

DA

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eZine

INSIDE

Limbofunk interviews the programmer of Swamp Thing.

Robin continues to remind us that his life was more interesting in his first 14 years than ours is to this day.

DISNEYLAND

NINTENDO ICONS - LINK

> **MICHAEL SWANSON** *mrn*

It's just a fact. Zelda games are destined to be million-sellers. But are they really worth all the popular demand? It is a safe bet that Nintendo is still putting quality into the franchise? Recently fans have decried newer Zelda games as being childish, repetitive and even boring. Perhaps by looking back at a couple of my favorites, I might be able to recommend some older incarnations of Zelda that will be a guaranteed hit for all players, without the need to break the bank by purchasing a brand new game.

My favorite game of all time is *The Legend of Zelda*. I have fond memories of endless hours spent slaying dragons and partying with old men in caves. I played this game so much that I can remember where every secret is, where all the heart containers are, and where all the levels are located. I know the best way to defeat each boss and it is always a viciously messy kill. Towards the end of my original NES's life span, I was finally able to beat the game quickly and efficiently in one sitting. Everyone has a precious game from their childhood: this is mine.

The Legend of Zelda follows Link on his quest to rescue Princess Zelda. The game follows Link from his beginnings as a young man lost in his grief over his missing princess, through his quest to become an invincible warrior. First, he meets an old man who gives him a sword and sends him off into the world. He starts to hunt for the pieces of the Triforce which are scattered around the realm. Each piece brings him better tools and more power, all in preparation for the final showdown with Ganon. After he literally crushes the evil overlord into dust, he finally gets his princess... the princess who promptly gets lost again.

For its time, *The Legend of Zelda* brought to the table many new mechanics. It was an action game with some elements that would eventually evolve

into mainstays of the RPG genre – side-quests, secondary recurring characters, unlocking access to more difficult worlds through special items, and “leveling up” as a means to fight through progressively tough opponents. Back in the days where the only kind of leveling-up you could do was picking up a Fire Flower, LOZ popularized these mechanics and brought them to the mainstream.

Another great leap forward in the franchise was *The Ocarina of Time*, which follows Link through another endlessly satisfying quest. He starts out as a lazy elfin boy living in a treehouse, wondering when he and Saria are finally going to get down to business. One day, Navi, Link's fairy friend, companion, and guide, comes and drags his lazy butt out of bed. She drags him through a mini quest to find three stones which will activate the Temple of Time. Along the way he decides to sneak into a castle and meets princess Zelda. She tells him of her worries about the evil man Ganondorf and the powers concealed in the Temple. One rainy night the boy witnesses Zelda being rushed from her castle, running from the evil man. During her desperate flight, she throws the Ocarina of Time to Link. He then makes his way to the Temple of Time and plays a secret song. The doors open and Link pulls the Master Sword from its pedestal in the temple and gets sucked through the gates of time.

He awakens seven years later to find that he has grown up. None of the weapons he previously acquired are useable as an adult so he has to start out fresh. Upon exiting the Temple of Time, Link finds that his world has been transformed. Ganondorf has taken over Hyrule and the once beautiful land has fallen into ruin. Starting out as a lost man-child waking up in a forgotten temple, Link proceeds to fight his way through six dungeons trying to free the sages charged with protecting the world. With each foe vanquished, Link becomes stronger and better outfitted. He goes from a fragile, lost little boy to a force to be reckoned with. Finally, armed with weapons, magic,



and the Triforce of Courage,



Link proceeds to the final battle with Ganondorf. After Ganon, Ganondorf's rage incarnate, is defeated Link and Zelda race from the collapsing castle. The sages then imprison Ganondorf forever and Link regains his lost youth.

The Ocarina of Time brought players to the very edge of the N64's abilities, pushing the storage capacity and processing power to the very limit. Complex finger movements and a limitless number of weapon combinations kept you busy all the way through the game trying to learn all the tricks and subtle movements. The various side quests and extra items ensure that his game will take a very long time to master, let alone completely beat. You will never get bored.

The game also brought players new and original music. The enchanting melodies are enough to get lost in. Sitting and relaxing, listening to the soundtrack can take you away to that special place where you spent your teenage years. It will take you back to that time when the only ambition in life was gaming, and wondering why so few girls liked gaming. Where life was simple and there were no responsibilities.

Since the success of *The Ocarina of Time*, Nintendo has released a number of Zelda games. I haven't played many of them very much, because it is my opinion that quite a few are lackluster attempts to use the name to capitalize on work they have done in the past. I sincerely hope they stop releasing substandard games, and come out with the next epic Link adventure. I would like for the current generation to experience the link that I have with these games.

From here I think that I will set out to conquer Majora's Mask. I very much enjoyed this game but never finished it. That little punk that steals Epona is about to catch the beating of his life. I hope that this game holds the same experience as its predecessor.

LIMBOFUNK TAKES ON: DAVID LUBAR OF THQ



> OTTO HANSON *limbofunk*

I was recently very fortunate to have a brief chat with David Lubar, the sole programmer of Swamp Thing (Published by THQ) for the Nintendo Entertainment System. David is an established writer and has written many books geared towards young adults, mainly in the humor and horror genres. Though writing books is his main passion, he still codes games from time to time and has programmed on a plethora of systems including the Apple II, Atari 2600, Commodore 64, SNES and GameBoy.



While he was adamant about the fact that Swamp Thing is not one of his best works, he was kind enough to give some insight to his time working as a programmer on the NES.

[Limbofunk]: Hi David, thanks so much for taking the time to answer some of the questions I have, I really appreciate it!

[David Lubar]: Let me see how many of these I can answer. (It was a long time ago.)

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

[DL]: I taught myself programming after getting interested in computers around 1978. I did some simple Apple II games. I was working at Creative Computing magazine when I got a call from Sirius Software. They were looking for people to design games for the Atari 2600.

[Limbo]: What company did you work for when you programmed Swamp Thing? Did the company have any joint contracts with anyone else?

[DL]: Absolute Entertainment. They had various projects going at the time.

[Limbo]: Was there anything you remember liking/disliking more about developing a game on the NES as opposed to earlier systems you worked on?



INTERVIEW

[DL]: I thought the NES sprite system was a bit difficult to work with.

[Limbo]: How many people (approximately) comprised of the team that worked on Swamp Thing with you?

[DL]: Me, an artist, a sound guy, and a producer.

[Limbo]: Did you have any personal creative control with the game or was it more of a set in stone atmosphere?

[DL]: Sadly, my original idea was tossed as too complex. (I had various puzzles, such as transforming into a leaf, floating up, then transforming back to fall into a barrier and break it.) The people in charge wanted a standard platform game.

[DL]: Sadly, my original idea was tossed as too complex. (I had various puzzles, such as transforming into a leaf, floating up, then transforming back to fall into a barrier and break it.) The people in charge wanted a standard platform game.

[Limbo]: Were there any issues that happened during the development of the game? Did the game wind up having any major differences from the original concept of how it was supposed to look and play?

[DL]: As I mentioned, my concept didn't make it. There weren't any other issues I can remember.

[Limbo]: Are there any fun little easter eggs that you remember sneaking into the game?

[DL]: There's a screen where, if you go to a specific point and do something (kneel?), you get an extra man. But I can't remember anything more than that about it.

[Limbo]: Were you happy with the final product and did you ever wind up playing the game after it was created?

[DL]: I thought it was a decent game. I've never played it since then.



NO TWO GAMES ARE CREATED EQUAL

> **JONAS MCCAMMON** *jonebone*



In any collectible market, there's always money to be made or lost depending on your timing. Even if your only goal is to collect games, not directly profit: you can consider money from "smart buys" just funds for more games on your shelf! With nearly 800 games in the NA price guide, multiple games are bound to have the same price value, but some may be better buys than others. This article will not only mention some specific titles to watch, but it will also train your eye for diamonds in the rough. :)

To understand the value of a game, you must first understand the factors that influence it. Once upon a time, in a time long, long ago, video games were solely used for their intended purpose, and very few people actually thought of them as collectibles. Virtually all games on a system retailed at the same price, and you'd determine whether the game was worth a buy or a rent based on its fun factor. Closely related to "fun factor" is a game's popularity, although the two are indeed separate. These were the fundamental driving forces in a game's original value: how fun was it to play, and which of your friends owned it (word of mouth). These comprised the demand side of a game's value.

