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## INSIDE

Everything you ever wanted to know about Ultimate Frogger Champion

Also, articles from robin, dangevin, and more!

## GETTING THE MOST OUT OF THE NINTENDOAGE PRICE GUIDE

> DAN LANGEVIN [dangevin](#)

Since its inauguration almost one year ago, the NintendoAGE Price Guide has helped hundreds, if not thousands of our members to make wiser trades, purchases and sales. Despite a few bumps in the road (\$9 Duck Hunt, anyone?), we've consistently improved our pricing methods and continue to bring you a more accurate version each month. What goes into the guide, though, and how can you get the most out of it?

For those of you who have been using the guide since its inception, you might already know some of the basics about the guide. For those newer members, here's the deal. Every single data point that is figured into the guide is an actual sale of that single cartridge on eBay.com, and the prices you see in the guide each month are an average of the past three months' sales. This includes Buy-it-Now purchases (which tend to sell for a bit more) as well as regular auctions which can close as cheap as a penny. No price in our guide is based on estimation, hearsay or a private transaction.

We filter these results extensively in order to present an accurate product. First of all, by offering values for only single game cartridges, we eliminate much of the price fluctuation based on condition. While some dedicated collectors prize the packaging and pack-ins from NES games, the largest supply and market for NES games is undeniably loose game cartridges. Sampling only those "naked" games not only appeals to a larger base of readers, but yields the most accurate data when there's a problem with the condition of a game. Filthy or damaged game boxes, compared to "gem mint" copies can be worth as little as 10% or less for certain titles...but as long as loose games are "tested and working," their value tends to be a lot more even. For loose games: the play's the thing! Certainly for the rarest games, a torn label, broken tab or deep scratch can affect the price, and when possible, these outliers are accounted for individually. There IS a human behind all of this data collection! But for the vast majority of loose games – it just averages out.



In addition to filtering out games that are sold with valuable packaging and other bonuses, we also filter out bulk "lots" of games. If even two similar games are sold in a lot, it would be nearly impossible to extract useful information from that sale about any of the individual games therein. We remove unusually high-priced listings based on a particular game's historic sales. This helps to eliminate expensive mislisted items that could skew the price, such as a sealed game or arcade game that is listed simply as "Nintendo Donkey Kong 3." Finally, each price is adjusted to account for "padded shipping" – when a seller charges more than the cost of postage and basic materials to get the game to your doorstep. Now you know where the number next to the title comes from...now what to do with it!

So, I have a big moldy box of NES games, what is it worth? Well, the short answer is: whatever someone will pay for them! It's important to remember that no game has a dollar value printed on its face, and just because my guide says so, or you saw a game close for X amount last week, does not mean that the cartridge is redeemable for that amount of cash. My guide and

all prior transactions are only historical data, and while they indicate trends, each transaction is different.

So, it's more of an art than a science... blah blah blah...what about my moldy box! Well, for starters you could do the most obvious – find each game's value in the guide, and add them up. Individually, you can estimate that your games are worth guide prices if they're in serviceable condition...but good luck trying to get that dollar amount for them altogether! Counterintuitively, a collection is actually worth less than the sum of its parts. Lots can sell for ½ of their component value, or less, even when each individual title is listed properly. Fortunately for many new collectors, this turns out to be a big advantage when buying games in bulk.

If you're the customer looking for someone else's moldy box of games, congratulations: there are deals to be had! If you aren't stuck in a bid war, you can win games for a fraction of their individual values – a great deal, especially if you aren't getting a lot of doubles in the process! For an easy rule of thumb, use the price guide to find the most valuable games in a lot and add up their values. For instance, if there are a bunch of "garbage" \$2 commons in a lot with a copy of Mike Tyson's Punch-Out, Bubble Bobble and Super Mario 3, a quick look-up will show that those three games are currently worth a retail of \$16, \$15 and \$13. If you win the lot for \$44 or less including shipping,





### > how to use the price guide, cont.

you can consider yourself as having paid average prices for the “big three” and gotten all the rest for free.

What if you would like to be more choosy about your collection? You can try your luck with some single-cartridge auctions, using the price guide as a tool. Let’s shoot for a copy of Mike Tyson’s Punch-Out at a 50% discount. You could put an \$8.00 bid in on a cartridge that features free shipping. UGH, outbid at the last second AGAIN! Should you have bid higher? Well, if you wanted to win that one specific copy, yes...but fortunately, in Nintendo’s infinite wisdom, they decided to make more than one copy of the game. There are other fish in the sea! But there are so many...and what happens if I win more than one? What happens if I put bids in on fifty of them, and I win them all!?

Well, some resellers would love to have this problem. :) But for most players and collectors, one copy is enough. One solution is to use a bid sniper tool such as [www.snipestreet.com](http://www.snipestreet.com) and enter in lowball snipes on multiple items. If you lose any of them, no problem since

you’ve got more snipes set up automatically. If and when you eventually win one for your “bargain” snipe, you can cancel the rest and not wind up with duplicates. As always, don’t forget to figure in shipping costs with your bid. You may win that copy of Silent Service for \$0.01, but if it costs you the full \$6.00 to ship, it’s certainly no bargain. For those of you with email-capable phones/mobiles, set SnipeStreet to send an alert when you win, so that you can cancel the rest before you wind up getting more bargains than you bargained for!

Behind the fun forums, our cool podcast, our many contests, and other whimsical aspects of NintendoAGE, at our core we’re all about information. Our database is at the heart of this site, and therein – the games we love, their rarities, photos and countless pages of data. The price guide is an extension of this, and a service to you and every other person in the world (whether they take advantage or not) to assist and protect their NES purchases. By using it, you’re now one more informed collector, instead of just another NES fan who



overpays. And if you do wind up saving (or even making!) a buck or two, please tell a friend – consider it repayment in full for our free guide!



NintendoAGE has achieved its goal of \$500 for its second “community ROM dump” effort – Uforce Power Games. The game proto, provided by DreamTR, is currently in transit and is due to be dumped and released to the public any day now. The cartridge is said to feature approximately five mini-games, although it’s unclear whether or not the Uforce is actually needed to play any or all of the games.

Also, excess contributions from the previous Mike Tyson’s Intergalactic Power Punch were used, so thanks to all who contributed to that project AGAIN, a small part of each of your donations went towards making this release a reality.

DreamTR (Jason Wilson) has solicited support for another potential release: “War on Wheels” – a roller-derby game that has never seen a release on any

platform. His proto is the only known copy of the software, and his asking price is \$5,000. Community reaction has been tepid, and it remains to be seen if this game will ever see the light of day.

Congratulations to Arch\_8ngel (Nathan Graybeard) for winning the NintendoAGE Wrecking Crew contest, and to Sun Baked Records for winning the Gun Nac challenge! The Wrecking Crew prize was a sealed Super Team Games and two NWC posters, generously provided by our own UncleTusk. Thanks for nesruler22 for generously organizing our challenge events. Participate in his current Galaga contest! Volunteer a prize for an upcoming contest to see your name in the e-Zine!

Here’s a list of the donors for Uforce Power Games:

**NationalGameDepot**  
**guillavoie**  
**i2a2n2**  
**GameBoyRicky**  
**Penguin**  
**UncleTusk**  
**Dangevin**  
**Qixmaster**  
**maximus\_clean**  
**shags2dope50187**  
**8bitfetish**  
**bunnyboy**  
**Modusco**  
**supernesman**  
**nesguy**

## POST NWC ENDEAVORS

> ROBIN MIHARA [robin](#)

“Do you know that ‘if’ is the middle word in life?” - Photo journalist in Apocalypse Now

After my third-place finish at Nintendo World Championships, my mind was full of ‘ifs’. What if they had sprung a new game on us for the finals? What if Rich Ambler wouldn’t have won in that last city? What if I would have gotten that last Tetris? What if I would have gone to more cities? And the biggest ‘if’ of all: What if they do it again?

