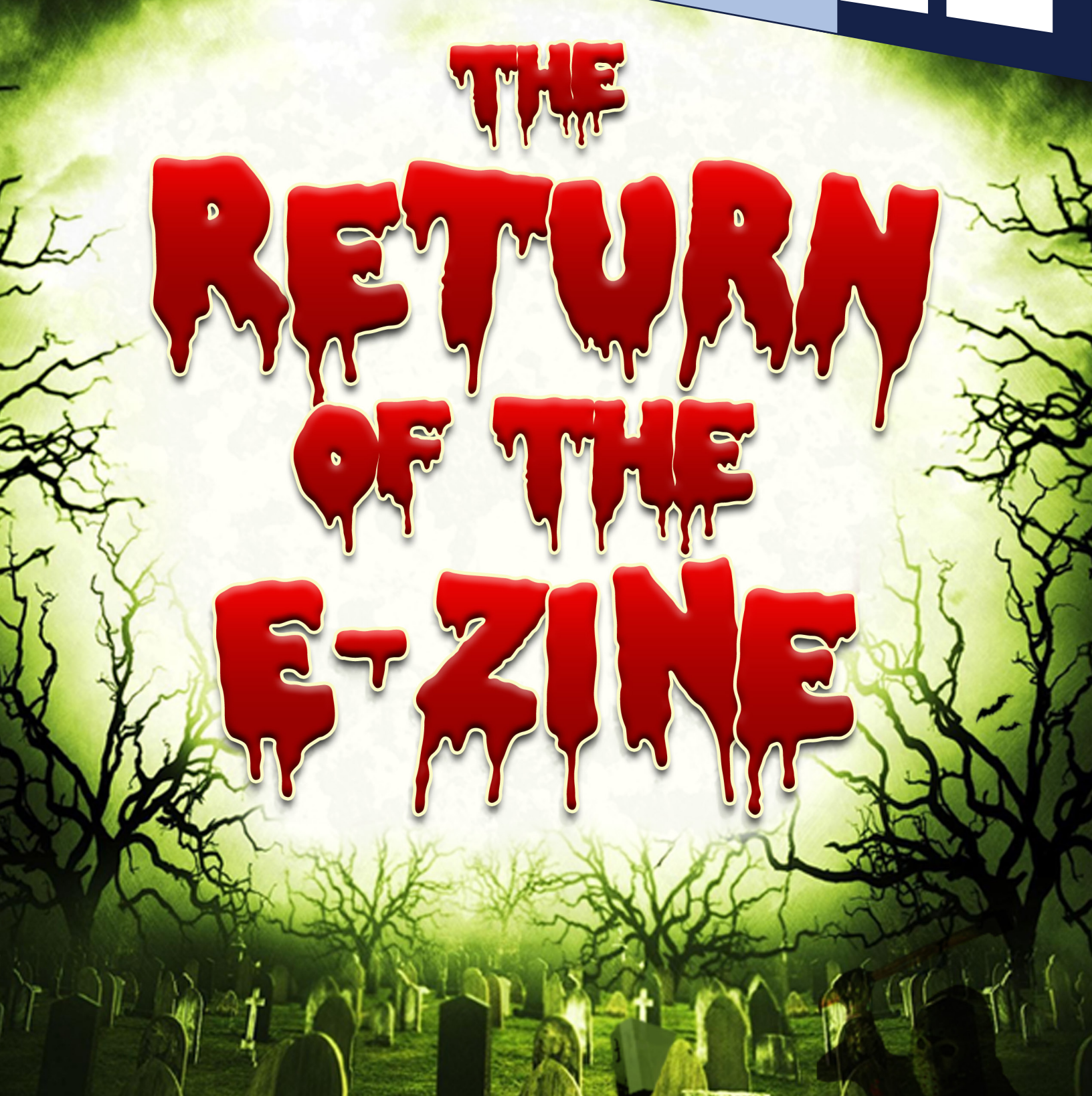


July 2011 / Vol.5 Issue01

nintendo  
eZine



# THE RETURN OF THE E-ZINE



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happily carry out  
articles about us  
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# THE RETURN

# MA eZine

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# N I N T E N D O<sup>®</sup>

## FUN CLUB NEWS

# COLLECTING TIPS & BITS

The Nintendo Fun Club was the predecessor to the long-running Nintendo Power magazine. Starting relatively early in the NES' life, membership was offered on little postcards stuffed into first-party games. Those who sent in the card received a free Membership packet, complete with welcome letter, membership card, a Mario sticker, and the latest issue of the Nintendo Fun Club News. Though News ran for a mere 7 issues, it offers many unique merchandise items from early in the console's run.

The first issue of the Nintendo Fun Club News was released 1st quarter of 1987, and would continue periodically until June/July of 1988. Scattered



**NESGUY**  
(Jonathan Pickens)

throughout the magazines were offers from both Nintendo and 3rd party publishers for merchandise relating to their games. Over the next several issues of the ezine, I'll be looking at all of the pieces Nintendo collectors can have fun tracking down to add to their collections. Until then, see if you can pick up each issue of the Nintendo Fun Club News. Issue #1, "Winter 1987", fetches the

highest price of any of the issues, with eBay rates ranging between \$50-100 on average, condition dependent. Issue #2, "Summer 1987", is much easier on the wallet, usually ending well under \$50. The remaining 5 issues can all be had for under \$20 each, and frugal buyers will have no trouble halving that amount with only a little patience.

Want to check out the mags and swag online? Head on over to [www.retromags.com](http://www.retromags.com), where each of the 7 issues is available for download, and [www.videogameobsession.com](http://www.videogameobsession.com) for high-quality images of the welcome letter and membership card.



### Nintendo Fun Club Collector's Checklist!

- Vol. 1, No. 1, "Winter 1987" – newsletter format
- Vol. 1, No. 2, "Summer 1987" – newsletter format
- Vol. 1, No. 3, "Fall 1987" – magazine format, continues through issue #7
- Vol. 1, No. 4, "Winter 1987"
- Vol. 1, No. 5, "Feb.-Mar. 1988" – release changed to bi-monthly
- Vol. 2, No. 6, "April/May 1988" – new volume number, but issue numbering matches vol. 1 (i.e. should have been vol. 2, No. 1)
- Vol. 2, No 7, "June/July 1988" – final issue, contains editorial and ads about forthcoming Nintendo Power magazine and the end of the Fun Club
- Nintendo Fun Club Membership packet envelope
- Nintendo Fun Club Welcome letter
- Nintendo Fun Club "Welcome To The Club" letter with attached Membership card
- square-shaped Mario sticker – says "Super Mario Bros." over a Mario in blue coveralls with a blue hat
- Nintendo Fun Club enrollment postcard

# WELCOME TO THE CLUB!

Dear Nintendo Fun Club Member,

Congratulations! Because you took the time to return your Nintendo Fun Club Warranty/application you are now an Official Member. As a special welcome to you, your first year's membership is absolutely free!

### Special Benefits For Members Only

- Below is your personalized membership card. Please tear it off, sign it, and keep it in a safe place. You'll need it to claim privileges granted only to Fun Club Members.
- You'll receive the Nintendo Fun Club News several times a year. The most recent volume of the newsletter is enclosed. Each issue is packed with news of the latest Nintendo games and other products, playing secrets, special events, and more.
- You'll also get "members only" offers on Nintendo games and merchandise, scorepads, and how-to-win books, etc.

Inside this package, there's lots more information (some of it confidential) about being a member of the most exciting video game club in the world. You're one of us now, so have fun and play to Win!

Sincerely,



Howard Phillips, President  
Nintendo Fun Club

**The most exciting  
video game club  
in the world.**

Your name on this membership card entitles you to receive special offers . . . members only Nintendo merchandise . . . advance notice of new games . . . a Club newsletter . . . expert playing tips . . . and much more.



**SPECIAL offers for  
members only**

Please tear out your membership card, sign and keep it in a safe, handy place. You will need it to claim certain membership privileges.



P.O. Box 97033 Redmond, WA 98073-9733

VIDEOGAMEOBSESSION.COM



Dear Nintendo Fun Club Member:

Because you recently purchased a Nintendo Entertainment System(TM), you're qualified to be a Charter Member of the new Nintendo Fun Club. As a special welcome to you, your first year's membership is absolutely free!

The Nintendo Fun Club was established for video game players who thrive on competition and love exciting challenges -- people exactly like you.

