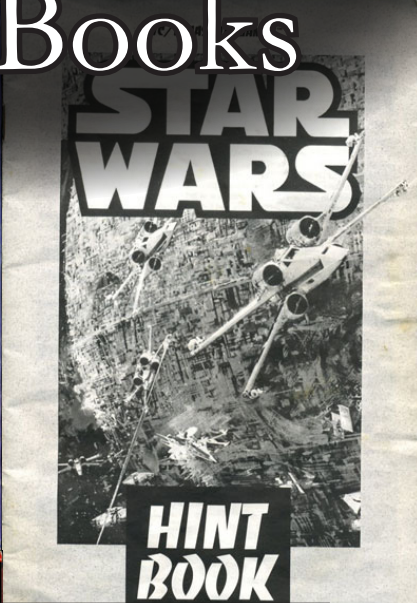
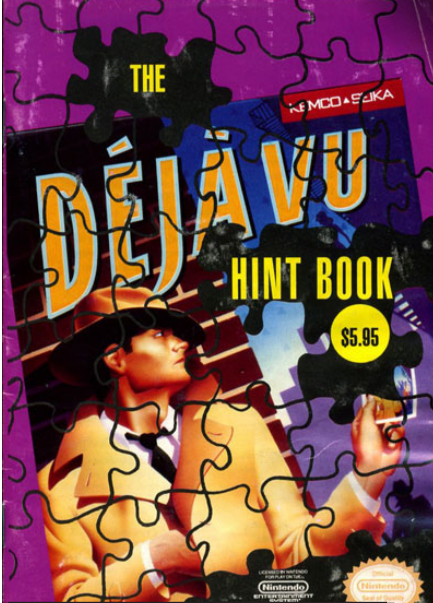


A Hint of Salt: The Webmaster's Cookbook for Hint Books



ALSO INSIDE :



- Toughest 20
- NWC Cart Score
- Member Spotlight
- PAL Collecting
- NA Price Guide

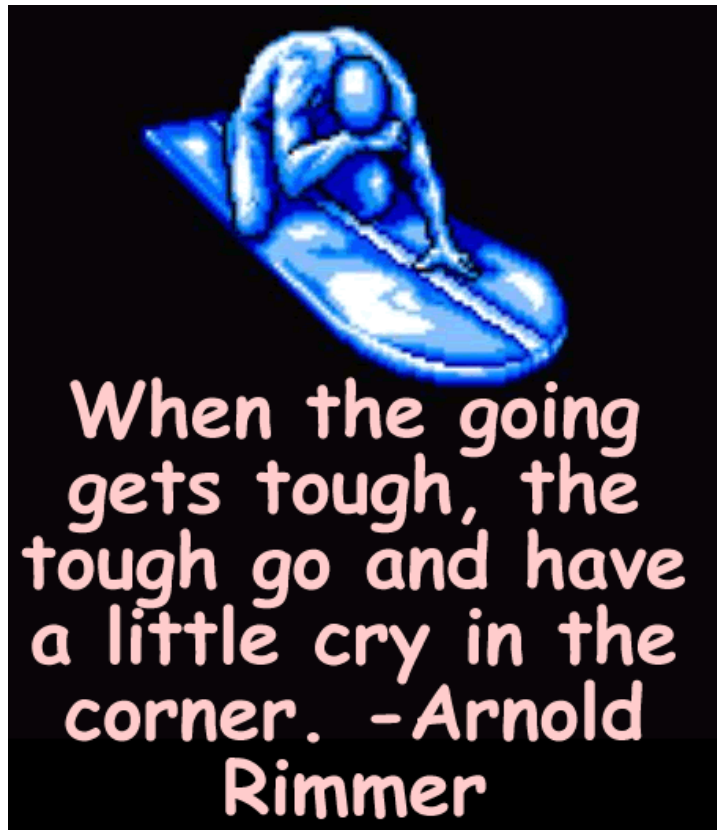
THE TOP 20 TOUGHEST NES GAMES OF ALL TIME



The current generation of gaming tends to be defined by powerful graphics, animation and deep storytelling. Often this comes at the expense of plain, old-fashioned gameplay and a high level of challenge. One of the things that makes retro games so great is that more often than not, you are in for a battle of wits and of reflexes. WARNING: eye-hand coordination, patience and perseverance may be required!!

Original NES games are quite short by today's standards. But do not be deceived: that doesn't mean that they are easy to complete quickly. Gamers today use all kinds of tricks and cheats to beat these old-school games, including emulation and the popular Game Genie. If you attempt some of these games naturally, without assistance, some can be incredibly challenging indeed!

I have always been personally intrigued to find out what the hardest games on the NES are, and how they compare to one another. After searching the internet and finding widely mixed opinions, I decided that in order to possess the knowledge I desired, I would need to pursue the project myself. I also would need the help of a lot of experienced gamers to pull it off. What better place to look than here at NA?



The goal is simple: to put together a list of the Top 10 hardest games on the NES. The process however, is a bit more complicated. In order to achieve the desired result with as much accuracy as possible, I have assembled a team of game testers who are dedicated to an objective review of the games in question. The game pool of titles to be tested has been largely determined by polling the NA community, from which we received an overwhelming response. The panel members are currently organizing this data and creating a final list of 20 games to be put through rigorous playtest trials.

Then the "fun" begins! Every panel member will play each game for a minimum of 5 hours. After all games have been played extensively, each member will rank the games in order of difficulty. Once cumulative point totals are assigned to each game, we will have the data necessary to create our final Top 10 list. This project will take some time, but once finished should provide a solid indication of where to look if you're up for the ultimate 8-bit gaming challenge!

We expect trials to take another eight to twelve weeks, with some additional time allowed for deliberation between the testers. Do you think you have what it takes to repeatedly beat your head against some 8-bit walls for two months? We're still looking for two more dedicated recruits to help make history. Please contact Contra_Man (Gavin) @ NintendoAge if you'd like to apply for one of the last two playtest positions! For the rest of you, keep an eye on a future issue of the NintendoAge e-Zine for updates, and the unveiling of the ultimate list!

In the not too distant past... Friday afternoon.



"Wow, yet another Stadium Events cart has popped up on Ebay that I'll never own!" I said to myself while surfing the web and barely doing work. My day was like any other: conference calls, browsing Ebay, and procrastinating on my editing duties. I had just made a deal a few days before for Snow Bros., the last licensed NES game that I needed for my collection, and a somewhat depressing thought occurred to me: I was entering the twilight of my NES collecting days.

Suddenly, a FaceBook IM popped up from my friend Ian, who works at the local game store. "Well my day certainly just got interesting," it read. Ian is just as snarky as myself, so I of course assumed that something funny had happened in the video game store. It probably was a 40 year-old man yelling about his love of Pokemon games, or perhaps a customer came in and dropped off another cockroach-infested Xbox 360 to repair. Being too lazy to conjure up a witty response at the time, my "Oh?" would have to suffice. Ian didn't respond, and I went about the daily grind... that is until a text message was sent to my cell phone.

Now I'm not a fan of text messaging for a number of reasons, one of them being the fact that I am secretly 74 years old. [Editor's note: we did not fact-check this portion of the article.] So to me, a picture text message is even more useless than the mundane "WHAT R U UP 2" texts I usually get from girls...or men pretending to be girls. "You cost me 50 cents, Ian!" I said to myself when I saw two picture text alerts magically appear on my phone. I squinted at the first one... it was a green board with a rom stuck right in the middle, sitting against a gray shelf or wall about six feet away from the phone's camera. That's pretty cool that someone traded in a prototype game, I thought. I leaned towards it being a Gameboy prototype due to the fact that it appeared to be a square shape.

Then some thoughts hit me. I don't remember the game store having a gray shelf or wall. Is that an object really against a wall? Is that really a prototype? Why am I not guilty that I haven't done any work in two hours? And so my thoughts kept cascading, colliding, and congealing into focus: What I was looking at was an object up close, and not at a distance. I re-examined the photo more closely... was that something white on the bottom? Why is the

gray shelf/wall ridged? I turned my phone to get a view of the picture from a different angle.

Oh.

OH.

I turned the phone back to its normal orientation and clicked on the second picture text. There it was, clear as day: a cell phone picture of a gray Nintendo World Championships cart. My semi-skeptical heart skipped a beat. I dialed Ian's cell phone.

"You're f*cking with me," I quickly said after Ian answered his phone. Laughing gleefully like a little girl, Ian responded, "No, no dude, it's here. I can't believe it. It just walked through the door." Immediately I could tell that Ian wasn't kidding or pulling a prank. He was slightly out of breath and sounded like he was a state of partial shock. As much as I want to give Ian credit, he'd have to be Lawrence Olivier to pull off that caliber performance. And he wasn't Sir Olivier the last time I checked (and probably wouldn't know who that is, for that matter).

"Alright, I'll be down there in about twenty minutes to take a look." It's not like I had done much work that afternoon to begin with, and after this revelation, it's not like I was going to be able to work anymore anyway.

As I strolled in through the store's door a bit later, I saw that Ian was attending to a few customers and acting unassuming. I believe he was ringing up a PS3 game when he first noticed me.