These questions ran over and over in my mind like a broken record.

The truth was, I should have been grateful. I had overachieved, honestly. I beat Jeff Falco, who was vastly superior to me. I’d even beaten my idol, Kenny Welch. But yet there was this emptiness inside me for months after the finals were over. Nothing seemed exciting to me. Even getting the NWC cart in the mail, the thing I had wanted more than anything in the world, seemed a little dull compared to competition at the highest level. No one back home understood what I had gone through. Sure I had gamer friends, but they were only Tecmo Bowl players. Or casual Super Mario Bros players that “warped” but couldn’t get past level 7-4 or 8-2. Not champions...not even close. I always regretted not keeping in touch with the NWC guys.

### Part 1 Portland

When I saw an advertisement for the Disney Capcom Playtour, my eyes lit up. It wasn’t clear exactly how big the contest was at first, but it looked familiar. Three games, it toured around the country, and they had a finals in Disneyland at the end of the tour. Strangely similar to my recent championship experience...

I rolled in to my local mall and got the scoop on what was happening. It looked like there were three stations with an assigned game for each station, and five monitors for each game (much smaller than NWC). Like the NWC, I only owned one of the three games, Duck Tales. Rescue Rangers looked simple enough though, and TaleSpin apparently hadn’t even been released yet.



My memory is a little hazy on this, but I think that during the final day, they recorded your score for each game at 2 minutes, then gave you a ranking. Then they added your rankings together. So if my ranking was 1st place in DT, 1st place in RR, and Third place in TS then my overall score is five. The lowest ten overall scores played a final where you’d play just one game, that they would announce on-the-spot, for five minutes. Third place won a few GameBoy items, second: a larger stack of NES and GameBoy merchandise, and the grand prize was the title of regional champion (no trophy), and a trip for four to Disneyland for three days and nights to compete for the national title and grand prize.

The level of competition was pretty much a joke. Most kids weren’t there to compete. They were just at the mall, and had seen the event going on. Some would qualify without even knowing, certainly with no intention of coming back to play on Sunday. The age cut off was 14 years old, but many of the kids were under 10. There were two very good players there though, identical twins. Brian and Kelley Aslin, both larger kids (imagine two young, darker haired Chris Farleys), they were real players and were flying through each game with ease. I realized that unless the final game was Duck Tales, I’d probably lose to at least one of them. I befriended both of them... they were very interested in my NWC accomplishments and we practiced side by side for most of the weekend. Duck Tales for the two-minute and five-minute duration was fairly straight forward... just start at the African mine and get as much money afterward. The mine had two huge million dollar prizes that you could get right away, so it was foolish not to start there. In Rescue Rangers you would run through and find a place to kill yourself deliberately (like Super Mario Bros in the NWC) where you could clean up over and over (some level with water faucets I believe). TaleSpin was solely about getting to the two bonus rounds, where the you’d bounce around on a pogo stick grabbing massive amounts of points.... if you knew where the bonus levels were, you were good to go.

Rescue Rangers was the final game that first day. I knew that the brothers had a big advantage over me in that one (they owned it), and luckily I squeaked by with a second place finish with around 350 flowers. Brian came in first and his brother came in



third. I asked Kelley if he would chase the tour and win one for himself, he looked at me like I was crazy. Oh well, I knew what I was going to do!

### Part 2 Tacoma

(a couple hours north of Portland)

Two weeks later, I was completely prepared. I had 2 more days’ practice in TaleSpin than anyone else (remember – it was unreleased at the time!) and I knew the exact way to play each of the others. I was very confident. My mom and cousin Michael joined me, driving across the Snake River into Washington.

A kid a little younger than me was there crushing everyone. His name was Andy Russo and he could flat-out PLAY! His high score in Rescue Rangers (at least, that he told me) was quite a bit higher than mine...in the 600s. But in TaleSpin and Duck Tales, I was sure I had a slight advantage. There was a celebrity guest there, R.J. Williams who starred on the show “Wake, Rattle and Roll” that I watched occasionally before school. I made friends with Andy and his brother and eventually



**> *post nwc endeavors, cont.***

found out why he was better than me in Rescue Rangers. He found a better place to die than I had! The night before the competition, I practiced his technique and raised my average above his, into the 700s. I felt a little bad that I was essentially stealing his technique, but that was how these things worked. What was I gonna do, use my old way and let him win?

The finals came and once again Rescue Rangers was the final game selected. I, Andy and my cousin were all in the first group of five. I took first place (for the time being) with Andy scoring only 30 flowers behind me, and we had to wait for the next five finalists to play. Right when the scores popped up, the celebrity kid, R.J. ran up to me saying "Great job man!," suddenly acting like my best bud. I wondered how fast he'd leave my side if someone in the second wave passed me. The second wave played and I held on to the top spot. My cousin yelled "I think I

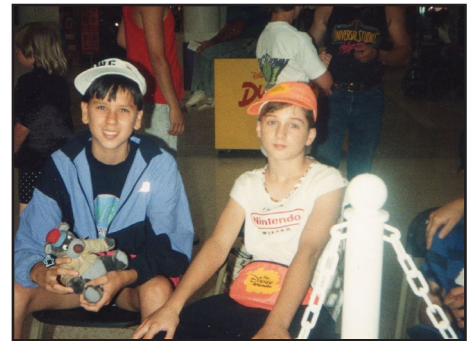
came in 3rd!" I looked at him startled... I had completely forgotten about him! I was so proud. I remember thinking that I was happier that he took third, than I was taking first (he was a couple years younger than me).

RJ went in to "pose mode" after it was over. I remember the photographer saying "pose 1(thumbs up), pose 2 (OK sign), pose 3 (pointing at me)" and wondering what RJ's life was like. His dad asked me if I had heard of Wake, Rattle and Roll. When I said yes, he turned to this guy in a suit and said "ratings just went up 2 points". They both laughed.

As I was walking over to Andy and his brother to say goodbye, I saw that they were looking kind of secretive and stuffing something in to one of their hip packs. I asked what it was, and his brother said something like "shhh one of the techs just gave us TaleSpin!" I saw it and it had no label. I was

happy that Andy got something extra out of it all, but a little jealous that I couldn't use it to practice for the finals. For some reason it didn't register that the blank TaleSpin might become a future issue...

More next issue!



## THE BENEFITS OF USING CtCW

> **SCOTT BURKE** *pats1717*

Chase the Chuckwagon is an auction site devoted to video games. It was launched by Mike Kennedy (SoCalMike) on March 24th, 2008. Some have dismissed it and thought it would never work...and while no auction site is perfect, in this case I feel that the positives of using CtCW outweigh any drawbacks. Before I start, it's important to remember that I'm not saying you should use CtCW or eBay exclusively. You can use both sites to your advantage and save some cash to buy more games. :)

### Our background

My wife and I have been buying/selling on eBay for some time (4400+ FB). We prefer to do fixed price listings for most games, and auctions for rare and hard to find items. Once eBay raised the fees to 15% for fixed price listings we were poised to stop doing business as usual...buying lots to piece out. That percentage is just insane! Of course there are ways to mitigate the fees while still selling on eBay, but they all come with risk. Inflating shipping can make customers angry, and may get you booted. Running an auction (as opposed to fixed price) means you may not get anywhere near retail value for your game. We needed a solution.

