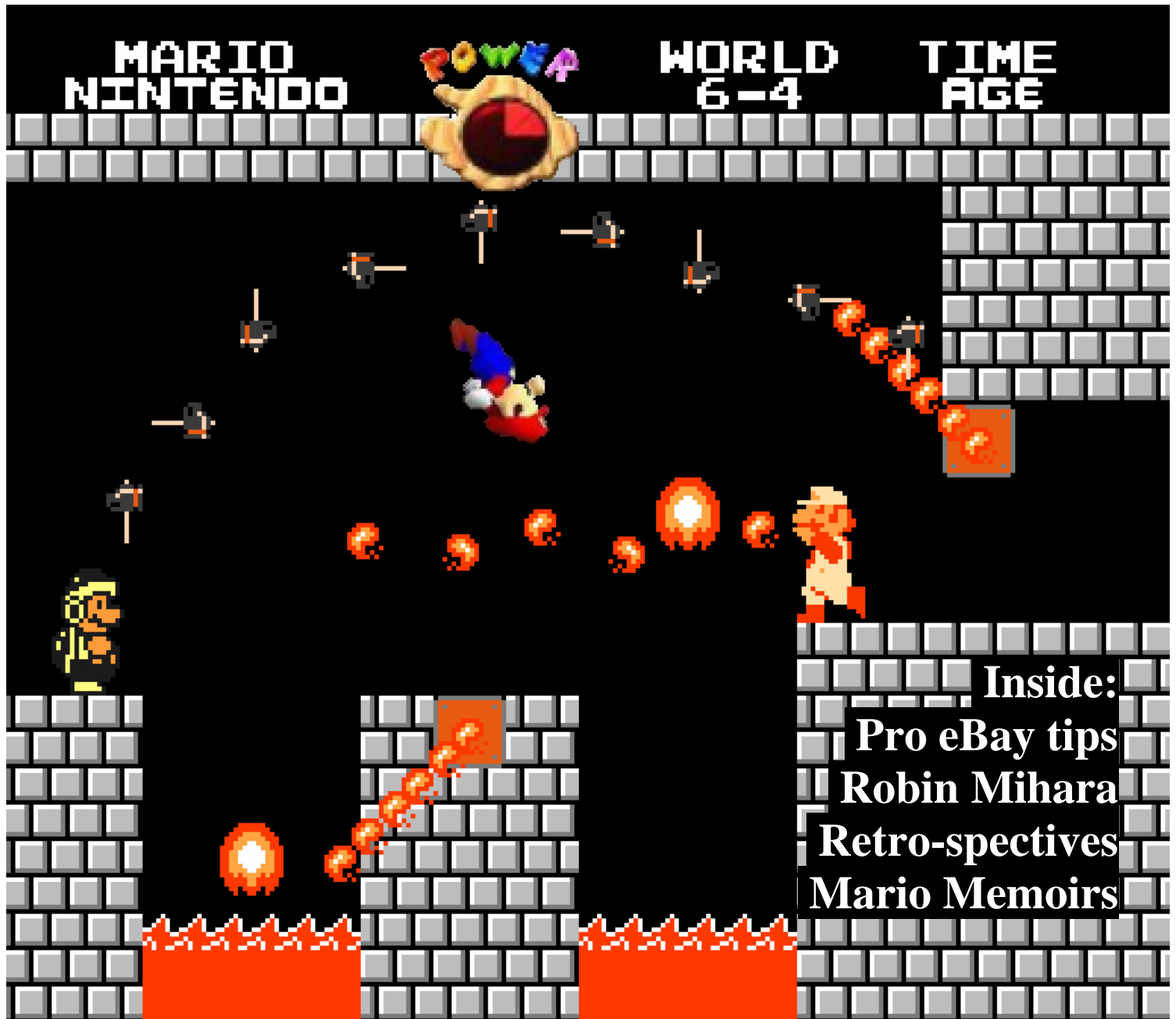


Volume 3 Issue 6  
June 2009





## One year down the road...

By: dangevin (Dan Langevin)

The June issue marks the first anniversary of the NintendoAGE price guide. Last issue I explained some of the math behind the prices, and how best to use the information. This month, I'll reflect a bit on the anniversary, and take a look at some of the trends.



In a recent thread, a member had pointed out that it was his perception that the market has fallen since last year. In opposition to these worrisome "Chicken Little" perceptions, I'm pleased to reveal the following figures. In June 2008, the price of

the entire set of loose NES games, as the guide measures (including Panesians, Myriad, Stadium Events and all other more mundane games) was \$11,017. We find that in June, 2009, the values of all games, using the same basic method of evaluation add up to \$12,214 -- a 10% increase. The numbers are there, published, in the back issues (and this one!). No revisionist history. Is that all because of the recently popularity of the biggest-ticket games? Excluding the "power seven" -- Panesians, SE, Myriad, Caltron and Cheetahmen II -- we see the June 08 set valued at \$6,299 and the June 09 set at \$7433. I'll save you the simple math -- the majority, "mundane" portion of the set appreciated about 15%.

Why is this significant? First, let's look at why the guide is just a guide, and not a hard-and-fast rule. After all, retail prices are far different than the ones which appear on my guide...and on the flip side,

many games sell for far less than the listed prices when listed at \$0.99 no-reserve open auctions. Games don't have a face value, of course, but even averaging actual sales from the world's largest marketplace won't give an "accurate" value for each individual who might use the NintendoAGE guide. So why even bother?

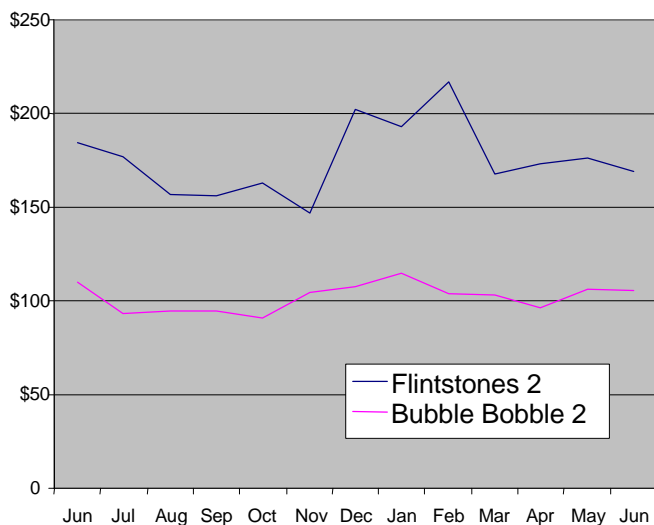
Well, part of the answer to that question lays in the anniversary set prices I listed above. Part of the value of this guide is the strong basis for comparison unto itself. Since the sampling method remained the same for all games, each game's value would be proportionate to any other. If you were looking to trade cartridges that seemed to have equal rarity (let's say Gun Nac vs Little Samson -- both R7 games), you'd find that the values on the list were quite a bit different. Even if you disagree with the exact prices, you can see the proportion and try to bridge the "value gap" with other games from the list. A game listed at \$75 may be worth more or less to you as an individual, but as far as the guide is concerned, trading three games listed on the guide as \$25 each for it would be fair, relatively speaking.

On a larger scale, we can apply this idea of proportionate pricing to the entire set. Even if you disagree that an entire loose NES set is worth \$11,017 or \$12,214 -- the fact that these numbers were calculated using the same method from the same month exactly one year ago means that, at least as far as eBay is concerned -- these games have appreciated. Has volume increased? Decreased? It may have, but the average value of each single loose game has gotten stronger by about ten percent across the board.



