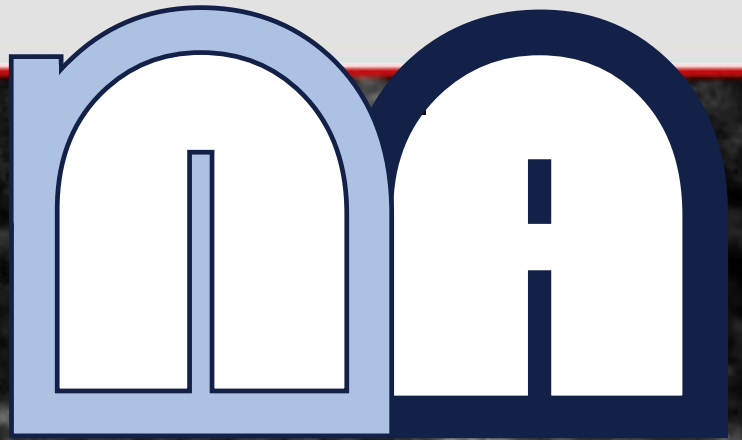


NintendoAGE eZine



## IN THIS ISSUE

**NES on the DS**

*A tutorial*

**NintendoAGE**

*600 Strong*

**March Madness**

*8-bit Ballin'*

Volume 2 Issue 4  
April 2008





## March Madness: NES style

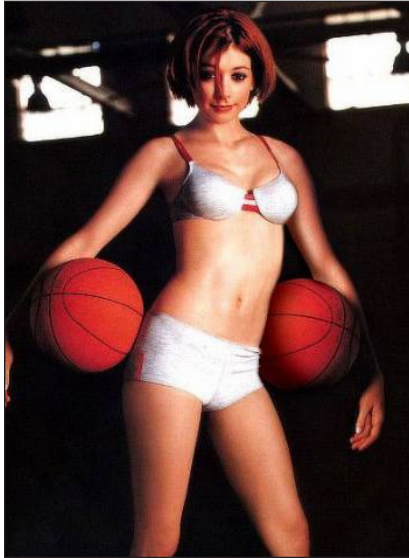
Article by Basil Timmins

Well we're in the thick of March Madness now, and there couldn't be a better time to review the state of basketball on the venerable old Nintendo! That's right, we're going to separate the players from the benchwarmers and find out just which 8 bit b-ball game is the best. Now, admittedly, basketball is a pretty sore spot for the NES, which is odd when you consider the world-wide breadth of programming talent it had attracted, and the potency of its otherwise top-tier library. But it's true: most of the basketball games just sucked balls. And this is even more strange when you consider just how well-respected some of its games have become in various other fields of sport: Baseball Stars, Tecmo Super Bowl, Micro Machines (if you can call top-down racing a "sport"), Ice Hockey, Blades of Steel and RBI Baseball, to name a few, are all well respected and still very playable today. But with basketball it's just not the same. Nonetheless, let's get on with the rundown.

First of all, without getting too deep into every last game's specifics, I'm going to say that there were about a dozen basketball games released state-side, of which the brunt were hardly worthy of mention. The likes of All-Pro Basketball, Harlem Globetrotters, Hoops, Jordan vs. Bird: One on One, Magic Johnson's Fast Break, Roundball: 2 on 2 Challenge, and Ultimate Basketball were all substandard games, and, in my view, not worthy of any individual attention. Although I will say this: the addition of a four player mode (with the four score) may in fact help out three of the above games a wee bit, but that is not enough on its own for a wholesale dissection. And so that leaves us with three decent games, Arch Rivals, Double Dribble, and Tecmo NBA Basketball, which will each be covered in turn, from the worst to the best.



Dr. Morbis  
Meka Chicken



*Alyson Hannigan: Do I really need a reason to put this picture in here?*

First up, and ranked third out of the basketball games on the NES, is Tecmo NBA Basketball. Here we have a lesson on how sometimes the most wonderful intentions can go horribly, horribly awry. At first glance, this game seems to have everything. From full stat tracking to well-rounded and customizable playbooks to a season mode and playoffs, it really does seem to deliver. That is... until you get to the tip-off. Sadly, unlike Tecmo's other great full-stat sporting effort on the NES, once you're actually playing this game, it all falls apart (and I do mean ALL falls apart). The play control is sloppy, the games become repetitious and mundane, and worst of all, it is the flicker-fest to end all other flicker-fests! And it really is too bad, because it's exciting to pop this cart in for the first time and see beautiful menus and a plethora of options that might well even put Tecmo Super Bowl to shame. But all in all, I guess if you're a die hard b-ball fan who happens to be alone and have about 40 hours to kill, you could do a lot worse on the NES than play through a full season of Tecmo NBA Basketball.

Moving right along then, next up we have Arch Rivals, runner up on the NES, second only to one, and the father of Midway's legendary NBA Jam. Now with two human players, this one can be fun! It plays two on two in a

sort of pseudo-side-view action, and in many other respects it is quite similar to its 16-bit cousins. However, it does lack polish, character and pizzazz to the point where it's hard to get through a quarter without thinking about how your time would better be spent firing up the "real" game on your Genny or SNES. There's no "he's heating up!" or "Boom Shaka-laka!" to be heard, and the overall presentation gives off the feeling that it is naught more than an 8-bit proof of concept for all the "Jams" that would follow. Still though, if all you've got around is a NES, this one is definitely worthy of some head to head action.

And now for the champion – the greatest game in all of NES basketballdom – I give you... Double Dribble! Yeah, that's right, Double Dribble! Wait... why are you laughing so hard? This game RULEZ, man! Seriously, for all of its inconsistencies and egregious faults, it's the best b-ball game on the NES. First of all, you get to choose from FOUR WHOLE TEAMS! How cool is that? And have you seen the silky-smooth animation that is right

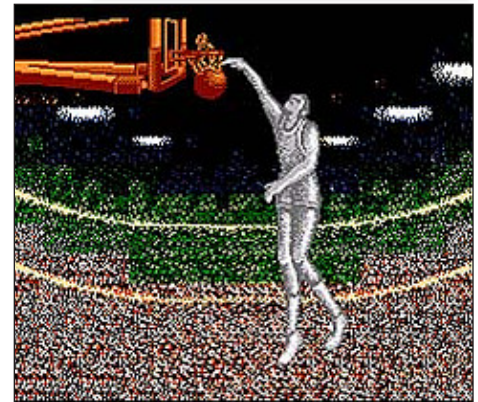


*Title screen: "Double Dribble.  
::music jingle::"*

in your face when your gray-skinned all-star player scores a slam dunk? The game even tells you what game you're playing right on the title screen with a loud "Double Dribble" just in case you are visually impaired. And then you're off to the stadium, where the wonderful American anthem is started before the people have even arrived, and continues on as they're filling their seats. And have you seen the hotties doing their thing during the half-time extravaganza? ...and your team's mascot running across the top of the court? (I swear to God one of them has got to be a purple dildo or something; I mean, what is that thing – a walking sausage on a search for his bun?). But anyway, yeah it has its flaws (like the complete inability of player two to sink buckets at a percentage anywhere near that of his player one friend, just for starters), but you know what – this game has style and it's fun, and by George, that's good enough for me! So there! Case closed. Class dismissed.

(Though I must say, in parting, that it really is a shame we didn't get a college-themed basketball game till the SNES).

*Slam Dunk!: The cut scenes detailing the "jams" were amazingly detailed for their time.*







## A Gunslinger's Review

Article by **Jim Poleshuk**

*In an age of advanced gaming systems with complex controls and games with storylines that play out like novels, the NES offers quick and simple entertainment. My favorite characteristic of many NES games is how simple they are. Within seconds of putting in a game you can learn the controls, determine the objective and progress through the game.*



*Most of the games compatible with the Zapper gun fit this description perfectly. Plug in the gun, pop in a game and you're off and running... err, shooting! I find myself playing the Zapper games frequently when I get home from work each night.*

*The following is part 1 of a review of the Zapper compatible games.*

I categorize the Zapper games into 4 categories.