Special benefits for members only

- Look inside for your personalized membership card. Please tear it off, sign it, and keep it in a safe place. You'll need it to claim privileges granted only to Fun Club members.
- You'll receive the Nintendo Fun Club News several times a year. (Issue No. 1 is enclosed.) The cover price is \$2.50, but you'll get it free. Each issue is packed with news of the latest Nintendo games and other products, playing secrets, special events, and more.
- You'll also get "members only" discounts on Nintendo games and other merchandise, scorepads, how-to-win books, etc. See details in this mailing.
- Plus, as a Charter Member, you pay no membership dues for a whole year, no special fees, and no extra charges!

Inside this package, there's lots more information (some of it confidential) about being a member of the most exciting video game club in the world. You're one of us now, so have fun and play to win!

Sincerely,

A handwritten signature in black ink, appearing to read "Howard Phillips".

Howard Phillips, President  
Nintendo Fun Club

P.S. Two "members only" offers are included in this mailing! See the brochure to find out how to get your Official video game Scorepads and "How to Win at Super Mario Bros.™" book, free!

Nintendo Fun Club PO. Box 957 Redmond, WA 98052

VIDEOGAMEOBSESSION.COM

# ACCESSORY



**SPEEDY NES**  
(Pieter)

## Overview

### The "Pseudo-Trackball"

**Brand:** QuickShot / SpectraVideo

**Name:** XXI

**Release year:** ~1988

**Release region:** North America (both USA & Canada)

**Licensed by Nintendo?:** No

**Variants:** None known

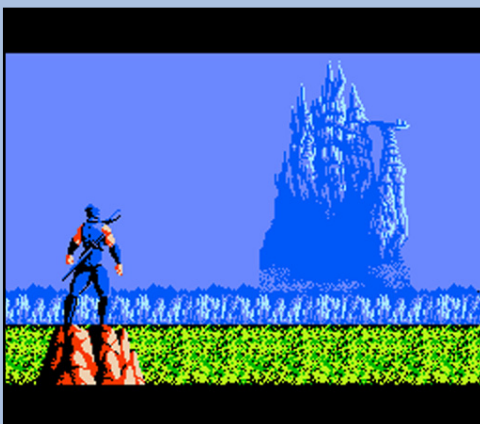


Overlooked by many for its clunky design, this wanna-be trackball controller is more joy-stick than joy-ball. The ball is merely a cover, thus rather than spinning akin to a real trackball, the movement is restricted to the default vertical, horizontal, and diagonal switches as seen in most other joysticks. Nevertheless, the design here offers something significantly different: comfortable resting of the palm allowing you to use your entire hand as opposed to a select few fingers for controlling movement. While awkward for most game genres, it works surprisingly well with shooters. I've found it to be the perfect companion for one of my favorite NES games: Gun\*Nac. So, if you're a big fan of shooters, definitely give this one a try!

Its relationship with shooters isn't the only pro here, though. Despite its plastic construction, it feels like a fairly solid controller. It also contains a switch for both right- and left-handed play, for all you lefties out there (myself included). There is of course an auto-fire switch, too, which comes in handy when you're overrun by alien rabbit-like entities. Overall, some nice pros, but not all is great about this controller. The 'ball' has a tendency to pop out of its socket from time to time, so treat it gently. Being unlicensed, its connector also lacks the silky smooth

plug that all licensed controllers exhibit – nothing drastic, but it is what it is. :) Lastly, the controls may take some getting used to – but again, if you like shooters, it will fall right into place!

Being a QuickShot item, this piece is relatively common. While the original packaging was once upon a time a rare commodity, the online market has been flooded with new-old-stock in the past couple years making it a very attainable collectible these days!"



## 5 Best Captions



Z1

(listed from best to worst of the best!):

1. Gwyndion - "Damn, they went all out for campout this year!"
2. Jonebone - "Base x Height x Elevation = A Lot of Ninja Ass-Whoopin'"
3. Roth - "pant\* pant\* Whatever happened to 'as the crow flies?'"
4. NintendoTwizer - "Where will you be when indigestion hits you?"
5. Berserker - "Crap... Climbed the wrong mountain..."

Ad>



05

nintendoAGE.com

# Member Spotlight



## PATS1717

**NAME** SCOTT BURKE  
**AGE** 29  
**LOCATION** NEW HAMPSHIRE  
**OCCUPATION** SUPERMARKET MANAGER  
**MARITAL STATUS** MARRIED  
**CHILDREN** 4 (AGES 8, 6, 3, AND 2)



**What got you into collecting?** I have always been collecting something. I used to collect hockey cards and what not. One day, long after I sold my games, I stumbled back into a FuncoLand and saw one of the price lists. I decided why not try to get them all. The NES was my favorite “toy” I had growing up. I had close to 60 games, which was a lot back then.

**How would you describe your collection now?** I would say my collection now is large. I did sell off some stuff last year to take care of a few things, but it is growing back to where it was. I am back to 1200 games again. I have lots of boxed systems and have been branching off more and more towards vintage Nintendo stuff... sewing patterns, party favors + supplies, old toys, lunch boxes, etc.

**All NES, or do you branch off into other systems?** NES, Sega Master, Sega Genesis, DS, Gamecube, and I collect Q\*bert games across all systems from the Ti-84 to PS1

**Can I assume that Q\*bert is your all time favorite game, then?** Nope, my all time favorite game is Dr. Mario.

**You know you're missing out on an amazing Dr. Mario tourney by not coming to the campout, right?** I wish I could, but it's just bad timing, again, this year.



**That's completely understandable with 4 children. What is your favorite piece, besides your pimptastic fan?** I have two favorite pieces that I can't decide between, besides the fan. I found my original Gun.Smoke cart at my parents from when I was a kid. I remember that my grandparents gave that game to me the same Christmas I got my NES. I also love my CIB pre Deluxe Set that my wife found on eBay. It has a sweet low serial number and that auction is the reason I joined Nintendo Age.

Cool, that answers another question of mine. Was it a member that sold it to her? Nope. It was Guillavoie who kept pestering us about selling minty black boxes to some guy, Frisbee, on Nintendo Age. I originally thought this guy was nuts. He saw the auction on the buy it now refreshes and missed out on it, back when eBay used to show members' user ID's

What would you say is your best find to date? Ceiling Fan (See "What is Sexy" article)

Ha! Ok, you got me there. So, on the flip side, have you ever made any deals, and then realized what an awful mistake you made? When I first got into collecting I saw a massive lot on Craig's List games and manuals, and what not, for \$500. It was like 10 grey totes of stuff. I was super excited. I went to the guy's house and saw the first tote with a final fantasy and MTPO loose and a few other things and bought it on the spot thinking it would have a good mix. Wrong! The rest of it was complete and total junk. I lost my shirt on that deal and learned to go through everything, no matter what.

It seems like almost everyone has a bad story like that from when they first started collecting. I believe it, heck it could have been a lot worst.

Do you have a favorite underrated game? Gun.Smoke (does that count?) I'd say it does. OK.

What about a most disappointing game or gaming experience? Super Mario Galaxy, I just can't play it. It makes me nauseous.

Do you have a favorite NES memory? A couple days after I first got my Nintendo for Christmas of 1988, my brother, who is 13 years older than me, showed me the warp pipes on Super Mario Bros. I thought he was a Nintendo god.

I definitely remember when my neighbor showed me those, and the turtle jumping technique. He was a Nintendo god to me. What is your favorite part of NintendoAGE? People, for the most part, genuinely care for one another. It's like a website with a heart, unlike any other forum I have ever been on.

I completely agree. Do you have a favorite NA memory? Hmm... hard to pinpoint. Probably the April Fools joke, looking back at it now. It wasn't funny then.

Ah, yeah, Dain and Batty... funny guys. Were you a moderator at that time? Yes, since 1/4/10. That is another favorite moment.

So, you have the most transactions on NA. How in the hell did you manage to do that? I mean, you're nearly 100 feedback ahead of everyone else Without a release either ;-)

I didn't even think about that, an amazing feat. I know one memory that stands out to me is when you passed NGD. Just treating

people right. I have 591 total transactions, so, I have a lot of repeat people I deal with. Most them I don't even do transactions with. I just want to build my collection so if I can pass a good deal onto another collector why not. Everybody wins.

