6	0	Lethal Weapon	13	+1	Milon's Secret Castle	5	+1
Infiltrator	4	0	Life Force	6	0	Miracle Piano System	13	+1
Iron Tank	4	0	Linus Spacehead	25	+8	Mission Cobra	41	-2
Ironsword: Wiz. & Warriors 2	5	0	Linus Spacehead (Aladdin)	20	+5	Mission: Impossible	3	+1
Isolated Warrior	7	0	Little League Baseball	10	-1	Monopoly	7	0
Ivan Stewart's Sup. Off Road	8	0	Little Mermaid	7	0	Monster in My Pocket	8	0
Jack Nicklaus' 18 Holes Golf	3	-1	Little Nemo	6	0	Monster Party	5	0
Jackal	5	0	Little Ninja Brothers	13	0	Monster Truck Rally	10	0
Jackie Chan's Action Kung Fu	11	+1	Little Samson	89	+1	Moon Ranger	67	+33
James Bond Jr.	10	+3	Lode Runner	6	+1	Motor City Patrol	17	+2
Jaws	5	0	Lolo	8	0	Ms Pacman (Namco licensed)	18	-1
Jeopardy!	5	0	Lolo 2	18	+3	Ms Pacman (Tengen unlics.)	15	-1
Jeopardy! 25th Anniversary	5	0	Lolo 3	24	-1	MULE	10	0
Jeopardy! Junior	5	0	Lone Ranger	11	+1	Muppet Adventure	5	+1
Jeopardy!, Super	5	0	Loopz	7	+2	MUSCLE	6	+1
Jetsons	19	-2	Low G Man	4	+1	Mutant Virus	6	+2
Jimmy Connors Tennis	20	+5	Lunar Pool	4	-1	Myriad 6 in 1	900	0
Joe and Mac	6	0	Mach Rider	4	0	Mystery Quest	5	+2
John Elway's Quarterback	5	0	Mad Max	5	+1	NARC	5	+1
Jordan vs. Bird: One on One	5	-1	Mafat Conspiracy	4	0	NES Open Golf	6	0
Joshua	11	+1	Magic Darts	7	0	NFL Football	4	+1
Journey to Silius	5	0	Magic Johnson's Fast Break	4	0	Nigel Mansell's World Racing	6	-3
Joust	5	0	Magic of Scheherazade	7	+1	Nightmare on Elm Street	14	+1
Jungle Book	9	-1	Magician	11	0	Nightshade	7	+1
Jurassic Park	5	0	Magmax	4	0	Ninja Crusaders	7	-1
Kabuki Quantum Fighter	5	0	Major League Baseball	3	0	Ninja Gaiden	7	0
Karate Champ	4	0	Maniac Mansion	11	0	Ninja Gaiden 2	7	0
Karate Kid	4	0	Mappyland	6	0	Ninja Gaiden 3	17	+1
Karnov	5	0	Marble Madness	4	-2	Ninja Kid	5	-1
Kick Master	7	+1	Mario Brothers	13	-1	Nobunaga's Ambition	6	0
Kickle Cubicle	10	0	Mario Is Missing	15	+1	Nobunaga's Ambition 2	23	0
Kid Icarus	13	+1	Mario's Time Machine	30	+1	North and South	18	+1
Kid Klown	20	+1	Master Chu and the Drunkard Hu	11	-2	Operation Secret Storm	45	+9
Kid Kool	7	+3	Maxi 15	30	+7	Operation Wolf	4	0
Kid Niki	5	0	MC Kids	8	-1	ORB-3D	4	0
King Neptune's Adventure	43	-5	Mechanized Attack	8	0	Othello	4	0
King of Kings	8	0	Mega Man	18	-4	Overlord	6	+1
King's Knight	5	0	Mega Man 2	11	0	Pac-Man (Namco)	11	0
Kings of the Beach	4	-1	Mega Man 3	10	+1	Pac-Man (Tengen licensed)	9	0
King's Quest 5	10	0	Mega Man 4	13	0	Pac-Man (Tengen unlicensed)	8	0
Kirby's Adventure	8	-2	Mega Man 5	26	+2	Pac-Mania	9	+2
Kiwi Kraze	7	-1	Mega Man 6	18	+1	Palamedes	6	-1
Klash Ball	5	+1	Menace Beach	53	-4	Panic Resturant	45	+8
Klax	4	0	Mendel Palace	5	0	Paperboy	11	+1
Knight Rider	10	+6	Mermaids of Atlantis	26	+1	Paperboy 2	12	-1
Krazy Kreatures	6	0	Metal Fighter	9	-2	Peek A Boo Poker	692	0
Krion Conquest	7	0	Metal Gear	8	0	Pestermator	27	+3
Krusty's Fun House	8	0	Metal Mech	5	0	Peter Pan and the Pirates	5	0
Kung Fu	5	0	Metal Storm	16	0	Phantom Fighter	5	+1
Kung Fu Heroes	4	0	Metroid	9	0	Pictionary	5	0
Laser Invasion	5	-1	Michael Andretti's World GP	4	0	Pinball	5	+1
Last Action Hero	8	0	Mickey Adv. in Numberland	12	+2	Pinball Quest	4	0
Last Ninja	8	+1	Mickey Mousecapade	5	0	Pinbot	4	0
Last Starfighter	6	+1	Mickey Safari in Letterland	9	+1	Pipe Dream	6	0
Lee Trevino's Fighting Golf	4	0	Micro Machines	17	0	Pirates!	12	0



