

LET'S TALK 

CAMP OUT





CAMPPOUT 2011

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EARTHBOUND

REVIEW



ENSLAVED
(Edd Showalter)

Oft-quoted as one of the weirdest, underrated, and comical RPGs out for the SNES, Earthbound is a key collector's item for many seekers of SNES cart/CIB's for their collections. But, how does the game, itself, compare?

To many, Earthbound is one of those games that you will either love, or hate. I, personally, loved it. Ever since visiting my cousin in Ann Arbor, MI, walking into a Blockbuster, and locking my eyes onto the largest SNES boxart I've ever seen, I knew that I had to play this game. I rented it and fell in love immediately. The storyline has many key elements to keep you addicted to advancing, the graphics are well done for SNES style, and the gameplay is untraditional compared to the more popular RPGs out for the Super Nintendo at the time.

The first thing you will notice while playing Earthbound is that it is based in the 1990's. A modern-time RPG? Correct! Awakened by a huge noise outside, our main character, Ness, will venture out to investigate what has troubled his neighborhood, and unexpectedly be turned onto a great quest to save the world from a menacing enemy, Giygas, who is trying to cause an apocalypse on earth. Ness will be accompanied by many throughout his journey, including Paula, Jeff,

and Poo (I have no clue what they were thinking when naming a character Poo). The journey will also introduce characters that will only be in your party for a brief period of time, including an alien insect that came back in time, Buzz Buzz, a Monkey, a huge mechanical statue, your two neighbors Pokey and Picky, and even Ness' own dog.

Towns will be your best friend in this game. They include stores, in which you can acquire items, weapons, armor, and ATMs, as well as hospitals, that will cure your team of status ailments, and revive characters in your team that have died (yes, they actually die in this game, leaving you with a little angel following you around). There are other buildings in the towns as well, which can either serve a purpose to the game's storyline, or have a cranky resident inside that will yell at you for knocking on the door. You can even buy your own personal crib at the beach, if you want!

Currency is acquired by leveling up. When you level up, your dad will deposit a set amount of money into your bank account, that you can then withdraw from any ATM. If you want to see how much money has been deposited, you can call your dad on a phone and he will tell you how much he put in, as well as the total amount that is in your

account at that current time. Dad is also the guy who will serve as the save point, as he tries to persuade you into taking a break everytime you talk to him. You can save and not take a break if you want to, though, so tell Dad that "saving the world is serious business!"

The phone serves more uses to you than talking to your pops. You can also call your mommy, who will soothe you from being homesick, your sister, who works for a delivery company that can store items for you for a small delivery fee, and even the pizza man (my favorite), who will bring you a big pizza pie, for a delivery charge as well. You will also be required to call some people on the phone to advance the story, as well, so always know where a phone is (too bad they didn't have cell phones).

Random Encounters are a thing of the past, in this game, as every enemy you encounter on the map, you can also see on the map. If you are at a level that the monsters can stand a chance, they come chasing after you. An encounter will bring up a turn-based battle sequence, which is what many RPGs of that time period were most famous for. If an enemy runs at you and it hits you in the front, you will go into normal battle. Unfortunately, if you are running and the



enemy hits you from behind, the enemy will have the first strike. But, if you get lucky, and manage to get the enemy from behind, then you will have the first strike in the battle. Once you reach a high enough level, the enemies will be afraid and attempt to run away from you when you walk up to them. You can either battle them to get the first swing, or if you are very over-leveled, it will kill the enemy immediately and give you the EXP for it, completely skipping the turn-based battle sequence.

Many abilities are available inside the battle sequence, including: Bash (Attack), PSI (Magic), Auto-Fight (self explanatory),

Goods (items), Defend (duh), Run Away (GTFO), and character-bound abilities. Be careful with trying to book it out of Dodge, though. If you are not successful, your turn will be wasted, and the enemy will be wide open to wail on you. Once the enemy is defeated, you will gain EXP, possibly causing a level-up, and potential access to new PSI abilities. As a twist, some bosses might require you to use an item in your inventory against them in order to win the battle.

The game, at some points, feels very retro 1950's, and some of the environments in the game seem to give that feeling, as well. It has many sequences that are puns of actual

events from the real world, adding to the joy of the game as a whole. The music, though nothing you really want to blare on your stereo to attract women (or men), is pretty well done, over all! It fits the scenes in the game very well, and will have you dancing in no time!

This game is pretty hard to come by these days, but, if you happen to come across one, pick it up and give it some play time! I feel it's truly a one-of-a-kind game and a must-have for any RPG lover (if you don't like it, you can always...y'know...give it to me *hint*).

From Cards to Carts



As you all know, Nintendo is the top dog in the video game industry. Selling hundreds of millions of systems, ever since the Family Computer (or Famicom) was released in 1983, Nintendo has ruled the video gaming market. But what about before? What was Nintendo doing before the release of the Famicom and NES? Nintendo actually was started in 1889 and was founded by Fusajiro Yamauchi and originally was called Nintendo Koppai, which translates to “In the end, it is in Heaven’s hands”. Nintendo Koppai’s store was located in Kyoto, Japan and sold handmade cards for a card game called Hanafuda, or “Flower Cards”, in English. The game was played with 48 cards in 12 suits, one for each month of the year. Within the suit, there were four cards: Rain, Wind, The Moon, and a

Deer. The different suits and card types were worth different point values. The goal was to match up all of the suits. The game was very hard and the people who played it took it very seriously. As the game became more and more popular, Nintendo Koppai opened up more stores in other parts of Japan. As the company expanded, they added more cards to the game to make it more challenging. After some time, people started using Hanafuda cards to gamble. The Japanese Mafia would even use Hanafuda for high stakes games. After many years, Fusajiro Yamauchi had to start training other workers in how to make the cards, to keep up with the high demand. By 1907, Nintendo Koppai was selling both Hanafuda cards and standard playing cards in their shops. Even with multiple stores open across





Japan, the company still was not meeting the demands for their cards. To solve this problem, Fusajiro Yamauchi made a deal with two major Japanese companies, one of which was Japan Tobacco. The deal let Nintendo Koppai's cards be sold in cigarette and tobacco stores across Japan.

Fusajiro Yamauchi retired in 1929, and passed the business to his son-in-law, Sekiryō Kaneda. At this point, Nintendo Koppai was the largest playing card company in all of Japan. Sekiryō Kaneda led the company to even greater heights. Sekiryō Kaneda changed the name of the company to Yamauchi Nintendo & Co. and started using an assembly line to push the company over the top. Sekiryō Kaneda started his own distribution company called Marufuku Co. Ltd. to start selling just standard card decks, like we have here in America. In 1949, Sekiryō Kaneda died from a stroke and gave the company to his grandson, Hiroshi Yamauchi, who dropped out of school to become the president of the company.

Hiroshi changed the name of the company to Nintendo Playing Cards Co. Ltd., which at this point, was a worldwide business. His goal was to make his company a much more modern corporation. He moved the company headquarters to a much newer and larger building, and started building factories to produce their cards. He also started to make the cards stronger and able to last longer by coating them in plastic, much like the playing cards that we have here. After being president for 10 years, Hiroshi got a partnership with Disney to start putting Disney characters on the cards. It was so successful that they sold 600,000 decks of cards by the end of the year. All this success made Nintendo Playing Cards Co. Ltd go public on the Kyoto Stock Exchange and on the Osaka Stock Exchange. After all this progress in the company, Hiroshi changed the name again to Nintendo Co. Ltd and started

to make other products. Hiroshi tried selling rice, opening a hotel and even starting a taxi company, but all of these failed. Hiroshi soon discovered that the future of Nintendo was entertainment and toys. Nintendo made a toy that used a light gun to shoot clay discs - this was the first semi-successful thing, other than cards, that Nintendo had made. Later, Nintendo started to focus just on light gun toys and started to make light gun arcade games. The Nintendo arcade games were such a hit, that the company put everything they had toward making video games.



HOMBREWING THE DEATH OF AN EMPIRE



It seems that my luck has finally turned around, or at least decided to stop laughing at me. The beautiful red-head that I met last week agreed to go out on a second date with me this afternoon. I guess it's not that much of an accomplishment, but if you could see me, you'd know. I'm not especially good looking or tall, just your average guy busting his nut trying to make it through college. I haven't been able to find the balance between good grades and a social life, but when she bumped into me and made me dump my pop down the front of my shirt, she must have felt pity on me.

But, in the long run, her reasons don't matter. When I stand up in the restaurant to greet her, the smile she flashes me is the only thing that I need. Finally, I sigh inwardly, someone who wants to sleep with me. Well, at least someone who wants to spend an hour with me.

We sit down at the table and I complement her on how lovely she looks today. She blushes. I find this odd. Surely someone like her gets compliments often enough to be immune to such charms. I think that part of what I find so attractive about this girl is that she has depth. She's not just some clone of what society has decided is the perfect woman.

The waitress approaches our table. Her facial ridges betray the fact that she is a member of the Conquered Race... what we now refer to as the Slaves. The Empire utterly obliterated their home

world a generation ago and enslaved the survivors. Now they serve as a cheap labor force and keep costs down. It is kind of a taboo subject in the outer colonies where I grew up. Not many people know the accurate account, but my grandfather was a general in the campaign to finish off their shattered Republic. He told me the entire story, as he lived it, before he died.

After the nameless slave took our order and left the table, I asked the girl if she had heard the story. This is kind of a risky move for me. She'll either enjoy it or be offended. We'll see. I asked if she knew the true story, not the propaganda that the recently-passed Emperor spouted. She smiled and said that she knows the tale, same as me. The Slaves once had a powerful Republic among the stars and challenged our Empire's expansion. They had threatened to annex some of our worlds. The late Emperor led a campaign to stop them and ensure that they would never be a threat again. It was his gift to his infant daughter, a peaceful Empire for her to rule over sometime in the future.

I laughed at her story, careful not to make it seem like I was poking fun. That was the propaganda. I decided to lay out the past as my grandfather lived it. My story was nothing as noble as defending the Empire from a challenging race. One day the outer reaches of the Republic were invaded by a swarm of creatures known as the Quagarrs. Their ships were small and weak, but there were a seemingly infinite number of them. One by one the worlds of the Republic fell to these creatures. They simply threw themselves at their defenses until the Republic Guard was overwhelmed. Gradually their lines crumbled and the Quagarrs moved in, raping the planets and leaving barren rocks. Eventually the only surviving planet was the Slaves home world. One by one, their outposts were defeated until all that was left was a solitary stronghold. The Quagarrs landed ground troops and attacked in waves. It went on and on until, finally, they stormed the tower and annihilated the remainder of the Slave's military.

Then they just vanished. My grandfather thought that they must have finally had their fill and bugged off back to their galaxy. But he warned me that they would be back. Someday the Quagarrs would return. After they left, the Emperor swooped in and annexed the shattered remains of the Republic. He enslaved their race



and smiled at the fact that he had doubled his territory overnight. The fact that this new area was a wasteland didn't seem to bother him.

Now she was staring at me dumbfounded. I could tell that she didn't know if she should believe me or not, but I had definitely given her something to think about...or to remember me by. Our food came at about this time and we ate in silence. The perplexed look on her face kept my palms sweaty. Finally, she asked if I was a patriot and loved my Empire. I responded honestly. I think that anything that could keep the peace for as long as this Empire has is a good thing. One day, the Empress will be old enough to finally take her throne, and on that day I will celebrate with the rest of the colonies. I respect why they run things the way that they do....

The slave stopped by to see if we needed anything and we declined.

... but I don't agree with everything.

I decided that it was time to change the subject. This kind of conversation was a little deep for a second date. I decided that a subtle shift was in order. I asked if she had heard the rumors that the Empress was off at University on one of the colonies, perhaps even this very one. Her guardians have been careful to keep her picture out of the press for a number of years, so it's impossible to know what she looks like, or where she is, but she's out there. She's somewhere in those hundred or so worlds, learning just like we are.

