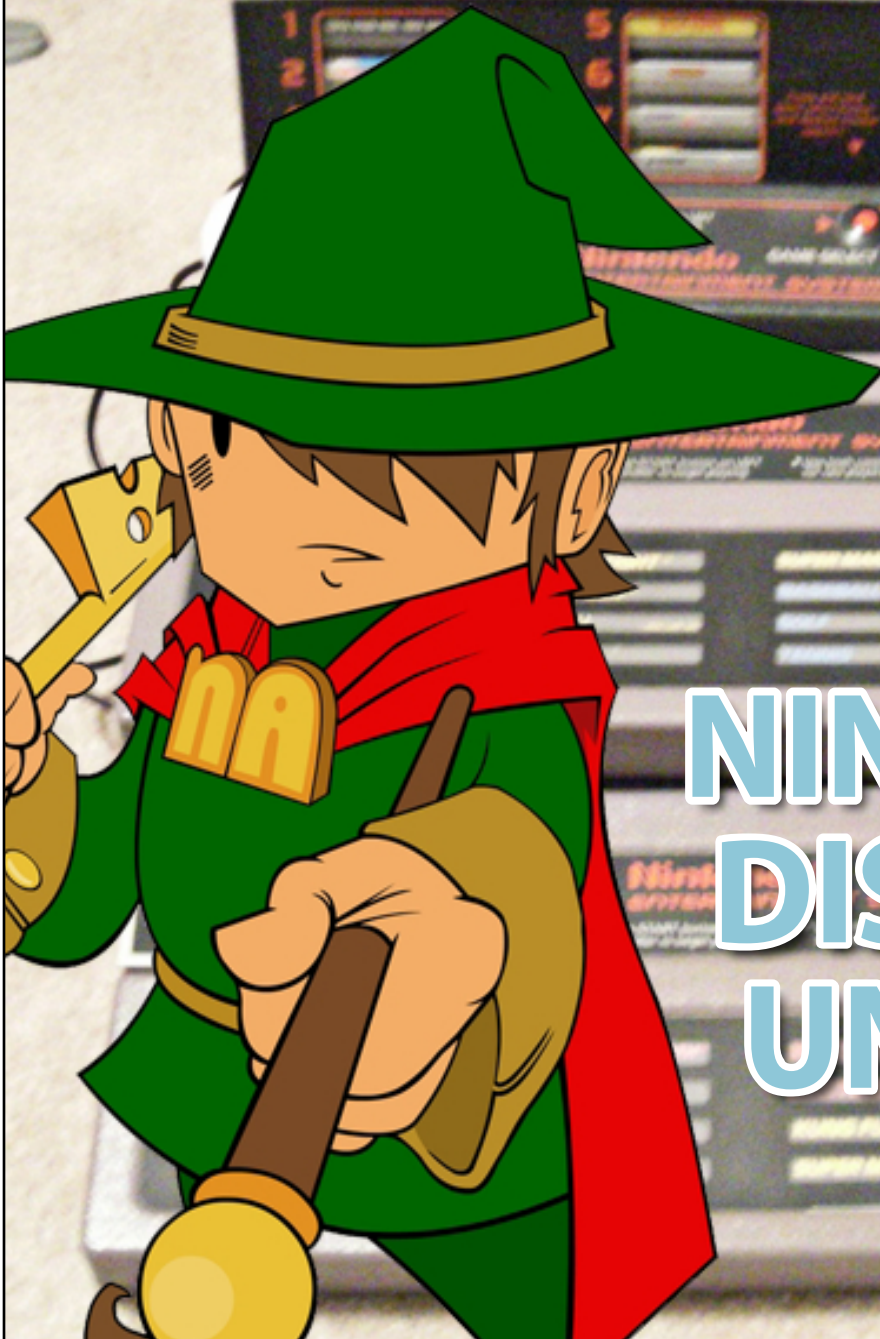


NintendoAGE eZine

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# NINTENDO DISPLAY UNITS

Volume 2 Issue 7 August 2008

*ROM Hacking • Weird Australian Football • Power Pad Greatness*



Happy August!

Editorial by Dan Langevin

Another month, another price guide! This month has seen some interesting trends, particularly in unlicensed games. For those just now joining NA, the price guide uses figures compiled exclusively from eBay listings, and for most entries reflects loose-cartridge pricing. Let's get to business!



Bunch Games / Color Dreams carts seem to be normalizing after some odd extremes. For the third straight month, the children's game Tagin' Dragon has seen a sharp increase, topping out at an average \$42 (up \$16 since June) which is a reflection of both its scarcity, and recent absence from the market. Close behind, Mission Cobra is up \$8 to avg. \$26, and Crystal Mines has rebounded, up \$7 from its very poor July average of only \$10.

On the losing end, Menace Beach, coming off of a hot streak explained only by a lack of supply since Christmas, has fallen for the second month straight, down \$29 from its average high of 80 to only \$51. Other baby-blue carts that have seen straight losses: Moon Ranger (down \$6 since June), P'Radikus Conflict (down

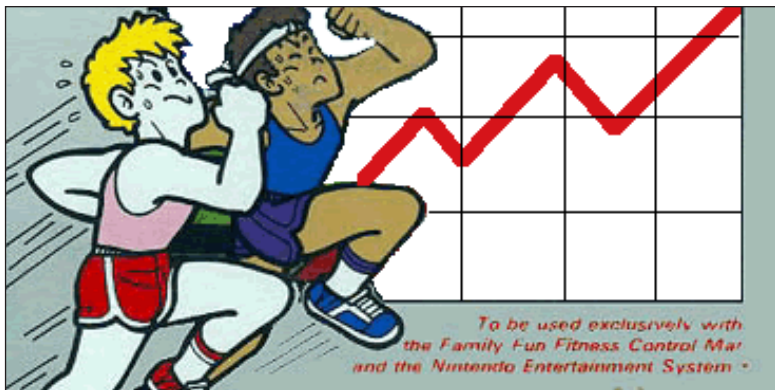


\$11) and King Neptune's Adventure (down \$5). Certainly a volatile time for these games, collectors and resellers alike may want to capitalize at both ends of the Color Dreams spectrum.

While unlicensed games have seen quite a bit of action, one licensed game in particular has had an even more wild ride. Flintstones: Surprise at Dinosaur Peak continues to see steep decline (down \$28 to avg. \$157) after a rush of cartridges made it to market in the past two months. Lack of discussion and popular interest in this games has also, of course, contributed to this cooling. Expect this price to skyrocket as Autumn and the Holiday Season approaches, as this game (along with Caltron and Bubble Bobble Part 2) is always a relatively affordable high-end gift idea, and certainly on many wish lists.

Another isolated sale of Stadium Events increases the average to a whopping \$1500+ for this loose sports cartridge. Endless chatter, hungry collectors with deep pockets and notorious

transactions like the recent one with Antofarabia's failed BIN of a complete copy, have fueled this game's notoreity – and market presence. It's been said many times that the gap between truly rare games and the rest of the pack will continue to grow as years press on, and with the ballooning of this game's value over the past two years, it's hard to deny the evidence in favor. I'd wager that not a day goes by on NintendoAge where Stadium Events doesn't get some sort of attention – appearing on a trade list, a link in the Auction Site Spotlight, or even a search in the database. Up \$134 for two months, there are few owners of this cart that would rue their investment in this market.



Stadium Events continues to take off, with no sign of ever coming down.

Games to watch for the near future – A great number of unlicensed games, including the more common Tengen and Camerica games have seen slight increases this month. Pick up a few cheap and use them as trade bait while they're in elevated demand. Linus Spacehead (non-Aladdin) is down considerably, and for such a scarce game

this deserves to win more collector money. Also dipping quite low historically are the obscure sequels Godzilla 2 and Romance of the Three Kingdoms II. These prices should rebound soon – grab a cheap copy if you see one. Pro Sport Hockey finally seems to be getting some of the attention it deserves, rising to a more respectable \$16 average – but I except this to go slightly higher yet, as more collectors look to finish off their sports subsets and come up short on this. Also keep an eye on another scarce sports sleeper, Tecmo Cup Soccer, which is in sharp decline this Summer.

Games to sell now – If you're in a gambling mood (or not!), now is the time to unload your copies of Casino Kid 2 and Blackjack, which look to be at an all-time high. Princess Tomato is commanding top-dollar loose, as is the relatively common Big Nose Freaks Out (a perennial noob collector favorite as an "A" on Etlar's list, even though it shows up very frequently at

auction). Also, take advantage of the almost \$30 that both Duck Tales 2 and Chiller are fetching, these games can often be found much cheaper, especially in lots.

That's it for this month! Remember to reserve your ticket(s) and your room for the Age of Gamers Expo this September. Expect greatness!

HOT		
Power Blade 2	\$22	+6
Big Nose Freaks Out	\$25	+6
Jetsons	\$18	+6
Princess Tomato	\$26	+6
Pro Sport Hockey	\$16	+6
Wacky Races	\$23	+6
Crystal Mines	\$17	+7
Mission Cobra	\$26	+8
Blackjack	\$29	+10
Casino Kid 2	\$27	+12
Sunday Funday	\$71	+16
Tagin' Dragon	\$42	+16
Stadium Events	\$1534	+134
NOT		
Cheetahmen 2	\$330	-70
Menace Beach	\$51	-29
Finstones 2	\$157	-28
Action 52	\$48	-15
Bubble Bobble 2	\$95	-15
Linus Spacehead	\$13	-12
P'radikus Conflict	\$24	-11
Maxi 15	\$40	-10
Solitaire	\$16	-10
Caltron 6 in 1	\$191	-9





*“The Warped Wolf Reviewer”*  
Featuring: **Karnov**

Article by **Daniel Wolf**

Let me take you back to nostalgic gaming days of 1987, the heyday of the Nintendo Entertainment System. Today, I will be reviewing the Data East action platformer called Karnov. The game opens with two parallel blue dragons breathing fire on the title screen--wow; I thought this game would be really cool, boy was I dead wrong. When the game starts, a bolt of lightning is fired from the heavens and unleashes the most unlikely of video game characters, Karnov (not the Terminator). He looks like a combination of Mr. Clean and Dom Delloise. Supposedly, Karnov was a circus strongman trying to attain a priceless treasure from the menacing evil dragon Ryu.



