



MA

We headbang with

Metal Jesus Rocks

Star Trek • Paul Interview • SNES Exertainment
Bike • Final Fantasy III: Mog Quest • Pokémon
Facts • 6502 ASM Visual Guide

NINTENDO AGE E-ZINE

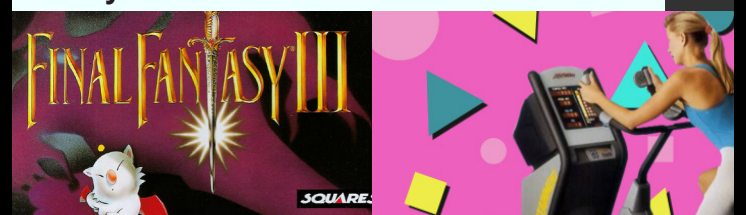
CONTENTS • MAY 2013

STAR TREK	3	METAL JESUS ROCKS	43
PAUL INTERVIEW	5	TOP TEN NES BOX ART	47
MEGA MAN 25TH	6	COSTUME CONTEST	49
SNES EXERTAINMENT BIKE	7	READ A CONTROLLER 6502 VISUAL GUIDE	50
ANAL CIB PACKAGING GUIDE	12	CREDITS	54
COUNSELOR'S CORNER	16		
FINAL FANTASY WALKTHROUGH	17		
FINAL FANTASY III: MOG QUEST	21		
THE PAPER CHASE	33		
DID YOU KNOW? POKÉMON	35		



METAL JESUS ROCKS

43



FF3: MOG QUEST

21

SNES BIKE

7



ARE YOU BAD ENOUGH TO COMPETE?

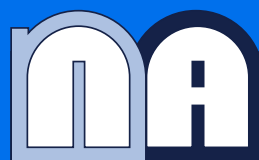
Do you like arcade-style NES games? Are puzzle games your solution to a night of boredom? How about shooters, beat 'em ups, and racers?

If you just woke the neighbours with a Star Punch and a resounding “Yahoo!”, the NintendoAge gaming contest is perfect for you! We gather each week in the Gamer’s Gauntlet forum to battle it out over all kinds of NES titles from the legendary classics to the shamefully spat-upon to the undiscovered gems.

Many genres are explored, many different ranking systems are used, and many people are welcome to join – there’s no reason for any righteous gamer to feel left out of the awesome fun! Are you a head-to-head gamer? Feel free to come stream your gameplay in the contest’s official chat room (www.tinychat.com/nintendofans) with your fellow competitors. Is your collecting budget tight lately? All participants will be eligible to win NES-related prizes in random draws for the contest’s duration. Do you crave recognition? Points and special icons are awarded for participation, high-ranking scores, and mastery of your favourite genre. To top it off, these points are tallied throughout the year to determine bracket-style tournament contestants... only then can the true NintendoAge Champion of the NES be revealed!

It’s time to blow the dust out of your toaster, strap yourself into your favourite gaming chair, and get your thumbs ready... because now you’re playing for all the glory!

Your challengers await you in the Gamer’s Gauntlet – please contact bimmy_lee, guillavoie, or ookii_risu with any further questions.



Weekly Video Game Contest

Rules: nintendoage.com/forum/messageview.cfm?catid=31&threadid=95263



ENGAGE!

A Brief History of Star Trek on Nintendo

Star Trek and video games - a nerd's perfect recipe that by my quick scan of a Wikipedia list has produced nearly 80 titles for PC and consoles. Of those 80 games you could probably count on one hand the number of truly great titles from the franchise. Even so, the strength of the license is powerful enough to make even a flawed game fun for a Star Trek fan. What follows is a brief capsule look at the Star Trek games available to play on Nintendo systems.

BY THEWALRUSISAL



NES



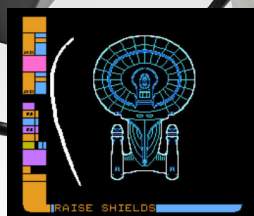
STAR TREK V: THE FINAL FRONTIER (1989)

Cancelled well into development, the only way to play this one is via emulator or reproduction cartridge. As you play this run 'n gun action game it is obvious that it wasn't done cooking - levels are poorly designed and FANTASTIC typos abound - ever wanted to play as 'Scotto'? Worth a few minutes if you're into Nintendo oddities or if you ever wanted to search for God via your Nintendo.



STAR TREK: 25TH ANNIVERSARY (1991)

The NES celebration of Star Trek's silver anniversary is quite an ambitious little cart. You take hold of Kirk and company, bouncing from world to world and reliving some of the greatest hits from the TV show. Away team missions feature a fair mix of puzzle-solving and action - basically you beam down and make nice with the friendlies and zap the bad dudes in your way. Your AI partners have a funny way of getting stuck on corners and the later puzzle/story sequences are downright tedious - but this is undoubtedly the best of what is a surprisingly small number of games to feature the original crew.



STAR TREK: THE NEXT GENERATION (1993)

Publisher Absolute held the Star Trek license for a while in the mid '90s and used it to put out a trio of serviceable, but very similar Star Trek games. Here, you get to send the Enterprise-D on it's way around the galaxy shooting up ships from other races, beaming up cargo and repairing the shields by playing a gimped version of Pipe Dreams. The NES version beats out the handheld port, if only for its superior sound and graphics. A somewhat clumsy control scheme and repetitive missions keep it from reaching its full potential.



STAR TREK: 25TH ANNIVERSARY (1992)

Aside from the name and cover art, this is a completely different game from the NES counterpart. You fly the Enterprise 2D-shooter style through asteroid fields, space amoebas and hordes of Klingons and Romulans in a plot inspired by the 'Doomsday Machine' episode of the TV series. The flying levels are extremely long, slow and tedious - kudos to anyone who makes it to latter away-team missions.

GAME BOY



STAR TREK: THE NEXT GENERATION (1993)

Just like the NES version, but with a more spinachy color palette.



STAR TREK: GENERATIONS - BEYOND THE NEXUS (1994)

Not one, but TWO subtitles! Borrowing heavily from the TNG games published by Absolute for NES and Game Boy, Beyond the Nexus takes liberties with the film it is based on and adds to the gameplay formula of its TNG game cousins. There are additional challenges to play Pipe Dreams (again) to reroute power or descramble transmissions (matching symbols in the right order) as you fight Dr. Soran and uncover the truth behind the convenient plot device...er...um...the Nexus! The Game Gear port is actually a better experience thanks to the beefier hardware from Sega.

SNES



STAR TREK: THE NEXT GENERATION - FUTURE'S PAST (1993)

Not as polished as its brother from another mother over on the Genesis (subtitled there as 'Echoes From the Past'), Future's Past is still a very entertaining adventure, and probably my favorite of all Star Trek games. Choosing and commanding your away missions, figuring out puzzles and some competent starship combat is all well and good, but what I really geeked out over was the extensive computer library with all kinds of fun facts on characters, ships and other show-related errata. The underground mining caves, however, are a maze level that can bite my ass.



STAR TREK: DEEP SPACE NINE - CROSSROADS OF TIME (1994)

DS9 was the Trek spinoff that arguably had the most intriguing set of characters, the deepest and most complex storylines (some of which spanned the entire series) and darkest, moodiest tone. What better set-up for a wild action-platformer video game tie-in! It's worth the \$5 to pick one up just to be able to make Commander Sisko jump halfway across the screen in a single bound. Actually, this one's not half bad for what it is, and you get to interact with most characters from the show. If you've ever wondered how the experience of working on a licensed game can be for a programmer, I highly recommend Maurice Molyneux's pop-up ad and broken images-laden webpage that offers incredible insights on this particular project.

<http://molyneux.tripod.com/mm-ds9.htm>

DS



STAR TREK: TACTICAL ASSAULT (2006)

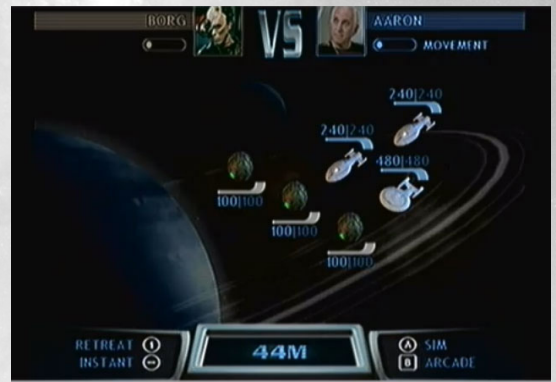
OK, so let's just skip right ahead 12 years, shall we? Set during the original crew film-era (but not featuring any original series characters apart from the Bill Shatner-narrated introduction), this outing from Bethesda gives you your choice of Federation or Klingon ships to command on dangerous missions; such as the one where you fly in circles around an enemy ship and wait for your phasers to charge up. Or the other one where you fly around in circles while you wait for your phasers to charge up. Or the other one where...



STAR TREK: STARFLEET ACADEMY STARSHIP BRIDGE SIMULATOR (1994)

Of all of the starship command simulators, this one is the simulatoriest! The idea is solid - you are a cadet going through training missions and earn a score for how efficiently you can accomplish each one. You have full command over the different departments of your simulated ship as you warp around simulated space and practice simulated diplomacy, simulated combat and simulated relationships with NPCs. It's all done very well, with a few missions and characters straight from the original show once you've earned your simulated space wings.

Wii



STAR TREK: CONQUEST (2007)

Also published by Bethesda, Conquest offers up a sim/strategy game set in the Trek universe. The goal is to take over the galaxy one planet at a time - think a simplified Nobunaga's Ambition with spaceships. Pick from the Federation or a handful of other alien races to build up fleets, construct mining and research starbases and try to take out all who stand in your way. It's a bit of a strange feeling to play as a ruthless Federation, but the game does offer up a decent strategy game experience (a genre that I totally suck at). What is unique about this title is the ability to play the battles either as a simulation or in real-time in a similar manner to how it worked in Tactical Assault on DS - fire at ships until a weak point opens up in their shields, then attack that spot until they blow. Win a battle as the Federation and delight in your admiral yelling a triumphant "For Earth!"



PAUL

NINTENDO AGE Hey Paul thanks for taking some time to do this interview. Would you mind telling us a little bit about yourself for those who aren't familiar with you?

PAUL Hi, I'm Paul and I collect Nintendo games. (Laughter) That's a deep question man! I'm Paul and do whatever I can do help the community here at NintendoAge.

How did you find out about NintendoAge?

NintendoAge started up in 2006 and at the time I was also a member on Digit Press. In 2006 my wife had become pregnant so I had a panic moment where I sold all of my video games on their forums. I was reading through some forums one day and came across a link to NA. I had been reading the NA boards for several months before I joined. Early NA was pretty comical back then. I originally started with the name Pserge but no one could say it right so I changed it to Paul.

You're definitely one of the most prominent members on the boards. Speaking of the NA Campouts, how did that come about?

In 2008 they had an expo in Knoxville TN called the AGE Expo. I got up real early, around 2 or 3 in the morning, headed over there and met some of the guys. You know, you're hanging out with other collectors all day. They announced that was a onetime deal and sometime afterwards I was on the phone with either Ross (burdger) or Roth (Roberto) and I basically just said "let's throw a party in

my yard". The first year was a 20X30 tent and we didn't get that till like four weeks before campout. It was basically the most unorganized event ever, but a smashing success at the same time.

Do you have any memories from the first campout that stand out?

Yeah one of the first nights, it was really late, I was really messed up and we were playing Monopoly on the SNES. We had the max amount of players and you know the first hour you just press "A" and buy up all the properties. Well I was falling asleep at the beginning of the game and ended up passing out. Apparently I won even though I passed out. But one of the biggest memories I have from any campout is being really drunk and bull charging people. (Laughs) The last campout I wrestled Big JT, big props to you you big nerd.

So you've done campout from 2009, 2010, 2011 and 2012. Are there plans for future Campouts?

I hope to but I have to clear some department code hurdles first.

In my opinion you're most known for the particular condition your NES carts are in, a crappy condition that is! Why did you decide to go that route versus a mint or even good condition set?

Like I said earlier, I sold off my cart collection back in 2006 and I sold some to pay to go to the Expo in 2008. Back then I wasn't that serious into collecting. One

MEMBER SPOTLIGHT

day I was talking to another collector and, you know, most people go after the mintiest carts but I decided to go after the "anti-minty" collection so I go after the worst condition possible.

You're also the proud owner of the lowest VGA graded sealed Super Mario Bros. I'm really curious on how you got that and any backstory to it.

It was a gift given to me by MoeDown, I don't really know why or how but one day I got home and there it was sitting in a large box on my back porch.

You've completed your NES set and last I saw you were going after a complete Game Gear set. How as collecting changed over the years for you?

It's become much more cut throat. In the early days, it was easy going and relaxed. Nowadays, there's much more competition from resellers, non-collectors, etc. It's not necessarily a bad thing but things have definitely changed over time.

What is the gem of your collection and also what is your "white whale"?

I'm not sure I could pick out one gem of my collection. I would say the 40 or so games I had left that I was given during last year's campout are the gems of my collection. As for my white whale, hmmm.... I can't really say I have one. I never obsess over the games, I just enjoy owning them.

If you could have an old school WWF steel cage match with any NA member who would it be and why?

Probably Shipwrecked, however you spell that. Why because he and I would look like hippos charging each other.

Aside from games what are some other hobbies or guilty pleasures that you are into?

I enjoy remodeling parts of my house. I always have 2 or 3 house projects going on at any given time. I'm also a big fan of wood working and I'm in the process of buying the necessary tools to be able to build my own wood projects, cabinets, shelves, etc.

Thanks again for the interview and all that you do for NintendoAge. Anything you would like to close with?

Not much other than to say. NintendoAge rocks and it's been a real pleasure to be a part of this community.

25 YEARS OF FIGHTING FOR EVERLASTING PEACE

DECEMBER 17TH marked the 25th anniversary of one of the most beloved and prolific video game characters in the history of gaming. Yes, I'm talking about the blue bomber himself... Mega Man. Wow... 25 years of Mega Man!

I wasn't quite sure how to commemorate this event, but after some thought about it, I figured I'd tell the story of how I first came across the awesomeness known as Mega Man. It seems like just yesterday that I was reading the sneak preview about Mega Man 2 in the — May/June 89 (#6) issue of Nintendo Power. The bosses looked so cool and not only that, but you could gain their powers once you beat them! How cool is that?! That issue also came with a sweet Mega Man 2 poster.

I was sold. I HAD to play this game. I remember talking to one of brother's friends about the game. He was one of those guys whose parents bought him everything. The latest clothes, toys... you name it. I asked if he had Mega Man 2 and if so I could borrow it. He answered yes to both questions and so a

couple of days later the game was in my possession.

I was so amped up to finally get to play it and I was definitely not disappointed. The amazing graphics, memorable tunes, and fantastic gameplay blew me away. It was a wonderful gaming experience! I had that game for a week and played it every chance I got. From that point on, I was a Mega Man fan. Later that year I asked for and received Mega Man 2 for Christmas and every holiday thereafter I got a Mega Man game, up until my senior year of high school. Since that fateful day reading that Mega Man 2 Nintendo Power magazine review, Mega Man has been a part of my life and I don't see that changing... ever.

Happy 25th birthday Mega Man! May you always fight for everlasting peace! — GUTSMAN004





SUPER NINTENDO EXERTAINMENT BIKE

Most of us that have been collecting video games for any length of time hope to be fortunate enough to find that special item during our hunting. Something that makes us feel like all our time and effort spent scouring garage sales, flea markets, pawn shops, and craigslist ads worthwhile. Whether it be rare, valuable, highly sought

after, interesting, or unique I know as a collector these items hold the most appeal and sentimental value for myself.

Several months ago I was fortunate enough to have such a find. While getting used to a new gym after my old one had closed down I noticed a familiar decal across the cardio area. After wandering

closer to see what it could be I was quite pleased to see the words "Exertainment" stuck across an exercise bike. It wasn't an ordinary bike however, it came equipped with a couple sets of built in controllers and a kiosk mounted on the front with which to play games while burning some calories. The title screen that had been burnt into the monitor over the last 16 years was even more pleasing though. It proudly displayed one of the most interesting and valuable titles I was aware of for the SNES... Mountain Bike Rally/Speed Racer.

After inspecting it closer and taking it for an incredibly enjoyable ride I expressed interest in talking with the owner —

to see if he might be willing to sell. After a few weeks of failed attempts to get a hold of him I was finally able to meet up with him face to face to ask him about getting at least one of these beauties (he actually had two of them) moved into my house. Knowing he had recently closed another location, hence why I had to switch gyms, I thought he might jump at the chance to remove some older equipment to make some much needed room for machines from his old place. That turned out to be exactly the case and after a quick talk and handshake I returned a few hours later with some cash in order to secure the newest editions to my ever expanding game room.

In the weeks prior to buying the bikes, but after discovering them I was having an incredibly hard time finding out much information on them. All my searching and cries for help yielded very little info at all. I found that almost as interesting as the bikes themselves. Why was there so little out there about these things. So to rectify that in the future should anyone find themselves in a similar situation in the years to come I thought it best to share what I've been able to learn during the course of my investigating. Much of the information gathered is sourced from magazines, news articles, trade show reports, forum posts, and lengthy phone calls with Life Fitness and even some paperwork that was graciously sent to me by a fantastically helpful customer service rep for the company. Unfortunately Nintendo wouldn't offer me any info on the subject and Radical Games wouldn't return any of my numerous calls. Because there were a few road block with some of my searching I'll do my best to use language to reflect what I could find out as fact and what is speculation on my part.

The public got its first taste of the Exertainment Bike at the 1994 Summer CES show alongside other wonders such as Donkey Kong Country, the Atari Jaguar and an early look at the N64. Easily overshadowed by the previously mentioned items as well as many others the Exertainment Bike's launch date just a few short months away probably didn't seem that promising.

Close to the same time the Exertainment Bike was shown at the CES show it was also featured in at least 2 magazines. The first one all of you should be familiar with, Nintendo Power. Featured in a 4 page

spread in the June issue of NP #73 on pg.88-91 the home version of the Exertainment Bike (aka model 3500) is showcased alongside a few games in development for use with it. The article gives a quick overview of what the bike is capable of, what comes with it when purchased, future plans for the brand, and a quick sneak peak at 4 of the games being developed for it (only 2 of which made it to market).