We found CtCW around the end of September and started listing in October. We sold our first item in October and since then we have sold 1,415 items. It does take longer to sell stuff some times, but we have turned over a good portion of our extra stock in the last seven months! Even on eBay, only 40% of NES related auctions sell, so the auction giant isn't even a "sure thing." Recently we've noticed a surge in buying activity on CtCW, and some of our fixed price games are being bought the same day as they are posted.

### What sells well on CTCW?

Games do a lot better than systems and accessories, but recently I have noticed a pickup in accessory sales. Systems are a little harder to sell (unless they are CIB) as right now mostly collectors are on the site and have all the systems they need. For now, at least, eBay still remains the

place to sell basic systems, but that may change as awareness of Chase the Chuckwagon grows. I have been moving quite a few instruction books recently as well. I've found success by mixing up my auction and my fixed-price listings.

### Invoicing and payments

Paypal is fully integrated into the checkout process. So long as you have put your email address into the "Seller Tools" section, your buyers can click and pay for the auction invoice.

Every user on CtCW gets a free seller home page. If you have a little HTML talent, you can create a good front page for all of your auction listings. You can toss a link to your items in your signature on any forums you belong to. It is also extremely useful if you are trying to work out a trade, so you can let people know what you have available! Just be sure to end the listing when you trade the game away. :)

### Listing in bulk

The bulk uploader is very simple to use. If you want to sell more than a few items and have spreadsheet capabilities (Microsoft Excel) you could easily put up a few hundred auctions in a very short period of time. The catch is you really need



a photo hosting service. I use Photobucket. The multi-uploader will give you a batch of links on one page that you can drop right into the spreadsheet, a dozen at a time or more!

### Fees

All auctions listed on CtCW do not have any insertion fees. There are charges for some of the premium features such as home page featured, or category featured. There are no picture

fees, no matter how many images you want to display, and also no Buy-It-Now fees! Final value fees are 3/2/1: 3% up to \$100, 2% from \$100-\$999, and 1% over \$1000. See the chart for a more in depth comparison on the fees compared to eBay.

### The Intangibles: What's Different?

Mike is a very dedicated member of the video game com-

munity. He has a passion for video games and his site. He is constantly working on new ways to create traffic to the site. If you have a problem with a buyer or seller, email Mike and he will mediate the situation and help keep everyone feeling they have been treated fairly. The community forum provides a space to voice questions, suggestions, improvements, and a place for buyers and sellers to meet and learn more about who they are dealing with. The new chat room will make dispute resolution and mediation easier. Also, if you need to negotiate and make a





> *chase the chuck wagon, cont.*

deal, that option is available listing-by-listing. Of course eBay has forums and what not, but most people on CtCW are passionate and dedicated to this hobby and all the things it stands for. In contrast, eBay would likely ban you as a seller if they knew you were working out deals on the side!

**In Closing**

Bottom line is: eBay could care less about any of us. We are all just numbers to them; they are a corporate giant, and any decision they make is for their OWN bottom line.

CtCW is a site dedicated to the hobby we all love. Mike has put in a lot of hours building an auction site from scratch, listening to the naysayers as well as supporters, and using all of that input to craft a successful place of business. His dedication is proven to me over and over in the sales I make every day now. While at least one other site has tried and failed to fight the eBay giant, CtCW has survived – and even flourished. Now is the time to start moving your stuff over, bring some items to the CtCW you will be pleasantly surprised. Start small – Rome wasn't built in a day – but nonetheless, start.



Ebay Auction		CTCW Auction		Ebay Fixed Price		CTCW Fixed Price	
Final \$	Fees	Final \$	Fees	Final \$	Fees	Final \$	Fees
1	\$ 0.34	1	\$ 0.03	1	\$ 0.30	1	0.03
2	\$ 0.43	2	\$ 0.06	2	\$ 0.45	2	0.06
3	\$ 0.51	3	\$ 0.09	3	\$ 0.60	3	0.09
4	\$ 0.60	4	\$ 0.12	4	\$ 0.75	4	0.12
5	\$ 0.69	5	\$ 0.15	5	\$ 0.90	5	0.15
6	\$ 0.78	6	\$ 0.18	6	\$ 1.05	6	0.18
7	\$ 0.86	7	\$ 0.21	7	\$ 1.20	7	0.21
8	\$ 0.95	8	\$ 0.24	8	\$ 1.35	8	0.24
9	\$ 1.04	9	\$ 0.27	9	\$ 1.50	9	0.27
10	\$ 1.13	10	\$ 0.30	10	\$ 1.65	10	0.3
11	\$ 1.21	11	\$ 0.33	11	\$ 1.80	11	0.33
12	\$ 1.30	12	\$ 0.36	12	\$ 1.95	12	0.36
13	\$ 1.39	13	\$ 0.39	13	\$ 2.10	13	0.39
14	\$ 1.48	14	\$ 0.42	14	\$ 2.25	14	0.42
15	\$ 1.56	15	\$ 0.45	15	\$ 2.40	15	0.45
16	\$ 1.65	16	\$ 0.48	16	\$ 2.55	16	0.48
17	\$ 1.74	17	\$ 0.51	17	\$ 2.70	17	0.51
18	\$ 1.83	18	\$ 0.54	18	\$ 2.85	18	0.54
19	\$ 1.91	19	\$ 0.57	19	\$ 3.00	19	0.57
20	\$ 2.00	20	\$ 0.60	20	\$ 3.15	20	0.6
Assuming .25 Insert		No Insert Fee		.15 Insert Fee		No Insert Fee	

The chart to the right shows the fees on Chase the Chuck Wagon compared to the fees on the corporate giant, eBay.



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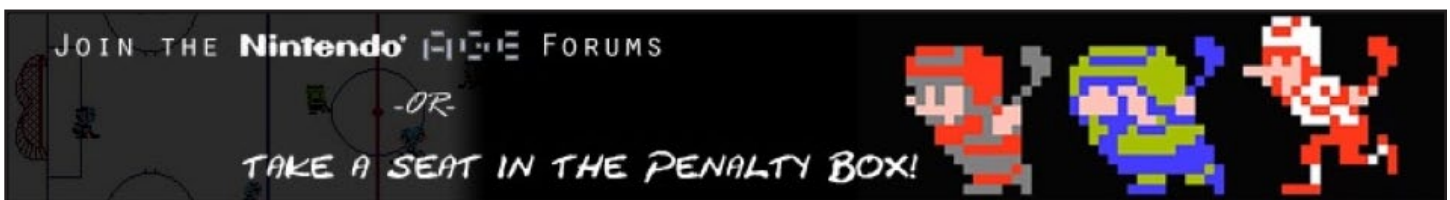
www.NintendoAGE.com

