

MA
eZine

Volume 3 Issue 8
August 2009



5-SCREW

Mike Tyson's

PUNCH-OUT!!®

IT EXISTS!

VARIATION STATION v2.0



> **DAN LANGEVIN** *dangevin*

Back in 2007, our faithful founder Dain penned a few articles for the inaugural e-Zines called "Dain's Variation Station." While over the years we've had some exciting articles from past champs, current programmers and erudite know-it-alls -- few have left a lasting effect on the community as these small variant articles. Dain attempted to assemble "relative rarity" lists for dozens of game variants, using various resources and his own recollection, and largely succeeded. His lists are still referred to often in the forums, and the data is useful. There's just one problem: they've become outdated!

Recent discoveries of new variants have been made by many members of NintendoAge. Among them, black Robodemons, three screw Gyromite, Donkey Kong, DK Jr and DK Jr Math, and five screw Mega Man have all been surprising additions to the variant hunter's list of essentials. Now that there are quite a few more new collectors joining the ranks of true variant completionists, demand is going up, as are prices! Private sales for black Robodemons and five-screw Mega Man have set variant records, and the search goes on for new, even more scarce grails.

Unconfirmed variants are the dangling carrot of this branch of the hobby. In the original list, Soccer and Gumshoe three-screw cartridges both were given high rarity numbers initially and believed to exist, leading many collectors to chase after them...but the fact is they still haven't been officially confirmed by an NA collector. One image thought to be proof of the Gumshoe variant turned out to be a grainy snapshot of a CAN-code cartridge, and the other was said to exist in the hands of a collector years ago, but no proof of three-screw Soccer has surfaced. I've said time and again that I don't believe these two exist at all because of their unpopularity, but then again with the recent surfacing of Donkey Kong Jr Math, it seems that anything is possible. The only other five-screw games that remain to be discovered in a three-screw reprint are Chubby Cherub, Clu Clu Land, Stack-Up, MUSCLE,

Mike Tyson's Punch-Out!! and Stinger. Are you up for the hunt?

Well, one NintendoAge user was, and that brings us to a big surprise for our readers this month. The biggest news this month has been anticipated for a long time, but now we at NintendoAge can finally confirm: Mike Tyson's Punch-Out!! five-screw has been uncovered! Thought to exist because of its release date, but never actually proven, this cartridge has frustrated variant collectors from the beginning. Its extremely common nature and longevity (it was constantly in print for years) means that there are so many three-screw cartridges to sift through, that checking auctions for this one would be a full-time job. Thanks to "thenickross" for snagging this one and bringing it to light! And get your wallets out: he's not planning to keep this one.

From thenickross: "I bought this off ebay! I have an ebay searched saved for BIN NES time: listed soonest. I check it about 5 or 6 times a day, I saw this Tyson cart about 1 min after it was posted. I have horrible vision, pretty much everything is blurry to me. So at first glance I didn't really think it was a 5 screw. It was up for about 4 hours when I said F it, it looks like a 5 screw, so I bought it, it was under \$18 shipped. A while after I bought it, I had a friend over and they confirmed from the picture it was a 5 screw. I'm looking to sell it in order to buy more CIBs."

I've included a revised 3 vs 5 screw relative rarity list in this issue, to update Dain's excellent foundation. As before, keep in mind this list is a work in process. It uses information currently at-hand, and could change tomorrow for all I know. I hope it does! It's always a great event when new information comes to light. To make this list more than a rehash, I've split the screw variant list into bite-sized chunks. For a complete list, check out Al Bailey's nice text copy of Dain's original work in the forums.

I've bumped around the relative rarity number for the "chase" (uncommon and rare) variants to keep up with current knowledge. Also note that for the games

that have common variants, I've moved them and eliminated the relative rarity system. These games can be found at any time on eBay in more than one place, in either variant, for no additional price, so relative to one another they're not significantly rare.

Chase 5-screw variants with relative rarities:

Alpha Mission	7
BurgerTime	6
Double Dribble	5
Mega Man	10
Mike Tyson's Punch-out!!	10
Spy Hunter	5
Star Force	9
Star Voyager	5
Super Pitfall	7
Winter Games	5
Wizards & Warriors	5
Zanac	6

Chase 3-screw variants with relative rarities:

Donkey Kong	7
Donkey Kong Jr.	8
Donkey Kong Jr. Math	10
Gyromite	9
Ninja Kid	6
Sky Kid	6
Slalom	6
Volleyball	8
Wild Gunman	6
Wrecking Crew	5

5-screw games with no known 3-screw variant:

Chubby Cherub
Clu Clu Land
Gumshoe
M.U.S.C.L.E.
Soccer
Sqoon
Stinger
Stack-Up

> **variation station v2, cont.**

Games with both variants that have little relative rarity:

1942	Deadly Towers	Karate Champ	Mighty Bombjack	Spelunker
10-Yard Fight	Duck Hunt	Kid Icarus	Pinball	Super Mario Bros.
3-D World Runner	Elevator Action	Kid Niki	Popeye	Tag Team Wrestling
Arkanoid	Excitebike	Kung Fu	Pro Wrestling	Tennis
Athena	Ghosts 'n Goblins	Legend of Kage, The	Rad Racer	Tiger-Heli
Athletic World	Golf	Legend of Zelda, The	Raid on Bung. Bay	Top Gun
Balloon Fight	Goonies II, The	Lode Runner	Ring King	Track & Field
Baseball	Gradius	Lunar Pool	Rush'n Attack	Trojan
Breakthru	Hogan's Alley	Mach Rider	Rygar	Urban Champion
Castlevania	Ice Climber	Mario Bros.	Section-Z	
Commando	Ikari Warriors	Metroid	Solomon's Key	

COMPARING BASELINES: MARIO GALAXY vs. 64



> **ZIGGY ZIEGLER** *ziggyzigs*

Mario 64, his first adventure into a 3-D realm as well as the first fully 3-D platformer, was a revolution in gaming. It scored a 94 on Metacritic and amazed a plethora of fans. The game wasn't as easy to pick up as the original Mario for the NES, but once you learned the controls and got used to it, the game easily became second nature. Now Mario Galaxy is the 3rd installment of the Mario 3-D games. In Mario Galaxy, you navigate your way through space, encounter some nostalgic characters, and experience new objectives and levels. There are similarities to be sure, but is it really an improvement? Is the Wii worth the bucks, or should you shell out a couple of smaller bills for the "old tech" and be happy with Mario 64? Let's compare!

Mario 64 follows the storyline of the average Mario game: *SAVE THE PRINCESS AND GET NOTHING!* It's like Pokémon ... the story doesn't change, yet we play it anyways for hours on end as Nintendo makes millions. Now, Mario Galaxy is a bit different. It goes something like this. "A comet passes over the Mushroom Kingdom every 100 years and rains down magical stars and stardust. As Peach and the gang are enjoying the celebrations, Bowser and his friends launch an attack. Mario tries to intervene but it all goes wrong and he ends up on a moon above." A bit different eh? Even though Galaxy veers away from the standard storyline, it still

makes an amazing casual game with a Metacritic score of 97.

Moving on to a couple categories that deal 64 a short hand: graphics and music. Obviously, comparing 10-year-old tech to current gen is unfair...the graphics are a no contest victory towards Galaxy. But considering more than just the generation gap, Galaxy is one of the best looking games for the Wii that is currently out. Mario 64's graphics were astounding at its time, but the past is the past. As for the music, Mario 64 of course has memorable music like the lobby music every time you finish a course. But Galaxy, once again, takes the cake with its high quality, amazingly orchestrated soundtrack. It's a major improvement for the Mario games in the music area.

The controls in both games are pretty basic and easy to learn. Mario 64 is much easier than Galaxy but neither is difficult. The WiiMote and Nunchuk are just harder for someone looking to pick up and play to figure out than the N64's three pronged controller. Once you figure out the WiiMote, Galaxy can

be a blast. It also features a small two player mode, something its 64 counterpart lacks. The second player pretty much acts as a cursor and helps you collect star bits and other collectables.

