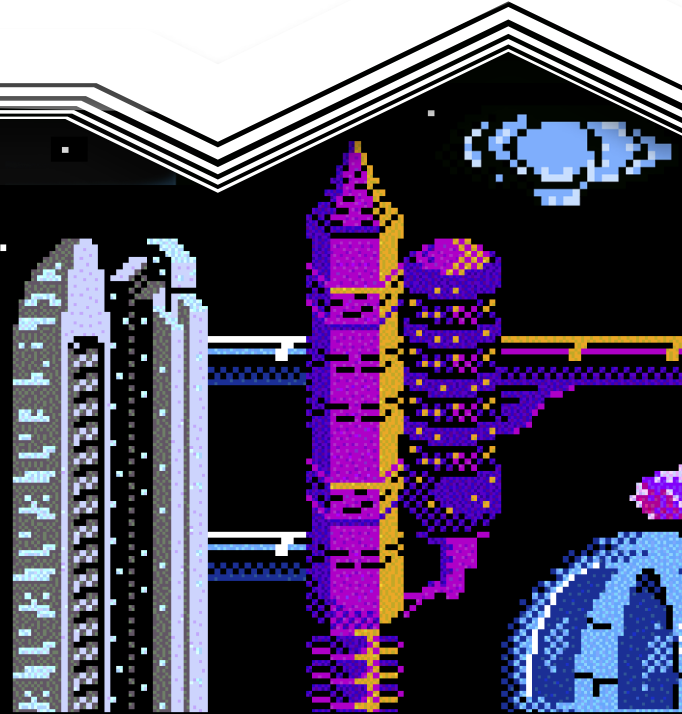


July 2012 | Vol.6 Issue 02

nintendo 

e-Zine

- Pat the NES Punk Interview
- River City Ransom Review
- Sega Age Corner: Genesis Cardboard
- Member Spotlight: Natendo
- N64 Grey Variant Collecting
- ...And more



**EXCLUSIVE INTERVIEW WITH
ASSIMILATE HOMEBREW
CREATOR JOHN WHITE!**

VOLUME 06
JULY 2012
ISSUE 02



IN THIS ISSUE...

PAT THE NES PUNK INTERVIEW.....	PAGE 2
BY SHANE 7951	
RIVER CITY RANSOM REVIEW.....	PAGE 6
BY GUTSMAN004	
INVASION OF THE GREYS.....	PAGE 8
BY NINTENDOTWIZER	
MEMBER SPOTLIGHT - NATENDO.....	PAGE 12
BY BURDGER	
SEGAAGE CORNER: COLLECTING CARDBOARD....	PAGE 16
BY JOHNNY	
HOME BREW SPOTLIGHT: ASSIMILATE	PAGE 20
BY 2LEGIT28BIT	
THE LAST ONE.....	PAGE 24
BY THEWALRUSISAL	
SONIC THE HEDGEHOG PUZZLE.....	PAGE 28
BY BERSERKER	



WANT TO BE A PART OF
THE NINTENDOAGE EZINE?

SEND A PRIVATE MESSAGE TO SHANE7951
TO DISCUSS HOW YOU CAN CONTRIBUTE!



INTERVIEW

PAT THE NES PUNK

BY : SHANE7951

Shane: First off I want to thank you for taking time out of your day to take part in this interview. I've been watching your videos since late 2009 so this is pretty cool!

Pat: Hey, it's your bandwidth. You've been watching since 2009? And you kept watching, really? Wow, you must be a masochist.

Shane: When did you start collecting and how has your collection goals changed over the years?

Pat: I slowly started collecting in about 1999 or early 2000. Back then, I just purchased an NES at Funcoland and wanted to get some of the games I enjoyed as a kid, and some funky ones I had learned about online. I remember searching all the Funcolands in the area for Bible Adventures over the course of six months or so, and was overjoyed when I hit the jackpot at a store and purchased that ugly blue cart. I probably ignored a Bonk's Adventure or Stadium Events sitting right next to it.

Over the years, the collection went from being focused on games that I enjoyed and some funky and uncommon titles to encompassing virtually every dumb item that was ever released for the system. Do I really need ten different boxed NES systems? I'll answer that for you: NO.

Shane: Everyone loves a good finder's story; do you have a favorite memory of scoring something awesome?

Pat: I remember being overjoyed back in the day that there was a big box Gyromite that looked exactly like the small one, so I would comb Ebay every week for one, since they were just advertised as being Gyromite. They only came around every couple of months if you were lucky and found one. I was enraged one day when I wasn't home to bid on one that went for about \$30. I almost broke my arm slamming the desk (clearly a stable person then). However, a couple months later, I snagged a big Gyromite for around \$35.

The other story from my early days was going into a thrift/antique store and finding a boxed ROB for about \$20 or \$25. At the time, I didn't realize how special a find that was. Then again, this was before all the prices got jacked up. I guess those memories stick out to me more because of the collecting innocence was still intact... long before the jadedness took over.

Shane: On the same token; do you have any "the one that got away" stories in collecting?

Pat: Hmmm, the one that sticks out the most to me is a TurboGrafx CD system - literally just the small square CD unit and no base. It said NEC on it, but I wasn't positive that it was the same type as the Turbografx one. I went home, checked, and yes, NEC used the same CD unit for the TurboGrafx CD. I went back the next week and looked for it, but it was gone. It's not the end of the world that I couldn't have a replacement for \$5 that bothers me, but it's the fact that I should have just taken the chance for that small amount of money.



Shane: You have one of the most extensive Nintendo collections I've ever seen. Of all the items you own what would be your prized possession?

Pat: Definitely my boxed copy of Wall Street Kid. No? Hmm... I guess the M82 demo unit will probably never be topped. It's not the most valuable, not the most rare, but it means a lot to me since it was my foray into the system as a child. The big box Gyromite is probably my second favorite item... love that thing! When I discovered it actually existed I couldn't believe it!

Shane: You've been a member on Nintendoage since 2008; how did you find out about the site and how has your overall experience been?

Pat: I remember someone told me about the site years back and that I should check it out. Overall, it's been positive. I've gotten some decent deals in the past and have passed on some deals to others when getting rid of some game doubles. I've had many a spirited and heated debate as pertains to game speculation, the true value of games, sealed game collecting, etc. While disagreement abounds, people are usually reasonable and courteous. Of course, like any other forum, there are some bad eggs, but I've learned to take the good with the bad.

Shane: How did you get started making your online videos and do you have any funny back stories you'd like to share?

Pat: I started making online videos on a whim. I had done some film projects in college and afterward, and so I decided to share some of my NES knowledge while improving my film skills. Funny back stories... hmmm. In the Panic Restaurant video, we did about 4 takes of the make-out scene, but we had to tone it down because it was a little too much. When it came to the slapping, we did about a dozen takes at least. Allison was afraid to really hit me, but she got her hits in for sure. My cheek was really red!

Shane: How did you come up with "Pat the NES Punk"?

Pat: Many a people have called me a punk in the past... sometimes lovingly, but usually not. I'm sort of snarky and can have an attitude that is off-putting to some, so I guess that's where it came from. I'm a big fan of alliteration, and I wanted my online moniker to include my actual name. Pat the NES Punk seemed to just fit.



Shane: All of your videos have a bit of theatrics in them which include Donkey Kong and DK Jr. putting a beating on Ian and a huge fight scene with Rob the Robot ending with a Die Hard like explosion. Out of your entire library of videos which one are you most proud of and why?

Pat: I'm pretty proud of the Panic Restaurant video due to the drama and message at the end. It was also a send-off of sorts for my time in NJ right before I moved to CA, so it's special to me in that regard. I also loved the Anticipation video due to the commentary from Ian and the aforementioned fight scene. I also think that the Tecmo Bowl and Nintendo World Championships 1990 videos came out very well.

Shane: Your Flea Market videos are some of the most entertaining off of your site www.thepunkeffect.com. With the vast amount of re-sellers and Power Ranger memorabilia you encounter; is there any one situation that stands out?

Pat: Just one story? OK. There are times when resellers try to make themselves look knowledgeable when usually they don't really know much at all. There was one time where one was trying to tell me how rare some "Nintendo Champion Cart" was and what games were on it (he picked Excitebike as one of the games). He didn't know that I owned a couple of NWC cart or

had a massive collection, so I just nodded and smiled. "Oh really? Fascinating! Tell me more!"

Shane: Have you had any interactions with Nathan Barnatt who plays Keith Apicary in Talking Classics? Your styles seem like they would mesh pretty good for a cameo appearance and the episode couldn't be anything but entertaining.

Pat: The only interaction I've had with him was when he ran by me shirtless at SGC 2010 and almost broke my arm smashing into me. He's an interesting fellow.

Shane: Are there any game reviewers you watch on YouTube?

Pat: Not usually. The only guys I really watch are on my site (thepunkeffect.com) or retrowaretv.com : Game Theory, Roo's 16-Bit Gems, Chris Bucci's Turbo Views, Jewwario, to name a few. That may seem like a cheap plug but it's the truth!