I waited in the back of the store and out of the customers' way, and devoted my time to looking at the NES games behind the glass display off to the side. Oh, Dino Riki for 5.99, huh? Yeah, I'll pretend that holds my interest. A couple of agonizing minutes passed as I pretended to stay interested in looking at a display of games where I owned all of them. Finally the customers left, the store was empty, and I approached Ian. Up close I could see that Ian's face was red, and his eyes slightly on fire. Either he had just did a few lines off the nearest copy of Arkham Asylum, or he had just come across the most unique NES cart to ever grace the planet Earth. I decided to break the awkward silence.

"So..."

"So."

"Anything out of the ordinary happen at the store today?"

"Nah. A few trade-ins, sold some DS games, fixed an Xbox. The typical."

"Oh OK, I guess I'll be going then."

"Alright, thanks. I'll talk to you later then."

Ian's giddy smile slowly ate through his nonchalant facade. I waited as patiently as I could without reaching across the counter and strangling him. "Alright, here it is," Ian said as he reached under the counter and placed a Nintendo game in front of me. There it was: a **Nintendo World Championships 1990** gray cart, #205. I picked it up with an attitude that was part incredulity, part scholastic, but with not as much excitement as I thought I'd have (I'll get to that later). The cart was in pretty good condition, better than most online pictures of others I had seen. The label had no tears/scratches, it was fully intact, and the top label was near perfect and 100% attached to the cart.

Within about four seconds I verified with strong confidence the authenticity of the cart. You had the dip switches right there (which I moronically thought was a Gameboy prototype), it weighed about three times that of a normal NES cart, and I saw that the label was too imperfect to be a fake. The subtle black glue marks dotted underneath the surface's label were a giveaway as well, and it had what

looked like a tiny fleck of a 15 year-old Cheetoh stuck on the label... not easy to duplicate! The NWC fever had hit us. "Oh, it's real, oh baby is it real," I happily stated. We felt like Old West gold miners who had struck it rich. Simultaneously, we laughed like schoolgirls who had just won a lifetime supply of **My Little Pony** dolls.

I asked Ian how the game came into the store. Here's the short version: A man in his 20's walked into the store with a bag of fifteen or so Genesis and NES games and asked to trade them for store credit and a replacement NES AC Adapter. Ian took a quick glance into the bag and saw some very ordinary Genesis and NES games: Top Gun, Sonic, Double Dribble, etc... nothing that was even worth more than three bucks. "I want to trade in these crappy games," the young man said. YES, HE ACTUALLY SAID THAT. Ian gave the guy a power cord and some store credit, and the man left the store. Several minutes later, Ian took the games out of the bag to catalog them for the store's system. He now looked at each and every title, running his finger past the end label of each NES game in the stack. That's when one particular game stuck out to him... and that's also when he probably started to hyperventilate.

Ian revealed to me that guilt started to set in once he realized that the man had traded the cart in for almost nothing, but I assured him that there was no deception involved on his part so he shouldn't feel like he did anything wrong. I don't think that piece of advice helped his state of mind that much, but that's what I honestly thought.

We discussed that the strangest part of all this, was the trade-in occurred shortly after the Stadium Events storm hit, when everyone and their dog was searching and digging out every Nintendo game, display piece, and Nintendo tube-sock that they could find to sell for an easy profit. How could the guy who obviously played NES games not have known that he had something unique? Had he just thought it was a normal game? Did he think it was worthless? Had he never heard of Google? Strange, but who knows? I immediately wanted to know his identity to find out the history of the game, whether it had come from the area, was it a relative's, etc. Being that the identity of the seller was unknown, this seemed (and still seems) unlikely to happen, and Ian had no idea who the person was. We discussed some possibilities about how the man could have come across the cart for a couple of minutes (flea market? garage sale? NES fairy?), but then our inner children took quickly over: we had to try the game out. As if caring for a newborn, Ian gently cleaned the game's connectors (almost no dirt), and then we tried the game on a system sitting in the back room. The game immediately powered on to life. Again we giggled

like 7 year olds who had just met Mickey Mouse and friends for the first time. Ian began playing the Super Mario Bros. portion of the game.

"OK Ian, you have to get fifty coins. Go, go! Hit that block! No, that's not the pipe you go down! You missed those other coins! Have you ever played this game before?!"

"Shut up, Pat!" Ian obviously appreciated my words of encouragement.

A couple of minutes later after we finished playing the game, a thought hit me. Why don't I make an offer on the game? Ian had already informed the store's owner that the game had been traded in, so I knew things might be more complicated/expensive than I would have liked... but I felt this was fate. As I stated before, I was happy the game was right in front of me, but I was not as excited as you would think. It was almost as if I had expected it to happen. For the past six to eight weeks, I had been thinking that an NWC cart would be found in the area... no joke. I cannot explain it, but I had a feeling that one would turn up at a local swap meet or garage sale or dumpster or somewhere. Other incredibly rare items had been found in the area already (M82 Demo Unit, Magical Chase for Turbogرافx), so to me it was almost as if the area was OVERDUE for an NWC cart to pop up. Call me crazy, call me psychic, but that's the truth about what I was feeling leading up to this event. I told Ian all of this, and he could tell by the crazy look in my eye that I was speaking the truth. Then again, I say almost everything with an insane look.

I let Ian know that I was prepared to make a serious offer for the game. "Yeah, I actually let

him know already that you'd probably be interested in it," he responded. Ian was looking out for me, which I greatly appreciated. The owner was going to stop by later that night at a bar that Ian and I were going out to, so it was perfect timing... the stars were aligned. What could go wrong? A lot, my paranoid mind thought.

Later that night at a dive-bar, we drank from a pitcher of beer and watched a fight almost break out three feet from us – the perfect environment to discuss video game deals! I spoke to the owner about the history of the game and gave my offer while Ian and his friends looked on with interest. The owner could see my enthusiasm, and let me know that I would have the rights to a deal first, but he would have to do his research and get back to me. Three sleepless nights, one offer from a separate party, and one counter-offer and tense discussion later – it was finally over. A price was agreed on, a deal was struck, and I became the owner of arguably the most important video game in Nintendo's history... well really all of video game history for that matter.

So a little more than ten years after I started collecting NES games, I wrapped up my long journey of visiting countless flea markets, garage sales, game stores, and thrift stores by coming across a **Nintendo World Championships cart**, seemingly by providence. I had moved some months before, and this to me was just about meant to happen, as if it solidified/supported my decision to pick up and venture across the country. It's not just a rare game to me, it's a part of the story of my life, and a great one that I'll tell my grandchildren about. Their grubby little hands will never touch the game, though. It's mine! All mine!



NA Member Spotlight



XARSEFACEX
(Aaron)

THE MOTHER BRAIN

NAME ROB FISCHER

AGE 29

LOCATION NEW YORK

OCCUPATION TRUCK DRIVER,
STUDENT,
CAGE FIGHTER

Aaron: What originally got you into collecting retro games, and more specifically, NES?
Rob: I don't really enjoy a lot of the newer generation games that are coming out these days. I like the simplicity of the NES. When I wasn't using it, I had loaned a friend my system and like 40 games I had since I was a kid and over time he lost them! Well, at least he felt bad and let me pick up a Deluxe Set and around a dozen complete games I loved on his dime. My collecting actually started when games were 2 for \$3 at the local spot. It was easy to pick up the games I loved to play for nothing. I soon found myself just picking up stuff to trade and sell. The more I found obscure games, the more interest I had in keeping them and my collection grew from there.

Aaron: Describe your collection a little bit.
Rob: Well, I guess I would say it is near complete. I'm somewhere over 700 unique NTSC titles, at least as far as carts are concerned. I have about half the NTSC set complete in the box and many complete accessories as well. I also especially like to collect Nintendo World Championship 1990 memorabilia. It has taken some time, but I have assembled a pretty nice collection of odd pieces. I have a little bit of everything as far as other systems go, but NES is the only one I actively collect.

Aaron: Do you have a favorite piece in particular?
Rob: Definitely my Nintendo World Championships 1990 grey cart. It is so unique and yet, so

Nintendo. I even met the original winner when I bought it. I share the opinion of our friend Robin that these should be appreciated more than the gold. While the gold cart is rarer and ultimately more expensive in dollar value, you had to be the best to get the grey. I worked so hard to earn it too. I can't even tell you.

Aaron: Talk a little more about your NWC collection. You've been steadily amassing a pretty impressive amount of Nintendo World Championships memorabilia over your tenure here at NA, and you've previously shared your experience acquiring the competition cart from its original owner. Share a little more about that experience and perhaps other experiences that you've had as a result of tracking down your collection.
Rob: Yeah, that was a pretty awesome day when it was finally mine! The one thing I can say about Ohio is that it is full of Arby's and porn shops. So you combine that with NWC and you got yourself a day! It was pretty funny because the actual deal itself was all behind closed doors in a hotel room, so I felt like a dealer or something throwing thousands of dollars at the dude. I think I kinda felt a bit dirty when I left that state, haha. I have also met a few more of the champions as I have networked and gotten to know some of the more odd details that you never hear, like when they were all forced to sing Queen's "We are the Champions" before competing. My luckiest and most recent acquisition came



THE MOTHER BRAIN'S TOP 5:



from here on NA recently courtesy of our own paulyshobby. This guy GAVE me a trophy and several other nearly impossible to find items when he won the contest that JJ Games held. He didn't want a thing when I was perfectly ready to make a deal. I doubt I could ever get lucky enough to find another person as insane as Pauly. Simply unbelievable.