To put it a bit differently -- if you invested in the NES market, buying each cartridge individually for the average eBay sale price 12 months ago, on average you could expect a 10% return on your investment if you sold them all this month the same way. As far as portfolios go, NES cartridges look strong! Of course, as with all markets, these are only averages and past performance is not an indicator...blah, blah, blah! Again I reiterate -- it's only a guide!

On this anniversary, I would be remiss if I didn't mention one other way this relational data could be useful: seasonal cycles. A couple of popular and expensive games that are prone to show up on the Christmas lists of even casual collectors are Bubble Bobble Part 2, and Flintstones 2 (Surprise at Dinosaur Peak). These are scarce, rental-only titles, chase cartridges for the collection, great in terms of gameplay, and colorful fun titles that might appeal to both genders and multiple age groups – they have a lot going for them. Let's look at the chart and see how their price has fluctuated over the past twelve months:



By examining two very popular and very desirable games, we can see the outline of a seasonal market cycle. Once again, even if you disagree with the individual prices you see next to each cartridge on my list – looking at the bigger picture, ignoring the specific values, you can see a correlation when these games are placed side-by-side. While not all games follow this seasonal cycle, at least these two show a very marked change in their average sale prices over the course of the year. Different games fluctuate for different reasons – and some don't fluctuate at all. But the point is, if you can deconstruct just how your market feels about a particular game, you can gauge when the most profitable time of the year to sell would be.

I opened by asking “why is this significant” with respect to the overall increase in price over the past twelve months. At the end of the article, I find myself forced to say: not very. The truth is, next month's values could rise again, or take a dive. That change in

value could be a seasonal effect, or a result of some serious external market force. A few valuable games may appreciate considerably, while the rest drop. Distilling the entire hobby down to just a couple of numbers, in the end, isn't really significant at all...which is why I create this entire list for you, the reader, each month. Not as a portent of prices yet-to-come, or an insurance guide by which one might put a definite price tag on their collection. It can only really truly be a chronicle of historic values, which we all might use to look back and be a little better educated about our market, our games and our hobby.

So, analysis aside – what's my opinion? The hobby is healthy. Despite ROM emulation, the Wii virtual console, repros and even online java and flash applets that let you play your favorite games for free without any special software, sales of these old, obsolete and sometimes expensive cartridges are stronger than ever. The market (especially on eBay) is so much larger than just the large-scale “competitionist” collectors. Hobbyists range from teenage kids looking to know their roots, to thirty-something executives seeking a quick buzz of nostalgia. And yes, the market DOES include top-end collectors like one might find at NintendoAGE. But isn't it a bit cavalier to think that we'd even make a dent in the retro collecting hobby if some of us decided to dump next month? Truth is: some of us will. It's been happening for years, and the market is still stronger than ever.





## Playing NES on TV ... on TV!

By: Robin Mihara

“I think they are just going to do it in here Gramma!” My grandmother wasn’t nearly as sure. She had been cleaning the house from top to bottom for hours. My local news station was sending a crew over to do a “feature story” on me, freshly back from the Nintendo World Championships finals. I was sitting on the floor, playing Tetris in my room, outfitted with my NWC shirt and hat on proudly.

While I had been in Universal City competing, my local TV stations had been airing live updates on our progress (myself and the other local competitor, Dallas Lang, 11 and under) during their newscast. My family, back home in Portland, sat patiently waiting to find out if I might upset the greats; Kenny Welch, Jeff Falco and the favorite, Thor Aackerlund.

I remember being calm that day in Portland, oblivious to the fact that most people would be a little nervous at the thought of a camera recording them, and their entire city watching them. Carl Click knocked at the door and my grandmother let him in, smiling wider than I’d ever seen before. Gramma (Fumi) had no idea what was happening really. She knew that I had done something special, but didn’t really understand video games. I remember her watching me speed through Super Mario Bros. many a time. She always thought Mario should rest she’d tell me: “he must be tired.” When she was brought up on stage in the regional (as part of a group of adults that couldn’t play, but were given a chance as



a joke), she really wanted Mario to go to the left, refusing to believe that he could only go right.

Carl was a really funny guy. Back then he was just making his way up through the ranks (today he is the lead news anchor). He and his cameraman already had an idea of how to make the story funny. They were going to talk briefly about the NWC, but the “feel good” part of the story (feature stories were run last and were usually designed to make the audience happy before ending the show) was going to be me trying to teach poor Carl how to play.

It was really fun. The cameraman was great, shooting from behind the TV, from under me, taking extreme close ups of my hat, and Mario shrugging. I remember running with the theme, when Carl finally beat Dr. Mario’s level 0, I said something like... “you did it, passed level zero” kind of sarcastically. I knew that line would make the cut. The experience lasted for maybe 30 minutes.

When it aired, they had edited it a lot and turned out really funny. They started with clips of Bo Jackson and compared him to me. I taped it and watched it all the time. Even today, if there’s someone around that I don’t know too well, I’ll just pop in that tape and say “Check out this random tape I just found”. It’s good for a few laughs.

A few months later, a show called Good Evening had a piece on Nintendo of America in Redmond Washington, and they decided to put me in the story as well. It was a similar experience, but not quite as fun. The co-host, Sharon, who interviewed me, was kind of overly excited about everything I said. It felt like she thought I was 7.

After comparing the 2 televised stories, I really got to see the power of editing and how much it matters. The previous story was definitely superior...well at least the part about me was! One nice thing about the 2<sup>nd</sup> interview though, was that Sharon played Nintendo regularly and took one look at me playing

SMB3 and could tell how skilled I was. She ended up staying for a couple hours late just watching me play that game after the interview was over.

More than anything else: the fame, the competition, the prizes... the best part of being a Nintendo champion was simply playing in front of someone who really understood what they were seeing. Someone who knew how hard it was to beat Mike Tyson's Punch Out with out getting hit. Someone who had conquered SMB 3, but had never seen someone beat it without dying. Someone who was a level 9 - 15 Tetris player, but had never seen 20.



To view both news clips in their entirety, visit:

<http://www.youtube.com/user/dangevin>

To this day, I still think that the reason I was good at Nintendo was how I approached each new game. A scene from the movie Searching for Bobby Fischer reminds me of how I felt video games should be viewed. Ben Kingsley lined up every chess piece in front of young Max Pomeranc and asks "which one is you?" Max answers, slightly confused, "None of them. They are just pieces." Ben slams the king down in front of him and says "This is you."

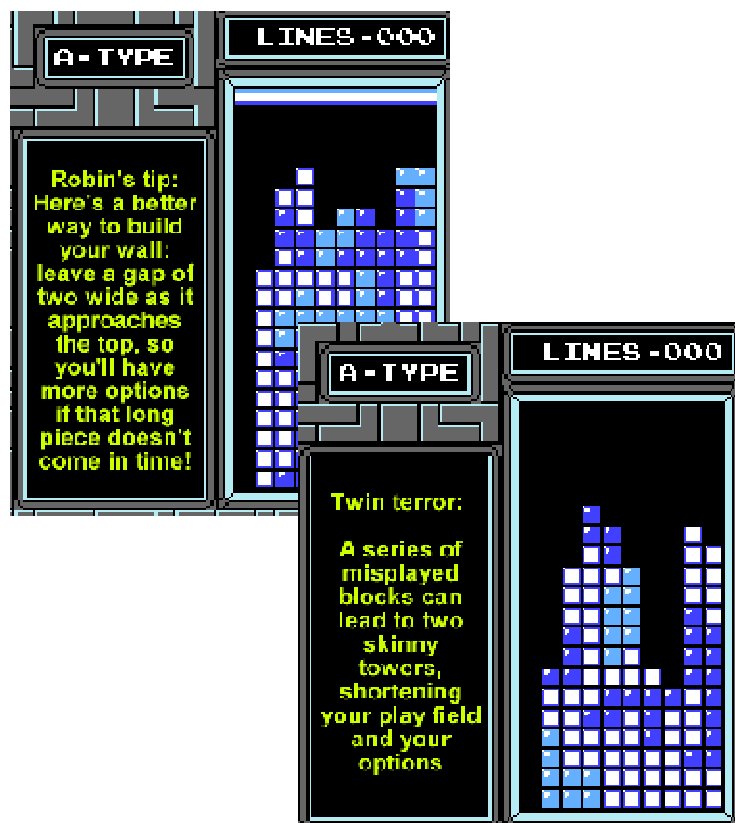
Every time I played a game where I was a hero, I was determined not to let my man die. That "man" was me. Every time I *did* die, I would analyze and figure out how avoid that mistake the next time. I learned the "corners" of my man – how close I could get to enemies without getting hit - as well as I could. Kind of like a prize fighter, feeling out his range versus his opponent. Then I worked on getting faster and faster at completing the objectives.