The other print publication I previously mentioned was the October 1994 issue of Popular Mechanics (pg. 42-43). In this book they take a look at the idea of Exercise and Entertainment as a new emerging market and sample a few different takes on it, most notably in this case the Life Cycle 3500.

FITNESS FOR THE FUN OF IT

TOUR de NINTENDO

PUT YOUR METTLE TO THE PEDAL

Two of America's most popular pastimes make tracks together with Life Fitness Exertainment™ system. Play specially designed Super NES games while riding a special stationary bike!

Game control with your feet? That's the unique promise of the Life Fitness Exertainment system, the product of a unusual collaboration between NOA and Life Fitness, a world leader in exercise equipment. Simply connect a Super NES to a Lifecycle™ bike via an Exertainment adapter module and pop in a cartridge. Instead of a boring half hour of staring at the wall, you can race a mountain bike through mountains, snow, fire and ice. Switch courses—and vehicles—to the turbo-powered demons of Speed Racer™. Now you're tending off cutthroat competition as you race up hills and down canyons in the fastest cars on earth! You control the outcome, because the faster you pedal, the faster your car goes.

With two decades of experience in exercise machines, Life Fitness has the knowledge to make the Exertainment system a top-notch workout aid. With both Mountain Bike Rally™ and Speed Racer™, you can choose hilly or flat courses, set the level of competition and pick your vehicle! The result is a program carefully calibrated to your fitness needs and game-playing wishes.

88 NINTENDO POWER

Nintendo Power Issue #73

SPORTS SCIENCE
Virtual Fitness
BY JOE SACURIN, Running/Outdoors Editor

...longer race or explore interesting scenery on their own.

The most impressive aspect of the Vii Bike is the innovative use of physicality. It might be expected of an interactive virtual world, pedaling a bike, but speed and moving the hand grips adds freedom. Also, resistance increases (pedal up hills) and decreases (training downhill) or fluctuates in response to virtual terrain.

But more interestingly, the seat and pedal motion on a horizontal axis. When the rider tilts back, the Vii Bike leans back. To compensate in a effort, the pace of effort is reduced by the strength of a virtual breeze or the force of a wave from a tsunami in the beachhead change tides, too.

The Vii Bike's interactive features are controlled by buttons on the hand grips. Using these buttons, riders can shift gears, brake and view various display options like, miles traveled and relative heart rate. Riders can also switch between a ground view and an aerial view of the virtual world.

And some conveniences. The Vii Bike's 27000 gear has a little step. Consequently, the seat is angled at the hand-ride market. Displays on the unit are 8 1/2 in. tall, 2 1/2 in. wide and set in, long. It weighs 60 lbs.

...to maximize the health and fitness benefits of a virtual world, the Vii Bike has a few features that make it a competitive product.

First is a user-adjustable hand grip. Riders can adjust the hand grip angle between 40 and 90 degrees. Also, resistance increases (pedal up hills) and decreases (training downhill) or fluctuates in response to virtual terrain.

But more interestingly, the seat and pedal motion on a horizontal axis. When the rider tilts back, the Vii Bike leans back. To compensate in a effort, the pace of effort is reduced by the strength of a virtual breeze or the force of a wave from a tsunami in the beachhead change tides, too.

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...the answer is a remarkable one. It's indicated that about one in five Americans engage in regular exercise—a number that has remained unchanged for the past 20 years. To boost this barrier, fitness machine designers are looking for ways to make virtual marketing studies more effective in the real world—especially in the home. The addition of interactive video is one of the most exciting ways to help the fitness industry. If they could just distribute other exciting devices—such as the new heavy-duty treadmills and walking up a virtual hill, they'd have something.

IN 1969 RUGER DESIGNED AND BUILT THE 425 HP RUGER TOURER

With only 48 parts, the new 425 HP and 425 HP are the most powerful, most reliable and most economical powerplants ever built for use in recreational vehicles. Compact, lightweight and proven, they're perfect for the pleasure and performance of your next vacation. They're also great for the pleasure and performance of your next vacation. They're also great for the pleasure and performance of your next vacation.

And the gun? It's a Ruger, too.

RUGER
Aim Higher for Responsible Citizens

Popular Mechanics October 1994

machines that simulate exercise. That's right, soft bodies who have difficulty finishing a Richard Simmons golden-oldies workout will soon be able to compete in the Tour de France or the Hawaii Iron Man Triathlon through the magic of virtual reality.

We're not there yet, but two new machines recently debuted signal the start of a new era in fitness electronics—the Life Fitness Exertainment system and the Tectrix VR (Virtual Reality) Bike.

Before you imagine these units transporting you to the streets of Boston to run in the famed marathon on Patriot's Day or to the Himalayas for an ascent up Mount Everest, a word about the current state of virtual reality.

While most people associate virtual reality with bug-eyed helmets and sensor-studded gloves, the truth is that this application is very limited. The images are projected onto stereo goggles, and they give an impression of 3-dimensionality. However, at this stage, they all have the visual impact of a bad cartoon. The computer-generated virtual (read: visual) environment is composed of crudely rendered

currently being marketed is really nothing more than a 2-dimensional representation displayed on a computer or TV monitor. The operator (in this case, the exerciser) maneuvers through the virtual world by means of pedaling, steering and pushing buttons. This may not be what most people expect of virtual reality, but it can be a lot of fun.

The first of the new units that I tested was the VR Bike (shown above) by Tectrix Fitness Equipment (68 Fairbanks, Irvine, CA 92718). This unit is a recumbent on a platform that integrates a 20-in. color monitor, CyberGear software, an Intel-based processor and a CD-ROM drive.

Riders are treated to an eye-level virtual world that becomes interactive the moment they sit down and start pedaling. The CD-ROM program enables riders to steer in any direction, join a chal-

aerial view of the virtual world.

Most home exercisers will find the VR Bike's \$7500 price tag a little steep. Consequently, the unit is aimed at the health-club market. Dimensions on the unit are 58 in. tall, 25 in. wide and 84 in. long. It weighs 350



Life Fitness and Nintendo team up to create Exertainment.

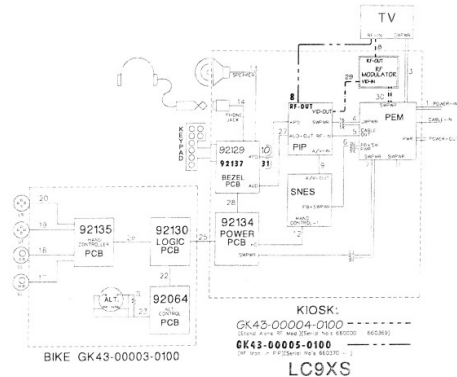
EXERTAINMENT SYSTEM

LifeCycle[®] 9XS



INTERACTIVE FITNESS SYSTEM SERVICE MANUAL

LifeCycle 9XS Exertainment Interactive Fitness System WIRING DIAGRAM



KIOSK AND BIKE CABLES		KIOSK AND BIKE CABLES			
No.	CABLE NAME	PART NUMBER	No.	CABLE NAME	PART NUMBER
1	POWER	0017-00003-0704	18	LOWER LEFT CONTROLLER	AK43-00038-0001
2	TV POWER	PART OF TV	19	UPPER RIGHT CONTROLLER	AK43-00040-0000
3	PIP POWER TRANSFORMER	0017-00003-0788	20	LOWER RIGHT CONTROLLER	AK43-00040-0001
4	PIP POWER TRANSFORMER	0017-00003-0770			
5	RF	AK43-00023-0003	22	LOGIC	AK43-00043-0000
6	SNES POWER TRANSFORMER	PART OF SNES	23	ALTERNATOR	AK43-00019-0000
7	RF/AV POWER TRANSFORMER	0017-00003-0770	24	BIKE INTERFACE	AK43-00054-0000
		0017-00003-0786	26	CONTROLLER UP	AK43-00042-0000
8	RF	AK43-00023-0003	27	PIP AUDIO	AK43-00054-0000
9	SNES AV	AK43-00029-0002	28	CONTROLLER UP	AK43-00042-0000
10	PIP I.R.	AK43-00021-0009	29	BEZEL POWER	AK43-00058-0000
11	SNES P.C.	AK43-00018-0001	29	PIP VIDEO	AK43-00054-0000
12	SPEAKER	AK43-00026-0000	30	RF MODULATOR POWER	PART OF RF MODULATOR
14	HEADPHONE	AK43-00036-0000	31	PIP KEYPAD	AK43-00029-0000
17	UPPER LEFT CONTROLLER	AK43-00038-0000			

The showing at CES and articles in both magazines were an attempt to promote the fall 1994 launch of the product. Around the same time in October 1994 Mountain Bike Rally was released as the first software usable with the LC 3500. Quickly following in November Speed Racer was released as the second, and unfortunately last consumer release for one of the largest SNES accessories. Based on several similar reports it seems that the LC 3500 most likely had an original MSRP of \$799.99 which would have included: an LC3500 Exertainment Bike, 1 2-piece set of game controllers, the — Exertainment Module that mounts into the SNES's EXP port, and possibly came packaged with a copy of Mountain Bike Rally and/or Speed Racer (after it was released a month later).

All of this was fascinating, but the 2 bikes I purchased looked drastically different from the LC 3500 and I was having even more trouble digging up any dirt on them. So after a call to Life Fitness I was treated to a wealth on new information (new to me anyway) on the subject and even a special treat in the mail. The Customer Service Rep I spoke with was able to dig around and discover what I had, which was backed up by an engraved serial number on the Kiosks mounted to my bikes. What I had was the LC 9XS or the Fitness Center Model. These models were only sent to gyms and health centers and were never commercially sold. When the LC 3500 was being phased out of production in 1996 is when the LC 9XS was first being shipped out. Unfortunately that model didn't last much longer either and was discontinued in 1997. Of the two parts to the LC 9XS (the bike and the kiosk) there were several different model revisions. The Bike had 4 versions made known as models: V3, V7, V9 and V10. Each of these had minor internal upgrades, things like new wiring, belts or software upgrades. The Kiosks had 2 models known as: V2 and V3 also with very minor differences. Unfortunately he wasn't able to provide me with price points on the LC 9XS.

In addition to the LC 3500 and the LC 9XS there were several other variations and machines in the planning or development stage. Mentioned in the Nintendo Power article was a "deluxe" version of the LC 3500 which came with a bike that was capable of running with or without a SNES and came with a heart monitor. Unfortunately I wasn't able to confirm the existence of this model which leads me to believe it never made it to retail. Also in at least the planning stages were a Recumbent Bike, Treadmill and even a Stairclimber that would also use the Exertainment brand and possibly even the SNES EXP Module, all of which were mentioned in the Popular Mechanics article.

It's fairly common knowledge that both Mountain Bike Rally and Speed Racer were made available to consumers through retail stores. It's a little more unclear as to why the Mountain Bike Rally/Speed Racer combo cart is so much more obscure though. I tried to contact Nintendo, Radical Games and Life Fitness about its distribution, but was met with failure on each front. Nintendo could only provide a response of "they don't have the man power to respond to these types of questions as they get far too many of them", Radical Games doesn't seem interested in returning any of my messages, and Life Fitness was unsure as they dealt primarily with the bikes and kiosks and might not have had too much, if any, involve-

ment with the video game side of things. Since the LC 9XS model came equipped with an internal SNES and was released around 2 years after the LC 3500 and both games, I don't think it's a stretch to assume that the combo cart was made specifically for use with the LC 9XS in order to give fitness centers that purchased it more bang for their buck. As further evidence to support this each of the LC 9XS models that I acquired locally contained a copy of MBR/SR inside.

Curiously enough around 2005 several sealed copies of the Mountain Bike Rally/Speed Racer games popped up through a digitalpress member who had worked at and acquired them through his work at Nintendo of America. He stated that there were 10 sealed copies of the game in an unsealed warehouse box. His suspicion is that they were intended to be sold directly through Life Fitness, but wasn't able to confirm it.

That pretty much sums up what I was able to dig up regarding my interesting treasures. For any of you SNES fanatics, accessory hunters or Power Pad junkies, I hope it answers a few of your questions and with any luck it'll bring out some more info regarding these beauties!

— CRABMASTER2000





The Anal Retentive's Guide to Packaging

How to prepare your CIB games for shipping

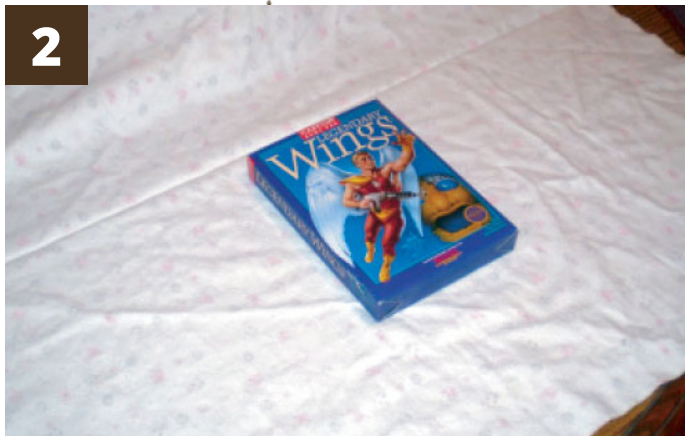
Let's be honest. For anyone who sells a game the process of packaging and shipping are the least enjoyable parts of this hobby of ours. Some would say the whole procedure is where fun goes to die, but I say that the sometimes laborious task of preparing your game for shipping can be a satisfying and ultimately enjoyable experience. One which can reward those willing to invest a little time and energy with the praise of their customers and the satisfaction of a job well done.

This journey, I must warn you, is not for the faint of heart. It is for those few individuals who are willing to stringently adhere to the notion of the "extra mile". Those who have an unswerving dedication to meeting the most exacting requirements. Those who laugh in the face of perfection and ask "Is that the best you've got?" It is for..... the Anal Retentive!

1

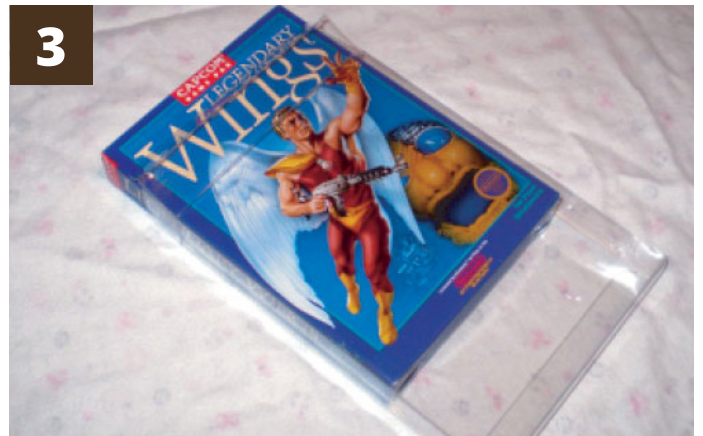
Now it's common knowledge that those of us with an anal streak* are the ones that make the world go round. Regardless I invite you to take the first step on our journey towards the land of self packing* by **WASHING YOUR HANDS**. Nobody likes opening a fresh package and finding greasy finger prints or powdered cheese dust smeared across the surface of that minty game box. Take a minute (preferably two) and wash those dirty mits in warm water and that yardstick of civilization, soap. I'll see you in a bit.

2



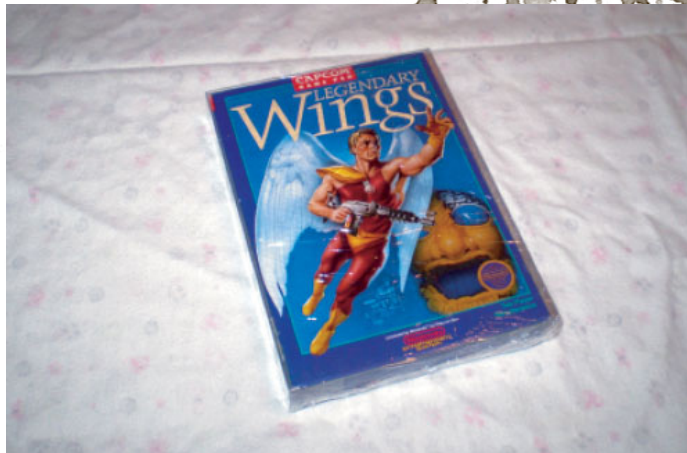
Lay a fresh clean cloth on your workspace to guard against any unseen filth. In this example I have used one of my daughters old nursery blankets that has been washed and is no longer used to clean up spittle or any other bodily discharge.

3



Slide that CIB game into a fresh plastic sleeve (I'm assuming you have one you classy chap and/or lady you). Yes, I know it costs more. Yes, I know you don't have any extras. Yes, I know you'd rather just stuff the game in a box with a bunch of old newspapers crinkled up against it, but you're also the one responsible for so much evil and strife in this world so the least you could do is this one good and pure thing Don't worry. We'll erect that statue declaring you to be history's greatest monster tomorrow.

*Insert butt joke here.



Cut an 18" long piece of plastic wrap and place the game a bit off center (face down). Fold the left side firmly over and then wrap the right side snugly over that. Fold the top and bottom ends as you would a birthday present and press firmly to the back side. Some may raise an eye brow at this step (or indeed this entire article), but a little insurance against moisture goes a long way.

Speaking from personal experience, all it takes is a little drop in a puddle or spill of the postal worker's drink and your once minty NES box will never be the same again. It will sit out on the swing set in the back yard with that sad distant look in it's eyes and all you will be able to do is put your hand on it's shoulder and try to say something reassuring, but nothing will come and you will go back inside feeling defeated and hopeless wishing that someone somewhere had taken that one simple extra step and none of this would have happened...