- Single screen: progressive difficulty.
- Scrolling Missions
- Combination
- Gumshoe

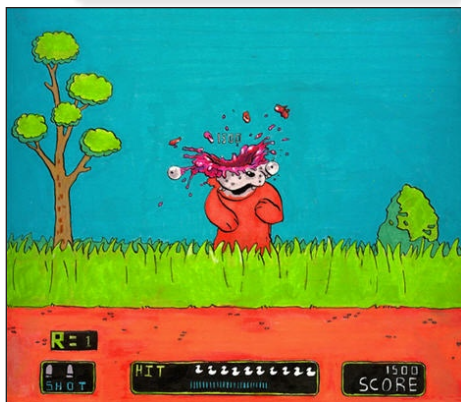
### Single Screen Games

- Duck Hunt
- Wild Gunman
- Hogan's Alley
- Barker Bill's
- Trick Shooting

**Duck Hunt:** A review of this, the Grand Daddy of the Zapper games hardly seems necessary. Though the game play is simple and fun, the challenge only begins after round 10, after which time you've shot at 90-100 Ducks/Clay

pigeons. The real challenge here is staying interested until the game becomes difficult. What's worse, no continues. If you fail a level, you have to start over at round one. Yeah right!

Fun Fact: A drinking game: Each



*Below: I'm sure we all wanted to make the Duck Hunt dog's head explode at one time or another. Annoying!*

time a duck is missed, everyone takes a drink. The more drinks, the more likely ducks will be missed. Just don't let anyone ralph on your collection!

**Wild Gunman:** Are you the fastest gun in the west? Draw and shoot your opponent before they shoot you. Similar to Duck Hunt, the game is too easy initially, and it becomes boring fast. Also, on the single and double gunman, the game really doesn't seem to become progressively more difficult. I found the "gang of gunmen" setting more entertaining but again, you have to reach level 15 before the game becomes challenging.

Fun Fact: Alternate gameplay helps this game a bit: Keep the gun lowered and actually "draw" each time. This significantly slows your speed and makes the rounds much more challenging in the 2 gunman setting.

**Hogan's Alley:** Don't shoot the nice lady! Next to Gumshoe, Hogan's Alley is by far the best of the black box zapper games. This game is a test of reflexes like Wild Gunman, and it has 3 different game types. Same formula; easy at first, but it goes by quicker. A must-have and a rather easy one to find.

**Barker Bill's Trick Shooting:** Cheesiest one by a long shoot (pun intended). More advanced than the black box target games. Shoot at dishes, balloons and tea pots. Unlock levels as you go. Most targets are moving, adding a greater degree of difficulty. Also, you are limited by a total number of misses, and these are carried on through the rounds.

I thought this game was a little too tame and I found myself strangely attracted to the girl in the bunny suit. (Kevin knows what I'm talking about.)

Fun Fact: Unlike Duck Hunt, you can shoot the dog in this one.

**Gumshoe:** In my opinion, this is one of the most unique NES games I've encountered. Unlike target practice or shooting enemies in battle, you used the



*Gumshoe: A platformer controlled by the Zapper gun. A strange combination that somehow works.*

Zapper to control the hero through the levels like a traditional platformer. It's like playing Super Mario Brothers with the zapper! Each time you shoot at the hero, he leaps. Navigating him past obstacles and protecting him from flying objects is quite difficult. Stretch out your trigger finger before attempting this game. You'll be firing hundreds of shots.

In the next installment I'll cover the scrolling mission games like Operation Wolf, and Konami's series of combination games where

you use a zapper in a limited number of levels of the game. Oh, and BTW, if anyone's got a cheap copy of Chiller, let me know. I'll need it by the end of next month :)

*[Editor's note: I have no idea what he's referring to. I don't have any women-in-bunny-suits fetish.]*

*jimpoleshuk: Jim has been known to get into character after a long day's work before playing his Zapper favorites.*





## Glider

Article and Interview by Jason Smith

Well it has been a few months since RetroZone has released a new game for us all to enjoy, but the time is upon us again. I know some of you are probably wondering what happened to Sara Parker's Pool Challenge that I reviewed in December, well all of your questions will be answered by the man himself in this issue.



RetroZone's newest release, Glider, is due out early April at [www.retrousb.com](http://www.retrousb.com), for the low price of \$42.00 plus shipping. Glider is a cult classic game among old Mac users from the late 80's and early 90's. bunnyboy coded the entire game from scratch this time so this is a full blown homebrew title for sure. The game offers some very neat features and is a very innovative technology-wise, which I will get into more later on in this article.

It was originally written by John Calhoun who works for Apple Macintosh as a software developer. He worked on several shareware games including Glider, Glypha, Stella Obscura, and MacTuberling; all of which were for Mac or PC. John gave his blessing on the NES port of the game to bunnyboy, and will answer a few questions for us NA'ers here in a moment. The NES port of the game fits into the timeline of the previous Glider games between Glider 4 and Glider Pro.

### Interview with John Calhoun (original designer of Glider)

[NGD]: Thanks for taking the time to answer a few questions for the good folks over at NintendoAGE.com; I know you are a busy man so I will try to keep this pretty brief.

[NGD]: What kind of role (if any) did you have with the development of the NES version of Glider? What were you



initial thoughts about the project and is there anything you thought needed to be changed or altered?

[JC]: Not much. I provided feedback mainly. He sent me artwork/screenshots at first and later a binary I could run under a PC-based Nintendo emulator. He kept so closely with the spirit of Glider that I really didn't have anything critical to say.

[NGD]: Has anyone made any clones of Glider that you didn't approve of, or was piracy a problem back in the day?

[JC]: Hmmmm.... Outright piracy, illegally copying the game was of course rampant back then. Games were smaller and shipped on floppy disks so they were particularly easy to pirate. In fact, there was absolutely no attempt whatsoever to put copy protection on Glider.

Aside from the "official" original Glider games, there was a guy that did a Flash-based Glider. He came to me first and asked if I minded so I can't say I disapproved of that one. I think there is/was an open-source attempt at a Glider clone that I was never contacted regarding. I don't approve of that.

In general I try not to be too adversarial about these things but at the same time I want to protect my ability in the future to do a Glider for the PS3 or Glider for the iPhone. Or even another PC/Mac based Glider. The NES scene wasn't something I was ever personally planning on taking Glider to so it was easy for me to give my approval to Brian.

[NGD]: Has this project sparked any interest for you to possibly code a new game, maybe

something to add into the NES homebrew scene? If not NES, would you consider another sequel to Glider on some other system?

[JC]: Yeah, sure. As per the NES homebrew scene, I confess I'm a stranger to that whole world. I see the appeal and it appeals to me as well, but these days I guess I am a little more reluctant to jump into a

new area of programming where I am completely ignorant, and forced to start near the bottom of the learning curve. Glider is a simple enough



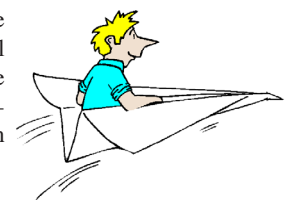
game that I have even thought to myself in the past that it was a good match for some of the retro consoles. You know sometimes an idea is ahead of its time but other times, as perhaps with Glider or say Tetris, an idea kind of missed its window of opportunity. You know there was no technical reason Tetris couldn't have just torn up the Atari 2600 scene back in the 80's (or was that the late 70's?), but no one had conceived of the game back then. Glider too, with its simple sprite-like graphics, should have been an NES or perhaps even an Intellivision cart. By the time I thought of the game, the hardware it was running on was already way overqualified for it.

But as to the future, I do have ideas from time to time about how I would re-imagine Glider. So when I see the iPhone and realize that I already more or less know how to code for it, sure I think about what I might do with Glider on that platform. You never know, it might happen....