In a game like Zelda I, when I encountered a new tough enemy, I'd often just watch how they moved (like blue wizrobes when they'd bolt diagonally) instead of charging in and stabbing wildly. For a game like Gradius, I remember what separated me from other players was I would stare at my ship

(avoiding death), where most players would watch what they were shooting.

For Tetris, there were huge changes in my learning curve. First I had to learn speed, and speed came with recognizing what piece was coming *next* and seeing where *it* should go as you place the current piece that you're controlling. Then you have to learn traps... like the ones pictured. Every "death" in Tetris could be narrowed down to 1 misplay that was at the root of the cause.

Eventually in Tetris, I can stop thinking all together and just play on instinct. "In the zone" I guess you'd call it. And that's what would happen in most NES games with me. Mario or Link or Kid Icarus just became an extension of my brain and I wouldn't have to think anymore. As long as I knew what was coming, or could predict what might come, he wouldn't fail me. In every game I competed with that had a hero, I was eventually able to unofficially beat the posted "world records" back in the day. Not because I was more talented, but because I constantly asked myself this questions: Where am I wasting motion? How can I do it better? What's the most efficient way?





## Shipping with Online Postage

By: Pats1717 (Scott B)

So you have heard a lot of talk about printing postage through Paypal and you were not really sure about it. Is it simple? Do I need a big expensive scale? Is it worth it? I hope by the end of this article you will have a better understanding of how it works and the benefits it provides.

Do I need a scale? A scale is not mandatory for things like Flat Rate boxes and envelopes, but for most other packages it could become very useful. Of course you could just estimate weight, but unless you're always shipping exactly the same thing with a known weight, there could be consequences if your guess is off.

There are certainly a lot of other benefits to the scale as well. If you weigh a package and see it weighs 11b 1oz and it is traveling a long distance you maybe able to change the packing materials to get it to 11b. This could be a significant difference, as the national Priority rate for a 11b package is around \$5, but for even one ounce over it could be dollars more. If something that can be shipped safely in a bubble mailer, but you put it in a box that weighs slightly more than thirteen ounces, you could save yourself money by using the lighter bubble mailer and going first-class.

Even "free" boxes (reduce, reuse, recycle!) as opposed to bubble envelopes that you must purchase, will have a hidden cost. A small box can weigh 5 ounces – but a bubble mailer, just 1 ounce. That extra 4 ounces just cost you 68 cents first-class. With shipping you have to look at the big picture. There is

usually a legit way to keep the costs down. One of my favorites is using a large video mailer box to ship stuff and then stuffing that box into a Flat Rate envelope. If that mailer would have weighed more than 11b, you're saving money, since the Flat Rate envelope travels at the 11b rate, regardless of weight.

Scales at stores like Staples can cost as much as \$100 or more – but an expensive scale isn't necessary. There is a nice seller on ebay that has a scale for all of your needs. You can get a functional 55 lb capacity scale for about \$35 shipped, and it works great. A link to this seller will be provided in the forum discussion for this article. The scale will assuredly pay for itself over a short time.



The post office is looking to move business online, because when you print a label from the internet: you become the postal worker. They save money, so they give a small discount if you do the work yourself.

The most notable discount is on Delivery Confirmation

	Priority	
	Del Confirm Mail	Other
Online	\$ -	\$ 0.19
Retail	\$ 0.70	\$ 0.80

So for every Priority Mail package you will save 70 cents (DC is free online for Priority labels) and for all other types (First Class, Parcel Post, Media Mail) you will save 61 cents. This savings really adds up as you consider how many items you'll ship over your time as a seller.

Now let's look at Shipping Differences:

Priority	Retail	Online
11b	\$ 4.95	\$ 4.80
Flat Rate Env	\$ 4.95	\$ 4.80
Flat Rate Box	\$ 10.35	\$ 9.85

You do get a small discount on the Priority prices (15 cents on a 11b or flat rate envelope and 50 cents on a Flat Rate Box). Unfortunately Paypal Shipping does

not support the Large Flat Rate Box (although the shipping tool based on USPS.COM does)

There is a discount on all types of Priority Mail:

Priority	Retail	Online
7lb 7 oz 17x17x17	\$ 49.80	\$ 47.53
7lb 7 oz 8x8x8	\$ 24.75	\$ 23.63

It is not a huge discount (only about five percent), but is better than paying counter prices, and it helps offset some of the charge of receiving Paypal payments (2.9% in most cases).

What's the best way to physically print the labels? First of all you do not actually need peel-and-stick labels. To save the most money, you can use plain regular paper, cut the label out and tape it to the package. For small mailers (size 00 and 000), this is ideal since full size peel-and-stick labels may not fit completely on one side. For those of you willing to pay a little extra for convenience, though, I personally would suggest buying labels on EBay. I've found the average cost is about 5-7 cents per label shipped, from certain sellers, and I think the time saved is worth it.



I would recommend that you use Paypal Multi Order shipping. It is a lot easier and more user friendly than printing one label at a time. I like the fact that the postage is debited right from the Paypal account, the tracking number is saved into Paypal (comes handy in case of a dispute) and all of the address prefilled for each order. It's a powerful timesaving tool, and it's free.

All of your orders will load up in Multi Order Shipping EBay, Chase The Chuckwagon, and even income from sales on NintendoAge will all appear. EBay sales will pull up the item number and description, but you will need to know what the other payments are for. You can also add orders to the tool, for instance if you made a trade, got a money order for payment, or needed to send a gift out to your Aunt Betsey. There is also an advanced process that

allows you to upload orders in a .CSV data file, which could be extremely useful if you do a lot of selling on Amazon or Half.com.

Once you enter all of the weight and other shipping info, you're ready to print. Make sure you print the scan form. The scan form is a very useful tool that gets all of your packages an acceptance scan. The Mailman scans the form at your house (If you use the carrier pickup option) or a retail clerk scans it at the window. Print all of the labels, and of course - make

- sure they go on the right package!

As you can see there are many benefits to using Paypal Multi Order Shipping. There is also one other hidden benefit on eBay through Paypal: UPS shipping. If you sign up for a FREE UPS account through eBay, they'll send you an account number. You then enter it into Paypal, and you're ready to save. Let me tell you the UPS Ground rates are unbelievable with the discount. Below I compared two packages (one normal sized and one oversized) from the east coast to the west coast, and also compared it to Parcel Post:

Package	Parcel Post	UPS Ground	UPS Ground w/ACCT
17lb 8x8x8	22.89	25.09	17.86
17lb 24x24x24	107.16	70.47	48.97

Plus with UPS you get \$100 insurance and tracking with every package. All you have to do is sign up for a free account and you get roughly a 30% discount on UPS Ground and other types as well. These packages can be dropped off at Staples or the UPS store.

