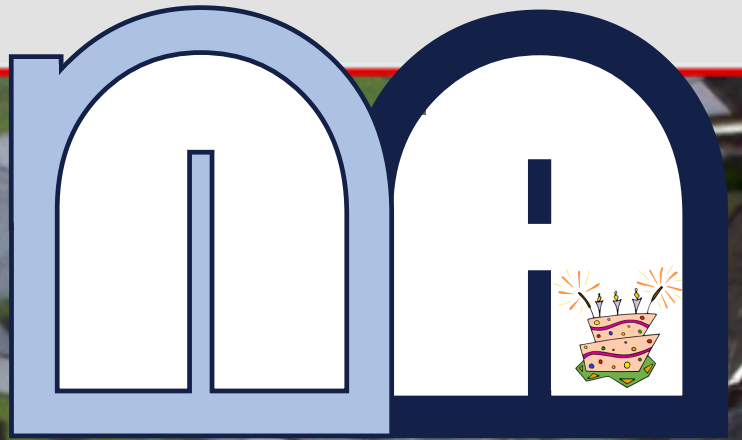


NintendoAGE eZine



Volume 2 Issue 8  
September 2008

# EXPO OR BUST



>> **ONE YEAR ANNIVERSARY ISSUE! OVER 20 PAGES!**

Happy Birthday, eZine.  
You've come a long way.



NintendoAGE eZine

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Volume 2 Issue 8  
September 2008

EXPO  
OR  
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Volume 2 Issue 7 August 2008

ROM Hacking • Weird Australian Football • Power Pad Greatness

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PRICE GUIDE

Volume 2 Issue 3  
March 2008

Volume 2 Issue 4  
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Issue 4.6  
April 2008

art by Mr. Gimmick



*Just Days Away ...*

**Article by Jason Smith**

I am sure by now most of you have heard that NintendoAGE is hosting our first annual video game expo in Knoxville, TN on September 6th from 10am – 7 pm.

Tickets are available online for \$10, or \$15 at the door, with kids 10 and under free. I know there are a lot of threads in the forum so we thought the e-Zine would be a good medium to give you a little insight to what the show will be like.



The event is right off interstate I-75 at exit 208 (Merchants Drive), so getting here should be super easy because two of the biggest interstates in the country meet here in Knoxville with I-40 and I-75. We already have a special deal worked out with the Clarion Inn for \$61 a room per night, so sleeping over won't prevent you from buying too many games at the expo. We already have over 10 vendors confirmed, with several more poised to commit, so there will be a great selection of games for all systems. Just to name drop a few vendors: Sosafan2, Triforce Games, J2Games, and of course our headline sponsor Player-2 Game Exchange.

I know some of you are thinking that you have a ton of extra swap to sell but don't want to commit to being a vendor; we got you covered as well. We will have a swap meet area set aside so you can rent a table for 1 hour (just \$10) and sell as much of your crap as you can! That way you are free to mingle and not be stuck behind a table all day. The swap meet will only be open for a few hours though, so reserve your spot early.

Not to mention having a great lineup of vendors and the swap meet, we also have lots of other events planned. We will hold several gaming competitions and tournaments at the AgeExpo. Some of the events being held are:

- NintendoAGE NWC contest w/ prizes
- Chunkout 2 contest w/ limited edition prize

(only 2 made)

- a huge Soul Calibur IV tourney with great prizes (DS & PSP)
- Super Smash Bro contest

Plus there may be a few extra surprise contests being held as well, so I guess you will have to show up at the event to find out about those.

We are also having a live AGEauction as well, where attendees can auction off their rare and obscure gaming items to a frenzied crowd of people with pockets full of cash! We already have a nice lineup of items for the auction, including a Limited Edition Mike Ditka Big Play Football (only 10 made), a special edition Glider signed by both of the game designers, a few NES protos including GI Joe and Star Wars, several Playstation protos, and tons more items that we may or may not have mentioned. Anyone is free to bring their items to auction off. You can set reserves and starting bids so you can get what you want out of your item or it will be returned to you. There will be a modest percentage house fee paid by each item's seller, which will be put towards next year's expo.

Need another reason to come to the event? Mike Ditka's Big Play Football will be released for the first time in history for the NES. The game has never before seen the light of day! Only 250 copies are being made EVER, so this might be your only chance to get one. 10 of those 250 copies are Special Editions gold carts as well. All the SE copies have a few extra bells and whistles in them to make them stand out from the normal carts. There might be a little nu-

idity in them, they might have an extra insert or two, they might have #ed title screens showing which SE cart you have (#1 of 10), and they are in a nice shiny gold case to boot.

