

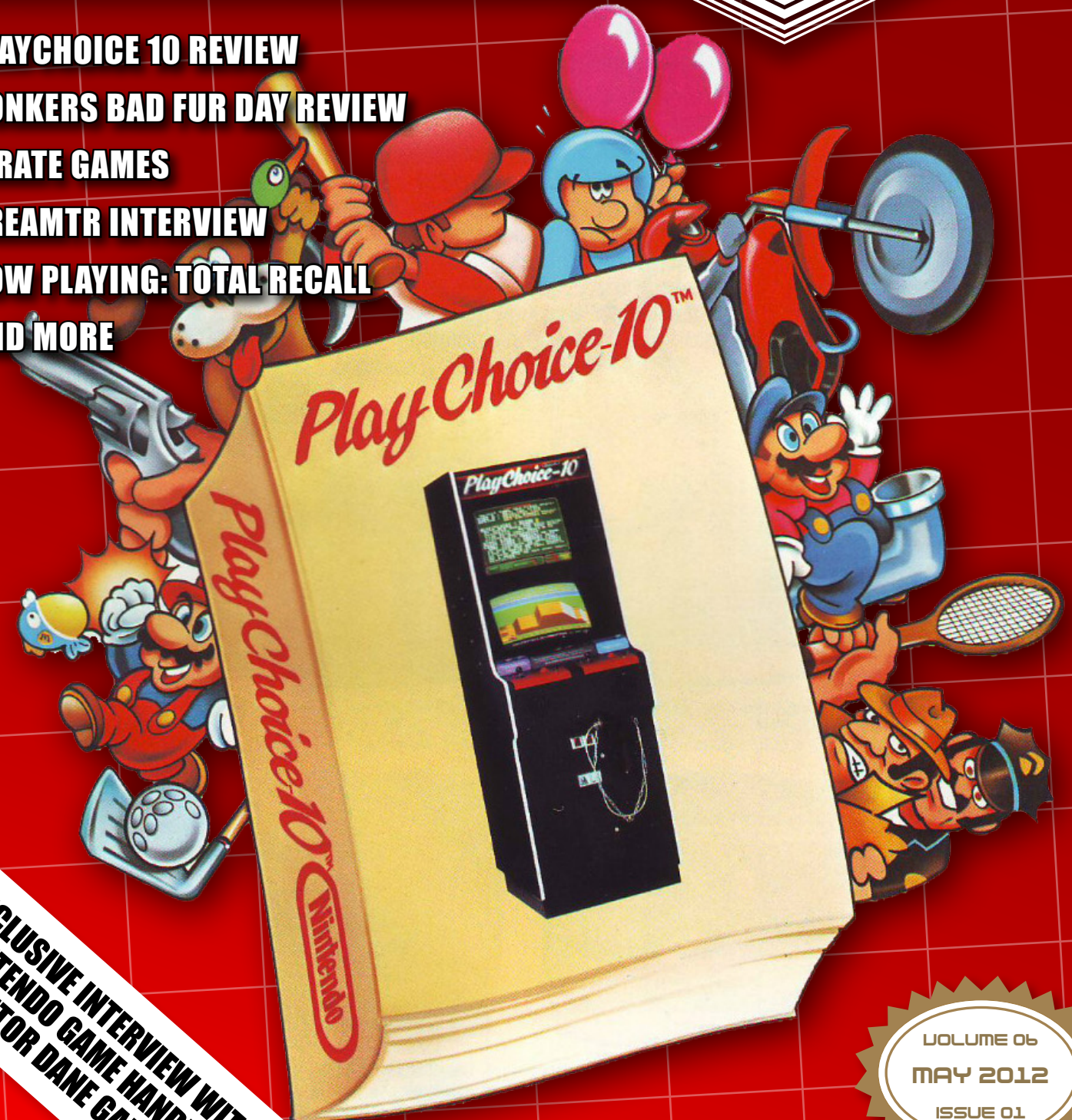


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nintendo 

e-Zine

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- **CONKERS BAD FUR DAY REVIEW**
- **PIRATE GAMES**
- **DREAMTR INTERVIEW**
- **NOW PLAYING: TOTAL RECALL**
- **...AND MORE**



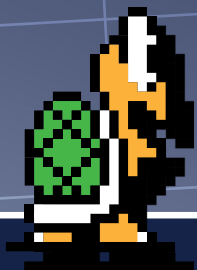
**EXCLUSIVE INTERVIEW WITH
NINTENDO GAME HANDLER
CREATOR DANE GALDEN!**

VOLUME 06
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Play Choice-10

By: Shane7951



Everyone has a certain something that they look at as special and mine happens to be the Playchoice 10 arcade machine. Those of you who own one know that it reeks of awesomeness. One of my first memories of Nintendo is going to a grocery store when I was young and popping in a few quarters to play Super Mario Bros. In my opinion, as a Nintendo fan, it's an essential part of the collection. I've always wanted to own one and years later I finally had the means to get one! The following will showcase my manly love for the machine and hopefully turn some people onto buying one.

The Playchoice 10 was released by Nintendo in 1986 to give customers a chance to play a variety of NES games within one sitting on just a quarter. However much you put in the machine determined how long you would play. Rather than giving you a certain amount of lives you get a certain amount of time. Depending on the machine you could have up



to ten games to switch between. Nintendo's execution was highly effective as seemingly every pizza place or grocery store carried a Playchoice, and with a machine packed full of popular titles it was a great way of advertising. The actual games were not modified, so what you play at home is what you play at the arcade aside from the hint screen. The library of games Nintendo released for the Playchoice is pretty stacked. Popular titles like the Ninja Gaiden and Super Mario trilogies, as well as Castlevania, Metroid, and even Mega Man 3 were included. The machine came in four different models which include the single monitor, dual monitor, countertop, and the super deluxe. On a side note Nintendo also released the Playchoice 1 which obviously only holds one game.

Every game would have two screens; a game play screen and a hints screen. On the single monitor versions you could hit select to flip between screens and with the dual and super deluxe you had your hints and tips on the

top monitor. One of my favorite hint screens was for Metroid as it includes a partial level map. I still haven't beaten the game but I did beat Ninja Gaiden! Nintendo added 8kb to the PCB board for the hints so it's nothing in-depth but still pretty cool to have. The only major difference between the models would be the super deluxe in that it doesn't have the option for a light gun.