Platoon	4	-1	RoadBlasters	4	0	Smash TV	10	+5
Play Action Football	4	0	Robin Hood: Prince of Thieves	6	+1	Snake Rattle 'N Roll	7	0
Popeye	8	0	Robocop	4	-1	Snake's Revenge	8	0
POW	5	+1	Robocop 2	6	0	Snoopy's Silly Sports	7	+1
Power Blade	—	—	Robocop 3	—	—	Snow Brothers	—	+3
Power Blade 2	27	+2	Robodemons	11	-1	Soccer	5	0
Power Punch 2	8	0	RoboWarrior	4	-1	Solar Jetman	4	0
P'radikus Conflict	25	-4	Rock N' Ball	4	0	Solitaire	22	0
Predator	5	-1	Rocket Ranger	4	0	Solomon's Key	7	0
Prince of Persia	—	—	Rocketeer	—	—	Solstice	—	+1
Princess Tomato	21	0	Rockin' Kats	15	+2	Space Shuttle	7	+1
Pro Sport Hockey	12	-1	Rocky and Bullwinkle	6	-2	Spelunker	6	0
Pro Wrestling	4	0	Roger Clemens Baseball	4	0	Spider-Man: Sinister Six	8	+1
Pugsley's Scavenger Hunt	10	+1	Rollerball	5	+1	Spiritual Warfare	10	0
Punch-Out!!	—	—	Rollerblade Racer	—	—	Spot	—	-0
Punisher	7	0	Rollergames	4	0	Spy Hunter	5	0
Puss 'N Boots	8	+1	Rolling Thunder	5	+1	Spy vs. Spy	7	+1
Puzzle	8	-1	Romance o/t Three Kingdoms	8	0	Sqoon	14	+2