Most of the gold Ditka's are already spoken for from people who helped make this release possible, but there are a few copies that will hit the open market. You will have two chances at the expo to snag a gold one. The first is at the live auction, and the second is just by purchasing a game. I am running a contest Willy Wonka style. If you find an actual Mike Ditka football trading card inside your CIB game, then you have automatically won a FREE gold cart!

Still need another reason to come? (By this point you should already be packing.) Over 40 members from the site have already registered and lots more are bound to pop in with their ugly mugs, so stop in and meet some of these crazy online personae. Oh and did I happen to men-



*Mike Ditka's Big Play Football!*

tion Thor Freaking Aackerland is our guest of honor for the expo? (Editor's note: not really his middle name!) That right, the Nintendo World Champion himself is going to be our special guest at the event. It has been 18 years since he won the event and over 16 years since his last interview or public appearance at all...until now! Want to play versus the champ? Want a picture with him? This may be your only chance to meet him.

Go to [www.ageexpo.com](http://www.ageexpo.com) for all the new announcements or to reserve your tickets. All pre-registered attendees will get a fancy nametag and lanyard to wear, so don't miss out! We would also like to thank all our vendors and sponsors for helping us make this event a reality. If it wasn't for you guys, new events like this would never happen. Thanks from the whole NintendoAGE team!





## Interview with the Champ

Interview by Dain Anderson

For those unfamiliar with the name Thor Aack-erlund...

Thor, at the age of 13, won the 12-17 year old age bracket in the Nintendo World Championships held at Universal Studios in 1990. Thor beat fellow competitor Rich Ambler by a margin of 100,000 points to be declared the victor (Thor scored a whopping 2.8 million points). Shortly thereafter, Thor disappeared from the public spotlight and hasn't been heard from since.

That is, until now -- 18 years later...

[NA] Greetings, Thor!

We wanted to take a moment to thank you for taking the time to answer a few questions and for stopping by and joining NintendoAge, our small, tight-knit community. I think I speak for everyone when I say that your appearance was an unexpected and a delightful surprise, not to mention overdue! We've enjoyed having you visit the message boards, and hope you'll stick around. We're also thrilled that you'll be attending our inaugural Age of Gamers Expo in Knoxville, TN. There's no question it will be a ton of fun!

Let's start off with a few questions to catch our readers up on your life as it is today...

[NA] What type of work are you involved in these days and is it video game related?

[Thor] I work for a music company that creates audio libraries and station IDs for radio and TV stations across North America. It's a small company still owned by the family that started it about 40 years ago, and I work with wonderful people. There is nothing video game related about my work, I perform a variety of duties that are centrally IT-related, but I fill in here and there where I can be useful.

[NA] Are you married, have any kids or pets, or plan to?

[Thor] I am married but separated, in the process of getting divorced. I have one child, a son named Sven who is 20 months old. Interestingly enough, he was born the same day, December 15th, as my older brother Erik. So I named him Sven Erik. Erik won the Miami 18+ NWC title, and was at the finals with me for the final showdown. As for getting married again, maybe someday. I am incredibly happy with my current girlfriend, but the situation is complicated to say

the least.

[NA] Tell us about your favorite pastimes and/or hobbies. Is video gaming still one of them?

[Thor] I rarely play games any more. Somewhere along the line they just got to be too much like work, there aren't a lot of them any more where you can just jump right in and know what's going on. My life is so busy with various work and family activities that I just don't have the time to invest in learning a game like I used to. Even so, I've enjoyed a lot of the popular titles over the years, mostly on the PC. Some favorites are: Diablo series, Heroes of Might and Magic series, Quake Series and Wolfenstein games, and that's about it. The last console game that I enjoyed was probably the N64 Mario game. As for other hobbies, I've been into biking, muay thai, boxing, pankration, and so on. But these days I mostly read and watch films and the occasional TV series.

Let's move on to, ahem, to more important topics: video games!

[NA] Other than the NWC competition (don't worry, we'll get to that later, kids), what is your best NES memory?

[Thor] Hard to pin just one down. But the best times were always spent gaming with my best friends, and finally beating some terrifically hard game.

[NA] Which NES game do you look back on with the fondest memories and why?