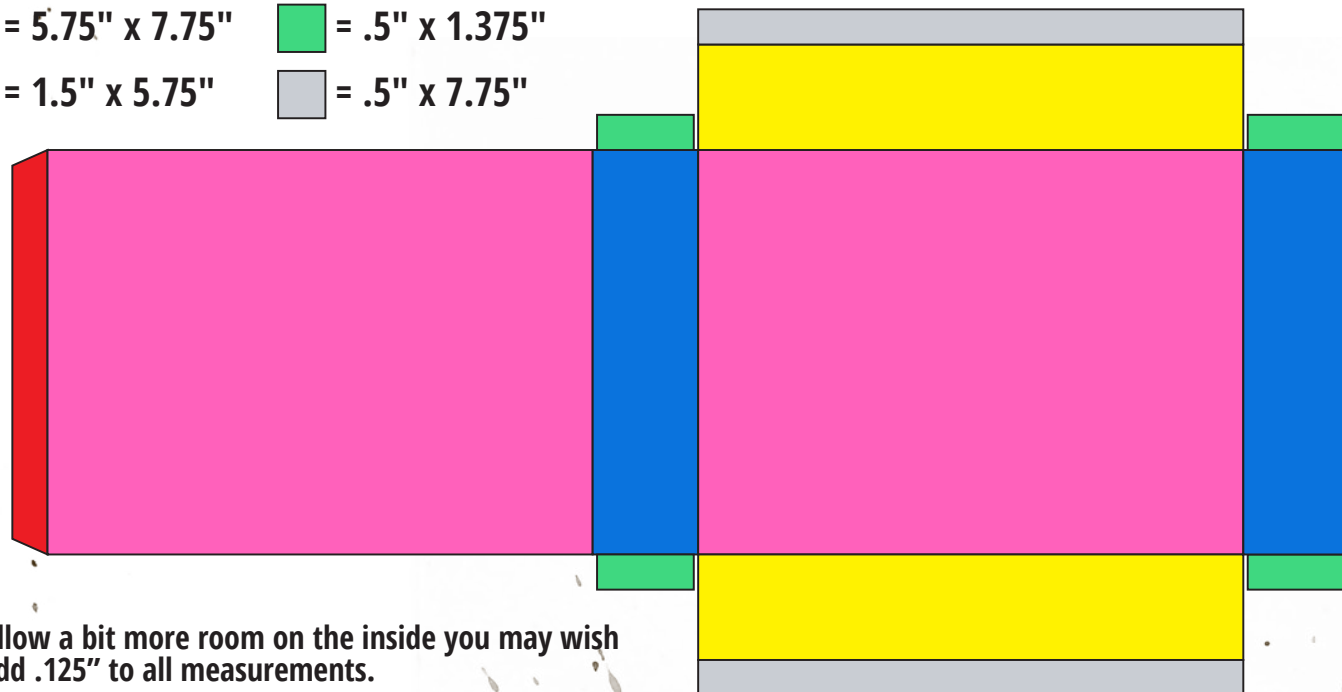
Cut out a 9" x 13" piece of bubble wrap (this tutorial calls for 'Scotch' brand cushion wrap standard bubble wrap or it's equivalent). Save any trimmings for later use. Wrap the game so that the vertical seam is on the back left edge. Tape all seams securely using 3 or more pieces of tape. I prefer using gift wrap tape, as the adhesive is not so sticky as to prevent the recipient from reusing the bubble wrap. Your package should now measure roughly 7.75"high x 5.75"wide x 1.5"deep.



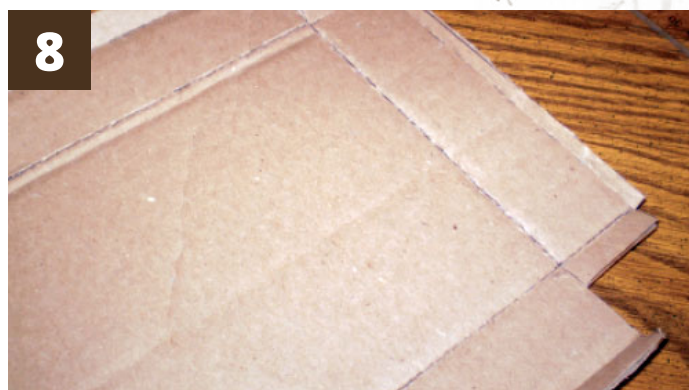
Remove the cloth from the work area. Wipe down your cardboard sheet with another clean cloth to remove any particles or debris.

Cut out a piece measuring 9.75" x 19.25", and cut to shape to the measurements listed on the next page.

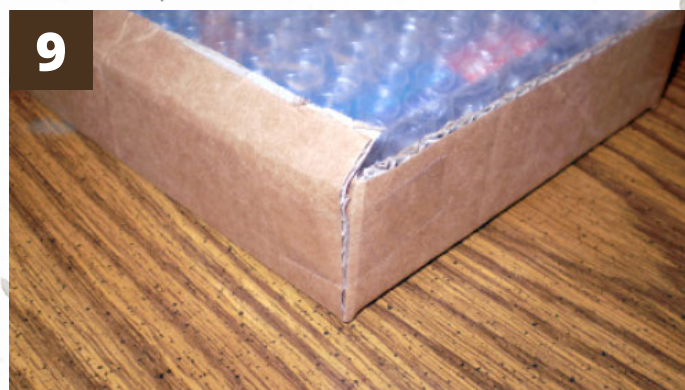
- = .5" x 5.75"
- = 1.5" x 7.75"
- = 5.75" x 7.75"
- = .5" x 1.375"
- = 1.5" x 5.75"
- = .5" x 7.75"



To allow a bit more room on the inside you may wish to add .125" to all measurements.



Using a straight edge and a blunt utensil (I use the non-cutting edge of a pair of scissors) make a series of shallow indentations along the fold lines and carefully flex the cardboard until it folds.



As you start to shape the cardboard shell to it's new shape use bits of packing tape to anchor the corners.



Firmly affix packing tape along every seamed edge to ensure a proper seal. The final box dimensions should be in the neighborhood of 6"wide x 8"high x 1.75"deep.

If you failed to create a successful box then proceed to burn the cardboard, tape, drop cloth and (just to be safe) the clothes you were wearing to be sure we eliminate all hints of failure from the environment. Once the purge has been completed start again from Step 1.

If you managed to successfully complete this tutorial then Congratulations and Welcome to the world of Hand Crafted Packing Art! It may seem like tomorrow's garbage today, but fear not! The satisfaction that is yours cannot be bought at any price and is sure to be the envy of all who lay their unworthy eyes upon it. Yes, yours is the high road. The one less traveled. The... Highway to the Danger Zone, if you will, that is reserved for those precious few who shrug off the mediocrity of their prefab packing peers and soar gloriously up into the unknown darkness that is... the Anal Retentive Way!

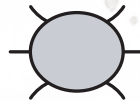
— M308GUNNER

Use this quick reference guide to determine your projected level of success based on your current sphinctoral tension.



The Black Hole

The magnitude of your retentiveness is such that no minor detail, facet or point of interest can escape your gravitational field of scrutiny.



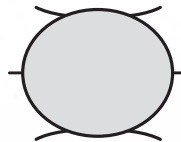
Average Joe

You will have some slight difficulty, but with a little extra grunting and sweating you should come through just fine.



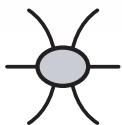
Iron Sphincter

Your retentiveness is more than adequate to complete this project. You're also probably an insufferable jerk (good for you!).



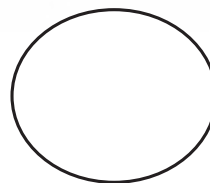
Loosy Goosy

Rough times ahead for you my friend. You may need help from one of your more detail oriented friends to complete this project.



Retentive in Training

You have much to learn my young apprentice, but the Schwartz is with you. You should have no problem finishing this tutorial.



Empty Hallway

Not a chance. Your ways are akin to a hot wind blowing lazily down an empty school hallway during the height of summer.

You have tapped into the official Nintendo Universe. This is Captain Nintendo bringing you the hottest tips and latest news for the week of May 1st.

Here's a way you can get unlimited experience points in Palace Five of Zelda II – The Adventure of Link. When you reach the area where the bricks fall down to make a solid wall, carve out a stairway, and climb up to the third brick. This will put you at the perfect height to defeat the Moas as they swoop down one after another. Use the Firespell or, if you are at the seventh level of attack strength, you can do away with them with just one jab. For every Moa that you beat, you'll receive fifty experience points!

We've got some new titles blasting your way soon. Look for Legacy of the Wizard from Broderbund, California Games from Milton Bradley, and three new games from Taxan: Fist of the North Star, Mystery Quest, and Mappyland. They'll be popping up at your favorite NES store momentarily.

Now, if you're playing Mike Tyson's Punch-Out!!, we've discovered a secret code that'll take you right to the end credits. Just enter the code 106 – 113 – 012 and leave the last digit at 0, but don't press "A" yet! Instead, hold down Select and press "A" and "B" at the same time. Presto! You're at the end.

Tune in Next week for an all new Captain Nintendo message featuring Super Mario Bros. 2. We'll have a new message every Sunday. But remember the cost for each call is a dollar fifty, so get proper clearance before you dial. If you need more help with your game play right now, call our Game Play Counselors!



Until next week, this is Captain Nintendo saying, ***"Don't let the Octorocks get you!"***

We all remember the Nintendo Tip Line that may have gotten us in trouble from time to time. Well if you missed out, here is the first of many transcriptions to come! These quick tip articles come from a collection of inner memo packages I received from a former Game Counselor. Enjoy!

— ACIDJAGUAR

Final Fantasy Walkthrough

Final Fantasy, created by Hironobu Sakaguchi, was released by Square in 1987 for the Japanese Famicom. It was Sakaguchi's last attempt at making it in the gaming industry. Twenty six years later, and here we are – 13 core titles later with plenty of spinoff titles. Enough about the history, though. Let's get onto the guide!

FINAL FANTASY immediately offers some easy "customization", and by that, I mean allows you to select your party of 4 members with 6 available character classes – all with their own unique abilities. Well, not so much unique with the exception of the mages, since the Fighter, Thief, and Black Belt are really just your power house tankers.

Your choices of characters are:



Fighter - Strong offense and great defense. Fighters can equip some of the strongest weapons and armor the game has to offer. While they aren't the sharpest tool in the shed, they can sure give a good wallop.



Red Mage - The best of 3 worlds: Fighter, Black Mage, and White Mage. He is a jack of all trades, but unfortunately, a master of none. Some of the best spells can't be used by the Red Mage (or later, when he's promoted to a Red Wizard).



Thief - Quick and strong, but aren't nearly as great in defense as Fighters. The Thief has a higher success rate for escaping battles than other classes.



Black Mage - Low offense and defense, but a master of the dark arts. A Black Mage is a very solid caster of magic.



Black Belt - Strong offense and defense. Generally around level 10, you can remove all of the Black Belt's equipment and he will become stronger than with equipment. A very low maintenance character.



White Mage - Low offense and defense, but a master of the holy arts. A White Mage's healing powers will definitely prove useful right from the start. While the White Mage generally specializes in defensive and curative magic, they also have an offensive spell that deals with the undead rather well.



So which party members do you select? Well, there's no right or wrong answer for that. Some parties are vastly easier to finish the game with, while others make the game ridiculously challenging (try beating the game with 4 White Mages!) For this guide, I will try to be as non-party specific as possible and give some helpful insight for whomever you chose for your party.

Chapter 1: Save the Princess!

When you first start the game, after you've chosen your party, you're just tossed into the overworld map with no direction on where to go. You have zero equipment and a few hundred gold pieces. The first thing you want to do is walk into town. This is the town of Coneria. If this your first time playing Final Fantasy 1, you should talk to everyone in town and get a feel for the atmosphere of the game, which isn't much when compared to games of today, but back when this game was released, it was epic. So now that you've talked to everyone, it's time to gear up your characters.

Weapon Shop



Avoid buying the Wooden Staff (unless you're really trying to pinch pennies). The Iron Hammer works well for the White Mage, Rapier for the Fighter, Thief, and Red Mage, the Nun Chucks for the Black Belt (the only weapon you'll need to buy for him), and the Small Dagger for the Black Mage. Next up, the Armor shop.

Weapon Name	Cost	Who Can Equip
Wooden Staff Damage: +6 Hit: +0%	5 Gold	Fighter, Black Belt, Red Mage, White Mage, Black Mage, Knight, Master, Ninja, Red Wizard, White Wizard, Black Wizard
Small Dagger Damage: +5 Hit: +10%	5 Gold	Fighter, Thief, Red Mage, Black Mage, Knight, Ninja, Red Wizard, Black Wizard
Wooden Nun chucks Damage: +12 Hit: +0%	10 Gold	Black Belt, Master, Ninja
Rapier Damage: +9 Hit: +5%	10 Gold	Fighter, Thief, Red Mage, Knight, Ninja, Red Wizard
Iron Hammer Damage: +9 Hit: +0%	10 Gold	Fighter, White Mage, Knight, Ninja, White Wizard

Armor Shop



Armor Name	Cost	Who Can Equip
Cloth Absorb: +1 Evade: -2%	10 Gold	Everyone
Wooden Armor Absorb: +4 Evade: -8%	50 Gold	Fighter, Black Belt, Thief, Red Mage, Knight, Master, Ninja, Red Wizard
Chain Armor Absorb: +15 Evade: -15%	80 Gold	Fighter, Red Mage, Knight, Ninja, Red Wizard

Buy Cloths for the White and Black Mages, and if you're not up for some grinding in the beginning, you can buy the Chain Armor for everyone else, unless you have a Black Belt, that I'd personally recommend just the Cloth, but you can go with the Wooden Armor as well, and the Wooden Armor for the Thief. Next up, we have the White and Black Magic shops.

Black Magic Shop



LOCK doesn't work and is a bugged spell. Don't bother wasting your gold on it. Right off the bat, you should at the very least buy FIRE if you have a Black or Red Mage. Once you have enough you should definitely buy LIT. SLEP is an alright spell, but unless you just want to fill up your spell book, I wouldn't bother with this spell.

Spell	Cost	Level	Effect	Who Can Cast
FIRE	100 Gold	Level 1	Hits one enemy for low fire damage (25 ± 15)	Black Mage, Black Wizard, Ninja, Red Mage, Red Wizard
SLEP	100 Gold	Level 1	Puts enemies to sleep	Black Mage, Black Wizard, Ninja, Red Mage, Red Wizard
LOCK	100 Gold	Level 1	Reduce enemies evade	Black Mage, Black Wizard, Ninja, Red Mage, Red Wizard
LIT	100 Gold	Level 1	Hits one enemy for low lightning damage (25 ± 15)	Black Mage, Black Wizard, Ninja, Red Mage, Red Wizard



White Magic Shop



CURE is definitely a must have spell, as is **HARM**. There are lots of undead monsters in this game, especially in the first boss location! **FOG** and **RUSE** is really up to you.

Spell	Cost	Level	Effect	Who Can Cast
CURE	100 Gold	Level 1	Restores a small amount of HP to a single character (25 ± 8 HP)	Knight, Red Mage, Red Wizard, White Mage, White Wizard
HARM	100 Gold	Level 1	Causes 20 - 80 damage to undead monsters	White Mage, White Wizard
FOG	100 Gold	Level 1	Increases one party members Absorb by +8	Knight, Red Mage, Red Wizard, White Mage, White Wizard
RUSE	100 Gold	Level 1	Increase casters evade by +80%	Knight, Red Wizard, White Mage, White Wizard

Item Shop



Item Name	Cost	Effect
HEAL Potion	60 Gold	Restores a small amount of HP to a single character (+16-+32 in battle, +30 outside of battle)
PURE Potion	75 Gold	Cures POISON Status
TENT	75 Gold	Partially restores HP (up to +60) and allows you to save your game on the World Map. Tents do NOT restore magic!

Once you're done shopping, go talk to everyone in the Castle, and then make your way to save Princess Sarah. She is being held captive by Garland in the Temple of Fiends. With a strong party (something like a Fighter, Thief or Black Belt, Black Mage and White Mage), you can take Garland on relatively easily at level 1. Otherwise, it might not be a bad idea to build your party up to level 2 or 3, especially if you're having a hard time fighting him.

The Temple of Fiends is located to the northwest of Coneria, and along the way you will end up fighting a lot of imps, with the occasional wolf pack or even more rarely a mad pony. In the Temple of Fiends, you will be faced with spiders and undead monsters. Once in the Temple of Fiends, you have 2 options – Save Princess Sarah right away, or grab some loot. If you're under level 3, I'd recommend just saving Princess Sarah, though you can go grab the treasure if you'd like. There are "houses" at four corners of the Temple. The right side is locked and will require the Mystic Key that you will get later on, but the other two are wide open. The lower left corner house has a Cap, and the top left corner has a Tent and a Potion.

Armor Name	Cost	Who Can Equip
Cap Absorb: +1 Evade: -2%	Found in the Temple of Fiends	Everyone

If you've gone hunting for these treasures, head back to the entrance of the Temple of Fiends and walk straight up into the large "house". When you enter, you'll see Garland standing in the way with Princess Sarah behind him, as well as some bats flying around. Once you talk to Garland, you'll be brought into a fight against him.

Garland can be easily taken down in 2 or 3 turns, depending on level and your party members. If you have any black — magic casters, cast fire, otherwise just pummel him with physical attacks. He has no weaknesses to exploit, so just hope that he doesn't attack the same party member twice before you can heal them up. Once defeated, talk to Princess Sarah and she will warp you back to Coneria Castle. Once there, talk to her again to obtain the quest item LUTE, and then talk to the King who will build a bridge for you to continue your journey. Go back into town and sleep at the inn and save your game. Make your way across the newly constructed bridge, and now your true journey begins. — DRAGON





Final Fantasy III

The Mog Quest for Perfection

Back in February of 1995, Nintendo Power issued a rather interesting challenge for Final Fantasy 3 (part 6 in Japan). They wanted to see what players could do to get Mog to join the party in the fewest steps possible. Here's original challenge as posted in Nintendo Power:



POWER CHALLENGE **FINAL FANTASY III**

This limited-edition cart has the challenge built right in.

Here is an interesting challenge that should keep Final Fantasy players busy. When you play Final Fantasy III, the game keeps track of each step you take. We want to see who can take the fewest steps on the way to getting Mog to join their party. Take a photo of the Status Screen that shows your party and the steps taken to reach Mog. Remember, Mog doesn't join your party the first time you see him.

TERRA	LU	19	611	611
	HP		159	159
	MP			
MOG	LU	24	959	959
	HP		216	216
	MP			
LOCKE	LU	20	684	684
	HP		161	161
	MP			
SABIN	LU	21	861	861
	HP		168	168
	MP			

Time: 50:04
Steps: 24864
GP: 44161

Which character should you talk to first, Mog or Lone Wolf?

ENTER THE ARENA!