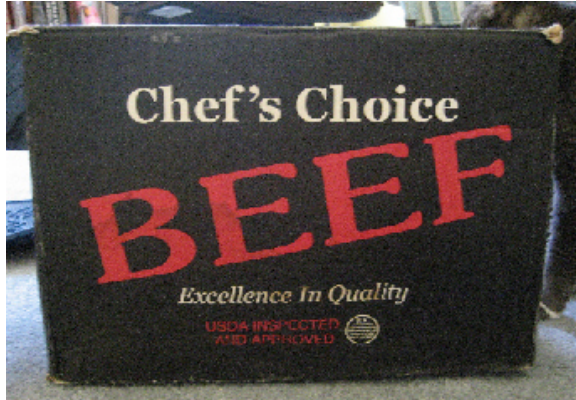




## Retro Memories – “Oh how good it was!”

By: JNes (Joash Bullock)

So there I was, in my basement doing laundry when I happened upon a black box with the words “Chef Choice BEEF” written across it. And by “happened across,” I mean that I nearly broke something tripping over it. This kind of occurrence is common in my basement, but this time it led to a most uncommon experience. Some boxes contain what was on the floor of the room I grew up in at my parents’ house. Curious what forgotten piece of my history this treasure chest potentially held I opened it up.



Inside I found my old cracked (but still functional) Super Nintendo, two SNES controllers, a transparent green N64 controller, my original Nintendo Entertainment System, two NES controllers, Marble Madness, Metroid, Dragon Warrior, and a lot of dust. Wow... as the memories started flooding back I pulled out the contents. Unfortunately I had to throw away one of the SNES controllers as it had a thick layer of Bleu Cheese growing on it. Thankfully nothing else had been attacked by mold, but did it all work? I pulled out my NES and plugged it in. I then decided I would try Metroid. After several attempts at blowing in the cart, inserting it into the NES, and hitting the power button only to get the blinking light - I was successful! It was at that moment that I went back to the day I

purchased what we now lovingly call the “Toaster.”

Back then, in 1987, the NES was *the* toy to have. I had been craving it ever since I first saw the commercials and heard the tag line “Now you’re playing with POWER!” However, I never asked for one. Our family was doing OK financially, but we were on a set budget and when it came to birthdays there were two rules that were never broken: I only had \$100 to spend and I never saw what I got until my birthday had arrived. Those two rules must be etched in stone somewhere in a box back in that basement, because my mother still feels uncomfortable breaking them to this day. This presented a problem as the NES Action Set retailed for \$149.99. It had sadly dawned on me that I would not be able to get the one thing I truly wanted. It was only a week before my birthday, and I had not yet asked for anything yet. Sitting in my basement on a Saturday early in the afternoon watching TV, I did not realize that there was a wild card about to be put in play that would change my life.

You see my family was not a stranger to video games. A few years before, my parents had purchased an Atari 2600 for Christmas to give to my sister. That same Christmas my dad got Donkey Kong. My sister also got Pole Position, and Star Voyager. I remember playing those games to death at the time. My dad loved those games so much that we brought the system with us to his mother’s house when we visited them that December. My dad was a real technophile! We were the first family in Portland to own a Macintosh when they came out (or so I’ve been told). The fact that my dad loved video games was the wild card.

The room in which the TV was also had my father’s office and his magic equipment. Yes he was an illusionist for about 20 some odd years. My mom





was in the room with me cleaning when my dad came over and sat on the couch. After a couple of minutes a Nintendo commercial comes on. Almost as soon as it was over my dad turns to me, and with a coy grin, says “Would you like a Nintendo for your birthday?” Two things happened just seconds after he uttered those words. The look on my face went from dumbfounded, to unbelieving, to shocked, to joy, and then ended up on dumbfounded again and my mother quickly turned around, eyebrows raised high, with a look of surprise. I knew that if this wonderful event was going to take place her approval was needed. My father saw my mother’s reaction and quickly explained how good I had been and that we could afford it this year. To my amazement she just turned back around and started cleaning again. I then stuttered out a yes, or some other affirmation, and started doing cartwheels in my mind.

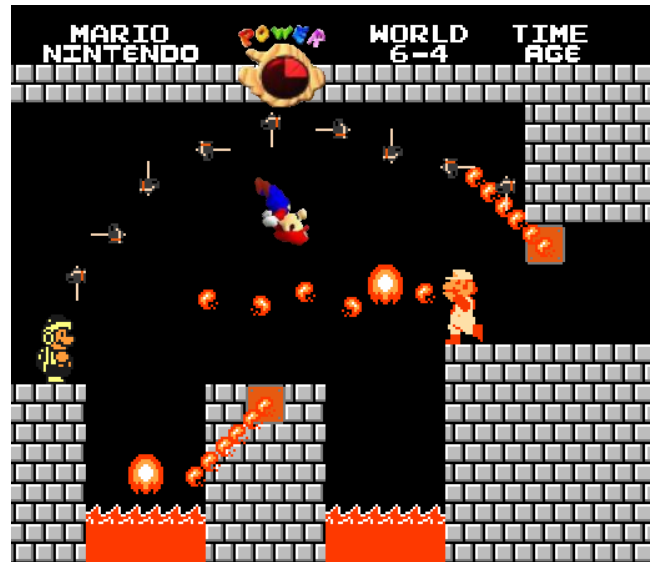
We all packed into the family car and drove to the local Toys R Us, where we picked it up. I can still remember the anticipation I had bringing that ticket up to the counter as they ran back and pulled out the box. When we got home, the only thing on my mind was how much I couldn't wait for my birthday to arrive so that I could play it. So, there we were back on the couch, the NES in my dad’s lap. Again he turns to me, the light overhead shining down on him like some sort of divine being that grants wishes, as he says “So, you want to open it up and play some?” At first my mom’s jaw drops, but then she closes it takes a good long look at both of us sitting there, and then just winks and walks out of the room and upstairs to fix dinner.

All of this goes through my mind as I sit on my couch in my own house now a little more than twenty years later looking at the title screen of Metroid. We all have memories similar to this when we play these games. They are what bonds us here at NintendoAge the same way we did with our schoolyard friends, way back when. That feeling is a part of what makes us retro gamers. It is a companion that can stay with us if we hold on to it. Even after we get burned out collecting we can always turn to those memories, and remember why we do what we do. Why don’t you pull out a cart that gives you the “warm-and-fuzzies?” Give yourself a break and live it. It’s always nice to play with power!



## Nintendo ICONS – Mario

By: MRN (Mike Swanson)



Ask anyone from age zero to 100, “What is the first thing you think of when someone says ‘Nintendo’?”, and they will answer, “Mario”. Super Mario Bros. still holds the record for the best selling individual video game of all time and will likely stay that way forever. Mario is what most people think of when they think “video games” and as such has earned his place as a cultural icon.

First came this wildly selling game: Super Mario Brothers. It was included in most NES systems as a pack-in and this helped to spread its popularity. As more and more people shared this game with others, their friends started buying. The result was the start of the video game boom of the late ‘80s. People found something more interesting to do than watch a dot bounce across the screen, the market exploded, and has not faded since. Most people do not give enough credit to this game, but when you invite the average layman over to view your collection, after

the initial “this guy is nuckin futs” reaction, they will want to play a Mario game. It happens every time.

Following the wild success of Super Mario Brothers, and the subsequent tank of its lazily made sequel, Nintendo needed a strong follow up to resuscitate the franchise. The result: Super Mario Brothers 3. This new game introduced the concept of an “overworld.” It gave the player a choice about the gaming experience. You could choose to skip certain levels, play the game in an order of your choice, acquire extra items, and battle extra enemies. This game also boasted more detailed and much more widely varying graphics. The overall gaming experience was also enhanced by special hidden suits, some of which granted Mario’s ability to fly.