[NGD]: I would sincerely like to thank you for your time, I really appreciate your time sitting down to answer a few questions for our eZine. I would also like to extend an offer for you to come join NintendoAGE.com and surf around a little. It truly is a great community. Thanks again for everything.

[JC]: No problem. I can't wait to see Brian's finished game. I have kids now and I think they'll get a kick out of playing "that paper airplane game" on the TV. They weren't around, of course, to appreciate the NES, but we have a PS2 so they understand the idea of a console. Anyway, I hope Brian is successful with it and I hope the NES community has fun with it as well.

- Thank you.







The main premise behind Glider is that you are a paper airplane trying to escape from the house so you can fly free in the open air. The NES version of Glider features over 60 rooms in one house, but this is where the aforementioned “innovative technology” comes into play! Glider is the first and only flash-able NES game! What that means is the cart uses flash chips (which are rewritable) as opposed to EPROMS (which are read only). This allows the gamer to update the cart via a USB CopyNES. With just a few clicks, (instructions are in the Glider manual) you will be able to upload a brand new house onto your Glider cart and basically have another brand new Glider game to play. Obviously a USB CopyNES would be required to do this, and is also available at RetroUSB.com for \$70.00. Bunnyboy hopes to have 1 extra house ready for download by the launch of the game and has plans to make at least 2-3 more in the near future. He also mentioned working on a graphical room editor so making new rooms would be a snap. I know some of you are thinking that you don't want to lose your save files and houses... well the CopyNES allows you to load and save your files so you can swap houses and keep your saved files! Glider is also equipped with the Ciclon lockout chip which allows for region free play worldwide, so you PAL guys aren't left out.

As you try to escape the house, you will be faced with all kinds of obstacles that stand in your way. You have to ride air vents to escape from darts, heli's, balloons, basketballs, jumping fish and a paper plane's most dangerous enemy, a paper shredder! Fear not because you can collect special bonuses and power ups to aid you in your mission like rubber bands to shoot down enemy paper planes, and batteries to give your plane a short speed boost to power through some of those tougher rooms. To quote bunnyboy “some of those rooms are just EVIL.”

#### Interview with Brian Parker (bunnyboy)



**[NGD]:** Welcome once again to the eZine, Bunnyboy.

To start things Brian, I need to ask a few questions that I know a few people are curious about. What happened to Sara Parker's Pool Challenge? Will it still be released? When roughly?

**[BB]:** Basic story is the artwork is amazingly delayed. My previous artist started being super busy with her kid and was disappearing for many weeks, so a new guy is working on it now. Let's just say it's “coming soon”.

**[NGD]:** Your newest RetroZone release is Glider, an old Mac game from the late 80's. What prompted you to port this game over to NES?

**[BB]:** In the late 80's I didn't even have a NES! Instead we were into computer games on my dad's Mac that he would bring home from work. Glider was one of those games we had and played all the time. My brother created some evil houses using tons of fish bowls which may be available for download later.

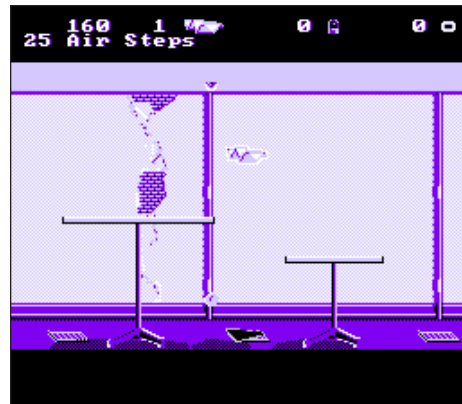
**[NGD]:** Is it true that you coded this game from scratch yourself? If so, this game must really hold a special place in your heart, care to touch on that a little?

**[BB]:** Yes, this game started out as a completely blank page, although most of the graphics were converted and modified from the original Glider for Mac. This is the first complete NES game I have finished (stuff like the PowerPak boot ROM doesn't count as a game...) and also needed a custom mapper so it was new hardware too. Everything started in November just to give an idea of how long bigger projects take, and the game design and graphics were already done.

**[NGD]:** How did you and John Calhoun get to know one another, and did he play any role in developing this title for NES?

**[BB]:** Everything was done with email, even though John works about 15 miles from where I live. He was immediately interested in seeing a NES version but was mostly concerned with making sure it was true to the original, and had some ideas for better graphics. There's one or two of his other games that might work well on the NES too.

**[NGD]:** Thanks for all the hard work and great



products RetroZone puts out. Keep up the great work.

**[BB]:** There's always more projects on the list, just depends on time! Next up, Panesian Power... (Authors note: zipper nudity! YES!)

By hitting select on the control pad while playing Glider you can change the color scheme. You can play in several colors, including black and white which is the default setting.

All of the Glider carts are going to come in clear cases with black PCB boards. They will also be complete in box with cart, box, manual, sleeve, and a special bonus insert you will have to see to believe! There will also be a very limited special edition production run of Glider as well, only 10 carts and many of those are already being given away free. Each special edition will have a ultra bright red built in LED light that lights up the entire Glider cartridge. It will have a few small changes on the label and most likely come in an extra special box as well. Be sure to snag your copy in the coming days at [www.retrousb.com](http://www.retrousb.com) for \$42 dollars.

Special thanks to Brian Parker and John Calhoun for taking the time to answer some questions and for involving me in the NES homebrew scene.





## Distinguish yourself

Article by Dan Langevin

Last issue, I laid the financial foundation for a successful eBay store. Expanding on the ambiguous concept of “Buy Low, Sell High,” I drew up some numbers and a loose strategy for shopping smart to earn profits. The stage would be set completely, if it weren’t for one darned sticking point: competition!

In any free market, competitors are always a threat. eBay is widely regarded as a cheap place to find what you want, but have you stopped for a second to think about why? The “barrier to entry” for competitors is so low that virtually anyone with a credit card can start selling their wares. No five-year lease contract for your storefront, no risk of liability if someone slips on your sidewalk, and no huge capital outlay to cover stock and fixtures. In fact, in order to start selling, all a potential eBay storeowner needs to risk is the \$16.95 startup fee, plus three pennies for their first item. Cheaper than a flea market table!

Because of these low barriers to entry, eBay provides the battlefield for the ultimate level of competition. Worldwide, everyone can decide to sell a similar item to what you’re offering in your store on any given month. With only 12 months in a year, chances are slim to none that you’ll ever have a monopoly on selling your Super Mario Bros/Duck Hunt cartridge during at any given time. So how do you get it sold, and keep your store profitable?

Before we get into some marketing techniques, it’s important to review the basics of a good listing:

- Take a picture. Don’t use stock photos for anything. Shoot on a clean, clear area.
- Proofread your description, especially title keywords. It’s “Scheherazade!”
- Include ALL, and ONLY relevant information; Don’t run-on, or stop short.
- Research values by comparing similar items up for sale, including S&H / P&P.



*While this wouldn’t appeal as a retail fixture in a game store, the \$16.95 rent makes it a beautiful eBay stock shelf!*

I won’t go into detail on these as they’re self-explanatory, but all of these are vital for every listing you’ll ever make. These bullet-points all sell items consistently, but more importantly, the lack thereof can negatively affect you. One bonus tip – take your photos such that you don’t need to digitally alter them later. A careful, practiced hand will save you a TON of time later when you’d otherwise have to modify them, or worse, re-shoot.

Onwards from the extreme basics, one tactic to “get it sold” is to be the lowest-price competitor. The advantage of offering a generic item at the lowest price among eBay stores is undeniable. Just like being at the top of a Google search, if your store listing is at the top of search results, you’re extremely likely to get “eyeballs” – people clicking into your item and potentially bidding/buying. Even though it’s not the default search on eBay, many customers seriously looking for an item will choose to sort the results with the new “Lowest Price + Shipping” option. If you’re atop the list, you win.