Puzznic	6	-3	Romance o/t Three Kingdoms 2	18	+3	Stack Up	20	-4
Pyramid	—	—	Roundball	—	—	Stadium Events	—	-220
Q*Bert	7	0	Rush N' Attack	5	0	Stanley	7	+2
Qix	15	0	Rygar	6	0	Star Force	4	-1
Quattro Adventure	7	0	SCAT	9	0	Star Soldier	4	0
Quattro Adventure (Aladdin)	14	0	Secret Scout	67	+1	Star Trek: 25th Anniversary	7	-1
Quattro Arcade	—	—	Section Z	—	—	Star Trek: Next Generation	—	+1
Quattro Sports	5	+1	Seicross	4	-1	Star Voyager	4	0
Quattro Sports (Aladdin)	12	0	Sesame Street 1-2-3	6	+1	Star Wars	9	-4
R.B.I. Baseball (Licensed)	7	0	Sesame Street 1-2-3/A-B-C	6	0	Starship Hector	5	+1
R.B.I. Baseball (Unlicensed)	10	0	Sesame Street A-B-C	4	0	StarTropics	5	0
R.B.I. Baseball 2	—	—	Sesame Street Countdown	—	—	Stealth	—	-0
R.B.I. Baseball 3	5	0	Shadow of the Ninja	10	+1	Stinger	5	0
R.C. Pro-Am Racing	6	0	Shadowgate	6	0	Street Cop	12	-1
R.C. Pro-Am Racing 2	26	-1	Shatterhand	6	0	Street Fighter 2010	5	0
Race America, Alex DeMeo's	12	+2	Shingen the Ruler	5	0	Strider	4	0
Racket Attack	—	—	Shinobi	—	—	Stunt Kids	—	-0
Rad Gravity	6	+1	Shockwave	6	-2	Sunday Funday	41	+9
Rad Racer	5	0	Shooting Range	10	0	Super C	13	0
Rad Racer 2	5	+1	Short Order/Eggsplode	8	0	Super Cars	11	+1
Rad Racket	19	-6	Side Pocket	5	+2	Super Dodge Ball	13	0
Raid 2020	—	—	Silent Assault	—	—	Super Glove Ball	—	-0
Raid on Bungeling Bay	5	0	Silent Service	5	0	Super Mario Brothers	7	-2
Rainbow Islands	22	+2	Silk Worm	6	-1	Super Mario Brothers 2	15	+1
Rally Bike	6	0	Silver Surfer	7	0	Super Mario Brothers 3	13	0
Rambo	4	0	Simpsons: Bart vs. The World	7	0	Super Mario/Duck Hunt	8	-3
Rampage	—	—	Simpsons: Radioactive Man	—	—	Super Mario/D. Hunt/WCTM	—	-0
Rampart	6	0	Simpsons: Space Mutants	7	+1	Super Pitfall	6	0
Remote Control, MTV's	9	+6	Skate or Die	4	0	Super Spike V'Ball	4	-1
Ren and Stimpy: Buckaroos	10	+2	Skate or Die 2	5	0	Super Spike V'Ball/W. Cup	5	0
Renegade	5	0	Ski or Die	5	+1	Super Sprint	5	0
Rescue: Embassy Mission	—	—	Skull and Crossbones	—	—	Super Spy Hunter	—	+1
Ring King	6	0	Sky Shark	5	0	Super Team Games	6	+1
River City Ransom	16	0	Skykid	7	+1	Superman	7	-1
Road Runner	5	0	Slalom	4	0	Swamp Thing	13	+1