720	4	0	Baseball Simulator 1.000	5	0	Bugs Bunny Birthday Blowout	6	0
1942	8	0	Baseball Stars	9	0	Bugs Bunny Crazy Castle	7	-1
1943	8	0	Baseball Stars 2	15	0	Bump 'N Jump	5	+1
10 Yard Fight	3	0	Bases Loaded	4	0	Burai Fighter	4	-1
3-D World Runner	5	+1	Bases Loaded 2	4	0	Burgertime	9	0
8 Eyes	4	0	Bases Loaded 3	3	-1	Cabal	5	0
Abadox	4	0	Bases Loaded 4	15	-1	Caesar's Palace	4	0
Action 52	107	+30	Batman	6	0	California Games	7	-1
AD&D Dragonstrike	13	+1	Batman Return of the Joker	9	0	Caltron 6 in 1	290	-1
AD&D Heroes of the Lance	7	0	Batman Returns	6	0	Captain America	9	0
AD&D Hillsfar	19	0	Battle Chess	5	+1	Captain Comic	8	-1
AD&D Pool of Radiance	14	+2	Battle of Olympus	6	0	Captain Planet	7	0
Addams Family	6	-1	Battleship	7	0	Captain Skyhawk	4	0
Adventure Island	9	-1	Battletank	6	+1	Casino Kid	4	0
Adventure Island 2	13	-1	Battletoads	11	-1	Casino Kid 2	16	-4
Adventure Island 3	22	0	Battletoads & Double Dragon	19	0	Castelian	7	0
After Burner	5	0	Bayou Billy	3	0	Castle of Deceit	39	-5
Air Fortress	3	0	Bee 52	8	-1	Castle of Dragon	6	-1
Airwolf	4	0	Beetlejuice	8	-1	Castlequest	5	-1
Al Unser Jr's Turbo Racing	4	0	Best of the Best	11	-1	Castlevania	9	0
Alfred Chicken	16	0	Bible Adventures	9	0	Castlevania 2	7	+1
Alien 3	11	+1	Bible Buffet	24	0	Castlevania 3	11	0
Alien Syndrome	4	0	Big Bird's Hide & Speak	4	-1	Caveman Games	7	-1
All Pro Basketball	3	0	Big Foot	6	0	Challenge of the Dragon	49	-1
Alpha Mission	4	0	Big Nose Freaks Out	26	+7	Championship Bowling	4	-1
Amagon	3	-1	Big Nose Freaks Out (Aladdin)	23	-1	Championship Pool	7	-1
American Gladiators	5	-1	Big Nose the Caveman	9	0	Cheetahmen 2	484	0
Anticipation	4	0	Bill & Ted's Excellent Adventure	5	0	Chessmaster	4	0
Arch Rivals	4	0	Bill Elliot's NASCAR Challenge	4	0	Chiller	30	+1
Archon	5	-1	Bionic Commando	7	0	Chip N' Dale Rescue Rangers	9	0
Arkanoid	9	-1	Black Bass	6	0	Chip N' Dale Rescue Rangers 2	39	+5
Arkista's Ring	8	0	Blackjack	32	-2	Chubby Cherub	12	+2
Astyanax	3	-1	Blades of Steel	5	0	Circus Caper	3	-1
Athena	4	0	Blaster Master	5	0	City Connection	4	0
Athletic World	6	+1	Blue Marlin	10	0	Clash at Demonhead	4	-1
Attack of the Killer Tomatoes	9	-1	Blues Brothers	10	-2	Classic Concentration	8	-1
Baby Boomer	26	-5	Bo Jackson Baseball	6	+1	Cliffhanger	10	+1
Back to the Future	4	0	Bomberman	10	0	Clu Clu Land	5	0
Back to the Future 2 & 3	6	0	Bomberman 2	28	+1	Cobra Command	5	+1
Bad Dudes	4	0	Bonk's Adventure	60	+6	Cobra Triangle	4	0
Bad News Baseball	6	0	Boulder Dash	8	+1	Codename: Viper	4	0
Bad Street Brawler	4	-1	Boy and His Blob, A	5	0	Color A Dinosaur	15	+1
Balloon Fight	7	0	Break Time	5	-1	Commando	4	0
Bandit Kings of Ancient China	35	+1	Breakthru	4	0	Conan	14	+1
Barbie	6	0	Bubble Bath Babes	449	-40	Conflict	10	+1
Bard's Tale	7	-4	Bubble Bobble	15	0	Conquest of the Crystal Palace	6	0
Base Wars	5	0	Bubble Bobble 2	106	+10	Contra	19	0
Baseball	4	0	Bucky O'Hare	16	0	Contra Force	32	0





Cool World	12	0	Dragon Warrior 2	21	+1	Gauntlet (unlicensed)	6	-1
Cowboy Kid	23	+5	Dragon Warrior 3	30	0	Gauntlet 2	6	+1
Crash a/t Boys Street Challenge	9	-1	Dragon Warrior 4	43	+1	Gemfire	20	-1
Crash Dummies, Incredible	8	0	Dragon's Lair	9	+1	Genghis Kahn	11	0
Crystal Mines	18	+1	Duck Hunt	5	0	George Foreman KO Boxing	5	+2
Crystalis	8	0	Duck Tales	9	0	Ghost Lion	10	-3
Cyberball	5	0	Duck Tales 2	40	+5	Ghostbusters	7	0
Cybernoid	4	0	Dudes with Attitude	6	0	Ghostbusters 2	6	0
Dance Aerobics	6	-1	Dungeon Magic	4	0	Ghosts 'N Goblins	7	+1
Danny Sullivan's Indy Heat	10	-1	Dusty Diamond's All Star Softball	32	+3	Ghoul School	8	0
Darkman	5	0	Dyno Warz	4	0	Gilligan's Island	8	0
Darkwing Duck	10	-1	Elevator Action	6	0	Goal!	5	0
Dash Galaxy	3	-1	Eliminator Boat Duel	7	0	Goal! 2	10	+2
DayDreamin' Davey	4	0	Empire Strikes Back	12	+1	Godzilla	6	0
Days of Thunder	4	0	Everet/Lendel Top Player's Tennis	4	0	Godzilla 2	23	+1
Deadly Towers	4	0	Excitebike	7	-1	Gold Medal Challenge	7	0
Death Race	18	+4	Exodus	8	0	Golf	4	+1
Deathbots	9	+1	F-117a Stealth	6	+2	Golf Challenge Pebble Beach	4	+1



Defender 2	4	-1	F-15 City War	5	0	Golf Grand Slam	7	0
Defender of the Crown	3	-1	F-15 Strike Eagle	5	0	Golgo 13: Top Secret Episode	3	-1
Defenders of Dynatron City	6	-1	Family Feud	10	0	Goonies 2	4	0
Déjà Vu	5	0	Fantastic Adv. Dizzy (Aladdin)	13	0	Gotcha!	4	0
Demon Sword	3	-1	Fantastic Adventures of Dizzy	8	0	Gradius	6	0
Desert Commander	3	-1	Fantasy Zone	9	+1	Great Waldo Search	9	+1
Destination Earthstar	4	0	Faria	19	0	Greg Norman's Golf Power	4	-1
Destiny of an Emperor	12	0	Faxanadu	5	+1	Gremlins 2	6	-1
Dick Tracy	4	0	Felix the Cat	13	0	Guardian Legend	5	0
Die Hard	33	0	Ferrari Grand Prix	5	+1	Guerilla War	5	0
Dig Dug 2	5	-1	Fester's Quest	4	0	Gumshoe	5	-1
Digger T. Rock	6	+1	Final Fantasy	13	0	Gun Nac	26	-3
Dino Riki	3	-1	Fire and Ice	28	-2	Gunsmoke	8	-1
Dirty Harry	4	0	Fire Hawk	6	0	Gyromite	5	0
Disney Adventure Magic Kingdom	5	-1	Fisher Price Firehouse Rescue	6	0	Gyruss	4	-2
Dizzy the Adventurer (Aladdin)	18	+2	Fisher Price I Can Remember	5	-1	Harlem Globetrotters	5	0
Donkey Kong	13	0	Fisher Price Perfect Fit	5	0	Hatris	11	0
Donkey Kong 3	10	0	Fist of the North Star	5	-1	Heavy Barrel	5	0
Donkey Kong Classics	12	0	Flight of the Intruder	6	0	Heavy Shreddin'	4	0
Donkey Kong Jr.	10	0	Flintstones	9	0	High Speed	5	-1
Donkey Kong Jr. Math	13	0	Flintstones 2 Surprise Dino Peak	176	+3	Hogan's Alley	6	0
Double Dare	7	0	Flying Dragon	4	0	Hollywood Squares	5	0
Double Dragon	9	0	Flying Warriors	5	0	Home Alone	6	0
Double Dragon 2	7	0	Formula One: Built to Win	10	0	Home Alone 2	4	0
Double Dragon 3	9	0	Frankenstein	8	0	Hook	6	-1
Double Dribble	3	-1	Freedom Force	6	0	Hoops	4	0
Double Strike	9	+1	Friday the 13th	6	0	Hot Slots	506	-64
Dr. Chaos	4	0	Fun House	7	+1	Hudson Hawk	5	-1
Dr. Jekyll & Mr. Hyde	5	0	G.I. Joe: A Real American Hero	19	+1	Hunt for Red October	3	-1
Dr. Mario	7	-1	G.I. Joe: Atlantis Factor	14	+1	Hydlide	3	0
Dracula	14	-1	Galactic Crusader	19	-1	Ice Climber	8	0
Dragon Fighter	27	0	Galaga	9	0	Ice Hockey	4	-1
Dragon Power	4	-1	Galaxy 5000	12	-1	Ikari Warriors	4	-1
Dragon Spirit	5	0	Gargoyles Quest 2	10	-1	Ikari Warriors 2	4	-1
Dragon Warrior	6	+1	Gauntlet (licensed)	5	0	Ikari Warriors 3	9	0