This sounds simple, and in essence it is - but competing on price often requires “great finds” that you can make a significant markup on. If you’re competing to sell a \$3 game that you paid \$2.50 on, it’s going to be tough to stay open. While it’s certainly possible to generate a steady stream of cheap games that will flip for good money, many eBay storeowners may find this unlikely for their particular situation. If you can’t consistently thrive as the low-price competitor, what do you do? You’ll need another technique to stand apart from the low-price competitors, a “differentiation strategy.”

Traditionally, to get people’s attention, you’ll need to advertise. If you increase awareness of your eBay store, you’ll improve the possibility that someone browsing will buy your item, even if it isn’t the cheapest on eBay. Fortunately, advertisement on eBay is cheap or free, if you know how to “work it.” Here are some helpful suggestions on how to advertise to differentiate yourself from the competition:

1. Advertise on eBay, for eBay. Use auction and fixed-price list-

ing formats for some of your better games. The advertising advantage is that search results from the main page will always show auction listings before store listings. When a customer clicks into your auction listing, they’re only one step away from clicking into your store. The listing fee for auctions and fixed-price listings is more expensive than your store, and the item will only be up for 7 days as opposed to 30 days in your store. But, eBay has set the final value fee for auction listings to 3.25% less than eBay stores. This means there’s a breakeven – For a video game that costs \$0.25 cents to list at auction, any game that will sell for \$6.77 or more will be as good, or a better deal fee-wise to list at standard auction. This essentially makes for free advertising since you’re not paying any additional fees to gain exposure for your store. Remember since your game will only be up for a short time (about the time it would be listed in your store for), be sure you only list high-demand games. Examples of valuable, popular and common games to list as an “live advertisement” would be Super Mario 2 & 3, Contra, and Mike Tyson’s Punch-Out. The rest of your less popular games will be a better deal at \$0.03 per 30 days in your store.

1.5. One more “bonus” bump you can get is to intentionally mis-list at least one item on a regular basis. Including misspelled keywords in your title can actually serve to expand the number of hits your item gets. When users mistakenly (or frequently on purpose!) search for “Nitendo” or “Nintedo” or even “N E S,” only a fraction of a percent of the intended results will appear. If you’re among them, you’re now the big fish in a little pond. If you have room at the end of your auction listing title, and you’ve used all of the valuable keywords, consider spending a few characters on these, or other common misspellings. Avoid unassociated keywords. Don’t put “DS” or “WII” in your NES listing title. Smart searchers will filter these out, and besides, you’re simply not hitting your target customer.

*You don’t need thousands of square feet on Main Street to sell merchandise effectively. But you can take some tips from the pros...a clean, well-arranged store is important, online or off.*





2. Don't forget the power of self-promotion. This is crucially important when you list items at auction and they're up for a very short duration – you want to make sure that people are aware of the option to click-through your store and buy more stuff. Offering a significant shipping discount for multiple purchases is a way to entice people, but if they don't know to look for your store they'll never make it that far. A clear businesslike graphic or logo, or a high-visibility link to your eBay store should always accompany your description. This goes for items listed in your store as well – most people who find your store will do so because they were looking for one game, and yours was at the top of the list. Be prepared for your customers' visit! Set your store up in some sort of logical, easily browseable fashion, so that when the customer clicks your link they're immediately able to find what they want more of from the first sight of your store. Put your best foot forward; you wouldn't have company over to a cluttered house.

3. Past customers are customers! If you're already won their business once, they're highly likely to shop with you again. Good customer service is key to this tactic – communication, sufficient packaging and quick responses to questions are all reasons for a customer to stick with you. Remind them by including business cards with all of your shipments. I get mine from [www.vistaprint.com](http://www.vistaprint.com), you can get 250 shipped from Canada (2-3 days to the USA) for

about \$7, full-color, using premade templates. I tape mine to the back of the cartridges I send out (to the plastic not the label!), to ensure they aren't lost and forgotten in the packaging. You may want to promote sales from time to time to past customers using eBay's internal promotional email system, but I find this is less successful than just keeping lots of fresh things coming to the store weekly. Which brings us to...

4. Always keep your stock fresh. Stagger your listings, posting a few each day, at different times of the day. Whenever new listings show up on eBay, invariably there's someone lurking and looking at the newest items to snag. People tend to do this at the same times each day...during lunch hour, after school lets out, etc. It stands to reason, if you modify your activity, you'll snag different people. If you have 50 games to list, list 10 in the morning on Monday, 10 in the afternoon on Wednesday, and so forth. Also, offering international service is a big boost to business, and don't forget that time zone differences mean that "prime time" is different in the UK and Australia than it is here. Don't forget our funny-speak-

ing cousins! J

5. Brand yourself. You don't have to be a gold powerseller with 10,000+ feedback to be a well-branded quasi-company. You just need to take an afternoon (or pay someone to take theirs) to create an attractive façade for your store, a great logo, an enticing business name and a solid template for your auctions. Branding makes it easy for return customers to find you, and reassures new customers that you're an established entity and not a fly-by-night hacker.



*Top: Non-USA insert card // Bottom: Standard USA advertisement*

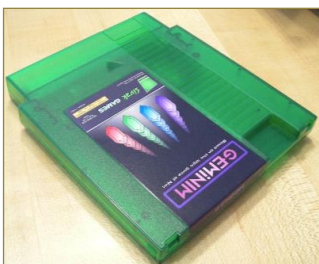
All of these cheap ideas add up to a good eBay "differentiation strategy." You're pushing your product using technique, savvy and even though you're charging more, you've stood apart from the low-price competitors. This is a powerful strategy, and when used properly, can make you into a success in short time. Note that it takes a little more work, and consistent effort, and therefore is more involved than a low-price strategy. It requires a certain level of commitment, but means in the long run that you'll be earning more for the same game the "other guy" is selling.



• NintendoAGE member [udisi](#) sold his gold Nintendo World Championships 1990 for a record-breaking \$15,000 to a private collector in New York. This is the highest recorded sale of a video game to date.

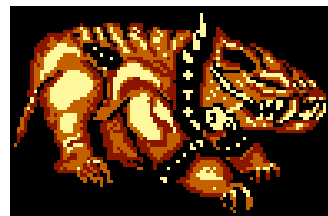


• [Sivak](#) releases thirty-three limited-edition, numbered copies of his homebrew game *Geminim* using only materials from [www.RetroUSB.com](http://www.RetroUSB.com), making him the first to develop an independent homebrew



entirely using [Bunnyboy's](#) prefabricated boards and cases. Currently [Al Bailey](#) also offers his Sudoku homebrew through [RetroZone](#), after having released a limited edition offering using cannibalized donor carts last year. [Sivak](#) has plans to release *Siamond*, his second endeavor, in the near future.

• Development on [Mr. Gimmick's](#) ambitious *Hellraiser NES* project has been stalled indefinitely while a search continues to find programmers that can contribute to the project. So far, a partial plan of levels and basic gameplay exists, and some sprites have been created. However, the endeavor suffers from a lack of hard code.



If you would like to help, [Mr. Gimmick](#) would like to hear from you at [NintendoAGE](#).

• An as-of-yet undiscovered NTSC prototype of Tecmo's "The Tower of Radia" was purchased by NintendoAGE member [langenfield](#) for \$849.95 on eBay. The previous owner uncovered this at a swap meet in Orange County, CA. So far fifty numbered repro carts have been sold, the first five of which are gold editions retained by [langenfield](#), and contributors [Bunnyboy](#), [Basic](#), [Burnambill](#) and [NationalGameDepot](#).



**Please send us your Newsbytes!**

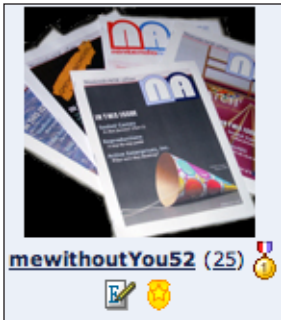
We would be happy to share with the world what you feel is important. Of course, it has to be important to the Nintendo community so. So no pictures of Aunt Marcy's new Pug.