Sword Master	15	-1	Toobin'	9	+1	Wheel of Fortune: Family Edition	6	+1
Swords & Serpents	4	-1	Top Gun	4	0	Wheel of Fortune: Junior Edition	5	0
T&C Surf Design	5	0	Top Gun 2	4	-1	Wheel of Fortune: Vanna White	7	0
T&C Surf Design 2 Thrillas	9	0	Total Recall	5	+1	Where in Time/Carmen San.	6	0
Taboo: The Sixth Sense	4	0	Totally Rad	5	-1	Where's Waldo?	7	-0
Tag Team Wrestling	4	0	Touchdown Fever	6	+2	Who Framed Roger Rabbit?	6	+1
Tagin' Dragon	35	+3	Toxic Crusader	9	0	Whomp 'Em	7	0
Talespin	6	-1	Track and Field	6	0	Widget	8	-1
Target: Renegade	5	0	Track and Field 2	5	0	Wild Gunman	10	0
Tecmo Baseball	5	0	Treasure Master	7	0	Willow	6	-0
Tecmo Bowl	8	+1	Trick Shooting	6	0	Win, Lose or Draw	4	0
Tecmo Cup Soccer	11	-3	Trog	6	0	Winter Games	4	-1
Tecmo NBA Basketball	6	+1	Trojan	4	-1	Wizardry	8	+1
Tecmo Super Bowl	15	0	Trolls on Treasure Island	15	+2	Wizardry 2: Knight/Diamonds	11	+1
Tecmo World Wrestling	4	-1	Twin Cobra	5	+1	Wizards & Warriors	5	-0
Teenage Mut. Ninja Turtles	6	0	Twin Eagle	6	0	Wizards & Warriors 3	11	0
Teenage Mut. Ninja Turtles 2	11	+1	Ultima: Exodus	4	0	Wolverine	7	+1
Teenage Mut. Ninja Turtles 3	14	+1			World Champ	9	-3	
Teenage Mut. Ninja Turt. TF	36	+3	Ultima: Warriors of Destiny	16	-2	World Class Track Meet	4	0
Tennis	6	0	Ultimate Air Combat	14	0	World Cup Soccer	4	+1
Terminator	8	-1	Ultimate Basketball	5	+1	World Games	4	-1
Terminator 2: Judgement Day	5	0	Ultimate League Soccer	12	+2	Wrath of the Black Manta	3	0
Terra Cresta	9	0	Ultimate Stuntman	6	0	Wrecking Crew	6	0
Tetris (Nintendo licensed)	8	0	Uncharted Waters	21	+5	WURM	5	+1
Tetris (Tengen unlicensed)	28	-1	Uninvited	14	+1	WWF King of the Ring	11	+1
Tetris 2	8	0	Untouchables	8	0	WWF Steel Cage	6	0
Three Stooges	6	0	Urban Champion	4	-1	WWF Wrestlemania	5	+1
Thunder and Lightning	9	0	Vegas Dream	5	+1	WWF Wrestlemania Chall.	4	0
Thunderbirds	5	0	Venice Beach Volleyball	7	+1	Xenophobe	5	-1
Thundercade	4	0	Vice: Project Doom	4	0	Xevious	4	-0
Tiger Heli	5	+1	Videomation	4	0	Xexyz	4	0
Tiles of Fate	9	0	Vindicators	4	0	X-Men	6	0
Time Lord	3	-1	Volleyball	4	0	Yo! Noid	7	0
Times of Lore	13	+1	Wacky Races	19	0	Yoshi	6	-1
Tiny Toon Adventures	7	0	Wall Street Kid	5	0	Yoshi's Cookie	6	-0
Tiny Toon Adventures 2	8	-1	Wally Bear and the No! Gang	11	-2	Young Indiana Jones	16	0
Tiny Toon Cartoon Workshop	8	0	Wario's Woods	11	-2	Zanac	5	0
To The Earth	4	0	Wayne Gretzky Hockey	4	0	Zelda 2: The Adv. of Link	10	0
Toki	9	0	Wayne's World	23	+4	Zen Intergalactic Ninja	9	0
Tom and Jerry	8	0	WCW: World Champ. Wrestling	6	+1	Zoda's Revenge StarTropics 2	6	-0
Tom Sawyer	4	0	Werewolf	5	+1	Zombie Nation	30	+9
Tombs and Treasure	9	+2	Wheel of Fortune	5	0			

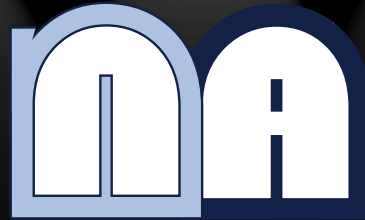


## Don't do it!

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







## Member Spotlight: PENGUIN

**[Name:]** Justin Klingenmeyer.

**[Age:]** 23.

**[Location:]** Fort Myers Florida, or the ole' Fo Mo as we like to call it.

**[Occupation:]** I manage a shoe store, and am a part time college student.

**[How long have you been collecting Nintendo games?]** I had a NES as a kid, and it is the system I grew up with. I remember selling it in the mid 90s when I got my first PC and was big into PC gaming (mainly Doom and Diablo). In early 2006 I went to a garage sale down the road from my house, and I picked up a NES toaster with about 10 games for \$25. Mario 3 was included in the bunch and was the game that got me hooked onto the system. For a while I picked up the games I had as a kid, then I moved onto the games I always wanted when I was younger.

**[And then you just decided you wanted them all?]** Not at first, for the first few months I played all the games, then I stumbled across Digital Press where I got my first big NES lot. From there I was introduced to NintendoAGE by Par-punk, and the rest as they say is history. NA is really what got me into collecting for the NES, it's such a great community that I just got sucked in and there was no

looking back.

**[The homebrew scene has really started to take off recently. Lots of unreleased and original stuff has come out. Are you in to that at all?]** I have every Retrozone release so far, and it's awesome to know that people care about producing new and unique games for the NES, which will help the system to live on for generations to come.

**[What's your favorite NES game?]** Hands down i'm going to say Tetris, I play it more than any other NES game, and it never gets old! Although lately I have been hooked on Mystic Pillars.