...and that's what makes this a website with heart, man. So, now about the eZine, do you have a favorite part of the "old" eZine? Member Spotlight

Ha, I agree! Is there anything that you want to share that you plan on changing from the eZine, or anything you definitely want to keep the same? I want to keep it like it was and add more content to it. I have some ideas, just waiting on responses from different folks. My main goal is to get this thing out on the 1st of every month. I want people to be able to know when it is coming out. We have a great layout guy, but he has other stuff to do as well so I need to get everything into him on time so he can do his thing.

Any final comments? Play Contra!

Will do! I just wanted to say thanks for taking over the eZine. It has been sorely missed. And, of course, good luck! Thanks, man!

# PATS1717's TOP 5:





# Q&A with Ralph Baer, Father of Home Video Games



## A Brief History

### Background

Ralph Baer was born in Germany in 1922. A few months before Kristallnacht he and his family escaped to America. He was drafted in 1943 to fight in World War II, and in 1949 graduated with a BS in Television Engineering. After various technical jobs he joined Sanders Associated in 1956, and stayed there until retiring in 1987.

### Brown Box

In 1966 he worked with the idea of playing games on a TV. After many years of designing and prototyping, he created the "Brown Box", the first programmable video game unit, in 1969.

### Magnavox Odyssey

In 1971 he worked with Magnavox engineers in developing a production version of the "Brown Box". History is made in 1972 when the Magnavox Odyssey hits store shelves. By 1975 350,000 Odysseys had been purchased.

### Additions

A later addition to the Magnavox Odyssey, Shooting Gallery, allowed for 4 more games to be played using a realistic light gun rifle. There was also a Golfing addition planned, but it was never released. A speaker addition was also pitched (as the Odyssey didn't have any sound capabilities), but it was ultimately rejected.

### Other Highlights

- Helped Coleco create the Telstar.
- Created the classic memory game, SIMON.
- Created the first video game light gun.
- Awarded the National Medal of Technology in 2006.
- Inducted into the National Inventors Hall of Fame in 2010.



## Meeting the Legend

So after multiple conversations with Ralph Baer in e-mails and over the phone, I finally had the chance to meet him last October. The following is what I recall from that day...

Crazily enough, Ralph Baer lives only a few blocks from where I grew up and where my father still resides. Yet, I was ignorant of this fact for so long, I still can't believe it. I arrived at his house with my wife and gave him a buzz to let him know we were there. Soon enough he came up to the door and let us in.

We walked through his garage and past his living room. It felt like we were stepping into the 1960's or 70's. Everything had a retro look to it, right down to the wood paneling on the walls. We stepped through the kitchen and down to the basement, where it soon became apparent that this was no ordinary person's home.

First, we stepped into a room that he uses as a workshop. I couldn't tell you what half the stuff in there was, but it still blew me away. Tons of stuff was strewn about the room, from large testing equipment to small circuitry parts, as well as a giant magnifying glass that would certainly start a fire if it were ever to be left out in the sun.

Then we stepped into another, bigger room. This contained his collection of toys that he helped create. Needless to say, he has quite an array, and the child in me wanted to sit on the floor and play with them all. There was a G.I. Joe with a "mine" detector that would detect metal, the beloved classic SIMON (his favorite), and of course, the Magnavox Odyssey. He even had a pair of boxed Sega Master System 3D Glasses.



*Me and Ralph Baer*

Over on a table he had a little TV with a replica of the "Brown Box". He said he continues to make them for various museums and other organizations. (Try as I might, I still can't convince him to make me one!) He turned on the machines and invited me to play some table tennis with him. I nervously agreed. I grabbed the box-like controller, (not much different from the Odyssey controller actually), and began to play some "Tennis". I was playing the first ever video game with the man who created video games. Wow.

There were two knobs on the controller and a button. One knob was for the "racket's" vertical movement, and the other for horizontal (yes, you could actually move horizontally making the game more like actual tennis than ping pong or Atari's Pong). The button was to "serve" the "ball" (which was square), because when the "ball" was missed by a player it wouldn't return automatically. There was no score keeping, although it was painfully obvious that I was getting my butt kicked. Then he did something to the machine to speed up the movement and I started to get the hang of it.

When we were done playing, we talked a bit about video games, the Odyssey, and more. I don't recall a whole lot of what we talked about. (Actually, I must thank my wife for asking some really good questions. It seems her disinterest in video games allowed her to keep a level head, which I lost as soon as I had gotten there.) He mentioned how the four tones in SIMON were modeled after the notes on a bugle, so that pretty much anything you can play on a bugle, you can play on SIMON. (A bugle is capable of 5 notes.) He also mentioned his dislike of newer SIMON releases as they did away with that concept.

The whole thing seemed too good to be true, and even now it feels as if it was a dream... not only the opportunity to talk to him, but to meet him and actually play a video game with him. As we were leaving I got one last picture with him, and it will always be a reminder of one of the greatest days of my life.



*Ralph Baer's Workstation*



*Ralph Shows Me Stuff*

*Me and Ralph Playing The Brown Box*

## Q & A

So upon the announcement of the resurrection of the e-zine, I thought it would be cool to have some NA members prepare a few questions for the “father of video games”. These were some really good questions and I appreciate the contributions from everyone. I sent them in an e-mail, so as to not bother him in person, so the only changes are grammatical stuff! These are his words!

Q [Enslaved]: What brought you to the general idea of the first video game?

A: Being a TV engineer, by degree and experience, I looked at the TV sets (there were 40 million of them in the US in the ‘60s) and thought that there must be something else you could do with those sets other than gawking at network fare. Action followed thought, being an engineer.

Q [cradelit]: Did you have any experience/exposure with any of the other “electronic” games? (Like ones on vector displays and oscilloscopes?)

A: No, none whatsoever.

Q [qtoyoda]: What does it feel like knowing that you invented/created one of the largest industries in the world?

A: What do you think? ...

But that industry’s growth was totally unpredictable when we did the work. (“We” being my tech Bill Harrison and engineer Bill Rush, who contributed key ideas to what was a very small lab effort that only occupied us part-time for a couple of years. While I had to run a division with 500 engineers, tech and support people doing defense electronics work that had nothing to do with video games.)

Q [bunnyboy]: Looking back at technology of the time, pick something you would have rather pioneered. (Home computers, networking, something in the automotive field, space shuttle, etc.)

A: I have pioneered in [two] of those fields, and developed and [produced] a lot of other things that turned out to be useful, (from radar test equipment to medical electronics to electronic musical instruments and so on), but inventing the concept of playing games on a TV set, developing the hardware, and licensing it... That got me the National Medal of Technology, which the President of the US hung around my neck at a White House ceremony. Does anything get better than that?

Q [Berserker]: What are you up to lately? Are there any cool projects you’re working on that you can divulge?

A: I am continuing to invent, design and build demo hardware of interactive electronic toys and games, an activity I started 35 years ago, (and of which SIMON is a typical example). I still do all the design work, (including writing code) myself. I am a one-man-band during the design process and work with experienced marketers to get my demo models under license at major toy companies... and I can’t tell you what I am working on currently.

# What is Sexy?



Every person collects for different reasons. Every time that I ask myself the “why” question, I come up with a different answer. However, each time it all boils down to my love for gaming. Every time I knock another game or CIB part off my list, I get a perverse pleasure that will someday end up costing me a boatload of cash for therapy. Suffice it to say, people don’t invest the time and effort that we spend on our hobby without finding it sexy.

Following this line of thinking, I decided to ask the NintendoAge front men what they thought was sexy. Some of the answers will surprise you. I certainly didn’t receive the responses that I was expecting. In alphabetical order by username, the NA Mod Squad tells us what they think is sexy.

There are two items in my collection that stand far above the rest, both of them signage; however, I couldn’t choose a single favorite. The first is my neon World of Nintendo sign. This is literally the sign I had admired for years growing up that hung in the window of my local mom and pop video rental shop. About 6 or 7 years ago, they were going out of business and liquidating stock. I went in and made an offer on the neon to the guy behind the counter, with which was quickly met with, “There is no way I could sell that. It is going home with me.” A couple of weeks later, as their sale was winding down, I decided to go in and try my luck again. This time the wife was there (it was a husband/wife operation), and I increased my offer by \$50. She replied, “Well, we weren’t going to sell it, but we had one other offer,” which was me, as I was apparently bidding against myself. “...so I think we might let it go. Give me your number, and I will call you back.”