Shane: Do you have any plans for making a Pat the NES Punk DVD?

Pat: I have thought about doing a pre-order via kickstarter or indie-gogo to see if enough people would be interested. My fear is that I'd only sell 20 of them, so that's why I'd want to do a pre-order drice to see if enough people were interested. But enough people

want it, I'd probably come out with a DVD of my first year of videos including commentary, bloopers, bonus material, etc... maybe even a bonus mini review or two!

Shane: I have to know; which do you prefer between Pro Wrestling and Tecmo World Wrestling and why?

Pat: That's such a tough question. They both have strong merits. Pro Wrestling was such a pioneer for wrestling games with colorful characters, special moves, and it was the unofficial start of the Fire Pro franchise. Tecmo World Wrestling has a slight RPG element, different wrestlers who all have their own moveset, and great animation. I choose...

Shane: Your popularity seems to be on a steady incline especially after your work with the Angry Video Game Nerd. How did your collaboration with him come about?

Pat: James and I had worked together ever since Comic Con 2010, and we usually have a similar outlook when it comes to story and comic sensibility, so we just had to wait for the right moment to do a review together. When I got the opportunity to get the NWC Gold cart, he was the first person I told. It was a dream come true for the both of us to have a video revolve around the most coveted game on the planet.



Shane: Has life changed much with your growing popularity?

Pat: Not really... it's not like I get recognized on the street or anything. Only when I go to conventions or to the swap meet sometimes, I'll get stopped and asked for an autograph or a picture. It's all flattering and the fans are all great.



Shane: In your opinion what's the most underrated and overrated NES game?

Pat: Overrated - Stadium Events. Underrated? Geez with such a large library there are dozens. How about you pick one: Panic Restaurant, Mr. Gimmick, Kickle Cubicle, Rockin' Kats.

Shane: Your charity work is very admirable and goes to great causes. Tell us how you got the idea and execution in doing your first gaming marathons for charity.

Pat: Thank you. Child's Play Charity is such a great organization that gamers love donating to. The idea for the first marathon came out because no one was really celebrating the 25th anniversary of the NES. What better way to do that than playing almost every NES game! Insane? Yup.

Shane: Any future plans you can tell us about for Pat the NES Punk?

Pat: More videos, more flea markets, and more Frank. I should be at some of the conventions this year like Classic Gaming Expo, Comic Con, Pax Prime, etc. Come out and say "hi"!

Shane: Thanks again Pat I really appreciate the interview. Anything you would like to say in closing?

Pat: Thanks for watching and supporting me! I'll end this with a plea for help: please, someone find my missing plush DK Jr.!

River City

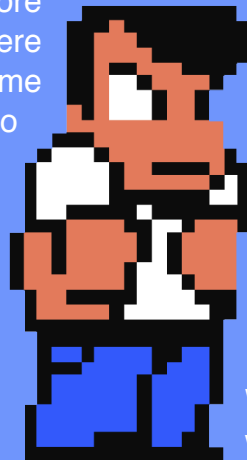
RANSOM

PUNCHING, BARFING GOODNESS!

BY: GUTSMAN004

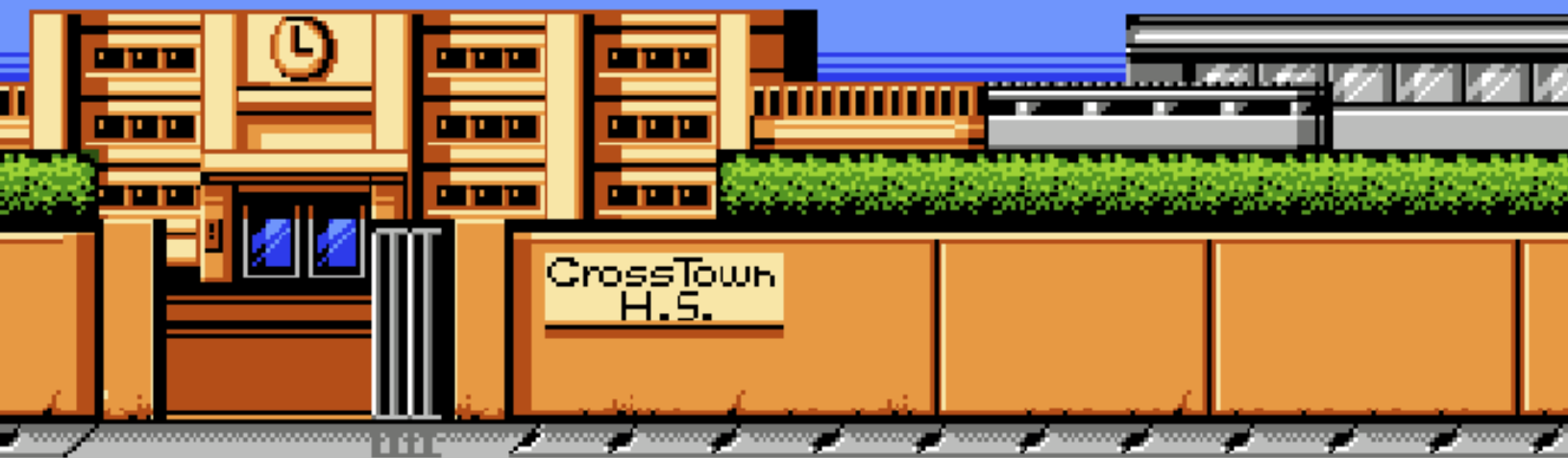
In the vast library of Nintendo games, there are many titles that are etched into gaming lore and revered by most to be classics. But there is also a cache of great games that for some reason or another did not find their way into the 8-bit hearts of the majority. One such game that qualifies in my mind is River City Ransom. Released in the US in 1990 by Technos, the game is a beat 'em up with some RPG type elements.

Unlike a lot of the beat 'em ups of the time, River City Ransom was not linear. Players could go back to previously visited area and explore, which gave the game more of an adventure type feel to it and provided a lot more fun. Also different were numerous shops



carrying various wares that you could purchase to replenish energy supplies and increase stat levels as well as learn powerful new fighting techniques to really punish your foes. The goal of the game is like many others, save the girl. And of course you have bad guys...lots of them. Nine gangs in fact, as well as a host of bosses and sub bosses, all trying to thwart your plans.

What makes this game special in my mind was not simply the fact that it's a really fun beat 'em up, or that the music is super catchy, it's the character and charm the game has. From the super deformed characters to the goofy dialogue, (**BARF!**) this game had me



ALEX ██████████

ALEX ██████████

\$ 18.35

\$ 20.00



Rise &
Shine
Cafe

▶Coffee	.95
Tea	.95
Hot Cocoa	1.25
Pancakes	3.30
Waffles	4.10
Nothing	

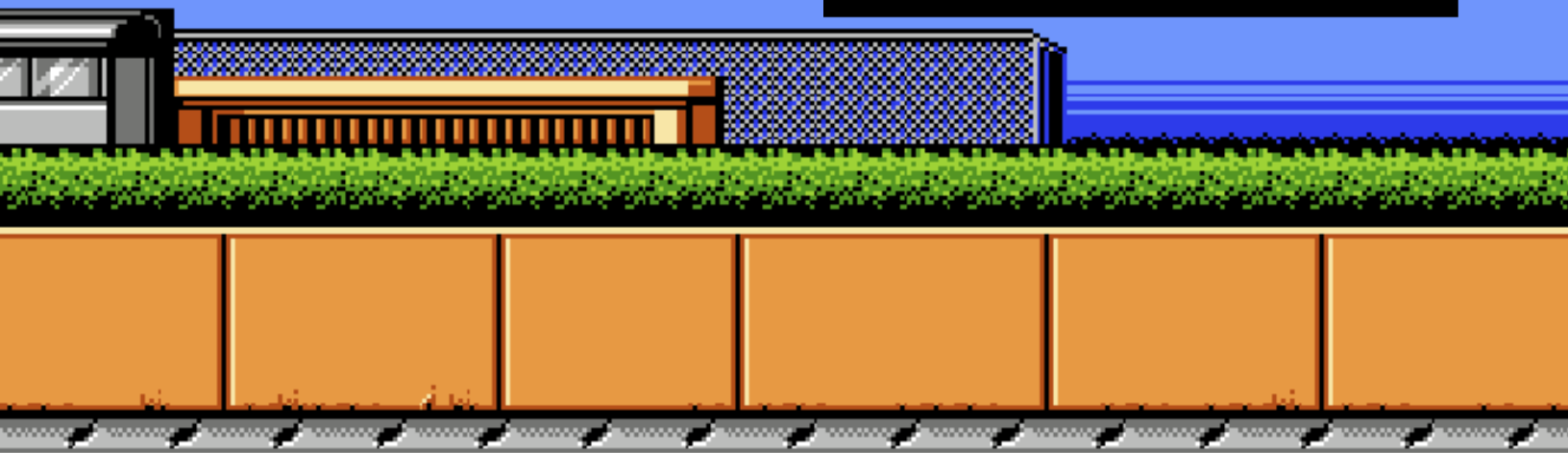
ALEX drank the Coffee.

hooked. While the game is considered a cult classic, it didn't have the same success as its' Japanese counterpart did.