As games have slowly transitioned from toys into collectibles, more factors have influenced their values. First and foremost is the obvious "rarity," which reflects a game's supply. The NA database categorizes rarity of the cart, box and manual for each game on a 1-10 scale with 10 being damn near impossible to find. While these numbers aren't set in stone and are always subject to revisions, they are good estimates. A game's release date can be correlated with its rarity in a couple of ways. Many games released late in the life of a system are rare simply due to reduced print runs (Wayne's World). A similar problem is that unpopular games released in the early life of a system have rare boxes and manuals simply because they have had to survive over a longer time period and are more likely to be lost or trashed (Chubby Cherub). Rarity and release date drive the supply side of a game's value.

While the previous factors all can help you to be an informed buyer, sometimes there are just great deals to be had...and sometimes every copy of that one game you're looking for seems to be getting top dollar. What are we missing? The factors that tell you WHEN to buy. One of these factors is what I like to call "indirect appeal", which relates to any video game based on pop culture, like cartoons or movies. When a series is rejuvenated, such as the recent Indiana Jones film or Ghostbusters Xbox 360 release, it sparks an increase in demand for some of the classic games and the prices respond accordingly. Similarly, when Mega Man 9 was released on Xbox Arcade, each of the Mega Man games saw a boost in value.

Two more "timing" factors are basic principles relevant to any collectibles market: price stability and current value. Stability measures the risk associated with a game's value, i.e. how much it may fluctuate from month to month. An unstable game can have its value rise or drop dramatically any month, but a stable game will either remain constant or increase/decrease at a predictable rate. Unpopular but scarce games can be very volatile (Mission Cobra). Current value is a measurement of a game's value in today's market compared to its price history over a given time span, say six months to one year. The traditional stock market slogan is "Buy low, Sell high" and that premise holds true in this market as well.

Last but not least are the miscellaneous factors that are often generalized as rules-of-thumb, although there are always exceptions. First is a game's genre. Sports titles usually have little value, and any value they may have is directly related to their rarity rather than fun factor (like Stadium Events and Pro Sport Hockey). On the flip side, the RPG genre tends to hold value very well due to the huge current popularity, particularly of franchises that are still around like Dragon Warrior/Quest and Final Fantasy. Another factor to consider is first party vs. third party publishers, or even licensed vs. unlicensed. No matter what their values may be, first party and licensed games tend to have a much more stable price history than their counterparts. Finally,

the last factor to consider is a game's legacy. Games usually have a decent amount of success to deserve a sequel, and games with sequels can have more appeal. Furthermore, games with releases across multiple system generations appeal to gamers of all ages and create more demand for the original. With retro being "in" and Nintendo releasing games like Punch-Out on the Wii, this only draws more attention to the originals and causes people to reminisce about the past.

So what does this all mean? I've personally rated several games on the typical A-E grading scale (A = Excellent Buy, E = Horrible Buy) based on the combination of all of these factors. Rarities have been pulled from the NA database, prices from the eZine, and reviews are the average user score posted on Gamespot. Let's also note that these are just predictions with supporting rationale, and are in no way indicative of how the market will behave. I've split the data over multiple graphs to avoid a "busy" look that could be confusing, and I've also copied the Excel data table with statistics and comments to support my grading. This is also not meant to be all-inclusive, I only picked about 75 "interesting" games based on my knowledge and then narrowed it down to the best and worst. There are many titles I did not have time to consider, so feel free to do analysis on other games as well. The results can be found in the supplemental graph.

As you can tell from the list, Mega Man, Qix and Ghost Lion lead the way as the smartest buys. All are at historical low prices and are due to rebound in the near future. It is also worth noting that this is the first month in which Mega Man has been priced lower than Mega Man 6 (\$16 to \$17), despite the rule of thumb being that Mega Man 1/5 are the most expensive, 2/3 are the cheapest, and 4/6 are somewhere in between. Not to mention that almost every Mega Man 6 for sale is in excellent condition, while the original Mega Man is much more condition sensitive. Expect a rebound in Mega Man's value over the next few months.

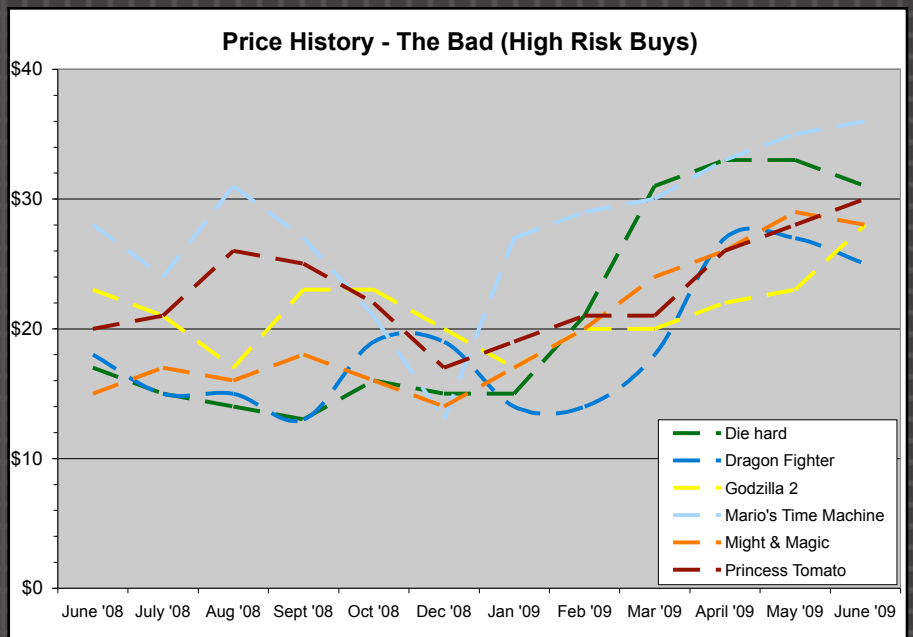
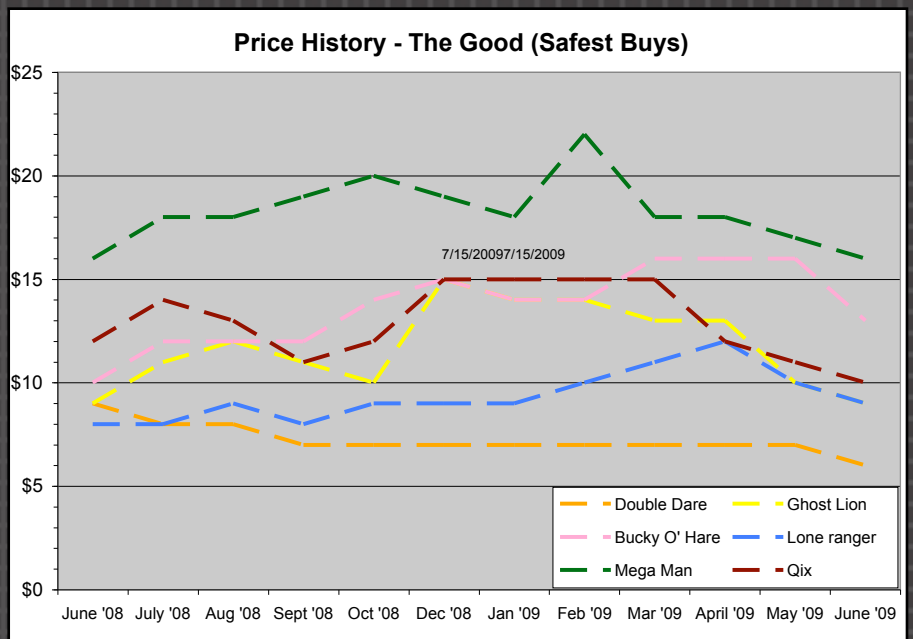
All of the games to watch have a similar pattern: a strong historical upward trend and a price at or near historical highs. If they drop in price over the next few months, then they become excellent buys at that point due to their solid history. If they continue to in-