**[The licensed version or the Tengen version?]** Tengen all the way, better music, and the co-op mode rocks.

**[And your least favorite game?]** I wouldn't say I hate any games, because I know people put hard effort into making them, even if they are piles of garbage. I'm going to have to go with Dr. Jeekyll and Mr. Hyde.

**[How many games are you up to now?]**

I believe it's somewhere around 400 for the NES.

**[And you collect for other systems as well?]** Mainly for the NES, but I also have decent collections for the SNES, TG-16, and Sega Saturn.

**[Do you play any Wii or DS?]** Yeah, I play my R4 on my DS a lot, and on Wii I've been exercising with my Wii Fit and dishing out some ass kicking

to Dr. Wily on MM9.

**[Did you learn about the R4DS from a previous e-Zine?]** I did! The e-Zine enlightened me.

**[What's your favorite episode of Code Monkeys?]** The Protendo episode. :)

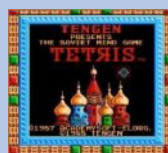
**[What are your collecting goals for 2009?]** I would like to finish my Color Dreams set this year. I'm about half way there right now. Not sure if I'm going to get the black versions too or not.

**[Are there any finals words you'd like to say to everyone?]** I really enjoy the ezine, and look forward to writing more articles for it in the future. It truly is a great piece of literature and thanks to everyone who puts it together.



### PENGUIN's TOP FIVE RECOMMENDATIONS

1. Solar Jetman, 2. Bomberman II, 3. Tengen Tetris, 4. King Neptune's Adv., 5. Mega Man II



# Faegly the Skeleton in The \$uck of N8

So, how's it goin there boo oooyz? You know me, it's your buddy N8duke, you know, the guy with probably like the biggest big bigger collection in the world? Well, I thought I'd show you how to buy a Happy Camper from NGD and sell it \$250 like a total kook!



Ahh, have it you! You and your stupid self-aggrandizement! Here's more for you, you witless halfman!



Well, here we go again. Nick Not-not-beast and I were quite disappointed at the reaction, or rather lack thereof in the recent reselling attempt of NGD's hard work. However, we think it best to give each opinion a fair shot, right to the face.



A hey, I'm a made outta plastic blocks! You boys think you're a so cool a all a standin' a there a with a your a hands a all crossed a. He's a gotta right to his a purchase and a he can do a what he a wants a with a it a. You a guys need to a take a pill and a a chill. It's a his right a a a a a.



Ah, shut up loser, no one liked to be you anyway, you're just a sprite swap! You're only cool in the second game because you can jump.



You a threatnin' me a bone man? I take this a block here and a throw a it in ya face. He has a right to do a what he wants!



Witless halfwit! Ahh, just like a your stupid block head into a mill- You shall speak foolery no more!



Dang it, Nick Not-not-beast, you got me all covered in 8Bit blood. Dang. Drippin everywhere. I guess that's what he gets for saying such things.



Uuuuh, heyooooo, ooooo, Faegly, I gotz uh leetle eyeball here. Is so leetle. Uhh



Sniff, I don't see anything wrong with this at all. NGD made a bunch and sold them, up to you you like with them. Now, if talking about 30 games, I'd be mad, but a sale's



He took a gamble, sniff, that's how it goes. He supported NGD's project and I wish him the best. Speaking of Happy Camper, I got my own copy for sale, so toss me some cash if you're interested! Thanks!



You fetid mooncalf! What's the difference between 30 and 250? I now pluck the eyes from your head!





# BUY HAPPY CAMPER, THEN TRY TO SELL IT!!!!!!!

Uhhh, lookee, I gotz these eyes. Uhh me, I like the eyes. Uhhh....

Yeah, yeah, eyes, great. Well that proves that if something is 'readily' available, you might want...

Eye\$

Well, I don't really see the difference here between selling that and the Garage Cart here. If you've got some cash or an eyeball, hey, all's fair in the NES scene and war. NGD should have said only one per person. happen

It was bound to some day.

What is an osseus strumpet doing with those!!

is an osseus strumpet doing set of eyes, huh? No need for Here you are!

\$nip!

Uh, Faeg-hair do ya love me ly? Do ya? Is ma prittee? bumps me,

My love, your shoulder goo still gives me goose- Embrace hold me!

Oooh, Doctor, I can't take any more of these stupid opinions! Whatever happened to ethics and morality?