But despite that, the game still has had an big impact on gamers and gaming culture. Two prominent examples I immediately think of are the Scott Pilgrim vs the World the video game and the now defunct G4 show Code Monkeys. You can also find a plethora of tribute and River City Ransom inspired videos on YouTube as well.

If you have not played River City Ransom, you should definitely give it a try. Currently the cart ranks a four on the Nintendo Age rarity scale and one can usually be picked up for somewhere in the \$15 - \$20 range.

So if you are looking for a fun retro game that you will most likely play again and again, definitely give River City Ransom a try. I'm betting that once you play it, you'll agree that beating bad guys until they say "**BARF**" has never been so much fun!



INVASION

OF THE GREYS! AN N64 VARIANT GUIDE

By: NintendoTwizer

I enjoy variants. To me variants extend this hobby in a fun way. It adds a unique challenge beyond collecting the common everyday cart. I'm no history major and don't remember who said it first, either Abraham Lincoln or Pikachu but "once you start in variants you gotta catch 'em all". Many variant collectors follow 3 vs. 5 screw NES carts closely, but few are familiar with N64 cart color variants. That's where I come in. I've searched from the deepest trenches of the world (wide web) to the highest mountains of the Appalachians to hunt down and list each N64 "grey".

What do I mean by "grey"? Some N64 games were released in both colored and grey carts. Here's the

break down. N64 set is 296 unique games, 42 of those games were released in a colored cart. Colors included, black, blue, red, yellow, green, gold and gold/silver. Out of those 42 carts 13 came mutually in colored and grey. These 13 games make up the variant subset for the N64, much easier to grasp when compared to the 80 plus subset of 3 vs. 5 screw NES carts.

The pursuit for greys led me to some questions. Why were some N64 games released in color carts while others in grey? Did color cart production cost extra for the developers? Why did some carts have both grey and colored versions? I've contacted Nintendo asking just these questions. Apparently





heads exploded at Nintendo HQ upon reading my email. Perhaps my questions were too random? So no official answers from them. Here's my opinion, each developer had an option to release a cart in standard grey or chose from a certain few colors. The colors gold and silver/gold were reserved for Zelda and Pokémon, sorry Madden, no gold for you. The developer had to pay slightly more for these distinctive colored carts. I assume this because only 1 in 7 N64 titles came in non-grey. If it was free and easy to produce colored carts every publisher would have done it, think about Famicoms crazy rainbow library of games. Only a few developers ended up doing it, perhaps to make their games stand out from the crowd. So why were certain carts released in both colors? I'd say most likely the game's first run was the fancy colored cart, then sometime later more carts rolled off the production line, but to save money the developer decided to stick with the old Plain Jane grey carts.

Let's get to the rarity list. I've compiled this list over the last few months searching ebay, NA, other forums,

pawn shop, game stores and thrift stores. This hunt has given me a good understanding on which greys are common and which are rarely found. The only NFR I've added to the list is Zelda: Majora's Mask as it has been found in both grey and gold. The NFR DK64 is not on the list as there's some debate about the validness of its yellow counterpart. That's an article for another day though. I've decided to do a list with values between common and extremely rare. (see chart below)

Okay so you've seen the list, but really, how obtainable are these variants? Let's take a look, starting with ridiculously easy and moving towards space madness difficult. Grey variants are always harder to find than there colored counterpart with one exception, Zelda: Ocarina of Time. This game was widely released in standard grey. It had a slightly rarer collector's edition gold print. The other common and uncommon games on the list can be found with little searching, don't be surprised if these are already on your shelf. The two "Rare's" are Army Men: Air Combat and Rugrats in Paris:

TITLE (NOT FOR RESALE)	RARITY
Aidyn Chronicles: First Mage	ER
Army Men: Air Combat	R
Army Men: Sarge's Heroes 2	U
Bass Masters 2000	ER
Hydro Thunder	VR
Road Rash	VR
Rugrats in Paris: The Movie	R
Scooby Doo! Classic Creep Capers	U
Tom Clancy's Rainbow Six	C
Turok 2: Seeds of Evil	C
Turok Rage Wars	VR*
World Is Not Enough, The	C
Zelda: Ocarina of Time	C

TITLE (NOT FOR RESALE)	RARITY
Zelda: Majora's Mask NFR	VR

KEY	
Common	C
Uncommon	U
Rare	R
Very Rare	VR
Extremely Rare	ER



The Movie, if looking on ebay you may have to sift through all available listings but are likely to find one, maybe two available. The next level is “Very Rare’s” which includes Hydro Thunder and Road Rash 64, these two grey variants hit ebay ever so often, but are likely to be absent for weeks on end. Hydro Thunder being the rarer of those two. The “Extremely Rare’s” are Aidyn Chronicles and Bass Masters 2000. To reel in Bass Masters 2000 grey a person may spend months searching before one pops up on ebay. That said it’s not impossibly hard to come by like 5 screw Mega Man and Mike Tyson’s Punch Out are for the NES. In my experience Aidyn Chronicles is the rarest of the greys. I’ve probably seen two or three grey Bass Masters in the time it’s taken me to find one grey Aidyn Chronicles, if that’s any indication of its availability.

So you’ve found a rare grey variant, cha ching, right? Going to buy a monocle and move into a mansion on Park Place? Well, not so fast Mr. Monopoly guy, here’s my thoughts on the value. Variants are a funny thing, it’s a subset that not many collectors get into. This means for variants to hold any additional value there must be demand. The number of variant collectors must be higher than the availability of the variant. That

said, I don’t know many collectors who go after N64 color variants right now. Until this changes I wouldn’t expect any of these greys becoming more valuable than their color counterparts. I do see this shifting sometime in the future though. Look at this way, kids that grew up with N64 are now in their late teens to early 20’s. Before you know it they’ll have disposable income and want to relive some of their childhood threw the N64. Thus increasing N64 collectors and raising demand across the board. Keep in mind though, much like NES 3 vs. 5 screw only the top tier of rare grey variants will ever be worth anything more than their color counterparts and only to a small audience of collectors.

Part of the reason I wanted to write this article and come up with list was to give collectors something to go off of, I hadn’t seen this done before and felt it would be helpful to the community. So now everyone has a list, go out and give this set a try, it’s a fun search. With only slight over a dozen carts, most easily available, this is a very feasible achievement. Good luck and until next time, be excellent to each other.

***UPDATE: A new challenger has entered the arena!**

Authors Note: I originally wrote this article back in September of 2011. Since then a new unknown grey variant has been found. I'll talk briefly about it here. In February 2012 Nintendo member jkened5 brought to my attention an ebay auction he had just won. It was a grey Turok: Rage Wars. More incredible was the fact that this ebay seller said he had a "Master Box of 120 in the case, all in a plastic cover only" shipped directly to him from Nintendo. The seller put the rest on ebay for a BIN price of \$12.99 each. They sold slowly at first, then word of them got out and the rest were quickly snatched up. Within the time frame of a week all 120 were sold.

So what's the deal with this rare grey cart? That's the interesting part, Turok: Rage Wars was initially released with a programming bug. This "Black Cart" glitch results in the inability to complete the Monkey Tag levels in 2 player mode, thus stopping progression in that area of the game. Not to stress, there was a way to fix this problem! Of course this was before the days of downloadable game patches over the internet. So to fix this glitch you had to mail Acclaim a copy of your game and they'd exchange it with a fixed grey version. This would lead me to the conclusion that the box this ebay seller acquired from Nintendo was the left over fixed grey versions of the game.

So what's the rarity on Turok Rage Wars grey? It's tough to say, there's a minimum of 120 in existence, all in the hands of collectors. That's only a minimum, others undoubtedly exist. Anyone who took the time to mail in their game received one. It's doubtful many people did this. So while it's highly unlikely you'll find one of these in the wild, it is possible to acquire them through the collecting community.

Thanks again for reading and happy hunting!





MEMBER SPOTLIGHT



USERNAME

NATENDO

NAME:
AGE:
LOCATION:
OCCUPATION:
MARITAL STATUS:

NATE E.
29
ATLANTA, GA
GRAPHIC DESIGNER
NEARLY ENGAGED

Burdger: Any kids?

Natendo: Not yet

Burdger: But you want them?

Natendo: Absolutely... I need to train someone to play NES with!

Burdger: You're crazy... What got you into video games?

Natendo: I've been playing games ever since I can remember. We have some very close family friends that bought me my first NES in 1987 or so, and I've been hooked ever since. I remember them taking me to Walmart to get one, even though I had no idea what the hell a Nintendo was. I secretly think he wanted to play it.