Another consideration in both games is the power-up system. In Mario 64 you had the Winged cap, the Invisible cap, and the Metal cap. In Galaxy, you have more diverse options such as: The Spring power up, Ice Power Up, the Fire Flower and Star, and the Bee and Boo power up. Yet again Galaxy succeeds here. Having these extra power ups gives players something more to experience, while still keeping some nostalgic favorites from days-gone-by.

All in all, they both have their separate charms, but I'm going to have to give this one to Mario Galaxy. Even though Mario 64 has the nostalgic storyline and overview, Galaxy is superior in almost every other category. Galaxy is more complex so it has a slight attraction to the hardcore as well as casual fans.

In conclusion, if you have a Wii and haven't already gotten Galaxy, you should consider picking it up.



THE STORY BEHIND 'NOT FOR RESALE' CARTS

> **PAT GALLAGHER** *retrogamer72*



Who doesn't remember going into the toy store or game store and playing the latest game on the store's kiosk? I can guarantee almost every member of NA has done this at some point. The real question is how many of you have ever thought about the cartridges that were used in these kiosks? That's what this article will hopefully help to explain; the different types of "Not for Resale" games, how they were used, and which ones are desirable to collectors.

Collecting "Not For Resale" (NFR) carts is definitely a very niche area in the video game collecting world. Many people probably don't even realize that these games can be worth more than a standard version of a game. And others really do think that it is wrong to attempt to sell a "Not For Resale" game. I have come across quite a few listings on ebay that say they are including a game for free because it states they are not allowed to resell it! But there is indeed a small group of collectors out there who will and usually do pay a premium for such carts.

One of the biggest difficulties to collecting these types of games is the fact that there is no definitive list of what games exist in NFR form. All there is to go on is looking at other people's collections and word of mouth from what others have seen. It is up to the collectors to make their own lists and try to figure out what actually exists. So far there are 19 Super Nintendo, 30 Nintendo 64, 9 original Game Boy, 11 Game Boy Color, 40 Game Boy Advance, and 79 Nintendo DS NFR carts, including all known variants. However, even more are found each year.

A few collectors, such as I, have started trying to piece together the puzzle and make a definite list of what does in fact exist. Anyone curious about these types of games is welcome to check out my website at <http://retrogamer72.bravehost.com> for up-to-date information. I'm always looking for more information to assemble the most complete NFR cart database on the internet.

Many people tend to believe that if a game has the words NFR on a cart, then it must be rare. Sometimes they are right

but other times NFR can mean the exact opposite and the game is almost dirt common. There are generally two different major types of NFR carts: those made by Nintendo and those made by Sega. What many people don't know is that these carts were used for totally different purposes. Hopefully I can clear up some of the confusion since this is one of the worst misconceptions I see about NFR carts.

Sega used to always pack a game inside the box when people bought a new system. They did this for all of their systems from the Genesis to the Dreamcast. These games were always labeled NFR, usually via a small circular sticker on the cart or something printed on the case, and as such are usually very common. There is almost no added value to these types of games because no one really collects them. The one exception to this rule is for the Sega Master System. Sega did make NFR carts for the Sega Master System kiosks. These games usually just have a back label that states the title of the game and states the game is only for use in the display. The Sega Master System NFR carts are fairly difficult to find and do command a premium over their retail counterparts.

Nintendo, on the other hand, made NFR games for a totally different reason. Their NFR carts were used almost exclusively in the kiosks that you see in toy and game stores. Almost all of Nintendo's NFR carts should have a special sticker on the reverse which states the game cartridge is "Prop. Of Nintendo". Most Nintendo NFR games are just the retail version of the game with a special front label but many of the more recent games are partial game demos which many people like because they are different from the final released product.

All Nintendo NFR games

are collectable but one system's demos have become more collectable than all the rest: Nintendo DS. I believe that the DS demos have become more popular for a couple reasons. One is that the majority of them are only partial demos, which makes them different than their released counterparts. Another is the size of the library of DS demos. While other systems typically have less than thirty known NFR carts, the DS library already consists of almost eighty known demos with more still being discovered! The DS is also a very challenging demo set to complete. Some DS demos are also almost impossible to find. Nintendo has really been tightening up their control over DS demos so far fewer of them can get out into the marketplace which leads to increased desirability when a rare demo finally does show up. I can't see DS demos dying off any time soon since more are being found every few months.

Hopefully this has helped more people to understand the differences between NFR carts and which types are desirable and which ones aren't so desirable. Collecting NFR carts is one hobby where you will never be finished with your collection since there is always something new being found!





Known NFR SNES carts to-date:

- Contra III: The Alien Wars
- Donkey Kong Country
- Donkey Kong Country - Competition Cartridge
- Donkey Kong Country 3
- NHL Stanley Cup
- Ken Griffey Jr. Winning Run
- Killer Instinct
- Mortal Kombat 2
- NCAA Basketball
- NCAA Basketball - Version 2
- Star Fox
- Star Fox - Version 2
- Street Fighter 2
- Street Fighter 2: Turbo
- Stunt Race
- Super Mario Kart
- Super Metroid
- Super Star Fox Weekend - Competition Cart
- TMNT IV: Turtles in Time
- Tetris Attack
- Yoshi's Island



Known NFR original GameBoy carts to-date:

- Donkey Kong Land 2
- Donkey Kong Land III
- Kirby Block Ball
- Pokemon Yellow Version
- Pokemon Gold Version
- Pokemon Silver Version
- Tetris Attack
- Tetris Blast
- Wario Blast