Aaron: You and a few other members here have kept very close tabs on the travels of the contest carts as they've moved from owner to owner. Do you feel that tracking the memorabilia is important from a historical perspective, or is it more a function of being a collector and wanting to know "where the goods are"?

Rob: I can honestly say that I am more interested in trying to preserve than compulsively collect. Over time this stuff has become so scattered that it takes real persistence to find the missing pieces. I would love to have a full set of memorabilia someday, but I don't feel the need to stockpile. I have been able to help others find stuff because of my natural interest. Following the carts is a good way to help authenticate future sales and keep track of the trends.

Aaron: Getting away from the NWC a little bit, what is your best Childhood NES memory?

Rob: My friend across the street was the first kid on the block to have the NES. Our minds were blown by what we saw! Early one morning he actually ran across the street and woke the house up knocking on the door. It was barely light out, so you know it was good. What happened you ask? He defeated World 1 freakin' 4!!!! He then paused it so I didn't miss what happened. What a guy! You can just imagine what happened when we found out about World 2.....

Aaron: What is your favorite thing about NA?

Rob: Definitely the comradery. It is really nice to find a place where so many people are into the same niche hobby. We aren't exactly a common breed. You can come here any time of day and there is somebody to talk to. I have made a lot of new friends since I've started hanging around.

Aaron: So basically what you're saying is that your favorite thing about the site is me. Nice.

Aaron: I once broke up with a girl because when she got drunk, she got a lazy eye. Does that make me shallow?

Rob: Maybe, but I could never trust a woman that gets drunk and sees people on the side.

Aaron: Any final comments?

Rob: Something, something, something.....dark side.



PAL-EXCLUSIVE COLLECTING: OLD FRONTIERS



The NES library is vast, with 776 widely recognized NTSC titles and a slew of other potential pirates, homebrews and unreleased roms to amuse yourself with. But with all of the recent focus on new releases, Famicom ports and revival hacks, some perfectly good, genuinely-retro releases have fallen to the wayside. The vintage NES library doesn't end with your capstone copy of Pro Sport Hockey or Moon Ranger that you finally tracked down...there are much more playable games that the PAL (non-North American) market got to play which we never saw in the USA. Before I delve into my article, I want to extend special thanks to Adam Ebenshade (adame2) for his help in not only compiling an original text list in 2006 that I used as my collection guide, but also in replying to me with updates and confirmations. His knowledge has made this article possible.

These exclusive games take a few different forms. Some are simply name-swaps, so they sound like new games but actually are almost identical to their NTSC (North American) counterparts. I'll briefly list these with their NTSC counterparts (when it's not obvious), to illustrate that either Adam or myself have confirmed that these are straight region ports of each title and offer no additional gameplay. Most of these do have altered title screens to match their moniker. To be completely literal, they are exclusive "titles" – but they are all just same-game-different-name ports.

Licensed:

- Action in New York (SCAT)
- Adventure Island Classic
- Adventure Island Part II
- Bad Dudes vs. Dragon Ninja
- Blue Shadow (Shadow of the Ninja)
- Dynablaster (Bomberman II)
- Four Players Tennis (Evert/Lendl)
- Joe and Mac: Caveman Ninja
- Life Force Salamander
- Mario and Yoshi (Yoshi)
- McDonaldland (MC Kids)
- New Zealand Story, The (Kiwi Kraze)
- Shadow Warriors (Ninja Gaiden)
- Shadow Warriors II (NG II)
- Solomon's Key 2 (Fire n Ice)
- Street Gangs (River City Ransom)
- Teenage Mutant Hero Turtles
- Teenage Mutant Hero Turtles II
- Teenage Mutant Hero Turtles Tournament Fighters
- Track and Field in Barcelona (T&F 1)
- Turbo Racing (Al Unser's)
- Eric Catona Football Challenge (Goal 2)
- Phantom Air Mission (Ultimate Air Combat)
- Snowboard Challenge (Heavy Shreddin)

Unlicensed:

- 6-in-1 Real Player's Pack (Caltron)
- Cosmic Spacehead (Linus)
- Sidewinder (Mission Cobra)
- Soccer, Magexa (Ultimate League Soccer)
- Super Adventure Quests (Quattro Adventure)
- Super Sports Challenge (Quattro Sports)
- Twin Eagle (Double Strike)

Sort of halfway between name-swaps and true exclusives, lay a few interesting anomalies. Graphically-hacked games (Dragonball, Probotector I & II, Corvette ZR-1 Challenge) are really just ports with modified graphics and no change to gameplay (Dragon Power, Contra / Super C, Race America). The PAL Rainbow Islands developed by Ocean is another curious exception, since it is a functionally similar game to the one produced by Taito for NTSC markets. But these two versions offer different graphics and a unique "feel," although they are ports of the same 1987 Taito arcade original. HES Othello shares this same distinction, with the PAL title being a Sachen production, while the NTSC is by "the Masters of the Game:" Acclaim.

Now on to the true exclusives! Notes are given that might affect playability on an NTSC toploader, including language barriers and bugs. Some are so buggy that they're rendered completely unplayable on NTSC hardware, but emulation in PAL mode may solve your problem if you really want your new-retro 8-bit fix!



- Aladdin (unplayable)
- Asterix (unplayable)
- Aussie Rules Footy
- Banana Prince (German)
- Championship Rally
- Crackout
- Beauty and the Beast (and all foreign title variants) (buggy)
- The Lion King (and all foreign title variants) (unplayable)
- Devil World
- The Smurfs (and all foreign title variants)
- Dropzone
- Elite (buggy)
- Formula 1 Sensation (buggy)
- Hammerin' Harry
- Konami Hyper Soccer
- International Cricket
- Kick Off (buggy)
- Legend of Prince Valiant
- Les Chevaliers Du Zodiaque (french)
- Mr. Gimmick (buggy)
- New Ghostbusters 2
- Noah's Ark
- Over Horizon
- Parodius (power-ups at bottom not visible)
- Rackets and Rivals
- Rainbow Islands 2: Parasol Stars
- Road Fighter
- Rodland
- Super Turrigan
- Tecmo World Cup Soccer
- Trolls in Crazyland
- U-four-ia The Saga

Unlicensed (all HES):

- Arctic Adventure
- Duck Maze
- Jackpot
- Little Red Hood
- Pipemania

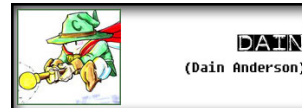


I'd also like to touch on certain various multi-cart releases that can be considered exclusives because of their arrangement, and contents. The sole PAL licensed multi, Super Mario-Tetris--World Cup Soccer, is an exclusive arrangement of games that were all released in the US. The HES unlicensed multicarts, however, are a buffet of variety. The Maxi 15 PAL offering is interesting because, like the USA release, it saw a minor variant that differed by two games. The rare green-label cart has Pyramid and Double Strike (featured on the common NTSC rom), while the common red-label version replaces those games with Blackjack and Death Race instead. The 6-in-1 is a direct clone as mentioned above in name-swaps, but the 4-in-1 carts (Funblaster, Mindblower and Total Funpak) all feature one or more PAL-exclusive games on them.

Many people have requested that I add PAL-exclusive games to my price guide. I've made multiple attempts to glean meaningful data from closed listings at eBay, but over the three years that I've been tracking prices, I've discovered two main problems. First, US sale prices are spotty, and wildly different than overseas prices. It seems importing and reselling these games commands a premium, but those sale prices are correlated very strongly with the availability of these games overseas from sellers who will ship internationally, affordably. Second: rarity is a large factor with some of these PAL titles, and some regional versions may command a premium compared to more common counterparts with the exact same title, skewing results wildly. For these reasons, I've eliminated numbers (both rarity and values) from this guide altogether. The NA database does have some reasonable rarities for each regional occurrence of these games, but as far as values go: check your local listings!

I'm still researching other contemporary companies that might be considered PAL-only unlicensed manufacturers, including Gluk. They have quite a few releases, including exclusive games like Sea of Dreamland and Policeman, but the entire library hasn't been confirmed yet to make an accurate list. Also Sachem has over 100 releases, but are considered by many collectors to be pirates, as well as having been released too late to be legitimately part of an NES-era collection. HKGCC also seems to have been releasing games during the correct "window" but so little is known about the Hong Kong market that any reliable data eludes me at present. There's a lot out there to discover, but this list of the most widely-known PAL-exclusives should give you a lot to search for and play! Have fun!

The Hint Book to Hint Books



Before writing an article on hint books, I set out on a journey to acquire them all beforehand. I did this for a few reasons, one of which is selfish: I knew that if everyone on NintendoAge started looking for them, my chances of completing this subset would be crippled immediately. I couldn't let the NA effect, a side effect of my own dear creation, happen to this one subset that is also dear to me! I also know that in order to write an article about hint books, I have to know as much as possible so that I can make informed decisions about the relative rarity of each item...a daunting task for a subset like hint books. I thought this journey would realistically take a few months at most.

It's been almost three years since I set out on my quest, I'm still not done, this guide isn't complete, and I don't own every known hint book. And I'd be willing to bet my Super Mario Bros. 3 boxer shorts that I got for Christmas that no other collector out there does either. It's that hard. Now, when I say hint book I need a bit of latitude here because I'm referring to hint books, guide books, clue books, tip sheets, and any other mail-away or in-store periodical that was specifically dedicated to a single game for the NES. Because of these self-imposed rules, a few items got zapped from the list, most notably the King's Quest V Hint Book and The Bard's Tale Clue Book, both generic to more than the NES versions.