Our Russian circus side show freak must make it through nine painfully boring levels to achieve his goals. Our not-so-svelte hero is equipped with the ability to shoot fireballs, not from his mouth, but from his flabby armpits. I swear, it looks like Karnov lifts his right arm up and shoots a small red fireball from his putrid pit. For being so portly, Karnov is quite nimble in this game. He has a jump that's incredibly slow but high, and he can get to out of reach places by collecting item icons with a picture of a ladder (I will talk more about this later). Now, our eastern bloc circus escapee is obviously graceful too, because when he falls off a high object...he extends his chubby arms to slowly float down to the ground, no joke. I found this to be odd, but oddness seems to be the mantra of

this title. Let me talk about the mediocre graphics.

Picture someone who just did a line of blow, and then took an orange, blue, and black crayon and drew their grandfather fighting floating gremlins in a neo-classical war-torn city backdrop...voila, you have Karnov! Does that give you any insight into the less-than-stellar graphics? Truthfully...I can't completely knock the graphics. I guess for 1987 they aren't that bad? Remember, it says on the cartridge "Arcade Hit". Seriously, the graphics are like three to four colors and very average even for that time in Nintendo history. You never opened up your mouth at any point during the game and said, "Holy shit, that boss is cool as hell"; like you might have in Contra, Mega Man 2, or Super Mario 3. The bosses in Karnov are poorly drawn and unimaginative. The levels are so drab that you should be asleep/catatonic by level three. But that's not all...there's something worse than the graphics: the sound!

I wished Karnov would crush my head between his fat ass cheeks after about twenty minutes of listening to the so-called soundtrack. Holy, diverse Data East!!! You incorporated the same annoying song throughout all nine action packed levels! You didn't even change the music for the boss fights- what the hell! One long, anti-climatic song looped for the entire game. It will really make your ears bleed. The sound effects were very average, nothing noteworthy here. Every freaking time Karnov jumps he makes this annoying groan, like he is constipated. Anybody that thinks the music or sound effects are good is obviously deaf, or hard of hearing.

I was surprised how responsive the frumpy Karnov was to the D-pad, but this section loses massive points for the ass-tastic way you select weapons and items in this game. As Karnov oozes his way through this crazy world, you are constantly moving the icon at the bottom of the screen that chooses your inventory. What the hell!!! You have to literally stop Karnov, and then select your weapon, and then hit select to activate it. What a shitty way to select weapons in a game! Plus, you are open to get hit by enemies. The evil dragon Ryu should tremble in fear at Karnov's impressive weapons and items inventory, such as: ladders, boomerangs, bombs, and other crappy junk that you have at your disposal. The ladder is important though, because you can get special items that our Iron Sheik-like friend can't attain. I found selecting weapons and items to be frustrating; just as annoying as the "two" hits Karnov can take before he dies. After one hit,



*Just look at the stellar graphics offered by this NES gem! Orange and blue. NGD would be proud.*

he turns blue--yeah blue. So, if you get hit again you are dead. Small balls are hidden that will increase your health by one increment if you can find it scattered throughout this drug-induced-hallucination of a world. Thankfully, there is a continue feature--but after you continue a few times, you will want to strangle yourself with the NES controller.

To make this game even more frustrating, it has a clock that runs down from 230 seconds. That means you are timed, so you can't leisurely waddle around with Karnov appreciating the amazing graphics and sound. I found the enemies to be uninspiring. For example, the disappearing pirates, flying green gremlins in birds' nests, shooting statues, and elementary looking dragons. The bosses suck a fat nut!!! Guess what? You get to listen to that freaking insane asylum-esque music as you fight boring bosses like a green nerman holding his right foot jumping up and down, as well as disappearing robots, and dinosaurs. Overall, this game was boring and if you can make it through twenty minutes without putting a fork in your eye, you deserve some sort of Nintendo Medal of Patience or something. Finally, I will leave you with some advice. Leave your Karnov carts on your shelf to collect dust--this is not one of those games you need to revisit anytime soon!





## Power Play

Article by Nathan Graybeal

I'm sure, by this time, that anyone reading the NintendoAge e-Zine is well aware of the NES homebrew scene. Like many of you, I log onto the forums almost everyday, hoping to hear



news of the latest developments or earn a place in line for a controversial limited edition release. Something I haven't seen mentioned much since its release, though, is Brian Parker's PowerPak. I can only assume the relative silence is due to the limited and relatively exclusive nature of the product. But I'm not here to sell stuff for RetroZone, and while I'm a fan of Brian Parker's work, I'll let him advertise on his own time. What I am writing about today is the wonder of playing quality NES hacks on the actual hardware. Since a "hack" of an NES ROM is generally constrained by the original ROM memory size and mapping, any hack of any NES game supported by the PowerPak should, at least in theory, be playable on the same. There will always be exceptions to the rule, but I'll focus on what CAN be done, in order to help you get the most utility from your PowerPak.

So what IS an NES hack? A ROM hack involves altering the original game ROM in some way, i.e. altering sprites, backgrounds, text, level data, or other programming. Not everyone interested in programming for the NES is an aspiring homebrewer, meticulously learning the inner workings of the 6502 processor in order to build a game for an ancient console from the ground up. Believe it or not, there is actually a large community (or at least, a large number of individuals) involved in hacking existing games into something else entirely. Just take a quick look at Zophar's Domain (the premier repository of ROM hacks) and you'll see how many people have tried their hand at hacking (myself included). Realize, too, that quite a few hacks predate the sought-after Garage Cart, and that ROM hacking really is the original NES homebrewing activity.

Now, I know, there are a lot of sorry excuses for hacks out there. Changing the graphics for the main character is hardly revolutionary and, with the use of tile-modding software, is practically a trivial exercise. Altering the palette or changing the font in a game is equally straightforward. The ROM hackers that really stand out from the crowd achieve something more. Some translate games that were never released in the US. Others extend an existing franchise in a way that many fans longed for. A rare few go to the extreme, stripping a game down to just the engine, and rebuilding it from the ground up into something else entirely. When I'm referring to quality game hacks, I'm talking about only the games that deserve accolade, and stand on their own merit. They are an elite few, so I'll share a couple of my favorites to save you a lot of time sifting through 150 versions of "nude Metroid" and "Catman: Final Fantasy".

### Extending a Franchise: *Zelda Challenge*

It goes without saying that the original *The Legend of Zelda* is recognized as one of the best games of all time, on any system. Understandably, many fans of the original were upset with the direction taken by *The Adventure of Link*, and later 3-D releases. Why couldn't Nintendo keep all of the great gameplay elements from the original, and still give us something we hadn't seen before? Well naturally, given the strong fan base and enduring popularity, the original has been given a lot of attention by a few very talented ROM hackers.

My personal favorite is *Zelda Challenge: Outlands*, by GameMakr24. This is a case where the hacker managed to take something that was great, change it, and still maintain the appeal of the original. This game was intended as a direct sequel to *Zelda 2*, in which the Thunderbird has stolen the Triforce of Power and retreated to the dangerous Outlands. Link is forced to save a group of Tetrarch Fairies that will grant him the power to enter Ganon's secret golden vault and slay the Thunderbird.

*Outlands* brings us 18 new dungeons and a new overworld. Everything is different. The Outlands are populated by different monsters, and the terrain is unrecognizable from the original. The underworld is even more incredible.



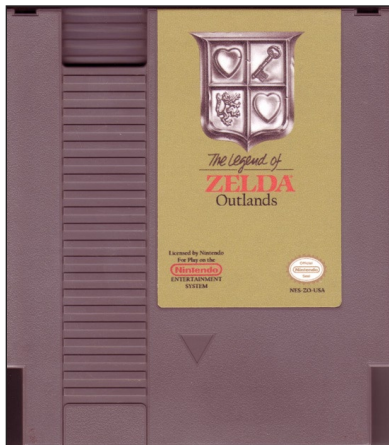
Many of the dungeon graphics have been altered to appear sharper and more complex than the original. The dungeon enemies have been revamped as well. You'll now encounter a Stalfos Giant and Wizzrobe Master. Additionally, the new mazes and puzzles can be brutally dif-

*"Why couldn't Nintendo keep all of the great gameplay elements from the original, and still give us something we hadn't seen before?"*

ficult, with far less linearity in the game play than you've come to expect. Very rarely (read never) will you enter a dungeon and be able to reach the boss on your first dive. Hell, you have to find the first dungeon just to get a sword!

There is a lot of exploring to be done in this gem, and with two full quests, you'll be at it for awhile. Also, expect to die...A LOT. My only complaint with this game is that the author allowed for a few too many screens that induce "slow-down" on the genuine hardware. It's understandable, given that it was developed and tested in an emulator, long before the prevalence of reproductions. It happens pretty rarely, though, so it is excusable and doesn't "break" the game by any means.

Any fan of the original *Zelda* needs to play this game. If you have a PowerPak, play it on your NES. You won't regret it. Even though *Outlands* is a fairly early ROM hack, it's still one of the best, in my opinion. Everything you need is available at: <http://www.questforcalatia.net/ZeldaC/index.html>



**Now For Something Completely Different: Dragoon X Omega II**

While "GameMakr24" chose to breathe some new life into a popular classic, "Sliver X" and "Thaddeus" blew the top off of what it means to make a REAL hack. This pair essentially borrowed the Final Fantasy engine and made an entirely new game. The original *Dragoon X Omega* is a total conversion of Dragon Warrior, and is set in a dystopian future on another planet. Anyone who enjoys the dark future of Wasteland, Fallout, or Blade Runner should be

*The hack is completely rebuilt from the ground up, delivering a solid new offering for the NES homebrew library.*

able to appreciate the genre. Given that the first game was based on a rather rudi-

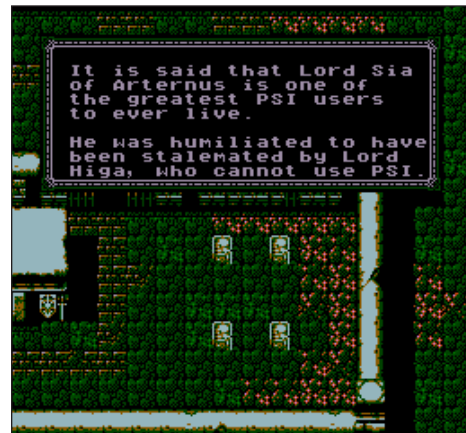
mentary RPG, the game play and graphics are quite limited, but at least worth a few play sessions on your PowerPak. *Dragoon X Omega II*, being based on the much more advanced Final Fantasy, is worlds better than its predecessor.