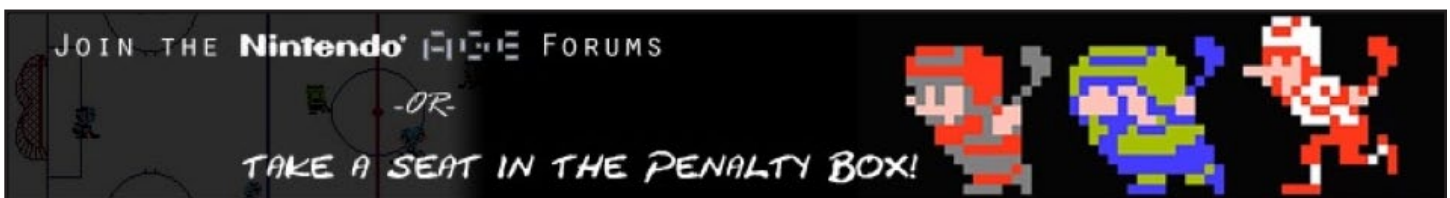
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720	4	0	Baseball Simulator 1.000	5	0	Bugs Bunny Birthday Blowout	6	0
1942	7	0	Baseball Stars	7	0	Bugs Bunny Crazy Castle	7	0
1943	7	0	Baseball Stars 2	13	0	Bump 'N Jump	4	0
10 Yard Fight	4	0	Bases Loaded	4	+1	Burai Fighter	4	-1
3-D World Runner	4	-1	Bases Loaded 2	3	-1	Burgertime	8	0
8 Eyes	4	0	Bases Loaded 3	4	+1	Cabal	4	0
Abadox	4	0	Bases Loaded 4	14	0	Caesar's Palace	3	0
Action 52	64	-12	Batman	5	0	California Games	6	0
AD&D Dragonstrike	13	-2	Batman Return of the Joker	8	0	Caltron 6 in 1	227	-1
AD&D Heroes of the Lance	7	0	Batman Returns	5	-1	Captain America	7	0
AD&D Hillsfar	21	+2	Battle Chess	4	0	Captain Comic	7	-1
AD&D Pool of Radiance	13	-1	Battle of Olympus	6	+1	Captain Planet	7	0
Addams Family	5	0	Battleship	7	0	Captain Skyhawk	4	0
Adventure Island	8	-1	Battletank	4	-1	Casino Kid	3	-1
Adventure Island 2	12	0	Battletoads	11	0	Casino Kid 2	19	+2
Adventure Island 3	22	+1	Battletoads & Double Dragon	20	0	Castelian	5	-1
After Burner	5	0	Bayou Billy	3	-1	Castle of Deceit	40	-3
Air Fortress	3	0	Bee 52	10	0	Castle of Dragon	5	0
Airwolf	4	0	Beetlejuice	7	+1	Castlequest	4	0
Al Unser Jr's Turbo Racing	4	0	Best of the Best	10	0	Castlevania	9	0
Alfred Chicken	13	0	Bible Adventures	9	0	Castlevania 2	6	0
Alien 3	11	+2	Bible Buffet	26	+5	Castlevania 3	10	0
Alien Syndrome	4	0	Big Bird's Hide & Speek	4	0	Caveman Games	7	+1
All Pro Basketball	3	0	Big Foot	5	0	Challenge of the Dragon	40	0
Alpha Mission	4	0	Big Nose Freaks Out	13	0	Championship Bowling	4	0
Amagon	4	0	Big Nose Freaks Out (Aladdin)	15	-2	Championship Pool	7	+1
American Gladiators	5	0	Big Nose the Caveman	7	0	Cheetahmen 2	577	-212
Anticipation	3	0	Bill & Ted's Excellent Adventure	4	0	Chessmaster	4	0
Arch Rivals	4	0	Bill Elliot's NASCAR Challenge	4	0	Chiller	32	-1
Archon	5	0	Bionic Commando	6	0	Chip N' Dale Rescue Rangers	8	0
Arkanoid	9	0	Black Bass	5	0	Chip N' Dale Rescue Rangers 2	42	-2
Arkista's Ring	6	0	Blackjack	25	+2	Chubby Cherub	12	0
Astyanax	4	0	Blades of Steel	4	-1	Circus Caper	4	-1
Athena	5	0	Blaster Master	5	0	City Connection	4	0
Athletic World	8	+2	Blue Marlin	9	-1	Clash at Demonhead	4	0
Attack of the Killer Tomatoes	6	-2	Blues Brothers	11	-1	Classic Concentration	7	0
Baby Boomer	25	-1	Bo Jackson Baseball	5	0	Cliffhanger	9	-2
Back to the Future	4	0	Bomberman	9	-1	Clu Clu Land	7	+1
Back to the Future 2 & 3	6	0	Bomberman 2	31	+2	Cobra Command	4	0
Bad Dudes	4	0	Bonk's Adventure	58	-2	Cobra Triangle	4	0
Bad News Baseball	6	0	Boulder Dash	6	-1	Codename: Viper	4	0
Bad Street Brawler	4	0	Boy and His Blob, A	6	+1	Color A Dinosaur	11	0
Balloon Fight	7	0	Break Time	6	-1	Commando	4	0
Bandit Kings of Ancient China	38	+2	Breakthru	4	0	Conan	12	-1
Barbie	6	0	Bubble Bath Babes	308	-50	Conflict	7	0
Bard's Tale	7	0	Bubble Bobble	14	0	Conquest of the Crystal Palace	5	0
Base Wars	6	0	Bubble Bobble 2	90	-3	Contra	16	-1
Baseball	4	0	Bucky O'Hare	13	0	Contra Force	35	+1



Cool World	11	-1	Dragon Warrior 2	19	0	Gauntlet (unlicensed)	5	0
Cowboy Kid	18	-1	Dragon Warrior 3	29	-1	Gauntlet 2	6	0
Crash a/t Boys Street Challenge	8	-2	Dragon Warrior 4	36	0	Gemfire	17	-2
Crash Dummies, Incredible	8	0	Dragon's Lair	8	0	Genghis Kahn	10	+1
Crystal Mines	17	0	Duck Hunt	5	+1	George Foreman KO Boxing	3	-1
Crystalis	8	0	Duck Tales	9	0	Ghost Lion	10	0
Cyberball	3	0	Duck Tales 2	37	+1	Ghostbusters	7	0
Cybernoid	4	0	Dudes with Attitude	6	+1	Ghostbusters 2	6	+1
Dance Aerobics	4	-1	Dungeon Magic	4	0	Ghosts 'N Goblins	6	0
Danny Sullivan's Indy Heat	7	0	Dusty Diamond's All Star Softball	28	0	Ghoul School	8	0
Darkman	4	0	Dyno Warz	4	-1	Gilligan's Island	6	-1
Darkwing Duck	8	0	Elevator Action	5	0	Goal!	3	0
Dash Galaxy	4	0	Eliminator Boat Duel	7	0	Goal! 2	10	0
DayDreamin' Davey	5	+1	Empire Strikes Back	10	-2	Godzilla	5	-1
Days of Thunder	4	0	Everet/Lendel Top Player's Tennis	4	+1	Godzilla 2	25	0
Deadly Towers	4	+1	Excitebike	7	0	Gold Medal Challenge	6	0
Death Race	15	-3	Exodus	6	-1	Golf	3	-1
Deathbots	9	0	F-117a Stealth	5	0	Golf Challenge Pebble Beach	3	0



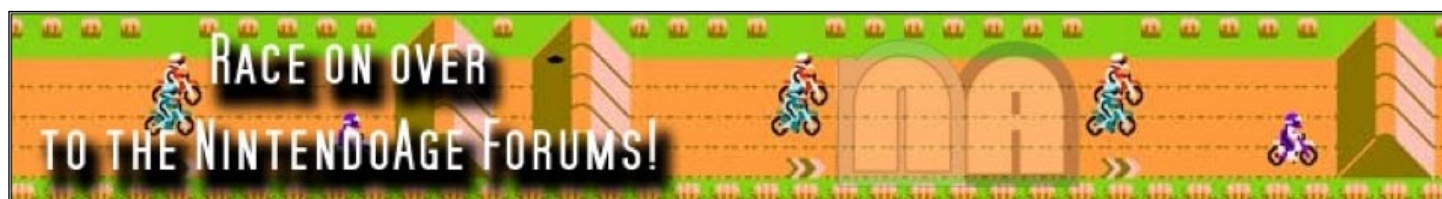
Defender 2	4	+1	F-15 City War	4	-1	Golf Grand Slam	3	-1
Defender of the Crown	4	0	F-15 Strike Eagle	4	0	Golgo 13: Top Secret Episode	4	0
Defenders of Dynatron City	7	+2	Family Feud	8	-1	Goonies 2	4	0
Déjà Vu	6	-1	Fantastic Adv. Dizzy (Aladdin)	11	+4	Gotcha!	3	0
Demon Sword	4	0	Fantastic Adventures of Dizzy	8	0	Gradius	5	0
Desert Commander	3	-1	Fantasy Zone	9	0	Great Waldo Search	6	+1
Destination Earthstar	3	-1	Faria	24	+1	Greg Norman's Golf Power	4	0
Destiny of an Emperor	10	-1	Faxanadu	4	0	Gremlins 2	6	0
Dick Tracy	3	-1	Felix the Cat	11	+1	Guardian Legend	5	0
Die Hard	28	0	Ferrari Grand Prix	4	0	Guerilla War	6	+1
Dig Dug 2	5	0	Fester's Quest	3	-1	Gumshoe	5	-1
Digger T. Rock	5	-2	Final Fantasy	12	0	Gun Nac	31	+2
Dino Riki	3	0	Fire and Ice	37	+3	Gunsmoke	8	0
Dirty Harry	4	0	Fire Hawk	5	-1	Gyromite	5	+1
Disney Adventure Magic Kingdom	5	0	Fisher Price Firehouse Rescue	6	0	Gyruss	4	0
Dizzy the Adventurer (Aladdin)	13	-1	Fisher Price I Can Remember	5	0	Harlem Globetrotters	4	0
Donkey Kong	14	0	Fisher Price Perfect Fit	4	-1	Hatris	11	+1
Donkey Kong 3	9	0	Fist of the North Star	7	+1	Heavy Barrel	5	0
Donkey Kong Classics	11	0	Flight of the Intruder	5	+1	Heavy Shreddin'	4	0
Donkey Kong Jr.	9	0	Flintstones	8	0	High Speed	4	-1
Donkey Kong Jr. Math	12	-1	Flintstones 2 Surprise Dino Peak	139	-6	Hogan's Alley	5	0
Double Dare	6	0	Flying Dragon	4	0	Hollywood Squares	4	0
Double Dragon	8	0	Flying Warriors	5	-1	Home Alone	5	0
Double Dragon 2	7	0	Formula One: Built to Win	8	0	Home Alone 2	3	-1
Double Dragon 3	9	0	Frankenstein	6	0	Hook	4	0
Double Dribble	4	0	Freedom Force	4	-2	Hoops	4	0
Double Strike	7	+2	Friday the 13th	5	0	Hot Slots	610	-1
Dr. Chaos	3	-1	Fun House	5	0	Hudson Hawk	4	0
Dr. Jekyll & Mr. Hyde	4	0	G.I. Joe: A Real American Hero	17	+1	Hunt for Red October	3	0
Dr. Mario	6	-1	G.I. Joe: Atlantis Factor	14	+1	Hydlide	3	-1
Dracula	12	+3	Galactic Crusader	25	0	Ice Climber	8	0
Dragon Fighter	24	-1	Galaga	8	0	Ice Hockey	4	0
Dragon Power	4	+1	Galaxy 5000	12	0	Ikari Warriors	4	0
Dragon Spirit	4	+1	Gargoyles Quest 2	11	0	Ikari Warriors 2	4	0
Dragon Warrior	4	0	Gauntlet (licensed)	5	0	Ikari Warriors 3	7	-1