My dad was with me the second time I made an offer, so he knew I wanted the sign. He decided to surprise me, and went back later to increase the offer and get it for me. Sure enough, his offer was accepted and he took it home. Essentially, this was my own third bid against me, as they didn’t know we were all the same party. Of course, what does my dad do? He slammed it right into the wall as he was carrying it into the house, shattering the neon. It had safely hung in that video store window for over a decade, but didn’t last 15 minutes in the care of my father. It ultimately ended up costing more to fix it than he paid for the sign. Nonetheless, it has been completely worth it, as now every time I look at it, I am brought back to the days of years gone by when I would bring in my allowance to that video store and first fell in love with Nintendo.



The other sexy item in my collection is a set of two small illuminated signs. The year I first started dating my wife, she had gone online and found me these signs for Christmas. We had only been dating for about two months at the time, but that’s when I realized that this girl really gets it.



These are.



What is sexy? What got me started collecting?

Both these questions can be answered by one word: Yoshigirl! I thank (and blame) her everyday for getting me into this hobby. Because of her encouragement, patience, and most of all, tolerance, I have acquired some pretty sexy items over the years.

As some of you might have guessed, my NTSC Stadium Events is going to rank #1. Not because it is worth thousands of dollars, but because it is a daily reminder to everybody out there that you still can hit the jackpot even as a casual collector. Once you do, though, you will be sucked into the thrill of finding the rest.

My NES Sharp TV is second sexiest item for me. I'm not sure why. I did not get a great deal on it, it isn't

*These are.*

sentimental, and it is not even CIB. In fact, there are others that have a much more complete kit than mine. It just looks so damn cool! I love it sitting there.

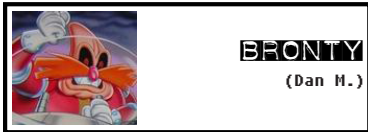
Finally, after standing in my room, looking around for a good ten minutes, I had #3 narrowed down. Once I decided to start laying out my Homebrews and Repros, I realized they all had to be #3. Each one had been acquired in a different way. Some I paid for, others traded for, and some were even gifts. They're all cool for their own specific reasons: My first was NWC signed by Robin and Thor. Punch Out! Gold, #2 of 5, is my rarest. SMB2j is my most prized, as bunnyboy trusted me enough to send a free copy for me to review in the NintendoAge Ezine. So, before I get too emotional (or turned on) by all this sexiness around me, I must say good-bye.

P.S. - Above all that sexiness, though, is NA! If it wasn't for this site, I would not have these friends, games, and other random sexiness, though not necessarily in that order. Thank you so much NA. It has been a wild ride that I plan to stay onboard with for years!



First up is my Canadian version Stack up, I wanted that thing FOREVER to complete the 4 pack of Big Box Gyromite and Stack-Up USA and Canadian versions. The Canadian Stack-Up is BRUTAL and I owe the guy on NA who sold it to me a big thanks as there are so few to go around. Next up of course is my CIB Stadium Events that completed my CIB collection. I am still very happy that when I bought it the money paid off all the debts of a guy in Georgia who just lost his job and has multiple children he's taking care of. Next up Magexa Soccer and Mah Jong let's just say I NEVER thought I was going to get those as again they are so scarce. The Goonies Hong Kong Game Company, I know Pengo would give your right nut for it and it's the only one I've ever seen. Such an oddity and I love it. Lastly my Asian Version Super Mario Bros II, again a total oddity that people are still debating as to what it is. These are a few of my favorite things!





**BRONTY**  
(Dan H.)

I never owned an NES until I was 26 years old. I had always been a collector of other things but had never given NES a second thought for at least ten years. But, out of the blue, in late 2002 I suddenly remembered how incredibly awesome Mike Tyson's Punch-Out!! was and had a NEED to play it again.

I had, between the ages of about 11 and 16, played NES at the houses of three different friends, including my best friend. He owned Mike Tyson's Punch Out!! And back before Iron Mike went to jail and tattooed his face, he was unbeatable. The baddest man on the planet. And his video game was the coolest fucking thing I had ever seen.

So, I bought an old NES and fixed it up, and soon, I was reliving my childhood memories. I was completely hooked! And, from there, the collector in me took over. The first games I chased down were those I had played as a kid. Sealed naturally, I was a collector after all, and had playcopy loose carts.



The games I played in the day were Gradius, at my Japanese friend's house on what I now realize was a famicom, Rush 'n Attack at another friend's house, and of course, at my best friend's house... MTPO!!, SMB/DH, Zelda, contra, castlevania, excitebike, and ghosts n goblins. It was tough to imagine a more awesome set of games. Pics of most attached.

I really didn't get to play NES all that much back in the day - we loved it and all but man there was so much stuff to cram into summer between playing sports every day, reading comic books, playing nintendo, drinking slurpees, listening to heavy metal and rap cassette tapes.... it was one big ball of awesomeness and I really cherish those simple pleasures from then. Now we're all grown up with kids and wives... and it takes my friends and I two months to plan a 3 hour visit and I wish I was kidding.

I wouldn't trade my family life for the world but I miss the old days too and there's 10 carts that take me back to those days like it was yesterday. Black bass is the 10th. I rented that damn thing so many times I could have bought it. "here is nice bass spot" indeed!

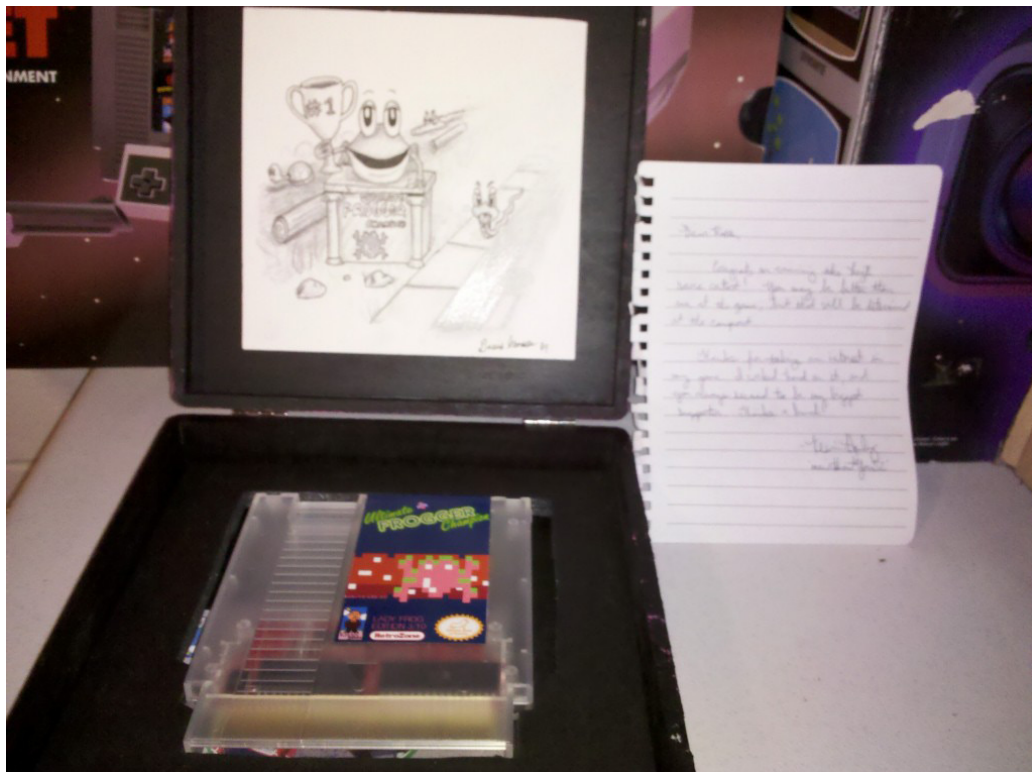
So, to answer "what is sexy" I have to say that besides qixmaster's pert butt, it's the games that take me back, way back, in the time machine to 1987.

*These are.*

I can't really say that anything in my collection is "sexy," but this is easily my favorite piece. I won this game for getting the high score on K-Han's Ultimate Frogger Championship. I loved this game from the moment I began beta testing, and I spent hours setting the high score, while on vacation in Florida with Penguin. Thanks again Kevin for making such an awesome game!