Taking advantage of the extensive text seen in Final Fantasy, "Sliver X" has plenty of room to rewrite the script and provide an extremely rich storyline. The hackers were also able to capitalize on the huge variety of enemies and backgrounds in the source game in order to provide visuals that, for the NES, will blow you away. Graphically, you'll see things in this game you didn't realize were possible on the NES. The programmers played a lot of tricks to increase the apparent color depth, and quite a few levels and enemies seem like they could almost pass for 16-bit graphics. Oh, and did I

mention the completely redone soundtrack? On a game as large as Final Fantasy this level of hacking takes years, but the hard work shows in this truly exceptional game.

Oh, I almost forgot one of the biggest departures from the source game...you only have one protagonist. Now, you get to fight groups of enemies with just one hero. In-game it really adds to the challenge, and hack-wise it is quite a feat. Graphically, the hero is very large, and was created by hacking the corpse sprites from the original Final Fantasy. That highlights one of the novelties of playing hacked ROMs...trying to spot the original underneath. You'll be hard-pressed to do so, on this one, though, so you're probably best just to treat it as a totally new game for your classic NES enjoyment.

Again, nothing is perfect, but my complaints on this one are few and far between. Probably the only one worth considering is that "Sliver X" and "Thaddeus" must be



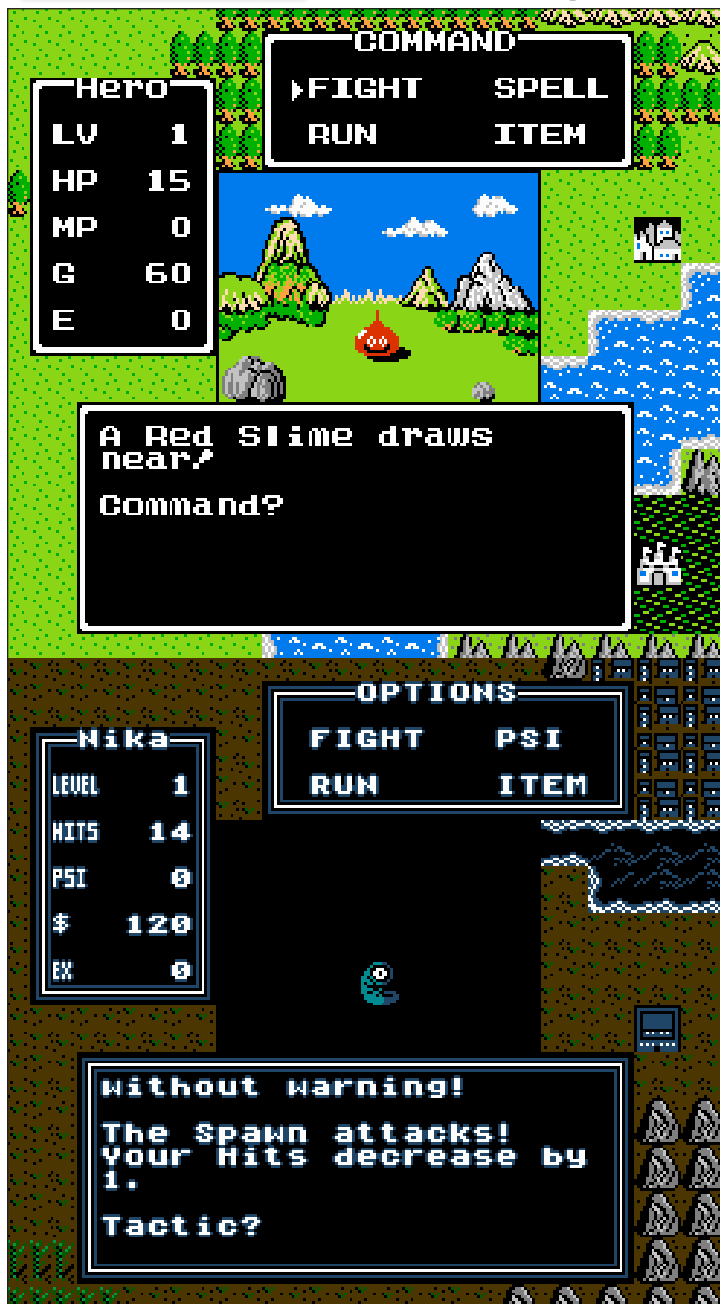
hardcore Sadsists. When they say it's a "level grinder" THEY MEAN IT! With this in mind, I would

*You'd be hardpressed to spot sprites and graphics taken from the original Final Fantasy, despite it being the engine used.*

highly recommend playing the "Lite" version of the game. It has much better flow, and lets you enjoy the rich story without the tedium of leveling up excessively. Maybe I'm getting old, but now that my time has a dollar value attached to it, I'm far less tolerant of true "level grinding". Any way you cut it, the "Lite" version is still a tough game and well worth your attention. The final release of this game is June 2008, making it one of the latest hacks to be released. Hands down, this is easily one of the best ROM hacks available, and will feel more like a "true" homebrew in many respects. The latest information is available at: <http://www.romhacking.net/hacks/143/> - and you can see a trailer at: <http://www.youtube.com/watch?v=ca9rMq9VIpU>

In conclusion I just wanted to thank the NintendoAge community for giving me the opportunity to shed some light on a group of games that sometimes are treated as "black sheep" of classic gaming. If you're an aspiring homebrewer, check out the ROM hacking scene and see if anything inspires you. It's a great place to start to come to grips with many of the graphic limitations of the NES. If you're a gamer who simply appreciates NES homebrews for the great games brought to you by other devoted fans, check out the ROM hacking scene and put that PowerPak to good use. There are quite a few sites out there devoted to this realm of the NES hobby, and I've included a few references to what I view as the cream of the crop.

Hopefully, we can take this discussion to the forums and with our combined effort dig up all of the ROM hacks that are truly worth pouring your precious gaming hours into. Oh, and bonus points to whoever finds my attempt at a hack and posts a screenshot!



# AGE EXPO 2008

>>> September 6, 2008

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Where? Knoxville, Tennessee  
When? September 6, 2008  
Why? Because we're addicted!

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AGE

Bunnyboy's  
**Retrozone  
 Repro  
 Report**

*Nintendo Display Units:  
 What's Under the Hood?*

Article by Brian Parker

**M8 Intro**

This flat gray pizza box is Nintendo's first interactive demo machine. According to Game Over these were the first demo boxes of any video game system. Designed in 1986, the M8 includes 16 built in games. One of those slots is used for a Nintendo Entertainment System graphic. The others are selections from the black box series games. Two controllers and a Zapper allow playing of any of the games. A hardware timer can limit gameplay from 20 seconds to 25 minutes.



There are three known versions of the M8, each with a slightly different set of games shown in the table below. They are arranged in order of what I believe is the production, based on the game release dates. If anyone has the version with Stack Up, I have a very large stack of cash waiting!

M8 #1	M8 #2	M8 #3
Tennis	Tennis	Tennis
Baseball	Baseball	Baseball
Soccer	Soccer	Golf
Golf	Golf	Wild Gunman
Wild Gunman	Wild Gunman	Hogan's Alley
Hogan's Alley	Hogan's Alley	Duck Hunt
Duck Hunt	Duck Hunt	Wrecking Crew
Wrecking Crew	Wrecking Crew	Excitebike
Excitebike	Excitebike	Kung Fu
Kung Fu	Kung Fu	SMB
SMB	SMB	Ice Climber
Ice Climber	Ice Climber	Pinball
Pinball	Clu Clu Land	NES Intro
Clu Clu Land	DK Jr. Math	Balloon Fight
10-Yard Fight	NES Intro	Mach Rider
Stack Up		Popeye

**Inside the M8**

The first thing to do with any new toy, take it apart! Your first hurdle will be the screws. They are a square head because there are "no user serviceable parts inside". You likely spent hundreds of dollars on this box so do not cheap out on the screwdriver! Take off the top and the shielding to check out the hardware. The first thing to notice is that this all runs on a standard NES motherboard, with the biggest multicart ever created. That multicart needs a much bigger power supply which is the black box in the

corner. Each game consists of two EPROM chips (code and graphics) and one dip switch for graphics mirroring. Yes those are EPROMs which will suffer from bit rot some time in the near or distant future. The codes on the chips correspond to the product code for the game. PRG means program code, and CHR means character graphics. Finally the cart board includes the timer hardware for automatically switching games. A new game is selected then a reset command is sent to the NES board, just like if you had pressed the reset button on the front of your console. The M8 also includes three standard controller sockets. Three are needed to plug in both controllers and a Zapper at the same time. The controller cord length can be controlled to make sure people playing don't use too much space. It would be possible to replace one of the controllers with another device like a PowerGlove.



This next section is something that should not be done. Do not risk breaking your M8, they are rare! With those warnings done, to disable the timer you should first find chip U65 on the multicart board. This is a MC1455 timer chip that controls the speed of the reset timer. Cutting pin 3 will stop the output, so the reset will never trigger. To be safe, the trace should probably be pulled up with a resistor.

**M8 Manual**

The M8 manual was found in the red Merchandiser's Manual binder. As far as I know this is the only known M8 manual. It starts with a troubleshooting guide for what to do when various parts of the system are not working. Next are instructions on how to replace the game select switch. They may have been getting frequent use, and breaking relatively often. Other instructions show how to connect the controllers and Zapper. Finally there is troubleshooting help on getting the Zapper working. These seem to be obvious solutions like check if the Zapper is plugged in but may not be apparent for non-technical people.