This earned me another pinball machine smile. Her face lit up and I got to see her full set of teeth. No matter how the rest of the date went, I would be content....

I shouldn't have tempted fate like that.

The first explosion rocked the table. The second shattered every window in the building and sent us tumbling out of our chairs. I shook my head to try to clear the stars in my eyes and the ringing in my ears. What the hell was going on?

Before I could sort out my confusion, another explosion rocked the building. Plaster rained down around us in huge sheets. My next act was totally out of character. It all seemed to happen in slow motion. I saw the giant chandelier swinging back and forth like a pendulum above my date. She was struggling to push herself up to her hands and knees when another explosion rocked the ground and knocked her flat on her face. The swinging lamp snapped from its mounting and started to fall. I threw myself over on top of her and roughly rolled us out of the way. We were on

Slappin' Bitches – The Slave's Last Stand



our feet before the glass shattered on the ground. I guess there's something to be said about the strength acquired from growing up on the high gravity planets.

My reprieve was shattered as the two burley men that were sitting at a table across the restaurant grabbed me and the girl and ushered us out the side door. There was a car waiting, and seeing that my date got in with no complaint, I followed. She seemed to know the driver as well as the other men, so I decided that it would be best if I just sat there with the dumb look on my face.

The girl stuck her head up in the front seat and engaged in a hurried conversation with the driver. I only caught every fifth or sixth word. As the driver raced to an unknown destination, I took in the view through the window. Half of the buildings were destroyed. The dead and dying were laying everywhere. The emergency services were out, but every set of flashing lights I saw had uniformed bodies splayed around it.

I didn't tell the girl the whole story. My grandfather had photographs of Quagarr wreckage. I memorized these photos because they were the only thing he'd left me when he died. I couldn't help but curse my maker when I saw a ship racing up the street towards us. It was a copy of one of the ships in my grandpa's pictures. But, I didn't get to examine it too closely. At that moment a squadron of our new fighters flew overhead and vaporized the alien ship. When I looked out the sunroof, I got the odd feeling that the fighters were circling our car as we raced through the city. I guess new is a relative term, the last of

the old models were retired from service some 10 years before I was born. There were only a few surviving examples of the old ships and most of them were used for long range scouting missions.

The wreckage of another falling Quagarr fighter rained down on our car snapping me back to reality. Our fighters were definitely circling us. They were fighting a losing battle to buy us time to get wherever we were going. The driver and the girl didn't seem to think that this was strange. I decided that I should try and listen into their conversation.

I still couldn't hear very much. I heard them talking about the girl's personal two-seat fighter, the last set of transports off the planet, and making it to the Gate. Only our ships could activate the Gate, so once through, the Quagarrs couldn't follow. We'd have time to regroup before they got to the next colony. And he kept calling her Madam. Why would he be calling this cute red-head Madam all the time? It didn't make sense. I may have gotten more than I bargained for with this girl.

The battle overhead raged on as we crashed through the gate to the spaceport. The car bypassed the impossibly crowded terminal and went to a hangar at the edge of the field. There were three fighters parked side-by-side. There was one two-seat vehicle and two single-seat fighters, like the ones circling overhead. The door opened before we even stopped. A giant of a brunette pulled me out of the car, looked me up and down, and roughly eased me out of the way. With a gentle hand she helped the girl

out of the car.

The brunette addressed my date as “Madam Empress”. Wait, what? I guess my face betrayed my confusion and my girl said that she’d explain later, but the short version was that the rumors were true. I just stared dumbfounded. I guess that explains the fighters overhead.

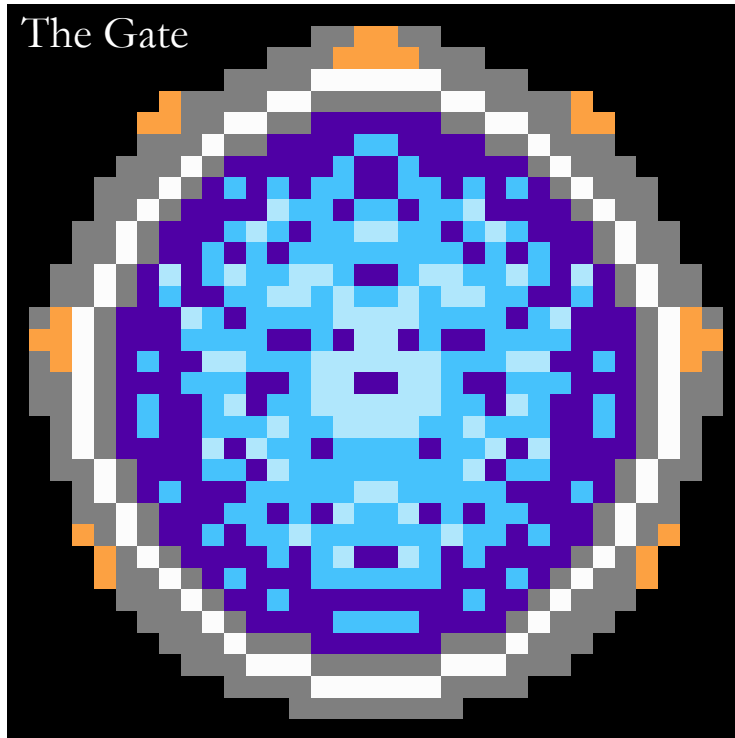
The brunette was losing patience with me. A little less gently she pulled me along behind her. She explained that the Empress’s heavy marauder was fueled, armed, and ready. The driver and the brunette would provide cover for their escape to the Gate in orbit. I was handed a flight suit, and made a quite unsuccessful attempt to avert my gaze as the girl stripped and stepped into hers. This earned me a smile from her and a disapproving scowl from the brunette. We boarded the marauder and took off without preamble. I believe that this is when my senses finally caught up with what was happening.

The explosions had never stopped. The entire time we raced through the city and boarded the fighter, the bombs kept falling. The men at the restaurant and the driver were bodyguards. As much as it pained me to say it, she was the most important person on the planet. If she died, the entire Empire would be thrown into chaos. She must survive if we are to come together and form any kind of effective response to this attack. For some reason, she was carrying me along for the ride. I decided it would be better to shut up and try to not hinder her progress, rather than ask stupid questions.

As the Empress gracefully piloted her ship from the spaceport, I looked back in time to see a bomb destroy the terminal. One second, they were fine, the next, thousands of people vaporized in an instant. Why should I survive? Why should I be so lucky? The city was utterly obliterated. I couldn’t see a single building that was still standing. I saw the occasional survivor hobble around before I was too high to make out any detail. I had no idea what was happening, or why. My only solace was fact that everyone that called my grandfather a crazy old coot had just been set straight. He should have been taken seriously. This could have been avoided.

There was a sudden jolt and my stomach threatened to come out of my nose. I must have made some sort of noise through the radio

because the girl asked for my arm and stuck me with something. She said that it was to keep me from yacking all over her new ship. I looked out and around. The area was littered with debris and countless transports trying to make for the Gate. I couldn’t understand what was going on over the radio, but I could see the radar...and the space around us. Thousands of fighters, transports, and civilian ships were heading for the same place we were. But it was plain that not many would make it. The Gate was five minutes away and the Quagarrs were everywhere.



The curious thing was that the enemy’s fighting style was what any rational person would call insane. The majority of their fighters would simply swarm a victim and ram them until their shields failed and they perished. Their actual weapons platforms were few and far between, but they were devastating. They would fire and fire until you made a mistake. The only recourse was to evade the projectiles and run. Attacking them was suicide.

All around us, ships were exploding. Debris and shock waves buffeted our hull. I watched as the brunette’s fighter burst into a million smoking pieces and fell instantly behind us. Our shields flared a bright pink as we were hit again and again. The driver’s fighter raced in front of us and took out an entire wing of Quagarr ships. He weaved in and out of their lines, shields flaring with impacts of dozens of weapons and enemy ships. The Empress continued her evasive maneuvers, keeping my head spinning with vertigo. All

around us, enemy ships screamed past, strangely silent in the vacuum. Still, she kept firing, taking out as many as she could while trying to avoid the rest.

I looked back. Of the thousands of ships that had left the planet with us, only a handful remained. Behind them was a swarm of ships so thick that the colony was hidden from view. I saw one ship after another fall to their onslaught. They were relentless. For every one that was destroyed, 10 more took its place.

Finally, all that was left was our marauder and the driver’s fighter. Space ahead of us flashed a brilliant white and suddenly the Gate was visible. I could see the colors dancing within. It was quite mesmerizing. I could see the warnings flashing all over the heads up display ahead of the Empress. The shields were collapsing, one of the four engines had already failed and the others were critical, and our weapons were exhausted.

Ahead of us a swarm seemed to move as one. They knew where we were heading and beat us to it. They had assembled themselves into a mine field in front of the Gate. There was no way through. Our shields wouldn’t survive another Kamikaze Quagarr strike. But still, our ship raced on. Fortune favors the bold, I guess. I clenched my teeth and held on tight.

Half a second before we impacted I heard a voice in my earphones.

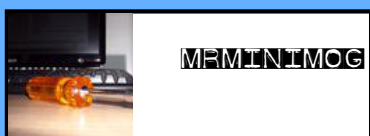
God Save the Empress! With that the driver’s fighter raced just over our ship scratching the paint on the hull. His engines were a bright red as he pushed them past their breaking point. He gave his life to see us through. The explosion was awe inspiring. His hit took out enough of the enemy fighters for us to squeeze through. The impact also sent their lattice scattering into each other and disabled a good number of them. Our shields flared and died under the impact of the debris from the sacrificed fighter. Then suddenly it was over.

The sparkling of the wormhole blazed around us. I heard the Empress sigh and lift her helmet. Her flowing red hair formed a halo in the absence of gravity. We had survived the initial attack. Two people had survived out of some 25 million. But there was no way that they would stop with that little colony.

To be continued....

REVIEW: Mr. Gimmick!

Mr. G I M M I C K



Mr. Gimmick is a unique platform game that was originally released only in Scandinavia and under the title “Gimmick” in Japan. A USA version was in the works, there was even a completed prototype of it, but sadly it was never released in the States. Luckily, the prototype cartridge survived the years and ended up in the hands of a collector. This NTSC USA prototype cartridge was once owned by DreamTR and is now owned by bunnyboy at RetroZone. This review is specifically for the NTSC USA prototype version of Mr. Gimmick that is finally available as a reproduction!

The game starts off by telling you the backstory through a series of screens, much like Blaster Master. It's a little girl's birthday and she is given a Mr. Gimmick doll as a gift. The cute green puff quickly becomes her favorite. Enraged by jealousy, her other dolls decide to take their revenge by kidnapping her while she is sleeping. Mr. Gimmick witnesses this kidnapping and chases after her. Your journey to save the little girl begins.

There are seven stages full of platform gaming goodness for you to explore. Each stage has its own theme ranging from a pirate ship, to a forest, to a mountain mineshaft. There is also a possibility for two endings, one happy and one sad. The six main stages each have a hidden treasure - find all six of the hidden treasures to unlock the final seventh stage and get the happy ending. That may sound simple enough but the treasures are well hidden. Just finding the treasures is a task on its own, actually getting them can be another story. You will need to master using your star weapon in order to reach most of the treasures, which can be both fun and extremely frustrating, at the same time. You will also need to stay alive if you want to make it to the final stage. If you lose all of your lives and get a game over, you will lose all of the treasures you've found. The game does give you unlimited continues, but if you want to access the final stage then you cannot use any. To fully complete Mr. Gimmick can be a difficult task for even the most experienced gamer, so do not be discouraged if you can't get everything on your first or second time through, or die repeatedly in the same area. It will take practice to make it through some areas.