It's always been surprising to me that hint books are rarely the topic of discussion, especially considering an item like the Faria Map is technically no different. The map didn't come with the game, provides essential information to beat the game, and was released specifically for the NES. Yet it's treated as a Holy Grail of mail-away items for the NES, while most hint books go unloved; unnoticed. I've seen more examples of the Faria map than I've seen of some hint books in this article! I'll go into detail about their rarities, their original cost, where they were referenced and how they could be obtained.

For The Purists

I know you want the guts, so I'll kick this off which the current list of known hint books and their relative rarities. "Relative rarity" is how we distinguish between all of the other hint books and how rare they are, relative to one another, taking into account their frequency. If a hint book has a relative rarity of 1, it is twice as easy to find as a hint book with a relative rarity of 2, and so forth. Hint books with a relative rarity of 10 are the hardest to find. The following chart shows all currently known hint books and their relative rarity.

Title	Rarity	Price Mentioned/Offered
Adventures of Lolo 3 Strategy Guide	8	\$4.95 Manual: page 20
Adventures of Lolo Hint Book	6	\$2 Packaging insert offer
All of Wizardry	5	\$10 Manual: page 57
All of Wizardry II	8	\$12.00 Manual: page 2
Crystalis Clue Book: Get a Clue.	7	Free Mentioned on page 23 of GamePro #18.
Déjà Vu Hint Book, The	6	\$5.95 Manual: last page
Dungeon Magic: Sword of the Elements	9	\$9.95 ???
Fester's Quest: SunSoft's Perfect Guide Book	9	\$1.95 Summer 1990 Sunsoft's <i>Game Time News</i>
How to Win at Super Mario Bros (Tokuma, yellow cover)	4	\$4.95 Nintendo Fun Club News Vol 1 Iss 2 Pg 8
Legend of Zelda, The: Tips & Tactics (Tokuma)	4	\$4.95 Nintendo Fun Club News Vol 1 Iss 4 Pg 25
Maniac Mansion Official Jaleco Hint Book	7	\$7.95 Manual: page 19
Might & Magic: Secret of the Inner Sanctum Cluebook	8	\$9.95 Manual: last page
Milon's Secret Castle Secrets, Hints and Clues	10	??? ???
Shadowgate Hint Book, The	3	\$5.95 VIP NOOZ Vol 1 Iss 1 Kemco Newsletter
Star Wars Hint Book	9	\$7.95 LucasArts 1994 Company Store catalog Pg 33
Ultima Exodus Hint Book	3	\$8.00 Manual: last page; EGM #2-4
Uninvited Hint Book	5	\$5.95 Manual: last page
Unveiled Secrets of Dragon Warrior II	5	\$6.99 Game Players Vol 3 Iss 7 Pg 87; w/DW II map
Wall Street Kid Tip Sheet	10	\$1.95 Packaging insert offer



TABLE 1: BOOK LIST THE PURIST HINT

What makes some of these hint books so rare is that they were offered as a mail-away, within another mail-away. An example is the Fester's Quest: SunSoft's Perfect Guide Book, made only available to subscribers of the SunSoft Game Time News, a mail-away newsletter I personally recall taking a very long time to receive "back in the day." This delay might have contributed to the reduced number of copies ordered because players of the game had already washed their hands of it by the time they ever received their initial GTN newsletter. The early Tokuma guides, *The Legend of Zelda: Tips & Tactics* and *How to Win at Super Mario Bros* were also daisy-chained as mail-away offers, but the massive distribution channels and audience of the original Nintendo Fun Club News (and later Nintendo Power) made these easier to order back then, and therefore far easier to obtain today.

Several of these hint books like *All of Wizardry I and II*, *Might & Magic: Secret of the Inner Sanctum Cluebook*, and a few others, were made in advance and offered through the game's manual as a direct mail-away purchase. Similar to these are the ones offered through box inserts, such as *Adventures of Lolo Hint Book* and *Wall Street Kid Tip Sheet*. There were still others that seemed more like an afterthought, like the *Crystalis Clue Book* and the *Star Wars Hint Book*. *Crystalis* was made available almost seven months after the game's release date, and in the case of *Star Wars*, it was made available roughly two years later, piggybacked in a catalog announcing the upcoming year's releases.

When researching for this article, one hint book's origins in particular really baffled me, considering its massive popularity. I had a really difficult time finding the origins of *Unveiled Secrets of Dragon Warrior II*. I couldn't find any reference to this guide anywhere on the Internet, within magazines (initially) and even the three self-proclaimed *Dragon Warrior / Dragon Quest* experts I spoke to were clueless how it was originally obtained. Wow. The last magazine I looked in for this article ended up solving the puzzle, out of the 200+ NES-era retro mags I painstakingly waded through. In Volume 3 Issue 7, page 87, of the *Game Players Strategy Guide to Nintendo Games*, the ad for *Dragon Warrior II* mentions that you will receive a strategy guide with the mail-away map. Eureka!

Another tidbit of information regards the title for the *Maniac Mansion* book, *Maniac Mansion Official Jaleco Hint Book*. Jaleco was responsible for the NES port of *Maniac Mansion*, which involved censoring out a lot of material. This resulted in the need for a new hint book that was accurate to this version, the "Jaleco version."

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Redmond, WA 98052-5516

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For helpful hints on playing *Wall Street Kid*, please send a check for \$1.95 (postage and handling) and this registration card in an envelope to SOFEL Corp.

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SOFEL Corp.
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Box 182
Santa Monica, CA 90401

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Printed in Japan

Place Stamp Here

NES-AV-US

A Strategy Guide for ADVENTURES of LOLO is now available from HAL, America

The Strategy Guide (over 50 pages) contains one solution to each of the rooms in the Castle of the Labyrinth. Complete the attached coupon and return with \$2.00 (Canadian residents include \$3.00 American) to:

HAL, America
7873 S.W. Cirrus Dr. 25-F
Beaverton, Or. 97005

This is your mailing label; please type or print clearly.

Name _____

Address _____

City _____ State _____ Zip _____



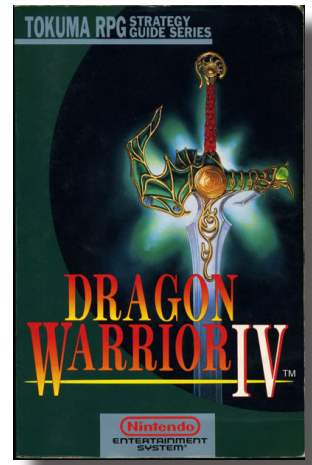
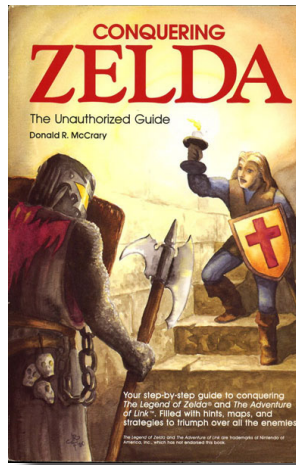
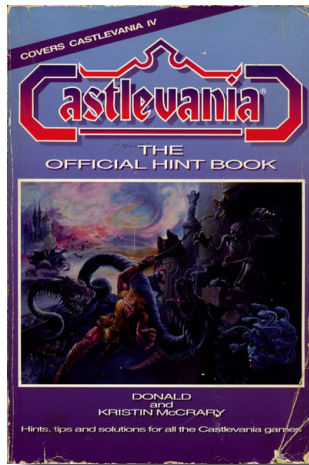
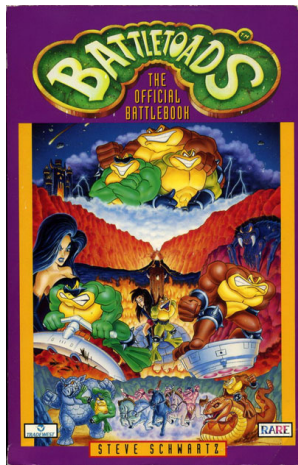
On The Border

Organizing this article proved to be difficult as there are numerous types of periodicals that could be added. There's a fine line between what I consider a hint book versus just a normal book you could pick up at your local bookstore – thankfully, that's what an ISBN code is for, and that's precisely what I used to delineate. Without getting into boring details of invalid checksums and cancelled ISBNs, I'll just say for the sake of argument that not all ISBNs are valid. If the hint book has a valid ISBN, it's not being treated as a hint book – I'll leave these items for a future article about NES-era books. Be that as it may, an article on NES-era hint books wouldn't be complete without at least mentioning a few items that I consider to be on the border: items that could potentially go either way. Table 2 shows items that many collectors will still want, but are in fact published paperback books with valid ISBNs. All of them are somewhat easy to find.