**M8 Box**

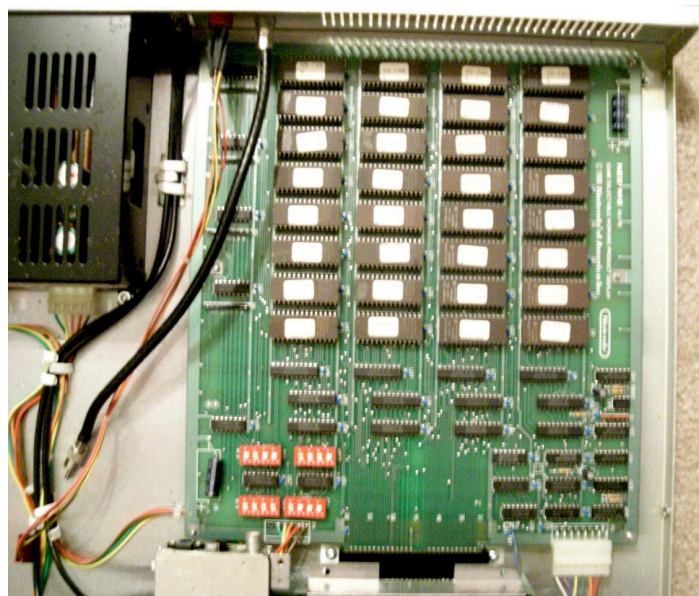
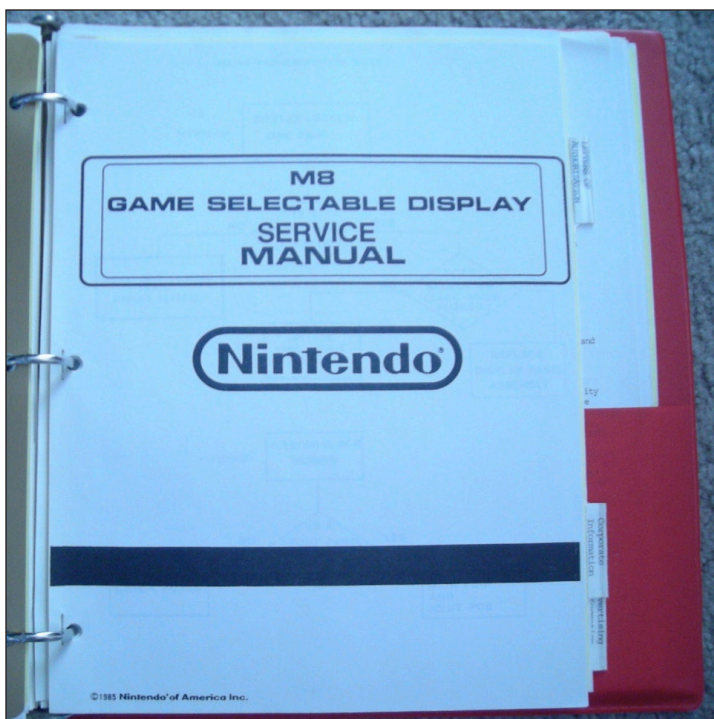
My first M8 was found on eBay and included the only known M8 box. It is beat up and taped but has very useful writing. First is the serial number, #009454. That number is later than my other M8 #009072. Based on the release dates of the games I think they are versions 2 and 3. The version with Stack Up would be 1. The "Mix-2B" written on the box may mean the versions were labelled with 1, 2A, and 2B. More serial numbers would help to figure out how many were produced. Interestingly the bottom of the box is labelled with "M-82 Shipper" even though it is the M8 box. No other packaging materials were included with the box.



# The M8



*Left: The back of the M8, housing outputs in both RF and AV format.*



*Above left: The cover of the M8 Service Manual. Above right: The multicart included in the M8.*



*Right: The only known M8 box in existence.*





### M82 Intro

Starting in 1988 the M8 was replaced with a new model, the M82. Instead of 16 built in games the M82 has 12 slots to plug in standard games. This allowed much easier swapping of games, a fact which was explicitly denied in Nintendo documents. Game changing was only allowed to be done by the merchandisers. The same two controllers plus Zapper setup was used, along with a timer that was changed to 30 seconds, 3 minutes, 6 minutes, or 120 minutes. The M82 was also exported to European countries, so there are three known versions of the system for NTSC, PAL-A, and PAL-B. There may be internal board changes but those are harder to discover. This one is board Rev F, 1987. Each component has a different serial number but No. 17296 is on the back of the unit.

Compared to the M8, the M82 has a smaller footprint. Not as much valuable counter space is needed but a good sized TV can still be placed on top of the unit. Both systems have RF and AV output and it was up to the store to supply their own TV. The stacking of the games means the M82 is much taller however the vertical face plate with the cart edges showing made it easier for short kids to see the game names.

### Inside the M82

Unlike the M8, this box uses a fully custom board. All the standard NES chips are on it but also many support chips. Putting 12 carts on the system bus where the NES expects one cart needs extra help. The support chips aren't quite enough for some games. The interrupt request (IRQ) line from the carts to the NES CPU is not connected at all. Games like SMB3 need that line, so they will not run or will have graphical errors. Many games that use the MMC3 mapper chip will have problems. A PRG and CHR ROM are both on board for the intro sequence. These are EPROM chips, so they will die at

some point.

Another big change in the M82 is the cart detection. The M8 had the games built in so it was guaranteed that a game would be available in any of the 16 slots. The M82 has swappable games, so there may be an empty slot. If that slot was picked the screen would just be gray for the length of the timer, if it weren't for the fact that the M82 detects if a cart is in a slot and will skip if it is empty. This is done using the lockout chip. The M82 resets its lockout chip, then watches to see if the lockout in the cart correctly unlocks the system. If the system isn't unlocked then the M82 assumes that slot is empty and moves on. This creates problems for carts that do not have the standard lockout chip. Any third party carts that use the stun technique will disable the system lockout chip, but then there is no "unlocked" response so the M82 assumes the slot is empty and checks the next one. When it does that the system lockout is still stunned so it moves on again. The M82 will loop through

all the slots, never stopping because it can never become unstunned. Carts that use the Cyclone lockout chip do not have the "unlocked" signal because the normal NES system does not use it. Again the M82 sees that as an empty slot and will not select the game.

The usage of the lockout chip for game selection also makes disabling the timer harder. There is another processor in the M82 board that handles the timer, cart selection, and the game select button on the front of the M82. When the timer is up or the game select button is pressed, that processor resets the system and goes to the next available game. If the reset signal is stopped, the button on the front of the console will not work so you cannot choose a game. The timer is internal to the processor so it cannot be disabled like on the M8. It may be possible to replace the lockout 4MHz clock with a slower one, but this is untested. If you put in a 1MHz instead then the time would be 4 times longer. If your time select knob is broken you can unplug all the wires that go to the knob, then connect the brown and green together. That will give you the maximum 120 minutes.

### M82 Manual

Like the M8 manual the M82 manual just gives general troubleshooting information. There are no technical diagrams as workers were never expected to fix the systems.

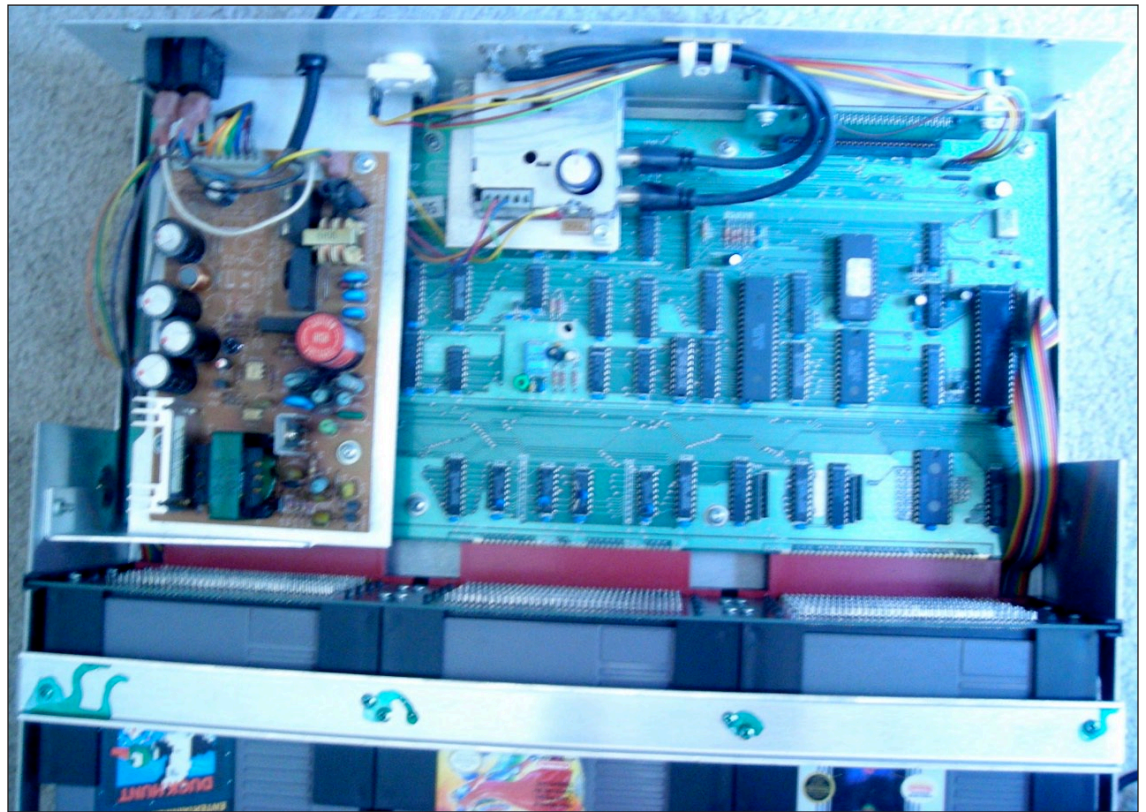
Also included with the manual is the star (torx) screwdriver bit for opening the faceplate to swap games in the M82. It was treated as a special secret item and the merchandisers had to sign that they had received it and would send it back if they ever left the company.

### M82 Box

I do not have an M82 box, please someone sell me one!