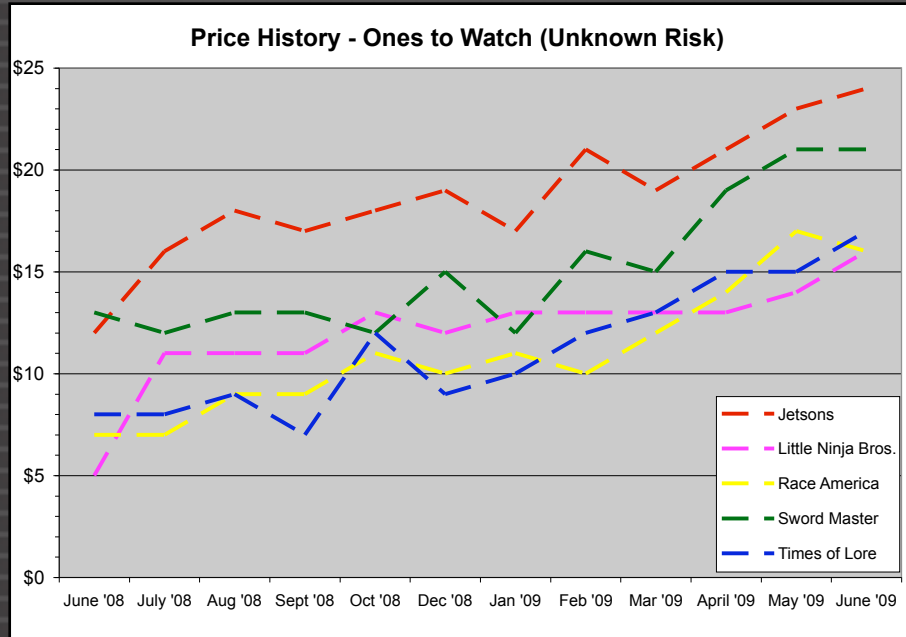
> ***no two games, cont.***

crease, then perhaps their rarities need to be re-evaluated and increased to reflect their true value.

Last but not least are the bad buys, led by Die Hard and Princess Tomato. All of these bad buys have two things in common, prices at or near historical highs and an unstable price history. These games are very likely to see a decrease in value over the next few months, especially Die Hard, which has ballooned from \$17 to \$31 since the eZine's inception (peaked at \$33), has a low fun factor (6.3) and has a mere "average" rarity rating. Also interesting to note is that Mario is Missing and Mario's Time Machine were both equivalent games in December 2008 at \$13 each. One is now \$15 and one is now \$36... if I had only done this article six months earlier!

To conclude, please remember these are just predictions and the market may behave differently. However, this article was written before the July numbers were published, so you can check yourself and see if any of my predictions came true. Good luck with your NES collecting and remember that no two games are created equal, regardless of what their price is today!





Title	NA Database Rarities				Gamestop Review	Price History													Grade
	Cart	Box	Manual	Year		June '08	July '08	Aug '08	Sept '08	Oct '08	Dec '08	Jan '09	Feb '09	Mar '09	April '09	May '09	June '09		
Bucky O' Hare	5	6	6	1992	8.2	\$10	\$12	\$12	\$12	\$14	\$15	\$14	\$14	\$16	\$16	\$16	\$13	B+	
Die hard	5	6	6	1992	6.3	\$17	\$15	\$14	\$13	\$16	\$15	\$15	\$21	\$31	\$33	\$33	\$31	F	
Double Dare	5	6	6	1990	6.3	\$9	\$8	\$8	\$7	\$7	\$7	\$7	\$7	\$7	\$7	\$7	\$6	B-	
Dragon Fighter	6	7	7	1991	8	\$18	\$15	\$15	\$13	\$19	\$19	\$14	\$14	\$18	\$27	\$27	\$25	E	
Ghost Lion	5	6	6	1992	7.5	\$9	\$11	\$12	\$11	\$10	\$15	\$14	\$14	\$13	\$13	\$10	\$9	A-	
Godzilla 2	6	7	7	1992	7.2	\$23	\$21	\$17	\$23	\$23	\$20	\$17	\$20	\$20	\$22	\$23	\$28	E	
Jetsons	6	7	7	1992	8.3	\$12	\$16	\$18	\$17	\$18	\$19	\$17	\$21	\$19	\$21	\$23	\$24	D+	
Little Ninja Bros.	6	8	7	1990	8.1	\$5	\$11	\$11	\$11	\$13	\$12	\$13	\$13	\$13	\$13	\$14	\$16	C	
Lone ranger	6	7	7	1991	8.4	\$8	\$8	\$9	\$8	\$9	\$9	\$9	\$10	\$11	\$12	\$10	\$9	B	
Mario Missing	6	7	7	1993	5.5	\$15	\$15	\$16	\$15	\$15	\$13	\$13	\$14	\$15	\$15	\$14	\$15		
Mario's Time Machine	6	8	7	1994	6.5	\$28	\$24	\$31	\$27	\$21	\$13	\$27	\$29	\$30	\$33	\$35	\$36	E+	
Mega Man	3	4	4	1987	8.5	\$16	\$18	\$18	\$19	\$20	\$19	\$18	\$22	\$18	\$18	\$17	\$16	A+	
Mega Man 6						\$13	\$14	\$14	\$14	\$16	\$15	\$16	\$17	\$18	\$18	\$17	\$17		
Mega man V	5	6	6	1992	8.5	\$20	\$21	\$22	\$23	\$25	\$23	\$24	\$24	\$26	\$27	\$28	\$27		
Might & Magic	6	7	7	1992	8.4	\$15	\$17	\$16	\$18	\$16	\$14	\$17	\$20	\$24	\$26	\$29	\$28	E+	
Princess Tomato	6	6	6	1991	6.9	\$20	\$21	\$26	\$25	\$22	\$17	\$19	\$21	\$21	\$26	\$28	\$30	E-	
Qix	6	7	7	1991	7.8	\$12	\$14	\$13	\$11	\$12	\$15	\$15	\$15	\$15	\$12	\$11	\$10	A	
Race America	6	7	7	1992	8.8	\$7	\$7	\$9	\$9	\$11	\$10	\$11	\$10	\$12	\$14	\$17	\$16	C+	
Sword Master	6	8	6	1992	6.3	\$13	\$12	\$13	\$13	\$12	\$15	\$12	\$16	\$15	\$19	\$21	\$21	D	
Times of Lore	6	7	7	1991	5.1	\$8	\$8	\$9	\$7	\$12	\$9	\$10	\$12	\$13	\$15	\$15	\$17	D	

Factors to Consider:
 Current Price (Buy Low)
 Price History (Stability)
 Rarity
 Fun
 Popularity
 Legacy, is it a sequel?
 First Party or 3rd Party
 Release Date

Genre

10 - Exceptionally Rare
 9 - Unusually Rare
 8 - Very Rare
 7 - Rare
 6 - Uncommon
 5 - Average
 4 - Common
 3 - Very Common