Be sure to write your name, address and Member Number on the back of your photo when you send in your Challenge or entry for one of our challenges. All entries to the Challenges printed in this issue must be received no later than March 20, 1995 to qualify for the Power Stamp prizes. The players who best complete challenges, will receive four Super Power Stamps for use towards the purchase of Super Power Supplies. Scores printed are determined by the Nintendo Power Staff

MY OWN EFFORTS back then culminated in a final step count of 5,826, but alas, my submission was never printed. The 1st place score they did print ended up being 6,545, which of course was quite weak compared to my own effort. I posted an article thread about this in the [Nintendo Age forums](#), and the link can be found also on my web site at www.firebrandx.com.

FINAL FANTASY III
Fewest Steps to Mog

John Daily	6,545
Elizabeth, WV	
Dustin Klitch	6,671
N. Arlington, NJ	
Jan-Michael Olorga	6,734
Panorama City, CA	

Just recently over the past month, I decided to try to find the ultimate truth to this challenge. Since there are only so many shortcuts to be found, there should eventually be a perfect run that can only be matched and never bested. After several attempts, refinements, and extensive research, I believe I have found the answer to this challenge. Keep in mind that glitches and hacks can always be used to fudge ever lower step counts, so the rules of the challenge will be honored with no glitches, hacking, or cheating along those lines being allowed.

It would turn out that a re-release of the game on the Gameboy Advance ends up being slightly different in the handling of a couple scenario screens, allowing for that version to be 7 steps ahead of the original SNES version. For the purposes of the guide, we'll be dealing strictly with the SNES version. Finally, I'd like to thank o_chew for his FF6 Advance guide that allowed me to collate with my own research and discover the 7 step difference between the SNES and GBA versions.

Let's quickly review a few notes and rules and get started

1. This guide assumes you are intimately familiar with the game. As such, there will not be descriptions of parts that are obvious and that you should already know how to do quite well.

2. This guide is for the SNES console version known as Final Fantasy III. Other versions may have a different perfect step count (like FF6 Advance does).

3. The goal of this guide is to detail a perfect run that does NOT make use of any glitches or hacks. An example of a glitch would be in Locke's scenario, where you can glitch your way past the guard that chases you into South Figaro. This would save several hundred steps, and is not part of the normal intent of the game.

Game Start

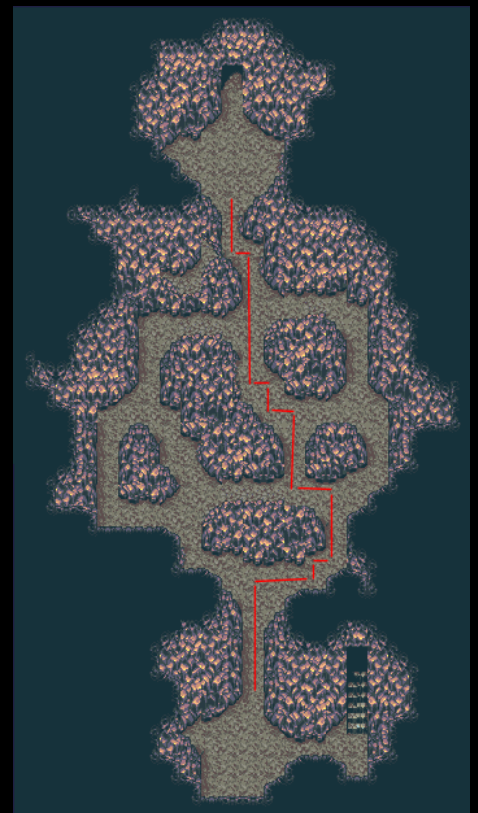
Steps	Location
0 - 48	Narshe
48 - 87	Narshe North Path to Mines
87 - 121	Narshe Mines Main Room
121 - 138	Narshe Mines Esper Room

At the first scripted fight encounter, let "Vicks" (bad translation of Biggs) and "Wedge" die off. This will allow Terra to gain levels more rapidly, ensuring that Locke will join at a higher level as well. Heal Terra near the end of each encounter before killing off the last mob. The 4-pack fight will require immediately burning the first two mobs before they can obliterate Terra with the blizzard attack.

Steps	Location
138 - 153	Narshe Arvis's House
153 - 180	Narshe Overpass
180 - 256	Narshe cave
256 - 290	Narshe Defending Terra

Locke's group with the 3 moogles will have to immediately b-line down the field to the end boss. You can avoid some of the mobs by letting them pass from the bottom before you get there. Refer to the diagram for the shortest path.

Steps	Location
290 - 292	Narshe
292 - 352	Overworld to just outside of Figaro Castle



Have Locke stealing at every opportunity on each encounter. You need to build up potions, tonics, antidotes, and whatever else he can get his hands on.

Steps	Location
-------	----------

353 - 357	Figaro Main Gate
-----------	------------------

357 - 365	Figaro Front Tower
-----------	--------------------

365 - 383	Figaro Hub
-----------	------------

383 - 398	Figaro Back Tower
-----------	-------------------

398 - 419	Figaro Throne Room
-----------	--------------------

419 - 433	Figaro Back Tower
-----------	-------------------

433 - 453	Figaro Hub
-----------	------------

453 - 458	Figaro Left Tower
-----------	-------------------

458 - 467	Figaro Stairwell
-----------	------------------

467 - 489	Figaro Left Sandy Area
-----------	------------------------

489 - 514	Figaro Edgar's Bedroom
-----------	------------------------

514 - 529	Figaro Left Sandy Area
-----------	------------------------

When you leave Edgar's bedroom, you'll head straight south and back out to the overworld. This will save an additional 10 steps.

Steps	Location
-------	----------

529 - 530	Overworld
-----------	-----------

530 - 534	Figaro Main Gate
-----------	------------------

534 - 542	Figaro Front Tower
-----------	--------------------

542 - 560	Figaro Hub
-----------	------------

560 - 575	Figaro Back Tower
-----------	-------------------

575 - 588	Figaro Throne Room
-----------	--------------------

588 - 622	Figaro Hub with Kefka
-----------	-----------------------

Head straight to Kefka, then talk to each guard on the left and right before talking to Kefka.

Steps	Location
-------	----------

622 - 638	Figaro Right Tower
-----------	--------------------

638 - 647	Figaro Stairwell
-----------	------------------

647 - 669	Figaro Right Sandy Area
-----------	-------------------------

669 - 678	Figaro Guest Bedroom
-----------	----------------------

678 - 688	Figaro on Fire
-----------	----------------

Head straight up when you gain control of Edgar and talk to the guard.

Steps	Location
-------	----------

688 - 688	Overworld to just outside of Figaro Cave
-----------	--

689 - 695	Figaro Cave Entrance
-----------	----------------------

695 - 714	Figaro Cave Spring Area
-----------	-------------------------

714 - 764	Figaro Cave Large Area
-----------	------------------------

764 - 773	Figaro Cave Small Area
-----------	------------------------

773 - 784	Figaro Cave Exit
-----------	------------------

Skip both South Figaro and the north house. Just head directly to the entrance of Mt. Kolts and save.

Steps	Location
-------	----------

784 - 817	Overworld to just outside of Mt. Kolts
-----------	--

818 - 830	Mt. Kolts Entrance
-----------	--------------------

830 - 855	Mt. Kolts Cave 1
-----------	------------------

855 - 862	Mt. Kolts Edge Path 1
-----------	-----------------------

862 - 891	Mt. Kolts Cave 2
-----------	------------------

891 - 899	Mt. Kolts Edge Path 2
-----------	-----------------------

899 - 925	Mt. Kolts Edge Path 3
-----------	-----------------------

925 - 965	Mt. Kolts Cave 3
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965 - 1004	Mt. Kolts Rope Bridge Path
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1,000 steps!

Steps Location

1004 - 1012	Mt. Kolts Save Cave
1012 - 1166	Mt. Kolts Spiral Path

Make sure to have saved Terra's magic for antidote spells if you run out of antidotes during this area. Again, Locke should be stealing from the back row at every chance. Vargas is a snap.

Steps Location

1166 - 1188	Mt. Kolts Last Cave
1188 - 1196	Mt. Kolts Exit
1196 - 1232	Overworld to just outside of Returners Hideout

This is an important save spot that you will be resetting back to as explained later.

Steps Location

1233 - 1240	Returners Hideout Entrance
1240 - 1252	Returners Hideout Main Area
1252 - 1266	Returners Hideout Save Room with Banon
1266 - 1279	Returners Hideout Room with Locke
1279 - 1319	Returners Hideout Main Area with Sabin
1319 - 1320	Returners Hideout Save Room with Edgar



In the save room with Edgar, you will NOT move at all. Edgar has a set path, but he doesn't quite get close enough. Instead you'll need to wait a couple minutes and then reset the machine (NOT power off) to reload your

last save point. The reset will change the "seed" generation of Edgar's set pathing. On my run, it only took a couple of minutes after one reset before Edgar walked all the way over to me. I quickly right-faced and talked to him without taking a step. This is one of the major difficult spots in the game, and if you screw it up, you'll have to keep resetting until you get it right.

Steps Location

1320 - 1360	Returners Hideout Main Area
1360 - 1365	Returners Hideout Entrance with Banon
1365 - 1383	Lete River Passage

The first screen where you can access the party menu with Banon in it is at 1365.



Sabin's Scenario

Steps Location

1714 - 1774 Overworld to just outside of Imperial Camp

Save here as it will be a reset point that you might have to go back to.

Steps Location

1775 - 1776 Imperial Camp

1776 - 1780 Doma Front Gate

If you don't get the "Black Belt" relic from winning the boss fight, reset. This relic is absolutely critical for Locke in his scenario (if you want it to be easy that is).



2,000 steps!

Steps Location

2016 - 2023 Phantom Forest Short Path

2023 - 2048 Phantom Forest Train Path

2048 - 2058 Phantom Train Station

Steps Location

1780 - 1831 Imperial Camp

1831 - 1838 Doma Roof

1838 - 1845 Doma Stairwell

1845 - 1856 Doma Main Hall

1856 - 1864 Doma Throne Room

1864 - 1874 Doma Main Hall

1874 - 1894 Imperial Camp Battle Sequence

1894 - 1934 Imperial Camp Magitek Armor Sequence

1934 - 1961 Overworld to just outside of Phantom Forest

1962 - 1993 Phantom Forest First Path

1993 - 2016 Phantom Forest Spring Path

The thing to remember for the Phantom Train is to always use the exterior of the train cars to proceed whenever possible.

Steps Location

2058 - 2086 Phantom Train Car 1

2086 - 2094 Phantom Train Between Cars 1 and 2

2094 - 2122 Phantom Train Car 2

2122 - 2133 Phantom Train Between Cars 2 and 3

2133 - 2136 Phantom Train Car 3

2136 - 2148 Phantom Train Jump Sequence

2148 - 2152 Phantom Train Car 5

2152 - 2153 Phantom Train Decoupling Sequence

2153 - 2186 Phantom Train Car 5

Steps	Location
2186 - 2282	Phantom Train Between Car 5 & Switch Room
2282 - 2297	Phantom Train Switch Room
2297 - 2305	Phantom Train Kill Switch
2305 - 2325	Overworld to just outside of Baron Falls
2326 - 2336	Baron Falls Entrance
2336 - 2344	Baron Falls Cave
2344 - 2352	Baron Falls Cliff
2352 - 2355	Washed Ashore
2355 - 2406	Overworld to just outside of Mobliz

Save before entering Mobliz. The reason being is you'll have to risk randomly getting Gau to appear on your way down to the Crescent Mountain Entrance. If he doesn't appear, you'll be forced to reset.

Steps	Location
2407 - 2436	Mobliz
2436 - 2441	Mobliz Item Shop

In the item shop, you should have heaps of cash from grinding on the Lete river to stock up on supplies in addition to the required dried meat. Be sure to get a full 99 potions and tonics, and pick up plenty of everything else.

Steps	Location
2441 - 2469	Mobliz
2469 - 2520	Overworld to just outside Crescent Mountain
2521 - 2570	Crescent Mountain
2570 - 2588	Nikeah Docks to Scenario Screen

Before you talk to the old man on the boat in Nikeah docks, strip your party of all gear AND relics again. Locke must have access to the best of everything for what we need him to accomplish in his scenario.

Steps	Location
2588 - 2591	Scenario Save Point
2591 - 2595	Save Point to Locke

Locke's Scenario

Steps	Location
2595 - 2657	South Figaro Streets

First thing to do is to prepare for the fight with the street guard. We're not going to do any sneaking around until absolutely required. So optimize Locke's gear, give him the Black Belt and Gauntlet relics, and set him to the back row. Finally, make sure your curser is set to memorize your last selection from the config screen. When you fight the street guard blocking the alley, you're going to rely on the Black Belt relic to do the fighting for you. Just set Locke to using the Potion on every turn, and all you have to do is hold the "A" button until you win. Too easy for a fight that is otherwise very difficult!

When you defeat the guard, use the hidden path behind the building on the left of the alley.

Steps	Location
2657 - 2687	South Figaro Pub
2687 - 2713	South Figaro Pub Basement
2713 - 2743	South Figaro Pub
2743 - 2776	South Figaro Streets
2776 - 2786	South Figaro Old Man's Basement
2786 - 2823	South Figaro Old Man's House
2823 - 2833	South Figaro Old Man's Basement
2833 - 2837	South Figaro Stairwell
2837 - 2853	South Figaro Rich House Store Room
2853 - 2864	South Figaro Streets
2864 - 2883	South Figaro Rich House Floor 1
2883 - 2901	South Figaro Rich House Floor 2

Steps	Location
2901 - 2921	South Figaro Master Bedroom
2921 - 2930	South Figaro Stairwell
2930 - 2958	South Figaro Underground Passage
2958 - 2969	South Figaro Celes's Holding Room

Make sure to equip Celes with gear after picking her up.

Steps	Location
2969 - 2981	South Figaro Underground Passage
2981 - 3034	South Figaro Clock Room



3,000 steps!

Steps	Location
3034 - 3098	South Figaro Underworks
3098 - 3104	South Figaro Stairwell
3104 - 3113	South Figaro Streets
3113 - 3131	Overworld to just outside of South Figaro Cave

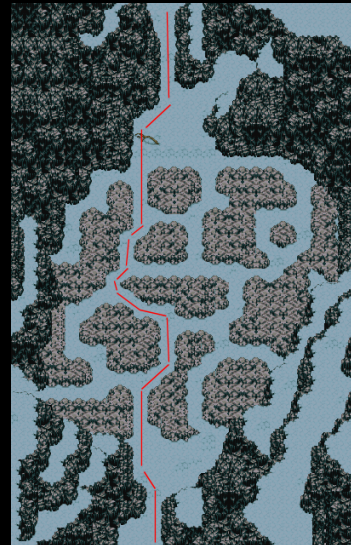
Save of course.

Steps	Location
3132 - 3143	Figaro Cave Entrance
3143 - 3152	Figaro Cave Small Area
3152 - 3202	Figaro Cave Large Area
3202 - 3219	Figaro Cave Spring Area

Tunnel armor is easy to beat. Have Celes use Runic every time and just chip away at him with Locke. Have Locke use potions as needed.

Defending the Esper

Steps	Location
3219 - 3220	Talk to Banon



Don't waste steps trying to re-gear everyone. We'll do that after the battle starts using the "Y" button to switch between groups. You're going to use one main group in the middle window as this puts the group on the left at the start of the battle. Put 4 of your best fighters in that group and the remaining 3 in two groups you won't use. When the battle

starts, quickly use the "Y" button to switch to your left-side power group, then use the "X" button to access the menu to re-gear them. Now make a B-line for Kefka. Use the diagram I've provided for reference to the quickest path. This path will always be the quickest, even when doing normal travel through this area later.

Steps	Location
3220 - 3255	Battle Against Kefka

The Search for Terra

Steps	Location
3255 - 3264	Narshe Arvis's House
3264 - 3330	Narshe
3330 - 3390	Overworld to just outside Figaro Castle
3391 - 3395	Figaro Main Gate
3395 - 3400	Figaro Front Tower
3400 - 3409	Figaro Switch Room
3409 - 3414	Figaro Front Tower
3414 - 3417	Figaro Main Gate
3417 - 3477	Overworld to just outside Chocobo Stables

When exiting Figaro Castle, you'll be heading north and skipping the towns in the process. The Chocobo stables in the little patch of forest up north is where we want to go.

Steps	Location
3478 - 3483	Chocobo Stables Exterior
3483 - 3486	Chocobo Stables Interior
3486 - 3486	Overworld to just outside Zozo

Dismount the Chocobo NORTH of Zozo as this will save steps later when you leave Zozo.

Steps	Location
3487 - 3525	Zozo Streets
3525 - 3536	Zozo Relic Shop
3536 - 3548	Zozo Relic Shop Balconies
3548 - 3585	Zozo Bandit Line Room
3585 - 3610	Zozo Balconies

Steps	Location
3610 - 3650	Zozo West Building
3650 - 3677	Zozo Balconies
3677 - 3727	Zozo Large Stairwell
3727 - 3767	Zozo Balconies
3767 - 3802	Zozo Esper Room

After the dialog is over, ONLY take Ramuh's shard since it doesn't cost any steps, then walk south to Locke.

Find Passage to the Southern Continent

Steps	Location
3802 - 3808	Zozo Streets
3808 - 3871	Overworld to just outside Jidoor
3872 - 3924	Jidoor Streets
3924 - 3943	Jidoor Mansion
3943 - 3997	Jidoor Streets
3997 - 3999	Jidoor Chocobo Stables
3999 - 3999	Overworld to just outside Opera House
4000 - 4002	Opera House Entrance



4,000 steps!

Steps	Location
4002 - 4013	Opera House Auditorium
4013 - 4043	Opera House Entrance
4043 - 4104	Opera House Celes's Dressing Room and Opera Performance
4104 - 4128	Opera House Celes's Dressing Room
4128 - 4158	Opera House Entrance
4158 - 4210	Opera House Auditorium
4210 - 4226	Opera House Switch Room

The shortest route to the old man is around the left of the crates.

Steps	Location
4469 - 4521	Magitek Factory
4521 - 4541	Magitek Armor Production Room
4541 - 4561	Magitek Esper Pit

After hitting the far right switch, hit the switch to the left of it. This will drop you into the audience, and you'll save steps as you're kicked out the front door of the auditorium.