Image Fight	4	-1	Legacy of the Wizard	3	-1	Micro Machines (Aladdin)	13	0
Immortal	5	+1	Legend of Kage	4	0	MIG-29	4	-1
Impossible Mission 2 (AVE)	11	0	Legend of Zelda	11	0	Might & Magic	18	-4
Impossible Mission 2 (SEI)	12	0	Legendary Wings	4	0	Mighty Bombjack	4	0
Indiana Jones: Crusade (Taito)	13	0	Legends of the Diamond	8	0	Mighty Final Fight	23	+1
Indiana Jones: Crusade (UBI)	24	-3	Lemmings	16	-2	Mike Tyson's Punch-Out!!	16	0
Indiana Jones: Temple (Mindscop)	6	-1	L'Empereur	20	0	Millipede	5	0
Indiana Jones: Temple (Tengen)	5	0	Lethal Weapon	8	+1	Milon's Secret Castle	4	0
Infiltrator	3	0	Life Force	6	0	Miracle Piano System	9	-3
Iron Tank	4	0	Linus Spacehead	24	0	Mission Cobra	30	-6
Ironsword: Wizards & Warriors 2	4	0	Linus Spacehead (Aladdin)	14	-4	Mission: Impossible	4	0
Isolated Warrior	6	-1	Little League Baseball	7	-1	Monopoly	5	0
Ivan Stewart's Super Off Road	7	0	Little Mermaid	6	-1	Monster in My Pocket	8	0
Jack Nicklaus' 18 Holes of Golf	4	0	Little Nemo	6	0	Monster Party	4	-1
Jackal	5	0	Little Ninja Brothers	14	0	Monster Truck Rally	8	-1
Jackie Chan's Action Kung Fu	9	-1	Little Samson	72	+1	Moon Ranger	49	0
James Bond Jr.	6	+1	Lode Runner	5	-1	Motor City Patrol	12	+1
Jaws	5	0	Lolo	8	+1	Ms Pac-man (Namco licensed)	15	+2
Jeopardy!	3	0	Lolo 2	15	-1	Ms Pac-man (Tengen unlicensed)	14	+1
Jeopardy! 25th Anniversary	4	0	Lolo 3	26	-1	MULE	10	-2
Jeopardy! Junior	4	+1	Lone Ranger	8	0	Muppet Adventure	4	0
Jeopardy!, Super	4	0	Loopz	4	0	MUSCLE	4	0
Jetsons	21	-2	Low G Man	3	0	Mutant Virus	6	0
Jimmy Connors Tennis	15	+2	Lunar Pool	4	0	Myriad 6 in 1	902	0
Joe and Mac	5	-1	Mach Rider	4	0	Mystery Quest	4	0
John Elway's Quarterback	3	0	Mad Max	4	0	NARC	4	0
Jordan vs. Bird: One on One	3	0	Mafat Conspiracy	4	0	NES Open Golf	5	0
Joshua	13	+1	Magic Darts	4	0	NFL Football	3	0
Journey to Silius	6	0	Magic Johnson's Fast Break	3	0	Nigel Mansell's World Ch.Racing	11	0
Joust	4	-1	Magic of Scheherazade	5	0	Nightmare on Elm Street	13	0
Jungle Book	8	-2	Magician	8	-2	Nightshade	6	+1
Jurassic Park	5	0	Magmax	4	0	Ninja Crusaders	7	0
Kabuki Quantum Fighter	4	0	Major League Baseball	3	0	Ninja Gaiden	6	-1
Karate Champ	4	+1	Maniac Mansion	9	-1	Ninja Gaiden 2	6	0
Karate Kid	4	0	Mappyland	6	0	Ninja Gaiden 3	16	0
Karnov	4	0	Marble Madness	5	0	Ninja Kid	4	0
Kick Master	5	-3	Mario Brothers	12	0	Nobunaga's Ambition	7	0
Kickle Cubicle	8	-1	Mario Is Missing	14	-1	Nobunaga's Ambition 2	21	0
Kid Icarus	12	0	Mario's Time Machine	32	-5	North and South	16	-2
Kid Klown	20	-1	Master Chu and the Drunkard Hu	11	0	Operation Secret Storm	36	+3
Kid Kool	4	0	Maxi 15	41	+5	Operation Wolf	4	0
Kid Niki	5	0	MC Kids	8	0	ORB-3D	4	-1
King Neptune's Adventure	46	+6	Mechanized Attack	7	0	Othello	4	0
King of Kings	6	+1	Mega Man	18	+1	Overlord	5	0
King's Knight	4	0	Mega Man 2	10	0	Pac-Man (Namco)	11	-1
Kings of the Beach	4	0	Mega Man 3	10	0	Pac-Man Tengen licensed	7	0
King's Quest 5	11	-2	Mega Man 4	13	+1	Pac-Man Tengen unlicensed	7	0
Kirby's Adventure	9	+1	Mega Man 5	24	0	Pac-Mania	11	0
Kiwi Kraze	7	-1	Mega Man 6	17	0	Palamedes	4	0
Klash Ball	4	-1	Menace Beach	49	-5	Panic Resturant	71	+17
Klax	5	+1	Mendel Palace	4	0	Paperboy	9	0
Knight Rider	4	-1	Mermaids of Atlantis	26	-2	Paperboy 2	11	+1
Krazy Kreatures	7	+1	Metal Fighter	9	0	Peek A Boo Poker	681	-1
Krion Conquest	8	-3	Metal Gear	6	-1	Pestermator	28	-3
Krusty's Fun House	7	0	Metal Mech	4	0	Peter Pan and the Pirates	6	0
Kung Fu	4	-1	Metal Storm	14	0	Phantom Fighter	5	0
Kung Fu Heroes	4	+1	Metroid	8	0	Pictionary	4	+1
Laser Invasion	6	+1	Michael Andretti's World GP	4	0	Pinball	4	0
Last Action Hero	13	+1	Mickey Adventure in Numberland	9	0	Pinball Quest	4	0
Last Ninja	7	-2	Mickey Mousecapade	4	0	Pinbot	4	0
Last Starfighter	6	-2	Mickey Safari in Letterland	7	+1	Pipe Dream	5	0
Lee Trevino's Fighting Golf	3	0	Micro Machines	16	+1	Pirates!	10	-2