TABLE 2: BOOKS THAT COULD BE CONSIDERED HINT BOOKS

Books on the Border	Rarity	Price
Battletoads: The Official Battlebook (Secrets of the games series)	2	\$12.95
Castlevania: The Official Hint Book	2	\$9.95
Conquering Zelda: The Unauthorized Guide	2	\$7.95
Dragon Warrior IV Hint Book (Tokuma)	4	\$9.95

Castlevania: The Official Hint Book includes information on all three NES versions of Castlevania, including Castlevania IV for the Super Nintendo. This breaks my earlier rule of catering to a single game, but I felt compelled to include it because it's rad. Putting the Dragon Warrior IV Hint Book by Tokuma in this "border" category will probably ruffle a few feathers as well, but it has an active ISBN, and I'll stick to my initial assertion that it's just a regular book.



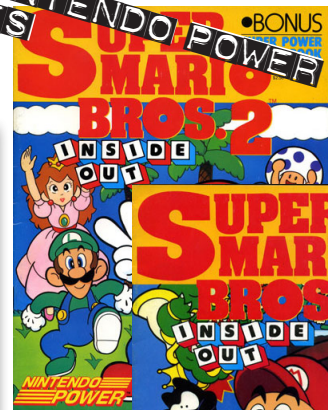
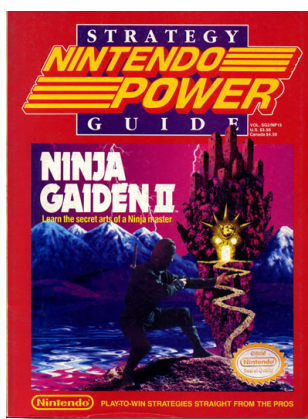
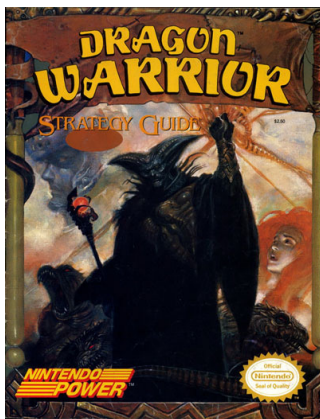
Nintendo Power

To quell the massive outcry and potential lynch mob that may have ensued if I had omitted the Nintendo Power strategy guides, I decided I'd better include them... begrudgingly. Table 3 lists the NES-era strategy guides that were available to Nintendo Power subscribers. None of these are rare, but the Super Mario Bros. 2 Inside & Out (parts 1 and 2) tend to be popular enough to command a decent price.

Nintendo Power Guides

Nintendo Power Guides	Rarity
Dragon Warrior Strategy Guide (Nintendo Power)	1
Final Fantasy Strategy Guide (Nintendo Power #17)	1
Ninja Gaiden II Strategy Guide (Nintendo Power #15)	1
Super Mario Bros 2 Inside & Out 1 & 2 (Nintendo Power)	2
Super Mario Bros. 3 Strategy Guide (Nintendo Power #13)	1

TABLE 3: THE NINTENDO POWER STRATEGY GUIDES



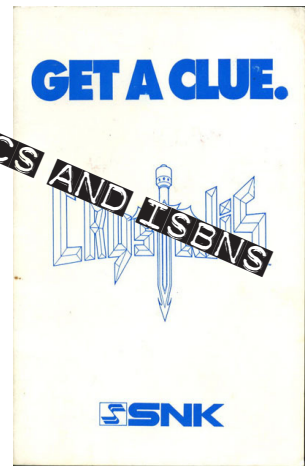
Finding these hint books are not easy, and with the release of this guide, I'm sure the task will be even more difficult. To help you in your quest, I have included all the UPC and ISBN codes that came with the guides (for the ones that actually have one or the other, or both).

UPCs and ISBNs

- Adventures of Lolo 3 Strategy Guide
- All of Wizardry II
- Battletoads: The Official Battlebook (Secrets of the games series)
- Castlevania: The Official Hint Book
- Conquering Zelda: The Unauthorized Guide
- Dragon Warrior IV Hint Book (Tokuma)
- Dungeon Magic: Sword of the Elements
- How to Win at Super Mario Bros (Tokuma, yellow cover)
- Legend of Zelda, The: Tips & Tactics (Tokuma)
- Might & Magic: Secret of the Inner Sanctum Cluebook
- Shadowgate Hint Book, The
- Ultima Exodus Hint Book

- UPC: 040458199130
- UPC: 093992090302
- ISBN: 1559584696
- UPC: 9780874552614 ISBN: 0874552613
- UPC: 9780874552393 ISBN: 0874552397
- UPC: 9784190869500 ISBN: 4190869503
- UPC: 020588000018
- UPC: 045496640019 ISBN: 419720003XC
- UPC: 045496640033
- UPC: 039471904012
- UPC: 044499020019
- UPC: 022909200015

TABLE 4: UPCs AND ISBNs



VIDEO

Wars Radio Drama
Broadcast on National Public Radio in 1978, an 13-part series features the original John Williams music, with Mark Hamill and Anthony Daniels reprising their roles. This is a 4 1/2 stereo dramatization of the movie and features characters and episodes.
Compact Discs \$39.95 (3121C)
Cassettes \$34.95 (3121T)

Empire Strikes Back Radio Drama
This 13-part music dramatization is greatly expanded with scenes not found in the movie. Cast includes: Mark Hamill, Anthony Daniels and Billy Dee Williams.
3 Compact Discs \$34.95 (3121C)
Cassettes \$34.95 (3121T)

10th Edition Deluxe Star Wars and The Empire Strikes Back Radio Drama
RARE Both collections on CD only, in a deluxe numbered collectible box (limited to 5000).
\$129.95 (32110)

BANTHA TRACKS special sound alert edition (issue #14). Includes 13 1/2 RPM record.
\$7.00 (3427)

Star Wars Letterbox Trilogy Set See the movies as they were meant to be seen in the original wide screen format. This special edition box set includes on the cover, and includes The Making of a Star Wars VHS only.
\$99.95 (3401)

FREE Indiana Jones and the Last Crusade Video with purchase of Empire for the Nintendo Entertainment System directly from LucasArts.

NINTENDO & SEGA

SEGA GAMES

Indians Jones and the Last Crusade on the Sega Genesis. Now you can play this great game on your home Genesis machine. Help Indiana find the Holy Grail before Hitler does.
\$49.95 (3202)

The Secret of Monkey Island on the Sega CD. Full "maker" version.
\$59.95 (3303)

Rebel Assault on the Sega CD. Coming this summer!
\$69.95 (3142)

Zombies Ate My Neighbors™
Help rescue your neighbors from certain doom in this fast action, two-player game.
Super Nintendo \$59.95 (3143)
Sega Genesis \$59.95 (3143)

Star Wars
Okay Jedi Knight, here's your chance to rescue Princess Leia from certain death. Mar the quarters of the Millennium Falcon or pilot your very own X-wing down the trench of the Death Star to destroy it. Nintendo cartridge only.
New Price! \$45.00 (3201)

The Empire Strikes Back
Battle on three different planets: Hoth, Dagobah, and Bespin. Destroy Luke's skill with the Force, then face Darth Vader in a spectacular lightsaber duel. Nintendo cartridge only.
New Price! \$39.00 (3202)

Star Wars and Empire for the Game Boy
Two of our favorite games available on the Game Boy, making you able to take them on trips, the bus or airplane.
Star Wars for the Game Boy \$19.95 (3203)
The Empire Strikes Back for the Game Boy \$19.95 (3204)

Cluebooks
Star Wars 8-bit Nintendo hintbook written by one of our testers who has won the game many times!
\$7.95 (3266)

Super Star Wars Hintbook by Ronald DeMatia \$7.95 (3247)

NEW Super Empire Hintbook \$7.95 (3143F1)

Defenders of Dynatron City™ Experience the wacky interactive comic world of Dynatron City in this action-packed game for the Nintendo. Control 6 different characters as they protect their city from Dr. Molebren and his evil minions.
Nintendo Cartridge Only
FREE Defenders of Dynatron City comics when you order directly from LucasArts.
New Price! \$24.00 (3053)

Defenders of Dynatron City Comics Set of Four \$5.00 (3245)