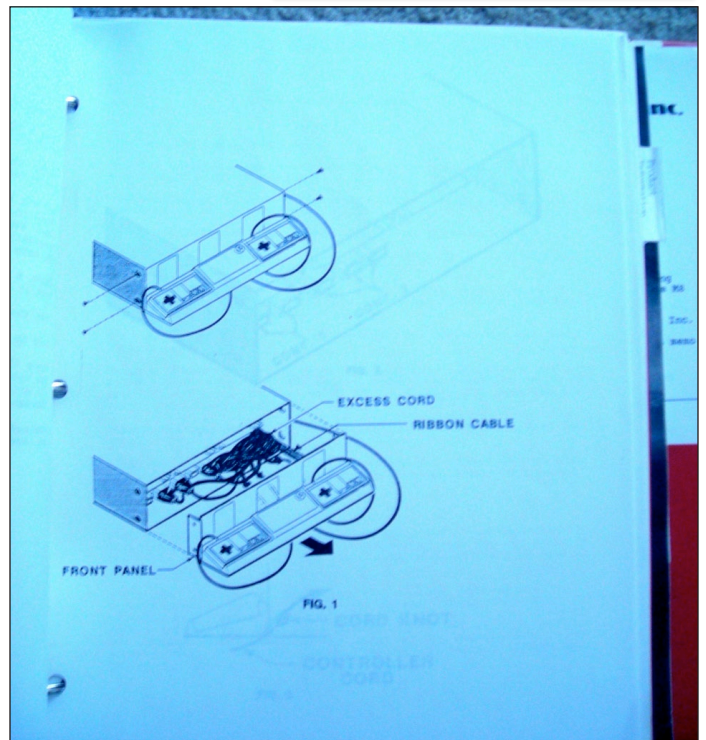


# The M82



*Right: The inside of the M82; a bit more complicated than the M8.*

*Below: The cover and an inside page of the M82 manual.*





August 2008

www.NintendoAGE.com

3-D World Runner	4	--	Baseball Simulator 1.000	4	-1	Bugs Bunny B'day Blowout	5	--
10 Yard Fight	3	--	Baseball Stars	9	--	Bugs Bunny Crazy Castle	6	--
720	3	--	Baseball Stars 2	12	--	Bump 'N Jump	4	--
1942	7	--	Bases Loaded	3	--	Burai Fighter	4	--
1943	7	--	Bases Loaded 2	3	--	Burgertime	7	--
8 Eyes	4	--	Bases Loaded 3	3	--	Cabal	4	--
Abadox	3	--	Bases Loaded 4	13	+1	Caesar's Palace	3	--
Action 52	48	+2	Batman	3	--	California Games	7	--
AD&D Dragonstrike	12	-1	Batman Return of the Joker	7	--	Caltron 6 in 1	191	+4
AD&D Heroes of the Lance	5	-1	Batman Returns	4	-1	Captain America	8	+1
AD&D Hillsfar	17	+3	Battle Chess	3	-1	Captain Comic	4	-1
AD&D Pool of Radiance	10	--	Battle of Olympus	5	-1	Captain Planet	6	+1
Addams Family	6	--	Battleship	7	+1	Captain Skyhawk	3	--
Adventure Island	8	--	Battletank	4	--	Casino Kid	3	--
Adventure Island 2	12	+1	Battletoads	9	--	Casino Kid 2	27	+8
Adventure Island 3	18	+1	Battletoads & Double Dragon	14	-2	Castelian	6	+1
After Burner	3	--	Bayou Billy	3	--	Castle of Deceit	40	+3
Air Fortress	3	--	Bee 52	9	+2	Castle of Dragon	4	--
Airwolf	3	--	Beetlejuice	5	-1	Castlequest	3	--
Al Unser Jr's Turbo Racing	3	--	Best of the Best	6	-1	Castlevania	10	-1
Alfred Chicken	11	-2	Bible Adventures	7	--	Castlevania 2	6	--
Alien 3	6	-1	Bible Buffet	24	--	Castlevania 3	10	-1
Alien Syndrome	3	--	Big Bird's Hide & Speek	3	--	Caveman Games	6	-1
All Pro Basketball	2	--	Big Foot	3	-1	Challenge of the Dragon	46	-9
Alpha Mission	3	--	Big Nose Freaks Out	25	+4	Championship Bowling	3	--
Amagon	3	--	Big Nose Freaks Out (Aladdin)	14	--	Championship Pool	7	-1
American Gladiators	6	--	Big Nose the Caveman	8	--	Cheetahmen 2	330	--
Anticipation	3	--	Bill & Ted's Excellent Adventure	5	--	Chessmaster	3	--
Arch Rivals	3	--	Bill Elliot's NASCAR Challenge	4	--	Chiller	29	+2
Archon	5	--	Bionic Commando	5	-1	Chip N' Dale Resc. Rangers	7	--
Arkanoid	9	--	Black Bass	5	--	Chip N' Dale Resc. Rangers 2	35	--
Arkista's Ring	6	--	Blackjack	29	+5	Chubby Cherub	11	+1
Astyanax	3	--	Blades of Steel	4	--	Circus Caper	3	--
Athena	3	--	Blaster Master	4	--	City Connection	4	--
Athletic World	4	-1	Blue Marlin	8	-1	Clash at Demonhead	3	--
Attack of the Killer Tomatoes	7	--	Blues Brothers	11	+2	Classic Concentration	8	--
Baby Boomer	27	-1	Bo Jackson Baseball	3	-1	Cliffhanger	8	-2
Back to the Future	3	--	Bomberman	9	-1	Clu Clu Land	5	--
Back to the Future 2 & 3	5	--	Bomberman 2	25	+2	Cobra Command	3	--
Bad Dudes	4	--	Bonk's Adventure	48	+3	Cobra Triangle	3	--
Bad News Baseball	6	--	Boulder Dash	7	--	Codename: Viper	3	--
Bad Street Brawler	3	--	Boy and His Blob, A	4	--	Color A Dinosaur	15	+1
Balloon Fight	8	--	Break Time	4	-1	Commando	3	--
Bandit Kings of Ancient China	26	-5	Breakthru	3	-1	Conan	13	-1
Barbie	6	+1	Bubble Bath Babes	64	1	Conflict	10	-1
Bard's Tale	7	--	Bubble Bobble	15	-1	Conquest of Crystal Palace	4	--
Base Wars	5	--	Bubble Bobble 2	95	+2	Contra	16	-1
Baseball	3	--	Bucky O'Hare	12	--	Contra Force	36	--



Cool World	9	+1	Dragon Warrior 2	18	--	Gauntlet (unlicensed)	3	--
Cowboy Kid	21	--	Dragon Warrior 3	30	+1	Gauntlet 2	3	--
Crash a/t Boys St. Challenge	8	+1	Dragon Warrior 4	42	-3	Gemfire	22	--
Crash Dummies, Incredible	6	--	Dragon's Lair	6	+1	Genghis Kahn	10	+2
Crystal Mines	17	+3	Duck Hunt	7	+1	George Foreman KO Boxing	4	-1
Crystalis	6	--	Duck Tales	7	--	Ghost Lion	12	+1
Cyberball	4	--	Duck Tales 2	28	+1	Ghostbusters	5	--
Cybernoid	3	--	Dudes with Attitude	4	-1	Ghostbusters 2	5	--
Dance Aerobics	5	--	Dungeon Magic	3	--	Ghosts 'N Goblins	5	-1
Danny Sullivan's Indy Heat	9	--	Dusty Diamond's All Star Softball	32	+2	Ghoul School	5	-1
Darkman	4	-1	Dyno Warz	3	--	Gilligan's Island	7	--
Darkwing Duck	8	--	Elevator Action	4	-1	Goal!	2	--
Dash Galaxy	3	--	Eliminator Boat Duel	7	-1	Goal! 2	9	+2
DayDreamin' Davey	3	-1	Empire Strikes Back	8	+1	Godzilla	5	+1
Days of Thunder	3	--	Everet/Lendel Top Player's Tennis	3	--	Godzilla 2	17	-4
Deadly Towers	3	--	Excitebike	7	--	Gold Medal Challenge	6	--
Death Race	18	-1	Exodus	7	+1	Golf	3	--
Deathbots	7	+1	F-117a Stealth	5	--	Golf Challenge Pebble Beach	2	--

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Defender 2	3	--	F-15 City War	4	--	Golf Grand Slam	3	--
Defender of the Crown	3	--	F-15 Strike Eagle	3	-1	Golgo 13: Top Secret Episode	3	--
Defenders of Dynatron City	7	+1	Family Feud	10	--	Goonies 2	3	--
Déjà Vu	5	--	Fantastic Adv. Dizzy (Aladdin)	12	--	Gotcha!	3	--
Demon Sword	3	--	Fantastic Adventures of Dizzy	6	-1	Gradius	4	-2
Desert Commander	4	--	Fantasy Zone	7	+1	Great Waldo Search	10	+2
Destination Earthstar	2	--	Faria	27	--	Greg Norman's Golf Power	3	--
Destiny of an Emperor	9	--	Faxanadu	3	--	Gremlins 2	4	--
Dick Tracy	3	--	Felix the Cat	9	--	Guardian Legend	3	--
Die Hard	14	-1	Ferrari Grand Prix	3	--	Guerilla War	5	--
Dig Dug 2	5	--	Fester's Quest	2	--	Gumshoe	5	--
Digger T. Rock	5	-2	Final Fantasy	12	--	Gun Nac	16	-1
Dino Riki	3	--	Fire and Ice	31	-2	Gunsmoke	6	-1
Dirty Harry	4	--	Fire Hawk	8	+1	Gyromite	2	-1
Disney Adv. Magic Kingdom	4	-1	Fisher Price Firehouse Rescue	5	--	Gyruss	3	--
Dizzy: Adventurer (Aladdin)	12	-8	Fisher Price I Can Remember	4	-1	Harlem Globetrotters	3	--
Donkey Kong	11	--	Fisher Price Perfect Fit	3	-1	Hatris	9	-1
Donkey Kong Jr.	10	-1	Fist of the North Star	7	+1	Heavy Barrel	4	--
Donkey Kong 3	12	+1	Flight of the Intruder	4	--	Heavy Shreddin'	3	--
Donkey Kong Classics	10	-1	Flintstones	7	--	High Speed	4	--
Donkey Kong Jr. Math	13	+1	Flintstones 2 Surprise Dino Peak	157	-20	Hogan's Alley	4	--
Double Dare	8	--	Flying Dragon	2	--	Hollywood Squares	4	--
Double Dragon	8	--	Flying Warriors	2	--	Home Alone	4	--
Double Dragon 2	6	-1	Formula One: Built to Win	8	--	Home Alone 2	2	-1
Double Dragon 3	9	--	Frankenstein	7	--	Hook	3	--
Double Dribble	3	--	Freedom Force	4	--	Hoops	2	--
Double Strike	7	+1	Friday the 13th	5	+1	Hot Slots	597	--
Dr. Chaos	3	--	Fun House	3	-1	Hudson Hawk	3	--
Dr. Jekyll & Mr. Hyde	3	--	G.I. Joe: Real American Hero	19	--	Hunt for Red October	2	--
Dr. Mario	6	--	G.I. Joe: Atlantis Factor	12	--	Hydlide	2	--
Dracula	8	--	Galactic Crusader	25	+5	Ice Climber	6	-1
Dragon Fighter	15	--	Galaga	7	+1	Ice Hockey	3	--
Dragon Power	3	--	Galaxy 5000	9	--	Ikari Warriors	3	-1
Dragon Spirit	3	--	Gargoyle's Quest 2	7	-1	Ikari Warriors 2	4	--
Dragon Warrior	4	--	Gauntlet (licensed)	4	--	Ikari Warriors 3	6	-1