Platoon	4	0	RoadBlasters	4	0	Smash TV	4	0
Play Action Football	4	0	Robin Hood: Prince of Thieves	4	0	Snake Rattle 'N Roll	6	0
Popeye	7	0	Robocop	3	-1	Snake's Revenge	8	0
POW	4	0	Robocop 2	5	0	Snoopy's Silly Sports	6	0
Power Blade	5	0	Robocop 3	7	-1	Snow Brothers	54	0
Power Blade 2	35	0	Robodemons	11	-1	Soccer	4	0
Power Punch 2	11	0	RoboWarrior	4	0	Solar Jetman	4	0
P'radikus Conflict	23	-1	Rock N' Ball	4	0	Solitaire	25	+2
Predator	5	0	Rocket Ranger	3	0	Solomon's Key	5	0
Prince of Persia	11	+1	Rocketeer	4	0	Solstice	3	-1
Princess Tomato	27	-2	Rockin' Kats	14	+2	Space Shuttle	6	0
Pro Sport Hockey	13	0	Rocky and Bullwinkle	8	0	Spelunker	5	0
Pro Wrestling	4	0	Roger Clemens Baseball	4	0	Spider-Man: Sinister Six	7	+1
Pugsley's Scavenger Hunt	12	-2	Rollerball	3	0	Spiritual Warfare	9	0
Punch-Out!!	10	0	Rollerblade Racer	3	+1	Spot	4	0
Punisher	7	0	Rollergames	3	0	Spy Hunter	4	0
Puss 'N Boots	5	-1	Rolling Thunder	4	0	Spy vs. Spy	6	0
Puzzle	11	+1	Romance o/t Three Kingdoms	7	-1	Sqoon	14	-1



Puzznic	8	0	Romance o/t Three Kingdoms 2	27	+1	Stack Up	19	+1
Pyramid	10	+1	Roundball	5	0	Stadium Events	1200	0
Q*Bert	6	0	Rush N' Attack	4	0	Stanley	6	0
Qix	14	+2	Rygar	6	0	Star Force	5	0
Quattro Adventure	5	-1	SCAT	11	-1	Star Soldier	3	-1
Quattro Adventure Aladdin	14	0	Secret Scout	82	+12	Star Trek: 25th Anniversary	8	0
Quattro Arcade	9	0	Section Z	3	0	Star Trek: The Next Generation	9	-1
Quattro Sports	5	-1	Seicross	4	0	Star Voyager	4	0
Quattro Sports Aladdin	11	-2	Sesame Street 1-2-3	3	-1	Star Wars	8	+1
R.B.I. Baseball 2	4	+1	Sesame Street 1-2-3/A-B-C	4	0	Starship Hector	5	0
R.B.I. Baseball 3	6	0	Sesame Street A-B-C	4	0	StarTropics	4	0
R.B.I. Baseball licensed	5	0	Sesame Street Countdown	4	0	Stealth	4	0
R.B.I. Baseball unlicensed	8	0	Shadow of the Ninja	8	-1	Stinger	4	-1
R.C. Pro-Am Racing	5	-1	Shadowgate	6	-1	Street Cop	9	0
R.C. Pro-Am Racing 2	28	-1	Shatterhand	7	+1	Street Fighter 2010	4	0
Race America, Alex DeMeo's	9	0	Shingen the Ruler	4	0	Strider	4	0
Racket Attack	3	0	Shinobi	8	+1	Stunt Kids	23	-4
Rad Gravity	4	-1	Shockwave	10	+3	Sunday Funday	34	+1
Rad Racer	4	0	Shooting Range	7	-2	Super C	12	0
Rad Racer 2	4	-1	Short Order/Eggsplode	7	0	Super Cars	10	-1
Rad Racket	35	+7	Side Pocket	3	-1	Super Dodge Ball	12	0
Raid 2020	9	0	Silent Assault	9	0	Super Glove Ball	4	0
Raid on Bungeling Bay	4	0	Silent Service	4	0	Super Mario Brothers	8	+1
Rainbow Islands	19	-1	Silk Worm	5	0	Super Mario Brothers 2	11	-1
Rally Bike	6	0	Silver Surfer	7	0	Super Mario Brothers 3	11	-1
Rambo	4	0	Simpsons: Bart vs. The World	6	-1	Super Mario/Duck Hunt	6	-1
Rampage	6	0	Simpsons: Radioactive Man	9	-1	Super Mario/Duck Hunt/WCTM	6	0
Rampart	5	0	Simpsons: Space Mutants	6	0	Super Pitfall	6	0
Remote Control, MTV's	4	+1	Skate or Die	3	-1	Super Spike V'Ball	4	0
Ren and Stimpy: Buckaroos	9	0	Skate or Die 2	3	0	Super Spike V'Ball/World Cup	5	0
Renegade	4	0	Ski or Die	4	0	Super Sprint	4	0
Rescue: Embassy Mission	4	0	Skull and Crossbones	5	0	Super Spy Hunter	7	0
Ring King	5	0	Sky Shark	5	0	Super Team Games	5	+1
River City Ransom	15	0	Skykid	5	+1	Superman	9	+1
Road Runner	6	0	Slalom	4	0	Swamp Thing	14	-1



Sword Master	12	-4	Toobin'	9	0	Wheel of Fortune: Family Edition	4	0
Swords & Serpents	4	0	Top Gun	4	+1	Wheel of Fortune: Junior Edition	4	0
T&C Surf Design	4	0	Top Gun 2	3	0	Wheel of Fortune: Vanna White	6	0
T&C Surf Design 2 Thrillas Surfari	8	-2	Total Recall	4	0	Where in Time/Carmen Sandiego	5	0
Taboo: The Sixth Sense	3	-1	Totally Rad	4	-1	Where's Waldo?	6	0
Tag Team Wrestling	3	0	Touchdown Fever	4	0	Who Framed Roger Rabbit?	5	0
Tagin' Dragon	30	-7	Toxic Crusader	8	0	Whomp 'Em	6	-1
Talespin	5	0	Track and Field	6	+1	Widget	9	+1
Target: Renegade	4	0	Track and Field 2	3	0	Wild Gunman	10	0
Tecmo Baseball	4	0	Treasure Master	6	+1	Willow	5	0
Tecmo Bowl	6	-1	Trick Shooting	5	0	Win, Lose or Draw	3	0
Tecmo Cup Soccer	13	0	Trog	6	+1	Winter Games	3	0
Tecmo NBA Basketball	5	0	Trojan	4	0	Wizardry	5	-1
Tecmo Super Bowl	13	0	Trolls on Treasure Island	14	+2	Wizardry 2: Knight of Diamonds	13	+2
Tecmo World Wrestling	3	0	Twin Cobra	4	0	Wizards & Warriors	4	0
Teenage Mutant Ninja Turtles	5	0	Twin Eagle	4	0	Wizards & Warriors 3	11	0
Teenage Mutant Ninja Turtles 2	9	0	Ultima: Exodus	5	0	Wolverine	7	0
Teenage Mutant Ninja Turtles 3	14	0	Ultima: Quest of the Avatar	8	0	World Champ	8	+1
Teenage Mutant Ninja Turtles TF	29	-2	Ultima: Warriors of Destiny	22	-3	World Class Track Meet	4	0
Tennis	3	0	Ultimate Air Combat	14	+1	World Cup Soccer	4	0
Terminator	5	-2	Ultimate Basketball	3	0	World Games	4	0
Terminator 2: Judgement Day	5	+1	Ultimate League Soccer	11	-1	Wrath of the Black Manta	4	+1
Terra Cresta	7	0	Ultimate Stuntman	6	0	Wrecking Crew	5	-1
Tetris (Nintendo licensed)	7	+1	Uncharted Waters	19	-2	WURM	5	-2
Tetris (Tengen unlicensed)	30	-3	Uninvited	16	0	WWF King of the Ring	10	+1
Tetris 2	6	-1	Untouchables	5	-1	WWF Steel Cage	5	0
Three Stooges	5	0	Urban Champion	4	0	WWF Wrestlemania	4	0
Thunder and Lightning	7	-1	Vegas Dream	4	0	WWF Wrestlemania Challenge	4	0
Thunderbirds	4	0	Venice Beach Volleyball	7	+1	Xenophobe	3	-1
Thundercade	4	0	Vice: Project Doom	6	0	Xevious	4	0
Tiger Heli	4	0	Videomation	4	0	Xexyz	4	0
Tiles of Fate	10	+2	Vindicators	4	+1	X-Men	5	0
Time Lord	4	0	Volleyball	4	0	Yo! Noid	6	-1
Times of Lore	22	+2	Wacky Races	20	0	Yoshi	5	-1
Tiny Toon Adventures	6	0	Wall Street Kid	4	0	Yoshi's Cookie	5	-1
Tiny Toon Adventures 2	8	0	Wally Bear and the No! Gang	12	0	Young Indiana Jones	13	-1
Tiny Toon Cartoon Workshop	7	0	Wario's Woods	12	+1	Zanac	5	+1
To The Earth	4	0	Wayne Gretzky Hockey	4	0	Zelda 2: The Adventure of Link	9	0
Toki	8	-1	Wayne's World	25	0	Zen Intergalactic Ninja	8	+1
Tom and Jerry	8	0	WCW: World Champ. Wrestling	5	+1	Zoda's Revenge: StarTropics 2	6	0
Tom Sawyer	4	0	Werewolf	4	0	Zombie Nation	25	0
Tombs and Treasure	6	-1	Wheel of Fortune	4	-1			



Don't do it!