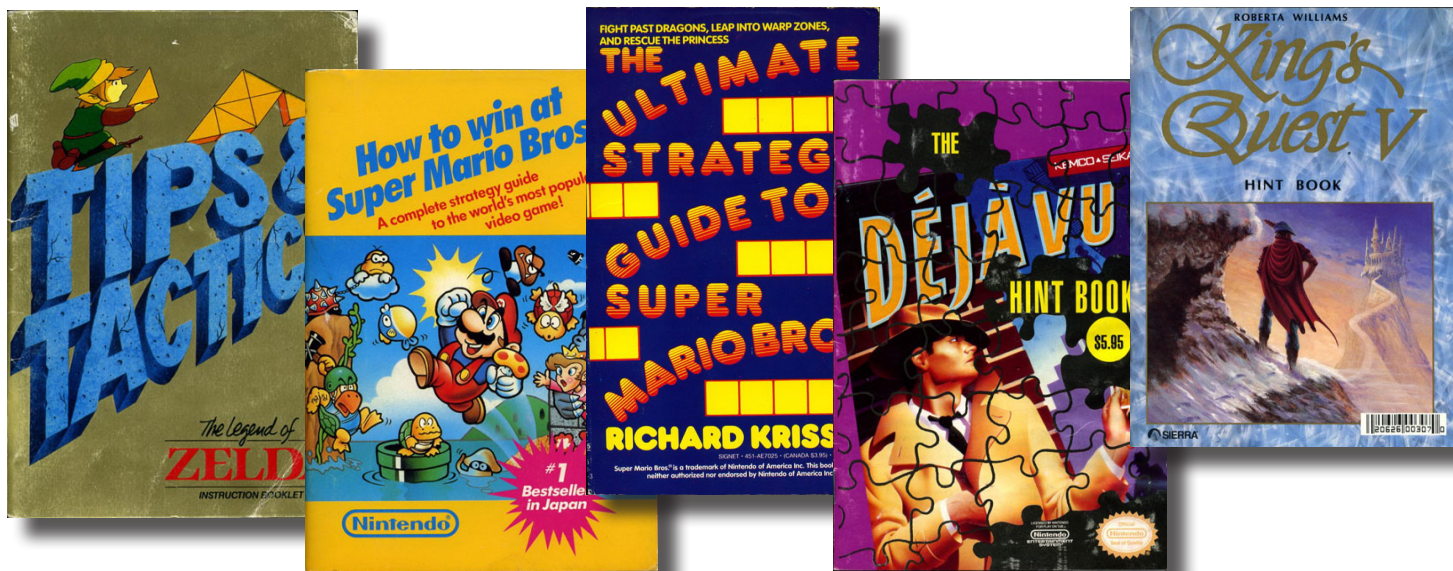
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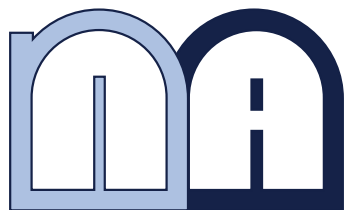
III IV A

12. ILLUSION ROOM

10. SPIRAL COLUMN ROOM

13. DEVIL'S SANCTUARY





Price Guide



Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
720	4	0	Batman Returns	7	+1	Castlequest	5	+1
1942	7	0	Battle Chess	5	0	Castlevania	11	0
1943	7	0	Battle of Olympus	6	0	Castlevania 2	6	0
10 Yard Fight	3	-1	Battleship	7	0	Castlevania 3	14	+1
3-D World Runner	4	0	Battletank	5	0	Caveman Games	7	0
8 Eyes	5	0	Battletoads	14	+1	Challenge of the Dragon	47	+18
Abadox	5	0	Battletoads & Double Dragon	22	+1	Championship Bowling	5	+1
Action 52	78	+6	Bayou Billy	3	0	Championship Pool	8	0
AD&D Dragonstrike	12	+2	Bee 52	9	0	Cheetahmen 2	654	+155
AD&D Heroes of the Lance	5	0	Beetlejuice	8	0	Chessmaster	4	0
AD&D Hillsfar	18	0	Best of the Best	4	0	Chiller	27	+3
AD&D Pool of Radiance	12	-2	Bible Adventures	10	+1	Chip N' Dale Rescue Rangers	8	0
Addams Family	7	+1	Bible Buffet	29	+1	Chip N' Dale Rescue Rangers 2	64	+11
Adventure Island	8	0	Big Bird's Hide & Speak	4	-1	Chubby Cherub	12	0
Adventure Island 2	12	+1	Big Foot	6	+1	Circus Caper	4	0
Adventure Island 3	23	+2	Big Nose Freaks Out	16	-3	City Connection	5	0
After Burner	6	0	Big Nose Freaks Out (Aladdin)	25	-4	Clash at Demonhead	5	0
Air Fortress	4	0	Big Nose the Caveman	9	0	Classic Concentration	7	0
Airwolf	4	0	Bill & Ted's Excellent Adventure	5	0	Cliffhanger	10	0
Al Unser Jr's Turbo Racing	4	+1	Bill Elliot's NASCAR Challenge	4	0	Clu Clu Land	8	+1
Alfred Chicken	19	+2	Bionic Commando	6	0	Cobra Command	4	0
Alien 3	8	+1	Black Bass	6	+1	Cobra Triangle	4	0
Alien Syndrome	4	0	Blackjack	23	-4	Codename: Viper	5	0
All Pro Basketball	4	0	Blades of Steel	4	0	Color A Dinosaur	17	+3
Alpha Mission	4	0	Blaster Master	5	0	Commando	4	0
Amagon	4	0	Blue Marlin	9	+1	Conan	13	+3
American Gladiators	5	0	Blues Brothers	11	+2	Conflict	8	-1
Anticipation	3	0	Bo Jackson Baseball	5	0	Conquest of the Crystal Palace	5	0
Arch Rivals	4	0	Bombberman	11	0	Contra	18	0
Archon	5	0	Bombberman 2	31	+2	Contra Force	34	+2
Arkanoid	8	0	Bonk's Adventure	59	+3	Cool World	11	0
Arkista's Ring	9	+2	Boulder Dash	7	+1	Cowboy Kid	18	+1
Astyanax	3	0	Boy and His Blob, A	6	0	Crash a/t Boys Street Challenge	10	0
Athena	5	0	Break Time	8	+3	Crash Dummies, Incredible	7	0
Athletic World	6	0	Breakthru	4	-1	Crystal Mines	18	+2
Attack of the Killer Tomatoes	9	0	Bubble Bath Babes	622	+89	Crystals	8	-1
Baby Boomer	28	+6	Bubble Bobble	14	0	Cyberball	5	+1
Back to the Future	5	0	Bubble Bobble 2	111	+7	Cyberoid	3	0
Back to the Future 2 & 3	6	0	Bucky O'Hare	14	+1	Dance Aerobics	6	0
Bad Dudes	5	0	Bugs Bunny Birthday Blowout	6	0	Danny Sullivan's Indy Heat	10	+1
Bad News Baseball	7	+1	Bugs Bunny Crazy Castle	7	0	Darkman	5	0
Bad Street Brawler	4	0	Bump 'N Jump	4	0	Darkwing Duck	10	0
Balloon Fight	7	0	Burai Fighter	4	0	Dash Galaxy	3	0
Bandit Kings of Ancient China	21	+1	Burgertime	9	+1	DayDreamin' Davey	5	0
Barbie	6	0	Cabal	5	0	Days of Thunder	4	0
Bard's Tale	8	0	Caesar's Palace	3	-1	Deadly Towers	4	0
Base Wars	6	0	California Games	6	0	Death Race	20	+3
Baseball	4	+1	Caltron 6 in 1	131	-31	Deathbots	8	0
Baseball Simulator 1.000	5	0	Captain America	8	0	Defender 2	4	0
Baseball Stars	8	0	Captain Comic	8	0	Defender of the Crown	4	0
Baseball Stars 2	11	-2	Captain Planet	7	0	Defenders of Dynatron City	8	+2
Bases Loaded	3	0	Captain Skyhawk	3	0	Déjà Vu	6	0
Bases Loaded 2	3	-1	Casino Kid	4	0	Demon Sword	4	0
Bases Loaded 3	4	0	Casino Kid 2	20	0	Desert Commander	4	0
Bases Loaded 4	12	+1	Castelian	7	+1	Destination Earthstar	4	0
Batman	5	0	Castle of Deceit	50	+2	Destiny of an Emperor	12	+2
Batman Return of the Joker	9	0	Castle of Dragon	6	0	Dick Tracy	4	0