My friend, it is simply a case of reselling, every-one does it! Why, it's how we all fuel our collecting!

Doctor \$ick

What? But the guy got 2 just so he could sell the other, immediately after they were made! That's .....

Just a case of the NES blues. It comes with the territory, my friend. Here, I've crushed up a copy and put it in capsules to help you. That will be \$250 please.

???

Get your repellent lozenges away from us, I've got two reasons why you shouldn't spake such filth in my presence!

sir! have

Hey now, boys, ah know ya'll ah a might bit mad- at the dumbness heah, but that aint'a reason to be pullin' out they eyez. I've got me a betta idea, ah do. Take that eye ball out your mouths and listen.

Gro\$\$

Shaw don't wun anyone gettin' hurt round here anymore, so I'm gonna lock this comic. Now, all we gots to do some copies up for \$55 and won't sell a thing. Then, we can mock the kook bak ta Portland!

lock is put he

Locked

Ha Ha Ha Ha Ha Ha



# HANDS-ON: THE NINTENDO CAMPUS CHALLENGE REPRO

> JASON SMITH *ngd*



The biggest and most sought-after release since the Nintendo World Championships is upon us, the Nintendo 1991 Campus Challenge competition cart! This is a very exciting time for the NES homebrew scene. There are lots of quality projects underway as we speak, and Retrozone/bunnyboy has his hand in almost every single one of them. I think we all love seeing new games being developed: Kevin/mewithoutYou52's Frogger, Sivak's new platformer, D-pad Hero, and scores of other great projects are on the horizon. But the chance for us all to own a real piece of Nintendo history in cart form is just something special and very infrequent. Just being able to track down such gems is hard enough, but being technically able and willing to produce them goes leaps and bounds beyond what most people are willing to invest into a project. The work that bunnyboy does over at Retrozone often goes unnoticed. So I just want to thank him on behalf of the NES community for really helping to make the homebrew scene explode in the last few years. He has had a huge hand in making most of these projects happen. Also, for those of you who don't know, the actual Campus Challenge cart (the only one known to exist I might add) is currently owned by our own Jason Wilson, aka DreamTR. DreamTR is known for his crazy prototype collection and massive archive of all things video game related. I think Jason also deserves a big public thanks for not only trusting bunnyboy enough to borrow his game, but for letting this one-of-a-kind item be released for us all to enjoy. He could have very easily just sat on it for years, but he is sharing the wealth and letting us all have the opportunity to play this lost treasure.

I won't delve into the history of the cart since that will be covered in a different article; this is more of a review for the game. Bunnyboy was kind enough to supply me with a Review Cart #1 so I could test out the game and write this article since the game is not able to be played via an

emulator due to its complexity.

Campus Challenge (CC) consists of three games. Super Mario Bros. 3, Pin-Bot, and Dr. Mario. You start off playing Super Mario Bros. 3 until you get 25 coins. Then you begin Pin-Bot until you get a score of 100,000. Finally, you play Dr. Mario for the remainder of your 6 minutes and 21 seconds. Each game is scored differently with a multiplier, and there are different strategies that you can employ to net the most possible points.

Campus Challenge is quite similar to how the NWC operates. Once you load the game into your NES, you have to hit start on the player-2 control pad, and then play the game via the player-1 pad. This was utilized during the competition so that Nintendo could start and end all the challenges at the exact time, making it easier to run the event. The game clock starts the second you hit start on the #2 control pad though, so be quick as you start the first level of SMB3.

Get Ready! Your goal in Super Mario Bros. 3 is to fly, float, and jump your way up to 25 coins. You can easily snag the 25 coins in the first level and move right on to Pin-Bot since you have unlimited lives on SMB3 just like you did on the NWC, so you can snag some quick coins, kill yourself and grab so more to save time....but that probably isn't your best option!

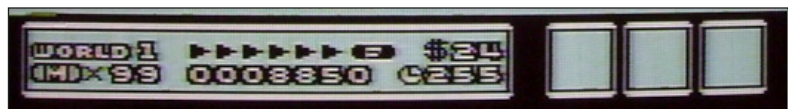
Play through world 1-1 and make sure to get the raccoon suit and 24 coins. On world 1-2 about half way through, there is a



pipe that continuously drops Goombas. Wait for several to drop and make a chain to achieve a higher score of up to 8k. This is one of the strategies similar to the turtle trick used by some on SMB on the NWC. If you can repeat this several times, it is probably your best bet to get into the 2+ million point range, but you have to be watchful of time so you can get your last coin, and speed through Pin-Bot so you can at least start Dr. Mario. In the actual competition, you have to at least make it to each of the 3 games for your score to be counted.