Steps	Location
4226 - 4258	Opera House Entrance
4258 - 4296	Opera House Auditorium
4296 - 4314	Opera House Stairwell
4314 - 4360	Opera house Rafters
4360 - 4361	Airship

The Southern Continent & Terra's Past

Steps	Location
4361 - 4392	Overworld to just outside Vector
4393 - 4469	Vector

When you land in the Esper pit, talk directly to the Ifrit to start the encounter. After the encounter is over, walk over to the Ifrit again and talk him. Then walk to Shiva to get them to convert to shards. Only take Shiva's shard since it's in your way and leave.

Steps	Location
4561 - 4620	Magitek Giant Stairwell
4620 - 4657	Magitek Research Facility
4657 - 4672	Magitek No. 24 Room
4672 - 4699	Magitek Esper Containment Room
4699 - 4703	Magitek Mine Cart Room

Skip the save since it wastes steps and instead go directly to Cid and talk to him to start the mine cart sequence.

Steps	Location
4703 - 4931	Vector and Terra's Past

Terra's past

You won't be able to access the step counter here, but as usual make the shortest routes to each of the dialog sequences. Maduin walks fast, so be very careful. If you overstep just once, it means you have to do Vector all over again. Here's the sequence for Maduin:

- 1 Hop out of bed and exit the room.
- 2 Once outside, make your way down through the fence opening, and then head right and up the path to the collapsed Madonna. Take her with you.
- 3 Walk north to the foot of Madonna's bed and talk to her.
- 4 Leave Maduin's cave again, and again make your way to the cave up north. Find Madonna across the bridge in the cave and talk to her.
- 5 Immediately speak to the blue esper guy at the table, then head straight for the south exit to trigger the next dialog sequence. Madonna will get offended and leave.
- 6 Head out of the cave, take the westward path. Skip the cave you walk by and head down the grassy ramp. Don't walk along the water, that first tree you see along the bank will trap you. Walk left around the tree and go straight up the path you originally found Madonna at once again and enter the cave.
- 7 Speak with the collapsed Madonna in front of the portal to finish the recollection.

The Final Stretch to Mog

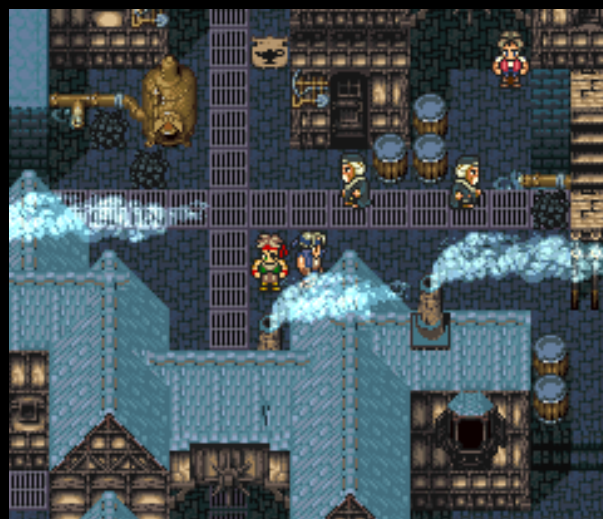
Steps	Location
4931 - 4933	Airship Deck

Immediately talk to Setzer to take control of the ship.

Steps	Location
4933 - 4933	Overworld to just outside of Narshe

Save here. This is the last one.

Steps	Location
4934 - 4944	Narshe
4944 - 4953	Narshe Meeting House
4953 - 5058	Narshe



5,000 steps!

Steps	Location
5058 - 5059	Narshe Chest Room

When you enter the chest room to trigger Lone Wolf, do not move at all. Wait for him to leave, and then exit the room yourself.

Steps	Location
5059 - 5143	Narshe
5143 - 5179	Narshe North Path to Mines
5179 - 5198	Narshe Mines Main Room
5198 - 5227	Narshe Mines Right Lower Room
5227 - 5241	Narshe Mines Right Upper Room
5241 - 5278	Narshe Mines Overpass
5278 - 5289	Narshe Mines Back Upper Room
5289 - 5301	Narshe Back Mine Entrance
5301 - 5350	Narshe Battle Field

Here again, refer to the diagram for the quickest path through Narshe Battlefield. [pg. 28, "Defending the Esper"]

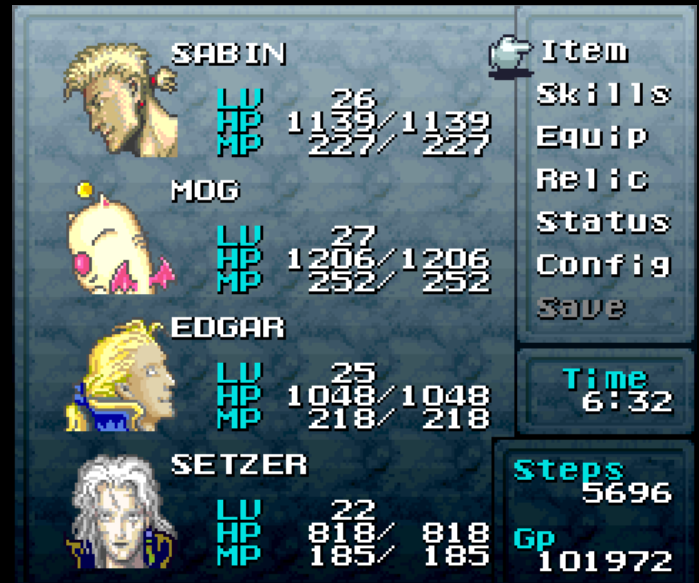
Steps	Location
5350 - 5414	Narshe Bluffs

Just after crossing the bridge, hug up and left as you go, this will trigger the push-back sequence by Lone Wolf exactly one step sooner than if you just approach from the bottom. After being pushed back, simply wait until Mog struggles free, then walk directly to Mog to talk to him.

Steps	Location
5414 - 5464	Narshe Battle Field
5464 - 5477	Narshe Back Mine Entrance
5477 - 5488	Narshe Mines Back Upper Room
5488 - 5525	Narshe Mines Overpass
5525 - 5539	Narshe Mines Right Upper Room
5539 - 5567	Narshe Mines Right Lower Room
5567 - 5586	Narshe Mines Main Room
5586 - 5622	Narshe North Path to Mines
5622 - 5682	Narshe

Steps	Location
5682 - 5696	Airship Party Change

Down in the casino room where all the party members are, walk 3 steps forward (to 5696 steps total) and wait for a party member to walk in front of you. Talk to them to change your party, then add Mog into a full group and snap the screenshot. **That's it!**



Perfect!

So there it is. Whoever at Nintendo Power in 1994/1995 that came up with this challenge may not have known what the absolute perfect step count is. After many MANY attempts, research, and refinements, I believe this to be the perfect run for the SNES. The GBA version will be at least 7 steps shorter at 5,689 steps. — FIREBRANDX





The world of video game paper collecting is a small, interesting, expensive, and often very frustrating place.

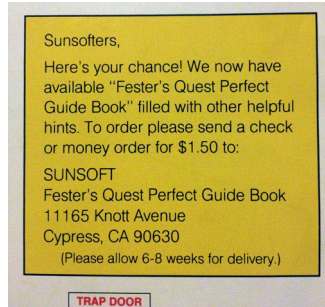
WHILE “RARE” GAMES are usually attainable just by hopping on eBay and paying the sometimes expensive price, rare paper can go years before popping up. Some items never see a public sale, that is if they even exist beyond old references from the collecting dinosaurs. So what do I refer to when I say video game paper? I’m talking about video game magazines such as Nintendo Power, Game Pro, and EGM. I’m talking about general newsletters such as the Hudson Bee, Sunsoft Game Time News, and Capcom Craze. I’m talking about game specific hint books and Strategy Guides like The Legend of Zelda Tips and Tactics, Dragon

Warrior IV guide, and All of Wizardry I Hint Book. I’m talking about the paper collector’s white whales like Warrior World newsletters, Wall Street Kid tip sheet, and Lufia 2 guide. My intention is to make this a running column and inspire others to join this interesting corner of the video game collecting — community, while hopefully learning more about rare paper myself.

For my first article, I decided to highlight a specific game and look at a few different pieces that featured it. That game is Fester’s Quest, a game I loved as a kid but found so frustratingly hard that I almost broke my Nintendo back in the day. —

As you will see, I wasn't the only one that struggled with this game.

The first mention of Fester's Quest is found in the May/June 1989 issue of Nintendo Power with a two page preview. While it would be featured again in Nintendo Power, the lion's share of — coverage for the game was directly from the game publisher Sunsoft. The Winter 1989 issue of Sunsoft Game Time News had a short preview on the back page. The game released in October of 1989, and game players like myself must have bombarded Sunsoft with questions, because the Spring 1990 issue of Game Time News was dedicated solely to the game. They even preface the hints with this revealing quote.



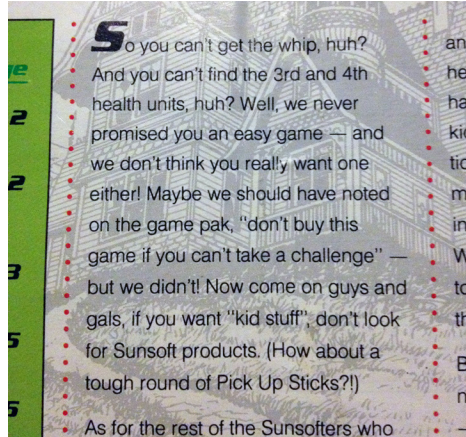
Book. This thing is stupid rare. I've seen one copy sell publicly the last two and a half years, via a poorly listed BIN. Putting a price on this item is hard, but if I was still looking for a copy, I would have no problem shelling out \$200 for it. I acquired my copy as a surprise gift from one of our own members, xtremegamer. Matt knew how obsessed with collecting guides I was, and decided that my home was where it belonged. Just another random act of kindness from one outstanding duder ;) The guide gets more in depth than the previous articles on

the game. It is a small 6" x 9" guide with 15 pages of content featuring many screen shots of actual footage, maps, and techniques (including some kick ass whip strategies). It has very vibrant coloring and is a very well put together piece.

Collecting rare paper requires patience, dedication, money, and good collecting friends help too. Don't let your mom throw away those old magazines and guides collecting dust in the attic. Who knows, you might just have the next undiscovered treasure of the paper collecting world.

I'm always in the market for new paper, shoot me a pm if you have something that you think may be of interest.

— DONER24

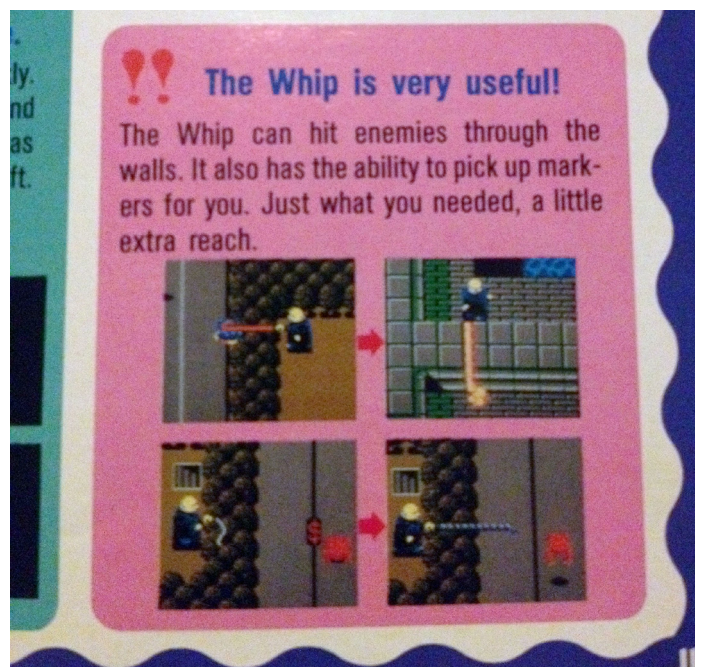


The rest of the issue features maps, hints, a word search, and a comedy section lamer than a Dane Cook show. Well clearly this did not satisfy the masses of angry video game nerds, as the Summer 1990 — Game Time News issue featured another section on Fester's Quest that included an offer to buy the guide book.

That leads us to the most interesting piece about Fester's Quest, Sunsoft's Perfect Guide



“ This thing is stupid rare. ”



Some Known and Unknown Myths and Facts about

POKÉMON®

BY LEATHERREBEL5150

DID YOU KNOW?

THROUGHOUT the years many gamers become aware of some fun and interesting facts about their favorite video games and franchises. Whether it is a special glitch in a game or an interesting story about the creation of a —



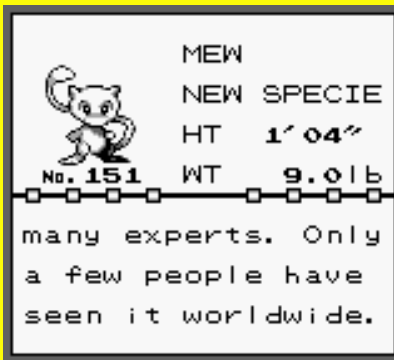
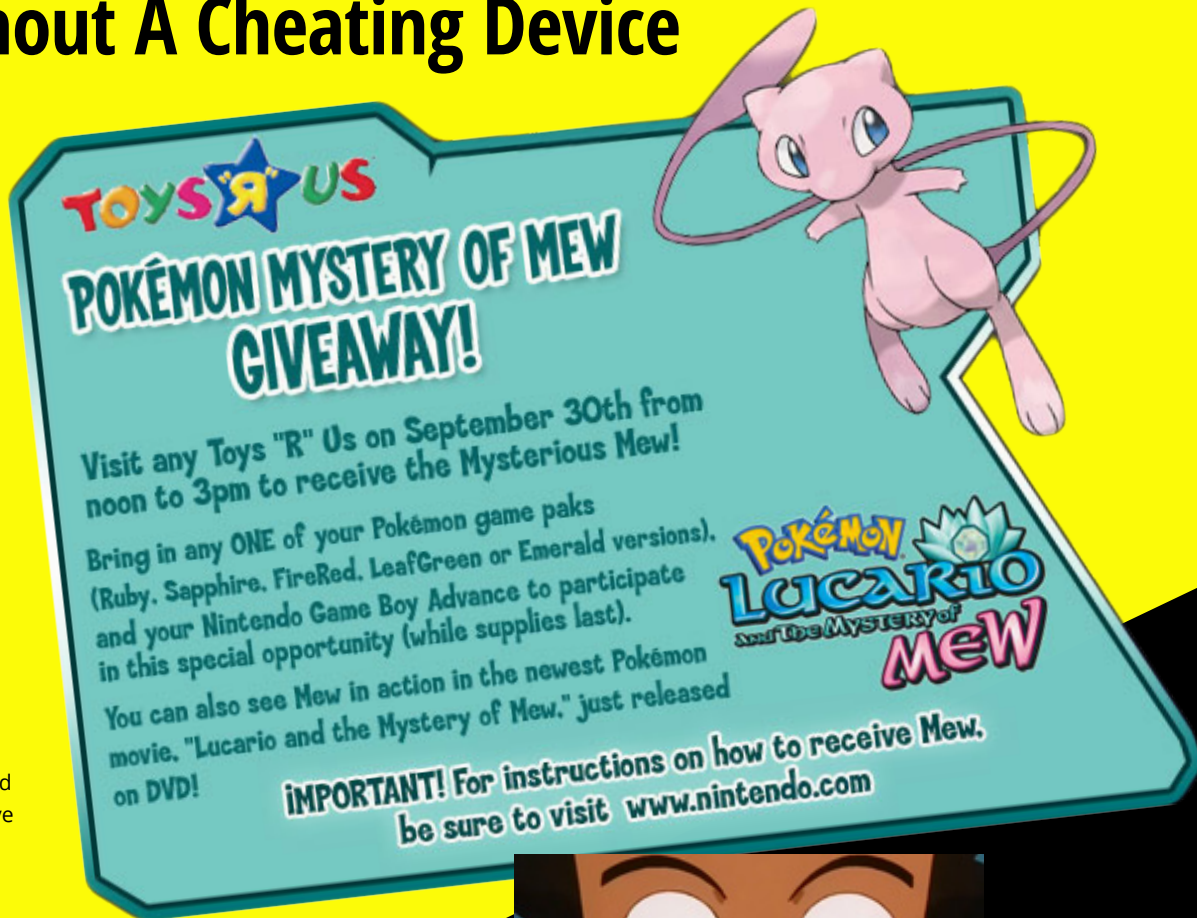
character, we all have fun finding out these little known details. So today we are going to explore some interesting things you may or may not know about the Pokémon games and franchise.

1

Mew Is Obtainable In Red/Blue Without A Cheating Device

As a kid during the beginning of the Pokémon craze I would have sold my soul to be able to get Mew without going to a Pokémon event (my parents were not the kind to bring me to things like that.)

Many of you may already know this fact but it was not until this past year that I learned this was possible. There have been many rumors for years, usually revolving around the parked truck near the S.S. Anne, that Mew was obtainable in the game. While the rumors about the truck were proven false there is a way to obtain Mew through performing a very specific sequence of events. I actually sat down one afternoon and did indeed obtain a Mew. I will leave it up to you to find the directions how to do it.



2

Why Brock Was Removed from Pokémon



Many of you may have wondered as kids why Brock did not accompany Ash and Misty into the Orange Islands following the first season of Pokémon. Well, apparently, he was removed from the show because he was seen as potentially racist and offensive to some viewers. That is right Brock was a racial

stereotype. It was based around the fact that he had slanted/closed eyes. Those behind the anime knew how sensitive the west could be with racial stereotypes and he was removed from the show. When it was realized that nobody cared about how he looked he was returned to the show.



3 Jynx Color Change

In yet another case of possibly offending someone the color of the Pokémon Jynx was changed. If you think back you will remember the Jynx was indeed black.

Now I see where they could consider Jynx as a racist depiction. If you watch some of those Storage Wars/Pawn Stars/Antiques Road show type programs you will occasionally see antique dolls that are meant to



depict an African American. They tend to be absolutely black in color with exaggerated features.