Speaking of games, I wanted to touch on the rarities and modifications that have come out over the years. The entire library consists of fifty-four game boards spanning from the black box hits such as Kung Fu and going as far as Ninja Gaiden III. A good chunk of the library is pretty easy to obtain until you get to the later released

games. Most will run anywhere from \$45 to \$75 but others like Power Blade will run over \$200 for the cart. It took me nine months and constant forum searches until, finally, a guy from the UK contacted me and we worked out a deal. As of this writing, the only proven grail is Ninja Gaiden III, with only one person having this with proof. As we say; pictures or it didn't happen. The other two grails, which have yet to surface with proof, would be Shatterhand and RBI Baseball. The story behind RBI Baseball is that Nintendo was in the process of producing the carts when they had a falling out with Tengen due to Tengen making unlicensed games without Nintendo's knowledge. As a result, all of the carts were pulled and no known copies are in existence.

This leads me to the subject of work-arounds for those really rare games. Different

modifications have come out which allow users to play a variety of released and unreleased games. Speaking of Ninja Gaiden III, you can take a Super C board and replace the chips with Ninja Gaiden III chips and it will play on your Playchoice as NGIII. The only downside of doing this is that in the menu screen it will show the name of the game board and not the chips. Meaning you will see Super C rather than Ninja Gaiden III. You do have an option to purchase

a new bios chip that will allow you to see the name of the chips instead. I personally don't like that option because it takes away the hint screen. If there is an alternate bios chip that still shows the original hint and menu screen I would certainly be interested.

Like I stated in the beginning, I've always wanted my very own Playchoice I just never had the means. After years of watching The Wizard and slamming my fists to the idea of getting 50,000 points on Double Dragon, my desire to get my own Playchoice was at an all time high. Years later on my 24th birthday my wife and I drove up to Iowa from Arkansas to purchase my very own Playchoice 10. It cost \$301 on eBay and came with MTPO, Kung Fu, Super Mario 1, Super Mario 3, TMNT and Pinbot. Including gas it was probably closer to \$600 but you understand the necessity don't you? Now in my mancave I can fight Dracula, conquer Dr. Willy's Castle and even give Starman the piranha bite. If you haven't played on a Playchoice I highly recommend it and if you have the means it's definitely worth the purchase.





Featured Game Review: By: Leatherrebel5150

BACK STORY

Development of Conker's was first revealed by publisher Rare in June of 1997 and was originally going to be called Conker's Quest, and later Twelve Tales: Conker 64. It was meant to be another family friendly platformer, but instead Rare decided to re-tool the game and turned it into the "most adult oriented game" made by Rare. Because of the change in development the game was delayed 4 years, until 2001 and it was the last game Rare would release for the N64. Its release was met with some controversy; because of its adult themes it was not covered in Nintendo Power and KB toys did not carry the game.



The game that ended up being released, Conker's Bad Fur Day, was an action- platformer game with an overworld where you navigate to the various levels in which you are forced into performing tasks for various creatures throughout the land. In order to get to some of these levels you must perform certain tasks for the various characters that you meet or have a certain amount of money in order to move on.

THE GAME

This game definitely has a very loose and strange storyline. Basically what it boils down to is that you're a red squirrel that got drunk and lost in

some strange land. In this land is a panther king who has a table with a missing leg, which falls over repeatedly and spills his glass of milk. His scientist minion, Professor Von Kriplespac, suggests that a red squirrel would be a perfect leg for the table. So the king sends out his minions to find one. While this is going on you have to find your way home to your girlfriend Berri.



You are probably saying "this sounds really stupid" and well...it is. But once you dive into the game it gets to be pretty fun.

You start the game waking up from a drunken night out with a hangover. This is one of the more annoying parts of the game because when Conker is drunk he moves incredibly slow, and

you must go to a context sensitive pad to revive him. The context sensitive pad is a spot that you stand on that changes the functions of the B button depending on your needs in that particular area. The uses range from giving you medicine, confidence pills, throwing knives, etc.

As you progress through the game, Conker is tasked with helping certain creatures, usually with great reluctance. This is where the game really gets its charm in my opinion because there is so much variety. There are so many cool references made to popular culture in the game including *A Clockwork Orange*, *The Matrix*, *Alien*, *The Godfather*, and more. Gameplay-wise there is just as much variety, from fighting a giant pile of poo, to going to war against killer teddy bears, blasting the face off of zombies with a shotgun, and fighting *Alien* in a robot suit (yes the alien from the movie series). The particular section I like the best is the vampire squirrel level where you get to shoot the zombies. You get the use of a shotgun and get to blow off portions of their heads, pure awesome! Some may think that trying to pull off that much variety results in a lot of mediocre game play but *Conker's* pulls it off well. Each section of the game handles well and there were not too many times where I was thinking, "Wow they really slacked on this part."

CONTROLS

Speaking of how the game handles, the controls in *Conker's* are very responsive and fluid. When you hit A you jump, when you hit B you swing a frying pan, or whatever the context pad has you do at the time, without any lag or double mashing. The only problems I faced in this department were with the camera and the aiming during the zombie parts. With the camera there was a particular place where you have to walk across logs and then jump to ropes to get higher to move across the next log and you can't get a really good view to judge the distance for the jump from the logs to the ropes. With the aiming, instead of pressing R1 and getting a cross hair, R1 puts you in aiming mode then you hold Z to aim with a laser and release to fire. The laser aim you would think makes it very accurate but moving it is not as fluid as it could be.

GAME'S CHALLENGE

It is important to note that these two issues with controls do not create any feeling of unnecessary challenge. Actually, there is not much challenge in *Conker's Bad Fur Day*; it's a relatively easy game. I did not die in most of the game, except for 3 areas of the game, and these do present SOME challenge.

The first is the vampire squirrel levels, which is where you kill zombies. Throughout the level you hear the zombies moaning but you don't always see where they are. When you do come upon them they move quickly! When they grab you they hold you for a second and you can't break away. If a group of them get on you, you're dead.



The second area is the war against the Tediz. You navigate Conker through a *Saving Private Ryan* themed level and those Tediz can be tough, especially the ones manning machine gun turrets because they drain your health very quickly. The ones with RPG's are just as bad, as that is instant death from a direct hit.