Second up is Pin-Bot. Pin-Bot is nothing more than filler/time killer on the CC cart. It serves the same purpose as Rad Racer did on the NWC, taking up valuable time and offering very little in the way of scoring. You have to score 100k as quickly as possible so you can move onto Dr. Mario since it offers a much better scoring ratio. The best way I found to rack up quick points is to get the ball stuck on the top right-hand-side bumpers and crank out some quick multiplier points. I also found myself using the top left hand side ramps to get some fast points. Even if you are a pinball wizard, you don't want to take up much time on this stage of the competition.

Dr. Mario is your final leg of the competition. You have the remainder of your 6:21 to get as many points as possible by killing some viruses. You start off on Level 0 at medium speed, so you don't have much time to get into the higher levels to make the crazy points. Placement of the pills is extremely important with such a limited time frame. You have to make sure that when you kill a low level virus that the pills don't have to travel all the way to the ground, so use the pills you don't need to brace the fall when you can without wasting any time. You can maximize your score by trying to kill more than one virus at a time to get more points, especially since the game multiplier is x100 for Dr. Mario. Also to keep a fast pace, you pretty much always have to be holding down the down arrow key on the d-pad so the pills are moving at maximum speed. Every single virus you kill puts you one step closer to beating the high score and being eligible to win a special edition gold Campus Challenge from Retrozone. Breaking the two million mark is possible by blazing through SMB3, and Pin-Bot



**hands-on: ncc, cont.**

and using the bulk of your time in Dr. Mario, but that doesn't seem like the best overall strategy according to the actual champs. Hopefully, we will see some new tricks and techniques appear since we will have the cart now to play as much as we want, which is a luxury that wasn't there for the actual contestants.

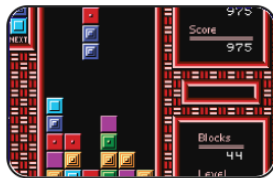
This project has quietly been in the works for about a year and a half now, with just a small handful of people who knew about it. The reverse engineering of the board was a very complicated task and took a great deal of time and effort to achieve success. Besides just being difficult to duplicate, it also isn't very cheap to replicate for production either. They will be going on sale for the masses around March 1, 2009 at [www.retrousb.com](http://www.retrousb.com). The game comes in a translucent blue cartridge with dip switches so you can alter the in-game time. It will also have a small box, a full color manual, and a dust sleeve, all sealed (yes sealed) tight in a nice neat package for \$85 dollars. The game is also playable worldwide cause it employs the powerful cyclone chip to switch between regions for us all to enjoy.

These are sure to sell out quickly so keep checking Retrozone on the 1st to snag your copy.

Thanks again to bunnyboy and DreamTR for bringing this piece of history to light, and also for including

me in the process.

Do you have what it takes to beat the worldwide high score? 2,394,130 is the score to beat, can you do it? Prove it!



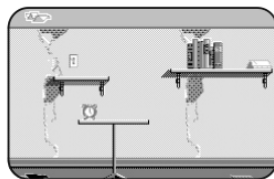
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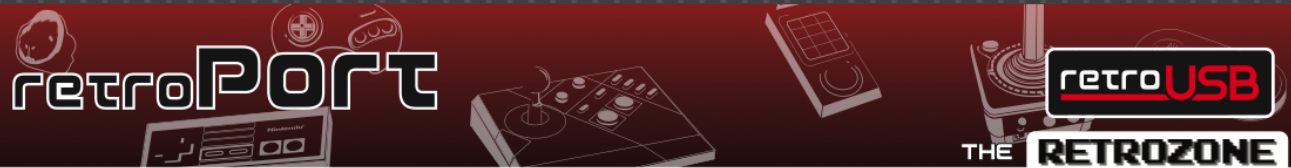
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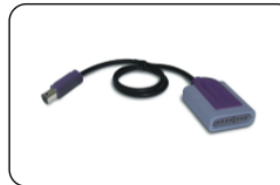
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