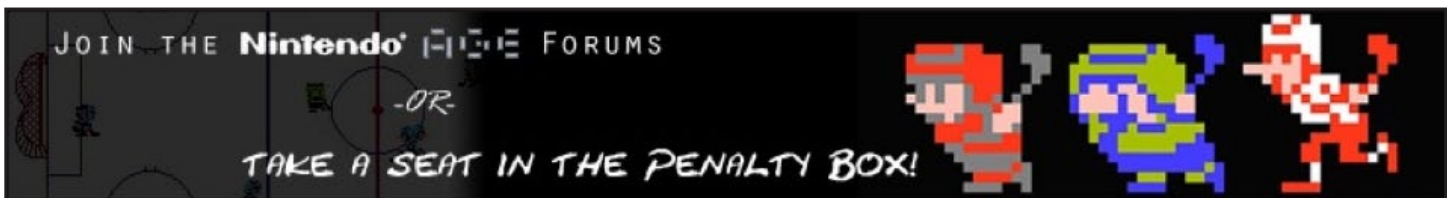
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720	4	0	Baseball Simulator 1.000	5	0	Bugs Bunny Birthday Blowout	6	0
1942	7	0	Baseball Stars	7	-1	Bugs Bunny Crazy Castle	7	0
1943	7	0	Baseball Stars 2	13	-2	Bump 'N Jump	4	0
10 Yard Fight	4	+1	Bases Loaded	3	0	Burai Fighter	5	+1
3-D World Runner	5	0	Bases Loaded 2	4	0	Burgertime	8	0
8 Eyes	4	0	Bases Loaded 3	3	0	Cabal	4	0
Abadox	4	0	Bases Loaded 4	14	-3	Caesar's Palace	3	0
Action 52	76	-25	Batman	5	0	California Games	6	-1
AD&D Dragonstrike	15	0	Batman Return of the Joker	8	-1	Caltron 6 in 1	227	-12
AD&D Heroes of the Lance	7	0	Batman Returns	6	0	Captain America	7	-2
AD&D Hillsfar	19	-4	Battle Chess	4	-1	Captain Comic	8	-1
AD&D Pool of Radiance	14	+1	Battle of Olympus	5	-1	Captain Planet	7	-1
Addams Family	5	-2	Battleship	7	0	Captain Skyhawk	4	0
Adventure Island	9	0	Battletank	5	0	Casino Kid	4	0
Adventure Island 2	12	-1	Battletoads	11	0	Casino Kid 2	17	0
Adventure Island 3	21	-1	Battletoads & Double Dragon	20	0	Castelian	6	-2
After Burner	5	0	Bayou Billy	4	+1	Castle of Deceit	43	-1
Air Fortress	3	-1	Bee 52	10	+1	Castle of Dragon	5	-2
Airwolf	4	0	Beetlejuice	6	-2	Castlequest	4	-1
Al Unser Jr's Turbo Racing	4	0	Best of the Best	10	-1	Castlevania	9	0
Alfred Chicken	13	-2	Bible Adventures	9	+1	Castlevania 2	6	0
Alien 3	9	+1	Bible Buffet	21	-2	Castlevania 3	10	0
Alien Syndrome	4	0	Big Bird's Hide & Speak	4	0	Caveman Games	6	-1
All Pro Basketball	3	0	Big Foot	5	-1	Challenge of the Dragon	40	-5
Alpha Mission	4	0	Big Nose Freaks Out	13	-7	Championship Bowling	4	0
Amagon	4	0	Big Nose Freaks Out (Aladdin)	17	-4	Championship Pool	6	-1
American Gladiators	5	0	Big Nose the Caveman	7	-1	Cheetahmen 2	789	+42
Anticipation	3	-1	Bill & Ted's Excellent Adventure	4	0	Chessmaster	4	0
Arch Rivals	4	0	Bill Elliot's NASCAR Challenge	4	0	Chiller	33	+3
Archon	5	0	Bionic Commando	6	-1	Chip N' Dale Rescue Rangers	8	0
Arkanoid	9	0	Black Bass	5	0	Chip N' Dale Rescue Rangers 2	43	+2
Arkista's Ring	6	-1	Blackjack	23	-7	Chubby Cherub	12	+1
Astyanax	4	0	Blades of Steel	5	0	Circus Caper	5	+2
Athena	5	0	Blaster Master	5	0	City Connection	4	0
Athletic World	6	0	Blue Marlin	10	-1	Clash at Demonhead	4	0
Attack of the Killer Tomatoes	8	-1	Blues Brothers	12	+2	Classic Concentration	7	0
Baby Boomer	26	+1	Bo Jackson Baseball	5	-1	Cliffhanger	11	+1
Back to the Future	4	0	Bomberman	10	0	Clu Clu Land	6	0
Back to the Future 2 & 3	6	0	Bomberman 2	29	+1	Cobra Command	4	-1
Bad Dudes	4	-1	Bonk's Adventure	60	-2	Cobra Triangle	4	0
Bad News Baseball	6	0	Boulder Dash	7	-1	Codename: Viper	4	0
Bad Street Brawler	4	0	Boy and His Blob, A	5	-1	Color A Dinosaur	11	-3
Balloon Fight	7	0	Break Time	7	+1	Commando	4	0
Bandit Kings of Ancient China	36	+3	Breakthru	4	0	Conan	13	-2
Barbie	6	0	Bubble Bath Babes	358	-51	Conflict	7	-3
Bard's Tale	7	0	Bubble Bobble	14	0	Conquest of the Crystal Palace	5	0
Base Wars	6	+1	Bubble Bobble 2	93	-12	Contra	17	-1
Baseball	4	0	Bucky O'Hare	13	0	Contra Force	34	-1



Cool World	12	+1	Dragon Warrior 2	19	-1	Gauntlet (unlicensed)	5	0
Cowboy Kid	19	-4	Dragon Warrior 3	30	0	Gauntlet 2	6	0
Crash a/t Boys Street Challenge	10	+1	Dragon Warrior 4	36	-7	Gemfire	19	-1
Crash Dummies, Incredible	8	0	Dragon's Lair	8	-1	Genghis Kahn	9	-1
Crystal Mines	17	-3	Duck Hunt	4	-1	George Foreman KO Boxing	4	0
Crystalis	8	0	Duck Tales	9	0	Ghost Lion	10	+1
Cyberball	3	-2	Duck Tales 2	36	-4	Ghostbusters	7	0
Cybernoid	4	0	Dudes with Attitude	5	0	Ghostbusters 2	5	-1
Dance Aerobics	5	-1	Dungeon Magic	4	0	Ghosts 'N Goblins	6	0
Danny Sullivan's Indy Heat	7	-2	Dusty Diamond's All Star Softball	28	-2	Ghoul School	8	+1
Darkman	4	-1	Dyno Warz	4	0	Gilligan's Island	7	0
Darkwing Duck	8	-1	Elevator Action	5	0	Goal!	3	-1
Dash Galaxy	4	+1	Eliminator Boat Duel	7	0	Goal! 2	10	-1
DayDreamin' Davey	4	0	Empire Strikes Back	12	0	Godzilla	6	0
Days of Thunder	4	0	Everet/Lendel Top Player's Tennis	3	-1	Godzilla 2	25	-3
Deadly Towers	3	-1	Excitebike	7	0	Gold Medal Challenge	6	-2
Death Race	18	-1	Exodus	7	-1	Golf	4	0
Deathbots	9	0	F-117a Stealth	5	-1	Golf Challenge Pebble Beach	3	-1



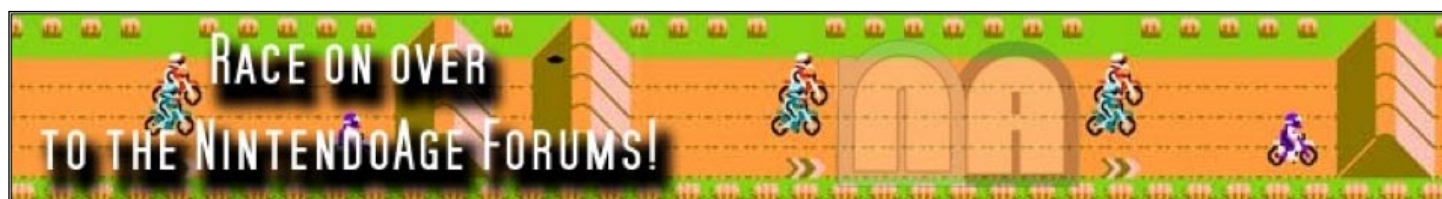
Defender 2	3	-1	F-15 City War	5	0	Golf Grand Slam	4	-1
Defender of the Crown	4	0	F-15 Strike Eagle	4	-1	Golgo 13: Top Secret Episode	4	+1
Defenders of Dynatron City	5	-1	Family Feud	9	0	Goonies 2	4	0
Déjà Vu	6	+1	Fantastic Adv. Dizzy (Aladdin)	7	-6	Gotcha!	3	-1
Demon Sword	4	+1	Fantastic Adventures of Dizzy	8	0	Gradius	5	0
Desert Commander	4	0	Fantasy Zone	9	0	Great Waldo Search	5	-2
Destination Earthstar	4	0	Faria	23	+2	Greg Norman's Golf Power	4	0
Destiny of an Emperor	11	-1	Faxanadu	4	0	Gremlins 2	6	0
Dick Tracy	4	0	Felix the Cat	10	-2	Guardian Legend	5	0
Die Hard	28	-3	Ferrari Grand Prix	4	0	Guerilla War	5	0
Dig Dug 2	5	0	Fester's Quest	4	0	Gumshoe	6	+1
Digger T. Rock	7	+1	Final Fantasy	12	0	Gun Nac	29	+3
Dino Riki	3	0	Fire and Ice	34	+3	Gunsmoke	8	0
Dirty Harry	4	0	Fire Hawk	6	0	Gyromite	4	0
Disney Adventure Magic Kingdom	5	0	Fisher Price Firehouse Rescue	6	+1	Gyruss	4	0
Dizzy the Adventurer (Aladdin)	13	-5	Fisher Price I Can Remember	5	0	Harlem Globetrotters	4	-1
Donkey Kong	14	+1	Fisher Price Perfect Fit	5	0	Hatris	10	-1
Donkey Kong 3	9	-1	Fist of the North Star	6	0	Heavy Barrel	5	0
Donkey Kong Classics	11	0	Flight of the Intruder	4	0	Heavy Shreddin'	4	0
Donkey Kong Jr.	9	-1	Flintstones	8	-1	High Speed	5	+1
Donkey Kong Jr. Math	13	0	Flintstones 2 Surprise Dino Peak	145	-24	Hogan's Alley	5	0
Double Dare	6	0	Flying Dragon	4	+1	Hollywood Squares	4	0
Double Dragon	8	0	Flying Warriors	6	+1	Home Alone	5	0
Double Dragon 2	7	0	Formula One: Built to Win	8	-1	Home Alone 2	4	0
Double Dragon 3	9	0	Frankenstein	6	-2	Hook	4	-1
Double Dribble	4	+1	Freedom Force	6	0	Hoops	4	0
Double Strike	5	-2	Friday the 13th	5	0	Hot Slots	610	0
Dr. Chaos	4	+1	Fun House	5	0	Hudson Hawk	4	-1
Dr. Jekyll & Mr. Hyde	4	0	G.I. Joe: A Real American Hero	16	-2	Hunt for Red October	3	0
Dr. Mario	7	0	G.I. Joe: Atlantis Factor	13	-1	Hydlide	4	0
Dracula	9	-4	Galactic Crusader	25	+2	Ice Climber	8	0
Dragon Fighter	25	0	Galaga	8	-1	Ice Hockey	4	0
Dragon Power	3	-1	Galaxy 5000	12	+1	Ikari Warriors	4	0
Dragon Spirit	3	-1	Gargoyles Quest 2	11	+1	Ikari Warriors 2	4	0
Dragon Warrior	4	-1	Gauntlet (licensed)	5	0	Ikari Warriors 3	8	-1