Nintendo built on the popularity of the franchise, releasing quality games featuring the characters and selling countless novelty items pimping their product. Eventually they released the best Mario game ever made.

On September 26, 1996, Nintendo released Super Mario 64. Despite poor parallel pilot releases, Super Mario 64 almost single-handedly thrust N64 into the public forefront and brought Nintendo screaming back with a vengeance. The new system featured insanely enhanced graphics, interactive gameplay, and something unheard and that is now readily taken for granted: fully three-dimensional environments. Not just a perspective view of the game, but the actual ability to move your character in all three dimensions. It finally gave life to the franchise and the brand. Everything inside Super Mario 64 was interactive and made you feel like you were in the game, not just this flat guy always running straight

ahead. It reinvented Mario and the changed the entire gaming industry into the juggernaut we see today.

Super Mario 64 was also popular because it was challenging. The quest to find all 120 stars was not something that could be accomplished quickly, or even across several treks through the game. You had to work at it and explore the huge game world. The final reward of this quest was finally getting the vague innuendo about baking a cake with Peach.

Nintendo has always been at the leading edge of the future of gaming. Games in the Mario series show us where gaming started and how things we take for granted were pioneered by developers of the NES. Mario began his existence 1981 as “Jumpman” in the arcade game “Donkey Kong.” Later Mario earned his “real” name in the arcade game “Donkey Kong Jr.” Shortly thereafter the NES and the Super Mario Bros. series were born. Nintendo continued to expand on the character, developing new enemies and allies, creating new worlds to explore, and expanding into new series such as Dr. Mario, Mario Kart,

sports games, Mario Party, Smash Bros and more. Each successive game brought more to the table.

All told, Mario has been featured in over two hundred titles, far more than any other character in this history of video gaming. And he shows no sign of stopping. Mario has been featured as a mascot, the star of his own comics, made into action figures, stuffed animals, and dolls, the star of his own TV series, and starred in a live action feature film. As new systems are developed and new games come to the market, future Mario games continue to dominate the market and provide generations of gamers with endless hours of entertainment.




720	4	0	Bible Adventures	8	-1	Codename: Viper	4	0
1942	7	-1	Bible Buffet	23	-1	Color A Dinosaur	14	-1
1943	7	-1	Big Bird's Hide & Speak	4	0	Commando	4	0
10 Yard Fight	3	0	Big Foot	6	0	Conan	15	+1
3-D World Runner	5	0	Big Nose Freaks Out	20	-6	Conflict	10	0
8 Eyes	4	0	Big Nose Freaks Out (Aladdin)	21	-2	Conquest of the Crystal Palace	5	-1
Abadox	4	0	Big Nose the Caveman	8	-1	Contra	18	-1
Action 52	101	-6	Bill & Ted's Excellent Adventure	4	-1	Contra Force	35	+3
AD&D Dragonstrike	15	+2	Bill Elliot's NASCAR Challenge	4	0	Cool World	11	-1
AD&D Heroes of the Lance	7	0	Bionic Commando	7	0	Cowboy Kid	23	0
AD&D Hillsfar	23	+4	Black Bass	5	-1	Crash a/t Boys Street Challenge	9	0
AD&D Pool of Radiance	13	-1	Blackjack	30	-2	Crash Dummies, Incredible	8	0
Addams Family	7	+1	Blades of Steel	5	0	Crystal Mines	20	+2
Adventure Island	9	0	Blaster Master	5	0	Crystalis	8	-1
Adventure Island 2	13	0	Blue Marlin	11	+1	Cyberball	5	0
Adventure Island 3	22	0	Blues Brothers	10	0	Cybernoid	4	0
After Burner	5	0	Bo Jackson Baseball	6	0	Dance Aerobics	6	0
Air Fortress	4	+1	Bomberman	10	0	Danny Sullivan's Indy Heat	9	-1
Airwolf	4	0	Bomberman 2	28	0	Darkman	5	0
Al Unser Jr's Turbo Racing	4	0	Bonk's Adventure	62	+2	Darkwing Duck	9	-1
Alfred Chicken	15	-1	Boulder Dash	8	0	Dash Galaxy	3	0
Alien 3	8	-3	Boy and His Blob, A	6	+1	DayDreamin' Davey	4	0
Alien Syndrome	4	0	Break Time	6	+1	Days of Thunder	4	0
All Pro Basketball	3	0	Breakthru	4	0	Deadly Towers	4	0
Alpha Mission	4	0	Bubble Bath Babes	409	-40	Death Race	19	+1
Amagon	4	+1	Bubble Bobble	14	-1	Deathbots	9	0
American Gladiators	5	0	Bubble Bobble 2	105	-1	Defender 2	4	0
Anticipation	4	0	Bucky O'Hare	13	-3	Defenders of the Crown	4	+1
Arch Rivals	4	0	Bugs Bunny Birthday Blowout	6	0	Defenders of Dynatron City	6	0
Archon	5	0	Bugs Bunny Crazy Castle	7	0	Déjà Vu	5	0
Arkanoid	9	0	Bump 'N Jump	4	-1	Demon Sword	3	0
Arkista's Ring	7	-1	Burai Fighter	4	0	Desert Commander	4	+1
Astyanax	4	+1	Burgertime	8	-1	Destination Earthstar	4	-1
Athena	5	+1	Cabal	4	-1	Destiny of an Emperor	12	0
Athletic World	6	0	Caesar's Palace	3	-1	Dick Tracy	4	0
Attack of the Killer Tomatoes	9	0	California Games	7	0	Die Hard	31	-2
Baby Boomer	25	-1	Caltron 6 in 1	239	-51	Dig Dug 2	5	0
Back to the Future	4	0	Captain America	9	0	Digger T. Rock	6	0
Back to the Future 2 & 3	6	0	Captain Comic	9	+1	Dino Riki	3	0
Bad Dudes	5	+1	Captain Planet	8	+1	Dirty Harry	4	0
Bad News Baseball	6	0	Captain Skyhawk	4	0	Disney Adventure Magic Kingdom	5	0
Bad Street Brawler	4	0	Casino Kid	4	0	Dizzy the Adventurer (Aladdin)	18	-1
Balloon Fight	7	0	Casino Kid 2	17	+1	Donkey Kong	13	0
Bandit Kings of Ancient China	33	-2	Castelian	8	+1	Donkey Kong 3	10	0
Barbie	6	0	Castle of Deceit	44	+5	Donkey Kong Classics	11	-1
Bard's Tale	7	0	Castle of Dragon	7	+1	Donkey Kong Jr.	10	0
Base Wars	5	0	Castlequest	5	0	Donkey Kong Jr. Math	13	0
Baseball	4	0	Castlevania	9	0	Double Dare	6	-1
Baseball Simulator 1.000	5	0	Castlevania 2	6	-1	Double Dragon	8	-1
Baseball Stars	8	-1	Castlevania 3	10	-1	Double Dragon 2	7	0
Baseball Stars 2	15	0	Caveman Games	7	0	Double Dragon 3	9	0
Bases Loaded	3	-1	Challenge of the Dragon	45	-4	Double Dribble	3	0
Bases Loaded 2	4	0	Championship Bowling	4	0	Double Strike	7	-2
Bases Loaded 3	3	0	Championship Pool	7	0	Dr. Chaos	3	-1
Bases Loaded 4	17	+2	Cheetahmen 2	747	+263	Dr. Jekyll & Mr. Hyde	4	-1
Batman	5	-1	Chessmaster	4	0	Dr. Mario	7	0
Batman Return of the Joker	9	0	Chiller	30	0	Dracula	13	-1
Batman Returns	6	0	Chip N' Dale Rescue Rangers	8	-1	Dragon Fighter	25	-2
Battle Chess	5	0	Chip N' Dale Rescue Rangers 2	41	+2	Dragon Power	4	0
Battle of Olympus	6	0	Chubby Cherub	11	-1	Dragon Spirit	4	-1
Battleship	7	0	Circus Caper	3	0	Dragon Warrior	5	-1
Battletank	5	-1	City Connection	4	0	Dragon Warrior 2	20	-1
Battletoads	11	0	Clash at Demonhead	4	0	Dragon Warrior 3	30	0
Battletoads & Double Dragon	20	+1	Classic Concentration	7	-1	Dragon Warrior 4	43	0
Bayou Billy	3	0	Cliffhanger	10	0	Dragon's Lair	9	0
Bee 52	9	+1	Clu Clu Land	6	+1	Duck Hunt	5	0
Beetlejuice	8	0	Cobra Command	5	0			
Best of the Best	11	0	Cobra Triangle	4	0			