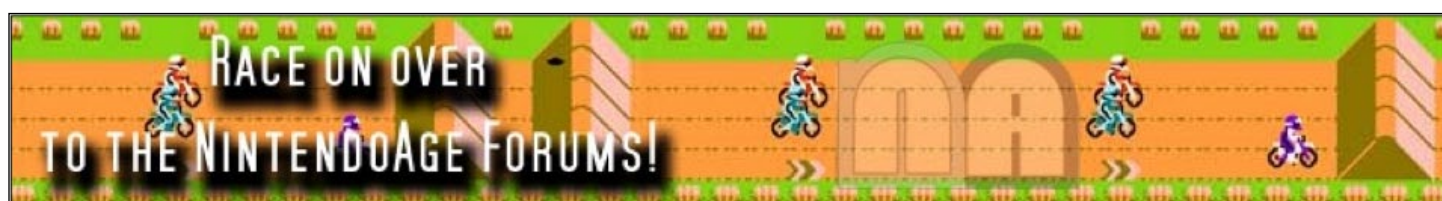


Image Fight	5	0	Legacy of the Wizard	4	0	Micro Machines (Aladdin)	14	0
Immortal	4	-1	Legend of Kage	4	0	MIG-29	5	0
Impossible Mission 2 (AVE)	13	0	Legend of Zelda	12	0	Might & Magic	29	+3
Impossible Mission 2 (SEI)	12	0	Legendary Wings	4	0	Mighty Bombjack	5	-1
Indiana Jones: Crusade (Taito)	14	0	Legends of the Diamond	8	+1	Mighty Final Fight	18	-2
Indiana Jones: Crusade (UBI)	29	+2	Lemmings	19	0	Mike Tyson's Punch-Out!!	16	0
Indiana Jones: Temple (Mindscop)	6	0	L'Empereur	26	+1	Millipede	6	+1
Indiana Jones: Temple (Tengen)	5	-1	Lethal Weapon	11	-1	Milon's Secret Castle	5	0
Infiltrator	4	0	Life Force	6	0	Miracle Piano System	13	+1
Iron Tank	4	-1	Linus Spacehead	30	+4	Mission Cobra	38	0
Ironsword: Wizards & Warriors 2	4	-1	Linus Spacehead (Aladdin)	18	-2	Mission: Impossible	3	-1
Isolated Warrior	7	0	Little League Baseball	9	-1	Monopoly	6	-1
Ivan Stewart's Super Off Road	8	0	Little Mermaid	8	+1	Monster in My Pocket	9	+1
Jack Nicklaus' 18 Holes of Golf	3	0	Little Nemo	6	0	Monster Party	5	0
Jackal	5	0	Little Ninja Brothers	14	+1	Monster Truck Rally	11	+1
Jackie Chan's Action Kung Fu	10	-1	Little Samson	83	-3	Moon Ranger	73	-1
James Bond Jr.	11	0	Lode Runner	5	-1	Motor City Patrol	20	+1
Jaws	5	0	Lolo	8	0	Ms Pac-man (Namco licensed)	19	0
Jeopardy!	5	0	Lolo 2	18	0	Ms Pac-man (Tengen unlicensed)	15	-1
Jeopardy! 25th Anniversary	4	-1	Lolo 3	24	-1	MULE	11	+1
Jeopardy! Junior	3	-1	Lone Ranger	10	-2	Muppet Adventure	5	0
Jeopardy!, Super	4	-1	Loopz	5	0	MUSCLE	7	+1
Jetsons	23	+2	Low G Man	4	0	Mutant Virus	7	+1
Jimmy Connors Tennis	20	-1	Lunar Pool	3	-1	Myriad 6 in 1	900	0
Joe and Mac	6	-1	Mach Rider	4	0	Mystery Quest	5	0
John Elway's Quarterback	4	-1	Mad Max	4	0	NARC	5	0
Jordan vs. Bird: One on One	4	0	Mafat Conspiracy	4	0	NES Open Golf	5	0
Joshua	11	0	Magic Darts	5	-1	NFL Football	4	0
Journey to Silius	5	0	Magic Johnson's Fast Break	3	-1	Nigel Mansell's World Ch.Racing	12	+3
Joust	5	0	Magic of Scheherazade	5	-1	Nightmare on Elm Street	14	0
Jungle Book	13	+2	Magician	8	-4	Nightshade	5	-2
Jurassic Park	5	0	Magmax	4	0	Ninja Crusaders	6	-1
Kabuki Quantum Fighter	5	0	Major League Baseball	3	0	Ninja Gaiden	7	0
Karate Champ	4	0	Maniac Mansion	10	-1	Ninja Gaiden 2	6	0
Karate Kid	5	-1	Mappyland	6	0	Ninja Gaiden 3	18	0
Karnov	4	-1	Marble Madness	6	0	Ninja Kid	4	-1
Kick Master	7	+1	Mario Brothers	13	0	Nobunaga's Ambition	7	0
Kickle Cubicle	9	-1	Mario Is Missing	14	-1	Nobunaga's Ambition 2	23	0
Kid Icarus	13	0	Mario's Time Machine	35	+2	North and South	18	0
Kid Klown	22	0	Master Chu and the Drunkard Hu	12	+1	Operation Secret Storm	56	-7
Kid Kool	3	-2	Maxi 15	48	0	Operation Wolf	5	+1
Kid Niki	5	0	MC Kids	8	0	ORB-3D	3	-1
King Neptune's Adventure	36	-1	Mechanized Attack	7	-1	Othello	5	+1
King of Kings	6	-2	Mega Man	17	-1	Overlord	5	0
King's Knight	4	-1	Mega Man 2	11	0	Pac-Man (Namco)	13	+1
Kings of the Beach	3	-1	Mega Man 3	10	0	Pac-Man Tengen licensed	8	-1
King's Quest 5	10	0	Mega Man 4	13	0	Pac-Man Tengen unlicensed	8	-1
Kirby's Adventure	9	-1	Mega Man 5	28	+1	Pac-Mania	11	+2
Kiwi Kraze	7	0	Mega Man 6	17	-1	Palamedes	5	-1
Klash Ball	6	0	Menace Beach	51	+4	Panic Resturant	42	-8
Klax	4	-1	Mendel Palace	4	-1	Paperboy	11	0
Knight Rider	5	+1	Mermaids of Atlantis	32	+2	Paperboy 2	12	0
Krazy Kreatures	6	0	Metal Fighter	11	0	Peek A Boo Poker	677	-30
Krion Conquest	10	+2	Metal Gear	7	0	Pesterminator	35	+1
Krusty's Fun House	8	0	Metal Mech	4	0	Peter Pan and the Pirates	5	-1
Kung Fu	6	+1	Metal Storm	16	-1	Phantom Fighter	4	-1
Kung Fu Heroes	4	0	Metroid	9	0	Pictionary	4	0
Laser Invasion	6	0	Michael Andretti's World GP	4	0	Pinball	4	-1
Last Action Hero	10	0	Mickey Adventure in Numberland	13	+1	Pinball Quest	4	0
Last Ninja	9	0	Mickey Mousecapade	4	-1	Pinbot	4	0
Last Starfighter	8	-1	Mickey Safari in Letterland	8	0	Pipe Dream	5	-1
Lee Trevino's Fighting Golf	4	0	Micro Machines	17	0	Pirates!	12	+1