The Last area is the final section of the last level where you fight the alien. The suit you have to wear (because you're in the vacuum of space) is slow and clunky and it can be hard to avoid a hit. In addition to that you have to time a hit to knock the alien over then grab its tail and try to throw it out a hole while spinning him around, like a hammer throw in the Olympics. If you miss the hole you have to repeat the process.

SOUND AND GRAPHICS

Moving on from that, let's get into graphics and sound. When it comes to graphics, this game pretty much maxes out the capabilities of the N64. The graphics are colorful and smooth (by N64 standards). There is a lot of detailed animation in the game. A good example is watching Conker's tail. When he stands still it flows back and forth very smoothly and took some time and care to animate. The facial expressions of the characters are also very intricate and really reflect mood changes. Most impressive in the game is the voice acting. It is done very well with a variety of tones and accents and they sound phenomenal. Just go take a listen to the singing of the great mighty poo.



Beyond just sounding good the voices are synced up with the mouth movements of the characters, which in those days was not common, especially on the N64. Conker's just does an amazing job with it. Combine the animation and voice acting and you get incredibly entertaining cut scenes that strung together could make for a pretty good cartoon.

FINAL THOUGHTS

Now to address the general disagreements that gamers tend to get into with this game. Some people find the game to be fun and funny, others not so much. Critics against the game say there is no point to the game, it doesn't have much of a story, and has childish humor that rests solely on profanity.



While I understand these arguments my counter argument is, that IS the point. The childish humor in the game is a nice change of pace and you can't tell me that watching a pile of singing poo, peeing on flaming gremlins, and blatant swearing does not make your inner child giggle. Yeah, it's childish but so what? Also, there are a ton of games that have intricate storylines with clear motives and plots. I welcome the fact that Conker's does not really have that. The game does not take itself too seriously and makes fun of itself. I will not ruin the ending but check out the end scene of the game and you'll see what I'm talking about. Basically, this game is for having a good time when you don't want to invest a lot of time and energy into a story and just want to be entertained. So grab some friends, play through the game, and have a good laugh, because that is what this game is all about, having a good time.



FINAL GRADE

A



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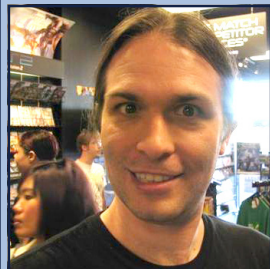
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MEMBER SPOTLIGHT



USERNAME

DREAMTR

NAME:	JASON
AGE:	35
LOCATION:	TENNESSEE
OCCUPATION:	ARCADE OWNER/PRODUCT MGR
MARITAL STATUS:	MARRIED

Burdger: Any children?

DreamTR: One on the way.

Burdger: Congrats!

DreamTR: Thank you. She's 7.5 months [into her pregnancy].

Burdger: How did you get into collecting?

DreamTR: I've always been fascinated with video games ever since I first set foot in arcades when I was four years old. Both my parents, unbeknownst to me as I've never seen them in the same room, are packrats and collectors. I didn't genuinely start grabbing as many games as I could until high school. Back then, I only really wanted to collect all the NES games, and never thought I would let it get this far.

Burdger: I've heard from others that your collection is quite massive. How many different sets have you completed now?

DreamTR: I honestly couldn't tell you. I'll have to list what I know off the top of my head. I know I have: 16,000+ games for all systems (not dupes) Around 225 arcade and pinball machines. CIB collections for US releases of:

NES, SNES, GameCube, Virtual Boy (including the Japanese releases), N64, Game Boy, Game Boy Color, Game Boy Advance (though I might be missing some of the multipaks, I would have

to check), Atari 5200, Atari 7800, Colecovision (missing a couple of multipaks), Intellivision (non variants), Sega Genesis, 32X (including the PAL only/Japan only releases), Sega CD, Saturn, Dreamcast, Master System (all the US releases and missing "maybe" 3-4 Euro exclusives), Turbo Gfx 16, Turbo Duo, Panasonic 3DO, Vectrex, NGage, Xbox, Neo Geo Pocket0

There might be more but that's all I can think of off the top of my head. I know I used to have all the US Neo Geo releases, but I sold off or traded the really rare Euro stuff while picking up their Japanese counterparts. They are essentially just label/sticker/manual art sets that you are paying for. The software is the same internally and it changes based on the hardware, not the software. I know I have hundreds of games each for the standard systems of PS1, PS2, Wii, Nintendo DS, PSP, PS3, etc., but I'm only trying to get "all" of the DS, Wii, and Xbox 360.

Burdger: Wow, that is insane.

DreamTR: Yeah, I have problems [laughs].

Burdger: Now, besides all of those amazing feats, you have done some pretty impressive things for the community. For starters, can you tell me a little bit about your prototype collection?

DreamTR: I wouldn't say I've done much for the community. I've tried to get a lot of the unreleased stuff out there, but I don't dump or archive things myself. Frank Cifaldi (TheRedEye) put in a great



deal of work with me getting those out, and Kevin Gifford (tsr) worked feverishly to archive a lot of my Famicom stuff (before the file was lost!). He also helped out tremendously with donations of rare protos into the collection. I would say I have around 500 NES protos (around 100 Famicom) and another 800 cartridge protos for SNES, N64, Genesis, Game Boy, and various other systems. I used to have thousands of disk protos but I have been selling them over the years to finance other parts of my game collection. I probably only have a handful of those left. There's just something magical about the cartridge stuff!

Burdger: I agree there is something a bit more interesting about the cartridge stuff. If you say you haven't done much for the community, I'd have to disagree. What about your quest for the Gold NWC's?

DreamTR: Well, I have found seven of those over the years. I had five of them I at once. Most of them were sold to finance my collection back in the day, but I made out well from the work I did finding those. I actually did locate most of the people on the list that had them, but the grand prize winner wanted \$2000 back in 1999 when I contacted him. I thought that was too much, but he sold it on eBay to bunnyboy for four times that amount a few years ago. One of the original seven I had was recently sold to Steve Lin (systemfreak). Steve contacted me, and while I was not interested in selling mine, my friend was in a bit of a bind at the time. Most of the work finding those was just standard researching the names, but my friend and I worked together on getting those carts together. This all began because I lost an internet auction (before eBay) to thomaser for a grey, ripped-label NWC. At \$400, which was unheard



of, I could not believe someone wanted that more than I did. I was actually at the [Nintendo World Championship] tournament, averaging 1.6 million in trials, but I choked tremendously in the finals with a paltry 450,000 points. I wanted that cart very bad.