Burdger: Do you still have those original games and system?

Natendo: Sadly no.... well, I still have a few of my original games, but I have no idea what happened to my original system.

Burdger: What brought you to Nintendo Age?

Natendo: To be honest I can't remember... I think I was looking for information on Mario memorabilia (it's one of the many things I collect).

Burdger: Well, that leads me nicely into my next question, Can you describe your collection?

Natendo: My main collection is CIB NES, I'm sitting at around 600 games, 400 or so being complete. I also have a large collection of merchandise and memorabilia from almost all eras of Nintendo's history, a complete Nintendo Power set and a decently large assortment of guides and books. I really love oddball

items and things you don't see often.

Burdger: Do you collect for any other systems?

Natendo: I collect CIB games I wanna play for a variety of other systems as well, but NES is the only one I'm trying to complete. I did do a small Virtual Boy detour last year... so I also have a complete CIB set of that.

Burdger: Nice, do you have a favorite piece?

Natendo: It's hard to choose because I have so many things that I have fond memories of from childhood or whatnot, but if I had to pick a favorite piece it would probably be my World of Nintendo display cabinet. It really helps tie the collection together, and I'd wanted one for such a long time.





Burdger: Those are so awesome. I would love to have one for sure

Natendo: Yeah, I got lucky and found it locally for \$40 bucks. It was missing the logo that attaches to the front, but thanks to NA I was able to find one the very next day. (thanks Penguin!)

Burdger: Wow! That is a heck of a find. I'll get mine one day... one day.

So you went to your first campout this year. How was it?

Natendo: It was amazing. Truly one of the best times I've had in years. It was awesome meeting all the people that I've gotten to know online over the past year and a half. I wanted to go last year, but I had just joined NA and didn't know anyone, so I thought it might be weird. In retrospect, I probably should have gone last year, because everyone was so welcoming and awesome.

Burdger: I wish you would have gone last year too. There have been plenty of "new members" show up at events and they became instant "old members."

Natendo: I wish you would have gone this year... jerk!

Burdger: It definitely would have been cool to meet you.

Natendo: Yeah, sucks that you couldn't make it. Paul was bummed because you were one of the people who had been to every NA event

Burdger: Yup, I was really sad I had to miss it. I think there are only like 5 people left that have been to every event. Do you have a favorite moment from the campout?

Natendo: I honestly couldn't pick a favorite moment. I really just enjoyed hanging out with people and talking shop. I really enjoyed the live auction... it was the first time I've ever been to an auction that wasn't online,



and the tournament was a blast. I think just sitting around and playing Super Bomberman with people for hours was one of my favorite parts.

None of my friends really enjoy playing old games like I do, so it was the first time in awhile I've been able to sit down and play games I love with people who share the same passion.

Burdger: I remember feeling the EXACT same way the first time I met other NA members. It really is one of the things that makes this community so amazing.

Did you pick up anything exciting while there?

Natendo: I bought WAYYYY too much stuff while I was there. One of my favorite things were these sheets of glass with Mario artwork on them (I think they were carnival prizes) that Limbofunk brought to auction. I'm not sure why I was so drawn to them, but I'd never seen em before and was determined to bring them home! I also got a ton of boxes and manuals for games I had, as well as a few CIBs I've been after.

It was like going to the best flea market in the world where every vendor has exactly what you're looking for.

Burdger: So you've been doing the layout work for the eZine for a while now, right?

Natendo: This will be my 3rd issue, although I've been doing it for almost a year now. We're trying to get on a more organized schedule, so hopefully there will be many more to come.

Burdger: Any other work like this you do for NA?

Natendo: I'm actually also in the process of working on a set of trading cards for all the members that were at campout. Everyone has their own card, with a photo

and their name. There are also some event cards as well that show off some of the things we did there. I can't wait to see them finished... I think people are gonna love em.

Aside from the NA related stuff, I do a lot of design work for Timewalk Games. I've done a handful of boxes and manuals for them and I really enjoy it. My dream job would be to design box art/manuals for Nintendo, and this is about as close as I can get right now... and doing NES and SNES stuff is way more satisfying than current generation stuff.

Burdger: Those trading cards sound amazing! Yet another reason to wish I could have made it...

Is there any chance for a non-attendee release?

Natendo: Well, they are available for anyone who wishes to purchase a set. We plan to print one set of cards on a foil paper and include one foil card in each set. This should add a bit of uniqueness to everyone's sets.

Burdger: Nice

Natendo: Pricing is still up in the air right now, but it should be relatively inexpensive hopefully.





(All of these are available at timewalkgames.com)

Burdger: Well, I'll be picking up a set for sure!

As for the Timewalk Games you've done, anything the readers would notice?

Natendo: I've done a handful of manuals for many of Timewalk's games. Most recently I did Star Fox 2, Mega Man & Bass and Star Fox Super Weekend. I'm currently working on a box and manual design for Adventure Island 4 on NES which I am really excited about.

Burdger: Very cool. Well, I guess it's time to ask, is there anything else you'd like to let the NA community know about yourself, or any last words of wisdom?

Natendo: Sorry ladies... I'm taken.

Burdger: Ha! Well, thanks for taking the time to talk with me Nate. It was a pleasure.

Natendo: Thank you! I hope everyone continues to enjoy the eZine, and if anyone happens to need help with any design projects please don't hesitate to ask!

TOP 5 NON NES GAMES (IN NO PARTICULAR ORDER)



TOP 5 NES GAMES (IN NO PARTICULAR ORDER)





CARDBOARD COLLECTING BY: JOHNNY

So after over a year of research, which involved countless Google searches, forum discussions, and more eBay trolling than is healthy I can now say that I have a complete set of Cardboard Box Genesis Titles. I believe I am the first person to accomplish this feat, not because I am amazing but because I had help and I was very dedicated. Another huge factor was that I wasn't really competing against anyone to do this. It is not often in Retro Game Collecting you get to break new ground, so this list is very exciting to me on that level. I think this is an amazing achievement, but before we start jumping up and down and hugging let me tell you I can say that with about 90% certainty that others will be found. When I first started writing this post back in October it started with the same opening sentence and then went on to give the total number of games that came in Cardboard Boxes. The number when I first started this post was 183, and before I could finish my first paragraph I was alerted to a game not on my list and the total jumped to 184. The timing was a bit too perfect, so for the sake of being thorough I decided to wait a little longer before finishing this post. Waiting would allow me to see if I could find any others I had missed, even though I had already put months of research into the topic. Turns out I missed quite a bit. By December the total had climbed to 190 by Feb it had jumped to 199 and in March I realized I had omitted one title that had been on earlier list and that brought the grand total to a round 201.

So 201 is the Final Number? Right?

Well that's a tough question, I think it is important to discuss how this number was achieved and what games it counts. *Here is a link to the Master List I use.* Now that you have access to the list, and if you are looking, you will see that it is full of variants/duplicates and some games that are debatable. I will

discuss those at length, I will also discuss how my Google doc is arranged, why some games made it onto the list and why others did not. I will also explain just how likely it is that other games will be added to this list. From here on out I will assume everyone is looking at the list.

Why are some games not on the list?

Some of you might think you know of a game or heard of a game that came in Cardboard (CB) that is not currently on the list, you might be curious why it hasn't been mentioned or how it was missed. Let me say this, **I would love any info you have.** *If you email me or leave a comment about a game that isn't on the list I will gladly give you the credit for it's find, but I require proof in the form of pictures.*

Variants and Duplicates

On the list you will see many games that appear to be duplicates but really they are variants. In fact if you look at the very first game on the list 6-Pack you will see it is listed twice once with an (f) at the end and the other with an (s) at the end. The letters in parentheses indicate the box type, F being Flip Top and S meaning Slide Box. These Box types were discussed in *my previous post which you can see here.* If you are using my list for your collecting purposes please adapt it however you want. Just because I point out that 6-Pack has two versions in CB doesn't you need to have both to complete your set. I show all the variants I have found to give everyone the most accurate data available. I personally have collected all the variants listed but that's just me.

Debatable Games

The Big one I know people like to argue about is Outback Joey, but I have had questions about Miracle Piano, The Carmen Sandiego Games, Maximum Carnage QVC,



The Accolade titles, Wisdom Tree Games, and even Wacky Worlds. To those who say these don't belong on the list please know I am not here to argue with you. I have mentioned before that I don't mind if you take my list copy it and edit it to suit your purposes. Now with that in mind please understand this list suits my purpose. That purpose so we are clear is information. I try to put out as much info as I can, take what you want and leave the rest. For the specific titles above let me offer you my reasoning.

Outback Joey: Some people will say OJ is not a Genesis title, even though it runs on a Genesis, comes in a Genesis cart, was released during the Genesis life cycle and says Sega on the Box and Cart. I am not sure how it is described in the literature that comes with it but I will check. They also argue that under my logic any Not For Resale game that came packed in with a system should be included, because the game was essential packed in a big Cardboard box. I see their point, but OJ was only found with the fitness system so I feel hard pressed not

to include it. For me and mind you I am biased, OJ is a Genesis title and should get the respect it deserves.