The game controls are similar Mega Man, only the movement is faster, more fluid, and very responsive. The lightest tap on the D-pad will result in Mr. Gimmick taking a tiny step. The same goes for jumping - tap A to make Gimmick hop, hold it to jump as high as he can. Mr. Gimmick also has a star weapon at his

disposal. This is the star that can be used to ride on and is essential if you want to reach most of the hidden treasures. Simply hold B to charge, once the star is fully formed above his head it's ready to be thrown by releasing B. Once released, the star will bounce around the screen. You can affect the height and distance of the stars bounce by releasing mid jump or while moving left or right. The physics in the game are what I think make Mr. Gimmick really stand out and give it the unique feel that it has. If you stand on any slope you will start to slide, try to walk up a hill and you move slowly. You can even build up speed and start to run by moving down a hill, or jump while running to do a long jump. This is very useful to jump over enemies or clear large gaps.

You also have three inventory slots to fill with helpful items that you can find along the way. There is a bomb that that explodes, killing everything around it; a fireball that takes out anything in its path; and possibly the most useful item, a pink potion that restores all of your hit points. Every stage also has two orange potions to collect; each of these will extend your maximum hit points by one, up to a total of four.

Mr. Gimmick is one of the best looking games on the NES. Each stage is full of eye-popping detail. Often I find myself pausing for a minute just to enjoy the scenery. The clouds in the background at the start of the game still catch my eye every time I play. The colors used throughout the game are vivid and bright. Even the dark castle stage, full of instant death spikes, somehow seems cheerful. The music is well composed and adds to the fine details in the game. Each stage has its own tune that really does a great job at setting the mood. You will no doubt find yourself humming at least one tune after playing. One of my favorite songs is on the pirate ship stage. It really seems to match the stage and has a fun sound that makes you feel like you are right there on the water.

Those of you who are familiar with the PAL or JP version may be wondering about the audio in this USA proto version. The audio in this version is complete and was made for the NTSC system, so no additional hardware or modification is required to get the full audio.

Overall really like Mr. Gimmick; it's not like any other game I've played on the NES. I feel this is mostly due to the unique star weapon and the physics. The game is well designed to make use of everything item and ability. So plan on having to make long running jumps, or use your star for something other than a weapon. The fluid controls also give the game an enjoyable feel that I keep on wanting to go back to and play. Any fan of platform games, or NES in general, should definitely give it a try; I promise that you won't be disappointed.

ACCESSORY



SPEEDY NES
(Pieter Verhallen)

“The” Arcade Stick

Brand: Multicoin Australia

Name: Battlestation II

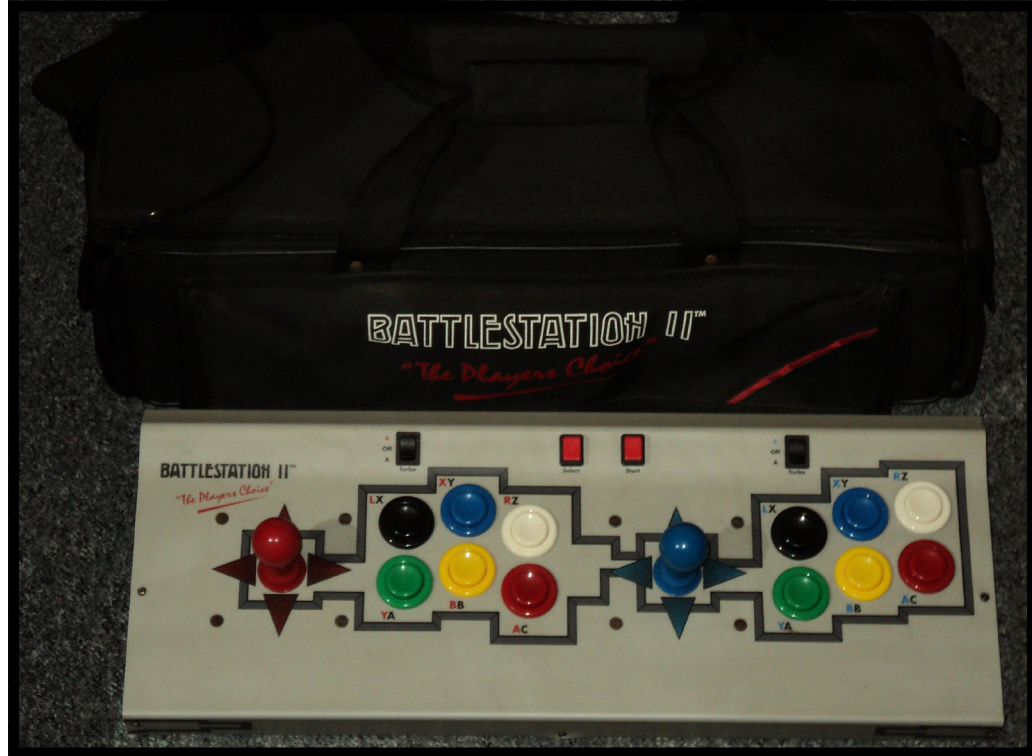
Release region: Australia
(some exported to USA)

Licensed by Nintendo?: No

Variants: None known

It's not uncommon to encounter a standalone arcade stick for the Nintendo NES. The majority of these closely resemble the NES Advantage, but they all share the one trait: made for a single player. All of them except one, that is. The exception to the rule, the Battlestation II arcade stick, has plenty more to offer.

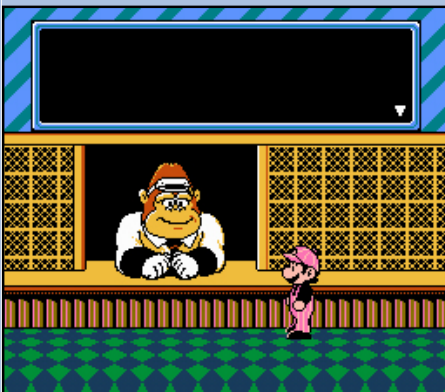
Unlike its plastic competitors, this arcade stick has a robust construction and can handle some of the abuse arcade sticks are meant to take. The joysticks and buttons are very responsive, which greatly helps to recreate that arcade feeling. The Battlestation II also features an optional “Turbo” setting for each button, to give you that extra edge, and it is compatible with a multitude of consoles from its heyday: Nintendo's NES & SNES, Sega's Master System & the Genesis/MegaDrive, as well as the Commodore/Amiga computers. Compatibility with all of these systems was available straight out of the



box; none of the cables had to be ordered separately. There was even an accessory to this accessory, but origin of the Battlestation II duffel bag remains a mystery. In all likelihood, it was an accessory that had to be ordered separately.

The rarity of this item shifted recently when about four dozen new old stock (NOS) Battlestation II's were put on the market in the US (eBay.com) and sold quickly at buy-it-now prices of around

\$50 USD each. Prior to this, these joysticks were exclusively available in Australia and generally sold for between \$80-200 AUD depending on condition and time of year. As most of the recently sold NOS Battlestation II's were bought in larger quantities, expect some to trickle back on the market in the near future. Keep an eye out if you're looking to add a nice piece of arcade-quality hardware to your gaming collection!



5 Best Captions



Z1

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

1. Supernesman - "Do you have some magazines, at least? I'm having a hard time."
2. Rockpupptez - "Now that Princess Peach found out about Paulina, I feel like tiger woods."
3. Kelly Flewin - "Mario, if this is your big 'pitch', then I'm afraid I'm going to have to put a 'wedge' into your plans again."
4. MRN - "Nice outfit, little boy, wanna come in the back and I'll show you my donkey kong?"
5. NintendoTwizer - "DK's sad attempt to be an undercover agent."

MA Member Spotlight



B.A. + DRAGON

USERNAME B.A.
NAME BRIAN PACKARD
AGE 32 THIS MONTH!
LOCATION MINNESOTA
OCCUPATION COG IN THE CORPORATE MACHINE
MARITAL STATUS MARRIED
CHILDREN NONE

Any plans for kids? My wife says she is too old, so maybe the next one.

Nice! Ok, so, your username... it's just the initials B.A., and I'm sure you get asked about it all the time. **What exactly does it mean?** The story is not very interesting. I have never been very clever when it comes to picking out fake internet names. I just looked around my room. I have a couple of Mr. T posters and I figured B.A. Baracus would be a cool name. Evidently, people had a hard time understanding that I was not actually Mr.T. On more than one occasion, when people would meet me, I would be greeted with, "Aww, I thought you were a black guy." So, I shortened it to B.A. My plan afterward was to find avatars of random, crappy celebrities who had the initials B.A., and see if people would actually think I was that person. I got to Bea Arthur and quit, though, as no one said, "Aww, I though you were an old dead woman," when they met me.



You've driven to the campout twice now, and the first time, you drove your "A-Team" van. Did that purchase have anything to do with your online name? It certainly went along with my admiration of Mr. T. I love that van. It was nowhere near as gaudy when I bought it!

How long were you guys all jammed in there for the trip? While this year took more than 30 hours round trip, during that first trip I picked up five



guys on the way. That was what was necessary to make the gas affordable in that pig! Crisscrossing around and picking people up added on a few hours. I just couldn't do that again this year because the drive was too long as it was.

Yeah, that's a beastly trip you make. I'm flying next year. I've had my fill of that drive!

So, this year, I think it was worth it to make the trip, though. You were inducted into the Mod Squad there. Did that surprise you at all? Yeah, I had no idea that was coming. Paul said something in passing about being a mod a couple months prior to the campout, but I hadn't heard anything since.

What about your induction ceremony? That sucked, but most people took it easy on me and I appreciated that. By most, I mean everyone but that jerk Paul! The worst part is that there has been another mod appointed since me, but I don't remember getting to hit anyone with a spoon.

Ha! You were the first, and probably last, unless we induct someone at a get-together again. That sounds fair.

How would you describe your collection? It is essentially complete regarding what I started my search to find. I have finished off both my licensed and unlicensed loose NES cart collection. I'm a big SNES RPG guy, and I have most of those CIB. I also collected CIB Virtual Boy for fun because it is a small set. Now I am more into odd paperwork and the like. The best thing about paperwork is it hardly takes up any space, which I am about out of!

I know you've also started picking up a few accessories you find interesting. You realize that takes up a ton of space. Accessory collecting is brutal. I like it, but I need to tear down a wall or two to store and display everything!

What got you into collecting? I only had a handful of NES games growing up. Around when the SNES was out, my grandpa gave me an old 19" color-TV, which was huge to me at the time! I was used to playing on a 13" black-and-white TV in my room. When I had my first job, Funcoland was at its peak, and NES carts could be found abundantly for a few bucks each. I was able to start getting a bunch of the games I had missed out on when I was younger. It was then when I first imagined how cool it would be to have a room full of every game that was made.

Wow, you've had your stuff for quite a while! Yes. I have certainly been hot or cold in adding to the collection over the years, but I never stopped or decided to sell any of it.

I know this was in the last eZine, but what is your favorite piece in your collection? I'm a big ROB fan, and have the various U.S. releases of the Robot series items. I distinctly remember seeing the Deluxe Sets in stores with ROB staring at me from the side of the box. I imagined he would roll around the house and get

B.A.'s TOP 5: NES ALL TIME



1



© 1991, 1992 Nintendo



2



Press START
© 2005 Nintendo/INTELLIGENT SYSTEMS Moby Games



3



© 1994 Square Co., Ltd
LICENSED BY NINTENDO



4



5



me drinks and stuff while I was playing like a combination R2-D2 and Johnny 5. I'm still pretty sure there is a way to get him to do that, but I'm working on it.

Do you have anything that you would consider your "Best Find"? As I have been collecting for quite a while, I am lucky enough to have knocked some of the big names off the list years ago. I picked up my Stadium Events cart eight or nine years ago for a couple hundred bucks, and I thought that was an outrageous price to pay for an NES game. My best in-the-wild find compared to its market value would probably be an Action 52 cart I got for \$5 at a local shop not so long ago.