Duck Tales	9	0	Gotcha!	4	0	Kickle Cubicle	9	0
Duck Tales 2	40	0	Gradius	5	-1	Kid Icarus	12	-1
Dudes with Attitude	5	-1	Great Waldo Search	7	-2	Kid Klown	24	+2
Dungeon Magic	4	0	Greg Norman's Golf Power	4	0	Kid Kool	4	+1
Dusty Diamond's All Star Softball	30	-2	Gremlins 2	6	0	Kid Niki	5	0
Dyno Warz	4	0	Guardian Legend	5	0	King Neptune's Adventure	37	+1
Elevator Action	5	-1	Guerrilla War	5	0	King of Kings	6	0
Eliminator Boat Duel	7	0	Gumshoe	5	0	King's Knight	4	0
Empire Strikes Back	12	0	Gun Nac	26	0	Kings of the Beach	4	+1
Everet/Lendel Top Player's Tennis	4	0	Gunsmoke	8	0	King's Quest 5	12	+2
Excitebike	7	0	Gyromite	4	-1	Kirby's Adventure	9	0
Exodus	8	0	Gyruss	4	0	Kiwi Kraze	8	+1
F-117a Stealth	6	0	Harlem Globetrotters	5	0	Klash Ball	6	0
F-15 City War	5	0	Hatris	11	0	Klax	4	0
F-15 Strike Eagle	5	0	Heavy Barrel	5	0	Knight Rider	4	-1
Family Feud	9	-1	Heavy Shreddin'	4	0	Krazy Creatures	6	0
Fantastic Adv. Dizzy (Aladdin)	13	0	High Speed	4	-1	Krion Conquest	13	+3
Fantastic Adventures of Dizzy	8	0	Hogan's Alley	5	-1	Krusty's Fun House	8	0
Fantasy Zone	9	0	Hollywood Squares	4	-1	Kung Fu	5	-1
Faria	21	+2	Home Alone	5	-1	Kung Fu Heroes	4	0
Faxanadu	4	-1	Home Alone 2	4	0	Laser Invasion	6	0
Felix the Cat	12	-1	Hook	5	-1	Last Action Hero	13	+3
Ferrari Grand Prix	4	-1	Hoops	4	0	Last Ninja	9	0
Fester's Quest	4	0	Hot Slots	610	+104	Last Starfighter	8	0
Final Fantasy	12	-1	Hudson Hawk	5	0	Lee Trevino's Fighting Golf	3	-1
Fire and Ice	31	+3	Hunt for Red October	3	0	Legacy of the Wizard	4	0
Fire Hawk	6	0	Hydride	4	+1	Legend of Kage	4	0
Fisher Price Firehouse Rescue	5	-1	Ice Climber	8	0	Legend of Zelda	11	-1
Fisher Price I Can Remember	5	0	Ice Hockey	4	0	Legendary Wings	5	+1
Fisher Price Perfect Fit	5	0	Ikari Warriors	4	0	Legends of the Diamond	8	0
Fist of the North Star	6	+1	Ikari Warriors 2	4	0	Lemmings	17	-2
Flight of the Intruder	4	-2	Ikari Warriors 3	9	0	L'Empereur	24	-2
Flintstones	9	0	Image Fight	6	+1	Lethal Weapon	10	-1
Flintstones 2 Surprise Dino Peak	169	-7	Immortal	5	+1	Life Force	6	0
Flying Dragon	3	-1	Impossible Mission 2 (AVE)	15	+2	Linus Spacehead	24	-6
Flying Warriors	5	0	Impossible Mission 2 (SEI)	12	0	Linus Spacehead (Aladdin)	18	0
Formula One: Built to Win	9	-1	Indiana Jones: Crusade (Taito)	13	-1	Little League Baseball	9	0
Frankenstein	8	0	Indiana Jones: Crusade (UBI)	29	0	Little Mermaid	7	-1
Freedom Force	6	0	Indiana Jones: Temple (Mindscop)	7	+1	Little Nemo	6	0
Friday the 13th	5	-1	Indiana Jones: Temple (Tengen)	5	0	Little Ninja Brothers	16	+2
Fun House	5	-3	Infiltrator	4	0	Little Samson	81	-2
G.I. Joe: A Real American Hero	18	-1	Iron Tank	4	0	Lode Runner	5	0
G.I. Joe: Atlantis Factor	14	-1	Ironsword: Wizards & Warriors 2	4	0	Lolo	8	0
Galactic Crusader	23	+4	Isolated Warrior	7	0	Lolo 2	18	0
Galaga	9	0	Ivan Stewart's Super Off Road	7	-1	Lolo 3	26	+2
Galaxy 5000	11	-1	Jack Nicklaus' 18 Holes of Golf	4	+1	Lone Ranger	9	-1
Gargoyle's Quest 2	10	0	Jackal	5	0	Loopz	5	0
Gauntlet (licensed)	5	0	Jackie Chan's Action Kung Fu	10	0	Low G Man	3	-1
Gauntlet (unlicensed)	5	-1	James Bond Jr.	8	-3	Lunar Pool	4	+1
Gauntlet 2	6	0	Jaws	5	0	Mach Rider	4	0
Gemfire	20	0	Jeopardy!	4	-1	Mad Max	4	0
Genghis Kahn	10	-1	Jeopardy! 25th Anniversary	4	0	Mafat Conspiracy	4	0
George Foreman KO Boxing	4	-1	Jeopardy! Junior	3	0	Magic Darts	5	0
Ghost Lion	9	-1	Jeopardy! Super	4	0	Magic Johnson's Fast Break	3	0
Ghostbusters	7	0	Jetsons	24	+1	Magic of Scheherazade	4	-1
Ghostbusters 2	6	0	Jimmy Connors Tennis	18	-2	Magician	10	+2
Ghosts 'N Goblins	6	-1	Joe and Mac	5	-1	Magmax	4	0
Ghoul School	7	-1	John Elway's Quarterback	3	-1	Major League Baseball	3	0
Gilligan's Island	7	-1	Jordan vs. Bird: One on One	4	-1	Maniac Mansion	10	0
Goal!	4	-1	Joshua	12	+1	Mappyland	6	0
Goal! 2	11	+1	Journey to Silius	6	+1	Marble Madness	5	-1
Godzilla	6	0	Joust	5	0	Mario Brothers	13	0
Godzilla 2	28	+5	Jungle Book	11	-2	Mario Is Missing	15	+1
Gold Medal Challenge	8	+1	Jurassic Park	5	0	Mario's Time Machine	36	+1
Golf	4	0	Kabuki Quantum Fighter	5	0	Master Chu and the Drunkard		
Golf Challenge Pebble Beach	4	0	Karate Champ	4	0	Hu	12	0
Golf Grand Slam	5	-2	Karate Kid	5	-1	Maxi 15	35	-13
Golgo 13: Top Secret Episode	3	0	Karnov	4	0	MC Kids	8	0
Goonies 2	4	0	Kick Master	7	0	Mechanized Attack	8	+1
						Mega Man	16	-1
						Mega Man 2	10	-1
						Mega Man 3	10	0