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



WARBOTICS: An Unreleased Color Dreams Concept

> DAN LANGEVIN *dangevin* > images by JASON SMITH *ngd*

WarBotics was to be the latest greatest shoot-em-up robot action game that Color Dreams could offer back in 1989. Through the efforts of CD staff programmers Mike Hunley, Jim Treadway and Brian Smith, could Color Dreams produce a visually stunning, action-packed offering that would finally please the masses, converting them to third-party games?

Of course not! WarBotics never made it to ROM stage, and what little notes that are left, show an interesting concept that was never fully realized. Please enjoy these transcripts and images that Jason has unearthed from his unearthly archives of Color Dreams nostalgia. The handwritten notes transcribed at the end are a mix of 6502 basics, and game notes.

GENERAL GAME DESCRIPTION:

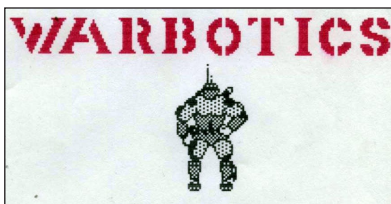
The game is a fast action arcade style combat game where the player controls an armored robot capable of armed and unarmed combat as well as several modes of transportation. As the player progresses through varying background terrain types, he can add on better weapons and armor to the robot while the enemies that he encounters become more powerful as well. In addition, the player may acquire new transformation/movement modes (the ability to become a plane or a boat). Each level consists of 5 'Phases,' each with its own minor objective. At the end of each level is a main objective which is stated to the player at the beginning of that level. After completing 5 levels, the final objective is to infiltrate the enemy base and destroy the renegade robot general.

CONTROLS:

The player moves the robot with the arrows on the joystick and fires and / or selects weapons by pressing the buttons. Movement is dependent upon which transformation mode the character is utilizing:

ROBOT MODE: The player controls an upright human-like robot. The robot moves in the direction of the joystick arrows while pressed.

BOAT/PLANE MODE: The player con-



trols either a boat or a plane that continually moves in the direction it faces. Pressing UP or DOWN on the joystick will cause the player to SPEED UP or SLOW DOWN, respectively. Pressing to the LEFT or RIGHT will cause the player to rotate in that direction.

The joystick button 'A' always fires the players current weapon (or punches if the player has no weapon; see appropriate section). If Button 'B' is pressed while "A" is held down, the player will fire a grenade if so equipped. Pressing simply 'B' will temporarily pause the game and allow the player to select among varying weapons and movement modes.

Button: Result:

- A: Fire current weapon (or punch)
- B: Select weapon/movement mode (if avail.)
- A+B: Throw grenade (if any)

WEAPONS:

A robot (player or enemy) can use 5 basic weapon types. In addition, enemies may be able to use the other weapons listed. The weapons vary in rate of fire, damage, etc. as listed in the table below. 'Bomb' and 'Mine' are actually grenades when fired from plane or boat mode (respectively). The machine gun, blaster, rocket launcher, and grenades all fire within an arc determined by the robots facing. The flamethrower fires a single blast which roughly kills the arc out to a short range. The damage of a punch is determined by the robots armor type (1 to 5) and can only be used while in robot/humanoid form.

ARMOR/EQUIPMENT:

The player initially starts out with the lowest armor level (level 1, light scout), no weapon (punch only), and no ammu-

munition. As the player progresses, various power-ups representing armor, weapons, and ammunition can be picked up by crawling on top of them. Ammunition is different for each type of weapon, except for in the case of heavy grenades: if a player moves on top of a special grenade shape, all of the players current grenades/bombs/mines become more powerful. The five armor types differ both in the maximum allowed speed as well as in the amount of protection that they provide. Each time that a player moves on top of an armor symbol, his armor level is increased by 1 (maximum of 5).

ENEMY TYPES:

In general, enemy robots/humanoids follow the same rules as the player for weapons and armor, but in most cases they have unlimited ammunition. Besides the basic robot, boat, and plane, other enemy types exist including: tanks, probes (2 types), emplaced guns, and non-moving explosives (mines on water or land). Terrain such as moving rocks (4 pts. damage), pits (2 pts. + delay), and quicksand (temporary immobilization) can also harm the player.

COMBAT & DEATH:

Damage to players and enemies is treated somewhat differently. If a player is hit and takes damage that would cause his damage capacity to be brought to that of the next lowest armor level, then his armor is reduced to that level; when damage capacity reaches zero the player is dead and must restart (if any remaining lives) at the beginning of the current phase (with the old weapons/ammo/armor that were present at that time. When an enemies' armor capacity reaches zero, that enemy is destroyed; however armor is not reduced as for the player.

TERRAIN:

Background terrain may consist of many different objects, ranging from ordinary ground, forests, buildings, etc. See level descriptions and diagrams for more information.

SPECIAL ROOMS & WARP AREAS:

Hidden rooms and objects can appear in pits (walk in to enter), or under rocks or other objects (destroy to reveal). Hidden rooms can contain weapons/ammo/armor, plane/boat additions or exits leading to higher levels of the game and are usually heavily guarded. Rocks or other objects (trees, building) can sometimes be destroyed (often only by rocket or grenade) to reveal hidden weapons/ammo/armor or plane/boat additions.

> warbotics, cont.

Handwritten notes:

Weapon Table Notes: (Thur 09 Mar 89)

- Shot Max indicates the maximum number of bullets a given character (player or enemy) can have on the screen when firing a given weapon.
- Grenade range is determines as follows: when the player hits the B button, the grenade is thrown and range keeps increasing until a set maximum OR the player releases the B button.
- Fist damage depends on the player/enemy's "Armor level/type" and varies from 1 to 5. Fist range is 0 – player/enemy can only punch adjacent enemies.
- Probes are special enemies that can only move in 90-degree angles, the probe/tracker will move towards the player and explode on contact, doing damage as a grenade.