Do you have anything you regret paying for, or that you regret selling at a low price? You've probably been in the game too long for this question, though, since you were never really a newbie, but I thought I should ask just in case. I paid around \$200 for my Caltron cart about a year ago, which sucks now that I can get a sealed for that price. I think that is really the only item I can think of that has tanked since I bought it. I can't really complain about that ratio!

Do you have a favorite underrated game? Ghost Lion! The chick kicks ass and she looks like Tina Youthers from Family Ties!

Most disappointing game? The Legend of Zelda: Wind Waker. I hated it and have never been able to finish the game. I hate the art direction Nintendo went with and no one will convince me otherwise.

Do you have a favorite video game memory? Nintendo PowerFest '94. I and my friend Chris, who came to the last campout with me, hopped on a couple city buses to get to the mall parking lot in our area where the Nintendo PowerFest '94 competition was being held. This was the last of the competitions, and the 3 games were Mario Lost Levels, Mario Kart and the home-run derby in Ken Griffey Jr. Baseball. The strategy was to get to the home-run contest and hit as many as you could before the time ran out. Occasionally, you would hit towering fly-balls that went super slow, and as your time ran down, it was nerve-racking. Chris and I were at machines right next to each other. He hit one of those slow fly-balls that take what seems like forever. When the ball dropped,

it hit the wall at the very highest point it could without going out, so not only did he get no points for it, but it took forever. He responded by screaming "F____" at the top of his lungs and kicking the machine as hard as he could! Two guys working the event ran over, picked him up, and carried him away. I was laughing so hard I couldn't finish! Ahh, good times!

Sounds like a very good time. Do you have a favorite part or memory of NintendoAGE? I love the community aspect of it. I like hanging out with the crazy fools in the chat room, and once in a while having a beverage or two together. I also enjoy the get-togethers like the campout, even if it has taken over 30 hours of driving round-trip each time!

Do you have any final comments for the fine readers of the eZine? In closing, I have a Mr. T Fact: The shortest episode of Monster Garage featured Mr. T and the A-Team Van. Everybody just went home after agreeing that the van couldn't possibly be made any cooler than it already was.

Thank you to Brian, for doing this. I also want to include a special thank you to him for his amazing gift to me at the campout. For those of you that are not aware, Brian gave me a CIB NES Top-loader at the campout. However, this wasn't just any Top-loader: this was the Target-exclusive Dr. Mario pack-in CIB. I have only seen one before, on eBay. So, to Brian: thank you again, kind sir! See you next summer!



USERNAME DRAGON
NAME ADAM WELCH
AGE 28
LOCATION CONNECTICUT
OCCUPATION IT SUPPORT SPECIALIST / WEBMASTER
MARITAL STATUS SINGLE

Any little 'gooners out there running around? Not that I'm aware of, but life is full of surprises, so it could be possible.



What got you into the collecting scene? I grew up with video games - starting with the Atari 2600 when I was around 3 or 4, and never looked back since.

So you still own a bunch of stuff from your childhood? Unfortunately, I don't. When I was a teenager, some of my games (Final Fantasy games, mostly) got stolen, and when I moved out of my mom's house for the first time, she pretty much sold all of my old gaming items that she thought I didn't want anymore.

Booo-urns! That sucks. How would you describe your collection now? Still growing. I have around 250 - 350 games, at the moment (quite possibly more), but there's always something else I want to add in to give it that "Ah, it's almost to where I want it" feel, ya know?

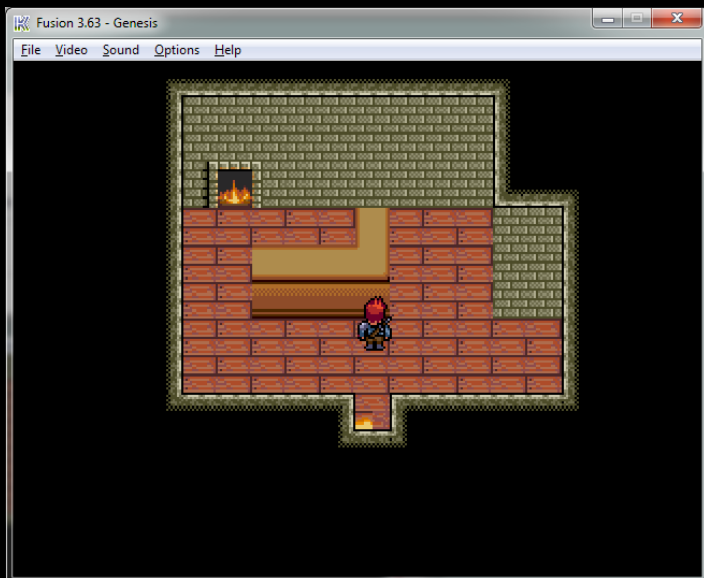
I know exactly what you mean. Do you have a favorite piece? My favorite console is the SNES, so there are quite a few items for it that I absolutely love - my CIB Final Fantasy 3 and all of the Square/Enix US-released RPG's. Other favorites are my Lunar: The Silver Star Story on the Sega CD, and Lunar: Eternal Blue CIB for the Playstation.

Have you had any of those out-of-this-world finds that you want to share? Unfortunately, I don't. My best score that I can recall is a very nice condition Zelda: A Link to the Past CIB (with map) for \$10 at a flea market. In my area, there are the collectors, and then the vultures that



snag all the good stuff and mark it higher than eBay prices, so it's difficult to even find decent prices on anything.

Yeah, that's pretty much how it is around here, too. Have you had any deals that you regret, either as a seller or a buyer? None. I chalk everything up to a learning experience. When I first started getting back into the scene last summer, I made some impatient purchases and later realized that I had overpaid. That wasn't much of an issue, since it wasn't a lot of money, but it definitely helped me learn to do my research and due diligence before buying anything. As for selling, I don't mind hooking up a collector or friend with a good deal from time to time, especially if I don't have a use for the item or have duplicates.



Great way to look at things man! Ok, do you have a favorite video game memory? I remember back when I was in the 3rd and 4th grade, whenever we had a snow day, my childhood best friend would come over (or I would go over his house), and we'd run through Final Fantasy 1 in a single session. If we had a few snows days, we'd pick a random game and do the same thing. Other times, we'd just have gaming nights on the weekend with a few friends. They would bring over their NES's and we'd all play some Super Dodge Ball, or TMNT 2, or race to see who could get furthest in Zelda before the sun came up.

That sounds like an awesome time. Do you have a favorite part of, or

memory of, NA? It would have to be the campout and some of the random times in chat.

Ok, so, I heard through the grapevine that you're working on creating your own RPG for the Sega Genesis. Can you tell me anything about it? Absolutely. The name of the game is Affinity: Sorrow. I'm doing the programming and story writing, and Mr. Gimmick is doing the graphics and helping with the story, as well. It's set in your typical fantasy setting, but the story is far from the norm.

Where did the story originate? In 2004, I had moved to Virginia to get out of Connecticut and to experience a new life. I would drive home probably once a month with some friends and visit for the weekend, but eventually that became expensive, and with money running short, I ended up taking the train several times. On those train rides, I would always write in a college ruled notebook any thoughts, song lyrics (I was in band back then), or just parts of my life that I tried to turn from horrible/devastating into something beautiful. After I had moved back home to Connecticut, I took most of those notes I had written and attempted to write a novel. It came out decent, and the feedback I got was mediocre. First attempts aren't always the greatest, but it had potential. I then turned it into a screen play that was to be filmed locally by my friend, though for personal reasons, it never came to fruition. Then one night, I had the idea to turn the story from a modern day drama into a fantasy-style story.

So the story is based on your life? Not exactly. There are some similarities to my personal experience, but I had to make it more interesting. Some events are based off of real life experiences, but let's just say I don't cast magic or ride dragons.

Sweet! We get to ride dragons? Sadly, No. Sorry to get your hopes up.

Is there anything else you want to tell me about the game? There will be a few different races (or species, whichever you prefer to call them), and some "non-living" creatures. One of the towns you will have to visit is a town that is filled with "living" stuffed animals. The story will provide plenty of twists, but not enough to make the story overly complicated. The overall story is complex in theory, because when you reach the climax, you're going to be left thinking "what in the world?!?" There will be 2 ways to play Affinity: Sorrow - follow the story straight through, or choose to do the side quests along your adventure. There will be plenty of side quests to lengthen the game, but they will all be optional. There will be miss-able content, as well, but when all hope is lost for achieving the quest, item, extra content, etc., there will be a clue that you missed something. Also, some things will give you a choice, and both will yield in different results (not affecting the story in any form).

How far into it would you say you are, as of now? I would estimate between 8 and 12% complete. Most of the core work is done in terms of the engines, so now it's about getting the graphics figured out, importing the data from the story, and doing all of the scripted events.

Taking on an RPG is a HUGE undertaking. Best of luck to you! Do you have any final comments for our NA brothers and sisters? Final Comment: It's not the size of your collection; it's how you use it

DRAGON'S TOP 5: NES ALL TIME

FINAL FANTASY III



© 1990 SQUARE

1



KONAMI

CONTRA

PLAY SELECT

1 PLAYER

2 PLAYERS

TM AND © 1988
KONAMI INDUSTRY CO., LTD
LICENSED BY
NINTENDO OF AMERICA INC

2



And so, their
journey begins...

FINAL FANTASY™

TM & © 1990
NINTENDO

© 1987
SQUARE

3



THE LEGEND OF
ZELDA

© 1986 NINTENDO

PUSH START BUTTON

4



ADVENTURES OF
LOLO

© HAL LABORATORY INC. 1988
TM AND © HAL AMERICA INC. 1989
ALL RIGHTS RESERVED

LICENSED BY
NINTENDO OF AMERICA

5



What Goes Around, Comes Around: Hitting the Cycle



Do you ever feel that your collecting-life has come full-circle? Have you ever completed a collecting cycle, only to find yourself back where you started? I have recently completed just such a cycle, only to find myself where I began.

My collecting-cycle started in 2002 at a GameStop. Back then, they still sold NES games, and I bought *Dragon Warrior*, *StarTropics*, and *Super Mario Bros./Duck Hunt*. I have always been a fan of math, and because of this I love RPG's. Numbers are everything in them. On a whim while at a GameStop, I bought *Dragon Warrior* and *StarTropics*, partially due to some false information from a friend that the former was worth \$50. Before trying to sell *Dragon Warrior*, I gave it a standard play-test to make sure it worked. My short play-test turned into a half-hour, and in time I became hooked. Suddenly, I did not care what *Dragon Warrior* was worth, I just wanted more like it. I also gave *StarTropics* a try. This, too, I found quite fun. I ended up playing it a lot the next few days.

Within three months, I began searching for more RPG's to expand my collection. I discovered there were four US-released *Dragon Warrior* games for the NES, and one that had recently come out for the PlayStation (*Dragon Warrior VII*). By December, I was registered on eBay. My intent was to purchase a cart-only copy of *Final Fantasy* for the NES. I put in the bid of \$5.29 with two hours to go in the auction. I won it and sent off a money order the very next



day. The game arrived in the mail within a week, and as I started playing it, I realized I wanted more still.

A few months later, I began work on my video game shopping list, totaling 148 games, 27 systems, 20 accessories, and 67 (!) strategy guides. From this, my collection grew quickly, and by 2005 I started selling off any extra RPGs I acquired to more aggressively fund games I wanted. This trend continued for some time, but by 2007, my shopping list was getting much shorter. Games were coming off the list faster than newer titles were being added. This was soon to change.

In January 2007, GameStop bought out Rhino Video Games, a chain of video game stores scattered across the Southeast. Shortly thereafter, they put all the older games on clearance. I managed to score quite a few NES, SNES, and N64 games through this clearance; however, I began to change my goals. I already had 40 NES games in my collection, and with the clearance sale, I managed to add another 60. I figured working on a complete collection would be a fine plan. Therefore, in March of that year, I officially put my RPG collection on hold in hopes of assembling a complete NES library.