Image Fight	4	--	Legend of Kage	3	--	MIG-29	4	--
Immortal	3	-1	Legend of Zelda	10	-1	Might & Magic	16	-1
Impossible Mission 2 (AVE)	7	--	Legendary Wings	3	--	Mighty Bombjack	3	--
Impossible Mission 2 (SEI)	12	--	Legends of the Diamond	5	--	Mighty Final Fight	16	-3
Indiana Jones: Crusade (Taito)	15	+3	Lemmings	15	-2	Mike Tyson's Punch-Out!!	14	-1
Indiana Jones: Crusade (UBI)	29	+5	L'Empereur	20	+1	Millipede	4	--
Ind. Jones: Temple (Mindsep)	5	-1	Lethal Weapon	7	--	Milon's Secret Castle	3	--
Ind. Jones: Temple (Tengen)	5	-1	Life Force	5	-1	Miracle Piano System	10	-1
Infiltrator	3	--	Linus Spacehead	13	-8	Mission Cobra	26	+6
Iron Tank	3	--	Linus Spacehead (Aladdin)	12	--	Mission: Impossible	2	--
Ironsword: Wiz. & Warriors 2	3	--	Little League Baseball	10	--	Monopoly	5	--
Isolated Warrior	5	-1	Little Mermaid	6	--	Monster in My Pocket	6	-1
Ivan Stewart's Sup. Off Road	7	--	Little Nemo	5	--	Monster Party	3	--
Jack Nicklaus' 18 Holes Golf	2	--	Little Ninja Brothers	11	--	Monster Truck Rally	8	-1
Jackal	4	-2	Little Samson	69	+5	Moon Ranger	40	-1
Jackie Chan's Action Kung Fu	8	-1	Lode Runner	3	--	Motor City Patrol	12	-2
James Bond Jr.	7	--	Lolo	6	-1	Ms Pacman (Tengen unlic.)	13	-1
Jaws	5	--	Lolo 2	14	+1	Ms Pacman (Namco licensed)	20	--
Jeopardy!	4	--	Lolo 3	23	+1	MULE	9	-1
Jeopardy! 25th Anniversary	3	--	Lone Ranger	9	+1	Muppet Adventure	3	-1
Jeopardy! Junior	3	--	Loopz	3	--	MUSCLE	3	--
Jeopardy!, Super	4	--	Low G Man	3	--	Mutant Virus	4	--
Jetsons	18	+2	Lunar Pool	3	--	Myriad 6 in 1	900	--
Jimmy Connors Tennis	9	-2	Mach Rider	3	--	Mystery Quest	4	--
Joe and Mac	6	-1	Mad Max	4	--	NARC	3	--
John Elway's Quarterback	2	--	Mafat Conspiracy	3	--	NES Open Golf	5	--
Jordan vs. Bird: One on One	3	--	Magic Darts	6	+1	NFL Football	3	--
Joshua	11	-1	Magic Johnson's Fast Break	2	--	Nigel Mansell's World Racing	4	-1
Journey to Silius	4	-1	Magic of Scheherazade	5	+1	Nightmare on Elm Street	12	--
Joust	4	--	Magician	10	+3	Nightshade	3	--
Jungle Book	9	-1	Magmax	3	--	Ninja Crusaders	6	+1
Jurassic Park	4	--	Major League Baseball	3	--	Ninja Gaiden	6	--
Karate Champ	3	--	Maniac Mansion	9	-1	Ninja Gaiden 2	6	--
Karate Kid	3	-1	Mappyland	3	-1	Ninja Gaiden 3	14	-3
Karnov	3	--	Marble Madness	5	-1	Ninja Kid	3	--
Kick Master	4	--	Mario Brothers	15	+2	Nobunaga's Ambition	8	+1
Kickle Cubicle	7	+1	Mario Is Missing	16	+1	Nobunaga's Ambition 2	27	-5
Kid Icarus	12	--	Mario's Time Machine	31	+7	North and South	17	-1
Kid Klown	19	+1	Master Chu and the Drunkard Hu	10	--	Operation Secret Storm	33	-2
Kid Kool	3	--	Maxi 15	40	+6	Operation Wolf	3	--
Kid Niki	5	--	MC Kids	7	-1	ORB-3D	3	--
King Neptune's Adventure	39	-2	Mechanized Attack	6	--	Othello	3	+1
King of Kings	5	--	Mega Man	18	--	Overlord	4	--
King's Knight	3	--	Mega Man 2	9	-1	Pac-Man (Namco)	12	--
Kings of the Beach	2	--	Mega Man 3	8	-1	Pac-Man (Tengen licensed)	7	--
King's Quest 5	8	-1	Mega Man 4	12	--	Pac-Man (Tengen unlicensed)	7	--
Kirby's Adventure	9	--	Mega Man 5	22	+1	Pac-Mania	9	+2
Kiwi Kraze	5	-1	Mega Man 6	14	--	Palamedes	3	--
Klash Ball	5	-1	Menace Beach	51	-8	Panic Resturant	41	+6
Klax	4	--	Mendel Palace	4	--	Paperboy	8	-2
Knight Rider	3	--	Mermaids of Atlantis	25	+2	Paperboy 2	8	-1
Krazy Kreatures	5	-1	Metal Fighter	8	--	Peek A Boo Poker	580	--
Krion Conquest	7	--	Metal Gear	7	--	Pestermator	28	+4
Krusty's Fun House	7	--	Metal Mech	4	--	Peter Pan and the Pirates	4	--
Kung Fu	4	--	Metal Storm	13	+1	Phantom Fighter	3	--
Kung Fu Heroes	3	--	Metroid	8	--	Pictionary	3	--
Laser Invasion	4	--	Michael Andretti's World GP	3	--	Pinball	3	--
Last Action Hero	9	+1	Mickey Adv. in Numberland	10	+2	Pinball Quest	4	--
Last Ninja	6	--	Mickey Mousecapade	3	--	Pinbot	3	--
Last Starfighter	3	--	Mickey Safari in Letterland	5	--	Pipe Dream	6	+1
Lee Trevino's Fighting Golf	2	--	Micro Machines	15	-1	Pirates!	12	+1
Legacy of the Wizard	3	--	Micro Machines (Aladdin)	15	--	Platoon	3	--



Play Action Football	2 --	RoadBlasters	3 --	Smash TV	4 -1
Popeye	6 -2	Robin Hood: Prince of Thieves	4 --	Snake Rattle 'N Roll	4 --
POW	3 --	Robocop	3 --	Snake's Revenge	8 --
Power Blade	3 --	Robocop 2	6 +2	Snoopy's Silly Sports	5 -1
Power Blade 2	22 --	Robocop 3	8 +1	Snow Brothers	-46 -2
Power Punch 2	6 -1	Robodemons	14 +2	Soccer	5 +1
P'radikus Conflict	24 -8	RoboWarrior	2 --	Solar Jetman	3 --
Predator	5 --	Rock N' Ball	3 --	Solitaire	16 -18
Prince of Persia	9 -1	Rocket Ranger	2 --	Solomon's Key	6 --
Princess Tomato	26 +5	Rocketeer	3 --	Solstice	3 --
Pro Sport Hockey	16 +3	Rockin' Kats	12 +1	Space Shuttle	4 --
Pro Wrestling	3 --	Rocky and Bullwinkle	5 --	Spelunker	3 --
Pugsley's Scavenger Hunt	10 +1	Roger Clemens Baseball	3 --	Spider-Man: Sinister Six	7 --
Punch-Out!!	9 --	Rollerball	2 --	Spiritual Warfare	9 +1
Punisher	6 -1	Rollerblade Racer	3 --	Spot	3 --
Puss 'N Boots	4 --	Rollergames	3 --	Spy Hunter	4 --
Puzzle	8 --	Rolling Thunder	4 --	Spy vs. Spy	5 --
Puzznic	6 -1	Romance o/t Three Kingdoms	8 -1	Sqoon	11 +1

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Pyramid	8 +1	Romance o/t Three Kingdoms 2	19 -6	Stack Up	18 --
Q*Bert	5 --	Roundball	3 --	Stadium Events	1534 +91
Qix	13 -1	Rush N' Attack	3 --	Stanley	8 -1
Quantum Kabuki Fighter	4 --	Rygar	5 --	Star Force	3 --
Quattro Adventure	6 +1	SCAT	6 -1	Star Soldier	2 --
Quattro Adventure (Aladdin)	9 +2	Secret Scout	48 +4	Star Trek: 25th Anniversary	5 --
Quattro Arcade	15 +2	Section Z	3 --	Star Trek: Next Generation	8 --
Quattro Sports	4 +1	Seicross	2 --	Star Voyager	2 --
Quattro Sports (Aladdin)	10 --	Sesame Street 1-2-3	3 --	Star Wars	8 --
Race America, Alex DeMeo's	9 +2	Sesame Street 1-2-3/A-B-C	7 +1	Starship Hector	3 --
Racket Attack	2 --	Sesame Street A-B-C	3 --	StarTropics	3 --
Rad Gravity	6 +1	Sesame Street Countdown	5 -1	Stealth	3 --
Rad Racer	3 --	Shadow of the Ninja	7 --	Stinger	4 --
Rad Racer 2	4 --	Shadowgate	4 --	Street Cop	11 -2
Rad Racket	26 +4	Shatterhand	4 --	Street Fighter 2010	4 --
Raid 2020	8 +1	Shingen the Ruler	4 --	Strider	3 --
Raid on Bungeling Bay	3 --	Shinobi	7 +1	Stunt Kids	18 -1
Rainbow Islands	22 +2	Shockwave	4 --	Sunday Funday	71 -1
Rally Bike	3 --	Shooting Range	9 --	Super C	13 --
Rambo	3 --	Short Order/Eggsplode	6 -1	Super Cars	9 +1
Rampage	5 --	Side Pocket	3 --	Super Dodge Ball	14 --
Rampart	5 -1	Silent Assault	8 --	Super Glove Ball	3 --
RBI Baseball (licensed)	6 -1	Silent Service	2 --	Super Mario Brothers	6 --
RBI Baseball (unlicensed)	7 --	Silk Worm	6 +1	Super Mario Brothers 2	11 -1
RBI Baseball 2	5 --	Silver Surfer	5 --	Super Mario Brothers 3	10 -1
RBI Baseball 3	8 +1	Simpsons: Bart vs. The World	6 --	Super Mario/Duck Hunt	8 +2
RC Pro-Am Racing	5 --	Simpsons: Radioactive Man	7 --	Super Mario/D. Hunt/WCTM	5 +1
RC Pro-Am Racing 2	23 -2	Simpsons: Space Mutants	5 --	Super Pitfall	5 --
Remote Control, MTV's	3 -1	Skate or Die	3 --	Super Spike V'Ball	3 --
Ren and Stimpy: Buckaroos	8 --	Skate or Die 2	4 --	Super Spike V'Ball/W. Cup	4 --
Renegade	3 --	Ski or Die	4 --	Super Sprint	4 --
Rescue: Embassy Mission	2 --	Skull and Crossbones	4 --	Super Spy Hunter	9 +1
Ring King	4 --	Sky Shark	3 --	Super Team Games	4 --
River City Ransom	16 --	Skykid	4 --	Superman	6 -1
Road Runner	4 -1	Slalom	3 --	Swamp Thing	12 -1