Some people argue that Miracle Piano and OJ shouldn't be on the list not because they aren't Genesis games but because they didn't come cart only, they are packed into accessories. These people believe that Cardboard Box games should be games that had a box dedicated to the game only, the carts for Miracle Piano and OJ are more like accessories to accessories. This is the rational I have heard, I disagree but for arguments sake I present it to you.

Big Box Games: Games like the Carmen Sandiego titles, Mario Lemieux with Puck, and QVC Max Carnage are probably the most questionable games on the list. These games actually have plastic clam-shell cases that are packed into a bigger outer cardboard box. I would find it totally reasonable to leave them off your list.



Accolade and Wisdom Tree Games: The debate about these games come not from the box, they are very clearly Cardboard but from the lack of the official Sega Seal. I think people are really splitting hairs on these games, call them unlicensed if you like but these were released during the life cycle of the Genesis for the play on the Genesis, they have earned there place. Some people say "what about Pier Solar? why is that excluded it's the same thing as any Wisdom Tree Game. A few things, one it is way better than any Wisdom Tree game or Accolade game for that matter (I like RPGs). Two and here is my real reason, Pier Solar was not released during the life cycle of the system. I have been consistent with this personal rule on every system I collect for. Double check my Sega CD List and Complete Sega CD Collection Video if you doubt it. Pier Solar is wonderful and you should buy ([buy it here](#)) if you like RPGs, but it is not going on my list.

How is the Google Doc Arranged?

The arrangement for the Google Doc is easy enough to understand. The first tab has an intro to the list, Contributors, and Key that explains box types. It also has under those first



few blocks a revision block. This space lists all revisions and recent editions made to the list. Under these blocks we get to the meat of the list. The first column is the Master List, it lists all games in alphabetical order regardless of box type. The Second Major column is games that I believe only came in Cardboard Boxes,



and the Third Column lists games that I think also came in plastic clam-shells. The Second Tab has the games broken down by box types. Some of the info has yet to be updated as this list is always a work in progress. The box type separates all the variants, and but still has all games listed alphabetically. Some of the lists in the second tab contain overlap, for instance, if you look at Bible Adventures you will see it listed as both a Genesis Flip Top and also as an Wisdom Tree game. The Second Tab is mainly for my purposes but I know some of you are just as anal as me and want them all listed separately, so enjoy.

How likely it is that other games will be added to this list?

While I have been diligent and looked high and low across the internet, it saddens me to say that this number will most likely increase. Many games had very limited print runs in Cardboard, Tin Head, Battletoads, and Power Rangers Mega Hit to name a few. It took me a long time just to confirm they existed even though I had been told from multiple sources. It stands to reason that a few titles in limited runs have escaped my rather narrow view of the Sega Landscape. Another problem with keeping this number consistent is the type of variants. Many games have multiple versions: Slide Tray and Flip Tops, *see 6-Pack or The Adv of Batman and Robin for examples*. It is not always easy to tell in photos which version of a game you are looking at. I have double checked most games to see if I can find multiple versions but my primary source is eBay and the results vary every single day. I won't be shocked to see more of these types of variants pop up, and I have no doubt this will be the most common addition to the list. Please enjoy the list and I hope you find it useful. Remember every game on the master list has a photo link attached. If you have any question please let me know.

As Always Thank You For Reading
~Johnny~

Assimilate

HOMEBREW
SPOTLIGHT

Interview with John White (bigjt_2)
By: 2Legit28Bit



Q: Hi John. Thank you so much for your understanding and pushing this interview back from 1pm to 5pm. The annual community yard sale is something I really didn't want to miss. Man, I scored some amazing finds, too! So thanks again.

A: *(Unintelligible murmur. Sounds like "Pfft, fuck'n collector!")*

Q: Mmm, right. So how about you give the readers a quick briefing about yourself for those who don't know you on a personal level.

A: Sure, my name is John White, I'm 31 years old and I currently live in Indianapolis, Indiana. My occupation is designing robots to conquer humanity and that works out well until some little blue asshole robot comes along and tries to stop me. So then I build skull fortresses and what not to keep him at bay...oh wait, that's Dr. Wily, I'm sorry, that's not me... My real job is horribly boring that's why I started lying. The people I work for are cool, but the work itself is just kinda boring. Anyway, I guess you can say I'm basically IT support of sorts. My top 5 favorite games of all time are FF6, Legend of Zelda, Mega Man 2, Super Metroid, SMB 2, and Mario Galaxy and Mass Effect have to get honorable mentions.



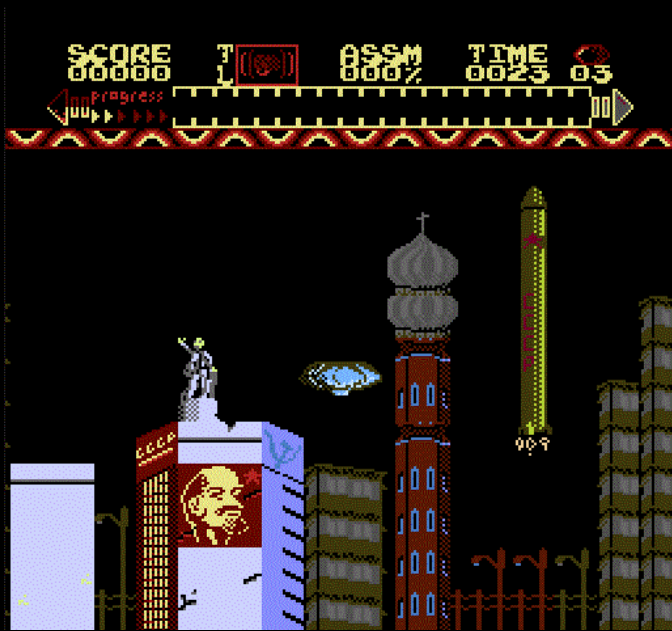
Q: When you first came up with Assimilate, what was the original vision or your influences for taking on this project?

A: I get asked that question often and its weird. Honestly, there really wasn't an initial vision. Before Assimilate, I had no programming background before starting to tinker around with development for the NES. A couple of years ago, I basically got hooked on it as a hobby reading the Nerdy Nights tutorial

and whatnot while being bored at work and that was right after seeing the release of Battle Kid. I first saw Battle Kid at MAGFest 8 in January 2010, where Sivak had his own little special panel showing it off. I had seen NES homebrew projects before, but this was my first time seeing a full-bore NES game that resembled something from my childhood and it got me really excited.

So like I said, a few weeks later I was bored at work and started looking into NES development stuff during a lull. I of course stumbled on nesdev, which somehow led me to NA and the Nerdy Nights tutorials, which is what I really learned from at first. Then I started exploring the wider range of topics on nesdev. I thought it was going to be a quick passing interest because of my lack of programming knowledge at the time, but it really developed in to a full-fledged hobby. I couldn't turn myself away from it.

I started making basic demos to see how certain things worked like moving a sprite around the screen or drawing the background and on and on. It wasn't long after doing the basic demos that I wanted to figure out how scrolling worked. I'm a child in the 80's and the NES is my favorite console of all time. Scrolling platformers are 80% of what we played back then, so naturally I was infatuated with the scrolling mechanics on the NES. There weren't many demos except for some really advanced ones that I wasn't able to understand fully, so I made my own scrolling demo. It took me a month or so to figure out. Then I wanted to figure out how to split screens for things like the status bars. From there, I knew I could move sprites from my earlier tinkering but wanted to figure out how to move them against the background scrolling. That's pretty easy because sprites basically move on their own independent layer separate from the background. But getting the sprites to collide against the moving background objects isn't so easy. For example, small Mario in SMB is made up of four sprites,



but stuff like the ground he's standing on and the blocks he hits are all background graphics. So figuring out how to do something like this was my next challenge.

It was just figuring out all these little features from all the games I loved from my childhood and slowly it built from that, sort of a snowball effect. After that I had the sprite moving all over the screen and naturally it looked like a flying object, so I turned it into a little UFO. From there I redesigned my background into a city. And what's a UFO do? It abducts people. So from there I wanted to see if I could make a mechanic that would allow the UFO to scoop people from the city below. At that point it stopped being this ever mutating collection of demos and actually started to turn into a game. Months and months into it, I thought, "why not make several different levels and make a legit game out of this?"

My next thoughts of the game was that the substance was a little dry, so why not try to break the game up a little and incorporate a really cool and detailed boss fight like the things I recalled from my childhood? And the first thing that popped into my head was the dragon from Mega Man 2 on Wily stage 1. I used an emulator to dissect that boss fight and found they basically drew the dragon on the background. On the NES, you only have sixty-four 8x8 or 8x16 pixel sprite tiles available to use at one time. The giant dragon on Wily stage 1 uses probably twice that amount, even with repeats. However, on the background you can have up to 256 different tiles displayed over a 960 tile area. Drawing something on the background can give you bigger and more detailed looking subjects.