The NES collection progressed rapidly, growing from 100 to nearly 500 games in a few months. I even picked up a couple high-level games along the way: *Stadium Events*, *Flintstones 2*, and about 15 *Sachens*. Unfortunately, my goals were outside my means, and I sold some vital pieces of my RPG collection to bridge the financial gap to make my bid on *Stadium Events*. Much of my PlayStation RPG collection was sold to Sara (raregamergirl) for \$1400. This gave me the funds I needed to purchase *Stadium Events*. On my 22nd birthday, September 24, 2007, I received *Stadium Events* in the mail. It was a milestone for my NES collection, but at the expense of my PlayStation RPG's. After that, I significantly slowed my collecting pace.

I have recently played some of the newer RPG's for the PlayStation 2: *Ar Tonelico II*, *Phantasy Star Universe*, and *Mana Khemia*. Through these, I realized what it was that brought me into the collecting world to begin with: fun. It



was not about putting together a complete set of games (though the challenge will always be enticing). Neither was it about assembling a set of perfect-condition games, where one is afraid to touch them for fear of losing value (though condition does play a role in cobbling together a respectable collection). It was supposed to be about fun. Even back in the early days, games like *Space Invaders* were about fun, and this was what attracted people to play them. From the famous words of the late Walter Cronkite, "That's the way it was," I would like to expand them to say, "That's the way it was all along."

So here I am. I am a video game collector, an RPG collector, a fun collector. Now I am again doing what reeled me into the hobby in the first place: having fun. While I did not sell my entire RPG collection, I consider myself at point zero again. My collecting cycle is complete. I know there have been several who have sold their collections, only to come back and start anew later. However, I think this cycle is an important part of collecting. What goes around really does come around to you later on; it matures you, strengthens you, and makes you more capable of making right decisions. Through this cycle, we become greater collectors, and also greater as people. Before, I was immature, and I made rash, impulsive decisions. I very rarely make such poor decisions nowadays. I have learned a lot over this course of time. As I begin my new cycle, I will use the knowledge gained well.

From all of us at Nintendoholics Anonymous, I say enjoy responsibly.

Matt's trade list can be found at <http://blastedmachines.com>.

LET'S TALK CAMPOUT 2011



with... the host & two wives

Graphic by MrClutch & Aquanistic

The Campout Experience



For the last 3 years, my house, my life, and my family have been invaded by hordes of NintendoAGE members and their families for the annual NintendoAGE Campout in Lebanon, TN. "Why are you foolish enough to host it and allow that many people to disrupt your life," some may ask. Well, for me, it all began in 2008 at the AGExpo in Knoxville, TN. The AGExpo was great... terrific even. I had the time of my life. I got to meet a ton of incredible people whom I had only talked to on the internet resulting in some great friendships. People like Burdger, The Tall Guy, Dain, Penguin, Roth, and countless others I'm probably forgetting about, made that experience what it was. I also got to meet Thor, who is one hell of a guy. Thor, you rock! After the Expo, I stayed the night in Knoxville and met up with most of the guys at a local restaurant, Steak and Lube (quite the appropriate name given the amount of male homoerotic discussion that goes on around NintendoAGE). It was great. A large group of us were at the restaurant so late that we were actually asked to leave, so we went back to my hotel room and continued to party until we were all beat. It was amazing, hanging out with other collectors, trading collecting stories, playing games, and just shooting the shi+.

A few months later, I found out there would be no future AGExpos and I was bummed. One day, I jokingly mentioned to someone about having a large NA get-together at my house, with the requirement that people would have to campout in my yard since it's outside of city limits and we don't have to worry about codes or cops. So the planning for the first campout in 2009 began, even though I had no idea what I was doing or how the campout would turn out. Well 2009 was a hit, but I didn't think I was ready to have

another, so I told everyone "no campout in 2010". As a joke for April Fools in 2010 I posted a campout thread. Well, apparently the joke was on me because the response was so overwhelming I couldn't tell everyone it was a joke. Campout 2010 was another successful get-together.

Campout 2011 was a totally different animal. The campout has grown into a beast and 2011 was a whirlwind. I thought I'd give you a few of the highlights (and lowlights) of what I did during the 11 days that was the campout for my family. I say 11 days because that's the timeframe from when the first person arrived (burdger 6/4) to when the last person left (limbofunk and rebafunk 6/14). I really wanted to do a timeline of everything that happened, but it went by so fast and there was so much going on that I can't remember it all, so instead I thought I'd do this.

Major highlights:

Meeting Robin, Wrldstrman, Gameboyricky, and countless others. It's an awesome thing to see new faces every year at the campout, especially people I've talked to many times through NA chat or PMs on NA. Finally putting a face to a name is a wonderful feeling.

Unspeakable events that you had to be there to witness:

(Sorry guys, we actually signed waivers for some of this stuff!)

The first live NintendoAGE auction, made extra memorable by Andy. "SEVENTY DOLLARS!"

Getting my first, and only, Nintendo Test Cart (THANKS LIMBOFUNK)

Watching Roth puke, catch it in mid-air with his mouth, and then swallow it back down. Roth, you are hardcore, sir.

Watching Shelby have a great time playing with the other kids. Thanks to Leathco and his wife for bringing their kids. Shelby had a great time with them.

Sitting back and watching everyone from different walks of life come together to share a common interest. To me, this is what the campout is about.

Beating my personal best score on the homebrew shooter Bladebuster on a real cart made by Bunnyboy special for the campout. THANKS BUNNYBOY!

Seeing everyone having a good time is especially awesome, for me. There were no fights, no major arguments, no pushing, shoving, or hostilities.

Getting my new black and white NintendoAge shirts. THANKS DAIN! If you hadn't bought one yet, do yourself a favor order one today.

Low points include:

Cleaning a pool for 3 days, just to have it end up being unusable, then having to spend \$200 on a new pool.

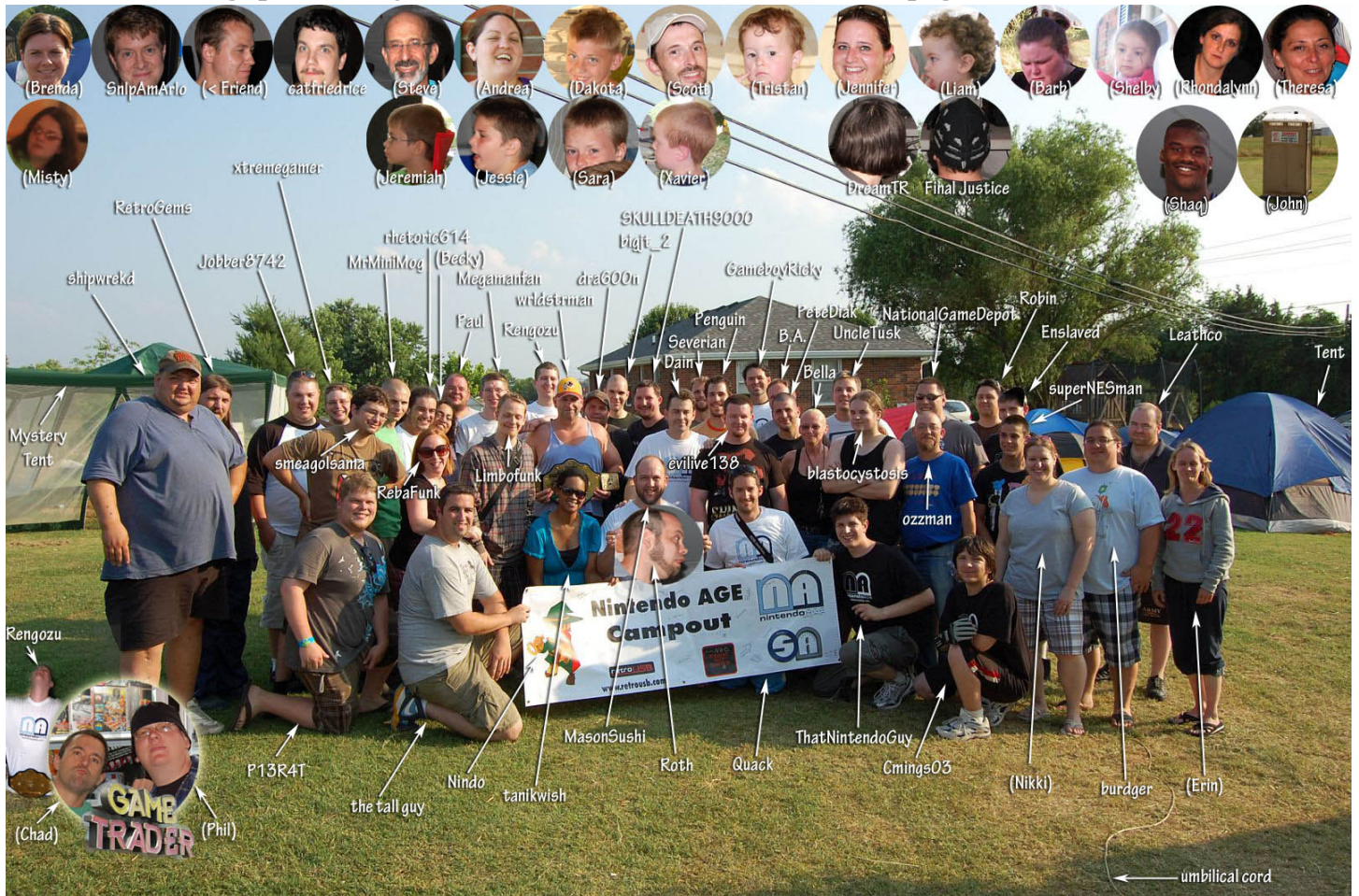
Getting drunk and apparently punching a block of ice to the point that I was bleeding all over the place and got blood on several people. Sorry guys and gals. So drunk, at one point, someone got my wife to come outside and tell me I was cut off from drinking. BEWARE OF FALLING DRUNKEN PAUL, I will hurt you.

Although it was a long week, seeing everyone leave was especially saddening.

So, to recap, the campout is a special event that is near-and-dear to me. It's great getting to see other collectors come together and have a great time. It's especially great to see so many willing to help as much as they do, all the while dealing with hot temperatures. If you can attend one year, I would highly recommend it. I have yet to hear someone tell me that they didn't have a good time. Yes I'm sure there are things that could be done to improve the campout, but let's be honest, I am kind of a slacker and I don't like to plan things out, so the campout is just a big party with as little planning as possible.

Anyone reading this interested in hearing more? Feel free to PM Paul on NintendoAge.com.

"Names to Faces" graphic made by Dain as seen on the NintendoAGE homepage:



A View From the Outside



I tagged along with my husband to this year's NintendoAge Campout. I admit I've never been interested in video games, either as a gamer or collector. I have poor hand-eye coordination, which makes me lousy at playing them. Additionally, I do not have the nature of a collector. I'm always trying to rid our house of things, not fill it up. Yet, I drove roughly 975 miles round trip to participate (sort of) in a three-day long event devoted to gaming and collecting. I attended the campout as a mere spectator looking to enjoy a weekend-away with some friendly, pleasant people. My simple expectations were to enjoy their company and bask in the 90-degree Tennessee heat. While I accomplished that, I also observed something that brought me a little closer to understanding the obsession with video games. I found that what Ross and most others at the campout feel for video games is exactly what I feel for the written word (I'm something of a writer, if Ross hasn't told you) – an undying love that rivals even my most intimate of relationships.

I heard someone remark while playing a game, and immediately after having survived a difficult endeavor, "Isn't it gorgeous?" This tiny comment made me realize that a game is not just a form of entertainment. Video games are more than just a way to pass the time; they're a skill, a craft. This realization cemented something I have long suspected, in that anyone who holds the flame of passion for something, is light-years ahead of those dull bastards who can do nothing more than simply like stuff.