Platoon	17	0	RoadBlasters	4	0	Smash TV	4	0
Play Action Football	11	0	Robin Hood: Prince of Thieves	6	-1	Snake Rattle 'N Roll	6	-1
Popeye	10	-1	Robocop	4	0	Snake's Revenge	8	-1
POW	13	0	Robocop 2	6	0	Snoopy's Silly Sports	6	0
Power Blade	28	-1	Robocop 3	8	-2	<b>Snow Brothers</b>	<b>54</b>	<b>+2</b>
<b>Power Blade 2</b>	<b>17</b>	<b>+3</b>	<b>Robodemons</b>	<b>9</b>	<b>+2</b>	Soccer	4	-1
<b>Power Punch 2</b>	<b>51</b>	<b>+1</b>	RoboWarrior	4	0	Solar Jetman	4	0
P'radikus Conflict	4	-6	Rock N' Ball	4	0	Solitaire	21	-2
Predator	32	0	Rocket Ranger	4	0	Solomon's Key	6	0
Prince of Persia	11	-1	Rocketeer	4	-1	Solstice	4	0
<b>Princess Tomato</b>	<b>7</b>	<b>+2</b>	Rockin' Kats	14	-2	Space Shuttle	6	0
Pro Sport Hockey	4	-2	Rocky and Bullwinkle	7	0	Spelunker	5	-1
Pro Wrestling	16	0	Roger Clemens Baseball	4	0	Spider-Man: Sinister Six	6	-1
<b>Pugsley's Scavenger Hunt</b>	<b>9</b>	<b>+3</b>	Rollerball	4	-2	Spiritual Warfare	10	0
Punch-Out!!	4	0	<b>Rollerblade Racer</b>	<b>8</b>	<b>+1</b>	Spot	4	-1
<b>Punisher</b>	<b>13</b>	<b>+1</b>	Rollergames	5	0	Spy Hunter	4	0
Puss 'N Boots	4	-2	Rolling Thunder	4	-1	Spy vs. Spy	6	0
Puzzle	8	0	Romance o/t Three Kingdoms	9	0	Spoon	14	0



Puzznic	7	-1	<b>Romance o/t Three Kingdoms 2</b>	<b>26</b>	<b>+7</b>	Stack Up	19	-3
Pyramid	10	-1	Roundball	5	-1	<b>Stadium Events</b>	<b>1377</b>	<b>+513</b>
Q*Bert	7	0	Rush N' Attack	4	-1	Stanley	8	0
Qix	11	-1	<b>Rygar</b>	<b>6</b>	<b>+1</b>	Star Force	5	0
Quattro Adventure	6	0	<b>SCAT</b>	<b>12</b>	<b>+1</b>	Star Soldier	4	0
Quattro Adventure Aladdin	19	0	Secret Scout	65	-9	Star Trek: 25th Anniversary	7	0
<b>Quattro Arcade</b>	<b>8</b>	<b>+1</b>	Section Z	4	0	Star Trek: The Next Generation	14	-1
Quattro Sports	5	0	Seicross	3	-1	Star Voyager	3	-1
Quattro Sports Aladdin	20	-1	Sesame Street 1-2-3	5	0	Star Wars	9	0
R.B.I. Baseball 2	6	0	Sesame Street 1-2-3/A-B-C	6	0	Starship Hector	5	0
R.B.I. Baseball 3	9	0	Sesame Street A-B-C	4	0	StarTropics	5	0
R.B.I. Baseball licensed	7	0	Sesame Street Countdown	6	0	Stealth	3	0
R.B.I. Baseball unlicensed	6	-1	Shadow of the Ninja	10	0	Stinger	5	0
R.C. Pro-Am Racing	6	0	Shadowgate	6	0	Street Cop	13	0
<b>R.C. Pro-Am Racing 2</b>	<b>29</b>	<b>+2</b>	Shatterhand	6	0	Street Fighter 2010	4	0
<b>Race America, Alex DeMeo's</b>	<b>17</b>	<b>+3</b>	Shingen the Ruler	5	0	Strider	4	0
Racket Attack	4	-1	Shinobi	8	0	<b>Stunt Kids</b>	<b>19</b>	<b>+3</b>
Rad Gravity	5	0	Shockwave	6	-3	Sunday Funday	35	-22
Rad Racer	5	0	Shooting Range	10	-1	Super C	13	0
Rad Racer 2	5	0	<b>Short Order/Eggsplode</b>	<b>9</b>	<b>+1</b>	Super Cars	13	0
<b>Rad Racket</b>	<b>28</b>	<b>+4</b>	Side Pocket	4	0	Super Dodge Ball	12	-1
Raid 2020	9	-1	<b>Silent Assault</b>	<b>14</b>	<b>+5</b>	Super Glove Ball	4	-1
Raid on Bungeling Bay	4	0	Silent Service	4	-1	Super Mario Brothers	8	0
Rainbow Islands	20	-1	Silk Worm	7	0	Super Mario Brothers 2	14	0
Rally Bike	5	-1	Silver Surfer	7	0	Super Mario Brothers 3	13	-1
Rambo	5	0	Simpsons: Bart vs. The World	6	-1	Super Mario/Duck Hunt	7	-1
Rampage	7	0	Simpsons: Radioactive Man	9	0	Super Mario/Duck Hunt/WCTM	7	0
Rampart	6	0	Simpsons: Space Mutants	6	-1	Super Pitfall	6	0
Remote Control, MTV's	4	0	Skate or Die	4	0	Super Spike V'Ball	4	0
Ren and Stimpy: Buckaroos	9	-1	Skate or Die 2	4	0	Super Spike V'Ball/World Cup	5	0
Renegade	5	0	Ski or Die	5	0	Super Sprint	4	0
Rescue: Embassy Mission	4	-1	Skull and Crossbones	5	0	<b>Super Spy Hunter</b>	<b>9</b>	<b>+1</b>
Ring King	6	0	Sky Shark	5	0	Super Team Games	5	0
River City Ransom	15	0	Skykid	6	-1	<b>Superman</b>	<b>8</b>	<b>+3</b>
Road Runner	5	0	Slalom	4	0	Swamp Thing	14	0