**BURDGER**





**DAIN**  
(Dain Anderson)

### NintendoAge Campout

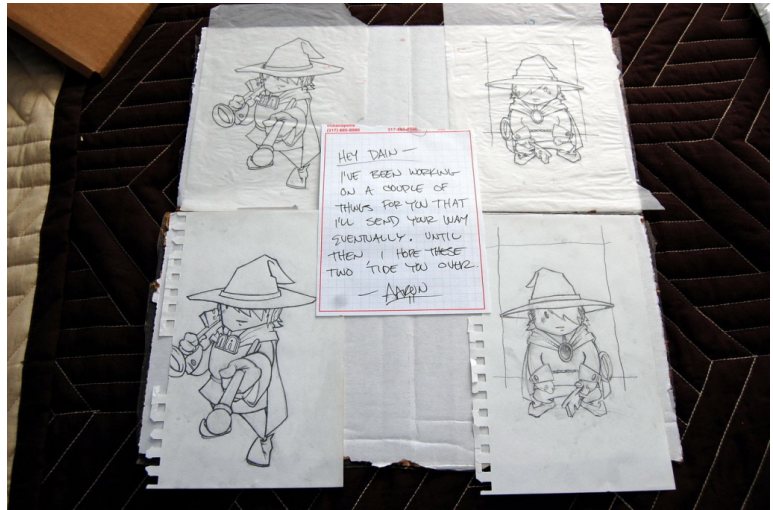
Over the last few years, we've had a site-sponsored campout event hosted by Paul (NA username "Paul"), and each year the users of NintendoAge have put together a really special gift for me. The thoughtfulness behind both of these has really brought me a lot of smiles and each serves as a daily reminder to me of how much I care about the crew and the friends I've made on NA. Both the plaque and the picture book are displayed prominently in my collection, right next to my graded Myriad.

### NintendoAge Concept Art

Whenever I'm feeling reminiscent, I'll take a few moments and pull out the concept art that was submitted by Aaron Bieber (NA username "xARSEFACEx"). Each and every time I see these sketches; it takes me back a few years to the early days of NintendoAge. One day I hope to frame these because they're truly a treasure to me.



*These are.*



# WORLD OF

# KAY-BEE®

# Nintendo.

My sign is probably the sexiest item I own, mainly because it's large enough for me to actually make love to. There are a couple of vent holes that are certainly big enough, and once it gets warmed up...look out. I'd been chasing this sign since I lost a mis-listed one ("nitendo sign") to Parpunk in 2007...that one was local pick-up only (about 6-7 hours' drive from me) and closed for about \$70. He was willing to make the trip -- a wise move.



I finally found this one within about an hours' drive, and it put me out \$250. The owner was glad to see it go to a fellow collector...but mostly glad he didn't have to ship the damned thing. Also in the shot is the silhouette of my Lego Mario sprite, which my wife recommended I put up as my sexiest item since it is unique. Bonus!

*These are.*



**GAMEBOYRICKY**  
(Richard)

When I think of sexy in regards to my collection, I think of my arcade collection. This is mostly because ever since I was a little kid I imagined that I'd have arcade games in my house as an adult.

Considering I grew up at the height of arcade popularity, at that time my dream was pretty farfetched. However, in more recent years home consoles have caught up to arcades. Arcades no longer have that edge in being better graphically and presenting smoother game play then what most people have at home. Unfortunately in large part due to this, Arcades are a dying breed. However, this also

means that there are tons of obsolete fully working arcade cabinets out there that are no longer needed or really wanted. These games take up room in people's garages, storage units, etc. Many people primarily want these large cumbersome objects off their hands. Due to these reasons, these games can now be purchased for a fraction of the price they once went for. Although it saddens me in a way to see these machines so unwanted, it has given me the opportunity to obtain my own collection of them. This has enabled me to make a 20 year dream come true. A dream that I really never imagined accomplishing.



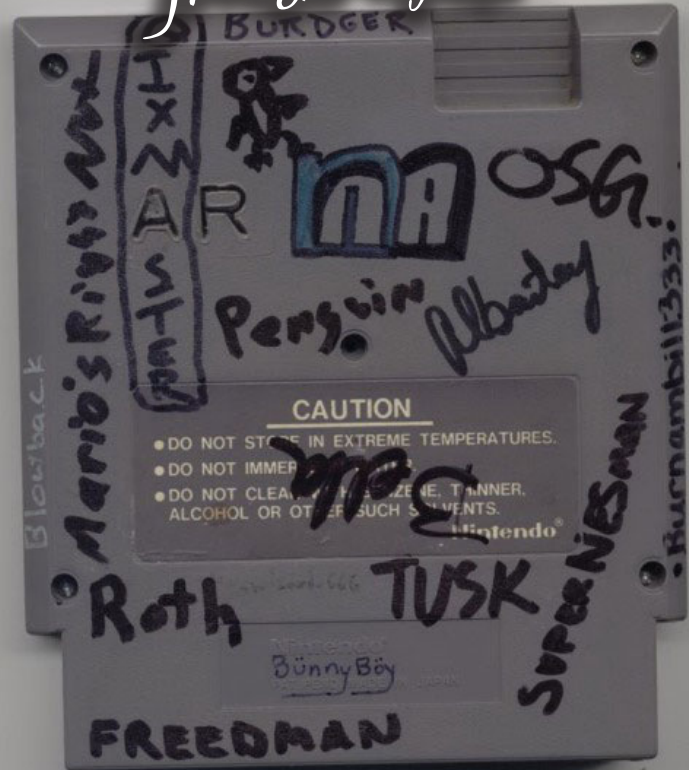


The sexiest part of my collection would have to be my Robotic Operating Buddy, or ROB, stuff. ROB is what first got me

into collecting. I remember seeing Johnny 5 playing with a ROB in the credits to a Short Circuit movie and I always wondered what it was. When I got to college and started to use the Internet to search for...things, I decided one day to try to figure out what that little robot was. Once I figured it out, I was pretty stoked. I loved Nintendo games and had no idea that the NES that I had sitting under my TV had this little add on. So, I went to eBay and bought me a loose robot. But when it arrived, I found that you needed all these little pieces (and, um, the games for the robot) to play any games with ROB. But, upon returning to eBay I found that the US systems were really expensive. However, being a broke college kid, I found that if I ordered the foreign robot pieces and the American carts, it would work just as well and the cost would drop to almost nothing. Long story short, I spent long hours playing Gyromite in college. I never got into Stack Up as much for whatever reason. Then when I started hard core collecting after I had some disposable income, I went back and found some of the American counterparts to the games that had started this collecting obsession for me. This picture is the first time that I've had all these pieces displayed like this. Thanks for all the fun times ROB!!



*These are.*



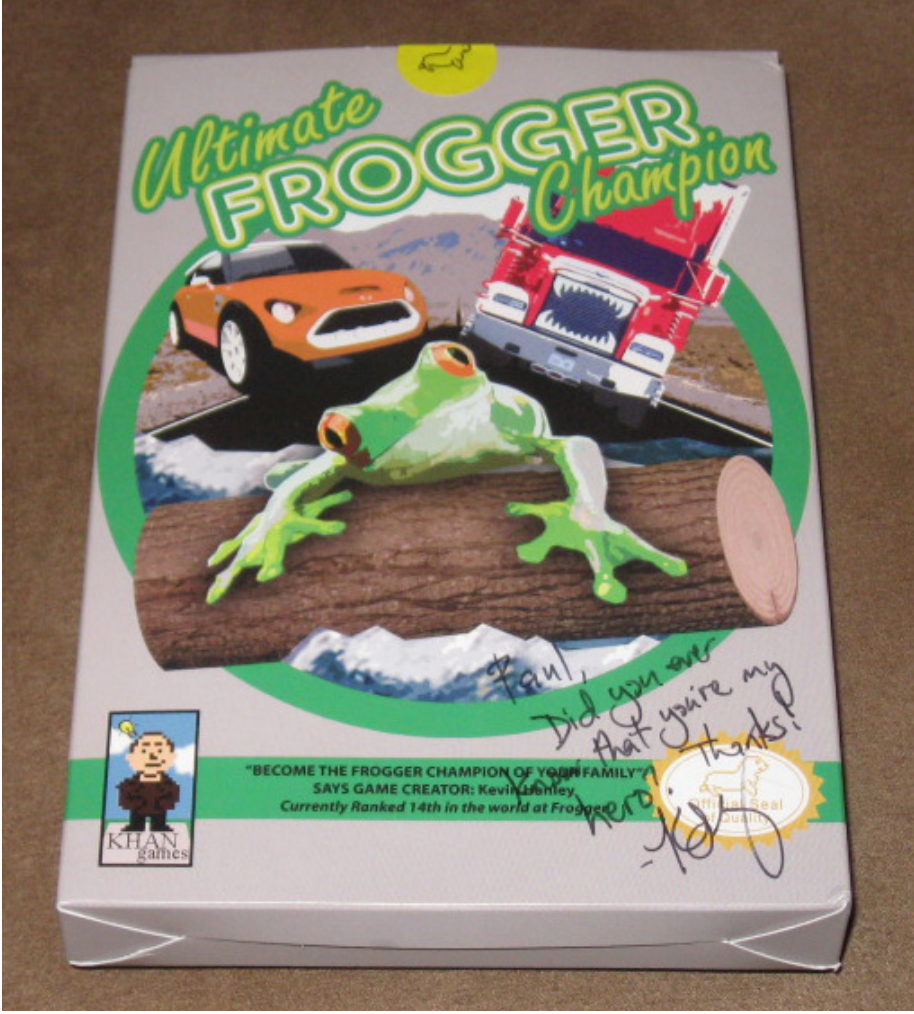
When MRN asked me what I thought was "sexy" I immediately thought of young little Deniz, but then I realized he meant something from my collection. I mulled around the idea and probably my favorite piece is something that is basically worthless! A few years ago I had the idea to send a random cart around and have a bunch of members sign it. Around the same time on the forum there was a funny thread about a guy trying to Photoshop something that didn't exist (I can't remember what it was now though). But NES\_Dude colored the text on a Baseball cart and renamed it the ultra rare Meg-uh-man version. It of course got a huge laugh and was the best thread on NA for a few weeks. After it was all over I asked him if I could have the cart and what my plan was for it,