Burdger: Ouch. That's rough after having those kinds of scores early on.

DreamTR: Yeah. I mean, what people don't realize is that, it was \$3.00 each time just to "play" the cart. Everyone that has all these scores nowadays doesn't realize that back then you just didn't have strategies built in and time to dissect. Now, of course, scores are crazy, but good luck doing that at the time at \$3.00 per trial.

Burdger: You have a grey in your collection now, though, right?

DreamTR: Yes, I have a gold and a grey NWC.

Burdger: Do you have a favorite piece in your collection?

DreamTR: Probably the gold NWC, since it basically defines my collection. It is also the most expensive item I have.

Burdger: Would you say the Gold NWC's were your best find, or do you have other magical finds that you'd like to share?

DreamTR: I don't think anything can top the gold NWC finds. I did trade a bunch of adult-oriented items for a plethora of Sunsoft protos when they were shutting down the US offices, though!

Burdger: Nice [laughs]. Do you have any deals that you regret making?

DreamTR: I regret selling some sealed SNES stuff, like Aero Fighters for \$180, and watching it get resold by the buyer a year later for way more. I also sold one of my UForce Demo carts to a guy on the forums that had begged me for it, who also then resold it. That's about it over the years.

Burdger: For everything you've owned, and I'm sure sold, that's not bad at all. Now, how did you get started in the arcade business?

DreamTR: When I moved to Tennessee, I put some games on location at a laundromat for about a year. When one of the last mall arcades in Nashville closed, we decided to take a run at the old spot, but I only owned about 35 games at the time. I had started working at arcades in 1994 and continued until the time I left Chicago for Los Angeles in 1997.

Burdger: And now you're up to 225+ arcades and pins and two locations?

DreamTR: Three total locations. One is unmanned, but we may have to close the second one again. We closed it previously because the mall had another entertainment tenant come in, and it not being in a mall this time around is really hurting us.

Burdger: Do you have a favorite machine?

DreamTR: Probably my Super Street Fighter IV Vewlix arcade machine since I use that the most these days.

Burdger: Very cool. I fell in love with your Snow Brothers machine when I was there in June. Do you have any final comments or anything else you'd like me to cover?

DreamTR: Not that I can think of.

Burdger: I know a lot of the older members know a lot about you, but I'm sure this will be a very interesting read for some of our newer guys.

DreamTR: I keep forgetting I've been collecting for a long time and generations keep coming up for new stuff.

Burdger: Yeah, I'm a baby in collecting compared to you, and I've been around for about eight years.

DreamTR: I am used to the old guard being guys like John Hardie, Al Backiel, Joe Santulli, Jerry Greiner, and Sean Kelly. Greiner and Backiel are in their 70's now!

Burdger: Those are names I've never even heard of!

DreamTR: They were the original collectors, getting mail order stuff in the 1980's.

Burdger: Very cool. Well, thank you very much for being a part of this.



Mikie • Mortal Kombat II • Mario Bros
Mr. Do! • Super Street Fighter 2 Turbo



Blaster Master • Mr. Gimmick • Tetris
Super Mario Bros. • Wizards & Warriors

NOW PLAYING

TOTAL RECALL

BY: THEWALRUSISAL

Thanks for taking a look at what I hope will become a recurring feature here at the e-zine. In 'Now Playing' we'll be taking a look at the scourge of any video game library - movie licensed games. However, these won't be simple game reviews. Instead I'll be giving capsule looks at the film and the game on their own merits, and then see how the two compliment each other into a single experience. We'll start by going head first into *Total Recall*...

THE MOVIE

Total Recall was released in 1990 and starred action hero Arnold Schwarzenegger. The basic plot can be summed up as James Bond, The Bourne Identity and Inception on Mars with guns. Based on a Philip K. Dick short story, the film takes our hero and puts him through the ringer as he tries to piece together a past life of which he has no memory. Is he Doug Quaid the simple, married construction worker, or is he Hauser, the interplanetary agent on the payroll of a ruthless dictator on Mars?



You see, Doug has an inexplicable pull towards Mars, and a trip to the ReKall company serves as a catalyst for his adventure. ReKall is a memory implantation service that allows you to experience

the memories of a preprogrammed vacation as if it really happened. When an attempt to to implant a trip to Mars (along with a secret agent story upgrade) uncovers memory gaps in Doug's brain, a guns-blazing, things-get-blowed-up-real-good trip back to the red planet ensues. With mutants. Three-breasted mutants.

It's been 20 years since I've seen Total Recall, and upon watching again I was surprised at the layers of depth to what I had figured to be a schlocky action flick in space. Don't get me wrong, there was a lot of action and craziness for the masses with big guns, an even bigger body count, a midget prostitute wasting bad guys from atop a bar and Sharon Stone kicking a surprising amount of ass. But there's also some interesting questions being raised that don't get tied up in a neat bow by the end of the movie, to the point that it's not entirely clear if any of this really happened. It's a rare action movie that can get you thinking and provide fodder for discussion after you've watched it.

That's not to say it's perfect - some of the secondary characters are either one-dimensional bad guys or are otherwise underdeveloped and the script could have used a little more polish with the dialogue. Some really great special effects (including stunning miniature work for the Mars landscapes and outstanding makeup effects on the mutants - particularly those of the three-breasted variety), thoughtful plot and great action make for an enjoyable movie overall.

THE GAME

Total Recall the game was released for Nintendo by Acclaim, also in 1990. It is mostly an action platformer with a small (but frustrating) driving level mixed in. Overall it isn't horrible by any means,



the controls work and it moves at a brisk pace once you get the hang of some of the game's more quirky features.

This is definitely a game where practice makes perfect - once you get the hang of how a certain enemy moves or how a level plays out,

you'll be surprised at how quickly you can progress through sections that initially gave you trouble. For instance, the annoying midgets that abduct Quaid and pick a fight in the first level are trouble at first, but once you realize you can jump over the alleyways and avoid them altogether, the level is a breeze. That's not to say the game overall is easy, in fact there are some downright tricky sections that will be sure to frustrate you no matter how many times you play - namely the afore-mentioned driving stage which I would consider to be among the worst-controlled such sections of any game on the system.