Sword Master	21	+2	Toobin'	8	0	Wheel of Fortune: Family Edition	4	-1
Swords & Serpents	4	0	Top Gun	4	0	Wheel of Fortune: Junior Edition	4	0
T&C Surf Design	4	-1	Top Gun 2	4	0	Wheel of Fortune: Vanna White	6	-1
T&C Surf Design 2 Thrillas Surfari	9	-1	Total Recall	4	0	Where in Time/Carmen Sandiego	5	-1
Taboo: The Sixth Sense	4	0	Totally Rad	4	-1	Where's Waldo?	6	0
Tag Team Wrestling	3	-1	Touchdown Fever	7	+1	Who Framed Roger Rabbit?	5	-1
Tagin' Dragon	27	-3	Toxic Crusader	9	0	Whomp 'Em	7	0
Talespin	5	0	Track and Field	5	-1	Widget	9	0
Target: Renegade	5	0	Track and Field 2	4	-1	Wild Gunman	10	-1
Tecmo Baseball	4	0	Treasure Master	6	-1	Willow	5	0
Tecmo Bowl	8	0	Trick Shooting	5	0	Win, Lose or Draw	4	0
Tecmo Cup Soccer	16	+2	Trog	6	0	Winter Games	4	0
Tecmo NBA Basketball	6	+1	Trojan	4	0	Wizardry	8	-2
Tecmo Super Bowl	15	-1	Trolls on Treasure Island	14	0	Wizardry 2: Knight of Diamonds	12	+2
Tecmo World Wrestling	4	0	Twin Cobra	5	0	Wizards & Warriors	4	0
Teenage Mutant Ninja Turtles	6	0	Twin Eagle	5	-1	Wizards & Warriors 3	12	0
Teenage Mutant Ninja Turtles 2	10	-1	Ultima: Exodus	4	0	Wolverine	7	+1
Teenage Mutant Ninja Turtles 3	14	-1	Ultima: Quest of the Avatar	8	+1	World Champ	7	-3
Teenage Mutant Ninja Turtles TF	40	+1	Ultima: Warriors of Destiny	16	-2	World Class Track Meet	4	0
Tennis	5	-1	Ultimate Air Combat	18	+3	World Cup Soccer	4	0
Terminator	7	0	Ultimate Basketball	3	-1	World Games	5	+1
Terminator 2: Judgement Day	4	0	Ultimate League Soccer	16	+1	Wrath of the Black Manta	4	0
Terra Cresta	8	-2	Ultimate Stuntman	6	0	Wrecking Crew	7	0
Tetris (Nintendo licensed)	7	-1	Uncharted Waters	21	+1	WURM	7	+1
Tetris (Tengen unlicensed)	32	+2	Uninvited	14	0	WWF King of the Ring	10	0
Tetris 2	8	0	Untouchables	8	-1	WWF Steel Cage	6	0
Three Stooges	6	0	Urban Champion	5	+1	WWF Wrestlemania	4	0
Thunder and Lightning	8	-1	Vegas Dream	3	-1	WWF Wrestlemania Challenge	4	0
Thunderbirds	5	0	Venice Beach Volleyball	6	0	Xenophobe	4	0
Thundercade	3	-1	Vice: Project Doom	5	+1	Xevious	4	-1
Tiger Heli	5	0	Videomation	4	0	Xxyz	4	0
Tiles of Fate	8	-1	Vindicators	3	0	X-Men	5	0
Time Lord	4	+1	Volleyball	4	-1	Yo! Noid	7	0
Times of Lore	15	0	Wacky Races	22	0	Yoshi	6	0
Tiny Toon Adventures	7	0	Wall Street Kid	4	-1	Yoshi's Cookie	6	0
Tiny Toon Adventures 2	8	-1	Wally Bear and the No! Gang	12	-1	Young Indiana Jones	13	-2
Tiny Toon Cartoon Workshop	7	0	Wario's Woods	10	0	Zanac	5	0
To The Earth	4	0	Wayne Gretzky Hockey	3	-1	Zelda 2: The Adventure of Link	9	-1
Toki	10	0	Wayne's World	23	-1	Zen Intergalactic Ninja	9	+3
Tom and Jerry	8	0	WCW: World Champ. Wrestling	5	0	Zoda's Revenge: StarTropics 2	6	0
Tom Sawyer	4	0	Werewolf	4	-1	Zombie Nation	32	+3
Tombs and Treasure	9	0	Wheel of Fortune	5	0			

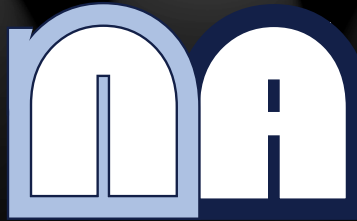


## Don't do it!

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







## Member Spotlight: BURDGER

**[Name:]** Ross Burdge.

**[Age:]** 29.

**[Location:]** Akron, OH.

**[Occupation:]** Right now I'm a DirecTV installer, but I usually work with young men that have been in trouble for one reason or another. Group homes, prisons, etc.

**[Swine Flu Status:]** Infected.

**[How long have you been collecting?]** Well, I'd say at least five years, but only seriously since I found NintendoAGE on 3/7/2007.

**[Oh yeah? How did you find NintendoAGE?]** I think it was our good friend Nick (Morgan) who told me about it while I was talking to him on GameFAQs. Either him or (Dr.) Morbis. But for some reason, I think it was Nick. I had actually posted a thread on GF asking if anyone knew of any other forums for NES and one of those two told me to check out NA.

**[That was the best move you ever made, wasn't it?]** For sure. I instantly fell in love with the place. It was so different from any other forum I'd ever been to. Everyone was so welcoming and willing to help out, even though I only had about 50 games at the time.

**[So how many games are you up to**

**now?]** Well, I'm not exactly sure, but I have about 350 boxes on my shelf. Now how many of those have games, instructions, etc ... I'm not sure. Most of them have games, but I know I have about 20 or so empty boxes. I would have more, but Erik (Braveheart), NGD, and Dain raped me for all of my boxes when I first showed up.

**[And you only collect NES at this time?]** Actively, yes. I do have a very small SNES, Genesis, and N64 collection. None of them more than 10 games, though. And actually, I haven't actively searching for games for any system, recently. I've been doing much more in accessories for NES. Those SOB's get expensive though, especially CIB.

**[What is your favorite item? Do you have a centerpiece of your collection?]** It used to be my Big Box Gyromite, but SOMEONE offered me much more than I could turn it down for. Now, I don't know. Maybe Donkey Kong Jr. CIB? I am working on a deal for a sealed Gizmo, and when I get that, it will be my

favorite ... or IF i get that.

**[Are you a gamer too, or just a collector?]** I am a gamer for

sure, but for my NES collection, I buy them to collect them. Most of my NES gaming is on my PSP.

**[What is your favorite game?]** Well, for games that have been released, The Legend of Zelda. Games yet

to be released: Sivak's platformer, Battle Kid. That game is amazing.

**[Do you have a least favorite?]** I don't think so. There are a few games that I've tried, but didn't care for, like Wayne's World. But not a least favorite.

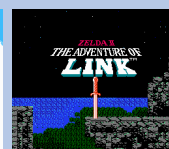
**[Are there any lesser-known games that you'd recommend to people that they might not know about?]** Anything by Taito. They put out some great games. Kick Master is probably my favorite. It's not too known.

**[Well, as always, it's been a pleasure. Is there anything else you'd like to say to all the hundreds of people who download the eZine every month?]** Fight My Brute! LOL. That's my big vice right now. Playing my brute.