and he was super happy to help out. The cart has traveled all over the US, and even all over Canada. The cart has over 30 signatures so far and still have plenty of room left for more! I meant to bring it to the campout this year and it totally slipped my mind. :-/ I have plenty of rare stuff that is worth 1000 times more, but this little gem shows the history of this great site and all the great people I have had the chance to get to know. The original purpose of this cart was to auction off and all the proceeds to go the NA for server costs. Once the cart gets full, that will happen at some point but for now she hangs out in the game room keeping all my other carts company.



The sexiest part of my collection is definitely the Nintendo ceiling fan I acquired at the flea market in 2009 for \$5. I have found many things out in the wild, but this one caught me by surprise. I was cruising my local flea market last October and was done for the day, I decided to take another swing through the market (must have been fate) and saw this sitting on the table. I asked the guy how much for it and he said \$5, I thought I was dreaming. What a perfect addition to the game room and always a nice conversation piece. I have been offered \$400 for this fan and have turned it down. It is one of those things that would be too hard to replace. Merchandise from back in the day is starting to become one of my favorite things to collect. It is just amazing how many different items that were produced.



*These are sexy.*



What is sexy?

To me the sexiest thing in my collection is Ultimate Frogger Champion, especially this box because I got it autographed by the programmer himself. Kevin Hanley allowed me the privilege of beta testing this game and it opened my eyes to a whole world of NES, the homebrew world. Before Frogger I was just another collector, but after Frogger I spend more time playing homebrews and enjoying the thing I love the most, the Nintendo Entertainment system. Collecting is great don't get me wrong, but the wonderful exciting world of homebrews has allowed me to relive those moments of trying a new game for the first time. Lately, I've been playing alot of Blade Buster, new Japanese homebrew, and without Frogger I would have never learned how to use emulators or how to load ROMs. So as lame as it is Frogger is sexy.



I have always enjoyed my history classes growing up, learning about trials and tribulations of our forefathers in the past. So, it is no wonder when I got involved with Nintendo collecting, my love for history would cross paths with my hobby. About a year and a half into my collecting life, I ran across NintendoAge.com, and things were never the same again.

One thing in particular sparked my interest the first time I saw it, the Nintendo Service Center. I used to tinker with old electronics when I was a kid, and when I learned Nintendo had people who actually performed repairs on my favorite gaming equipment; I just had to learn more! So for months I did research and talked to members here to learn everything I could. In December of 2007 I obtained my first test cartridges. From that point on I had the bug, and in 3 years I've amassed many amazing pieces, almost enough to set up my own repair center!

The coolest part though, in my opinion, is the actual manuals and binders that service technicians would use to perform repairs and educate themselves on the inner working of the NES and its components. Not many of these binders still exist, and thanks to several members on NA, I was able to include several in my collection. (Thanks Limbofunk, Bunnyboy and Parpunk!)

It's really neat to take a look back at all the circuit boards of the original NES toaster, and to see what customers paid for parts from the distributor. One neat little fact; an NES Advantage could be purchased for around \$12.00 from Nintendo and was sold for almost three times the amount at retail!

The NES and SNES test stations are extremely unique pieces of equipment. I remember seeing one when I was younger at a Service Merchandise store, and wondering what it was. There were also several different signs that Repair Centers had that would tell customers that they were an authorized Nintendo Service Center. One of the most popular is the Service Mario. He is depicted holding a toolbox, screwdriver, and wearing a blue jacket with a bow tie.

Service Center items are a very niche focus as collecting is concerned. However, in my opinion Nintendo Test equipment is one of the most unique and rewarding things to pursue. I have several fond memories of searching for pieces and learning about the Nintendo industry from a perspective the public was never intended to see. These are the pride of my collection, and I look forward to learning even more as time progresses. Hopefully one day I will be able to set up my own mock Service Center from the pieces I have collected.



The right nut of Mario has been bothersome lately. Get this done, don't go too deep into your "topic", I need a photo, don't rub it if it is red, blah blah blah,... As some of you may know, my laptop took a dump. It took such a marvelous crap that with it went an unreleased NES game that featured a full-frontal threesome between DreamTR, Mark Nolan and The Red Eye. It was, for lack of a better word, epic. Full on close ups of EPROMS with multiple builds, unique artwork and unaltered dumping. Could it have been Super Black Ass, the much-anticipated sequel to Super Black Bass? No. Super Black Ass will be released on PS2 later this month – Mario Van Peebles stars as Black Ass. Hopefully his badass song will lure in some tail so he can... wait for it... Bait and Tackle... And while we are on the topic of dead systems (referring to the PS2, duh), why does Martin from nesworld dot com strongly dislike the SNES? I think I've discovered the answer – Europe doesn't have the NBA. They just pretend to with their Tony Parker's and Valde Divac's. Pff! I can only imagine that NBA Basketball SNES and Sega games sold like crap in Europe, much like the soccer SNES titles sold like garbage here in the United States.

I say this loud and proud. Martin, had you grown up down the road from me, you'd have loved the Super Nintendo. One title – Bulls vs. Blazers.

Maybe it's because I'm from Oregon, or maybe it's because the 1992 Blazers were flat out the balls, but Bulls vs. Blazers by EA was simply the best game ever. Not because it was fun, but because it was about my team. This game has meant more to me than any video game title to date. That's right – eat it NBA Jam.

Growing up, Jordan vs. Bird just didn't do it for me. Magic Johnson's Fastbreak was a joke and Arch Rivals, while classic, was repetitive and lacked the real NBA stars. I had to wait it out. I thank the gods that EA created just the title for me.



I was probably 10 years old when my father took me into Ace Buyers in Glenwood, Oregon – a crapshoot town off the ass end of Eugene. Whenever I had done my chores or whatever, I'd get a used video game from this pawnshop. As always, they were overpriced... but even then, sports titles sold horribly, so they were a bit cheaper.

I saw it, a complete copy of a gem game – Bulls vs. Blazers. Even then I loved a complete game (I was a whore to this Nintendo thing from day one). To be honest I wanted it because it was a game about my favorite basketball team, and more importantly, about Oregon. My father paid twenty bucks for it and we left. When I arrived home I tore into the game like any new game. This was the first sports title I really cared about. I enjoyed it. I loved it so much I cut the whole goddamn box up and slapped it on my wall right next to my dollar store Ken Griffy Jr poster (The one with the old Seattle Mariners logo uniforms).