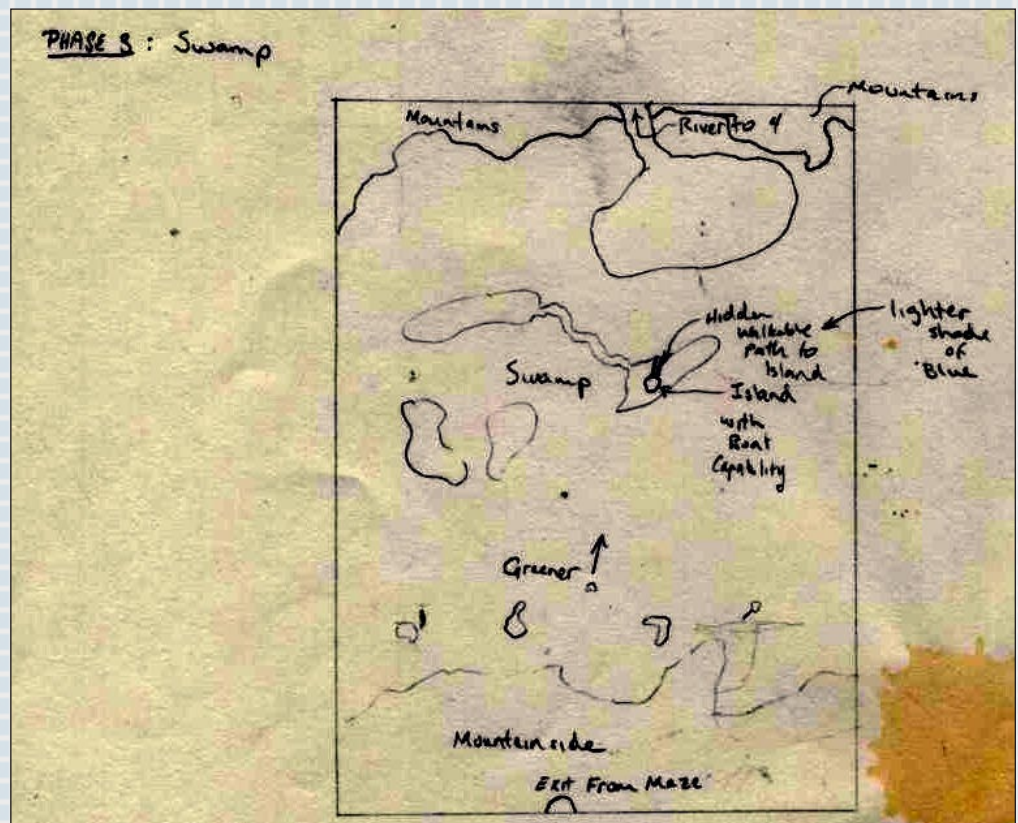
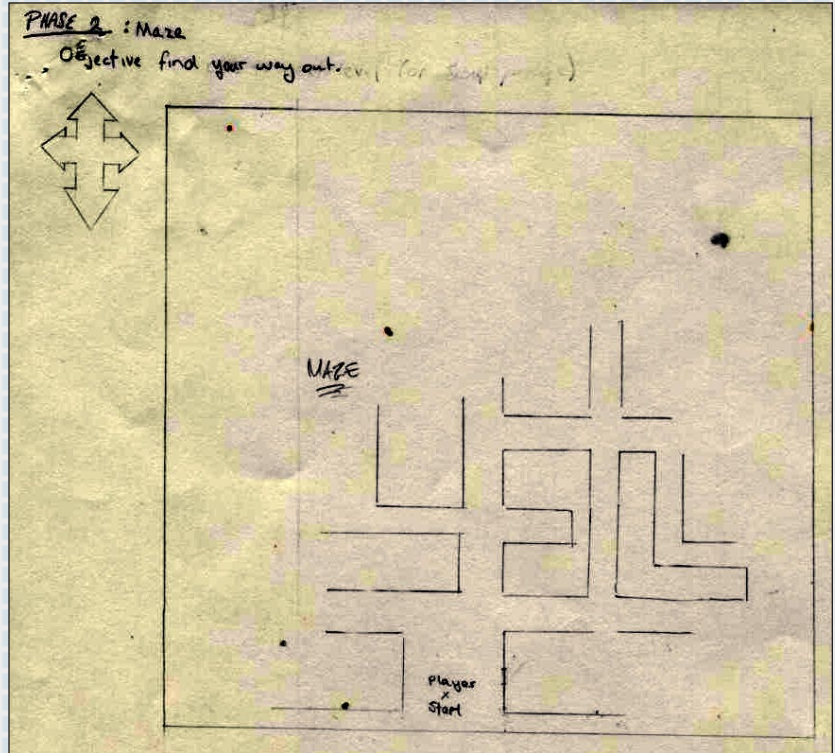
WarBotics – Random Notes (Thurs 09 Mar 89 / Orig: 12 Feb 89)

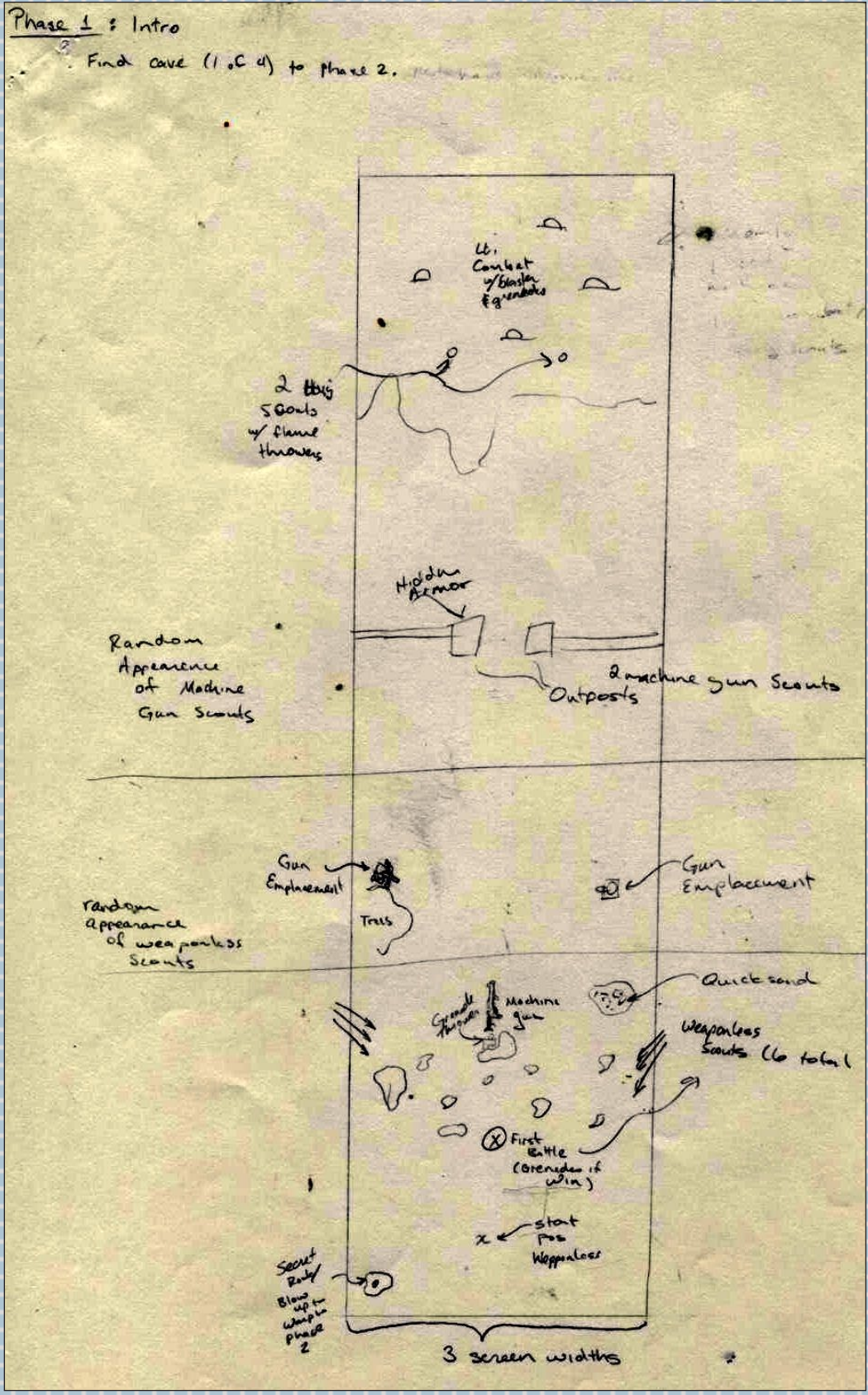
- Video RAM is accessed by writing a 1 word (2 bytes) pointer and then reading/writing sequentially to the 2k block (\$000-\$7FF)
- ROM is from \$8000 - \$FFFF (2 page) 64 or 128k
- RAM is from \$000-7FF
- Video ROM is \$1000-1FFF

Video screen is "character oriented"
 32 horiz by 30 vert -> ea "character" is 8 x 8 pixels and up to 4 colors (1 palette) and consists of 3 overlay screens
 1. (topmost) Score/High Score -> non-scrolling
 2. (middle) Sprites/moveable shapes
 3. (bottom) Background -> scrolling terrain