I once saw an interview with Sigourney Weaver, during which she said that fans of science fiction are the best fans because they greatly appreciate minute details others won't even notice. This attention to detail is the difference between a person who only likes something and one who vehemently adores it. Those of us who feel an intense, burning love for a thing pay attention to, and appreciate, even the most obscure of details. For me, it's that perfect adjective, or the well-paced development of character. For those with whom I spent the weekend at the campout, it is the vibration of the controller at the right moment or the discovery of that rare test cartridge at a random garage sale. I don't think it matters what you love, just that you love something enough to put time, energy and care into it, to make it into your craft, and to take it beyond a hobby and turn it into an art.

Campout Confessions



I have got a confession to make: I wasn't completely looking forward to the NA campout. I had my reservations about what I thought would be happening, but I didn't really give myself the opportunity to see good coming from any of this. I mean, a bunch of guys playing video games in the hot sun? One of my original thoughts was, "It's gorgeous outside and you're all going to sit around in a stupid tent and trade plastic crap! Ugh!" However, what I took home from this epic experience, in just over a week's time, was life changing.

Here are a few facts about me that you should know before I continue. First and obviously, Otto (limbofunk) is my other half. I really do like video games, but working a few years at a notorious video game retail store has jaded my overall love for them. Lastly, I am very active within the church we attend. The reason for sharing this nugget of information will become clear a bit later.

As I mentioned prior, this wasn't my ideal vacation. I dreaded the uncomfortable situations that spending time with complete strangers would bring. I wasn't sure that I had any kind of interesting conversation to offer and I doubted my ability to fit in with the NA community. Even so, I went, begrudgingly, to support my husband. After all, if nothing else, that is my priority.

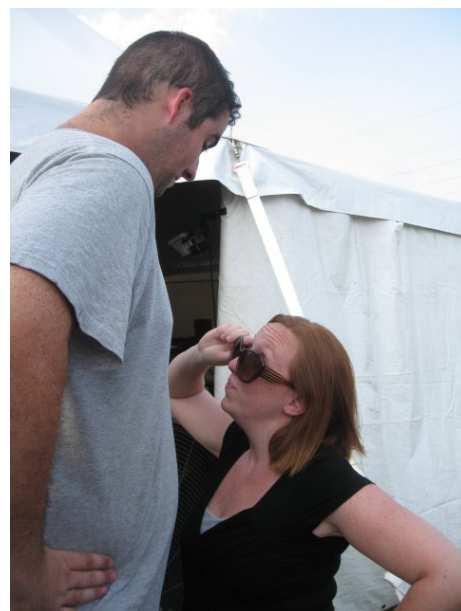
Now, I say community, because that is, after all, what you have built. It amazes me that, on this website, you have mastered what most organizations I know chase after, including some churches. They are looking for a place where you can go, and you won't feel bullied or put down in any way. They are looking to build a place where you can count on just about anyone to support you. Within NintendoAge, I have witnessed this positive influence in many forms.

Let me start off with all of the fantastic trades that happen regularly. NA users talk, chat, and continue to do fair transactions between one another. For the most part, I have never really heard about true NA members ripping anyone off. With the exception of one story I heard of an individual, who will remain nameless at this time, 99.9% of the time, there are always solid transactions. People even have giveaways!

I remember distinctly a time when Ross Burdger, and Nikki, his lovely lady, came through our town. While they were here, Ross and Otto got together to look at Otto's collection. Ross came up with a small stack of goodies he wanted, and Otto said he could take the whole pile, expecting nothing in return!

That brings me the other fun part about NA pals: random meet-ups. You know, the, "Hey, if you are ever in my neck of the woods, stop in." Be careful what you ask for, as NintendoAgers will fulfill this request! However, they will leave an impact on your heart forever.

For example, there was the time when I first met Justin (Penguin). This was in Pennsylvania through another meet up. Later, when Otto and I decided to take our honeymoon in the Disney-area of Florida, we knew we just had to visit Justin while we were there. Yes, I am aware a honeymoon is meant to be an intimate time between a newly-married couple, but c'mon, how do you pass up an opportunity to chill with a friend like that? Even on your honeymoon!





I have also heard of so much support from NA members regarding helping out during hard times, as well. Some have lost their job, family members, or even wives to divorce/separation. The list goes on of negative things that attack our happiness time and again. Still, everyone on NA is continually there with uplifting words of encouragement to help fellow collectors.

Does anyone remember the time when Kevin was in the middle of a big move, and somehow one of his boxes mysteriously came up missing? Who was there to help him through that? I know that various NA members sent him all sorts of things he was missing. You gave things from your very own collections so that his could be supplemented.

How about the drive where you all raised so much money to help keep the servers alive and running so it didn't all fall on Dain?

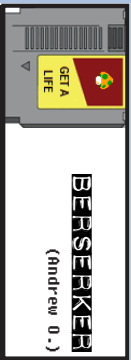
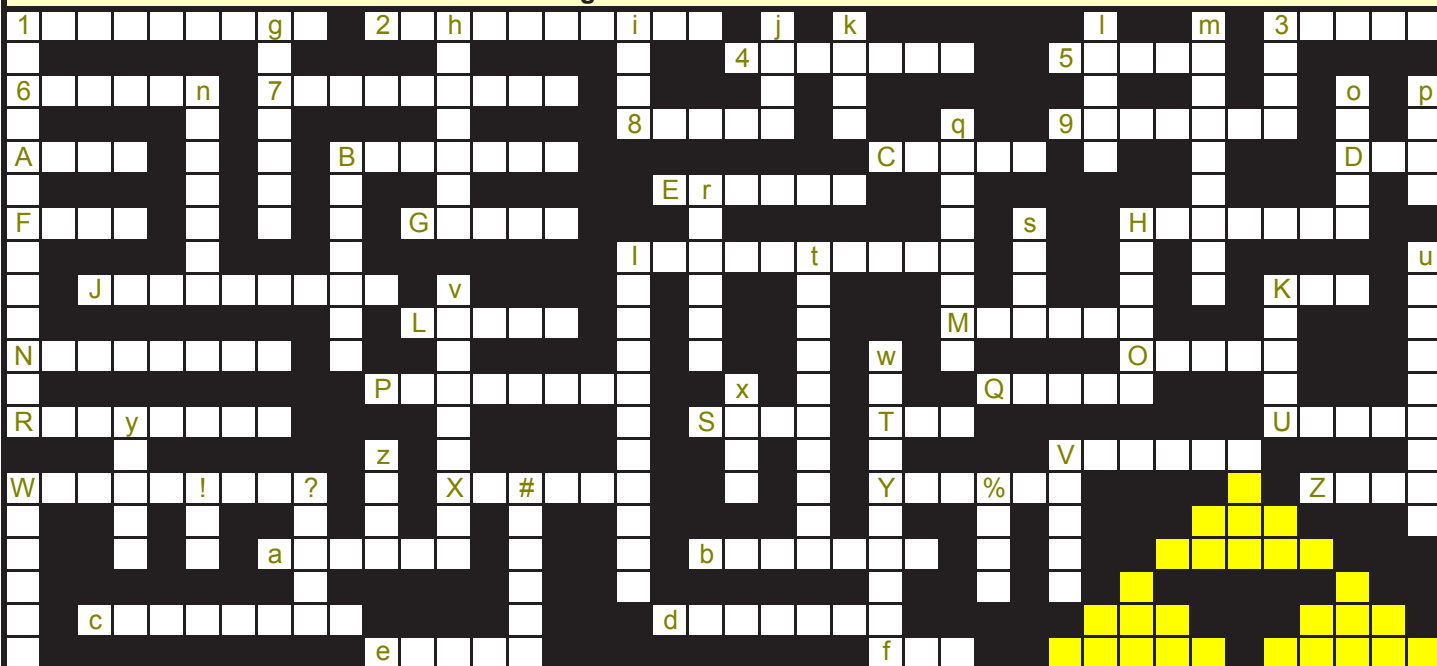
Also, who can forget that terrible weather that recently slammed the Alabama area? Our friends Kat and Steve suffered some serious damage during that time. Guess who opened their home? Paul and Andrea did, who also continue, year after year, to open their home to all of us for the annual Camp Out.

Even more, at the Camp Out, we were made aware that Bimmy (Kevin) had lost his grandma and was unable to attend. What did everyone do? We all took a moment to sign a card, sending condolences and warm wishes during his time of loss. I am certain I am missing other stories, and am probably unaware of many, many more.

From my perspective, as a supportive wife and a new NA member, I have to say, I am blown away by the gathering of community all of you have created. As I said, being active in my church, I've seen people walk in and out of our parish, and yet some people just never get it. Life is community. These people attend a weekly mass and then just go home until next Sunday. They come to get their Jesus-time and then just walk out. Personally, I think there is more to life than that. If there was a way that I could box up the kind of community you have here on NA, to share with the people who I work with on a regular basis, the world would be such a better place.

I'm pleased to say that being at the Camp Out and meeting every one of you has left me in a state of wonder and awe. I am excited for the next time our paths will cross, and for some of you, that will be in the near future. I'm looking forward to more great things from NintendoAge!

Legend of Zelda Crossword



Horizontal		Vertical	
1. Rabbit like enemies that hop around in dungeons.	b. This is required to access the seventh dungeon.	g. This allows you to see where the boss is on the map.	3. Dungeon-crawling serpent.
2. These enemies are big hands that grab Link.	c. A special item that is obtained in the eighth dungeon.	h. Fast-moving, dungeon-crawling centipedes.	n. A centipede-like enemy with red circles for body parts.
3. West of the waterfall, these tumble down at Link.	d. Octopus-like enemies that spit out rocks.	i. These try to squish Link and then reset and try again.	o. These enemies are stationary until you touch them.
4. Link's Triforce piece is that of...	e. This area is easy to get lost in. Hence the name: Lost...	j. Floating out in the water, these enemies shoot at Link.	p. An old woman who was Zelda's nanny.
5. The cycloptic spider boss.	f. These open locked doors.	k. The "Classic Series" re-release cartridge was colored...	q. Enemies that are wizards... And have robes...
6. Zelda's Triforce piece is that of...		l. Ganon's Triforce piece is that of...	B. Knight-like enemies that can only be hurt from behind.
7. If Link is not careful, this boss will man-handle him.		m. Allows you to fire a projectile similar to a Wizzrobe's.	r. Found in the sandy regions, these enemies burrow.
8. Only found in the last dungeon, this enemy has friends.			s. These small blue spheres cause explosions.
9. These spider-like enemies hop around the overworld.			H. This allows Link to repel an enemy's projectiles.
A. These increase Link's defense and change his threads.			l. Stationary enemies that shoot projectiles at Link.
B. Rumor has it that they don't like smoke...			t. The boss of the first dungeon.
C. The spirits of the dead are only found in the north-west.			u. When Link blows the Whistle, this sweeps him away.
D. Without this, Link would be lost.			v. Big, orange, spinning boss. Doesn't like Whistles.
E. A green dragon with two to four heads.			K. The princess you're trying to rescue.
F. This is needed to float across a body of water.			w. One of these will freeze all the enemies on the screen.
G. The fearsome, final foe.			x. Our hero donning a green tunic.
H. You can see what these skeletons are carrying.			y. These helpful creatures will refill Link's hearts.
I. This item allows you to cross a single gap.			z. Grumble Grumble...
J. Found in the first dungeon, it's upgrade is in the second.			V. Enemies drop these. They're the game's health meter.
K. These blobs split apart when you attack them.			W. These enemies shoot arrows. Mainly in forest areas.
L. Annoyingly high defense for someone wrapped in linen.			!. You need this to shoot an arrow.
M. When hit by this enemy, Link's sword is disabled.			?. Everyone may call them bats, but they have a name.
N. Despite the name, nobody likes this shield-eating jerk.			#. The maximum you can have is 255.
O. These centaur-like enemies roam the overworld.			%. Sometimes you'll have to pay for these repairs.
P. When Link is hurt, he drinks this to refill his hearts.			
Q. This weapon is always mapped to the "A" button.			
R. This golden triangle is a gift from three goddesses.			
S. These enemies can split into two red Keese.			
T. Puny enemies that split off from a Zol.			
U. You need silver ones to defeat Ganon.			
V. The land you're exploring.			
W. This adds a fire effect to the Magic Wand.			
X. These enemies love to use Boomerangs.			
Y. This will light up a dark room.			
Z. The crest design shows two hearts, a key, and a...			
a. You need to give this to the old lady to buy Medicine.			