## Finding a way: Merging the old with the new

Article by Kevin Hanley

Being able to play Nintendo NES games on the go was a dream many of us had for a long time, back in the day. Making the fun we had playing Contra or Tecmo Bowl portable would have been amazing, especially on those eight hour drives for summer vacation with the family. Unfortunately, in the late 1980s, the best option most of



us had was to play punch buggy with our sister, while little brother Joey screamed in the baby seat behind us. All we had to look forward to was getting home and firing up Mega Man, hoping mom wouldn't notice we were up forty-five minutes after our bedtime.

But today, twenty years later, times are a-changin'. Our options are much broader now, with hand-held consoles like the PSP and the Nintendo DS. I hear even now the iPhone is capable of running a NES emulator. But who cares about the PSP? Not me. And iPhones are great, but I want it for the mp3 player and the phone ... I don't want to drain the battery running iNES while I try to get through the first dungeon in Zelda 2. The Nintendo DS, I feel, is our best option right now. Plus, it's made by Nintendo, so we don't have to feel as guilty about owning it.

Now I'm sure some of you know how to run NES games on your DS, but for those that don't know ... this article is for you. There are two front-runners currently that promise to satisfy all of your Nintendo DS homebrew needs. They are the R4DS, and the M3DS Real. These are both actually made by the same people (although it isn't apparent from the packaging) so whichever one you pick up is irrelevant -- they run and perform the same.

If you aren't familiar with what these two products are, they basically consist of a car-

tridge that is shaped exactly the same as a standard Nintendo DS cartridge. The only difference is that there is a little slot in the cartridge for you to insert a MicroSD card. This MicroSD card is removable, and you plug it into a USB adapter for your computer, then drag and drop various programs and games onto it.

What programs and games you throw on there are up to you, but keep in mind that some are a bit more legal than others. For informational purposes only, though, I will state here that is entirely possible to download real Nintendo DS game ROMs and run them flawlessly on the Nintendo DS, with downloadable content, WiFi, and all. But we're here to discuss putting NES games on your DS, so we'll skip right to that.

First you're going to have to purchase the R4DS or M3DS. Both flash kits can be purchased either with or without a MicroSD card, since some of you may have one laying around. To acquire a MicroSD card, you'll be spending around \$60 to \$70. This isn't really bad considering two DS games cost about that much and you (hypothetically) won't ever have to buy another DS game, since you can (hypothetically) just download them from now on. Without the

MicroSD card you are going to throw down around \$50 for the kit. Considering what some of you spend in a month, this is chump change.

When it arrives, it's basically plug and play (remember back when Windows ran smoothly? Those were the days). All you have to do is plug the MicroSD card into your USB adapter, and plug the USB adapter into your computer.

The Nintendo NES emulator that runs on the DS is called

nesDS. You can Google it any find it pretty easily. After it's downloaded, you'll want to put the nesDS.nds file in the root folder of your R4/M3 flash cart. Then make a folder called NES and throw your NES ROMs in there. (You'll make various other folders for other system ROMs, including, but not limited to SNES, MAME, GBA, and DS). Once you run the nesDS.nds file, it will load the program and you're free to play all the ROMs you put on there. I'm sure most of you know how to find NES ROMs, so

I won't get into that. Keep in mind the legality of downloading ROMs is pretty hazy. Some people say that if you own the game it's perfectly okay. Some people say it doesn't matter either way, and that it's strictly illegal. We're not legal experts here, so we'll just give you a qualified "exercise caution." Nintendo-AGE and I can't be held liable for doing anything that could get you banned from the internet in Japan.

From what I've tested so far, every game I've tried has worked. Some of the title screens are a bit garbled, but once you get past that it's usually pretty smooth. Mike Tyson has a lot of scrambled text, but you already know every line from that game so it's no big loss. The real fun is throwing punches and dodging Super Macho Man's spinning punch anyway.

As for the other things that the DS can run, there are lots of goodies. Just poke around a search engine and search for NDS Homebrew and you'll see what the community has to offer. There are a good many surprisingly good homebrew games and applications that people are making, even utilizing the WiFi aspect of the DS. Not to mention you can also play movies and mp3s on it!

The R4DS and M3DS Real open up a lot of features and potential for the Nintendo DS. If you have a DS laying around collecting dust, pick one of these up and get back on that horse. Now there's no reason to not try out all the games you saw in the store and didn't want to spend the dough on. The only thing stopping you is the law, but hell, did that ever stop you before?

*[The editor would like to point out that this information is protected within the USA as free speech. Remember, actions are illegal, not words. Next month: how to kill a man with two fingers!]*







## 600! A Retrospective

Article by Matt Bellighiere

Six hundred! It is a number denoting greatness, indeed. There are only 5 players in Major League Baseball history to reach 600 home runs in their career. National Football League quarterback greats John Elway and Peyton Manning have 606 combined touchdown passes (there are no quarterbacks to pass for 600 touchdowns on their own in their career). In the National Hockey League, there have been only 16 players to score 600 goals in their career. I expound the importance of the number 600 because on this date, March 2, 2008, we had our 600th member register with us (strx10). Before I continue, let me remind those of you that were around in the older days of NintendoAGE, that Dain purged a few accounts that were either inactive or unconfirmed. Before this purge, I was the 223rd user to join NintendoAGE, having joined on May 12, 2007. As I scroll through page after page of helpful information, I am in awe of how much has changed since the date I joined, and my, has it been a ride!

One such moment I can remember was the first post about what is now a NintendoAGE mainstay, the NintendoAGE e-Zine. Back in August of last year, I distinctly remember this post in a thread celebrating the one-year anniversary of the site going live, a post dated Au-

*NGD: The Batty special that turned NGD into an internet phenom. And gave 600 users recurring nightmares.*



mb7241	NES
LEVEL	27
SCORE	530 / 767
BORES	880 / 767
MANUALS	885 / 767
mb7241 (28)	

gust 16, 2007:

*"I must admit, there's nothing like a site where I can sit back all day (well, all the time I'm in front of my computer) and discuss the first system I remember fully enjoying. I still remember playing RC Pro-Am way back then, and somehow managing to drive around on the tops of the trees...my older brother and a couple of his friends saw this, as well. I distinctly remember them asking me, "How'd you do that?" Being but 3 or 4 years old at the time, and while quite intelligent, not entirely understanding the concept of glitches, all I said as I shook my head was "I don't know." This was about 1989. Eighteen years later, here I am registered at an online forum made to discuss almost everything NES related (and some things that aren't), collecting NES games, and reminiscing about what was probably my greatest and most profound memory of the NES days. To all those that make the site great, congrats on one year, and keep up the great work."*

Those words were never truer. Over 1200 forum posts later, here I am, quoting myself, and congratulating NintendoAGE on another great and well-deserved milestone. The first e-Zine was dedicated to the one-year milestone, even. While I have not the power to dedicate an issue of the e-Zine to a milestone of any sort, I can dedicate these few paragraphs.

Another such change I remember was the rearrangement of the forums into how they appear at present. It was one of the quickest changes I'd seen, as I was logged in at the time, and very frustrated that I couldn't access the forums I wanted to access: they had appeared to be...deleted...? My grief and shock lasted but a moment, however, as many of the same forums were put back in place, but in a different order from before. It is not a change most would recognize immediately any more, as the new lineup has turned out well for us.

The third change, and this the most obvious and prevalent of all of them, was the overall update of the site's layout and format. In January, NintendoAGE v0.25 passed away, a quick and painless death it was. For about two hours, the NintendoAGE world slept, a fitful and restless sleep only to be stopped with the sunrise. At about 7:30 PM Eastern Standard Time on January 23, 2008, NintendoAGE v1.0a awoke the nearly 400 inhabitants of the NintendoAGE world with an electric guitar whose amplifiers and speakers could be heard around



*NintendoAGE: This is not Sparta. But who cares? We have Doug.*

the globe. The new site absolutely rocked, and it was met with great applause from every member. Minor glitches were present, but Dain was quick to fix any that arose. In the space of a month and a half, membership grew greatly, from the 400 that saw the birth of the new NintendoAGE to the 600 that are currently part of the site.