*And this.*



Back in 1996 or 1997, my collecting bug was ignited and I spent about a year accumulating NES goodies. During this time, I also archived every bit of NES info and pics that I could get my hands on. When I got back into collecting in 2005, one

Bulls vs. Blazers put me in control. I loved the whole range of NBA stars and different teams. It was a joy to sub in players that I was familiar with (thank you Upper Deck and Topps) – especially Danny Ainge (born and raised, Eugene, OR). Bulls vs. Blazers was perfect. From the way the EA Sports Network logo popped up at the beginning to the way the team names bounced on the title screen like basketballs, this game could do no wrong. The programmers even tried to perfect the Jordan Airwalk from the 1987 dunk contest... or so I recall. This game taught me the rules to basketball. It taught me a love for the game. It taught me that half court shots were impossible to make, but full court shots at the buzzer seemed to go in at least once a game.

This game, this piece, is without a shadow of a doubt, the most important piece of my video game collection. Bulls vs. Blazers (and the NBA Playoffs, of course) – cartridge only – my original copy from 1992 from Ace Buyers in Glenwood, Oregon.

of the first things I did was go through my old archives for some good old nostalgia. I came across a picture of an item that always remained a mystery to me, that I had followed on eBay (I believe it was still called AuctionWeb at the time) and that I had regrettably forgotten to bid on. I asked around on forums to see if anyone had any info on the item or had seen one in recent years, but to no avail. I avidly checked eBay on a daily basis hoping to find this piece – and near the end of 2007, my call was finally answered. Not only was the mystery piece (item on the left) being auctioned, but it was accompanied by its bigger brother! It turned out that these accessories are interfaces that interact with generic aids for handicapped players. They are practically the unlicensed counterpart of the NES Hands Free, with more functionality. The time I spent searching, their obscurity, and my love for NES accessories makes these two among the more sexy & prized items in my collection!"



I particularly remember the “Not For Resale” labels that distinguished the games behind the Plexiglas windows in Funcoland’s N64 and SNES kiosks from the ones on the shelves. I would always go into Funcoland and Toys R Us and play the demos with my older brother while my parents shopped around. If we loved the game, our parents would make a mental note, and that would be the gift for the next birthday/holiday. I particularly remember playing Donkey Kong 64. I had played it at a friend’s house briefly, and when I went to play more of it in the store, it was only a demo! Who on earth would want a demo?

About a year and a half ago, I spotted one of these “Not For Resale” carts in a Craigslist post for a lot of games. It was “Jet Force Gemini” for the N64. After quick research, I realized that these were those games that were behind the kiosks. They weren’t anything different from the original version oftentimes, but they were behind that Plexiglas for everyone to play before they were in their homes years ago. I had to have them all. Once I found out there were SNES NFR carts, I had to have those too. I wish I could say I have them all now, but I don’t. I’m still missing some N64 ones, but I did complete my SNES set. It took awhile, especially when I got to Mortal Kombat 2, easily the rarest NFR cart out there (unless as speculated by some, like myself and Retrogamer72 there exists a Lion King NFR cart). I remember that I didn’t bid on a Goodwill lot including several of the rare NFR carts for SNES such as Donkey Kong Country and Mortal Kombat 2. I tried for days to contact the winner, and when I did, I negotiated with him to buy the cart. At the time, it was the second one in existence. When it arrived, I couldn’t be happier. My next goal; Lion King.



Now some may say that a NFR set isn’t complete unless you have the carts with the stickers on the back. However, I think that the label’s differences are what distinguish the cartridge from the rest, and that’s how I knew I was playing the game that I would one day own back when I didn’t even know what “Not For Resale” meant.

*These are.*

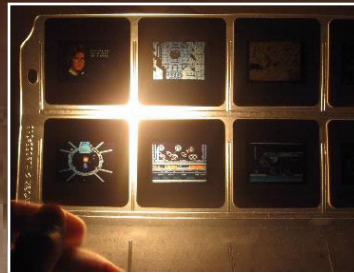


Here is a piece of my collection that I find particularly “sexy”. This was a very thoughtful Christmas gift from NA member Custom NES Guy and the pics don’t even do it justice. I acted just like a kid when I opened up my custom “Metroid System” and it was definitely the coolest gift I got that year. If it wasn’t enough that I was given this beautiful system, he didn’t feel it was complete until I had a matching Metroid cartridge to go with it. The time that goes into this kind of work is something I can truly appreciate and I display it proudly. Look at that shine! Or else... >:[

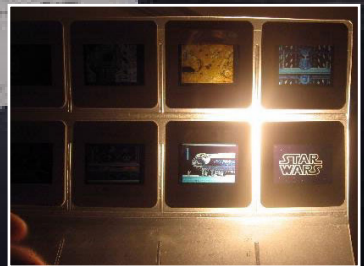
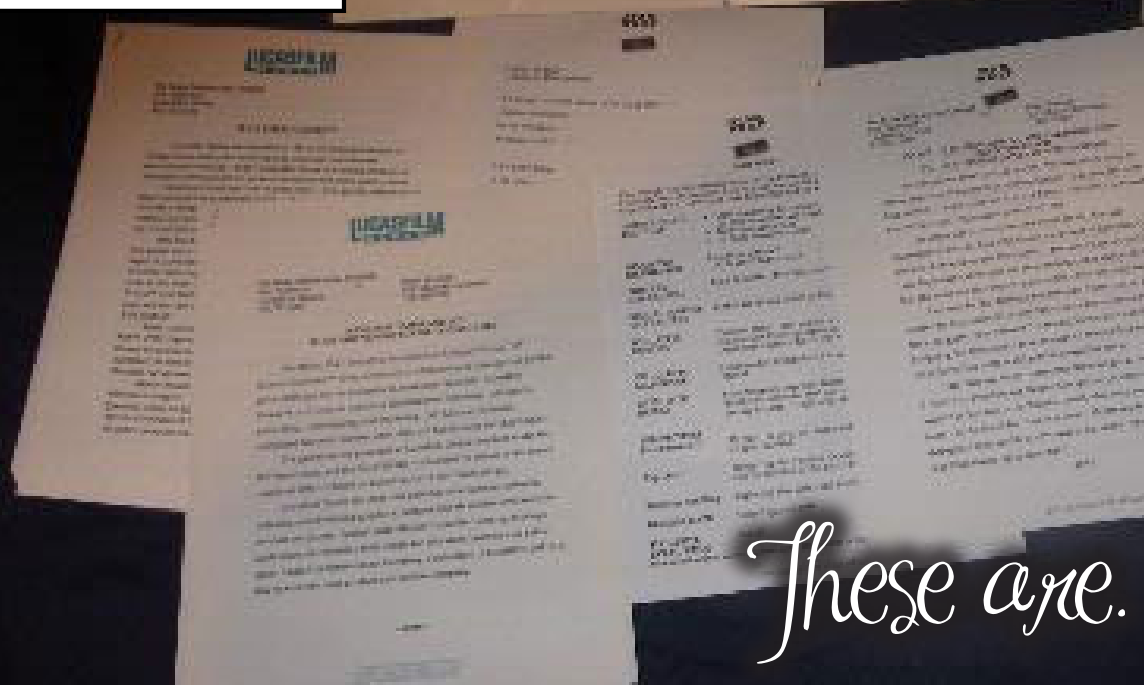
Having darn close to a complete CIB set I have lots of stories of how I found games on the cheap. Like coming across a minty CIB Sqoon for 30 bucks and a minty CIB Clu Clu Land for 10 bucks. Or just gambling and buying something from Amazon and it turning out to be gorgeous. But saving all that money was never enough to make something my favorite. There has to be some sort of unique value to something to make it reach my plateau of favoritist collection thing a ma bob. I have lots of cool items that came close to being number 1 on the list. To name a few, my Tusk statue made by Mr. Gimmick, my NAge Hunt cartridge, all my LE homebrews, my immortal paper work tips and tricks from the company, factory sealed hot slots, my original Nintendo that I have marked with a sticker to never lose, sealed trolls, but coming in at number



**UNCLETUSK**  
(Vince)



one has got to be my Star Wars Press Kit. I found this sucker while trolling on ebay. It was a BIN. I'm not going to say how much, but it wasn't on the cheap. It comes complete with a folder that has Luke Skywalker on it with an NES controller. Inside you find lots of LucasFilms official paper outlining this new exciting game. Along with the paper work there is slides of the movie and slides of the game to come. A couple of each. Now I'm not a huge Star Wars fan, I do like the films, but in no way am I a full fledged fan. Anyways, this is my favorite because it truly is a one of a kind item. I think there's only 1 other press kit out there like this of a different game. You'd think most or all games had fancy sexy paper work like this at one time, where did it all go? Now my only mission is to get the prototype for this game and team it up with this. If Ianoid would ever sell it to me!