Then what they did was scroll the background that the dragon's drawn upon so it looks like it's flying. So the first boss fight in Assimilate, The American Secret Weapon, is just

painted on an all-black background. The sprites, like Ossan, the projectiles flying at him, and the buildings, are of course separate from the background so they're free to move however they need to but still look like they're in the same space as the boss. The sprite layer is transparent in front of the painted background. Combined it looks like one solid screen that's not scrolling but, in fact, it is. The background that has the secret weapon painted on it that is constantly scrolling left and right. It's the same principal as the dragon from Mega Man 2, and even Gutz Dozer later in Wily's castle. There are certain things that move on the dragon, like the mouth and back of its tail, but those are sprites which themselves move in response to the background with the dragon painted on it. Just another research experiment that became a part of Assimilate.

Q: Well my next question was going to be about how much programming knowledge you had before you started in on Assimilate, but you already said there wasn't much prior knowledge.

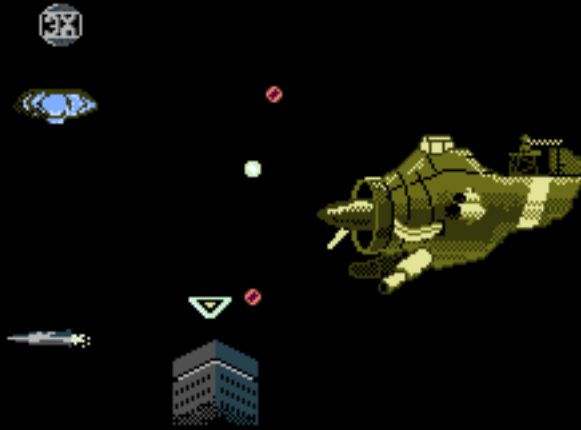
A: Well, I guess I shouldn't have said none. As a kid I originally wanted to be a video game designer and programmer so I did dabble into Qbasic and then eventually C++ up until I was a teenager. The thing is though; I would get frustrated fairly quick and just throw in the towel after a month or so. You know, it was a fun little thing to jump into but then I'd just say "forget this" because of how complicated and confusing it would get for me. So at the point where I started Assimilate, I hadn't touched programming in a decade or so. When I was bored at work reading the Nerdy Nights tutorial, I figured I'd similarly get frustrated with it like I did in the past and just kick it to the side in a couple months or so. Of course, that didn't happen.

Q: Ok, so there was some prior programming knowledge. Did you take any classes in high school for programming?

A: Nope, it was always just a hobby.

Q: So all the character designs and cut scenes and animations in the game, was that all your own creations or was there some help?

A: Yes, the only thing I didn't do in this game was compose the music and write the sound engine, although I did program the music into the game. My composer is a chiptunes artist that goes by the screen name computerization. I definitely wanted to have background music but I knew I wasn't going to compose it, because I'm musically terrible and this is something I know about myself. I had been listening to his work on 8bitcollective (<http://8bc.org>) then I sent him an e-mail letting him know I was doing an NES game and wanted to know if he'd be interested in doing the music. He was excited about doing it. He composed the music in FamiTracker, sent the files to me, and I transcribed from those files and programmed the songs into the engine. Also, the engine that ran the music and the sound effects was written by the great Thomas Hjelm who goes by metalslime here on NA and nesdev. I asked him for



permission to use his sound engine in the game and he said that would be fine. Big shout out to him for allowing me to do that, because it probably shaved four months off development time.

Q: Just a rough estimate, about how much time do you think you put into the programming of Assimilate?

A: Probably, off and on about a year and ten months.

Q: So almost 2 years? Talk about dedication.

A: Nah, it was a lot of fun to make so no biggie. A lot of people think it's a bunch of work, and it is, but it's also very satisfying. When I was a kid on the playground, this is what my friends and I talked about: Nintendo, the games we were playing and the games we were going to make one day. And at the time we were specifically talking about the NES itself because it was the world of video games we knew. So it was a rush just fulfilling this childhood dream that I had years ago and it was a massive amount of fun to do. I'd say it was more satisfaction than dedication. I'm a creature of pleasure. If it's not fun, it gets buried after a while (unless I'm paid to do it).

Q: So the beta testing for this game, how much was done and who were the fortunate ones that got to do it?

A: It was all NA members that beta tested the game, I would say there were six total. Brad Bateman, (whatulivefor), Paul, (Paul) the awesome NA campout host, Ross Burdger, (Burdger), Randy K. (thetallguy), Joseph F. (herbalist on NA) and my good friend Derek Andrews (Gradualore) who just released Nomolos: Storming the Catsle.

Q: I have beat the first stage of Assimilate in 43 seconds and about 50 seconds on average. I figure you have to be pretty good at your own game. How good are you at it?

A: I'd say the last 3 stages of the Soviet levels and the Moon levels can still beat me up and kick my ass real good, but I do get through them after a few tries at worst. I obviously beta tested the game the most because any time something changed, I had to test it out and make sure it didn't glitch or screw things up too bad. There are probably thousands of hours of me playing this game over and over. Oddly enough, there are people out there who are better than me at my own game because they are just really amazing gamers in general. But I'm ok and that comes from hours and hours of playing. And it doesn't hurt that I'm the guy who programmed where the projectiles are and how the enemies are going to move. When I play it, it's kinda like being Neo from The Matrix because I know exactly what's coming where.

Q: Next, can you give the readers any tips or strategies for Assimilate?

A: First, the game is as easy or as difficult as you want to make it. What I mean is, if you stick really close to the buildings and scoop up humans, that makes it a lot easier. The only drawback is you don't score as many points, because you get a boost to your score the higher you are from a building when you abduct a human or plant an assimilated human. But still, hover close to the buildings and you'll see the game is a lot easier if you don't care about points.

Second, the game is heavily dependent on enemy/projectile patterns. There are quite a few places where enemies and projectiles have randomized paths and behaviors, but the vast majorities have set patterns. If you memorize these, you can definitely start to pwn the game.

Lastly, find the combo of tools that work the best for you. I tend to find Anal Probe to be the best thing to use in the early stages, because it boosts the Assimilation % quickly and gets more points. However, it's too slow for the later stages and harder boss fights. There's a lot of stuff coming at you in the latter stages, and moving at 1/2 speed while the Anal Probe takes forever to fill the progress bar can be a major pain in the ass. So I start using Plan 9. I generally use Anal Probe the first half of the game, then Plan 9 the second half. Other people have told me they find a combo of Brainwash and Zombie virus effective.

Also, if you reeeeeeeally suck, hybrid has game genie codes posted on NA. :-) THAT should make the game easier!

Q: Speaking of codes, I know the manual says don't try any of that Konami bullshit, but are there any codes put into this game?

A: Hahaha, that's actually a hint. There is a secret stage select code.

Q: Is it the Konami code?

A: I would say think of the Konami code, and maybe think of ways to alter it, and that will unlock the stage select. I'm really curious to see if anyone figures it out on their own.

Q: Thats Awesome!! So, after accidentally getting to the NA campout level, I'm almost certain I assimilated a bob-om... Are there any Easter eggs we can find?

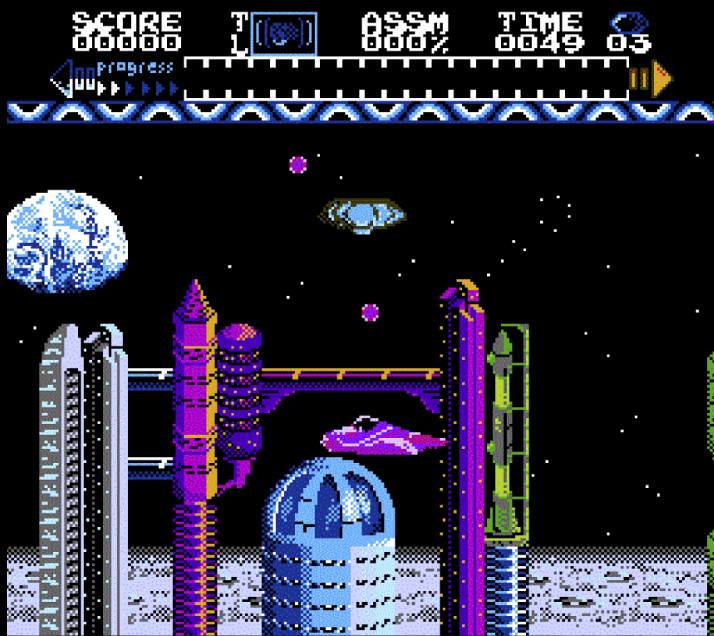
A: HAHA! That Bob-om is actually Paul! He, Dain, and myself appear in that level as representations of our avatars. When you look at the victims, you'll see they're Dana from Solomon's Key (Dain), Lolo (Paul), then some drunk in his underwear (Megamanfan, not an avatar, but how he was at the first campout we were at, hahahaha!) and then Ganon from the Zelda cartoons (me).