LOOK FOR ANSWERS TO THIS CROSSWORD NEXT MONTH



SUPER PRICE GUIDE

AUGUST 2011

PLEASE NOTE THAT 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. THIS DATA IS COPYRIGHT NINTENDOAGE.COM AND MAY NOT BE REPRODUCED WITHOUT PERMISSION EXCEPT FOR PERSONAL USE.

Title	\$	Title	\$	Title	\$
3 ninjas kick back	18	Biometal	7	Daffy Duck: The Marvin Missions	5
7th Saga	10	Blackthorne	13	Darius Twin	5
Aaahh!!! Real Monsters	5	BlaZeon	9	David Crane's Amazing Tennis	2
ABC Monday Night Football	1	Blues Brothers	10	Death and Return of Superman	13
ACME Animation Factory	2	Bonkers	4	Demolition Man	6
Act Raiser	11	Boogerman	23	Demon's Crest	28
Act Raiser 2	8	Boxing Legends of the Ring	2	Dennis the Menace	2
Addams Family Values	5	Brain Lord	9	Desert Strike	5
Addams Family Pugsley	6	Brainies	15	D-Force	4
Advanced Dungeons & Dragons: Eye of	5	Bram Stoker's	2	Dig & Spike Volleyball	3
Adventures of Batman & Robin	3	Brandish	13	Dino City	4
Adventures of Dr. Franken	28	Brawl Brothers	16	Dirt Trax FX	4
Adventures of Kid Kleets	4	Breakthru!	6	Donkey Kong Country	11
Adventures of Mighty Max	10	Breath of Fire	16	Donkey Kong Country 2: Diddy's Kong C	12
Adventures of Rocky & Bullwinkle and F	1	Breath of Fire II	26	Donkey Kong Country 3: Dixie Kong's D	16
Adventures of Yogi Bear	5	Brett Hull Hockey	1	Doom	11
Aero Fighters	4	Brett Hull Hockey 95	3	Doom Troopers: The Mutant Chronicles	10
Aero the Acro-Bat	110	Bronkie the Bronchiasaurus	3	Doomsday Warrior	5
Aero the Acro-Bat 2	3	Brunswick World Tournament of Champ	25	Double Dragon V: The Shadow Falls	14
Aerobiz	16	Brutal: Paws of Fury	3	Dragon View: Drakkhen 2	19
Aerobiz Supersonic	14	Bubby II	5	Dragon's Lair	8
Air Cavalry	15	Bubby in: Claws Encounters of the Furre	8	Dragon: The Bruce Lee Story	1
Air Strike Patrol	9	Bugs Bunny: Rabbit Rampage	5	Drakkhen	5
Al Unser Jr.'s Road to the Top	12	Bulls vs. Blazers and the NBA Playoffs	4	Dream TV	7
Aladdin	3	Bust-a-Move	1	Dungeon Master	6
Alien 3	9	C2: Judgment Clay	12	E.V.O.: Search for Eden	64
Alien vs Predator	6	Cacoma Knight in Bizyland	4	Earth Defense Force	2
American Gladiators	11	Cal Ripken Baseball	7	EarthBound	106
American Tail	4	California Games II	2	Earthworm Jim	11
Andre Agassi Tennis	13	Cannondale Cup	3	Earthworm Jim 2	11
Animaniacs	1	Captain America and the Avengers	3	Eek! the Cat	6
Arcade's Greatest Hits: The Atari Collec	5	Captain Commando	9	Elite Soccer	1
Arcana	5	Captain Novolin	15	Emmitt Smith Football	2
Ardy Lightfoot	4	Carrier Aces	18	Equinox	9
Arkanoid: Doh It Again	5	Casper	6	ESPN Baseball Tonight	1
Art of Fighting	26	Castlevania: Dracula X	19	ESPN National Hockey Night	1
Axelay	6	Castlevania: Dracula X	63	ESPN Speedworld	1
B.O.B.	3	Champions World Class Soccer	1	ESPN Sunday Night NFL	3
Ballz 3d	12	Championship Pool	2	Exertainment Mountain Bike Rally	10
Barbie Super Model	5	Championship Soccer '94	1	Exertainment Mountain Bike Rally/Spee ####	
Barkley: Shut Up and Jam!	5	Chavez Boxing	6	Extra Innings	4
Bass Masters Classic	9	Chavez II	9	F-Zero	5
Bass Masters Classic Pro	1	Chessmaster	5	F1 Pole Position	4
Bassin's Black Bass	3	Chester Cheetah: Too Cool to Fool	4	F1 ROC	6
Batman Forever	3	Chester Cheetah: Wild Wild Quest	9	F1 ROC 2: Race of Champions	8
Batman Returns	11	Chopliifer III: Rescue & Survive	6	Faceball 2000	3
Battle Blaze	3	Chrono Trigger	50	Family Dog	3
Battle Cars	6	Chuck Rock	2	Family Feud	4
Battle Grand Prix	4	Civilization, Sid Meier's	15	Fatal Fury	2
Battleclash	3	Clay Fighter	3	Fatal Fury 2	7
Battletoads & Double Dragon: The Ultir	9	Clay Fighter Tournament Edition	8	Fatal Fury Special	7
Battletoads Battlemaniacs	3	Claymates	10	FIFA International Soccer	2
Bazooka Blitzkrieg	2	Cliffhanger	2	FIFA Soccer '96	4
Beauty and the Beast	17	Clue	4	FIFA Soccer '97 Gold	7
Beavis and Butthead	6	College Football 97	4	Fighter's History	6
Bebe's Kids	14	College Slam	1	Final Fantasy II	23
Beethoven	7	Combatribes	11	Final Fantasy III	33
Best of the Best Karate	7	Congo's Caper	8	Final Fantasy: Mystic Quest	10
Big Sky Trooper	2	Contra III: The Alien Wars	21	Final Fight	5
Biker Mice from mars	5	Cool Spot	8	Final Fight 2	22
Bill Laimbeer's Combat Basketball	4	Cool World	3	Final Fight 3	42
Bill Walsh College Football	16	Cutthroat Island	3	Final Fight Guy	64
	2	Cyber Spin	2	FireStriker	10
	2	Cybernator	9		

Title	\$	Title	\$	Title	\$
Firepower 2000	8	Joe & Mac	7	Mary Shelley's Frankenstein	9
First Samurai	6	Joe & Mac 2: Lost in the Tropics	18	Mask, The	4
Flashback: The Quest for Identity	3	John Madden Football	1	Math Blaster Episode 1	4
Flintstones, The	6	John Madden Football '93	1	Maui Mallard: Cold Shadow	4
Flintstones, The: The Treasure of Sierra	15	Judge Dredd	3	Mecarobot Golf	1
Football Fury	2	Jungle Book, The (Disney's)	5	MechWarrior	3
Foreman For Real Boxing	4	Jungle Strike: The Sequel to Desert Stri	3	MechWarrior 3050	6
Frank Thomas Big Hurt Baseball	1	Jurassic Park	3	Mega Man 7	56
Frantic Flea	1	Jurassic Park 2: The Chaos Continues	5	Mega Man X	14
Frogger	8	Justice League Task Force	6	Mega Man X2	34
Full Throttle: All-American Racing	####	Ka-blooley	4	Mega Man X3	59
Fun 'n Games	24	Kawasaki caribbean Challenge	2	Mega Man's Soccer	22
Gemfire	15	Kawasaki Superbike Challenge	1	Metal Combat: Falcon's Revenge	3
Genghis Khan 2: Clan of the Gray Wolf	13	Ken Griffey Jr. Presents MLB	5	Metal Marines	37
George Foreman's KO Boxing	3	Ken Griffey Jr.'s Winning Run	3	Metal Morph	6
Ghoul Patrol	22	Kendo Rage	2	Metal Warriors	52
Goal!	1	Kid Klown in Crazy Chase	2	Michael Andretti's Indy Car Challenge	1
Gods	5	Killer Instinct	7	Michael Jordan: Chaos in the Windy Cit	6
Goof Troop	7	King Arthur & the Knights of Justice	11	Mickey Mania: Timeless Adventures of I	6
GP-1	4	King Arthur's World	7	Mickey's Ultimate Challenge	6
GP-1 Part II	7	King of Dragons, The	17	Micro Machines	19
Gradius III	6	King of the Monsters	3	Might & Magic III: Isles of Terra	14
Great Circus Mystery starring Mickey &	8	King of the Monsters 2	4	Mighty Morphin' Power Rangers	6
Great Waldo Search, The	4	Kirby Super Star: 8 Games in One!	23	Mighty Morphin' Power Rangers: Fightir	9
Gun Force	11	Kirby's Avalanche	6	Mighty Morphin' Power Rangers: The M	15
Hagane: The Final Conflict	50	Kirby's Dream Course	8	Miracle Piano Teaching System, The	10
Hammerlock Wrestling	####	Kirby's Dream Land 3	36	MLBPA Baseball	1
Hardball III	2	Knights of the Round	21	Mohawk & Headphone Jack	1
Harley's Humongous Adventure	4	Kyle Petty's No Fear Racing	6	Monopoly	3
Harvest Moon	61	Lagoon	7	Mortal Kombat	7
Head-On Soccer	3	Lamborghini American Challenge	0	Mortal Kombat 3	13
Hit The Ice	10	Last Action Hero	1	Mortal Kombat II	8
Hole in One Golf, HAL's	1	Lawnmower Man, The	1	Mr. Do!	28
Home Alone	2	Legend	15	Mr. Nutz	31
Home Alone 2: Lost in New York	2	Legend of the Mystical Ninja, The	16	Ms. Pac-Man	6
Home Improvement	14	Legend of Zelda, The: A Link To the Pa:	14	Musya: Classic Japanese Tale of Horroi	10
Hook	8	Lemmings	11	MVP Football	1
Hunt for Red October, The	3	Lemmings 2: The Tribes	11	Natsume Championship Wrestling	####
Hurricanes	11	Lester the Unlikely	5	NBA All-Star Challenge	2
Hyper V-Ball	####	Lethal Enforcers	6	NBA Hang Time	4
HyperZone	10	Lethal Weapon	3	NBA Jam	5
Ignition Factor	6	Liberty or Death	13	NBA Jam Tournament Edition	9
Illusion Of Gaia	12	Lion King, The (Disney's)	5	NBA Live '95	4
Imperium	14	Lock On	4	NBA Live '96	3
Incantation	30	Looney Toons B-Ball	27	NBA Live '97	3
Incredible Crash Dummies, The	2	Lost Vikings II, The: Norse by Norsewee	39	NBA Live '98	7
Incredible Hulk, The	6	Lost Vikings, The	12	NBA Showdown	4
Indiana Jones' Greatest Adventures	9	Lufia & The Fortress of Doom	38	NBA: Give 'n Go	4
Inindo: Way of the Ninja	10	Lufia 2: Rise of the Sinistrals	43	NCAA Basketball	2
Inspector Gadget	7	Madden NFL '94	2	NCAA Football	1
International Superstar Soccer	30	Madden NFL '95	2	Newman Haas IndyCar featuring Nigel I	2
International Superstar Soccer Deluxe	60	Madden NFL '96	2	NFL Football	3
International Tennis Tour	3	Madden NFL '97	5	NFL Quarterback Club	1
Irem Skins Game, The	8	Madden NFL '98	5	NFL Quarterback Club '96	1
Izzy's Quest for the Olympic Rings	1	Magic Boy	1	NHL '94	4
J.R.R. Tolkien's The Lord of the Rings	8	Magic Johnson's Super Slam Dunk	4	NHL '95	5
Jack Nicklaus Golf	2	Magic Sword	8	NHL '96	6
James Bond Jr.	2	Magical Quest starring Mickey Mouse, T	9	NHL '97	6
Jammit	6	Mario Is Missing!	10	NHL '98	15
Jeopardy!	3	Mario Paint [w/ mouse]	5	NHL Stanley Cup Hockey	3
Jeopardy! Deluxe Edition	3	Mario's Early Years!: Fun with Letters	8	NHLPA Hockey '93	2
Jeopardy! Sports Edition	3	Mario's Early Years!: Fun with Numbers	6	Nickeldeon "Guts"	6
Jetsons: Invasion of Planet Pirates	16	Mario's Early Years!: Pre-School Fun	13	Nigel Mansell's World Championship Re	4
Jim Power: The Lost Dimension in 3D	4	Mario's Time Machine	6	Ninja Gaiden Trilogy	70
Jimmy Connors Pro Tennis Tour	5	Mark Davis' The Fishing Master	4	Ninja Warriors	34
Jimmy Houston's Bass Tournament US,	4	Marvel Super Heroes: War of the Gems	12	No Escape	4