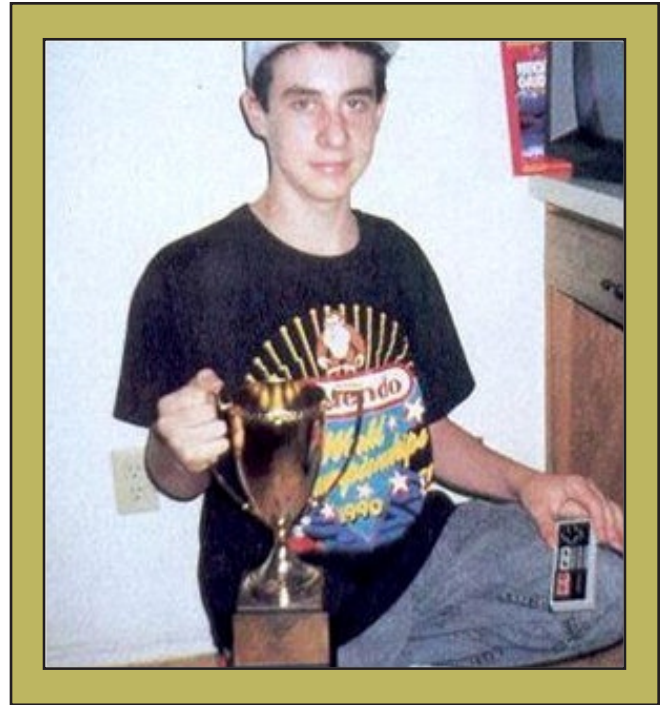
[Thor] Probably Super Mario 3, it was given to me as a prize when I won the Houston NWC title, and at the time, I still didn't own a NES, let alone any games for it. I played at friend's houses when I could, including my old buddy Aaron Hebb, whom I still hear from once in a while. Having Super Mario 3 was pretty special at the time!

[Editor's note: Huh? Thor didn't even own a NES? Good Lord.]

[NA] While we're on that topic, which game do you recall being your least favorite and why?

[Thor] Any number of the Camerica titles I was endorsing. I really liked Micro Machines, the two-player action and gameplay were pretty cool, and the concept was great. Most of the other titles varied from average to terrible. It was a great source of frustration for me.

[NA] Do you still own a NES? If so, do you still play it? If not, how is that Earthly possible and



where can we send one to!?

[Thor] I do not have a NES, but the thought of it brings back great memories.

[NA] What other video game systems peaked your interest as a kid?

[Thor] Before the NES days, our family owned various Atari computers, and I would game away on those every chance I got! I remember playing stuff like Star Raiders at a very young age. My brother got a Sega Master System as a Christmas present one year, and that was pretty cool to see. After the NWC, I was really into the Genesis (Herzog Zwei!! Target:Earth!!), the SNES (Final Fantasy II and III, Actraiser, etc), and the TG16 (Military Madness, Legendary Axe, etc). By the time the Playstation, Saturn, etc, were coming along, I had drifted away from gaming as a regular hobby.

[NA] What about today's video games -- do you think they compare to the ones of yesteryear? Which of the newer consoles, if any, do you own or would like to own?

[Thor] Today's games certainly have reached a bigger audience than ever before. They are incredibly sophisticated and often beautiful in their presentation. Hardware-wise, they are starting to meld with PCs in terms of how they are put together with GPUs, Hard Drives, and so on. The PS3 is a marvel when you consider the Blu-Ray aspect, and I'm sure the Gran Turismo game will cause a big stir. The Xbox 360 doesn't strike me as very interesting, but that's probably because I'm a PC gamer (occasionally, hehe) these days and most of the big titles seem to be crossovers or ports. The Wii is really unique and interesting, and I have to tip my hat to Nintendo for remembering that games should first and foremost be fun and accessible to fans of all ages.

We've let you off the hook for long enough... on to the NWC questions!

**[NA]** Describe for us, if you would, what it was like being part of the NWC event, from start to finish. What kinds of things were going through your mind, what did you eat, who was with you, what kind of sneakers were you wearing? We want the skinny!

**[Thor]** I would probably have to write a book about it to encompass everything, even though my memory has a lot of holes in it. I remember feeling a bit overwhelmed by the whole thing, I was still a pretty shy kid, and it was a formative experience of my youth to be a part of the biggest gaming competition the world had ever seen at that point. Based on total attendance for that one tour, I think it still may be the largest competition in history (in person, not online).

**[NA]** What was your favorite (and least favorite) part of the event and why?

**[Thor]** My favorite part was meeting so many interesting and wonderful people. As we traveled to many cities (I think we went to 6 or 7 cities in all), we really got to know fellow travelers, and in particular the NWC staff. Terry Lee Torok was a very kind and interesting person, he was a good role model with a great personality.

**[NA]** Describe your relationship with the other contestants. Did you all get along? Were any rivalries or friendships formed surrounding the event? We want gossip!