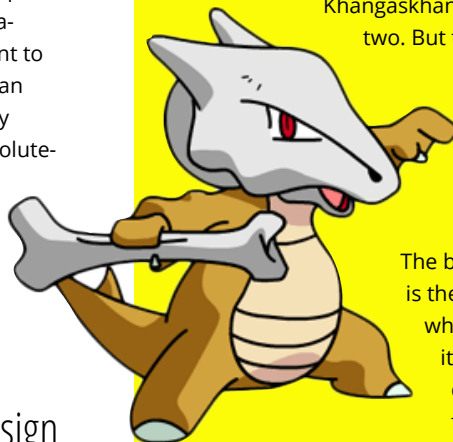
So they changed Jynx from black to purple and the design has been that way ever since.



4 Cubone is Baby Kangaskhan?

This is more speculation than it is a fact, but since the beginning of the Pokémon craze people have wondered if Cubone was indeed a baby Khangaskhan. There is an undeniable likeness between the two. But then there is the problem that if Cubone is a

baby Khangaskhan then what is Marowak, the evolution of Cubone supposed to be? My theory is this: Cubone is a baby male Khangaskhan and therefore Marowak is the adult male specie of Khangaskhan.



The baby Khangaskhan without the skull on its head is the female. To dive a little further think of this, when a mother Khangaskhan dies Cubone takes its skull (presumably by skinning it but that's a different topic) and a bone as a weapon to fend for itself. This makes sense when you think that many species of animal have males that go off on

their own to fend for themselves and the females often stay in herds. Let's take that a step further many animals often kill their parents when they mature especially males. So this is how the chain of events would theoretically occur. Female Khangaskhan has a baby which happens to be a male. That male gets to be old enough to take care of itself so it "eliminates" its mother and takes the mothers skull and a club bone to protect itself effectively becoming — Cubone. It also feels remorse for what it did hence the Pokedex entries about it missing its mother. It grows evolved into Marowak and finds a Khangaskhan and begins the process again. The baby Khangaskhan seen in the pouch is either a Cubone not ready to leave yet or a female Khangaskhan that has not grown yet. This is all just speculation but it could make sense.



5

Gengar is Clefable's Shadow

I vaguely remember hearing about this a kid. Apparently the Pokémon Gengar is actually the shadow of Clefable and its name is derived from the word doppelgänger or GANGAR. This one does not seem to make much sense because what would that make Gastly and Haunter? I guess if you wanted to stretch logic Gastly is Cleffa's shadow and Haunter is Clefaires. That still leaves the question how do they come to life?



Errors at the Beginning of Red/Blue

6

During the introduction phase of Pokémon Red/Blue Professor Oak talks about the Pokémon world and its creatures and he shows a Nidorino but the cry that you hear belongs to Nidorina. This was a mistake that was left uncorrected when the game was brought to the U.S.

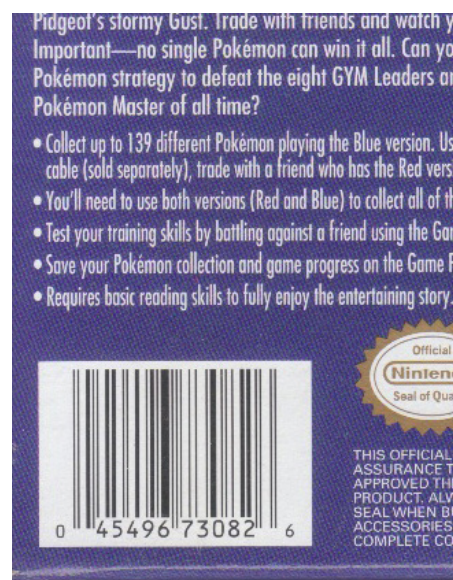


PROFESSOR OAK

Gender confused since 1996

7 Errors on Packaging

When you look at the back of the boxes of both Pokémon Red and Blue you will notice that it says 139 Pokémon can be obtained, without trading, in each game. However, this counts the Pokémon you have to choose i.e. Kabuto/Omanyte. It counts both of them and their evolutions in the count which would be true in the Japanese version as they are both available in one game. Also it counts Pokémon that only evolve through trading. It counts these because their pre-evolved form is obtainable in the game. So in actuality the number of obtainable Pokémon without trading is 124.



8 Gary's Raticate Dies

In the Pokémon games Red and Blue, as you climb the tower in Lavender town, you encounter your rival Gary (or whatever you named him at the beginning of your journey). He asks you why you are there in the tower since "none of your Pokémon looks dead." Which kind of alludes to the fact that maybe one of his Pokémon have died and as you go into battle against him you may notice that he no longer has his Raticate that he has used in previous battle against you.



“effectively making you a Pokémon killer”

Does this mean Gary was there to mourn the passing of his Raticate? Possibly, it might also be possible that you may have been the one to kill the Raticate. When you last saw Gary you had defeated him and his Pokémon on the S.S. Anne including Raticate. Maybe Gary was unable to get to a Poke center in time and the Raticate died, effectively making you a Pokémon killer.

9 Missing No/M'

Many of you will remember the days when you first heard of the mysterious Pokémon Missingno (Missing Number abbreviated) or M'. They were glitch Pokémon that you could encounter on the Shore of Cinnabar Island while surfing half in the water and half on land, after listening to the old man in Viridian City explain how to catch Pokémon. Encountering this Pokémon could be very beneficial to you in the game as it multiplied whatever item you had in the sixth slot in your item box to 128, making infinite master balls and rare candies possible regardless if you caught the Pokémon or not. There were a couple of myths surrounding these glitched Pokémon. The first is that catching a Missingno will crash your game and erase your save. This is simply not true. I and many others have caught and battled with Missingno and have suffered no ill effects EXCEPT it will glitch up your hall of fame, which is really not a big deal to most players. It is a little different for M' because you have to catch M' twice in the same battle.

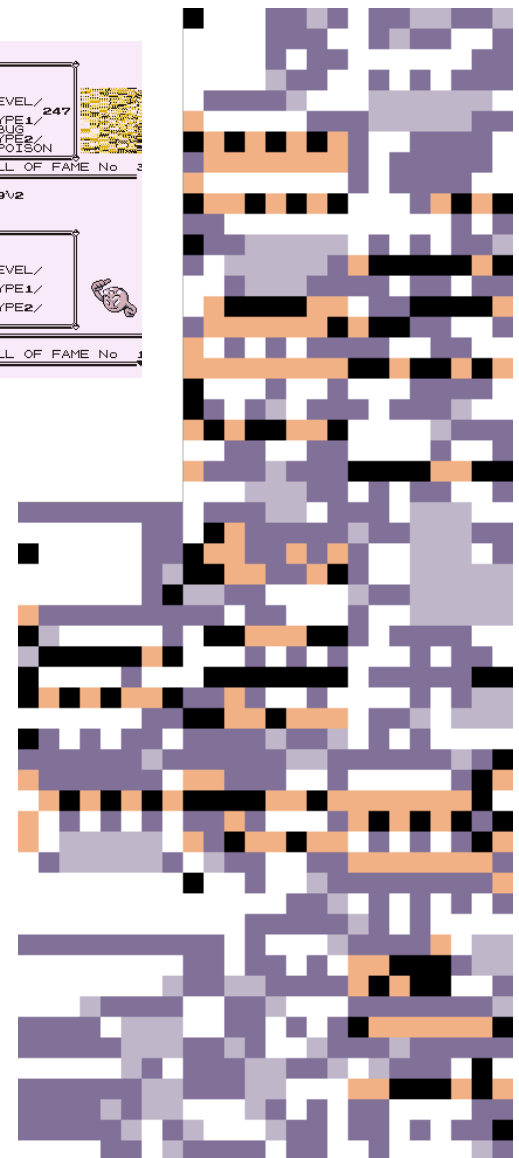
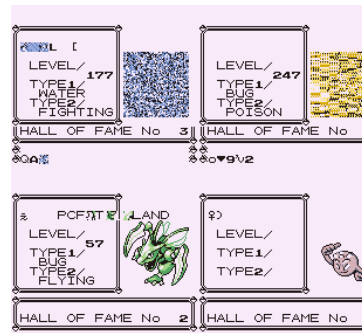


It will still fight after being caught in the first ball after you catch it in the second ball both M' and a Ditto will be in your party. If you do not have at least 2 slots in your party for these Pokémon it may crash your game. Now some of you may be asking what makes

Missingno/M' possible in the game?

There have been many myths about the subject but what it boils down to is this: data is stored exponentially (2, 4, 16, ...64, 128, 256) each slot representing a Pokémon. Since 128 could not hold all 150 Pokémon they went one step up to 256. That leaves 105 spaces with nothing to hold,

Missingno is basically a place holder for those empty spaces. This helps explain how I said the item in the sixth slot was multiplied to 128, it follows the data pattern. You may be saying "it does not say 128 it is just a glitch with a 9." Which is true because it can normally only display the number 99 and if you watch your inventory you will notice after using a bunch of them it will return to 99 and countdown normally once again.



10 Japanese Tag Team Pokémon Card

In the Japanese Pokémon Card Game there was a special Pokémon card called Tag Team (I think that's what it says I can't read Japanese). This card was used in special parent/child Pokémon tournaments and when played the child playing would actually switch with the parent and the parent would become the active player, and vice versa. A very interesting card and game mechanic we never received in the U.S. Unfortunately I can't find a picture for this card.

11 Censored Pokémon Cards

Over the years there have been a bunch of cards from the Pokémon trading card game that have had their original Japanese artwork censored in order to be released in the United States. The most famous one being Koga's Ninja Kick trainer card. In the back round of the Japanese version, what appears to be a swastika is visible. Although, technically speaking it is a symbol used in Buddhism, and is actually inverted compared to the swastika. It was still



remember this card as I did have some Japanese cards in my collection and never really thought twice about it. It was replaced in the States with an image of a warehouse full of Moo Moo milk cans. The original image did not seem that offensive, most young kids have probably seen a baby cow drinking from the mother cow or bottle at a petting zoo but for some reason it was seen as unacceptable. The last censored card is maybe the most famous one, and a card I had both versions of the card, and that is Misty's Tears. The original artwork has Misty presumably nude (her arm covering her breast) holding her Staryu Crying. There is no actual nudity but enough people must have complained because it was changed to a close up of a Squirtle wiping a tear from Misty's cheek. So some of these cards may not have needed a revision and others understandably needed them, it is an interesting part of the trading card game.



offensive and was redesigned with a different symbol. Another censored card a little lesser known is the Rocket Grimer card. In the Japanese version Grimer is looking up a girl's skirt. The only change to this card was a shift of Grimer's pupils to face forward.

The next card which may be even lesser known than the Grimer card is that of Moo Moo Milk. The original version had a Sentret suckling on a milk canister I guess it is. I actually personally

12

Banned Pokémon Cards

During the Wizards of the Coast era of the Pokémon trading card game there were four cards that were banned from play in the tournaments held around the country. The most well known banned card and one that most collectors had was the ancient Mew card. Obviously it was completely different from normal Pokémon cards, being holographic on both sides and having a fictional hieroglyphic language on it, which is what led it to being banned from play.



BirthDay Pikachu was another card banned from play. The card stated that if it was your birthday that you could flip a coin and do additional damage to the opponents Pokémon. Since the officials could not really prove whether or not it really was the player's birthday, the card was just banned from play. Interestingly the Japanese version on the card had text saying



it was not legal in tournament play, but the text was not translated over to the English version. The last two cards that were banned were Sneasel and Slowking. Both cards provided unfair advantages during play. Sneasel was released before the normal version of dark energy cards was released. At the time dark energy were special energies that dealt extra damage when utilized, also before attacking you flipped a coin for each Pokémon you had in the field,

under the best conditions you could potentially do 120+ damage with one attack. This led the officials to deem it too powerful and excluded it from competition. Slowking also had an advantage though it was due to a mistranslation of the text. In the Japanese text of Slowking's Poke

“ under the best conditions you could potentially do 120+ damage with one attack ”

Power it states that while — Slowking is the active Pokémon, if your opponent plays a trainer card you may flip a coin, if heads play as normal, if tails the trainer card must be returned to the top of the deck. The part that stated that Slowking must be active was left out. The poke power was then understood by players to be active even when Slowking was on the bench. Which meant a player could have multiple Slowkings in play allowing for multiple coin flips per trainer card played by the opponent. This effectively shut down the ability of the opponent to play a trainer card, leading the card to be banned.



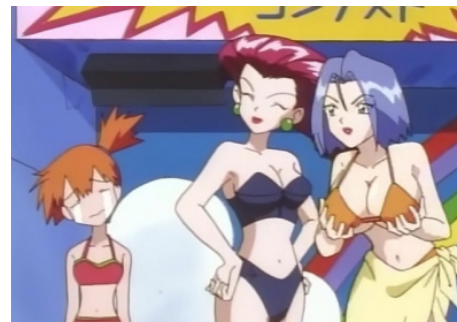
13 Imakuni

Players in the States may have never heard of him but Imakuni was a singer in Japan that promoted the Pokémon game and I believe did many of the theme songs over there. He was so synonymous with the game over there that he actually had his own line of cards for a number of years. None of them made it to the U.S. and they were not really of any use in the trading card game, but they were funny nonetheless. This is the first Imakuni card released. It says that it causes your own active Pokémon to become confused. There were



more released and they were all meant to be more funny than actually useful.

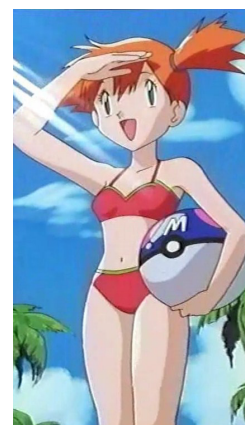
Interesting fact, Imakuni did appear in Pokémon The Trading Card Game, game boy game. You can duel him in one of the clubs and he sometimes will actually use the Imakuni card and confuse his own Pokémon giving you an advantage.



14 Banned Pokémon Episodes

There have been a number of episodes through the years that have never made it over from Japan. Some were outright banned, others for cultural issues, but they all would have raised some eyebrows had they made it to air in the U.S. at the time. The first two episodes, Tentacool and Tentacruel (T&T) and Tower of Terror were removed from rotation because of the attacks of September 11th. T&T was pulled because of the way a giant Tentacruel attacked and destroyed most of a city. Tower of Terror does not have anything within the episode itself that might have been offensive but the title itself may have been the reason, which is just speculation. On an interesting side note a sequence from T&T was a major part of the Pokémon intro and was not edited. The episode of Holiday Hi-Jynx was dropped because of "Did You Know" Fact #3.

The episode Beauty and the Beach is probably the most popular of the banned episode by fans of Pokémon mainly because it's high sexual content. In the episode the gang is forced to enter Misty in a bikini contest in order to pay off damages to a boat that they had caused. That is a little more "sexy" than Pokémon tends to be anyway but then they reveal that team rocket is entered as well, and not just Jessie but James as well. He not only wears a bikini



but also sports a set of...how should I put it?... "PokéBalls". The "Pokéballs" were not drawn to look fake either, they are fully attached, quite disturbing to say the least. By the end of the episode the viewer comes to

find out that Ash's mom wins the competition and they get the money to pay for the boat damages.

The last episode that will be discussed is Electric Slider Pokémon. In the episode the Pokémon transfer system, (I guess it would be equivalent to the PC in the games) has a problem and Pokémon are getting lost in transfer. In the virtual world there are scenes with intense strobe affects which reportedly caused 600 Japanese children to be hospitalized to due seizures.

Well that wraps up our look and some Pokémon facts, myths, and legends. Some were cool, some creepy, and some just downright strange. Hopefully you learned something new about everyone's favorite anime, Pokémon.





METAL JESUS ROCKS

An Interview
BY SHANE



NINTENDO AGE Thanks for interview Jason, would you mind starting off by telling us a little bit about yourself?

METAL JESUS ROCKS I'm just a long haired rocker dude with a passion for video games & music. Over the past couple decades I'd dipped my toe into game development 3 times: starting off with working at Sierra On-Line in the 90s, then later professionally reviewing video games for a web site called NewDigitalReporter and then doing some audio/sound effects work in my recording studio for indie games (nothing you would have heard of unfortunately... they were Vegas countertop games). Now I am dedicated to my YouTube channel and trying to create the best content I can for that and my subscribers.

How'd you come up with the name "Metal Jesus Rocks?"

I used to work in a corporate office, but I was the tall guy with long rocker hair, faded Iron Maiden t-shirts — and way too much 80s metal music on my computer's hard drive. One of my coworkers dubbed me the "Metal Jesus" and it just stuck. When it came time to create a YouTube channel, I wanted something easy to remember but nonspecific, since I didn't want to get pigeonholed to one particular theme or Youtube category. I always appreciated

rock bands with names like Led Zeppelin or Smashing Pumpkins, where you weren't quite sure what kind of music they play based on their name.

But the question always comes up if I am a religious nut or something. The answer is: Um, no. I worship at the mighty alter of ROCK! lol/

What shows do you have on your YouTube channel and can you tell us a bit about each?

Each week I like to surprise my subscribers with something different to keep them & myself interested for the long term. Some shows on my channel include the typical pick-up videos and game reviews. Where I stand out are my Hidden Gems of previous generations for consoles & the PC, like the PS1 or original Xbox. I like to include reviews for videos about Forgotten FPS or Racing Games or other genres. In addition, I enjoy highlighting old PC and Win95 games that people have forgotten (or can't get running), like Tie Fighter, Leisure Suit Larry, Full Throttle and all the old titles.

The I HATE U series is basically me and my friends sitting on a couch in front of the TV battling it out like we did in the 80's & 90s. Trash talking, drinking beer and a golden "Trophy of Shame" are all part of the silly



experience.

I recently released a Gamer Eats cooking series where Paul & I create easy to make but tasty food for the gamer crowd. Why? 'Cuz my buddy Paul happens to know how to cook professionally and no one has done it, so — we decided to give it a shot and so far people are liking it.

Finally, we cover some of my favorite music genres with retrospectives for 70s classic rock, 80s hair metal & 90s Seattle grunge alternative. So much great music, so few decibels.

One of my personal favorites is I Hate U with Drunken Master Paul. How did you two meet and is he really a master martial artist?

Paul and I met back in the 90s when we worked at Sierra On-Line in Bellevue, WA. We've been great friends ever since then, playing games and music in a local band each week with our wives. And yes, Paul is officially a badass! Paul is a 4th degree blackbelt and senior instructor in Arnis Filipino Martial Arts. I recently asked him who would win in a fight against Chuck Norris, and his response was: "He would know he has been in a fight, but I suspect he would smile ever so slightly and graciously hand me my ass. Now if it is a pool hall brawl that may be a different story..."