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

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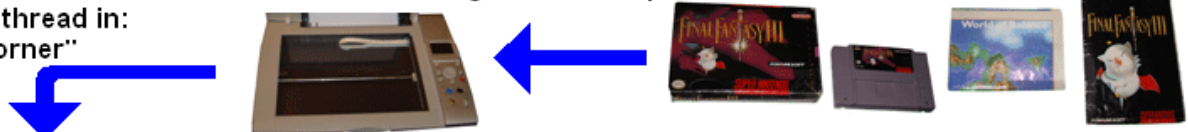
Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
Die Hard	23	-1	Friday the 13th	6	+1	Infiltrator	3	-1
Dig Dug 2	6	0	Fun House	5	+1	Iron Tank	4	0
Digger T. Rock	5	0	G.I. Joe: A Real American Hero	18	0	Ironsword: Wizards & Warriors 2	4	0
Dino Riki	4	0	G.I. Joe: Atlantis Factor	16	+2	Isolated Warrior	7	0
Dirty Harry	5	0	Galactic Crusader	19	0	Ivan Stewart's Super Off Road	7	0
Disney Adventure Magic Kingdom	5	0	Galaga	9	0	Jack Nicklaus' 18 Holes of Golf	3	0
Dizzy the Adventurer (Aladdin)	26	-2	Galaxy 5000	10	+1	Jackal	4	-1
Donkey Kong	15	+1	Gargoyle's Quest 2	12	+2	Jackie Chan's Action Kung Fu	14	+3
Donkey Kong 3	10	+1	Gauntlet (licensed)	5	+1	James Bond Jr.	8	-1
Donkey Kong Classics	12	0	Gauntlet (unlicensed)	5	0	Jaws	5	0
Donkey Kong Jr.	10	0	Gauntlet 2	5	0	Jeopardy!	4	0
Donkey Kong Jr. Math	13	+1	Gemfire	23	-3	Jeopardy! 25th Anniversary	5	0
Double Dare	6	0	Genghis Kahn	9	0	Jeopardy! Junior	4	0
Double Dragon	8	0	George Foreman KO Boxing	4	-1	Jeopardy!, Super	4	0
Double Dragon 2	7	0	Ghost Lion	12	0	Jetsons	22	+1
Double Dragon 3	9	0	Ghostbusters	8	0	Jimmy Connors Tennis	18	+3
Double Dribble	3	0	Ghostbusters 2	6	0	Joe and Mac	7	+1
Double Strike	7	0	Ghosts 'N Goblins	7	0	John Elway's Quarterback	3	0
Dr. Chaos	5	0	Ghoul School	7	-1	Jordan vs. Bird: One on One	4	0
Dr. Jekyll & Mr. Hyde	5	0	Gilligan's Island	8	+1	Joshua	12	-1
Dr. Mario	7	+1	Goal!	3	0	Journey to Silius	7	+1
Dracula	10	-2	Goal! 2	9	+1	Joust	5	0
Dragon Fighter	21	0	Godzilla	5	0	Jungle Book	11	+1
Dragon Power	4	0	Godzilla 2	21	+3	Jurassic Park	5	0
Dragon Spirit	4	0	Gold Medal Challenge	5	-1	Kabuki Quantum Fighter	4	0
Dragon Warrior	5	0	Golf	3	-1	Karate Champ	4	0
Dragon Warrior 2	21	+1	Golf Challenge Pebble Beach	3	0	Karate Kid	4	0
Dragon Warrior 3	31	+2	Golf Grand Slam	6	+1	Karnov	5	0
Dragon Warrior 4	39	+4	Golgo 13: Top Secret Episode	4	0	Kick Master	8	+1
Dragon's Lair	9	0	Goonies 2	4	0	Kickle Cubicle	9	+1
Duck Hunt	4	-1	Gotcha!	4	0	Kid Icarus	12	0
Duck Tales	9	0	Gradius	6	0	Kid Klown	20	+2
Duck Tales 2	46	+2	Great Waldo Search	9	-1	Kid Kool	6	0
Dudes with Attitude	6	0	Greg Norman's Golf Power	6	+1	Kid Niki	5	0
Dungeon Magic	5	0	Gremlins 2	6	0	King Neptune's Adventure	57	+18
Dusty Diamond's All Star Softball	27	+2	Guardian Legend	5	0	King of Kings	7	0
Dyno Warz	4	0	Guerilla War	6	+1	King's Knight	4	0
Elevator Action	5	0	Gumshoe	5	0	Kings of the Beach	4	0
Eliminator Boat Duel	7	0	Gun Nac	31	+2	King's Quest 5	11	0
Empire Strikes Back	11	+1	Gunsmoke	8	0	Kirby's Adventure	10	0
Everet/Lendel Top Player's Tennis	4	0	Gyromite	4	0	Kiwi Kraze	7	+1
Excitebike	7	0	Gyrum	5	0	Klash Ball	4	-2
Exodus	7	0	Harlem Globetrotters	5	0	Klax	4	0
F-117a Stealth	7	0	Hatris	9	-2	Knight Rider	4	0
F-15 City War	6	+1	Heavy Barrel	5	0	Krazy Kreatures	6	0
F-15 Strike Eagle	5	-1	Heavy Shreddin'	4	0	Krion Conquest	8	0
Family Feud	8	+1	High Speed	5	0	Krusty's Fun House	7	0
Fantastic Adv. Dizzy (Aladdin)	26	-4	Hogan's Alley	5	0	Kung Fu	5	0
Fantastic Adventures of Dizzy	7	-1	Hollywood Squares	5	0	Kung Fu Heroes	4	0
Fantasy Zone	8	+1	Home Alone	6	0	Laser Invasion	5	0
Faria	19	+1	Home Alone 2	4	0	Last Action Hero	9	0
Faxanadu	4	0	Hook	6	+1	Last Ninja	9	+1
Felix the Cat	11	+1	Hoops	3	0	Last Starfighter	6	+1
Ferrari Grand Prix	5	0	Hot Slots	649	0	Lee Trevino's Fighting Golf	3	-1
Fester's Quest	4	+1	Hudson Hawk	5	-1	Legacy of the Wizard	4	0
Final Fantasy	13	0	Hunt for Red October	4	0	Legend of Kage	4	0
Fire and Ice	36	+1	Hydlide	4	0	Legend of Zelda	13	+1
Fire Hawk	5	0	Ice Climber	9	+1	Legendary Wings	5	0
Fisher Price Firehouse Rescue	7	+1	Ice Hockey	4	+1	Legends of the Diamond	6	0
Fisher Price I Can Remember	5	0	Ikari Warriors	5	0	Lemmings	18	-2
Fisher Price Perfect Fit	4	0	Ikari Warriors 2	5	0	L'Empereur	22	+1
Fist of the North Star	5	0	Ikari Warriors 3	9	+2	Lethal Weapon	8	0
Flight of the Intruder	6	+1	Image Fight	5	-1	Life Force	6	0
Flintstones	10	0	Immortal	6	0	Linus Spacehead	19	+1
Flintstones 2 Surprise Dino Peak	141	0	Impossible Mission 2 (AVE)	12	0	Linus Spacehead (Aladdin)	28	0
Flying Dragon	4	0	Impossible Mission 2 (SEI)	7	0	Little League Baseball	6	-1
Flying Warriors	4	0	Indiana Jones: Crusade (Taito)	11	0	Little Mermaid	6	0
Formula One: Built to Win	8	+2	Indiana Jones: Crusade (UBI)	29	0	Little Nemo	6	0
Frankenstein	10	+1	Indiana Jones: Temple (Mindscop)	6	+1	Little Ninja Brothers	13	0
Freedom Force	6	+1	Indiana Jones: Temple (Tengen)	6	0	Little Samson	100	-6

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Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
Lode Runner	5	0	Moon Ranger	53	+8	Punch-Out!!	10	0
Lolo	7	0	Motor City Patrol	15	+2	Punisher	7	0
Lolo 2	18	-1	Ms Pac-man (Namco licensed)	26	+2	Puss 'N Boots	6	0
Lolo 3	27	0	Ms Pac-man (Tengen unlicensed)	14	+1	Puzzle	7	0
Lone Ranger	9	0	MULE	11	+1	Puzznic	9	0
Loopz	4	0	Muppet Adventure	4	0	Pyramid	8	0
Low G Man	4	0	MUSCLE	4	0	Q*Bert	7	0
Lunar Pool	4	0	Mutant Virus	6	-1	Qix	16	+1
Mach Rider	4	0	Myriad 6 in 1	1199	+214	Quattro Adventure	6	+1
Mad Max	5	0	Mystery Quest	4	0	Quattro Adventure Aladdin	14	0
Mafat Conspiracy	4	0	NARC	4	0	Quattro Arcade	9	0
Magic Darts	6	0	NES Open Golf	5	0	Quattro Sports	5	0
Magic Johnson's Fast Break	3	0	NFL Football	4	0	Quattro Sports Aladdin	14	+3
Magic of Scheherazade	6	0	Nigel Mansell's World Ch.Racing	8	+2	R.B.I. Baseball 2	6	0
Magician	11	+2	Nightmare on Elm Street	14	0	R.B.I. Baseball 3	7	0
Magmax	4	0	Nightshade	5	0	R.B.I. Baseball licensed	6	0
Major League Baseball	3	0	Ninja Crusaders	7	+1	R.B.I. Baseball unlicensed	8	0
Maniac Mansion	10	0	Ninja Gaiden	7	0	R.C. Pro-Am Racing	5	0
Mappyland	5	0	Ninja Gaiden 2	6	0	R.C. Pro-Am Racing 2	34	+3
Marble Madness	5	0	Ninja Gaiden 3	19	-1	Race America, Alex DeMeo's	12	-1
Mario Brothers	12	0	Ninja Kid	5	0	Racket Attack	4	0
Mario Is Missing	16	0	Nobunaga's Ambition	8	+1	Rad Gravity	5	0
Mario's Time Machine	30	-1	Nobunaga's Ambition 2	19	-2	Rad Racer	4	0
Master Chu and the Drunkard Hu	19	0	North and South	19	+1	Rad Racer 2	4	0
Maxi 15	34	-2	Operation Secret Storm	38	+2	Rad Racket	26	-2
MC Kids	8	0	Operation Wolf	4	0	Raid 2020	13	+1
Mechanized Attack	7	0	ORB-3D	4	0	Raid on Bungeling Bay	4	0
Mega Man	22	+1	Othello	3	-1	Rainbow Islands	22	0
Mega Man 2	12	0	Overlord	9	+3	Rally Bike	6	0
Mega Man 3	10	0	Pac-Man (Namco)	12	+1	Rambo	4	0

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

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



NES | GB | GBC | SNES | VB | N64 | GBA | GC | DS | Wii | FDS | FC | SFC | GW | Arcade | Other