The platforming doesn't become particularly challenging until some of the later Mars levels and boss fights are easy once you figure out (or stumble upon) the tricks to besting them. The game is rather short and can be beaten in 20-30 minutes by a skilled player with a little luck on their side. I can't say that I would really recommend Total Recall (it's certainly no hidden gem), but it isn't bad either. It's very average, which in the land of movie-licensed games is worth something, I suppose.



CONNECTIONS

PLOT

So how well does the game follow the movie? Rather well, actually. You play as Quaid, so that's a good start. The plot of the game is told with

some decent cut scenes between levels that take you on a Cliff's Notes tour of the movie - from Doug Quaid's apartment to the x-ray security station (an iconic scene from the film), the subway, the old cement factory, the hub station, Venus City, the red cliffs and the Mars underground. I give the game credit for including many of the scenes that I thought would make for good game fodder as I was watching the film.

I find it funny that Total Recall's 'Game Over' screens show a picture of Arnold above text that reads "I'll be back" and "You've been terminated" - catchphrases from a completely different franchise.

CHARACTERS

Boss fights featuring movie characters include Lori and Richter, cab driver Benny on his mega-drill and a final showdown with Cohagen at the ancient alien device. There's also a frustrating filler boss battle with a bum and his hat - no, this did not happen in the movie. Standard enemies are generally appropriate with stock thugs and the additions of laser cannons, attack drones, dogs and cats. Yes, dogs and cats - kind of like bees in the Back to the Future game. They're just there to annoy you. Oh, and those midgets from the first level are not found in the film as far as I could tell.

MUSIC

Jerry Goldsmith's score for Total Recall wasn't among his most melodic or memorable, but it served the film well and added to the alien and futuristic atmosphere. Unfortunately, the game features an awful musical accompaniment that feels totally out of place - it's just too upbeat and peppy for it's subject.

RANDOM CLOSING THOUGHT

The NES is certainly a system of the 80's and early 90's - just look at how many Schwarzenegger movies received the game tie-in treatment: Total Recall, Predator, Terminator, T2, Last Action Hero and by extension you can see his influence in Conan, Contra and Power Blade. Add a small handful of Sylvester Stallone and Bruce Willis movie games and you've got quite a manly system!



As with many game collectors, one of my dearest memories from childhood was going to the store and purchasing a new Nintendo game. With each new title came the obligatory eternal car ride back to the house, an intense frenzy of fingers trying to fiercely flay the wrap surrounding the gem, and the split second between punching the power button and seeing the title screen flash before my eyes. Oh, the excitement and anticipation created by the purchase of a new Nintendo cartridge! Perhaps the favorites of your youth were the same as mine: Super Mario Bros. 3, the Castlevania series, Contra, the Mega Mans, and Super Mario Bros. 14. And who could forget Donkey Kong Country and the Lion King? The old gray bo sure did have quite the range of solid titles. As one gamer remembers, “I really did enjoy playing

Super Mario Bros. 9 as a child. My favorite part was when...”

Wait just a moment! Those are not the games I remember from my glory years of gaming. There were only three Super Mario Bros. games that I knew and loved, and I felt cheated when I discovered that the Japanese received an elusive title, which would later be termed the “lost levels” in the USA. A quick trip around the globe would reveal, however, that many children did own a larger range of Mario titles, among other interesting things. These carts were not part of Nintendo’s official library though. Interesting and boring games of all sorts prospered in counterfeit gaming markets all around the world, most of which were highly prevalent in Eastern Europe, South America, and Asia. Welcome to the world of pirated goods.



There are various kinds of products thrown into this group known as bootleg or pirated games. Not everything is created equal, and some of the material is actually quite impressive; however, thieves usually aren't concerned about quality control, so be prepared to discover much disappointment and failure throughout this niche market of gaming.

At the most basic level, pirated games can be just mere duplicates of their official counterparts. With some cartridges, the craftsmanship is executed to such a level that it is not always easy to determine whether the cartridge is legitimate or not. One such example is the copy of Indiana Jones' Greatest Adventures for the Super Nintendo, as pictured.



Although the box is an odd shape for a Super Nintendo game and official seals and company logos are missing, the box is of nice stock. Furthermore, a survey sheet and power supply sheet are also included in the package, along with an instruction manual. Another title, Super Star Wars, features similar packaging that is also devoid of any markings. On the other side of the spectrum are games that can be distinguished from kosher without even being an expert in the field. Often these carts include hideous or amusing artwork (Super Turtles Complete/TMNT and Super Wonderful Mario/Super Mario Bros.) or unrelated artwork, such as this amazing Duke Nukem 3D port which is little more than an unedited version of the classic game Cliffhanger. Surely the makers

of this bootleg could have put some effort into the cartridge, perhaps by changing the sprites so that Duke Nukem actually appeared in the game. This leads to the next variety of pirated games, namely game hacks.

In my opinion, some of the funniest pirated games are game hacks. When implemented properly, these titles can be a blast! In Asia, the 8-bit Super Mario Bros. series does not conclude after three titles. There is also a myriad of titles ranging from Mario 4 to Mario 16. Take Super Mario Bros. 9, for example. The guilty publishers took one of the Adventure Island games and tweaked the character sprites so that Mario is happily riding a skateboard, throwing axes, and having fun in the world which Higgins and Tina usually inhabit. In another amusing hack, Mario and Luigi (Mali and Lugi according to the title screen) find themselves in Capcom's Chip n Dale: Rescue Rangers. The madness doesn't end there, however, as Bowser and evil Yoshis also make an appearance.



Arguably, some of the most exciting game hacks are those Nintendo games which are hacked and then rebranded as Pokémon titles. There is a Pokémon Silver Famicom release that turns out to be a hack of Little Nemo. Wacky Races is hacked and then repackaged as The Lion King. The number of game hacks and possibilities is limitless. A hack of the Mario Bros. arcade game was even discovered under the guise "Afro Mario". As one can easily deduce, in this hack, Mario sports a ridiculous-looking afro. This was found on a modern Taiwanese multicart.



Multicarts are probably some of the sketchiest products that the pirate companies churn out. Daring to dream big, some unscrupulous bootleggers produce cartridges promising feats of grandeur such as sticking hundreds of old games into a single cartridge. These guys even dream bigger than the men responsible for one of the most infamous cartridges in the history of Nintendo: Action 52. When purchasing a multicart, the quality of the compilation can be a role of the dice. There are, however, a few tips to keep in mind.