Image Fight	5	-1	Legacy of the Wizard	4	0	Micro Machines (Aladdin)	13	0
Immortal	4	-1	Legend of Kage	4	0	MIG-29	5	0
Impossible Mission 2 (AVE)	11	-4	Legend of Zelda	11	0	Might & Magic	22	-6
Impossible Mission 2 (SEI)	12	0	Legendary Wings	4	-1	Mighty Bombjack	4	0
Indiana Jones: Crusade (Taito)	13	0	Legends of the Diamond	8	0	Mighty Final Fight	22	+3
Indiana Jones: Crusade (UBI)	27	-2	Lemmings	18	+1	Mike Tyson's Punch-Out!!	16	0
Indiana Jones: Temple (Mindscop)	7	0	L'Empereur	20	-4	Millipede	5	0
Indiana Jones: Temple (Tengen)	5	0	Lethal Weapon	7	-3	Milon's Secret Castle	4	0
Infiltrator	3	-1	Life Force	6	0	Miracle Piano System	12	-2
Iron Tank	4	0	Linus Spacehead	24	0	Mission Cobra	36	+1
Ironsword: Wizards & Warriors 2	4	0	Linus Spacehead (Aladdin)	18	0	Mission: Impossible	4	+1
Isolated Warrior	7	0	Little League Baseball	8	-1	Monopoly	5	0
Ivan Stewart's Super Off Road	7	0	Little Mermaid	7	0	Monster in My Pocket	8	-1
Jack Nicklaus' 18 Holes of Golf	4	0	Little Nemo	6	0	Monster Party	5	0
Jackal	5	0	Little Ninja Brothers	14	-2	Monster Truck Rally	9	-2
Jackie Chan's Action Kung Fu	10	0	Little Samson	71	-10	Moon Ranger	49	-29
James Bond Jr.	5	-3	Lode Runner	6	+1	Motor City Patrol	11	-6
Jaws	5	0	Lolo	7	-1	Ms Pac-man (Namco licensed)	13	-4
Jeopardy!	3	-1	Lolo 2	16	-2	Ms Pac-man (Tengen unlicensed)	13	-1
Jeopardy! 25th Anniversary	4	0	Lolo 3	27	+1	MULE	12	0
Jeopardy! Junior	3	0	Lone Ranger	8	-1	Muppet Adventure	4	-1
Jeopardy!, Super	4	0	Loopz	4	-1	MUSCLE	4	0
Jetsons	23	-1	Low G Man	3	0	Mutant Virus	6	0
Jimmy Connors Tennis	13	-5	Lunar Pool	4	0	Myriad 6 in 1	902	+2
Joe and Mac	6	+1	Mach Rider	4	0	Mystery Quest	4	0
John Elway's Quarterback	3	0	Mad Max	4	0	NARC	4	-1
Jordan vs. Bird: One on One	3	-1	Mafat Conspiracy	4	0	NES Open Golf	5	0
Joshua	12	0	Magic Darts	4	-1	NFL Football	3	0
Journey to Silius	6	0	Magic Johnson's Fast Break	3	0	Nigel Mansell's World Ch.Racing	11	-3
Joust	5	0	Magic of Scheherazade	5	+1	Nightmare on Elm Street	13	0
Jungle Book	10	-1	Magician	10	0	Nightshade	5	0
Jurassic Park	5	0	Magmax	4	0	Ninja Crusaders	7	0
Kabuki Quantum Fighter	4	-1	Major League Baseball	3	0	Ninja Gaiden	7	0
Karate Champ	3	-1	Maniac Mansion	10	0	Ninja Gaiden 2	6	0
Karate Kid	4	-1	Mappyland	6	0	Ninja Gaiden 3	16	-2
Karnov	4	0	Marble Madness	5	0	Ninja Kid	4	0
Kick Master	8	+1	Mario Brothers	12	-1	Nobunaga's Ambition	7	0
Kickle Cubicle	9	0	Mario Is Missing	15	0	Nobunaga's Ambition 2	21	-2
Kid Icarus	12	0	Mario's Time Machine	37	+1	North and South	18	0
Kid Klown	21	-3	Master Chu and the Drunkard Hu	11	-1	Operation Secret Storm	33	-3
Kid Kool	4	0	Maxi 15	36	+1	Operation Wolf	4	0
Kid Niki	5	0	MC Kids	8	0	ORB-3D	5	+1
King Neptune's Adventure	40	+3	Mechanized Attack	7	-1	Othello	4	0
King of Kings	5	-1	Mega Man	17	+1	Overlord	5	-1
King's Knight	4	0	Mega Man 2	10	0	Pac-Man (Namco)	12	0
Kings of the Beach	4	0	Mega Man 3	10	0	Pac-Man Tengen licensed	7	-1
King's Quest 5	13	+1	Mega Man 4	12	-1	Pac-Man Tengen unlicensed	7	-1
Kirby's Adventure	8	-1	Mega Man 5	24	-3	Pac-Mania	11	0
Kiwi Kraze	8	0	Mega Man 6	17	0	Palamedes	4	-2
Klash Ball	5	-1	Menace Beach	54	+6	Panic Resturant	54	+8
Klax	4	0	Mendel Palace	4	0	Paperboy	9	-1
Knight Rider	5	+1	Mermaids of Atlantis	28	-2	Paperboy 2	10	-2
Krazy Kreatures	6	0	Metal Fighter	9	-2	Peek A Boo Poker	681	0
Krion Conquest	11	-2	Metal Gear	7	0	Pestermator	31	-4
Krusty's Fun House	7	-1	Metal Mech	4	0	Peter Pan and the Pirates	6	0
Kung Fu	5	0	Metal Storm	14	-1	Phantom Fighter	5	0
Kung Fu Heroes	3	-1	Metroid	8	0	Pictionary	3	0
Laser Invasion	5	-1	Michael Andretti's World GP	4	0	Pinball	4	0
Last Action Hero	12	-1	Mickey Adventure in Numberland	9	-3	Pinball Quest	4	0
Last Ninja	9	0	Mickey Mousecapade	4	0	Pinbot	4	0
Last Starfighter	8	0	Mickey Safari in Letterland	6	-1	Pipe Dream	5	0
Lee Trevino's Fighting Golf	3	0	Micro Machines	15	-1	Pirates!	12	0