### BURDGER's TOP 5 RECOMMENDATIONS

1. Battle Kid: Fortress of Peril, 2. Legend of Zelda, 3. Adventures of Lolo, 4. Zelda II, 5. Blaster Master.



## AN EXCLUSIVE INTERVIEW WITH THE MAN BEHIND ULTIMATE FROGGER CHAMPION

> DAVE F. *mr. gimmick*



**[Mr. Gimmick]:** What inspired you to create a Frogger port for the NES? **[mewithoutYou52]:** Well, Frogger has been my favorite classic game for some time, but the only version I truly liked was on the original arcade. All the system ports for it: Atari, Intellivision, etc all felt crappy to me, because of the control, the graphics ... something always bugged me about them. After looking through all the systems that had Frogger ports, I noticed that the NES was one of the only absent systems. It being my favorite, I really started daydreaming of what it would be like if Frogger were in the library of games.

So, when homebrew games started popping up for the system, I made it known a few times that I would like someone to take the reins and create it. But it always fell on deaf ears.

After I moved to Dallas to live with my girlfriend, I was out of a job for a few months. Normally I'd just sit around and game, but I started to feel really lazy. I decided to do something with my spare time, so I took up learning bunnyboy's Nerdy Nights tutorials. I figured, hey, I have all this spare time ... why not do something useful with it? So I started learning how to program. I decided to make little Frogger sprites to start out, and just kept going from there.

**[Mr. Gimmick]:** Wow, you must have had a lot of motivation and ambition to take on a project like this. What are some of the technical challenges you faced while programming and how much time was involved to produce such a complex game for your first game project?

**[mewithoutYou52]:** I'd say it took me around 7 months from start to finish, coding mostly every night. There were a lot of technical challenges that presented themselves over the course of making the game. First off, there is the issue that you cannot have more than 8 sprites on any one scanline before flickering starts happening. With the number of cars, trucks, logs, turtles, etc on each row, this was going to be a huge problem. The only option was to make basically everything on the screen, other than the frog itself, background. So I had to learn how to make the background scroll, in numerous direc-



tions, all at the same time, and then how to make the frog interact with it.

Other challenges were updating the background tiles during gameplay. For example, when you get a frog home, the background tiles for the empty frog home get replaced with a closed frog home. I had no idea what I was getting myself into when I started programming, but I knew that I wanted the game to be as close to the original as possible, so I kept going. Unfortunately you can only update a certain amount of background tiles at once before bad stuff starts happening, so I wasn't able to include animation in the turtles to dunk underwater, so that aspect of the original is missing, but I think there are plenty of challenges still present that make it difficult while still maintaining the feel of the original.

Being extremely new to the world of programming, I had no idea how to develop my own sound engine. I have experience using Famitracker for previous projects like the Christmas cart, Chunkout 2j, and Hellraiser, so I used that for the music in my game. Unfortunately, Famitracker hogs all the music channels, so without the ability to code my own music engine,

I had to settle for having no sound effects in the game. It can seem a bit difficult not having them present, but hopefully the music is busy enough to where you don't really realize their absence.

One of my main qualms with the ports on the other systems is the scrolling speeds were never consistent with the arcade version, so I took great care to make sure the strategies used when playing the original could be used on my version of the game.

**[Mr. Gimmick]:** Amazing that you accomplished that much on your first time programming! Now, you mentioned that the game is very closely based off of the original arcade version. Could you describe some of the general game play, as well as some of the new features you have implemented?

**[mewithoutYou52]:** I'll assume that most people reading this article know what Frogger is all about. You play a little green frog, and your whole goal is to get him into each of the 5 homes at the top of the screen without getting squished by cars or falling into the water. When you get him into all 5 homes, you move on to the next level and do it all over again. After 5 levels of doing this (each level being





The Limited Edition box for Ultimate Frogger Champion. The cartridge will be pink for the LEs.

progressively harder) it loops back around to level 1 and the game goes on forever until you run out of lives.

The original arcade version normally sets your number of lives at 3, but Twin Galaxies settings bump that number up to 5. Last year for a number of months I attempted to make it into the top 20 of the top Frogger players in the world, and I got used to having 5 lives, so I decided that that (combined with my girlfriend bugging me that 3 wasn't enough) was reason enough to make the number of default lives 5 in my game.

When I got close to completing the single player game, I decided that I wanted to add a new feature to it. I haven't played any of the newer takes on the game (Super Nintendo version and up) but there was never any sort of simultaneous two-player mode on any of the versions I'd ever seen. So with the suggestion from Rob Bryant (Roth), I decided to try and make this happen. Since there are 5 homes at the top of the screen and 5 levels, the end will never result in a tie. It gets a little hectic playing with two frogs on the screen at once, but it's a lot of fun. There are infinite lives and no timer, so you and your friend just keep going until level 5 is complete and then one of you is crowned the Ultimate Frogger Champion.

**[Mr. Gimmick]:** From the sound of it I'm sure it won't disappoint! How do you feel now that you have created your own videogame for the NES?

**[mewithoutYou52]:** Well, honestly I never even considered it to be a possibility. I always wondered how it was making games for these things, and I have to say if I can do it, anyone can. And I seriously mean that. All you have to do is dedicate yourself a week or so to studying the tutorials and then asking questions. Bunnyboy and Zzap practically held my hand through some of the parts of my game that I had no earthly idea how to do, so if you find someone to whom you can ask questions, that helps tremendously. But a huge weight has been lifted off my shoulders, because in the process of making this game, I encountered a lot of issues that probably wouldn't have arisen if I took on an easier game to make, so I'll be that much more prepared for my next endeavor. But my next couple games will be less ambitious, just so I can relax a little and have some fun.

**[Mr. Gimmick]:** Any hints as to what the next great Khan release will be, or is that a secret?

**[mewithoutYou52]:** I plan on doing nothing but bringing classic games from the Arcade/Atari/Intellivision era to the NES. A lot of people might be disappoint-

ed by this, but hopefully there are some people out there who grew up playing these games and want them on the system they enjoy the most. My next project will be porting the Atari 2600 game Sneak 'n Peek to the NES. I will be updating the graphics and probably add some new features, but the basic (and horrible) gameplay will be the same. Should be an adventure!

**[Mr. Gimmick]:** Looks like we have a bunch of great new releases on the horizon! Anything else you'd like to say?

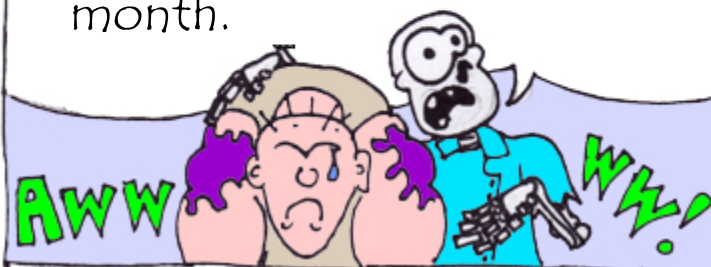
**[mewithoutYou52]:** I just want to publically thank James, Brian and Rob for being so patient and helping with me. This game would never have been made if it wasn't for them. I also want to thank everyone for their encouragement. Hopefully you'll stick with me through my future releases.

**[Mr. Gimmick]:** You heard it folks! Don't miss out on your chance to own the first port of the classic Frogger for your Nintendo Entertainment System!

*[Editor's note: As of press time on this issue, the boxes and manuals were in production for this title, and the game will be released within the month of May, or early June at the latest.]*

# Faegly the Skeleton

Sorry, no new Faegly this month.



Tune in next month for more antics from Faegly and the crew!



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