Sword Master	13	+1	Toobin'	8	+1	Wheel of Fortune: Family Edition	4	--
Swords & Serpents	3	--	Top Gun	2	-1	Wheel of Fortune: Junior Edition	4	--
T&C Surf Design	2	-1	Top Gun 2	3	--	Wheel of Fortune: Vanna White	5	--
T&C Surf Design 2 Thrillas	9	+1	Total Recall	3	--	Where in Time/Carmen San.	5	--
Taboo: The Sixth Sense	—	—	Totally Rad	—	—	Where's Waldo?	4	-1
Tag Team Wrestling	3	--	Touchdown Fever	3	-1	Who Framed Roger Rabbit?	4	--
Tagin' Dragon	42	+6	Toxic Crusader	8	+1	Whomp 'Em	4	--
Talespin	5	--	Track and Field	4	--	Widget	8	+1
Target: Renegade	3	--	Track and Field 2	3	--	Wild Gunman	10	--
Tecmo Baseball	—	—	Treasure Master	—	—	Willow	—	—
Tecmo Bowl	6	--	Trick Shooting	5	+1	Win, Lose or Draw	2	-1
Tecmo Cup Soccer	12	-1	Trog	5	--	Winter Games	3	--
Tecmo NBA Basketball	4	--	Trojan	3	--	Wizardry	5	--
Tecmo Super Bowl	12	-1	Trolls on Treasure Island	14	+1	Wizardry 2: Knight/Diamonds	9	-2
Tecmo World Wrestling	—	—	Twin Cobra	—	—	Wizards & Warriors	—	—
Teenage Mut. Ninja Turtles	5	+1	Twin Eagle	5	--	Wizards & Warriors 3	9	-1
Teenage Mut. Ninja Turtles 2	7	-1	Ultima: Exodus	4	--	Wolverine	4	--
Teenage Mut. Ninja Turtles 3	13	+1	Ultima: Quest of the Avatar	7	+1	World Champ	7	-1
Teenage Mut. Ninja Turt. TF	29	-3	Ultima: Warriors of Destiny	19	-1	World Class Track Meet	3	-1
Tennis	—	—	Ultimate Air Combat	—	—	World Cup Soccer	—	—
Terminator	5	-2	Ultimate Basketball	3	--	World Games	3	--
Terminator 2: Judgement Day	4	--	Ultimate League Soccer	12	+1	Wrath of the Black Manta	3	--
Terra Cresta	7	--	Ultimate Stuntman	4	--	Wrecking Crew	5	--
Tetris (Nintendo licensed)	6	--	Uncharted Waters	18	-1	WURM	3	--
Tetris (Tengen unlicensed)	—	—	Uninvited	—	—	WWF King of the Ring	—	—
Tetris 2	6	--	Untouchables	4	--	WWF Steel Cage	4	--
Three Stooges	5	--	Urban Champion	3	--	WWF Wrestlemania	3	--
Thunder and Lightning	7	+1	Vegas Dream	3	--	WWF Wrestlemania Chall.	3	--
Thunderbirds	3	--	Venice Beach Volleyball	4	-1	Xenophobe	3	--
Thundercade	—	—	Vice: Project Doom	—	—	Xevious	—	—
Tiger Heli	3	--	Videomation	3	+1	Xexyz	3	--
Tiles of Fate	10	--	Vindicators	3	--	X-Men	4	--
Time Lord	3	--	Volleyball	4	--	Yo! Noid	5	-1
Times of Lore	9	+1	Wacky Races	23	+4	Yoshi	5	-1
Tiny Toon Adventures	—	—	Wall Street Kid	—	—	Yoshi's Cookie	—	—
Tiny Toon Adventures 2	7	+1	Wally Bear and the No! Gang	13	--	Young Indiana Jones	14	+2
Tiny Toon Cartoon Workshop	5	--	Wario's Woods	9	--	Zanac	3	-1
To The Earth	2	--	Wayne Gretzky Hockey	3	--	Zelda 2: The Adv. of Link	9	-1
Toki	8	--	Wayne's World	23	-2	Zen Intergalactic Ninja	5	--
Tom and Jerry	—	—	WCW: World Champ. Wrestling	—	—	Zoda's Revenge StarTropics 2	—	—
Tom Sawyer	4	--	Werewolf	3	--	Zombie Nation	25	-7
Tombs and Treasure	9	+1	Wheel of Fortune	3	-1			

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## The Nintendo Power Pad

Article by Jim Poleshuk

Hi all, I will continue my series of game reviews with a look at the Power Pad and its handful of compatible games.

### The Pad

After the D-pad and Zapper light gun, the power pad is the most common peripheral device for the NES. It is a 2-sided gray mat with eight pressure-sensors embedded between two layers of flexible plastic on side A, and twelve sensors on side B. Like the Zapper, the power pad is used in NES controller port 2.



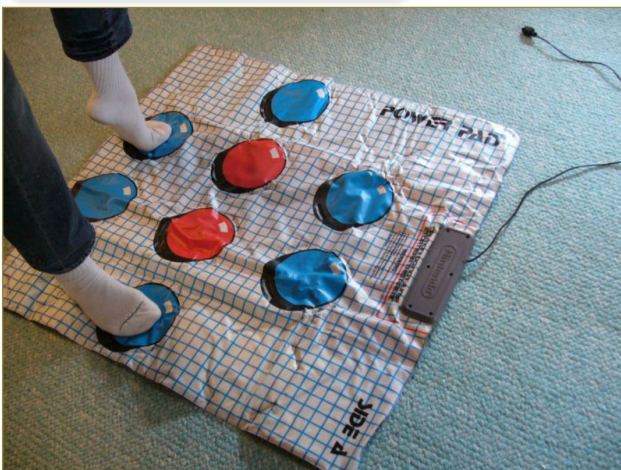
The pad saw its first release in 1986 by Bandai for the Famicom as the Family Trainer in Japan, and in Europe as the Family Fun Fitness (FFF) pad. The FFF pad (bundled with Athletic World) and Stadium Events were sold in limited quantities in North America.

Nintendo bought the rights to sell it in North America and pulled remaining Athletic World/FFF and SE products, and released a new bundle in 1988 - the Power Pad with SE, renamed as World Class Track Meet (WCTM).

### The Games

There were a total of 11 unique games released for the power pad, 6 of which were

*The Power Pad presented most gamers with their first opportunity to game with no hands.*



available for the NES in North America. What's interesting is that all but one (Short Order/Eggsplode) were developed and published by Bandai. Nintendo republished 4 Bandai titles (Athletic World, WCTM, Super Team Games, and Dance Aerobics) to sell in North America. Street Cop was exclusively published by Bandai, in North America and abroad.

That's enough history; let's review the games, starting with the worst:

**Dance Aerobics** (Mar, 1989) was 3rd in the Bandai Family Trainer series, and arguably 1st in games best to keep sealed. Dance Aerobics featured a stereotypical late '80s aerobics instructor who performs aerobic steps on her own power pad for you to mimic. This didn't work so well for a full grown male adult, the pad was too small. Maybe it would work well for Japanese women.

The game also comes with a music option and follow-the-leader mini games. Neither of which are much fun either.

**Super Team Games:** (Nov, 1987) Side-scrolling summer camp events, tug of war relay, 6 legged race and obstacle courses. Up to 6 people can play at a time, however, there's hardly enough room for 2 adults on the pad. Also the large amount of running the player inputs is disproportionate to the short distance the runner goes on the screen. It takes 6-7 minutes of a full out sprint to complete the obstacle course; 8-10 minutes if you stop to keep yourself from puking like we did. Another good one to keep sealed.

**Street Cop:** (1989) A very unusual game in that it's a platformer that you play using primarily the power pad. The controls are difficult to master. You're a cop chasing and clubbing villains. Lame as far as platformers go but kind of fun because of its unique control. Low re-playability. It could have been designed to use the standard controller but would have been considered too simple and probably would have never seen release.

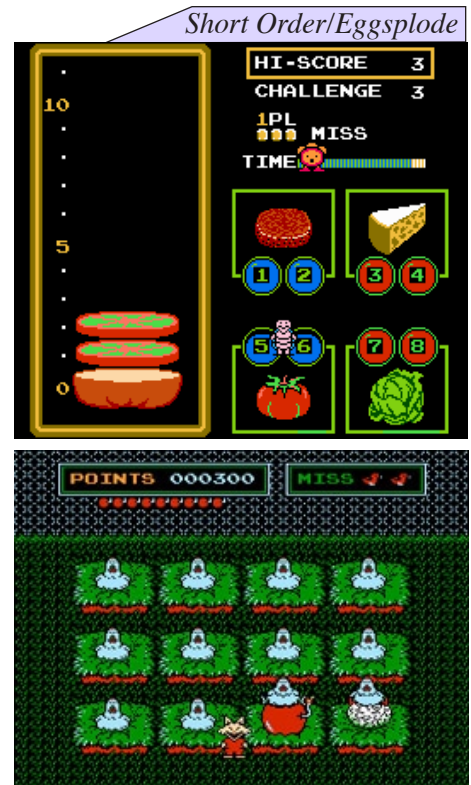
**Athletic World:** (1987) Also a side scroller but a much better game than Super Team Games. The input is more accurately proportionate and the challenges and obstacles the player faces require more creativity to overcome than to just run even faster. Many would rank this game higher than WCTM with its game control (use of more than 2 buttons) and creative obstacles rather than the just straight speed and jumping found in WCTM.