Platoon	4	0	RoadBlasters	4	0	Smash TV	4	0
Play Action Football	4	+1	Robin Hood: Prince of Thieves	4	-1	Snake Rattle 'N Roll	6	0
Popeye	7	0	Robocop	4	0	Snake's Revenge	8	0
POW	4	-1	Robocop 2	5	-1	Snoopy's Silly Sports	6	+1
Power Blade	5	0	Robocop 3	8	0	Snow Brothers	54	0
Power Blade 2	35	-7	Robodemons	12	-1	Soccer	4	0
Power Punch 2	11	+1	RoboWarrior	4	0	Solar Jetman	4	0
P'radikus Conflict	24	-8	Rock N' Ball	4	+1	Solitaire	23	-1
Predator	5	0	Rocket Ranger	3	-1	Solomon's Key	5	0
Prince of Persia	10	-2	Rocketeer	4	0	Solstice	4	0
Princess Tomato	29	-1	Rockin' Kats	12	-2	Space Shuttle	6	0
Pro Sport Hockey	8	-5	Rocky and Bullwinkle	8	+1	Spelunker	5	0
Pro Wrestling	4	0	Roger Clemens Baseball	4	0	Spider-Man: Sinister Six	6	0
Pugsley's Scavenger Hunt	14	0	Rollerball	3	-1	Spiritual Warfare	9	-1
Punch-Out!!	10	+1	Rollerblade Racer	2	-5	Spot	4	0
Punisher	7	-1	Rollergames	3	0	Spy Hunter	4	0
Puss 'N Boots	6	0	Rolling Thunder	4	0	Spy vs. Spy	6	0
Puzzle	10	+1	Romance o/t Three Kingdoms	8	-1	Spoon	15	0



Puzznic	8	0	Romance o/t Three Kingdoms 2	26	-1	Stack Up	18	+2
Pyramid	9	-1	Roundball	5	0	Stadium Events	1204	0
Q*Bert	6	0	Rush N' Attack	4	0	Stanley	6	0
Qix	12	+2	Rygar	6	0	Star Force	5	0
Quattro Adventure	6	-1	SCAT	12	0	Star Soldier	4	0
Quattro Adventure Aladdin	14	-1	Secret Scout	70	+15	Star Trek: 25th Anniversary	8	+1
Quattro Arcade	9	+1	Section Z	3	-1	Star Trek: The Next Generation	10	-1
Quattro Sports	6	+1	Seicross	4	+1	Star Voyager	4	0
Quattro Sports Aladdin	13	-5	Sesame Street 1-2-3	4	0	Star Wars	7	-1
R.B.I. Baseball 2	3	-2	Sesame Street 1-2-3/A-B-C	4	-2	Starship Hector	5	+1
R.B.I. Baseball 3	6	-2	Sesame Street A-B-C	4	0	StarTropics	4	-1
R.B.I. Baseball licensed	5	-1	Sesame Street Countdown	4	-1	Stealth	4	0
R.B.I. Baseball unlicensed	8	+1	Shadow of the Ninja	9	-1	Stinger	5	0
R.C. Pro-Am Racing	6	0	Shadowgate	6	0	Street Cop	9	-6
R.C. Pro-Am Racing 2	29	-2	Shatterhand	6	0	Street Fighter 2010	4	0
Race America, Alex DeMeo's	9	-7	Shingen the Ruler	4	0	Strider	4	0
Racket Attack	3	-1	Shinobi	7	0	Stunt Kids	27	+4
Rad Gravity	5	0	Shockwave	7	0	Sunday Funday	33	+2
Rad Racer	4	0	Shooting Range	9	-2	Super C	12	-1
Rad Racer 2	5	+1	Short Order/Eggsplode	7	-1	Super Cars	11	-3
Rad Racket	28	-1	Side Pocket	4	0	Super Dodge Ball	12	0
Raid 2020	9	0	Silent Assault	9	-6	Super Glove Ball	4	0
Raid on Bungeling Bay	4	0	Silent Service	4	0	Super Mario Brothers	7	0
Rainbow Islands	20	-1	Silk Worm	5	-2	Super Mario Brothers 2	12	-1
Rally Bike	6	+1	Silver Surfer	7	0	Super Mario Brothers 3	12	0
Rambo	4	0	Simpsons: Bart vs. The World	7	0	Super Mario/Duck Hunt	7	0
Rampage	6	-1	Simpsons: Radioactive Man	10	+1	Super Mario/Duck Hunt/WCTM	6	0
Rampart	5	-1	Simpsons: Space Mutants	6	0	Super Pitfall	6	0
Remote Control, MTV's	3	-1	Skate or Die	4	0	Super Spike V'Ball	4	0
Ren and Stimpy: Buckaroos	9	+1	Skate or Die 2	3	0	Super Spike V'Ball/World Cup	5	0
Renegade	4	0	Ski or Die	4	0	Super Sprint	4	0
Rescue: Embassy Mission	4	0	Skull and Crossbones	5	0	Super Spy Hunter	7	-1
Ring King	5	0	Sky Shark	5	+1	Super Team Games	4	-1
River City Ransom	15	0	Skykid	4	-2	Superman	8	0
Road Runner	6	0	Slalom	4	0	Swamp Thing	15	0



Sword Master	16	-5	Toobin'	9	+1	Wheel of Fortune: Family Edition	4	0
Swords & Serpents	4	0	Top Gun	3	0	Wheel of Fortune: Junior Edition	4	0
T&C Surf Design	4	0	Top Gun 2	3	-1	Wheel of Fortune: Vanna White	6	0
T&C Surf Design 2 Thrillas Surfari	10	0	Total Recall	4	0	Where in Time/Carmen Sandiego	5	0
Taboo: The Sixth Sense	4	0	Totally Rad	5	+1	Where's Waldo?	6	0
Tag Team Wrestling	3	0	Touchdown Fever	4	-1	Who Framed Roger Rabbit?	5	0
Tagin' Dragon	37	+4	Toxic Crusader	8	0	Whomp 'Em	7	0
Talespin	5	0	Track and Field	5	0	Widget	8	-1
Target: Renegade	4	0	Track and Field 2	3	-1	Wild Gunman	10	0
Tecmo Baseball	4	0	Treasure Master	5	-1	Willow	5	0
Tecmo Bowl	7	0	Trick Shooting	5	0	Win, Lose or Draw	3	0
Tecmo Cup Soccer	13	-7	Trog	5	-1	Winter Games	3	0
Tecmo NBA Basketball	5	0	Trojan	4	0	Wizardry	6	-1
Tecmo Super Bowl	13	-1	Trolls on Treasure Island	12	0	Wizardry 2: Knight of Diamonds	11	-1
Tecmo World Wrestling	3	-1	Twin Cobra	4	0	Wizards & Warriors	4	0
Teenage Mutant Ninja Turtles	5	0	Twin Eagle	4	0	Wizards & Warriors 3	11	-1
Teenage Mutant Ninja Turtles 2	9	-1	Ultima: Exodus	5	+1	Wolverine	7	+1
Teenage Mutant Ninja Turtles 3	14	0	Ultima: Quest of the Avatar	8	0	World Champ	7	-2
Teenage Mutant Ninja Turtles TF	31	-7	Ultima: Warriors of Destiny	25	+2	World Class Track Meet	4	0
Tennis	3	-1	Ultimate Air Combat	13	-3	World Cup Soccer	4	+1
Terminator	7	+2	Ultimate Basketball	3	0	World Games	4	-1
Terminator 2: Judgement Day	4	0	Ultimate League Soccer	12	-1	Wrath of the Black Manta	3	-1
Terra Cresta	7	-1	Ultimate Stuntman	6	0	Wrecking Crew	6	-1
Tetris (Nintendo licensed)	6	0	Uncharted Waters	21	-2	WURM	6	-1
Tetris (Tengen unlicensed)	33	0	Uninvited	16	+1	WWF King of the Ring	9	0
Tetris 2	7	0	Untouchables	6	-1	WWF Steel Cage	5	-1
Three Stooges	5	-1	Urban Champion	4	0	WWF Wrestlemania	4	0
Thunder and Lightning	8	0	Vegas Dream	4	+1	WWF Wrestlemania Challenge	4	0
Thunderbirds	4	0	Venice Beach Volleyball	6	+1	Xenophobe	4	0
Thundercade	4	0	Vice: Project Doom	6	+1	Xevious	4	0
Tiger Heli	4	0	Videomation	4	0	Xxyz	4	0
Tiles of Fate	8	0	Vindicators	3	0	X-Men	5	0
Time Lord	4	0	Volleyball	4	0	Yo! Noid	7	0
Times of Lore	20	+3	Wacky Races	20	-3	Yoshi	6	0
Tiny Toon Adventures	6	-1	Wall Street Kid	4	0	Yoshi's Cookie	6	0
Tiny Toon Adventures 2	8	0	Wally Bear and the No! Gang	12	-1	Young Indiana Jones	14	+2
Tiny Toon Cartoon Workshop	7	0	Wario's Woods	11	+1	Zanac	4	0
To The Earth	4	+1	Wayne Gretzky Hockey	4	0	Zelda 2: The Adventure of Link	9	0
Toki	9	-2	Wayne's World	25	+2	Zen Intergalactic Ninja	7	-2
Tom and Jerry	8	+1	WCW: World Champ. Wrestling	4	-1	Zoda's Revenge: StarTropics 2	6	0
Tom Sawyer	4	0	Werewolf	4	0	Zombie Nation	25	0
Tombs and Treasure	7	-1	Wheel of Fortune	5	0			