When did you start collecting and how has it changed over time?

I started collecting with the Commodore 64, but I feel the days of getting cheap games at pawn shops, thrift stores and craigslist are coming to an end. Lately a lot of young adults in their early 30s are now buying back their childhood memories and really driving up the prices for video games... and even toys. A good friend of mine is passionate about collecting GI Joe & Transformer figures. That person typically has a decent career and is able to spend a couple hundred a month on collecting, which is the reason why you see people spending a lot for particular game titles. Me? I'm still a cheap bastard and like to get a good deal, which is probably the only reason why my wife tolerates this mad obsession!

What does your current collection consist of and what are some of your personal highlights?

I have about 40 gaming consoles, going back to my first love the Atari 2600, but I'm most proud of my classic PC game collection. I went immediately from the 2600 to the beige breadbox known as the Commodore 64 during high school... and then to a IBM 386 in college... Pretty much my first

real console was in 2002 when I got a PS2, that's a lot of years of PC lovin'! Some of the highlights would be my boxed copy of Ultima IV (1988) complete with cloth map & metal ankh. Also my boxed Collector's Edition of Diablo II with the AD&D paper board game is pretty damn cool... and just tons of other stuff like that. At this moment I have about 2,300 video games and my goal is to get every good game for each system I own.

Are there any grails you're searching for?

I've recently started buying up old big box PC games... but they are getting hard to find for a decent price! I'd love to get the original big box System Shock 2 and all of the SSI Goldbox role playing games. Also, I have a dream to one day play Panzer Dragoon Saga on the Saturn... but you can't touch that game for less than several hundred \$\$.

How's the gaming/collecting scene in Washington considering you have Nintendo of America in your backyard?

The Pacific Northwest is a pretty great place to live if you are into video games. We have some of the biggest game develop-

ers here: Nintendo of North America, Microsoft, Bungie, Valve, PopCap, BigFish, 5th Cell and 250 others...plus we have some great expos for collectors: Penny Arcade Expo (PAX Prime), Portland Retro Gaming Expo, Cowlitz for Kids, Seattle Retro Expo ...and there are literally 9 indie retro gaming stores all within 20 minutes from my house! The video game culture in the Seattle area is so much fun, yet painful on the wallet. That said, I rarely have to resort to ebay for my games.

Unlike many of us you've actually worked for a video game company. What did you do there and what was it like being on the other side of the wall?

Working at Sierra On-Line in the 90s was a dream come true and that was really a crazy time of growth for the company and their games. Some of our best games came out in the 90s including Quest for Glory, Kings Quest, Space Quest, Leisure Suit Larry, Gabriel Knight as well as awesome sims like Red Baron, Aces over Europe, Nascar & much more! I did a little of everything, starting out in Accounting to get my foot in the door, I then switched over to Technical Support but ended up



doing beta testing, document writing, online support and I even starred in one of our video games: Shivers 2. Back then we were growing so fast, you ended up doing a little of everything. I got to meet level designers, audio engineers, developers and the musicians who were creating the game soundtracks. And most importantly, I met my wife Rebecca while working there, and we have been together ever since!

You were in a video game?! Now that's something we need an icon for on Nintendo Age. How did that come about and what was the experience like?

Back when Full Motion Video was big in the mid 90s, Sierra started putting a lot of it in their adventure games just like everybody else. A sequel to the Myst-like puzzle game Shivers was being produced but they wanted a unique look and feel to it and it was going to have the player discover what happened to a rock band that disappeared in a small southwestern town. I was brought in to play the lead guitarist of the band because I had long hair, a leather jacket and I know how to play guitar. We shot video footage for 2 days in a sweaty farm house in Issaquah WA and then again in the barren rolling hills of Eastern Washington. Our music videos in the game give clues

to the player as we act like The Beatles & Soundgarden and every other rock stereotype. It was pretty memorable to be a part of and to this day people who played Shivers 2: Harvest of Souls seem to really like it!

What would be your all-time top 10 video game list?

- Deus Ex (PC)
- Planescape Torment (PC)
- H.E.R.O. (Atari 2600)
- Burnout Revenge (Xbox)
- SSX 3 (PS2)
- Star Wars Knights of the Old Republic (Xbox)
- Excitebike (NES)
- Donkey Kong Country (SNES)
- Mass Effect Trilogy (360)
- Bruce Lee (C64)

Going back to your YouTube channel it's pretty obvious you're a huge music fan with some serious vinyl. What does your music collection consist of?

I am way past the legal limit of cheesy 80s hair metal...but I love that stuff and buy more anytime I can find it. Dokken, Def Leppard, Poison, Ratt, Ozzy, Judas Priest, Steel Panther, etc... Any band with a bad perm hair, spandex and squealing guitars gets me head banging. I have about 300 vinyl records covering everything from 90's alternative, disco, Broadway show tunes, 80's pop and much more. My all time favorite bands are Dream



Theater, Opeth, Prince, KISS, Slayer, Neil Diamond and The Beatles.

Hair metal rules! Have to ask the question; Van Halen or Van Hagar? Speaking of Eddie, considering you're a guitarist what's your top five guitarists?

The original Van Halen with David Lee Roth created some of their best music with their debut 1978 album, *Women & Children First* and 1984. However, after reading Sammy Hagar's autobiography last year, I have lost all respect for the Van Halen brothers. Sammy's the real deal when it comes to a rock and roll singer and I like him quite a bit. That said, I actually prefer Sammy's solo stuff like *There's Only One Way to Rock*, *You're Love is Driving Me Crazy* & *Heavy Metal*.

As for favorite guitarists, number 1 has to be John Petrucci of Dream Theater. I love his technical ability and phrasing. I really don't think there is anything he can't play from progressive rock, speed metal, blues and jazz. David Gilmour of Pink Floyd is another favorite. That guy can squeeze more out of one single note than any other (just listen to the solo to *Comfortably Numb*). I also really like Steve Vai because he's wacky and takes risks with his playing.

Do you have any upcoming plans for your YouTube channel?

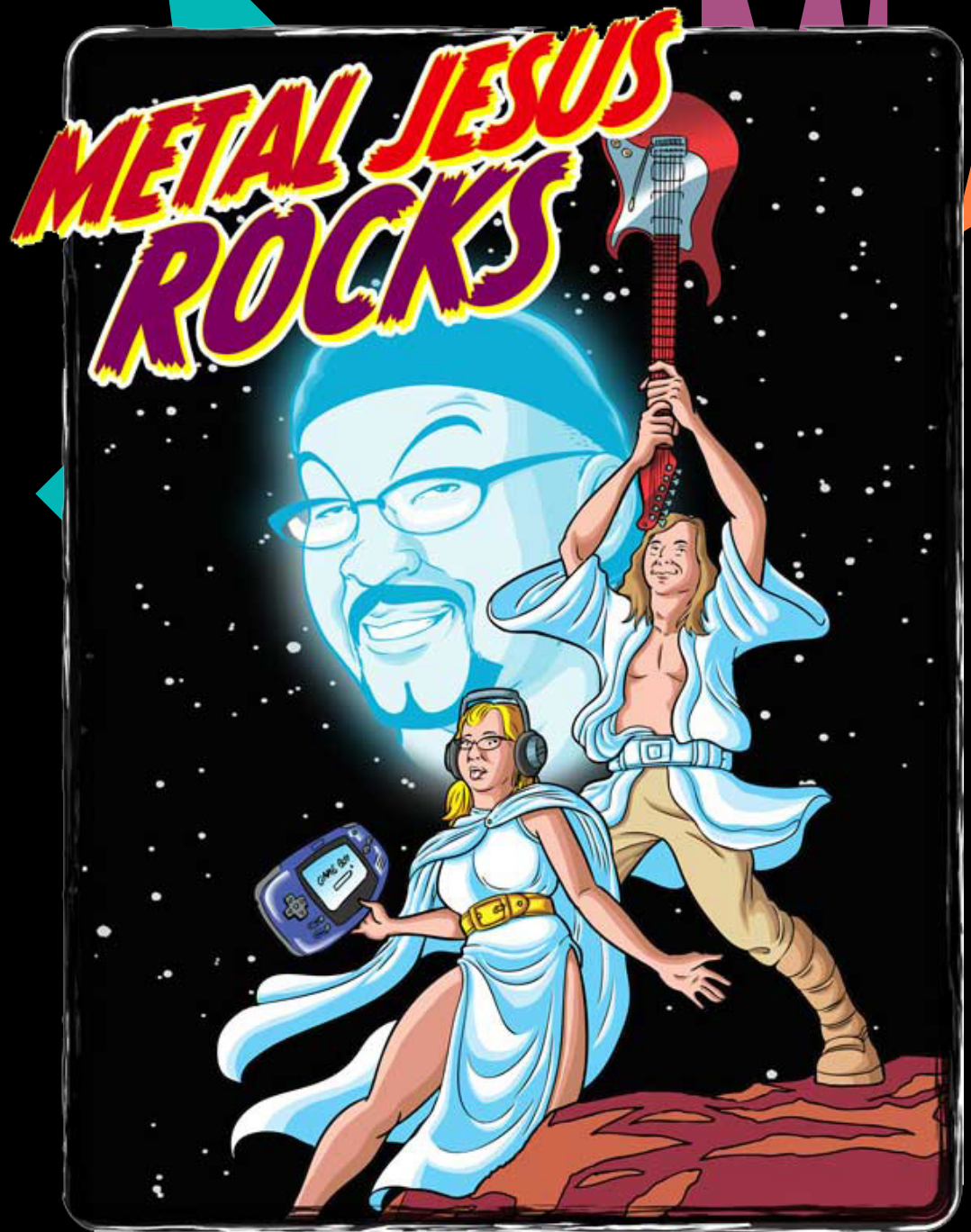
I am going to continue coming up with new ideas for my channel, both to keep my subscribers entertained and to keep me learning & growing when it comes to creating content. I'm armed with a new iMac & a copy of *Final Cut Pro*, so there is no stopping me!

Thanks again for the interview Jason, do you have anything you'd like to conclude with?

I am relatively new to collecting and playing Nintendo games, so *NintendoAge* has proven invaluable to learning about those systems. Thanks for the questions!

<http://www.youtube.com/MetalJesusRocks>

<http://www.facebook.com/MetalJesusRocks>

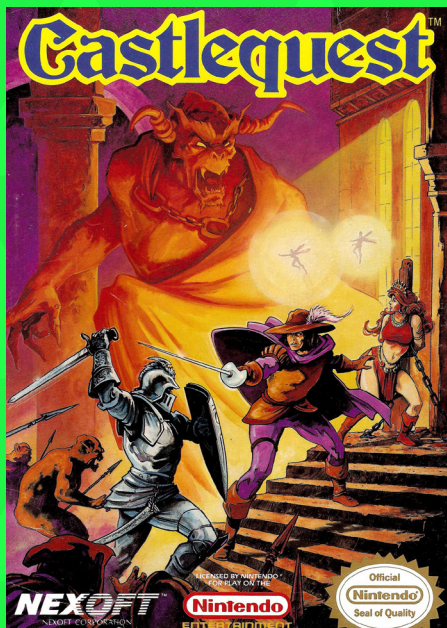


BEAUTY IS IN THE EYE OF THE BOX HOLDER

When it comes to NES titles, there are so many great games. There are many aspects that help make a game popular and memorable, whether it is graphics, music, gameplay or even something else. And by that something else I mean the box art. Have you or known someone who bought a game based on the box art? And how many collectors out there own a complete in box game simply because the box art was awesome? Simply put, great box art makes even an average game look cool and a classic game even more awesome. I myself am the proud owner of several mediocre or just plain awful games that have great box art. Everyone has their favorites for one reason or another and with that said here is my current top ten list of NES box art. — GUTSMAN004



10 THE ADVENTURE OF BAYOU BILLY Obvious rip off of Crocodile Dundee? Yes. Still awesome artwork despite that? Yes. I just love how there is so much going on and how it sprawls all over the box.



9 CASTLEQUEST I love how you have many of the — important characters of the game placed all over it. Mad Mizer is a stupid name for a bad guy, but he's drawn awesomely on the box.



8 METAL GEAR Yeah, it's based off Reese from the original Terminator, but well-illustrated. Definitely catches your attention!



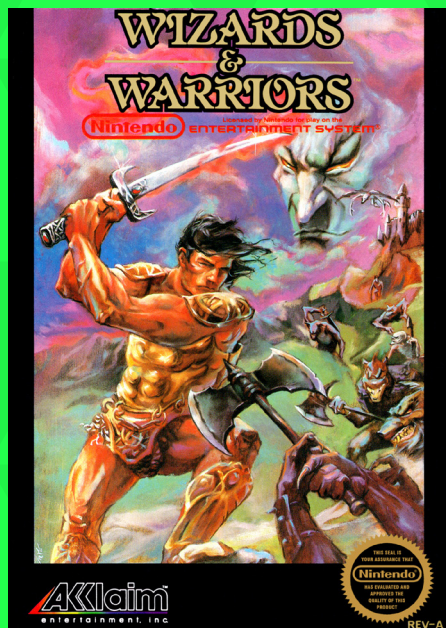
7 BIONIC COMMANDO Pure goodness sprawling all over this fantastic looking box. One of, if not the best box art Capcom ever put out.



6 TEENAGE MUTANT NINJA TURTLES Killer TMNT artwork from the original comic book series on a NES box in full foot clan busting glory? Yes please.



5 CONTRA I know that this box art contains blatant knock offs of Sylvester Stallone, Arnold Schwarzenegger and Aliens but it doesn't deter the fact that it is very nicely done and is pure manliness on a box cover. Hoorah!



4 WIZARDS & WARRIORS I remember drawing the box art for a grade in high school art class. It is THAT cool. I still have the drawing. I also made a good grade on it, as even my art teacher realized how cool the box art was.



3 NINJA GAIDEN Who likes a well-drawn picture of a Ninja who looks ready to give the bad guys a serious beat down? I do.



2 DRAGON WARRIOR II Hero's fighting the evil hordes for the fate of the world! Another piece of box art I loved from the moment I saw it. Enix really nailed it with this one.



1 CASTLEVANIA I loved this box art the first time I saw it and that has not changed. Konami really knew how to make some great box art as shown by my top ten. Everything about this action packed artwork screams — awesome.

Costume Contest!

In 2012 NintendoAge held its very first costume contest. Things started off slow but eventually there were enough members interested in order to make it a success. Those members were **Chrono**, **Csylve01**, **Johnny Phantom** and **Wife of Johnny Phantom**, as well as myself **nes_pimp**. Each member that entered the contest dressed up as a video game based character. This event was held between Nintenday (October 18) and Halloween. Here's some pictures of the contestants in costume.

Contest winners were determined by members of the site voting on what costumes they liked the most. The top three costumed contestants would all win prizes. Prizes were based on a poll of games submitted by the — contestants. Each contestant would submit at least one decent Nintendo (nes, snes, gb, n64, etc.) game in order to enter the contest.



First place grand prize All the games (minus any doubles) and a NA t-shirt.

Second place prize The grand prize winner's submission game cart, any duplicate games, and a NA t-shirt.

Third place prize Any triplicate game carts and a NA t-shirt.

Special thanks to Dain for hosting the contest and donating NintendoAge T-shirts as prizes, also Videogamedomain for moderating the competition, adding some additional prizes to the game pool, collecting and shipping out the prizes. Hopefully NintendoAge can hold another costume contest again this October, with more contestants. If you are interested in taking part in a costume contest or have any questions feel free to shoot me a private message. — **NES_PIMP**



TO READ A CONTROLLER

A 6502 Assembly Visual Guide

It started innocently enough. One of the assembly language gurus on NA was guiding me through a series of possible controller reading subroutines when I hit a wall. I was gaining some hard won confidence with the ideas presented in the early Nerdy Nights tutorials, but what came next was more subtle and complex than anything I was accustomed to.