**[Thor]** For the most part, we got along great! Everyone was having fun. One guy in particular that sticks out for me is Jeff Falco from Berwyn, south of Chicago. Just a great guy, but to some he might have seemed full of himself. He had enough confidence for ten of us! He had a really thick Chicago accent, sounded like he was in Capone's mob haha. Of course, some people took things more seriously, but for me it was always over after each 6:21 session.

**[NA]** What was it like being on that stage with all the lights and commotion (and of course mullet dude) -- were you nervous?

**[Thor]** I was always a bit nervous until the game started, and then right at the end when you wonder what your score is going to be. Despite the occasional nervousness, I was around great people and friends, so it was nice.

**[NA]** From something you mentioned on the NintendoAGE forums, it sounds like the owners of the gray NWCs owe your father a bit of a "Thank You" -- tell us all what happened.

**[Thor]** Yes. My dad noticed that Nintendo Power had a giveaway going for NWC carts, and he made a big fuss about how they weren't giving the finalists carts, and argued them into giving the actual carts used in the competition to us the day of the finals. I imagine they probably would have destroyed them otherwise.

**[NA]** In addition to some other stuff you won,

like a \$10,000 Savings Bond, a 40" projection TV, one of the prizes was a 1990 Geo Metro Convertible -- who got to drive it? You were, after all, only 13!

**[Thor]** The prizes helped. I was only able to keep the TV, as our family was in pretty dire straits at the time. My mother had been hospitalized for quite some time in 1989 after a house fire totally wiped us out. We had no insurance, so it was truly starting over from nothing. The only thing I owned other than some clothes at that age was a little box of micro machines, which is somewhat ironic considering I would endorse the video game a short time later. The car I gave to my brother, but we were so short of money that we ended up selling it before taking delivery.

**[NA]** Did you ever think that 18 years later you would be a bit of celebrity in the vintage gaming community? Does this surprise you?

**[Thor]** Over the years I got an email every week or two asking me if I was the NWC Thor. It's a good feeling that people remember that time in gaming history, and I am honored to be a part of it.

**[NA]** What sparked you to re-surface after such a long hiatus, without so much as an interview, of 16 years?

**[Thor]** My son, I think. Now that I have a little boy, and he'll be gaming soon, I kind of wanted to walk down the old road one more time and see what comes of it. I'd love to hear from more of my NWC friends, and if anyone could track down Terry Lee Torok, it'd be wonderful to drop him a line.

**[NA]** What are your thoughts on the NWC reproduction carts being made over at RetroZone?

**[Thor]** I think it's great. Because of the extreme rarity and expense of the originals, it gives the retro gamer the chance to experience the feel of the competition without breaking the bank. Hopefully someone will see fit to give me a copy to play with (of course that would require a NES, lol).

*[Editor's note: I think we can arrange that at the expo, Thor :)]*

**[NA]** Did you know that your high score has since been crushed? What are your plans to remedy this?!

**[Thor]** I don't have any plans to try to raise my score. At the time the NWC was happening, the only way you could get scores was to wait in lines, pay for your game ticket, and then get a shot, then get your score, then wait in line, then go to the stage, play another round, rinse, repeat, etc. Players with actual carts can get as much practice in an hour as we did over an entire weekend at a city event, so things obviously are a bit skewed in that respect. When I won the Houston NWC (one of the earlier dates in the tour), I nearly topped the best score at the time, which was held by Jason Orlando (heck of a nice guy as well!). That score was only just below 2 mil-



*Above: Nintendo World Championship reproduction cart, available now at [retrousb.com](http://retrousb.com)*

lion, and seemed almost unbeatable. After that, I went to the OKC event, and hit somewhere in the 2+ million range, and it was

a constant uphill battle after that. 2.2 million would be followed by 2.4, then 2.8, 3.1, 3.4, etc. As we developed different techniques in Mario and Rad Racer (such as the crash to stop faster at the end), we had more time in Tetris to rack up ever higher scores. Luckily for me, the rest of the players always seemed to stay a few hundred thousand points back from the highs that I reached. At the final city, I was the only player in the competition to ever breach 4 million. I was pretty steadily hitting 3.2-3.5 million, and it would have been nice to do that at the finals, but I guess the dependable 2.8 was good enough for that day. The point is that any decent player can eventually rack up massive scores with enough practice, but it's just not the same as having to do it the way we did it at the actual NWC. So I will happily pass the high score (think it was something like 4.2 million) to whomever.

Last, but not least...

**[NA]** Who's your favorite member of NintendoAGE (and why) and did they ask you to perform sexual favors?

**[Thor]** It's a toss-up between 'mewithoutYou52' and 'matt163201', for very different reasons. Great guys. No sexual favors, though I did get lots of requests for naked girlfriend pics, lol. Ain't gonna be able to do it!