Smaller is usually better. Remember that old adage, “quality over quantity”? This can be applied to multicarts too. Cartridges containing 200+ games may contain 50 or so unique titles, but the selections are usually the older games such as Super Mario Bros., Clu Clu Land, and Duck Hunt. For more exotic titles, one has to aim lower.

Pictures can lie. Continuing with the words of wisdom from your mother, never judge a book, err cartridge, by its cover. The artwork contained on some multicarts is amazing. There will be pictures taken from Mario Sunshine, and maybe one will see Master Chief from Halo. This means nothing. Even if Mario appears on the label, there is a chance that there won't be a single Mario game on the cartridge.

There are good multicarts. After mentioning the initial points, I do want to say that there are indeed good multicarts on the market. For example, there are multicarts available that contain all six Mega Man games in one game. Likewise, I have personally stumbled upon titles such as a 3 in 1 cartridge, which contains Adventure Island 4, Flintstones 2, and TMNT: Tournament Fighters. The latter games are rare, and Adventure Island 4 never saw an American release, so this cartridge

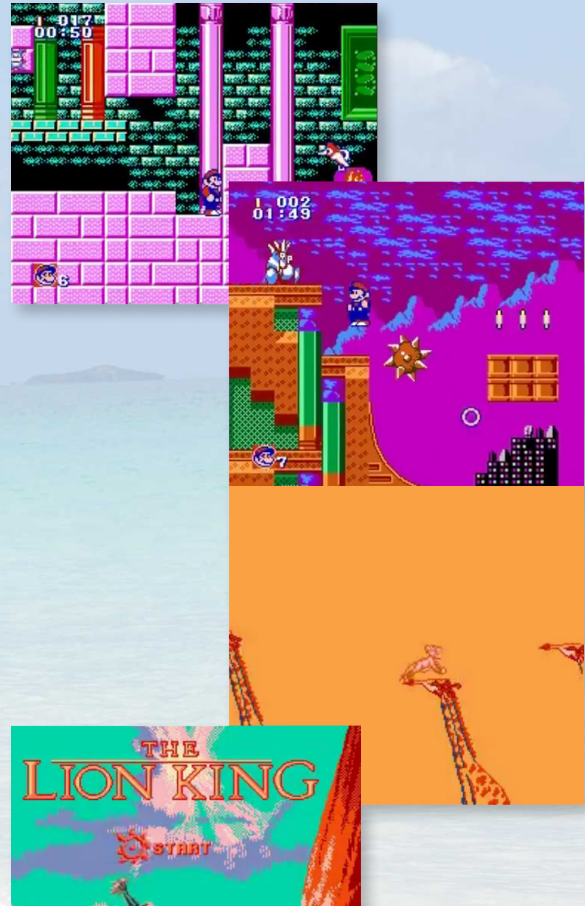
is quite nice. Furthermore, some multicarts have been produced containing games such as Panic Restaurant, Super Mario Bros. 2, Super Mario Bros. 3, Teenage Mutant Ninja Turtles 3, and other games of this sort. Obtain one or two decent multicarts, and one will be able to play some of the most popular titles within the Nintendo's library.

The only other bootleg titles, which we did not cover yet, are what some people refer to as pirate (or Hong Kong) originals. These titles are pirates, due to that fact that they blatantly plagiarize other games (often Super Nintendo or Sega releases), yet these cartridges were also programmed from the ground up so they are not just copies of released games.



The pirated original games are arguably the most interesting sector of games found on the black market. Ever dream of playing Super Mario World on your Nintendo? Now you can, thanks to a group of shady Asian programmers. Ports of Super Nintendo games, such as Lion King, Pocahontas, and Boogerman have also been found for the Famicom. One outfit even programmed a small port of Donkey Kong Country 2. For the Sega Genesis, one can find Super Mario Bros. and a Rescue Rangers 2 clone; a Super Mario Bros. 3 port was released on the Gameboy. The most infamous titles are probably Somari, a complete Famicom port of Sonic the Hedgehog, as well as

a Chinese remake of Final Fantasy VII. While the level of quality varies among these games, many of them are actually quite impressive, and the rest are good for novelty factor alone.



Finally, no article on pirated games would be complete without a short clarification regarding unlicensed titles. People often mistake unlicensed games, by companies such as Sachen, Color Dreams, American Video Entertainment, and Camerica, as pirates or bootlegs. This couldn't be further from the truth, however, as these companies did not infringe on Nintendo's patents or the software of other companies. Although unlicensed companies did not gain Nintendo's approval for their titles, the games were perfectly legal and should not be mistaken for pirates.

In the end, the pirated games market is like the Wild West when it comes to gaming. One will find anything and everything when looking for games. From small sprite hacks to cartridges containing thousands of duplicate titles, anything is possible in this game market. Happy hunting!



THE GAME HANDLER

An Innovator Before His Time

By: Limbofunk

When we think of people involved in the creative process of the video game market, ideas swirl of programmers working hard to fine-tune that small bug that was just found in beta testing or artists being shown an early prototype of the game in order to create a single design that encompasses the game as a whole. What we tend not to realize is that every aspect of gaming is full of creativity; be it the look of the system, the design of a controller or the idea for something intuitive.

Dane Galden was a kid who dreamed big at an early age and had the steadfast determination and wit to bring some of his gaming ideas and concepts to life, namely the Game Handler for the Nintendo Entertainment System. Some of his ideas were so revolutionary that while the technology to properly create them wasn't quite there when he wanted it to be, we can see where his visions and foresight are now a steadfast part of today's gaming.

[Limbo]: How did you get your start in the video game industry?

[DG]: I actually got started in the video game industry when I was 16 working for a distributor that also had a retail store. It was great because it was the year that Colecovision was being introduced and I got asked to work there over the Christmas season because I was always in the store talking to customers about which games they should buy. I had lots of ideas about marketing strategy and what-not, and actually wrote a letter to Coleco telling them some moves

they should make regarding game development, hardware, marketing, and licenses to acquire. I got a letter back offering me a job interview and they were ready to pay my way out to Connecticut, but as I'm talking to the guy on the phone, my Dad tells me that I should probably let him know I was only 16. When I did, the Coleco guy had a good laugh and as a «consolation prize» offered to sell me a Colecovision at the employee price.

[Limbo]: Most people growing up around the time of the NES that wanted to enter the market had dreams to be game programmers or work for Nintendo in their Call Center playing video games all day for a living. What made you want to take a different approach and jump into the peripheral market?