Mega Man 4	13	0	Pestermator	35	0	Rockin' Kats	14	0
Mega Man 5	27	-1	Peter Pan and the Pirates	6	+1	Rocky and Bullwinkle	7	0
Mega Man 6	17	0	Phantom Fighter	5	+1	Roger Clemens Baseball	4	0
Menace Beach	48	-3	Pictionary	3	-1	Rollerball	4	0
Mendel Palace	4	0	Pinball	4	0	Rollerblade Racer	7	-1
Mermaids of Atlantis	30	-2	Pinball Quest	4	0	Rollergames	3	-2
Metal Fighter	11	0	Pinbot	4	0	Rolling Thunder	4	0
Metal Gear	7	0	Pipe Dream	5	0	Romance o/t Three Kingdoms	9	0
Metal Mech	4	0	Pirates!	12	0	Romance o/t Three Kingdoms 2	27	+1
Metal Storm	15	-1	Platoon	4	0	Roundball	5	0
Metroid	8	-1	Play Action Football	3	0	Rush N' Attack	4	0
Michael Andretti's World GP	4	0	Popeye	7	0	Rygar	6	0
Mickey Adventure in Numberland	12	-1	POW	5	0	SCAT	12	0
Mickey Mousecapade	4	0	Power Blade	5	0	Secret Scout	55	-10
Mickey Safari in Letterland	7	-1	Power Blade 2	42	+4	Section Z	4	0
Micro Machines	16	-1	Power Punch 2	10	+1	Seicross	3	0
Micro Machines (Aladdin)	13	-1	P'radikus Conflict	32	+2	Sesame Street 1-2-3	4	-1
MIG-29	5	0	Predator	5	0	Sesame Street 1-2-3/A-B-C	6	0
Might & Magic	28	-1	Prince of Persia	12	0	Sesame Street A-B-C	4	0
Mighty Bombjack	4	-1	Princess Tomato	30	+2	Sesame Street Countdown	5	-1
Mighty Final Fight	19	+1	Pro Sport Hockey	13	-1	Shadow of the Ninja	10	0
Mike Tyson's Punch-Out!!	16	0	Pro Wrestling	4	0	Shadowgate	6	0
Millipede	5	-1	Pugsley's Scavenger Hunt	14	0	Shatterhand	6	0
Milon's Secret Castle	4	-1	Punch-Out!!	9	-1	Shingen the Ruler	4	-1
Miracle Piano System	14	+1	Punisher	8	0	Shinobi	7	-1
Mission Cobra	35	-3	Puss 'N Boots	6	0	Shockwave	7	+1
Mission: Impossible	3	0	Puzzle	9	+1	Shooting Range	11	+1
Monopoly	5	-1	Puzznic	8	+1	Short Order/Eggsplode	8	-1
Monster in My Pocket	9	0	Pyramid	10	0	Side Pocket	4	0
Monster Party	5	0	Q*Bert	6	-1	Silent Assault	15	+1
Monster Truck Rally	11	0	Qix	10	-1	Silent Service	4	0
Moon Ranger	78	+5	Quattro Adventure	7	+1	Silk Worm	7	0
Motor City Patrol	17	-3	Quattro Adventure Aladdin	15	-4	Silver Surfer	7	0
Ms Pac-man (Namco licensed)	17	-2	Quattro Arcade	8	0	Simpsons: Bart vs. The World	7	+1
Ms Pac-man (Tengen unlicensed)	14	-1	Quattro Sports	5	0	Simpsons: Radioactive Man	9	0
MULE	12	+1	Quattro Sports Aladdin	18	-2	Simpsons: Space Mutants	6	0
Muppet Adventure	5	0	R.B.I. Baseball 2	5	-1	Skate or Die	4	-1
MUSCLE	4	-1	R.B.I. Baseball 3	8	-1	Skate or Die 2	3	-1
Mutant Virus	6	-1	R.B.I. Baseball licensed	6	-1	Ski or Die	4	-1
Myriad 6 in 1	900	0	R.B.I. Baseball unlicensed	7	+1	Skull and Crossbones	5	0
Mystery Quest	4	-1	R.C. Pro-Am Racing	6	0	Sky Shark	4	-1
NARC	5	0	R.C. Pro-Am Racing 2	31	+2	Skykid	6	0
NES Open Golf	5	0	Race America, Alex DeMeo's	16	-1	Slalom	4	0
NFL Football	3	-1	Racket Attack	4	0	Smash TV	4	0
Nigel Mansell's World Ch.Racing	14	+2	Rad Gravity	5	0	Snake Rattle 'N Roll	6	0
Nightmare on Elm Street	13	-1	Rad Racer	4	-1	Snake's Revenge	8	0
Nightshade	5	0	Rad Racer 2	4	-1	Snoopy's Silly Sports	5	-1
Ninja Crusaders	7	+1	Rad Racket	29	+1	Snow Brothers	54	0
Ninja Gaiden	7	0	Raid 2020	9	0	Soccer	4	0
Ninja Gaiden 2	6	0	Raid on Bungeling Bay	4	0	Solar Jetman	4	0
Ninja Gaiden 3	18	0	Rainbow Islands	21	+1	Solitaire	24	+3
Ninja Kid	4	0	Rally Bike	5	0	Solomon's Key	5	-1
Nobunaga's Ambition	7	0	Rambo	4	-1	Solstice	4	0
Nobunaga's Ambition 2	23	0	Rampage	7	0	Space Shuttle	6	0
North and South	18	0	Rampart	6	0	Spelunker	5	0
Operation Secret Storm	36	-20	Remote Control, MTV's	4	0	Spider-Man: Sinister Six	6	0
Operation Wolf	4	-1	Ren and Stimpy: Buckaroos	8	-1	Spiritual Warfare	10	0
ORB-3D	4	+1	Renegade	4	-1	Spot	4	0
Othello	4	-1	Rescue: Embassy Mission	4	0	Spy Hunter	4	0
Overlord	6	+1	Ring King	5	-1	Spy vs. Spy	6	0
Pac-Man (Namco)	12	-1	River City Ransom	15	0	Sqoon	15	+1
Pac-Man Tengen licensed	8	0	Road Runner	6	+1	Stack Up	16	-3
Pac-Man Tengen unlicensed	8	0	RoadBlasters	4	0	Stadium Events	1204	-173
Pac-Mania	11	0	Robin Hood: Prince of Thieves	5	-1	Stanley	6	-2
Palamedes	6	+1	Robocop	4	0	Star Force	5	-1
Panic Resturant	46	+4	Robocop 2	6	0	Star Soldier	4	0
Paperboy	10	-1	Robocop 3	8	0	Star Trek: 25th Anniversary	7	0
Paperboy 2	12	0	Robodemons	13	+4	Star Trek: The Next Generation	11	-3
Peek A Boo Poker	681	+4	RoboWarrior	4	0	Star Voyager	4	+1
			Rock N' Ball	3	-1	Star Wars	8	-1
			Rocket Ranger	4	0	Starship Hector	4	-1
			Rocketeer	4	0	StarTropics	5	0