*** WARBOTICS - WEAPON LISTS** **THUR 09 MAR 89**
 (DAMAGE, PRICE, etc.)

	TYPE	PURCHASE PRICE	DAMAGE	RATE	AMMO STARTING	AMMO INCR.	(REL.) RANGE	REL. SPEED	SHOT MAX.	Clip Cost
PLAYER/ENEMY WEAPONS:	Machine Gun	500	8-10	5	60	20	10	Med.	16 ^(8?)	100
	Flame Thrower	750	15	1	40	10	6	Very Slow	1	150
	Blaster	1500	20	2	50	15	MAX.	Very Fast	4	300
	Rocket Launcher	3000	45	1	30	5	MAX.	Fast	2	750
	Grenade, Lt.	300	15-20	1	10	10	VAR.	Very Slow	3	-
	Grenade, Hvy.	500	25-30	1	10	10	VAR.	Very Slow	3	-
	Punch/Fist	-	by size	1	N/A	N/A	0	Slow	1	-
ENEMY WEAPONS ONLY:	Canon	N/A	20	1	N/A	N/A	MAX.	Slow	2	-
	Probe/blaster	N/A	20	1	N/A	N/A	MAX.	Med.	4	-
	Probe/tracker	N/A	as grenade	N/A	N/A	N/A	0	Fast	N/A	-





MOVING A COLLECTION

> MICHAEL SWANSON *mrsn*



I recently moved from Dallas to Houston, and I was faced with yet another move for my collection (and all the other crap that is lying around the house). I asked some of the more experienced collectors for advice or tips, and I believe that I came up with a pretty successful routine. I hope that this will save items from ending up in the “craPtastic” pile. Moving sucks, but doing it safely can take some of the stress out of it.

First, get rid of all the extra stuff that you do not need or have been meaning to sell. There is not a point in lugging extras along with you that might get damaged in the process. It is better to sell these items off to cover the cost of purchasing packing materials. Also, sell off, give away, or throw out all the empty shipping boxes, trash, etc. that has accumulated in the game room. This might sound like a stupid thing to point out, but you will be surprised at how much junk can gather in one room.

Now, onto the fun stuff. Your first line of defense against damage while moving (or even in storing games) is individual cart and box protectors. A little ding in a minty game can take it from a 10 to a 7 in the blink of an eye. Compared to what we spend on games, these are a drop in the bucket and will literally pay for themselves the first time you drop a game. These are sold through NA and are rather easy to come by. Plus, once you get finished moving, they look nice on the shelves and keep dust away.

When packing CIB games, I strongly recommend staying away from cardboard boxes. I use 18 gallon plastic storage tubs. These run \$4 from Wal-Mart (compared to \$2 moving boxes). Each tub will hold around 50 CIB NES, SMS, N64, and SNES games. [See image at the top right.] When stacking these crates, the weight of the top tub is sup-

ported by the sides of the bottom tub. Cardboard boxes rely on the contents of the bottom boxes to support the stack. Not a good idea when crushing game boxes is bad. Also, be sure to stack games neatly. Throwing them in the tub in a messy pile would be worse than just throwing them in a duffle bag. I also recommend not stacking these tubs more than two high. They may be designed to keep the load off the contents, but if you crush the bottom tub, you will be back to relying on games to support the load.

When packing cart-only games, cardboard boxes are usually okay. However, I like to line the inside of the boxes with bubble wrap to keep the little dings away, and then line the bubble wrap with packing paper to keep the plastic off of the carts. On a side note, never use newspaper or magazine paper for packing anything (i.e. shipping, storage, moving boxes). The ink will destroy all it touches. Pack the carts like bricks and be sure to leave no empty space, even if you have to fill it in with packing peanuts or something, because empty space will cause the box to be crushed when stacked.

When packing up large items like Miracle Piano, CIB Systems, or Big Box Gyromite, assuming that the item does not fit in the tubs, I recommend the following. Wrap the item in packing paper like you would a present. Obviously, do not apply tape to box you are trying to protect. Then, wrap bubble wrap around the outside of the packing paper. Then get (or make if you have to) a box big enough box the item in. Again, be sure to fill all empty space.

When packing stuff like test stations (or other large electronics), the best way I have found is as follows. First, wrap the item in the packing paper. Next, stick the item in a large, heavy trash bag and tape the hell out of it. Be sure to

remove all the excess air and keep it sealed so that nothing can penetrate the bag. Next, find a box that is close to the correct size. Buy a couple cans of “foam-in-place” insulation and coat the bottom of the box. Put the item on top of the layer of foam quickly before it sets. Then, fill up the box with the foam, making sure that you apply a layer over the top of the item. Remember, this stuff gets three or four times bigger as it cures, so you do not have to pack the box full. Finally, tape the top of the box shut before it sets and then let it sit overnight. In the morning, you will have a brick that will keep the item as safe as the manufacturer’s original packaging. Just be sure not to overuse the foam, there’s a chance it might crush something if packed too full!

As you are packing and waiting for the move date, you are faced with storing your packed up collection. The best way is just to empty out a bedroom and store it all in one place, but some of us do not have that luxury. I ended up storing mine in the closets all over the house. This way it was easy just to tell the movers to leave all the stuff in the closets and take the rest. However, if you have as much crap as Dain, you might need more space. If you have to take it to a storage shed, be sure that it is a climate controlled building. However, even storage sheds in these buildings are not controlled, one hallway will be freezing and the next will be hotter and more humid than it is outside. Do a little research before they just stick you with the most convenient one.



> *moving a collection, cont.*



Once you have all of your stuff packed up and in the same place, it should be safe and ready for transport. See above for the example of how it will look when it is all assembled in one place. It is amazing how much stuff it will look like you have. Notice how the crates are stacked three high, assuming that the top tubs are very light (i.e. almost empty or full of paraphernalia, and not packed with games), a third one will be okay. Now comes the tricky part. How exactly do you physically get them from A to B? When I asked around, I got back a resounding “no” when I asked if I should have someone else move my collection. There are a number of reasons for this, but most importantly:

1. Movers steal stuff.
2. The average mover will not respect that your stuff is breakable, and may not even be able to read the word “fragile.”
3. This collection is likely the most expensive and most fragile part of your belongings.

Do not trust this stuff to anyone. Moving it in the back of grandma’s broken down mini-van is better than letting it out of your possession. I chose to rent a U-Haul to move all of my collection in. I chose this because it was cheaper and easier than making multiple trips back and forth and I could keep it all with me at one time. When renting a truck can cost less than one of your best games, it’s easy to justify the cost. See the image in the top right of this page for an example of a loaded truck. When I got to my new home, I opened the back and it looked exactly the same. Nothing moved. Be sure that you load it so that stuff cannot move around.

There are, however, items such as arcade machines and pinball machines that may require outside assistance. I do



not own any of these items, but I would offer the following. While most movers are competent, some are not and will try to win your business with a lowball price quote. Be sure that the company is insured for the full replacement value of whatever they break. If the company can contractually pay you \$0.60/pound when they destroy your seven-ounce CIB Stadium Events...well, just don’t go there! Also, choose a company that will load your stuff in a truck, drive it to your new house, and unpack it. Do not let them drive it to some warehouse in California, unload it, let it sit for a week, reload it, deliver it, and hire day laborers to unload it. Also, specifically specify that all movers must speak English (or your native language). And, a little tip goes a long way.

Finally, unloading the van. I recommend that you do not leave anything outside overnight if at all possible. There are a myriad of things that could happen (no pun intended!) Someone could steal it, someone could hit the truck, or it could rain and leak.... I made my wife, mother-in-law, and

brother-in-law help me unload all my crap at 3 AM when we finally got to Houston. The next morning, everything was perfect, as shown below. With proper planning and careful packing, your collection will last forever.

In conclusion, you spend a lot of time and money on collecting things. Do not be cheap or try to cut costs when it comes to moving a collection. There is no reason that anything has to be broken, destroyed, lost, or otherwise hurt. If you are cheap and a game gets ruined along the way, it’s not only your own loss – the community loses out as well. Please, move carefully and save a game.



August 2009

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3 GameboyRicky's Birthday	4	5	6	7 fleshnugget's Birthday	8 Dain's Birthday
9	10	11	12	13	14 PSerge's Campout begins	15 Zzap's Birthday
16 Campout ends MrMark0673's and Zeta Daekonu's Birthday	17	18	19	20	21	22
23 Koonsty's Birthday	24 The Green Meanie's Birthday	25	26	27 E-Man's Birthday	28	29 zi's Birthday
30	31					



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NintendoAGE eZine Volume 3 Issue 8: August 2009
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