Q: Any tips on how to unlock the campout stage?

A: I can just flat-out tell you how to unlock the campout level actually, since it's been figured out. Use twenty consecutive anal probes to successfully assimilate humans. You HAVE to do it consecutively, though. And you have to have a successful assimilation. So picking up a human twenty times with anal probe selected, but then dropping it or dying, won't work. Also, successfully using an anal probe on a human nineteen times, then using brainwash once, then going back and using anal probe a twentieth time, also won't work.

Q: So do you have any future projects or any current projects you'd like to make us aware of?

A: No future NES or Super NES projects in the works right now.



Q: That's a bummer!! I'm looking forward to your future projects.

A: I'm basically teaching myself higher level programming and modern development right now. I'm hoping to eventually get a job in software dev. But that will be awhile, I have A LOT to learn. I do actually plan to mess around more with retro system development, though. I have an SNES PowerPak on the way, and the main reason I ordered it was to start playing around making demos to figure out how the SNES hardware works. So....

Q: So there is a chance?

A :Seeing as how Assimilate started as a mutating stich-together of demos to figure out how the NES worked, maybe I'll be punishing the world with an SNES monstrosity in a year or two. Hahaha! So don't you all go thinking you're safe just yet.

Q: For those who have yet to pick up a copy of Assimilate, how can they do so and for how long will it be available?

A: There are some copies available right now on the website. I just ordered the parts for my second run this past week and I have about seven carts left in inventory for the second run. I would say they'll be available until this run is up, which may be another couple weeks or so. Whether I do another one after that or not just depends. If people don't get a cart, though, I ask them to keep in mind that a full ROM download will be available near the end of the summer or possibly earlier. The only thing the downloadable ROM will not contain is the campout level.

Q Well, John that basically wraps up my series of questions for you. Thanks so much for your time today. Any special thanks or props you'd like to give or anything else?

A: Yep, I'd definitely like to thank my buds on NA for helping me promote the game, and the NA community at large for supporting the game. They have been the main people buying it and then spreading the word on other forums so other people are interested. And I'd just like to thank NA in general for being such a badass community. I've made some amazing friends on the site and continue to do so. And of course I'd like to thank all those on nesdev and on The Brewery subforum who take time to post their findings on NES development and write tutorials. That's what I've learned from these last couple of years. Many thanks go out to those folks for generously taking their time to not only unravel the inner-workings of retro systems, but then pass their knowledge on to others without asking for anything in return.

And thanks to you, Anthony, for patiently sitting here and listening to my bullshit over the last hour! I would say whoever's in charge of the e-zine owes you sexual favors for having to do such an unpleasant task! Mostly, I want to thank all the people who have actually bought carts and all the people who are downloading the game and trying it out. This all started as a various set of programming experiments, like I said. And the fact that there are people actually willing to try it out and play it is awesome to me.

The Last One

TALES OF THE FINAL CART

BY: THEWALAUSISAL

What constitutes a complete NES set?

The NA database has agreed upon 677 licensed titles - but the term 'complete' can mean different things to many. Do you count unlicensed carts - and if so where do you stop (Myriad, Sachen)? There are label variants such as yellow/silver Metroid as well as multicarts like Super Mario/Duck Hunt. What about licensed games that were region-exclusive such as Mother or Mr. Gimmick? Then of course there is the boundary set by the rarity and high price of the NWC carts or Stadium Events, when essentially you have that game already if you own World Class Track Meet.

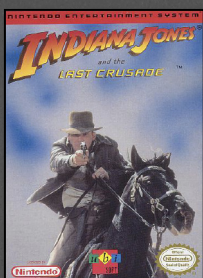
Whatever YOUR definition of 'complete' is, there are many NA members who consider their licensed NES collections complete (with SE) or near-complete (without SE).

I thought it interesting to find out which cart was the one to fill that last hole on the shelf...which box was the last one to check off on the list. Here's a sampling of what I found.



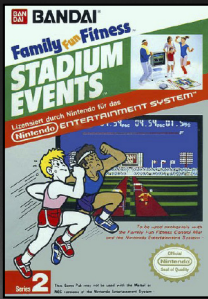
DragonmasterDan

"The last game to be purchased was "Contra Force" from skylersz on NintendoAge. I had been picking off the last few NES cartridges. I had won an eBay auction for my second to last licensed title "Wacky Races" the previous night, and had updated my Want to Buy thread to state "Only one game left to my complete set, Contra Force" and Skylersz replied. It was sold to me for 25.00 shipped and from Australia, which wound up being quite a good deal since the going eBay Buy It Now rate was around 40.00 + shipping at the time."



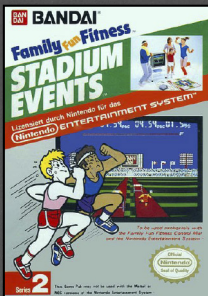
StarSoldier

My last NES game was Indiana Jones and the Last Crusade (UBIsoft). I had to get the game off eBay cause I could never seem to find it in the wild and I've been looking for a solid year. I paid 10 bucks for it which is not too bad in my opinion and it was a lot cheaper than my 600 dollar plus Stadium Events.



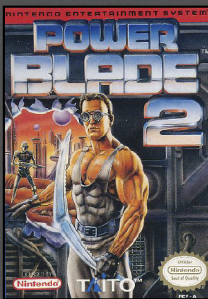
Swlovinist

“Stadium Events was my last game for the set. Next to that it was Flintstones Surprise at Dinosaur Peak. I scored my Stadium Events cart for a mere \$100. It is a long, long story but the short version is that I won a Mystery Box auction at a Classic Gaming Expo in 2005. I actually came to the auction very late and was in the very back. Since this was the first time that CGE was doing these, nobody was sure what was inside of the boxes. I had \$100 to my name and saw that the mystery boxes were being auctioned off for charity. I decided to bid on one and I got EXTREMELY lucky and won a very rare 2600 game Magicard. After I won I was offered an insane amount of trade for it. Among one of the things was Stadium Events. In the trade I got a sealed Cheetahmen II as well.



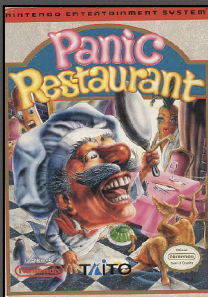
CosmicJim

Last cart was Stadium Events. I made a WTB post in an NES trading thread in the buy/sell/trade section of an internet forum that isn't primarily a video game forum. I made the post, not expecting anyone to have it, much less part with it for my offer. I wouldn't consider myself to have been actively looking until the day I made the post. I got it for a few hundred less than the current market value.



DrCurtis

For quite some time I was down to Power Blade II and Panic Restaurant. I knew that I eventually wanted to have a complete set with all boxes, instructions, etc. for every game, so when I got down to my last 100 or so cartridges I only bought them as CIB. I had them on eBay searches and passed up many cart only auctions until I found good quality complete versions.



I bought both of them for a reasonable amount. I had to skip the instructions on Panic Restaurant and look for another set down the road--there was a nice cart and box so I went ahead and made the purchase to finally complete the set of carts. Power Blade II looked so new that I questioned its authenticity but it is definitely original, so that one was a better deal as I like them minty!

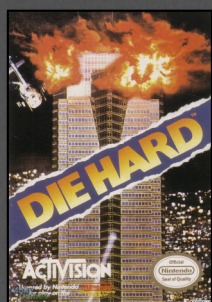
Just to note, my collection of carts is complete including licensed and unlicensed, with NWC as well. I am about 18 boxes and probably 40-50 manuals short of a complete CIB collection at this time.



DivingNinja

When I was down to my last 13 games, I was on the Want to buy/sell/Trade thread and found BenG76 who was selling off some of his better titles. I gave him the list of the 13 I was missing and he was able to hook me up with 12 of the 13 games for \$350. So there was only 1 left. And the only 1 he didn't have was the Namco Pacman.

I had been checking eBay and had been watching some auctions for it not willing to pay \$25 etc, and so I just kept at it searching local stores and craigslist and I be dang if within a couple of weeks if I didnt find ou812now on craigslist who lived in the area that had a copy. So we set up a meeting and I bought the last game. We started talking about NintendoAge and he was actually one of the guys that helped with all the game scans. It was pretty cool to meet him and I was able to be his first feedback on the site even though he had done tons of trades and sales and stuff before then.



MrMark

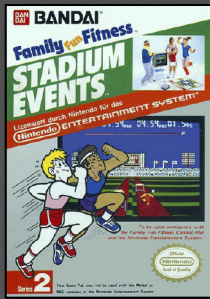
The last game I obtained: Die Hard. Bought it off an eBay BIN CIB, I think it was around \$30 I had been attempting to pick up a complete collection for about 2 years; for this title alone, maybe a few weeks. In hindsight I think it was a great deal. A sleeper title in my eyes, not too many floating around.