As much as I am in awe of what has changed...I am even more awed by what has \*not\* changed since my joining date. The qualities of the NintendoAGE userbase generally have not deviated more than a hair's breadth since May of 2007. Not only are the vast majority of the userbase well-informed and intel-



*Vito: Mario's Left Nut about 600 sheets to the wind.*

ligent, they are also more than willing to share what they know, even explaining it in depth when necessary (bunnyboy's Nerdy Nights series comes to mind here, as well as Bronty's list of how NES games were sealed and NationalGameDepot's ultimate game list). None of the userbase is quick to judge another user or declare another user's lack of intellect. There is a semi-constant zero flaming of other users, as well.

Also present among the userbase is something essential to any and all societies: a sense of humor, be it Vito describing his collection as "MINTY!", or NationalGameDepot being one of the options in Battymo's "Poll of the Day" series.

All in all, the site and its various functionalities have changed over the past ten months or so, but the users have not changed. As we mark this 600-member milestone, let us remember this day, as well as that which has changed, and that we ultimately have not changed. Here's to the next 600 members; here's to greatness; here's to NintendoAGE. Cheers.



## NintendoAGE Radio

Article by Chris MacLeod

Good morning Vietnam! NintendoAGE Radio is on the air! In fact, NintendoAGE Radio has been on the air for more than 6 months! From Mega Man rock remixes to the classical piano stylings of Chrono Cross, we've been pumping all of your favorite tunes through cyberspace.



For those of you unfamiliar with NA Radio, you can access it from the NintendoAGE forums. Simply select the "NA Radio!" link in the Jump To: menu on the left side bar. This will bring you to the status screen. Click the listen link at the top middle of the page. This will launch the stream into your preferred playback application. Winamp is the most compatible, but various applications are supported, (Windows Media Player, iTunes, VLC Player, etc).

Currently there are more than 40 hours of streaming content that play randomly on a loop. Personally, I listen to NA Radio about 8 hours a day while sitting alone in the server room at work. The instrumental tunes don't seem to get old, compared to music with repeat-

ing lyrics. It's a nice, relaxing atmosphere, and definitely helps me get through the days!

Some of you have already asked how NA Radio comes to life. For those that are unaware, it's quite a simple process actually. Winamp has some plug-ins that you can download and install; the most prolific one being "SHOUTcast." SHOUTcast allows you to set up a server and stream your playlist to it. Now, when I say server, I'm actually talking about a piece of software (a console) that you can run on any desktop, laptop, or old computer that you currently use as a doorstop. The SHOUTcast source plug-in for Winamp allows you to specify what kind of quality you want to supply as your stream. NA Radio is running at 48kbps, 22.050 kHz, Mono. This is really good quality for an Internet stream, and is still easy on my bandwidth.

So once you have your source plug-in talking with your server console, you are almost ready to rock, literally. There are some configurations to run if you have a firewall / router set up. You'll have to specify some port forwarding so that users connecting to your external IP address are forwarded to the location of the console. I believe the default stream port is 8000.

There are lots of easy to follow walkthroughs available online. SHOUTcast even provides a forum to help you get started. Check out [www.shoutcast.com](http://www.shoutcast.com) for more information on how to get your own streaming Internet radio show online.

NintendoAGE Radio is always looking for new content. If you have some suggestions on what you'd like to hear, let me know. I would also love to see some original content on the playlist. If you're creative enough, let us hear what you have. You can also make some promotional content for us as well. An example would be - "Hi, this is Erik a.k.a. Braveheart69. When I'm not licking Battyo's feet, I'm listening to NintendoAGE Radio!" Hit me up on the forums through PM (or on AIM & MSN) if

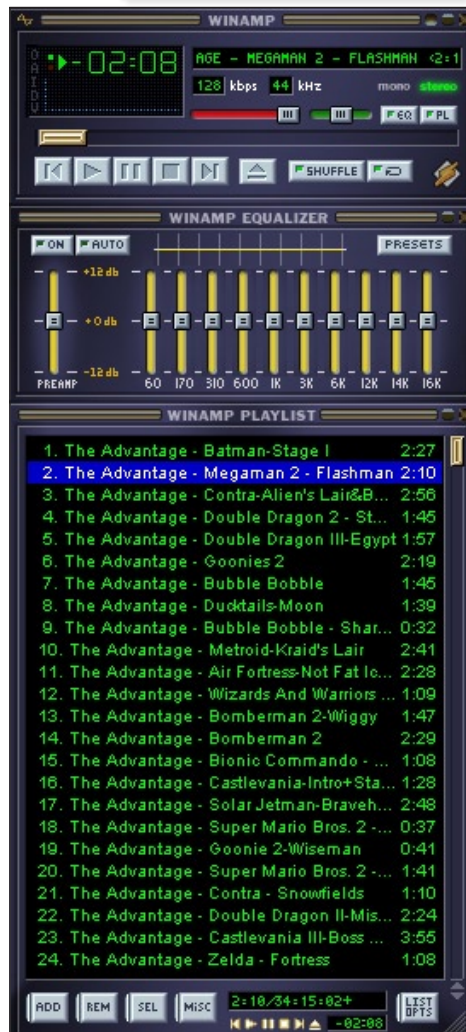
```

SHOUTcast DNAs (Console)
<03/25/08E08:48:57> [source] no data <30s timeout>. disconnecting.
<03/25/08E08:49:00> [source] connected from 127.0.0.1
<03/25/08E08:49:01> [source] icy-name:NintendoAGE Radio ; icy-genre:Nintendo
<03/25/08E08:49:01> [source] icy-pub:0 ; icy-br:48 ; icy-ur:htp://www.nintendo
age.com
<03/25/08E08:49:01> [source] icy-irc ; icy-icq:0 ; icy-ain:BattymoBacon
no data <30s timeout>. disconnecting.
<03/25/08E08:49:35> [source] connected from 127.0.0.1
<03/25/08E08:49:36> [source] icy-name:NintendoAGE Radio ; icy-genre:Nintendo
<03/25/08E08:49:36> [source] icy-pub:0 ; icy-br:48 ; icy-ur:htp://www.nintendo
age.com
<03/25/08E08:49:36> [source] icy-irc ; icy-icq:0 ; icy-ain:BattymoBacon
no data <30s timeout>. disconnecting.
<03/25/08E10:31:02> [source] connected from 127.0.0.1
<03/25/08E10:31:05> [source] icy-name:NintendoAGE Radio ; icy-genre:Nintendo
<03/25/08E10:31:06> [source] icy-pub:0 ; icy-br:48 ; icy-ur:htp://www.nintendo
age.com
<03/25/08E10:31:06> [source] icy-irc ; icy-icq:0 ; icy-ain:BattymoBacon
no data <30s timeout>. disconnecting.
<03/25/08E10:31:40> [source] connected from 127.0.0.1
<03/25/08E10:31:41> [source] icy-name:NintendoAGE Radio ; icy-genre:Nintendo
<03/25/08E10:31:41> [source] icy-pub:0 ; icy-br:48 ; icy-ur:htp://www.nintendo
age.com
<03/25/08E10:31:41> [source] icy-irc ; icy-icq:0 ; icy-ain:BattymoBacon
<03/25/08E12:35:58> [active] 0 listeners <0 unique>
    
```

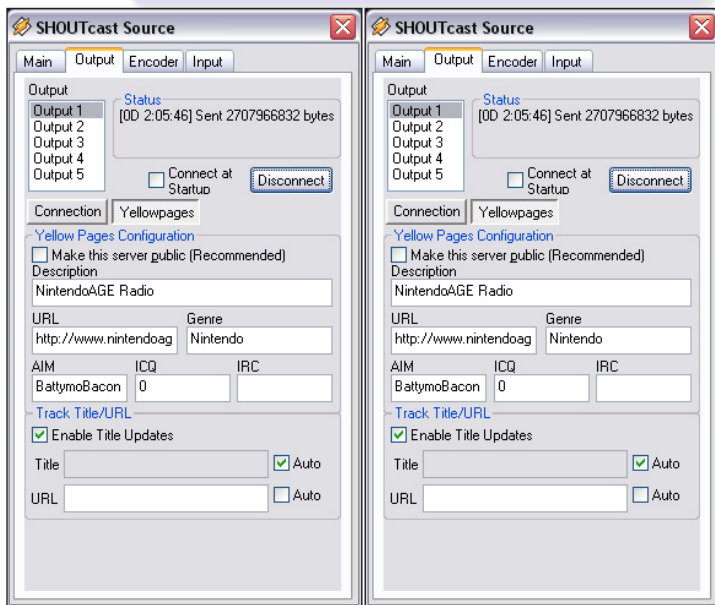
you are interested in providing content similar to this. Be creative and have fun. This is your radio station, and we'd like for everyone to have their input.