Don't do it!

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



DISNEYLAND

> ROBIN MIHARA [robin](#)

Robin Mihara continues his recount of tournaments past from the last issue...

The 1st place prize for the Tacoma regional was a trip for four to Disneyland for 4 days and 3 nights and of course, the opportunity to play in the finals to take the Disney Capcom Play Tour title. There were 30 finalists including myself and Brian Aslin (the winner from Portland) and who else? Did Brian's twin brother end up winning a regional? Did Andy (and his Tale Spin cart) continue on and win one for himself? Would I see any of the NWC finalists there? A week before the finals I went to an arcade with Brian and Kelly and they told me about a "give up" technique that they accidentally found. In Rescue Rangers if you hit select then hit the A and B buttons together, it gives you the option of just dying right there. Very useful, because now you didn't have to find an enemy and get hit 3 times to die.

I chose my parents and cousin Michael to go with me. My mom and I were very excited, because we had been eagerly waiting for another "NWC" type experience. We checked in to the Anaheim Hilton and looked at the list of names. The name Weitlisbach was familiar (Nick Weitlisbach made the top 7 in my age at NWC). It seemed that Nick's younger cousin was a finalist, but Nick was too old to make the bracket! Nick was there along with my friend Jeff Falco (Chicago winner and 4th place nationally in the NWC). My mom and I were elated. Jeff was our favorite guy from the NWC1990. Andy was also there and that worried me. I knew who was going to win Tale Spin, I saw him and asked him about the game, and he and his brother flatly denied anything happening like I remembered...likely for fear of being disqualified!

The 2 games that I could practice, Duck Tales and Rescue Rangers, I had absolutely mastered. In Duck Tales I could squeeze out the maximum for each time limit starting in the African Mine (which was obvious, since you could get 2 million in less than 2 minutes starting on that level). In Rescue Rangers, I had learned to do a bunch of little things to increase my scores: Picking up boxes and throwing them while falling in to them (lessening the time it

takes to lift), and throwing items up instead of forward (which peeled off a fraction of a second). To see me play was pretty impressive in that there was zero wasted motion or time, and you could tell. I was positive I had Rescue Rangers locked up for a 5 minute contest, had they chosen that game for the finals.

I can't remember what my scores were exactly, but I think I was around 860 flowers for five minutes in Rescue Rangers, and 150 for two minutes. For Duck Tales, I could earn 4,000,000 for five minutes of and 3,000,000 for two minutes.

Tale Spin was simple, just fly to the bonus levels and get as much fruit as possible before the time expired.

The 30 finalists would play all the games at two minutes each, add up our individual rankings, then play off the top three all-round players for the title, on a game to be announced on the spot. My main competition, as far as I could tell, was Brian, Andy and Jeff. Jeff claimed that he could get 180 flowers in RR in two minutes. That was incredible. He refused to show me how, which was unbelievably frustrating. Throughout the NWC and this event, no one had kept secrets about their strategy. Andy said he could get 160 flowers and brought me to his room to show me how, provided that I showed him the "give up" trick. He showed me a slow version of his RR (just where he died, not exactly how he does it) and his mom who was watching us said "OK now you said you'd show us your thing" kind of pushy like I wasn't going to or something. I of course did, and he wasn't very quick at it (sometimes it took a few seconds to get it to work), so he decided to just go with the way he had been practicing. The whole time I saw Andy in Disneyland he looked very nervous.

While Jeff was stonewalling me, and Andy and I were trying to improve, it seemed like all the other finalists were having a party. For a lot of them this was a va-



cation (well it was after all) and they were screaming in the lobby and arcade, running around high on sugar, and just being loud and obnoxious. I was one of the older kids and thought they were being a little nonchalant about it all. It didn't bother me of course. I thought I had taken the NWC too lightly and this year I was here to win. Let them learn the hard way. We all had a meeting after dinner the night before the contest where the Capcom people dropped a bomb

on us. They were going to choose the Duck Tales level. Not us. All of us, I mean 100% of us had been practicing starting at the African Mine. It was a no-brainer, and now most of us had no idea what the best strategy was. I remember the crowd of kids and parents all groaning when we heard the news. Meanwhile I was brainstorming, thinking of a way to use this to my advantage. I hour later in the hotel room, the news showed Magic Johnson in a press conference announcing he had HIV. I had hated Magic for crushing the Blazers in 1990, but felt really sorry for him. Quietly I promised myself I'd win it for him.

That night, I couldn't sleep. I woke up at 4 AM, turned on the NES and popped in Duck Tales. I decided I was going to figure out 4 winning techniques (for the 4 possible starting points I hadn't practiced), 3 hours before we were to leave for the finals. I wrote them all on a piece of paper. As I was leaving, I saw Brian and Kelly and told them what I had done. They agreed with all my findings except for 1: For 5 minutes, if it's the moon I should get the 1st treasure, then take Launch Pad back to the base, then go to the mine. I hadn't even thought of Launch Pad (a character in the middle of some levels that let you return home before passing the level!) Was using him even allowed? I ran back to my room and had time to practice it once only. It worked, but barely and gave me a huge jump in points.

After hours in the Hilton lobby, I asked the Capcom "pro" if the Launch Pad thing was legal. He didn't have an answer and frankly, I doubt he knew what I was talking about (which was the case with all "pros" or "counselors" I ever met). They shuttled us off to Disneyland where we got, the 120 of us, a private parade led by Mickey Mouse and a marching band down Main Street. It



> *disneyland, cont.*

was pretty cool. They led us down what was the Captain EO alley and we all had our own individual referee with a clip board. My first game was DT (there were 10 in each games station and we rotated) and the Amazon was the starting point they chose. There was an announcer with a tie and a stage with the 3 monitors waiting patiently. My dad had bought a video camera just for this thing (sound familiar?) and was behind me. My mom had decided to watch (spy on) Jeff Falco on RR to see this 180 version, just in time for me to play, and my cousin Michael stood by my dad. The game began and I was flawless. With DT and RR, the "man" moved so slow compared to say Mario, that there really wasn't any chance of me making a mistake. The only mistake could be a stiff controller that would slow me, but mine were all right. My 2 minute score was 3,090,000 or something close. Some kid got my exact score near me, and the rest of the field didn't even pass the Mine. You had months to practice, and you can't even get through the mine?? It was strange, but I felt good about my position. My mom came back and told me the funniest news I'd heard all week. Jeff got like 90 flowers. He was lying about his score just to worry me! I was smiling all through my second game until disaster happened. TS was next and once it started, I realized that this version was different than the one I had played. This Baloo wasn't pushed along steadily (like Gradius) the screen was steady as long as you were pointed forward, but if you flipped around backwards, then it started scrolling that way. Then, when you got in to the bonus rounds there was no more pogo stick (so the screen wouldn't follow you as fast as you decided to go) -- it was a hover board thing that scrolled on its own. As I was adjusting, gathering fruit in the 1st bonus round the board got caught and squeezed (which never could happen in the version I played) and it took me out of the bonus! That was it. Everyone knew about the bonus rounds and I stupidly knocked myself out of half the points. I felt like I was going to throw up, thinking to myself "OK if I finish 2nd or so in RR and I think I split 1st in DT can I still make the top 3 with a 20th + finish in TS?" My conclusion was no. Brian, Jeff and Andy had to beat me..... I was devastated. I played through RR (where my dad's camera ran out of batteries) thinking there wasn't a chance in hell I'd qualify.