**World Class Track Meet/Stadium Events:** (1988/1987) I ranked this one the highest of the athletic games because the input translated smoothly and proportionately to movement on the screen and the simplicity of game play makes it easy to just throw the game in and run. Play events such as running, hurdles, and long jump against friends or 6 different computer opponents. You'll burn some calories with this one and maybe have some fun doing it.

**Short Order/Eggsplode** (Dec, 1989) This simplistic, non-athletic game is the only game for the power pad not developed by Bandai. **Short Order** has you working for a mouse in a restaurant making hamburgers. Reminiscent of the Milton-Bradley game Simon, you must assemble the burgers using the 4 ingredients in the order the computer has shown. Each level repeats the same sequence and adds one more ingredient.

**Eggsplode:** By far the most fun game for the Pad. Nearly identical to a classic Whack a Mole arcade game. The 12 pad buttons represent chickens that are harassed by evil foxes placing bombs underneath them. Stomp on the button to deactivate the bomb before it eggsplodes! Simple and fun.

All in all, the Power Pad and associated games leave much to be desired. Fun to pull out occasionally to play with the little people around your house but its novelty quickly loses its charm.





# Faegly the Skeleton in THIS COMIC IS ABOUT NICK (PART 1)

Ah, let's see, any new sealed games up that I can get a good deal on? Hmm, second... wait a minute... type



Ripoff your friends - for rare games bay  
 ★ AUCTION: SEALED 1908 CAPCOM!! RARE!! Buy It Now: \$300



Ahhhh, gods of flight! It's a sealed 1908: Kitty Hawk Super Death Doom Attackaxian! I love it! That Victorian soundtrack is killer!!!!



But wait just a moment, just a minute there, I'm what one calls a 'collector,' I bet this fool has a couple seals for cheap!



SELLER LISTING FOR notnickiswear(000)★  
 SEALED Calriad Same-in-1  
 SEALED Bubble Sachen Babes  
 SEALED Sachen Slots  
 SEALED Peek-A-Boo Sachen  
 SEALED Variant Events

Ahhh, hang me with a Zapper! A Calriad Same-in-1!!!! All the Pansachens! This is elitesome! Uber, at that! Must buy, must bid, must click, must...get...allll alskdj alskdfjls!!!!




click click



Click Click Click Click Click Click



Blam!



1 week Later



Not this again, hey, Spooky! That stupid sealed lot is here. Come get this... crap out of my face!



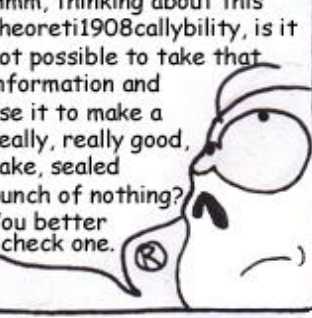
Yaay, sealed games for everyone! Take part in the bounty! Don't mean to burnambill3333 but how do you know if these are legit?



Ha, please, talk to the sleeve with the hand in it. You sound like Stan on the forum. I read Bronty's guide. No one can pass a fake seal by me, ha!!



Hmm, thinking about this theoreti1908callybility, is it not possible to take that information and use it to make a really, really good, fake, sealed bunch of nothing? You better check one.



Sigh, fine. I'll open 1904, it's boring, but you're paying for it. No problem, I need the box. So what's in there? A real game?



Huh, no, actually. It's an old empty, crushed bottle of Princess Shampoo, crushed Zelda cereal, a pencil in three pieces and some nuts and bolts.





## Australian Rules Football

Article by James Todd

Following up from my previous article on International Cricket, I thought I'd explain some of the nuances of the game of Aussie Rules Footy to those unfamiliar with the game. Australian Rules Football is a game played between two teams of 18 players on a large oval playing field. At each end of the oval there are 4 goal posts - 2 shorter ones and 2 taller ones. The aim is to kick the ball between the two taller posts to gain 6 points (a Goal), or if you kick it between a big post and a smaller post you get 1 point (a Behind). On a Scoreboard, the score is often written as [Goals]-[Behinds]-[Total] e.g. 6-5-41 (6 goals \* 6 points = 36 + 5 behinds = 41). At the end of the game it is only the total score that matters when comparing it to the opposition, not how many goals or behinds.

To get the ball around the field, players have two main options. First, they can "Hand-ball" it to one of their team mates - this is tak-



*Ball-up!: Never seen in American sports. Other than when a track kid trips and falls on his back and you can see up his shorts.*



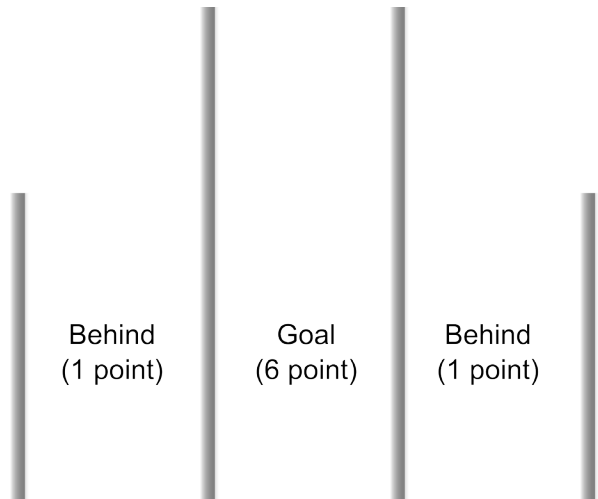
ing a clenched fist and punching the ball. This is used to quickly pass between team mates whilst running the ball around. The second option is that they can kick the ball, hopefully straight to one of the players on their team. If another player catches the ball on the full, this is called a "Mark". A mark allows the player that catches the ball to have a free kick from where they caught it without the opposition interfering with their kick (they have to stand back 5 or 10 metres). It is possible for one team to mark the kick of the opposition.

To stop this onslaught of attacking play, opposition players may tackle the player that currently has the ball. The person with the ball is required to try and get rid of the ball (either kicking or handballing it). If the umpire deems that the player deliberately held onto the ball then it is a free kick to the tackler. Otherwise if the tackle is done in such a way as it is impossible for the person being tackled to get rid of it, the umpire will take the ball and bounce it in the air, giving both sides an equal opportunity to regain possession.

A game of Aussie Rules Football is typically played in 4 quarters of 20 minutes each. At the start of a quarter the umpire will bounce the ball up in the centre of the oval, where each side will run in and try and get the ball. This "Ball Up" also occurs after a team scores a Goal. If a team kicks a Behind, the team defending that goal then gets a free kick from that goal area. Getting the ball out of that area as quickly and as safely as possible is then the aim of the defending team who

doesn't want to risk handing the ball back over to the attacking team. If one team kicks the ball out of the oval area on the full, the opposition gets a free kick from where it went out. If it wasn't on the full the umpire will throw it in, allowing either team to get it (a Throw In).

Altogether Australian Rules Football (or just Aussie Rules) can be a fast paced game where the ball can travel



one end of the oval to the other literally within seconds. At times it can become a little scrappy when there is a lot of tackling going on, and the ball is going everywhere, but it can be a really great game to watch. A typical score for each team is around 100 points a match.

### Aussie Rules Footy on the NES

So now we've gone over the basics of the game we can talk about the NES game created by Beam Software in 1991. Similar to International Cricket, this was an Australian exclusive release on the NES by Beam, and had a rather limited audience. Despite this, Aussie Rules Footy on the NES appears to have had a rather strong sales record, and is quite common to find in Australia. As a sports game on the console, the controls take a lot of getting used to, and playing against friends would be advised as the computer opponents really are quite tough when you're starting out. If you're looking to play a unique sports game on the NES then I guess this is your opportunity, although I think most people will get fed up with it in the first 5 minutes and give up.

Score: 2/5

*Contrary to common belief, this umpire isn't doing the YMCA, he is signalling a Goal.*



# This Month's Member Spotlight:

## UncleTusk

**Name:** Vince Clemente

**Age:** 25.5

**Location:** Chicago, Illinois

**Occupation:** I have a mass of jobs.

**Like what?** Associate Producer at a TV production company, Graphic Designer for a print company, eBay store owner, bunnyboy's slut. And I cut rugs. All night.

**When did you start doing bunnyboy?** Groundhog Day, 02/02/02.

**Okay, I took that too far. Describe your collection?** Almost done.

**With bunnyboy, or your collection?** My collection. It's been kind of at a standstill lately, but I have most of the rares CIB and probably only a couple hundred items (boxes/manuals) to get, most of which are commons. Like, I don't have a Fighting Golf box for one, but I have a Moon Ranger one.

**What is the pride of your collection?** Hmm, that's tough. Probably my original NES that still works and I never replaced the pins.

**At what point in your life did you decide you wanted to be known as a walrus with cool guy shades?** Ha, uhm, well, the name UncleTusk started a long time ago. It started with a drawing in school during class. I used to always draw, but it wasn't a walrus back then ... it was more just a guy with a big tusk. The updated

version came out just recently when I was deciding on my NintendoAGE avatar. I always thought of Wilfred Brimley as a walrus, so that's where the avatar comes from.

**Least favorite game?** Magic Johnson's Fast Break, but at the same time it's pretty funny. Just seeing his head come up after everything makes me laugh. "THREE!!!" In a way, it's the NBA Jam of its time. Thanks Magic. You're great.

**And your favorite game?** Hmm, Dr. Mario is always playable. And I also like R.B.I. Baseball. The first one.

**What is your best NES memory and does it include bunnyboy?** Who's bunnyboy? Oh yeah, duh. I remember being maybe nine years old, in my basement with my daddy watching. I am playing Zelda and it's Gannon time. I was so scared, so nervous, one of those moments you

can really feel it in your entire body, and I turned that jerk into DUST! I got so excited and so did daddy. Unbelievable. Or, maybe my mom picking us up from summer camp and showing us she bought a copy of Super Mario Bros. 3. I got so excited.

**Who has the better collection, you or Mario's Left Nut?** It's pretty close, but I'll say MLN. He's got a fancy setup with all the strobe lights and dancing boys, but besides that, he has a couple tough ones that I don't have, like Chubby Cherub sealed, and Myriad. Nice centerpieces.

**Any last words before you go back to being unpopular?** Check me out in September on the History Channel. I'll be featured in a program called "Weather Changed History." I yell "ICEBERG STRAIGHT AHEAD!"



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