NintendoAGE Radio also takes cash \ Paypal donations. Bandwidth isn't free, and content gathering does take up a good chunk of time. Thanks for all the great feedback so far. Keep the suggestions and content coming!

*Winamp: This is how a playlist looks when it's on the air!*



*SHOUTcast Properties: If you click on these things, you can stream internet radio, too!*







## PAL Colors and Box Design

Article by Zoran Nikkson

Did you know it's possible to recognize a region code only by glancing at picture? With some of the examples and rules contained in this article, you'll quickly become a pro at identifying what region a complete game came from by using various clues on the box, book and even cartridge.



When I started collecting all region codes, I noticed that the right flap of each box was specifically colored. Later, I also realized that a color code is present on the most manuals as well. Somehow I didn't realize this during years of collecting – but better late than never!

I don't know how many collectors out there knew this, but I'd never heard about it before in any forums. So I hope this information is helpful to you when sniping auctions on eBay, or even scanning sales threads on NA, especially when the manual is pictured as well!

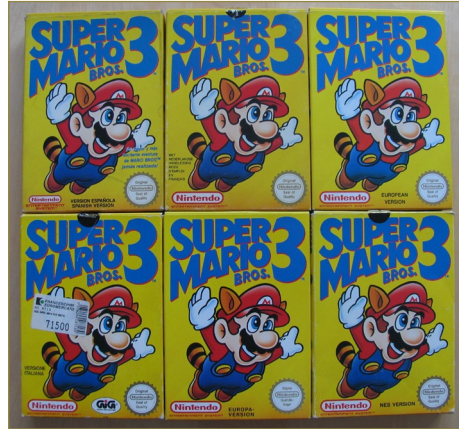
Most manuals have the upper-left corner marked in the specific region code color – so collectors should be able to know which one is offered without having to ask the seller (of course sometimes eBay sellers don't know what we buyers are talking about when we request the game region code!)

Here are the color codes for each region code:

AUS (brown) (RGB 92/51/57)  
 ESP (light pink) (RGB 238/156/160)  
 FAH (orange) (RGB 238/135/60)  
 FRA (pink) (219/52/108)  
 FRG (light blue) (RGB 138/186/206)  
 HOL (blue) (RGB 1/118/197)  
 ITA (dark blue) (RGB 1/60/128)  
 NOE (purple) (RGB 51/64/143)  
 SCN (yellow) (RGB 253/231/0)  
 UKV (green) (RGB 29/126/91)

Unfortunately there are a few exceptions. You may have noticed, the EEC and GBR codes are missing from the above list. EEC was the first code on the PAL market – and every region got the same boxes and carts. The only help in determining where a game was sold was the manual, which usually has one of the codes above, but had no color code.

Also the cart itself can give yield



some info if the label on the back is examined. It could have “AEI” (denoting Australia/England/Italy) or “DAS” (Germany and Spain).

I also observed that intermediate releases like Mega Man 2, for example, that were first released with the EEC code, but subsequently were given specific region codes as production continued, have no color codes on the flap, or on the manual for that matter.

There are a few more exceptions; several games released after the EEC code was retired, particularly those by Sunsoft, Tecmo and Acclaim, are without the color codes on their manuals. They do have them on the flap of the box, though.

### BOX DESIGN VARIETIES:

It may be difficult to tell some of the similar colors apart (like the ITA and NOE) Also the HOL and the FRG look similar and could be mistaken in poor or dark photographs. There are other clues to clear up any questions you have, by checking certain details on the box's face.

All PAL A games (except UKV, with perhaps very few exceptions) were distributed by Mattel and should have a red and white colored MATTTEL logo printed on the front of box. Also, take note of the large-print “A” and “B” in the lower-right corner (ITA is PAL A; NOE is PAL B). One more clue - NOE games that are distributed by Nintendo like Super Mario Bros 3 have the words “EUROPA-VERSION” printed on the box, while ITA versions have “VERSIONE ITALIANA” or/and a “GIG” logo on the box (either printed, or applied as sticker – see picture, bottom-center).

One important tip to identify the ITA region code is that these games have the following text in 2 languages (English and Italian) “This Game Pack can only be used with the Mattel or NES version of the Nintendo Entertainment System.” This helps to differ ITA from AUS because both are PAL A and have the large-print “A” and Mattel logo, but the AUS has this text in English only. The NOE (and all other PAL B games) have “This Game Pack can-



*Left: Various boxes of Super Mario 3, all from different regions. See if you can discern what region is which.*  
*Right: Various game boxes with corresponding region color tabs shown.*

not be used with the Mattel or NES version of the Nintendo Entertainment System” in English only. The FRA games have this text, like the ITA ones, in 2 languages (but of course, in English and French instead).

For those who may have a problem telling the ESP and FRA colors apart – note that ESP games have “VERSION ESPANOLA” and “SPANISH VERSION” printed on top of each other, mostly on the bottom left corner of the box. The FRA boxes have no “XXX VERSION” text.

A note about where to find which codes: It's unlikely that you'll find, for example, many ITA copies coming from sellers in the NOE market or vice versa. But as collectors exchange games worldwide because of eBay, I've observed some strange mix-ups increasingly over time. Expect anything! These examples are a good rule of thumb, though:

The Australian NES market is a mixture of GBR/AUS/ITA (only used on the early Black-Box games), GBR, UKV, ITA and AUS codes – so it's possible to find stuff from the whole PAL A market “down under.”

Similar in Italy, GBR/AUS/ITA, GBR and ITA were sold. I think that I remember some UKV games were also sold there, but I can't be sure.

In Germany You'll find 95% NOE coded stuff, You can see NOE as the actual region code for Germany (although the acronym stands for Nintendo of Europe) while Austria and Swiss got mostly (maybe 85% or even more) FRG coded stuff and a few NOEs.

### Summary of possible combinations: clues to look for on PAL boxes

All PAL **A** games have the text: "This Game Pack (Cartridge) can only be used with the Mattel or NES version of the Nintendo Entertainment System"

All PAL **B** games have the text: "This Game Pack cannot be used with the Mattel or NES version of the Nintendo Entertainment System"

**AUS:** A, MATTEL logo, "Mattel Version Pal System" text

**ESP:** B, "VERSION ESPANOLA" and "SPANISH VERSION" print atop one another

**FAH:** B, „MET NEDERLANDSE HANDLEIDING MODE D’EMPLOI EN FRANCAIS“ logo

**FRA:** B, text denoted in "B" above in both English and French

**FRG:** B, "EUROPEAN VERSION"

**HOL:** B, "MET NEDERLANDSE HANDLEIDING MODE D’EMPLOI EN FRANCAIS" text

**ITA:** A, MATTEL logo, "VERSIONE ITALIANA", GIG logo (printed or sticker), „Mattel Version Pal System“ text, text denoted in "A" above in both English and Italian.