The time came and I prepared myself for the announcements. The 1st name..... Robin Mihara! Oh crap! I ran up the stage so fast that I tripped on the last stair and barely caught myself. I grabbed my controller and prayed for RR. Second player is..... Paul Watanabe! Huh? Weird, never heard

of him. Nice to have another Japanese American on board. And 3rd..... (someone who's name eludes me)! This kid tripped so bad that he wiped out completely. (Running up to the stage with lights in your face is harder than it seems) Wow. None of my friends made it. I was confused. The screen popped up Duck Tales and I saw that the announcer was going to let audience decide what level. I had a lot of friends in the crowd and I shouted out "THE MOON THE MOON" and had them all shout it back. The Moon was where I could use the twin's strategy and I doubted that the other players knew about it. Then I shouted for them to choose "hard" as the level. Lord knows the difficulty level didn't matter to me, so I thought that was smart. The game began and they tell me I played a flawless game. I played it just like I drew it up and no one said anything about Launch Pad. By the time the other 2 knew what I was doing, it was too late. I finished with well over 3 million and the other 2 players had around 1.2 million each. After the trophy presentation I was there for hours doing interviews, getting my picture taken (with and without giant mascots), shaking hands with the Capcom president. The twins stuck around with my family. I thanked them for the winning tip. Apparently Brian went down to the Duck Tales station and played during the finals to see how he would have matched up. He got my exact score. That would have been interesting.

I remember taking my trophy around Disneyland with me, where on Splash Mountain, I promptly snapped it off its base! Brian asked me how it felt to have Thor's status. I just laughed. I knew this wasn't quite up at the NWC level. Later that night I held a little video game competition, while my parents rented a car and went to Tijuana. Security came later to quiet us down. The rest is pretty hazy, but I know I felt pretty cocky about it all. A large part of Disneyland was dressed up with giant Playtour decorations and I felt like it was all for me. I'm a punk, I know.



In the room later, Andy told me that he actually told me the wrong place when we were sharing information. I realized that his mom and/or brother probably put him up to it. That's why he was so nervous. He had this Tale Spin game (allegedly) and his family had him lie to me, because I had used his technique to beat him in Tacoma. Poor kid. They probably thought I was a thief and I had it coming. That's how it went though. It wasn't even my technique used in the final game. Actually all my stuff was taking other people's ideas and perfecting them. You could say the NWC was like that too. It was too bad, but that's what you had to do. He was probably too nervous to play well.

After I came home I got needled by all the upperclassmen when my article was posted. My 1st place prizes came 3 weeks later: 27 inch TV, Sony stereo (which I still have) and the 1st ever SNES with Final Fight, Super Ghouls and Ghosts and some 1943 type plane game.

That was my last major contest. I wanted to play more of them, but in Portland nothing else ever came. I've always been frustrated that Thor is the only name that's remembered for this era of competition. I'd hoped to be mentioned in the same breath as him or Billy Mitchell. I heard Jeff Hansen took another big contest after winning the younger NWC title, and honestly I thought that doing well in more than 1 national contest was a bigger feat. The Disney Capcom Play Tour wasn't large enough though, and today, I think only 1 or 2 NA members had even heard of it. Maybe someday someone will research and make a website about it like Rob Burdick did with the NWC and I could take a seat up with the big boys. I'll cross my fingers.

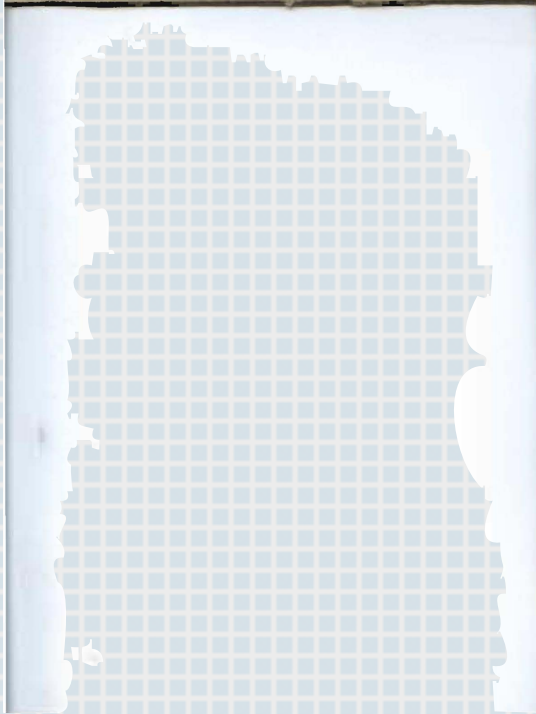
Robin 'cleans up' Nintendo for Americans



The Oregonian/ROBERT BACH

Editor Tim Rooney (left) and Nintendo champion Robin Mahara discuss Nintendo games at Rooney's Beaverton office. Rooney trans-

lates and "Americanizes" the games. Mahara, a Lincoln High School student, recently won a national video game contest.



Lincoln High freshman wins national contest

Hours spent ricocheting Uncle Scrooge and Chip 'n' Dale across a video screen paid off for Robin Mihara when he took first place in a national video game contest.

The 14-year-old Lincoln High School freshman beat 31 other finalists in the Disney Afternoon Video Game Play Tour held in November at Disneyland in Anaheim, Calif. The tournament, open to kids 14 and younger, was sponsored by Capcom, a national company that makes Disney-themed Nintendo games.

"I had never played the games before," Mihara said of the three video games based on Disney characters. "I tried out in Portland in July. I came in second."

Since he needed to place first to qualify for the Disneyland finals, he traveled with his mother, Jan Mihara, to Tacoma, Wash., for a second tournament.

"I won there," he said.

In November he traveled to

Disneyland to play three games in the finals: Duck Tales, Tail Spin and Chip 'n Dale's Rescue Rangers.

"We played each of the three games for three minutes," Mihara said. "I came in the top 10 in the next round."

After two more rounds, Mihara was the champion. He has only one regret.

"I was happy, but I was a little frustrated because I had a friend — Andy Russo — who didn't make it to the top three, and he was better than me," he said.

Mihara took home several prizes, including a Super Nintendo, a stereo system, a television and three Capcom games.

Placing high in video contests is nothing new to Mihara. Last year he placed third of seven finalists in the Nintendo World Championship at Universal Studios in Los Angeles.

Faegly the Skeleton in MIKE TYSON'S INTER-GAROMATIC ROWER ROM

Hmmph! Hmmph! We're mad! Crossed-arms mad, and we're not going to stand for it!

Yeah, hmmph! You heard the skeleton, mad! And I'm mad too! Hmmph! Hmmphers! I tell you what, I'm really mad!

So you're mad too huh? Is that right huh? All mad over there huh? Well, what are you so mad about?!

Yeah, mad, that's what I said! Huh? I think I'm madder than you, so why don't you go first!?

I'm mad because the artist took over a month to finish this and day did it the it was due!

Is that all? Ha, he does that every month! That's nothing compared to what I'm hmph mad about! Just look at this!

Right here on your computer it is, I'm all mad here with this here! Look at this! Who could do such a thing!? I have NA forum member rights you know!

Hmm, let's see here, oh, so Jason finally released his Tyson ROM for us, huh? That's pretty cool. Pretty shite game, though, so I guess I can see why you're mad. Phew, what a stinker! Still, pretty nice of him.

Nice?! Are you nuts?! Look, they added a little logo thing and a date to it! I paid good money for this!

Duck Hunt dog in heaven, is that what you're all on about?! It's just a little bit of a stupid text! At least it plays!

Yaah! Did I hear a ROM was tagged with a logo thing and a date?!

That's, that's my door! You better save your ROM money and replace it! What the hell?!

I'll tell you what should be replaced, the original source code for that ROM! I paid for it, and by god I want it without a date and logo thing!

Arrrgh! Did I hear a ROM was tagged with a logo thing and a date?! Pure idiocy! That dunderhead should be garrotted!

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