[DG]: Just after I got out of college, I was deciding what I wanted to do and knew that video games would be a fun career. I didn't have any formal programming experience, but I had taught myself electronics and developed the GameHandler controller which we got licensed with Nintendo. The company I founded was Helix, Bannister and Newel to do product development, and the IMN Control division was set up to develop, market and sell GameHandler. Not only was this an early attempt at motion sensing technology (accelerometers used in Wii today were too expensive back then so we used special mercury switches), but many other innovations you see today I had planned for back when I first started developing the controller in 1988. We showed GameHandler at CES for a couple of years, and at one point I was talking with RARE about

making some custom games to take advantage of some of the neat things you could do only with GameHandler. Nothing really came of that, and since I couldn't do software I continued to focus on the hardware because I always had planned to go beyond the original controller.



[Limbo]: I've heard in the past that licensing with Nintendo was pretty strict. Care to share your thoughts?

[DG]: The licensing process with Nintendo was a pretty drawn out process, although some of that may have been because we were a smaller company than they typically dealt with. It helped that we were doing hardware, because we were allowed to do the manufacturing on our own provided that we bought the plugs and pins from Nintendo. (Software manufacturers, by contrast, had to purchase completed games manufactured by Nintendo, paid for in advance. We would not have had that kind of capital to buy the large quantities required to get the license.) Anyway, there was a lengthy approval process, with several back and forth modifications that were required to get the final Seal of Approval. We did miss the first Christmas window we were shooting for because the process took longer than we were initially told as an estimate. I seem to recall being told that it should take about 6 months, but it was more like a year before we were given the okay to go into production.

We were finally able to get a small quantity out for the Christmas of 1991, and then sold more NES and some unlicensed Sega Genesis controllers for 1992. Some knock-offs of our product began

appearing after that, and we ended up stopping production of our basic products. Because of that, we were also not able to get the promised financing to continue producing the add-ons and other new products we were working on, so we ceased operations and I began doing independent product development work on a contract basis.

[Limbo]: The idea of the GameHandler was really innovative, especially in 1988. It's a shame that you weren't able to bring the controller to it's full potential commercially. What kind of add-ons did you have in mind?

[DG]: One thing I did was make the cord detachable from the base (not done elsewhere until the N64) because I planned to have accessories do some really neat things. The early brochure used at the first CES show to which we brought the product detailed four of the Expander Series add-ons that I envisioned. At the time everyone was doing infra-red remotes but I was working on RF. There were two other cool add-ons planned. The first was not in the brochure, but you can see it in the controller design. I put a slot opening in the bottom because that was going to allow an extension to go up inside and give a kick-back feel in the controller. I did not think of using the modern rumble incarnation (pagers with that vibrate were just coming out--and expensive), but my idea was to use a solenoid like in the pinball machines to give you a recoil when you shot a gun. (Remember, this was 1988... rumble didn't first appear until N64 days many many years later.) But the coolest add-on is the best one that was «copied» from me without getting a dime for it--and I have the magazine write-ups and plane tickets to prove the idea came from me, but the patent service screwed up and the application couldn't be saved even after spending untold thousands of dollars.

[Limbo]: That sounds like a nightmare! What was the idea?

[DG]: That coolest add-on I liked was referred to as the «Cockpit Viewer» in the early brochure, and was later realized as the GBA to GC cable and the VMU in the Sega Dreamcast. The

original concept was to give one player private information that wouldn't clutter the screen and was away from the prying eyes of his/her opponent. I envisioned this as an instrument panel gauge or a sonar, but as technology improved I knew it would be great for treasure maps and selecting football plays. The original NES technology just wasn't sophisticated enough to do it right, and so I waited. But by the time N64 was out, I knew that I could do what I wanted with that machine and an original GameBoy as the small screen. I put together a mock up and had some simple software programmed for it. Essentially I mounted a GB screen as an add-on to the N64 controller and let it get secret information for use in the game. I had a meeting at Nintendo where I showed it to them, and they spent some time with it and sent it to Japan for evaluation. They also had me show it to Electronic Arts to see if they were interested in using it for Madden. In the end, they both said it wouldn't work because people wouldn't want to take their eyes off the TV screen. I disagreed because I figured it all depended on how it was implemented.

N64 SECRET SCREEN EXPOSED

Coming up with original concepts and ideas is no easy feat. But for Dane Golden, inventor of the Game Handler joystick and assorted other gaming gizmos and gadgets, inventing innovative peripherals is a piece of cake. Finding a good corporate partner to work with him on his ideas has been more of a challenge. Golden recently showed us his latest creation: a miniscreen that plugs into the port on the bottom of the Nintendo 64 controller and will allow you to select plays in sports games all the while hiding your strategy from your opponents. "This idea goes back to the Game Handler days. My NES, Super NES days, that's when I came up with the concept, but I had to wait until the processors became more sophisticated and could do multitasking," Golden said. "I may do it for the

PlayStation, but Nintendo had the built-in port in their controller. They have the 8-Bit bus on the bottom of their controllers so you can see the information privately."

Golden is hoping to sell his device for around \$20 or

get it packed in as an added value item with a sports title. According to Golden, his brother used to cheat at football.

"He only did it during big games. He would sneak a peek as I picked my play. That's how I came up with this idea. You have your own screen right in front of you and cheaters' eyes won't be able to wander. This device allows you to pick your plays in complete privacy. It's not only good for sports games but strategy games as well."



This super secret screen will guard against wandering eyes!

Since I still wanted to move forward with it (now as a stand alone product since GameHandler wasn't being produced any longer--long story), I got my editor friend at Electronic Gaming Monthly to write up a story on «Secret Screen» (which I was calling it now instead of «Cockpit Viewer»). Well, as luck--or bad luck--would

have it, the blurb about Secret Screen appeared on the same page as rumors about Sega's new Katana system (which would later become Dreamcast). I'm sure that the developers of the Sega machine saw their write-up and couldn't miss mine right below it. Many months later, Dreamcast is unveiled with a VMU unit which is exactly the concept of my Secret Screen--even their press release echoed the article about me and Secret Screen. On the one hand, I'm happy to see my concept come to life, but I'm disappointed when I learn soon thereafter that my patent is denied (even as the patent examiner is telling me off the record that he thinks I have a really cool product). So seeing the VMU and GB/GBA link in action is always bittersweet for me. (Capcom did a decent job with Zelda: Four Swords but Sega never utilized it to its full capacity.) I would love to have at least been consulted on some ideas for implementing the concept better and making it a more seamless part of gameplay.