Mega Man 4	13	0	Pac-Man Tengen licensed	9	0	Rampage	6	0
Mega Man 5	28	0	Pac-Man Tengen unlicensed	9	+1	Rampart	6	0
Mega Man 6	19	0	Pac-Mania	11	+1	Remote Control, MTV's	4	0
Menace Beach	57	+1	Palamedes	4	0	Ren and Stimpy: Buckaroos	8	+1
Mendel Palace	5	0	Panic Restaurant	61	+2	Renegade	4	0
Mermaids of Atlantis	27	+4	Paperboy	10	+1	Rescue: Embassy Mission	3	-1
Metal Fighter	9	+1	Paperboy 2	11	+1	Ring King	5	0
Metal Gear	7	0	Peek A Boo Poker	392	+45	River City Ransom	15	0
Metal Mech	5	0	Pestermator	25	+3	Road Runner	6	0
Metal Storm	16	-1	Peter Pan and the Pirates	5	+1	RoadBlasters	4	0
Metroid	9	0	Phantom Fighter	5	0	Robin Hood: Prince of Thieves	5	0
Michael Andretti's World GP	4	0	Pictionary	4	0	Robocop	4	0
Mickey Adventure in Numberland	14	+2	Pinball	4	0	Robocop 2	6	0
Mickey Mousecapade	5	0	Pinball Quest	4	0	Robocop 3	10	0
Mickey Safari in Letterland	7	0	Pinbot	4	+1	Robodemons	14	+1
Micro Machines	15	0	Pipe Dream	5	0	RoboWarrior	4	0
Micro Machines (Aladdin)	13	0	Pirates!	12	0	Rock N' Ball	4	0
MIG-29	5	+1	Platoon	3	-1	Rocket Ranger	3	0
Might & Magic	21	+3	Play Action Football	3	0	Rocketeer	4	+1
Mighty Bombjack	5	0	Popeye	7	0	Rockin' Kats	13	-1
Mighty Final Fight	18	-2	POW	4	0	Rocky and Bullwinkle	5	0
Mike Tyson's Punch-Out!!	16	0	Power Blade	6	-1	Roger Clemens Baseball	3	0
Millipede	5	0	Power Blade 2	67	+2	Rollerball	4	0
Milon's Secret Castle	4	0	Power Punch 2	8	0	Rollerblade Racer	6	0
Miracle Piano System	9	-1	P'radikus Conflict	33	+1	Rollergames	4	0
Mission Cobra	30	+1	Predator	6	0	Rolling Thunder	4	0
Mission: Impossible	4	0	Prince of Persia	11	+1	Romance o/t Three Kingdoms	7	+1
Monopoly	5	0	Princess Tomato	25	0	Romance o/t Three Kingdoms 2	26	+4
Monster in My Pocket	9	0	Pro Sport Hockey	17	+2	Roundball	5	0
Monster Party	5	0	Pro Wrestling	4	0	Rush N' Attack	4	0
Monster Truck Rally	8	-1	Pugsley's Scavenger Hunt	15	0	Rygar	5	-1

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

Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
SCAT	19	0	Super Glove Ball	4	+1	Twin Cobra	5	+1
Secret Scout	52	-2	Super Mario Brothers	6	0	Twin Eagle	5	0
Section Z	4	0	Super Mario Brothers 2	13	0	Ultima: Exodus	5	+1
Seicross	4	0	Super Mario Brothers 3	13	0	Ultima: Quest of the Avatar	8	0
Sesame Street 1-2-3	4	0	Super Mario/Duck Hunt	6	0	Ultima: Warriors of Destiny	20	0
Sesame Street 1-2-3/A-B-C	6	0	Super Mario/Duck Hunt/WCTM	5	0	Ultimate Air Combat	13	+1
Sesame Street A-B-C	4	0	Super Pitfall	6	0	Ultimate Basketball	4	+1
Sesame Street Countdown	6	0	Super Spike V'Ball	4	0	Ultimate League Soccer	15	+1
Shadow of the Ninja	10	+1	Super Spike V'Ball/World Cup	4	0	Ultimate Stuntman	5	-1
Shadowgate	6	0	Super Sprint	5	+1	Uncharted Waters	21	+1
Shatterhand	8	+1	Super Spy Hunter	9	0	Uninvited	18	+2
Shingen the Ruler	5	0	Super Team Games	4	-1	Untouchables	6	0
Shinobi	9	+1	Superman	8	0	Urban Champion	4	0
Shockwave	8	0	Swamp Thing	12	+1	Vegas Dream	4	+1
Shooting Range	8	0	Sword Master	17	+1	Venice Beach Volleyball	6	0
Short Order/Eggsplode	7	+1	Swords & Serpents	4	0	Vice: Project Doom	6	0
Side Pocket	4	0	T&C Surf Design	4	0	Videomation	4	0
Silent Assault	11	-1	T&C Surf Design 2 Thrillas Surfari	8	+1	Vindicators	4	0
Silent Service	3	0	Taboo: The Sixth Sense	3	0	Volleyball	4	0
Silk Worm	5	+1	Tag Team Wrestling	3	0	Wacky Races	24	0
Silver Surfer	7	0	Tagin' Dragon	26	-1	Wall Street Kid	5	+1
Simpsons: Bart vs. The World	6	0	Talespin	5	0	Wally Bear and the No! Gang	14	+1
Simpsons: Radioactive Man	9	0	Target: Renegade	4	0	Wario's Woods	12	-1
Simpsons: Space Mutants	5	0	Tecmo Baseball	4	0	Wayne Gretzky Hockey	4	0
Skate or Die	4	0	Tecmo Bowl	7	0	Wayne's World	22	-1
Skate or Die 2	5	0	Tecmo Cup Soccer	14	0	WCW: World Champ. Wrestling	5	0
Ski or Die	5	0	Tecmo NBA Basketball	6	0	Werewolf	5	+1
Skull and Crossbones	5	0	Tecmo Super Bowl	16	+1	Wheel of Fortune	4	0
Sky Shark	4	0	Tecmo World Wrestling	4	-1	Wheel of Fortune: Family Edition	4	0
Skykid	6	0	Teenage Mutant Ninja Turtles	5	0	Wheel of Fortune: Junior Edition	4	0
Slalom	4	0	Teenage Mutant Ninja Turtles 2	9	0	Wheel of Fortune: Vanna White	5	0
Smash TV	5	0	Teenage Mutant Ninja Turtles 3	14	0	Where in Time/Carmen Sandiego	5	0
Snake Rattle 'N Roll	6	0	Teenage Mutant Ninja Turtles TF	29	+2	Where's Waldo?	6	0
Snake's Revenge	7	0	Tennis	4	0	Who Framed Roger Rabbit?	5	0
Snoopy's Silly Sports	6	0	Terminator	7	0	Whomp 'Em	7	+1
Snow Brothers	61	+4	Terminator 2: Judgement Day	5	0	Widget	9	+1
Soccer	4	0	Terra Cresta	7	0	Wild Gunman	10	+1
Solar Jetman	4	0	Tetris (Nintendo licensed)	6	0	Willow	6	0
Solitaire	17	+1	Tetris (Tengen unlicensed)	35	0	Win, Lose or Draw	3	-1
Solomon's Key	5	0	Tetris 2	7	+1	Winter Games	4	0
Solstice	4	0	Three Stooges	6	0	Wizardry	5	0
Space Shuttle	7	0	Thunder and Lightning	7	0	Wizardry 2: Knight of Diamonds	17	+3
Spelunker	5	0	Thunderbirds	4	0	Wizards & Warriors	5	0
Spider-Man: Sinister Six	7	0	Thundercade	4	0	Wizards & Warriors 3	10	0
Spiritual Warfare	10	0	Tiger Heli	4	0	Wolverine	7	0
Spot	5	0	Tiles of Fate	9	0	World Champ	10	+1
Spy Hunter	4	0	Time Lord	3	0	World Class Track Meet	5	0
Spy vs. Spy	5	0	Times of Lore	14	+3	World Cup Soccer	5	+1
Spoon	13	+2	Tiny Toon Adventures	7	0	World Games	5	+1
Stack Up	23	+1	Tiny Toon Adventures 2	7	-1	Wrath of the Black Manta	3	0
Stadium Events	1724	+109	Tiny Toon Cartoon Workshop	5	0	Wrecking Crew	7	+1
Stanley	8	0	To The Earth	4	0	WURM	5	0
Star Force	5	0	Toki	11	0	WWF King of the Ring	9	+1
Star Soldier	4	0	Tom and Jerry	7	0	WWF Steel Cage	5	+1
Star Trek: 25th Anniversary	8	+1	Tom Sawyer	5	0	WWF Wrestlemania	3	0
Star Trek: The Next Generation	12	-1	Tombs and Treasure	9	0	WWF Wrestlemania Challenge	5	0
Star Voyager	4	0	Toobin'	8	0	Xenophobe	4	0
Star Wars	8	0	Top Gun	3	0	Xevious	4	+1
Starship Hector	5	0	Top Gun 2	3	0	Xexyz	4	0
StarTropics	5	0	Total Recall	4	0	X-Men	5	-1
Stealth	4	+1	Totally Rad	5	-1	Yo! Noid	6	0
Stinger	5	0	Touchdown Fever	6	0	Yoshi	6	0
Street Cop	13	-1	Toxic Crusader	8	0	Yoshi's Cookie	6	0
Street Fighter 2010	5	0	Track and Field	5	0	Young Indiana Jones	13	0
Strider	4	0	Track and Field 2	4	0	Zanac	5	0
Stunt Kids	31	+2	Treasure Master	6	0	Zelda 2: The Adventure of Link	9	0
Sunday Funday	47	-7	Trick Shooting	6	0	Zen Intergalactic Ninja	10	+1
Super C	12	0	Trog	6	+1	Zoda's Revenge: StarTropics 2	7	+1
Super Cars	9	+1	Trojan	4	0	Zombie Nation	30	-1
Super Dodge Ball	11	0	Trolls on Treasure Island	12	0			

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