Marios Left Nut

This is so anticlimactic. My last game was XEXYZ. I bought it in a lot from wrldstrman (Doug) when he was doing his sell off. I took the approach of trying to obtain all the rares at the beginning and slowly buying lots and reselling. I really lucked out because xxarsefacexx was selling out when I decided to come back in and try to complete a set. I ended up buying nearly all the CIB rares there were from him. Funnily enough, when I sold my near complete collection back in 2008, I gave Aaron my Sqoon. He gave it back to me when I bought some games so that is the only copy in my collection now that I had when I first started out.

I wasn't looking for the game for too long. I just kept picking titles I wanted and slowly the list dwindled to XEXYZ. I think I got a good deal, it was around ten bucks.



JoeNES

My last game was SE, bought on eBay, not much of a story there. Second to last was a little more interesting - BB2.

I had essentially given up on a full set since BB2 was going for \$150, if you could find it, at the time. I was used to saying "I have all the games, except two.." for a couple years. Then I found someone online who had one, for trade only - and he wanted other rares for various systems. I don't collect much else, so I didn't have his wants, of course, but I made mental note of them just in case and took a trip to the flea market that day - I looked all over, and came to one guy who had a ton of XBOX games.

I asked if he had any older games, and he said he had "a couple" in his car, and went to get a Reebok shoebox, I'll never forget. In it were a few sports titles for N64 and then there it was, Aerofighters for SNES. I had never heard of it, but this guy wanted it. So I got that game for \$5 and brokered a deal for cash and the game, and finally got BB2 cart only.

Then, with only one cart to go, I started hunting for a bargain on SE. Long story short, someone listed a damaged cart that ended after midnight, so those two factors played in my favor and I ended up with a complete set, something I'm very proud of today. The moral of the story is, read the WTB threads and the Finder's Keepers threads, even if you think they don't apply to you; if you spend time out 'in the wild' hunting games, you may find something someone else wants, and more and more, people are only willing to trade rares. It worked for me.

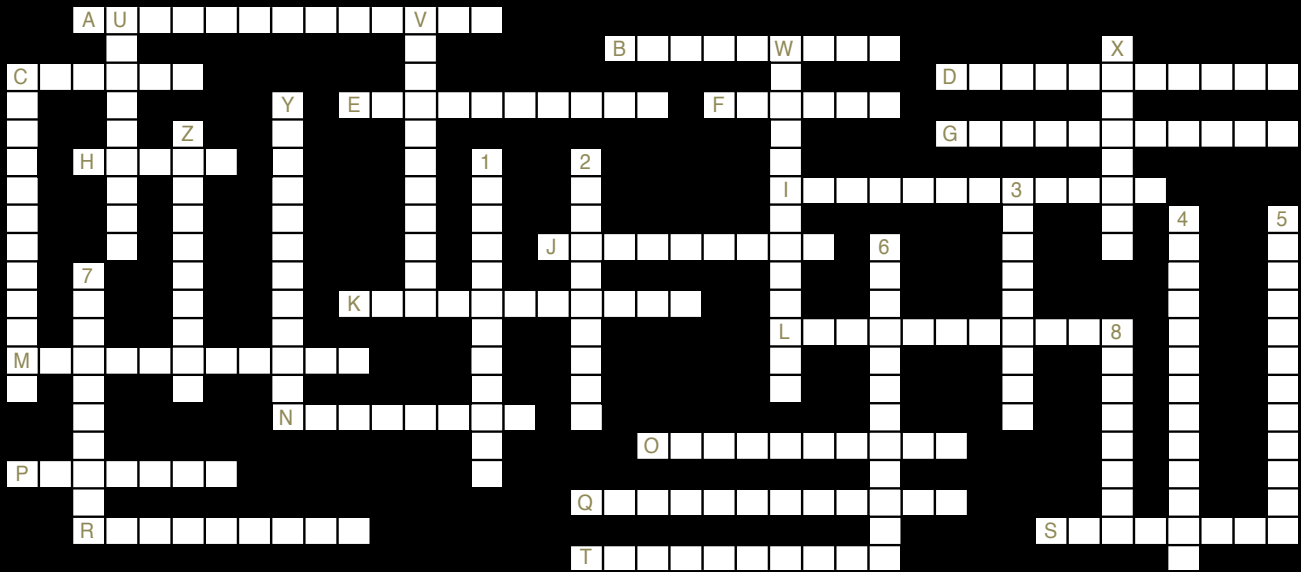


Pat the NES Punk

The last game I obtained I believe was Snow Bros. There could have been a Color Dreams game in there as well, but I remember getting those out of the way first and holding out hope that I'd find the rarer licensed games at the flea markets.

It unfortunately was an Ebay purchase, so it's not an interesting story. I think it was around \$40. I remember I ordered it right around the time that I purchased the NWC gray cart. Sewing up the game set took about a good year and a half, so I was always on the lookout for various games. That one in particular was probably a few months.

SONIC THE HEDGEHOG PUZZLE



Horizontal

- A. In this zone, the mini-boss is a robotic capsule.
- B. You're going so fast you run on water...
- C. Marble
- D. This zone has an enemy that's a character in a show.
- E. Spring Yard
- F. The only snow/ice zone of the main games.
- G. Hopefully you win big. Robotniks only give you spikes.
- H. This was the last zone, the end one, the...
- I. Chrome Gadget
- J. The flowers in the background are iconic.
- K. A 2-Player map with lots of balloons.
- L. Robotnik starts dropping bombs near the end.
- M. Endless Mine
- N. Lava Reef
- O. Scrap Brain
- P. Hill Top
- Q. A zone where you can bounce off the clouds.
- R. Starlight
- S. Flying turtles in a Sonic game? That's plane wrong.
- T. Mystic Cave

Vertical

- U. Labyrinth
- V. The monkeys in the stage will drive you coconuts.
- W. Chemical Plant
- X. The entire ocean was a purple hue...
- C. The third zone in Sonic 3.
- Y. This zone introduced the Super Emeralds.
- Z. Knuckles loses his balance and falls into the water...
- 1. Chickens in cannons?
- 2. Metropolis
- 3. Azure Lake
- 4. The power goes out in this festive zone.
- 5. This zone was planned for Sonic 2, but got scrapped.
- 6. Desert Palace
- 7. The only desert zone in the main games. Outside 2P.
- 8. You can only survive in this zone as Super Sonic.

Sonic the Hedgehog Facts

- There is a protein named Sonic Hedgehog Homolog.
- In the first Sonic cartoon, he's voiced by Jaleel White.
- Tails' real name, Miles Prower = Miles per hour.
- Sonic Crackers is a proto similar to Knuckles Chaotix.
- Knuckles Chaotix is the only game to star Knuckles.
- A potential inhibitor of the SHH protein: Robotnikinin.
- There were 3 edutainment games, 2 of them were for Pico.
- Sonic has had four different television series so far.
- Robotnik's full name is Dr. Ivo Robotnik.
- Sonic X-Treme, with 3D gameplay, was cancelled.
- Sonic was the first game character in the Macy's parade.
- Tails Adventure and Tails' Skypatrol (J) starred Tails.
- Dr. Robotnik's Mean Bean Machine was Puyo Puyo.
- Sonic X-Treme's development spanned 3 consoles.
- A port of Sonic the Fighters is in Sonic Gems Collection.
- The original Sonic the Hedgehog is the best selling one.
- Sonic 3D Blast was developed by Traveler's Tales.
- Michael Jackson's involvement in Sonic 3 is unconfirmed.
- Sonic & Knuckles is the only game with lock-on tech.

Sonic the Hedgehog Jumble

U K C K L S E N D N I G R
 _____ □ _____ □
 K N R O O B I T L M T A E
 _____ □ _____ □
 G I B P H I D S N A S Y A M
 _____ □ _____ □ _____ □

The only zone missing from the crossword. It appears 2x.
 _____ _____ Z O N E

EZINE STAFF!

EDITOR IN CHIEF



SHANE7951

LAYOUT ARTIST



NATENDO

EXECUTIVE SUPERVISOR



DAIN

WRITERS!

PAT THE NES PUNK



SHANE7951

N64 GREY CARTS



NINTENDO-TWIZER

THE LAST ONE



THEMAlRUSISAL

MEMBER SPOTLIGHT



BURDGER

SONIC PUZZLE



BERSERKER

RIVER CITY RANSOM



GUTSMAN004

ASSIMILATE



2LEGIT28BIT

GENESIS CARDBOARD



JOHNNY

ARTISTS AND EDITORS!

EDITOR



NESGUY

EDITOR



ARCH_SNGEL

EDITOR



PATS1717



Copyright 2007-2012 :: NintendoAGE & Dain Anderson
www.nintendoage.com