[Limbo]: There was really nothing that could be done regarding the initial patent? That is heart breaking!

[DG]: The patent correspondence from Secret Screen mostly went through a patent lawyer once the initial claims were rejected. The final rejection came after a personal trip that I made to Wash., D.C. to meet with the patent examiner. He said off the record that he thought the product was really neat, but then told me why it wouldn't go through. My lawyer and I didn't agree with everything that was said, but «fixing» it would mean spending another \$5-10K and more importantly I would lose my initial date of invention for some of the claims so I just ended up abandoning it because the Dreamcast had just come out on the market and without the original date of the patent I figured we end up losing in court since it was impossible for my patent to pre-date the release of the Dreamcast at that point.

[Limbo]: Were there other projects you were involved with while in the industry?

[DG]: When I worked for IMN Control, I actually did product development, went overseas to

get the product made in Asia, and did some of the early demos at the trade shows (CES and regional) as well as demos for sales reps to actually get the GameHandler into stores. I was able to get it into Toys R Us, Lionel Leisure and few other stores. Only about 5,000 of the licensed NES version were made, and less than that were made of the unlicensed Sega Genesis version. There were a couple of TG-16 prototypes made which are in the hands of a private collector, and I still have the mock-ups for some of the early Expander Series attachments (including a neat add-on that would let the NES controller work with the SNES machine). I've also worked on hardware attachments for Sony controllers, a sound enhanced controller for Q-Sound, and various other video game and toy products (some of which I am under NDA for my involvement). These were at various stages of development and completion, but none were released as far as I know. Some other products I worked on independently are still ongoing projects in my basement.

[Limbo]: I'm sure that you've been witness to some innovative concepts and groundbreaking ideas within the video game industry. Care to share any stories about them?

[DG]: Back between 1988-1992 with IMN Control I saw many technologies in their infancy and had a chance to license them with our company (but didn't have the capital) before they were taken on by larger competitors. My favorite story is that I had a private showing of an early prototype of what Nintendo later turned into the Virtual Boy. That would have been a *huge* success but they made several key mistakes, primary among them was that they took too long to introduce it. I first saw it in Oct. of 1991 just after the project was canceled by Mattel and the Mass. Company was looking for someone else to take it over. By the time the VB came out in 1994, it was competing against Saturn and PlayStation so the VB \$180 price point was just unsustainable. Nintendo tried to make it too fancy when it was really cool the way it was. When I saw it, you sat in a chair with a tracking helmet on and the demo was essentially Vectrex style games with immersive

3-D environments. Mind you, it was wire-frame graphics, but so what... it was cool! For example, you were a helicopter pilot sitting in the cockpit and when you flew up you could look down and see that the buildings spelled out the word «MATTEL». This was running off of a Compaq computer. And that's all it needed to be, all that it should have been. If they had brought out a simple machine with simple graphics that was cheap with that kind of immersive 3-D, I have no doubt that would have been a huge hit in 1992 or even 1993. But that's another story also.

[Limbo]: Do you have any involvement with the gaming industry today? If not, do you have any desire to jump back into the fray?

[DG]: I still follow the game industry very closely, and would love to get back in doing product development work or consulting work. (Over the years, I've even been involved a bit on the software side and the licensing side; searching, negotiating, etc.) Now I am working on an Internet project where I led the team that conceptualized, designed and implemented an interactive platform for learning and games. It's been fun these past several years, and the company is looking to go public soon. But my first love and passion is still the video game industry. I have many more products in my mind that will get developed one of these days.



STREET FIGHTER

Street Fighter II

Ryu E. Honda
 Ken Guile
 Blanka Chun Li
 Dhalsim Zangief
 Balrog Vega
 M. Bison Sagat

Super Street Fighter II

Cammy T. Hawk
 Fei-Long Dee Jay

Street Fighter Alpha

Adon Gen
 Cody Sodom
 Guy Birdie
 Eagle Rolento
 Maki Ingrid
 Juli Juni
 R. Mika Dan
 Karin Rose
 Sakura Akuma
 Charlie Shin Akuma

Street Fighter III

Ibuki Oro
 Alex Dudley
 Yun Yang
 Gill Elena
 Sean Urien
 Twelve Q
 Makoto Necro
 Hugo Remy

Street Fighter IV

Abel Gouki
 C. Viper Hakan
 Rufus El Fuerte
 Seth Juri

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

Street Fighter Jumble

Y R K O U H N E S U K H A O N E D

S B O C I N O M O O K I K N E K

K R N I S P D K G N C I I N B I

Ak[U]ma's mos[T] famous move. The Raging Demon or...

_____ !

Street Fighter Trivia

In Japan Vega is named Balrog, Balrog is named Bison. Dee Jav's MAXIMUM was chosen because it's reversible. Street Fighter is played in Notorious B.I.G.'s "Juicy" video. In 1993 there was a Street Fighter comic lasting 3 issues. In Japan M. Bison is named Vega, Charlie is named Nash. There have been 5 movies, 2 of which were live-action. Sodom changed to Katana due to sodomy references. The very first Street Fighter was released in 1987. Cancom has never said what the "M" in M. Bison means. Street Fighter EX was the series' first 3D game. Street Fighter II V is a 29 episode anime made in 1995. Bison changed to Balrog due to Mike Tyson references. Rumors of Shen Long as a playable character are false. Codv. Sodom. Guv. Maki & Hugo all hail from Final Fight. Chun Li's father was trained by Gen and killed by Bison. E. (is for Edmond) Honda and T. (is for Thunder) Hawk. Dan is a combo of Art of Fighting's Ryo and Robert Garcia. Ingrid was originally from Capcom Fighting Jam. R. (is for Rainbow) Mika and C. (is for Crimson) Viper Karin originally appeared in the manga as Sakura's rival.

EZINE STAFF!

EDITOR IN CHIEF



SHANE7951

LAYOUT ARTIST



NEGHESTRIAH

EXECUTIVE SUPERVISOR



DAIN

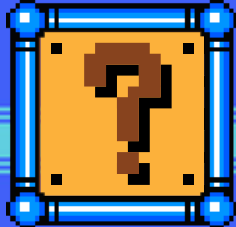
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