Title	\$	Title	\$	Title	\$
Nobunaga's Ambition	8	Ren & Stimpy Show, The: buckeroos	31	Spider-Man/Venom: Maximum Carnage	10
Nobunaga's Ambition: Lord of Darkness	11	Ren & Stimpy Show, The: Fire Dogs	18	Spider-Man/Venom: Separation Anxiety	12
Nolan Ryan's Baseball	2	Ren & Stimpy Show, The: Time Warp	7	Spider-Man/X-Men: Arcade's Revenge	5
Nosferatu	16	Ren & Stimpy Show, The: Veediots!	5	Spindizzy Worlds	3
Obitus	7	Revolution X featuring Aerosmith	4	Sporting News Baseball, The	3
Ogre Battle: March of the Black Queen	58	Rex Ronan: Experimental Surgeon	16	Sports Illustrated Championship Footba	4
Olympic Summer Games	3	Riddick Bowe Boxing	3	Star Trek Deep Space Nine: Crossroads	7
On the Ball	7	Rise of the Phoenix	8	Star Trek: Starfleet Academy	4
Operation Europe: Path to Victory 1939	10	Rise of the Robots	3	Star Trek: The Next Generation: Future'	2
Operation Thunderbolt	12	Rival Turf	4	StarFox	7
Operation: Logic Bomb	7	Road Riot 4WD	1	StarFox Super Weekend Cartridge	316
Oscar	13	Road Runner's Death Valley Rally	3	Stargate	2
Out of this World	6	RoboCop 3	5	Steel Talons	5
Out to Lunch	3	RoboCop vs. Terminator	7	Sterling Sharpe's End 2 End	####
Outlander	3	RoboTrek	18	Stone Protectors	11
Pac-Attack	4	Rock 'n Roll Racing	21	Street Combat	3
Pac-in-Time	8	Rocketeer, The	5	Street Fighter Alpha 2	14
Pac-Man 2: The New Adventures	4	Rocko's Modern Life	9	Street Fighter II	6
Packy & Marlon	19	Rocky Rodent	5	Street Fighter II Turbo	8
Pagemaster, The	3	Roger Clemens' MVP Baseball	3	Street Hockey '95	4
Paladin's Quest	10	Romance of the Three Kingdoms II	14	Street Racer	9
Paperboy 2	5	Romance of the Three Kingdoms III: Dr	20	Strike Gunner S.T.G	14
Peace Keepers, The	20	Romance of the Three Kingdoms IV: W	9	Stunt Race FX	5
PGA European Tour Golf	2	RPM Radical Psycho Machine Racing	4	Sunset Riders	23
PGA Tour '96	4	Run Saber	9	Super Adventure Island	8
PGA Tour Golf	1	S.O.S.	13	Super Adventure Island 2	21
Phalanx	4	S.O.S. Sink or Swim	12	Super Alfred Chicken	6
Phantom 2040	7	Samurai Shodown	3	Super Aquatic Games	4
Pieces	12	Saturday Night Slam Masters	13	Super Baseball 2020	7
Pilotwings	6	Scooby-Doo Mystery	4	Super Baseball Simulator 1.000	3
Pinball Dreams	4	SeaQuest DSV	6	Super Bases Loaded 2	3
Pinball Fantasies	11	Secret of Evermore, The	16	Super Bases Loaded 3: License to Stea	7
Pink Goes to Hollywood	3	Secret of Mana	33	Super Bases Loaded, Ryne Sandberg F	3
Pinocchio	5	Shadowrun	29	Super BatterUp	3
Pirates of Dark Water, The	22	Shanghai II: Dragon's Eye	1	Super Battleship	2
Pit-Fighter	6	Shaq-Fu	1	Super Battletank 2	4
Pitfall: The Mayan Adventure	3	Shien's Revenge	10	Super Battletank: War in the Gulf	3
Plok!	7	Side Pocket	5	Super Black Bass	3
Pocky and Rocky	24	SimAnt	9	Super Bomberman	15
Pocky and Rocky 2	30	SimCity	5	Super Bomberman 2	15
Populous	3	SimCity 2000	10	Super Bonk	18
Porky Pig's Haunted Holiday	5	Sim Earth: The Living Planet	3	Super Bowling	3
Power Instinct	2	Simpsons, The: Bart's Nightmare	6	Super Buster Brothers	5
Power Moves	####	Simpsons, The: Itchy & Scratchy Game,	12	Super Caesar's Palace	1
Power Piggs of the Dark Age	8	Simpsons, The: Krusty's Super Funhou	8	Super Castlevania IV	21
Power Rangers Zeo: Battle Racers	6	Simpsons, The: Virtual Bart	12	Super Chase HQ	4
Prehistorik Man	7	Skuljagger: Revenge of the Westicans	2	Super Conflict	7
Primal Rage	4	Skyblazer	13	Super Copa	88
Prince of Persia	7	Smartball	5	Super Double Dragon	17
Prince of Persia 2	20	Snow White: Happily Ever After	16	Super Ghouls 'n Ghosts	7
Pro Quarterback	4	Soccer Shootout	19	Super Goal! 2	16
Pro Sport Hockey	####	Soldiers of Fortune	7	Super Godzilla	4
PTO 2: Pacific Theater of Operations	14	Sonic Blast Man	10	Super High Impact	1
PTO: Pacific Theater of Operations	15	Sonic Blast Man 2	32	Super James Pond	6
Push over	4	Soul Blazer	36	Super Mario All-Stars	13
Q*Bert 3	14	Space Ace	3	Super Mario All-Stars / Super Mario Wo	22
R-Type III	9	Space Football	4	Super Mario Kart	15
Race Drivin'	2	Space Invaders	3	Super Mario RPG: Legend of the Seven	33
Radical Rex	9	Space Megaforce	33	Super Mario World	9
Raiden Trad	9	Spanky's Quest	1	Super Mario World 2: Yoshi's Island	17
Rampart	10	Sparkster	24	Super Metroid	24
Ranma 1/2: Hard Battle	4	Spawn, Todd McFarlane's: The Video G	4	Super Ninja Boy	7
RapJam Volume One	4	Spectre	2	Super Noah's Ark 3-D	87
Realm	7	Speed Racer: My Most Dangerous Adv.	6	Super Nova	8
Redline F-1 Racer	4	Speedy Gonzales: Los Gatos Bandidos	3	Super Off-Road	6
Relief Pitcher	2	Spider-Man	7	Super Off-Road: The Baja	4

Title	\$	Title	\$	Title	\$
Super Pinball: Behind the Mask	3	True Golf Classics: Waiialae Country Clt	1	Ys III: Wanderers From Ys	4
Super Play Action Football	3	True Lies	5	Zero: The Kamikazee Squirrel	26
Super Punch-Out!!	13	Tuff E Nuff	4	Zombies Ate My Neighbors	16
Super Putty	4	Turn & Burn: No Fly Zone	4	Zool: Ninja of the Nth Dimension	6
Super R-Type	6	Twisted Tales of Spike McFang, The	15	Zoop	2
Super RBI Baseball	3	Ultima VI: The False Prophet	13		
Super Scope 6	1	Ultima VII: The Black Gate	26		
Super Slap Shot	2	Ultima: Runes of Virtue II	9		
Super Smash TV	12	Ultimate Fighter	8		
Super Soccer	3	Ultimate Mortal Kombat 3	18		
Super Soccer Champ	7	Ultraman	2		
Super Solitaire	2	UN Squadron	13		
Super Star Wars	4	Uncharted Waters	18		
Super Star Wars: Return of the Jedi	4	Uncharted Waters: New Horizons	23		
Super Star Wars: The Empire Strikes Bk	5	Uniracers	8		
Super Street Fighter II	9	Untouchables, The	7		
Super Strike Eagle	2	Urban Strike: The Sequel to Jungle Strit	3		
Super Tennis	2	Utopia: The Creation of a Nation	2		
Super Troll Islands	9	Vegas Stakes	3		
Super Turrigan	12	Vortex	2		
Super Turrigan 2	30	War 2410	11		
Super Valis IV	16	War 3010: The Revolution	13		
Super Widget	7	Wario's Woods	4		
Suzuka 8 Hours	1	Warlock	4		
SWAT Kats: The Radical Squadron	20	WarpSpeed	6		
Syndicate	25	Wayne Gretzky and the NHLPA All-Star	2		
T2: Terminator 2 Judgment Day	4	Wayne's World	7		
T2: The Arcade Game	5	WCW Super Brawl Wrestling	11		
Taz-Mania	2	We're Back! A Dinosaur's Tale	3		
Tecmo Secret of the Stars	23	WeaponLord	11		
Tecmo Super Baseball	1	Wheel of Fortune	2		
Tecmo Super Bowl	6	Wheel of Fortune: Deluxe Edition	2		
Tecmo Super Bowl II: Special Edition	21	Where in the World Is Carmen Sandiegr	6		
Tecmo Super Bowl III: Final Edition	8	Where in Time Is Carmen Sandiego?	9		
Tecmo Super NBA Basketball	2	Whizz	7		
Teenage Mutant Ninja Turtles IV: Turtle	18	Wicked 18 Golf	6		
Teenage Mutant Ninja Turtles: Tournam	9	Wild Guns	53		
Terminator, The	3	WildCATS: Covert Action Teams, Jim L	3		
Test Drive II: The Duel	7	WildSnake	2		
Tetris 2	7	Williams Arcade's Greatest Hits	5		
Tetris Attack	7	Wing Commander	4		
Tetris/Dr. Mario	12	Wing Commander II: The Secret Missio	5		
Thomas the Tank Engine & Friends	3	Wings 2: Aces High	3		
Thunder Spirits	5	Winter Olympics: Lillehammer '94	1		
Tick, The	6	Wizard of Oz, The	10		
Time Cop	9	Wizardry V: Heart of the Maelstrom	5		
Time Trax	6	Wolfchild	3		
Timeslip	3	Wolfenstein 3D	7		
Timon and Pumbaa's Jungle Games (Di	4	Wolverine: Adamantium Rage	6		
Tin Star	3	Wordtris	1		
Tiny Toon Adventures: Buster Busts Lor	3	World Cup USA '94	2		
Tiny Toon Adventures: Wacky Sports C	9	World Heroes	3		
TKO Super Championship Boxing	7	World Heroes 2	7		
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