Stealth	4	+1	Three Stooges	6	0	Wario's Woods	10	0
Stinger	5	0	Thunder and Lightning	8	0	Wayne Gretzky Hockey	4	+1
Street Cop	15	+2	Thunderbirds	4	-1	Wayne's World	23	0
Street Fighter 2010	4	0	Thundercade	4	+1	WCW: World Champ. Wrestling	5	0
Strider	4	0	Tiger Heli	4	-1	Werewolf	4	0
Stunt Kids	23	+4	Tiles of Fate	8	0	Wheel of Fortune	5	0
Sunday Funday	31	-4	Time Lord	4	0	Wheel of Fortune: Family Edition	4	0
Super C	13	0	Times of Lore	17	+2	Wheel of Fortune: Junior Edition	4	0
Super Cars	14	+1	Tiny Toon Adventures	7	0	Wheel of Fortune: Vanna White	6	0
Super Dodge Ball	12	0	Tiny Toon Adventures 2	8	0	Where in Time/Carmen Sandiego	5	0
Super Glove Ball	4	0	Tiny Toon Cartoon Workshop	7	0	Where's Waldo?	6	0
Super Mario Brothers	7	-1	To The Earth	3	-1	Who Framed Roger Rabbit?	5	0
Super Mario Brothers 2	13	-1	Toki	11	+1	Whomp 'Em	7	0
Super Mario Brothers 3	12	-1	Tom and Jerry	7	-1	Widget	9	0
Super Mario/Duck Hunt	7	0	Tom Sawyer	4	0	Wild Gunman	10	0
Super Mario/Duck Hunt/WCTM	6	-1	Tombs and Treasure	8	-1	Willow	5	0
Super Pitfall	6	0	Toobin'	8	0	Win, Lose or Draw	3	-1
Super Spike V'Ball	4	0	Top Gun	3	-1	Winter Games	3	-1
Super Spike V'Ball/World Cup	5	0	Top Gun 2	4	0	Wizardry	7	-1
Super Sprint	4	0	Total Recall	4	0	Wizardry 2: Knight of Diamonds	12	0
Super Spy Hunter	8	-1	Totally Rad	4	0	Wizards & Warriors	4	0
Super Team Games	5	0	Touchdown Fever	5	-2	Wizards & Warriors 3	12	0
Superman	8	0	Toxic Crusader	8	-1	Wolverine	6	-1
Swamp Thing	15	+1	Track and Field	5	0	World Champ	9	+2
Sword Master	21	0	Track and Field 2	4	0	World Class Track Meet	4	0
Swords & Serpents	4	0	Treasure Master	6	0	World Cup Soccer	3	-1
T&C Surf Design	4	0	Trick Shooting	5	0	World Games	5	0
T&C Surf Design 2 Thrillas			Trog	6	0	Wrath of the Black Manta	4	0
Surfari	10	+1	Trojan	4	0	Wrecking Crew	7	0
Taboo: The Sixth Sense	4	0	Trolls on Treasure Island	12	-2	WURM	7	0
Tag Team Wrestling	3	0	Twin Cobra	4	-1	WWF King of the Ring	9	-1
Tagin' Dragon	33	+6	Twin Eagle	4	-1	WWF Steel Cage	6	0
Talespin	5	0	Ultima: Exodus	4	0	WWF Wrestlemania	4	0
Target: Renegade	4	-1	Ultima: Quest of the Avatar	8	0	WWF Wrestlemania Challenge	4	0
Tecmo Baseball	4	0	Ultima: Warriors of Destiny	23	+7	Xenophobe	4	0
Tecmo Bowl	7	-1	Ultimate Air Combat	16	-2	Xevious	4	0
Tecmo Cup Soccer	20	+4	Ultimate Basketball	3	0	Xexyz	4	0
Tecmo NBA Basketball	5	-1	Ultimate League Soccer	13	-3	X-Men	5	0
Tecmo Super Bowl	14	-1	Ultimate Stuntman	6	0	Yo! Noid	7	0
Tecmo World Wrestling	4	0	Uncharted Waters	23	+2	Yoshi	6	0
Teenage Mutant Ninja Turtles	5	-1	Uninvited	15	+1	Yoshi's Cookie	6	0
Teenage Mutant Ninja Turtles 2	10	0	Untouchables	7	-1	Young Indiana Jones	12	-1
Teenage Mutant Ninja Turtles 3	14	0	Urban Champion	4	-1	Zanac	4	-1
Teenage Mutant Ninja Turtles			Vegas Dream	3	0	Zelda 2: The Adventure of Link	9	0
TF	38	-2	Venice Beach Volleyball	5	-1	Zen Intergalactic Ninja	9	0
Tennis	4	-1	Vice: Project Doom	5	0	Zoda's Revenge: StarTropics 2	6	0
Terminator	5	-2	Videomation	4	0	Zombie Nation	25	-7
Terminator 2: Judgement Day	4	0	Vindicators	3	0			
Terra Cresta	8	0	Volleyball	4	0			
Tetris (Nintendo licensed)	6	-1	Wacky Races	23	+1			
Tetris (Tengen unlicensed)	33	+1	Wall Street Kid	4	0			
Tetris 2	7	-1	Wally Bear and the No! Gang	13	+1			



## Don't do it!

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





DreamTR has announced his latest ROM release, a new Advanced Dungeons and Dragons game that was previously available only in Japan. “Dragons of Flame” features an official Nintendo-sanctioned translation, and is in NTSC format. Donations are currently being accepted; the goal is \$750.

Exerion II has been released, and is for sale as a multicart at [www.RetroUSB.com](http://www.RetroUSB.com). It’s very similar to the original Exerion for the Famicom, but boasts upgraded graphics and slightly different play. Here are the contributors to the ROM release:

- |                |                    |
|----------------|--------------------|
| Nesguy         | Penguin            |
| MRN            | ChaseTheChuckwagon |
| Pslamalfa      | Shags2dope50187    |
| Arch_8ngel     | JNES               |
| Qixmaster      | Modusco            |
| Guillavoie     | Zi                 |
| superNESman    | NationalGameDepot  |
| TheRedEye      | Rdunfee            |
| I2a2n2         | Zeta_Daekonu       |
| Kcsims         | Aaronshea80        |
| Marvelus10     | gameboy            |
| OzNEScollector |                    |

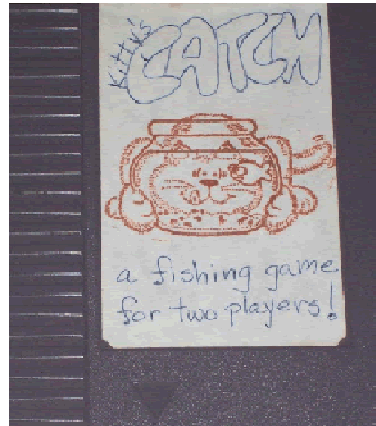
A new and very extensive hack of Tecmo Super Bowl: “Tecmo Super Coach 2009/10” has been announced by Maynard Krebs. It promises “Updated everything!” Visit the information page at:

<http://www.devonscalisi.com/TSC%20Instructions/index.html>

Ultimate Frogger Champion is now released and available for immediate purchase. This CIB release features custom artwork, two-player head to head play and extremely faithful arcade-like gameplay.

Hoppin’ Mad has finally also been completed and is currently on-sale. The limited CIB release features a windowed tin similar to Al Bailey’s Sudoku LE, and

is almost sold out. Check out the forums now to get your copy!



Two new unreleased proto games have been uncovered. BeaglePuss has announced a future release for his From Nowhere Productions monicker in Kitty’s Catch by Atari. Few details exist so far, except that it promises to be “fun as hell.”

Tootai’s Aigina’s Prophecy port of the little-known Famicom game Aigiina no Yogen: Balubalouk no Densetsu Yori is currently in private hands, with no



announcements for wider release than this youtube video:

<http://www.youtube.com/watch?v=tbw-YHkSyYc>



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NintendoAGE e-Zine Volume 3 Issue 6: June 2009

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