**NOE:** B, "EUROPA-VERSION" text

**SCN** (yellow): B

**UKV:** A, "NES VERSION"

**GBR** (or GBR/AUS/ITA): MATTEL logo, „Mattel Version Pal System“ text

**EEC:** B, mostly oval Nintendo Seal of Quality, with very few round ones appearing

Finally, here are some condensed rules of thumb to refer to when spotting boxes:

- If you find an A and no Mattel logo -> UKV
- If you find the Mattel logo and the "can only" text in 1 language -> AUS
- If you find the Mattel logo and the "can only"

text in 2 languages -> ITA

- If you find a B and the "cannot" text in 2 languages -> FRA

- If you find a B and "MET NEDERLANDSE HANDLEIDING MODE D’EMPLOI EN FRANCAIS" -> FAH (or HOL)

VERSION ESPANOLA -> ESP

EUROPAN VERSION -> FRG

VERSIONE ITALIANA -> ITA

EUROPA-VERSION -> NOE

NES VERSION -> UKV

Note: This works in 80% of cases, but not always! I saw an AUS-code game without the Mattel logo, and an ITA-code with the "can only" text ONLY in Italian. Also, I've spotted some variations of the "can only" text on other codes – remember to also check the Database on NA as well when spotting boxes for the first time!

## This Month's Member Spotlight: NES\_DUDE

**Name:** Matt Yanders

**Age:** 27

**Location:** Perry, Iowa

**Occupation:** I'm a full-time student at Des Moines Area Community College. I'm majoring in Information Technology/Network Administration.

**Children?** Yep! My daughter Abby. She will be 1 on April 30th.

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

Well, I have picked up games here and there since they were new, but I didn't start actively collecting them until last fall. I decided I wanted a hobby to keep me busy during the winter months, and collecting NES games seemed perfect for me. When I'm not online or out hunting for deals in the wild, I have plenty of games to play.

**How many games are you up to?** I have around 525 carts in my collection at last count. Everyone says the first 500 or so come easy though, so I guess the challenge is just beginning.

**Favorite NES Game:** It's a tie between Final Fantasy and The Legend of Zelda. Bionic Commando deserves and honorable mention as well though.

**Least Favorite NES Game:** Hmm, there's quite a few that don't rate high on my list of

games to play, but one that stands out the most is Silent Service. That game makes no sense to me at all.

**What would you spend your money on if you didn't collect for the NES?** My other hobby, which is restoring my 1973 Dodge Charger. It's got a long ways to go before it's finished!

**Fondest Memory of Video Gaming:** Oh man, I have a lot of great NES memories from back in the day. A few highlights include mastering Final Fantasy over and over again, renting Bionic Commando 73623 times (I have no idea why my parents didn't just buy it for me instead?), and probably the funniest one was coming home from school to find my mom was further than me in The Legend of Zelda ... and again on Zelda 2!

**How many hours a day do you spend**



**looking out for weirdos like mewwith-outYou52?** That's one of the best parts of a community like NA is that there are always people looking out for each other.

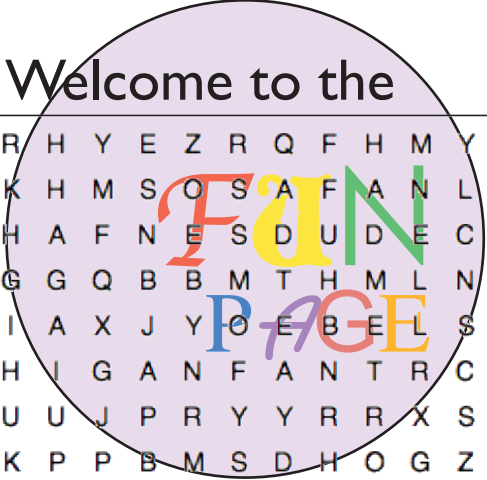
**Anything you'd like to say for all the world to see?** I just want to say thanks to everyone I have traded with on NintendoAGE. My collection wouldn't be nearly what it is right now if it wasn't for you guys. Gotta say hey to my little brother Bobby too ("Metroid" on NA). Later dudes!



**The Usual Suspects**

- Battymo
- Bongoben
- bunnyboy
- Burdger
- collectinisgame
- DreamTR
- Guilliavoie
- jimpoleshuk
- Metroid
- MichiganFan
- Mr. Gimmick
- NES\_Dude
- NESJohnny
- nikki
- Pedro
- portnoyd
- Skipper\_Lucky
- Sosafan
- UncleTusk
- VileRedFalcon
- wasg
- Wildar
- xARSEFACEx
- Zeeko
- Zzap

Welcome to the



N	I	K	K	I	S	Z	E	E	K	O	E	R	H	Y	E	Z	R	Q	F	H	M	Y	L	V
E	B	G	Q	M	W	I	L	D	A	R	J	K	H	M	S	O	S	A	F	A	N	L	Y	G
S	C	H	K	O	A	W	F	G	G	D	J	H	A	F	N	E	S	D	U	D	E	C	Y	U
J	E	M	E	Y	V	J	O	F	E	D	P	G	G	Q	B	B	M	T	H	M	L	N	V	S
O	D	Z	V	B	E	I	P	F	S	G	S	I	A	X	J	Y	O	E	B	E	L	S	W	J
H	R	Y	Z	F	U	H	L	K	M	I	C	H	I	G	A	N	F	A	N	T	R	C	E	I
N	E	W	K	A	H	N	C	E	N	Z	K	U	U	J	P	R	Y	Y	R	R	X	S	J	M
N	A	G	B	L	P	I	N	I	R	L	R	K	P	P	B	M	S	D	H	O	G	Z	W	P
Y	M	P	M	A	M	N	T	Y	L	E	X	J	U	E	U	A	F	E	V	I	V	A	A	O
T	T	Q	A	M	Z	C	R	Z	B	Z	D	E	M	N	D	T	T	L	F	D	N	I	S	L
Z	R	I	I	F	E	E	R	A	D	O	Q	F	C	S	C	R	I	T	B	A	J	N	G	E
B	S	G	G	L	G	G	Z	W	D	C	Y	R	A	K	T	L	O	J	Y	V	C	A	F	S
C	R	F	L	D	K	I	V	Z	R	Q	U	C	C	L	F	C	E	Q	X	M	C	E	K	H
M	E	O	R	O	C	S	K	I	P	P	E	R	L	U	C	K	Y	T	L	J	O	M	X	U
W	C	U	K	C	L	T	F	R	C	Q	E	L	J	D	G	O	T	B	U	R	O	S	V	K
P	B	Q	O	S	Q	G	U	I	L	L	A	V	O	I	E	N	N	A	M	S	N	H	G	I
D	R	B	O	N	G	O	B	E	N	B	P	O	R	T	N	O	Y	D	Z	H	K	E	B	I

**Index:**

- Dr. Morbis: March Madness / 2
- jimpoleshuk: A Gunslinger's Review / 3
- NationalGameDepot: Glider / 4, 5
- dangevin: Distinguish Yourself / 6, 7
- News Byte / 7
- mewithoutYou52: Merging Old & New / 8
- mb7241: 600! A Retrospective / 9
- Battymo: NintendoAGE Radio / 10
- nikki: PAL Color & Box Design / 11, 12
- Featured Member: NES\_Dude / 12
- Fun Page / 13 (+14)



NintendoAGE eZine Volume 2 Issue 4: April 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)**
- Staff Writers:
  - Basil Timmins / **Dr. Morbis**
  - Jim Poleshuk / **jimpoleshuk**
  - Jason Smith / **NationalGameDepot**
  - Dan Langevin / **dangevin**
  - Matt Bellinghiere / **mb7241**
  - Kevin Hanley / **mewithoutYou52**
  - Chris MacLeod / **Battymo**
  - Zoran Nikkson / **nikki**

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)

MAKE YOUR

OWN GLIDER



THIS PART LOOKS OUT

THIS PART LOOKS OUT