ReadControllers:

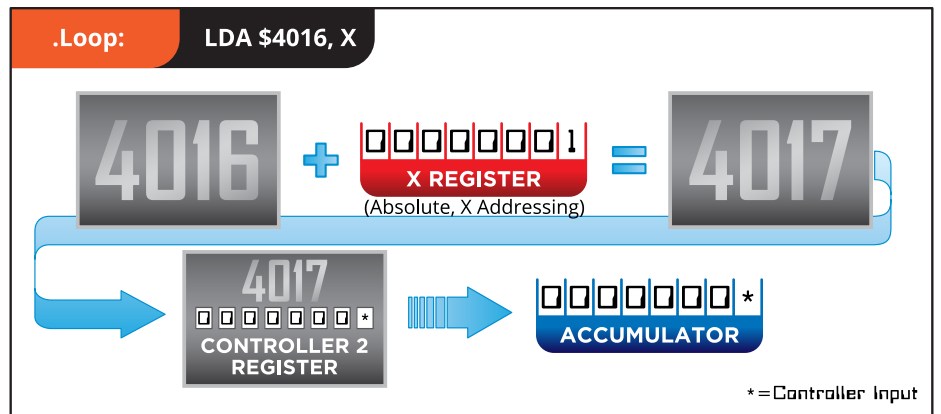
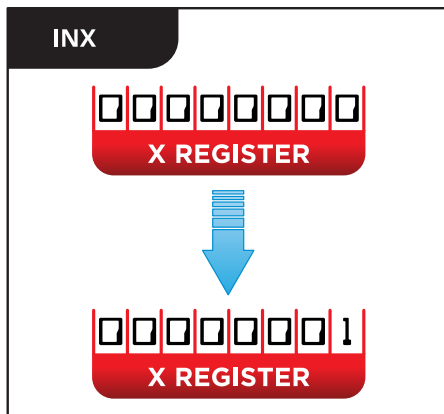
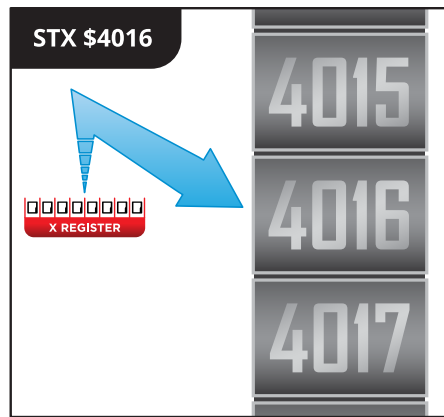
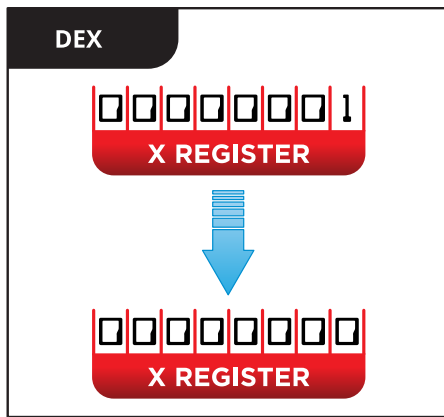
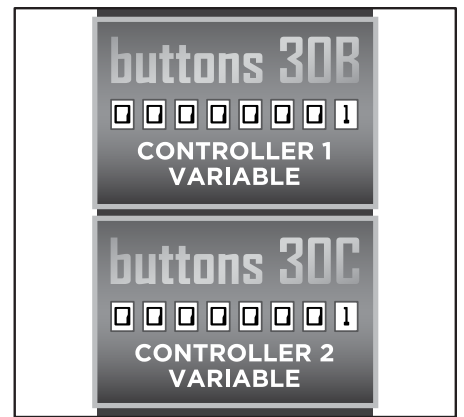
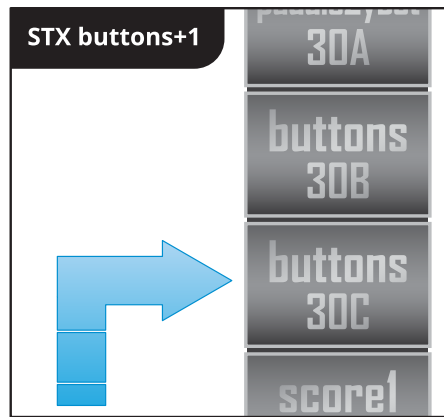
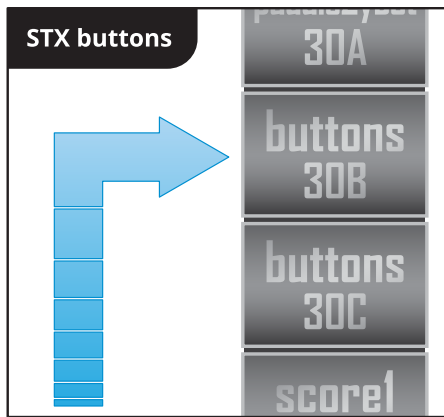
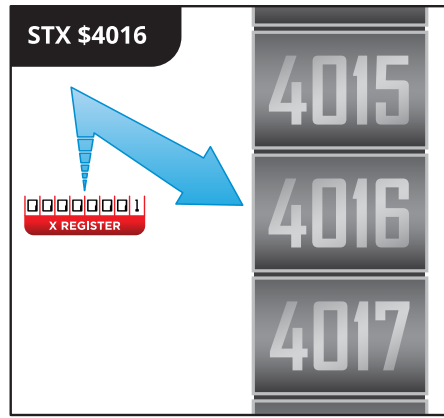
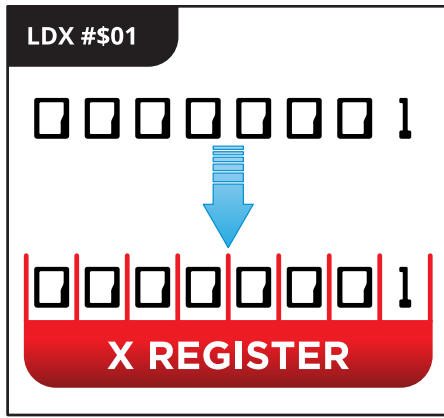
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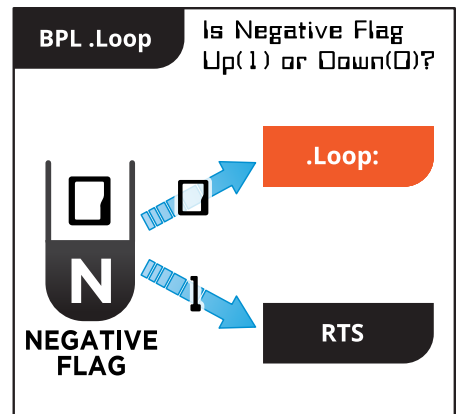
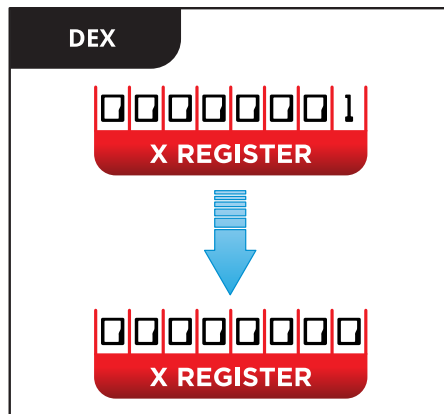
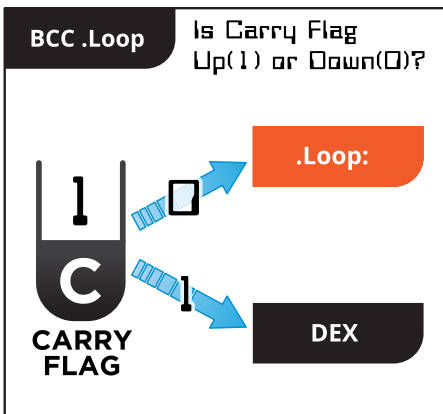
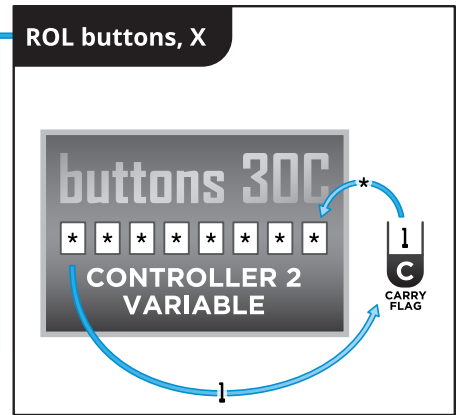
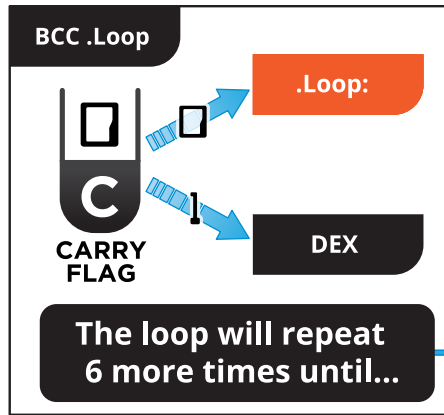
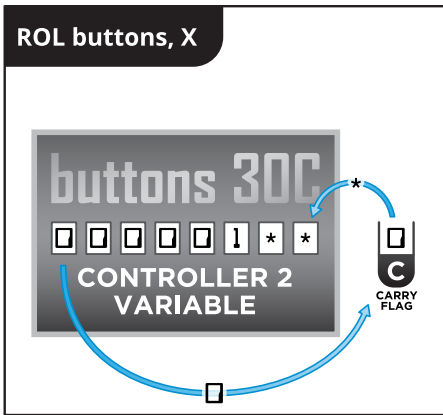
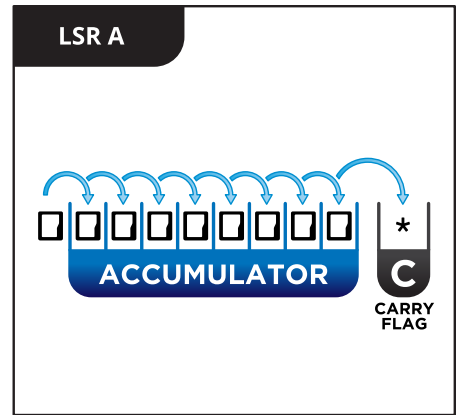
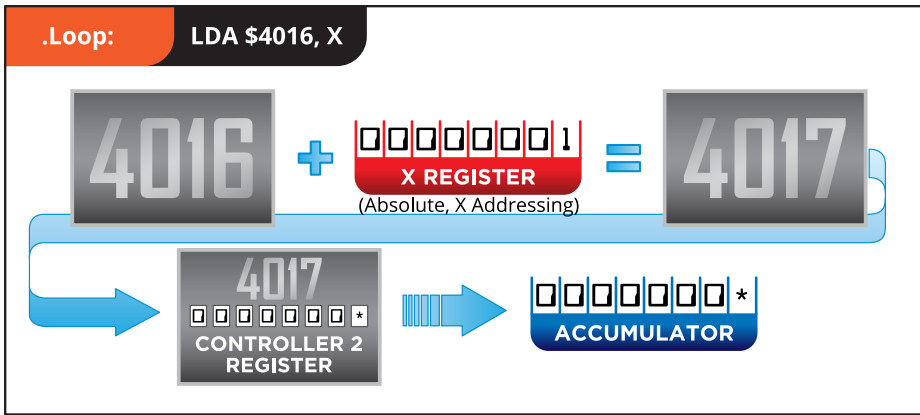
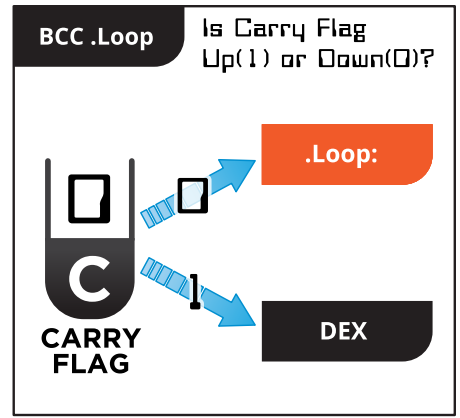
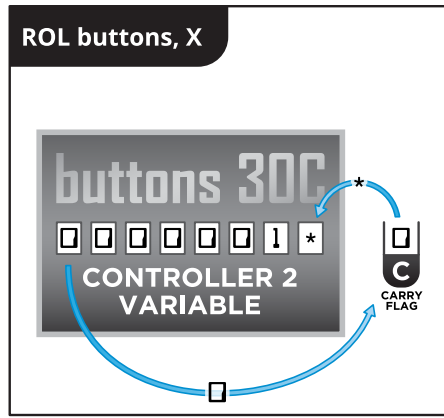
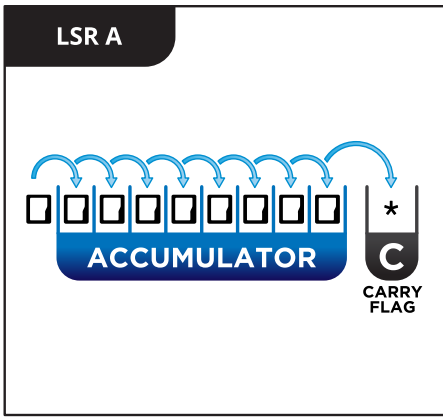
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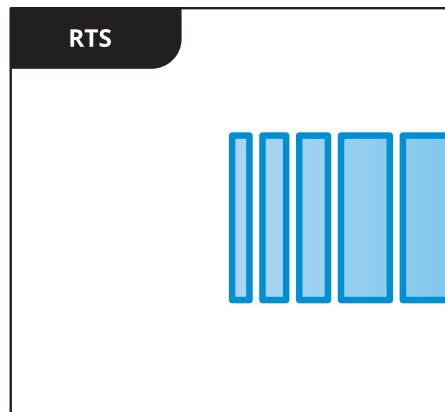
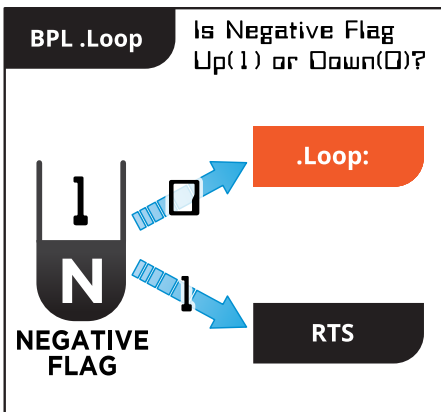
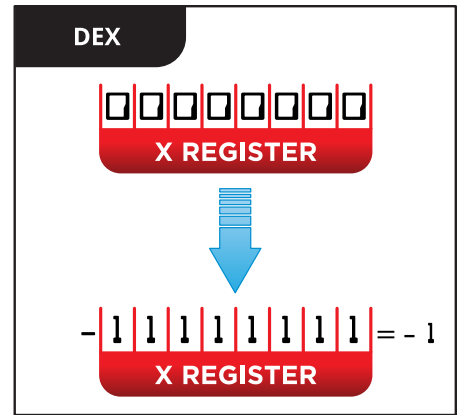
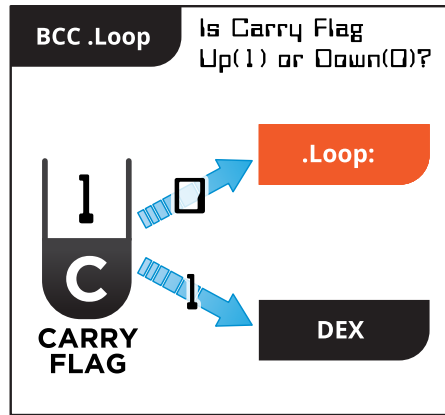
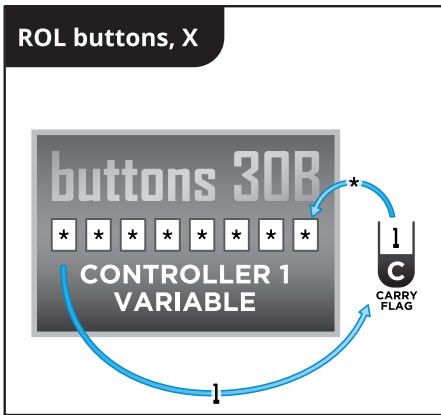
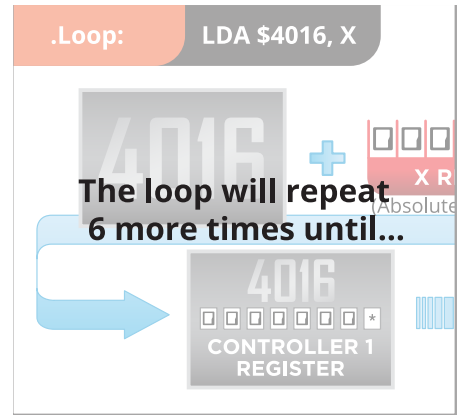
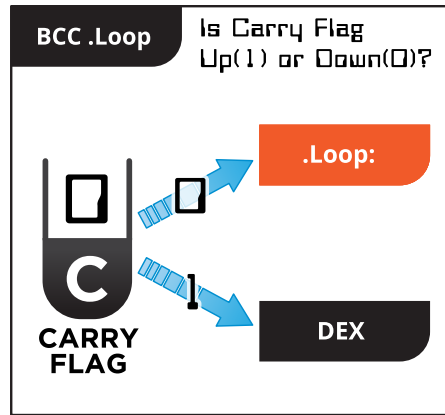
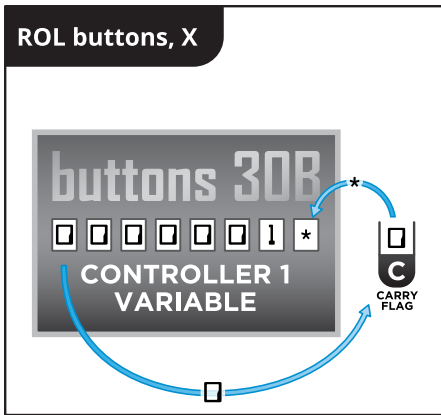
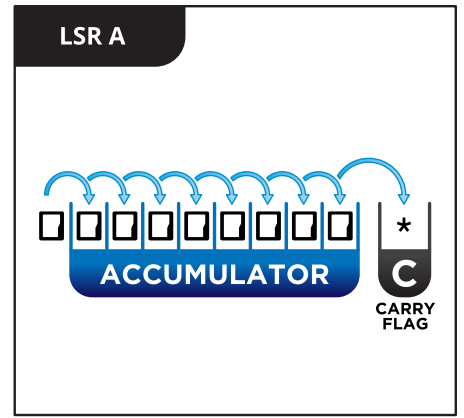
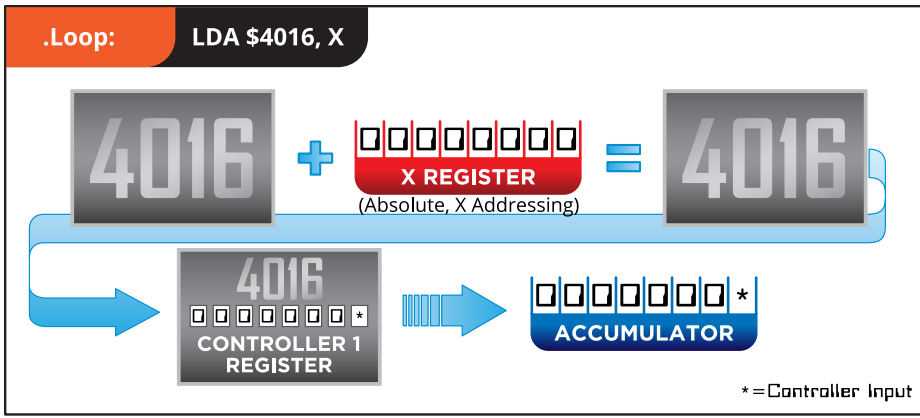
I admit my first reaction to this line of code was “Bwah?” I started deciphering it in my head, but it didn’t take long before I was going cross eyed. Next I started writing comments out after each line to see if that would help. Nope. I couldn’t keep track of what was — happening towards the end there. So I started sketching out on note paper what was going on step by step in each instruction. Now I was getting somewhere! Things started to click. Clouds parted. A heavenly messenger descended from on high and whispered lovingly in my ear, “Get it now dumbass?” So after basking in my small discovery I looked back over my notes and knew it was time. Time to create that visual guide that I had always wanted since my early forays in assembly language.

And here we are. I would like to thank that ASM Guru who has spent so much time answering my emails and fielding my questions. To the rest of you who may still be struggling (like me) through the early stages of ASM ignorance, just hang in there. It will make sense eventually. — M308GUNNER

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