*These are.*



**XARSEFACEX**

(Aaron)

I went back and forth in my mind thinking about what aspects of the hobby are really important. I've acquired a lot of rare and valuable games over the years, but so have a lot of us. Having "the big ones" is cool, but it doesn't make one collection better than another. I think Paul's collection of misfit carts is every bit as unique and interesting as Erik's twenty copies of everything. What makes this hobby so great is that there are places like NA that really bring us all together as a unified community. What good is a passion if there aren't others there to share it? In the end, what's sexy to me is knowing that I can ask other people in the hobby for help, and that they can do the same of me. Freefall was the first NA release that I was asked to take part in the creation of, and it was an honor to help Jason get it out there. As far as the NANWC, I think that is one of the best representations we have of the community coming together to support something that we all believe in- NintendoAGE."



*These are sexy.*



**ZZAP**

(James Todd)

Got to say, this was a tough one to pick my most sexiest item! I have quite a few items that others from the community have given to me that I really appreciate. Firstly, there's the Atari 2600 that qixmaster sent over so I could test out my game Chunkout 2600 on real hardware during development, adding to that all the work he's helped me out with, he's a really top bloke! Then there's my NANWC that Dain bestowed upon me whilst visiting his place in North Carolina, I also came home with an appreciation of shrimp poboyos and Waffle House, so thanks for the southern hospitality Dain! Then there's the prototype SNES Powerpak that bunnyboy gave me to test for PAL compatibility, it's very cool to be an early adopter and with Brian's genius with electronics you never know what he's going to come up with next!

In the end, I'll have to go with my lady frog edition Frogger from Khan, he did an awesome job at constructing that, and with the fantastic unique artwork inside by Mr. Gimmick, and it's a win for sure!





**Super Mario Word Search**

Super Mario Bros.

- Goomba Pirana Plant
- Koopa Troopa Lakitu
- Koopa Paratroopa Spiny
- Bullet Bill Hammer Bros.
- Buzzy Beetle Podoboo

Super Mario Bros. 2

- Albatoss Flurry
- Snifit Ninji
- Shyguy Pokey
- Beezo Porcupo
- Phanto Ostro

Super Mario Bros. 3

- Bob-omb Rocky Wrench
- Chain Chomp Big Bertha
- Jelectro Thwomp
- Nipper Plant Muncher
- Dry Bones Ptooie

Super Mario World

- Monty Mole Dino Rhino
- Chargin' Chuck Torpedo Ted
- Wiggler Blargg
- Thwimp Rip Van Fish
- Magikoopa Boo

Super Mario 64

- Fire Guy Whomp
- Skeeter Klepto
- Swooper Moneybag
- Chuckya Fwoosh
- Spindel Bookend

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

*Circle the letters, don't circle the whole word!*

Bosses

- Birdo
- Mouser
- Tryclyde
- Fryguy
- Clawgrip
- Hawkmoth
- Boom Boom
- Reznor

Koopalings

- Larry
- Morton
- Wendy
- Roy
- Iggy
- Lemmy
- Ludwig
- Baby

Characters

- Mario
- Luigi
- Peach
- Bowser
- Toad
- Yoshi
- Bob-omb Buddy
- Wart

Bonus

Count all the unused letters! Their sum will equal Shigeru Miyamoto's age!

He was born on November 16th, in Kyoto, Japan!

**Interesting Super Mario Facts**

- Mario was originally a carpenter named Jumpman.
- Super Mario Bros. is only 40 kilobytes in size.
- Mario was named after Nintendo of America's landlord.
- The clouds and bushes in Super Mario Bros. are the same.
- Mario has appeared in over 200 video games.
- Despite many rumors, Luigi isn't in Super Mario 64.
- Super Mario 64 was originally intended to support 2 players.
- Mario has become more recognized by kids than Mickey.
- 2 out of 3 people recognize the Super Mario Bros. melody.
- Wario is a combo of "warui" (meaning "bad") and Mario.
- Charles Martinet does the voice of Mario, Luigi, and Wario.
- Jen Taylor, the voice of Peach, is also Cortana from Halo.

**Super Mario Jumble**

O A N O K I T    T W R A    S R E O B W  
 [ ] [ ] [ ] [ ] [ ]    [ ] [ ] [ ]    [ ] [ ] [ ]  
 S D A Y I    O Y I S H    I U G L I  
 [ ] [ ] [ ] [ ] [ ]    [ ] [ ] [ ] [ ] [ ]    [ ] [ ] [ ] [ ]

What do you call a mushroom retainer's poop?

\_\_\_\_\_ !

**Super Mario Sudoku**

1	2	3	L			
4	5	6	G			
7	8	9	N			
			D			




# COMING IN AUGUST: **SUPER NINTENDO**<sup>®</sup> **ENTERTAINMENT SYSTEM** **PRICE GUIDE**



We have some exciting news for all of you here at Nintendo Age! I have been working on a Super Nintendo cartridge-only price guide. There has been a demand for a quality price guide from many of our members who have moved on to Super Nintendo collecting. The guide will be released monthly right in the E-zine! An advanced guide may be available for purchase if there is enough demand for it in the near future.

All of the data will be captured from Terapeak, eBay's market research tool. Data will be captured and filtered to exclude boxes, manuals, completes, sealed games, lots, systems, etc. The data will be captured by hand; no automation in this process to ensure that there are no false positives. 95% of games will be researched monthly, with the only exceptions being sports series like Madden, NBA, NHL (except NHL 98), and MLB. The sports games will be researched every other month, even though the prices do not change much on these games. If there are games that may not have had any sales in the past month, this will be noted in the guide.

In addition to capturing price points, the quantity of listings and sale percentages will be captured as well. This information will potentially be used for an advanced guide, or released in the e-zine as well. The percentage of listings sold is a VERY important statistic; it shows if the value of a game is real or inflated by high buy-it-now prices. If a game's value is \$10, and it has a sell through percentage of 75% then the game has a solid value. Likewise if a game is worth \$25 but only sells 6% of its monthly listings, the value would be considered weak. Sales percentages let you know

when to buy or wait for a better deal. Some games have a very high sale percentage, like Aladdin. In the month data was captured, Aladdin had 97 listings with 70.1% sold for an average price of \$8.73.

The trickiest part of this price guide is shipping. With recent changes to eBay policies, it is hard to be accurate. Now eBay is charging final value fees on the total purchase, including shipping. If a seller inflates the price by a few dollars and gives "free shipping" the price of shipping will be included in the guide. If a seller charges \$4 for shipping, it will not be calculated in the guide-listing price. Because of this no amount will be added or subtracted for shipping to the price. This may change depending on feedback from the

community. It is to be understood that if a game is \$1 it will cost you \$3 to have it mailed to your house. However all prices will be rounded up or down to the nearest dollar, for easier reading.

Lastly, and most importantly, this is only a guide and individual prices will vary. It is not a set-in-stone pricing format. Items are only worth the price at which buyers and sellers meet. It is a tool that you can use to make informed decisions about purchases and sales. I will say this, I did not know as much about Super Nintendo as I thought I did. Here is a sneak preview of the first two hundred, or so, games. Also, any ideas or suggestions for this guide would be greatly appreciated it, please post on Nintendo Age in the linked thread.



# >> UNDER CONSTRUCTION <<

Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
3 ninjas kick back	18	0	Beethoven	2	0	Cliffhanger	2	0
7th Saga	10	0	Best of the Best Karate	5	0	Clue	4	0
Aaahh!!! Real Monsters	5	0	Big Sky Trooper	4	0	College Football 97	4	0
ABC Monday Night Football	1	0	Biker Mice from mars	16	0	College Slam	1	0
ACME Animation Factory	6	0	Bill Laimbeer's Combat Basketball	2	0	Combatribes	11	0
Act Raiser	11	0	Bill Walsh College Football	2	0	Congo's Caper	8	0
Act Raiser 2	8	0	Biometal	7	0	Contra III: The Alien Wars	21	0
Addams Family Values	5	0	Blackthorne	13	0	Cool Spot	8	0
Addams Family	6	0	BlaZeon	9	0	Cool World	3	0
Pugsley	5	0	bLUES bROTHERS	10	0	Cutthroat Island	2	0
Advanced Dungeons & Dragons: E	3	0	Bonkers	4	0	Cyber Spin	2	0
Adventures of Batman & Robin	28	0	Boogerman	23	0	Cybernator	9	0
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