It's been fun, best wishes to all the classic gamers out there!

-Thor

**AGE**  
EXPO 2008

>> September 6, 2008

**THIS MONTH!!!**

Finally, a gaming expo in the south!

What? Age of Gamers Expo 2008  
Where? Knoxville, Tennessee  
When? September 6, 2008  
Why? Because we're addicted!

Register at [AGEexpo.com](http://AGEexpo.com)



NINTENDO DS™

PSP



Wii™

SEGA®



Nintendo®

PS2  
PlayStation.2



XBOX 360

NINTENDO 64



**AGE**

# Look who's going to the Expo!



16-bit  
1stappearance  
8bitjm  
antofarabia  
bradley2679  
briansemling  
burdger  
burnambill333  
Dain

dangevin  
Dr. Morbis  
DreamTR  
EarlyWorm  
j2games  
Jumpman Jr.  
kcsims  
KoopaTroopa  
mario's\_left\_nut

mb7241  
mewithoutYou52  
NationalGameDepot  
Nistle  
nukie  
OSG  
Penguin  
PSerge  
Roth

snesguide  
sosafan2  
TFGZ  
the\_tall\_guy  
Thor  
videogametrader  
wrlldstrmn  
xtremegamer  
jaredkk



## Famicombox and Famicomstation

Article by Brian Parker

Continuing on last month's theme of demo units, this month's article focuses on the Japanese Famicom units. Instead of being used as in-store displays, the Nintendo Famicombox and the Sharp Famicomstation were set up like arcades in hotels and other public places.



Customers would put coins into the machine and were given a set amount of time to play whatever game they chose from the set of 15. Like the M82, these units featured sockets for replaceable game carts. However the carts are not standard, so not just any old games would work inside. The same idea was used for the PlayChoice arcades, where the hardware is NES but only specific custom game boards work.

The Famicombox and Famicomstation are both functionally the same, and physically very similar as well. Sharp contracted with Nintendo to produce the Famicomstation, so they put their name on the box and controllers. The main difference for collectors is the cartridge color. The Famicombox uses black carts, while the Famicomstation uses gray carts. The carts from one system will work in the other because they use the same lockout chip. For the rest of the article, 'Famicombox' will be used to refer to both systems. While the carts and circuit boards are the same physical shape as the NES carts, the lockout chip in the Famicombox prevents NES carts from being compatible. Famicom carts, even with a pin adapter, will also not work in the Famicombox because of the lockout chip.

### Parts

Like the M8 and M82, the Famicombox comes with standard NES controllers and a Zapper. These are plugged into sockets inside the case and are easily swappable. The standard Famicom controllers are hardwired into the system so using them for the Famicombox would have made swapping them harder. A 15 pin Famicom expansion connector is also included, which can be used for other controllers. This is not the same as the expansion port on the bottom of the NES. The video output is the standard RF (Japan) and AV ports. Japan runs on NTSC so the AV output will work on a USA TV.

To be used as an arcade unit the Famicombox includes a coin box, added to the side to accept 100 Yen coins. This is currently \$0.91 USD, but was closer to \$0.50 USD when the system was used. One coin gives you 10 or 20 minutes, depending on DIP switch settings. When a coin is inserted the coin box sends a signal to the Famicombox that tells it to start the game timer. If you have no coin box, the DIP switches can be set to put the unit on free play. This will have no time limit. The coin box has a set of keys to get the coins out of the tray.

The Famicombox face plate has a few more features than the M82. There is a Game/TV button, used to switch between the Famicom and the TV inputs. There is a reset button for switching games during play time. There is also a multi position key switch, requiring a set of keys. This switch is mainly used to turn the unit on and off. An unlabeled key position does a system test of all the memory chips and the controllers. If the box isn't working correctly the self test may point to the problem. Another unlabeled key position displays the currently installed game list along with how many times each game has been played. Many eBay auctions do not include this key and just have the switch set to on.

The M82 relied on the front being unscrewed to replace games. The Famicombox simplifies this by putting the face plate on hinges and adding locks at the top. A set of keys is included with the system, and is different from the key switch keys. Many eBay auctions will come with no keys and the locks removed. With the face plate down the controllers and games can be swapped. There is also a 'test' button on the controller socket board which will add a credit for checking if everything works.

The Famicombox also included a printed manual inside a small yellow binder. I do not yet have one of these, but it has general setup and troubleshooting information like the M82 manual. Instruction manuals for each game are also included. Few of these binders are usually found.

The Sharp Famicomstation did have two more small changes. First were Sharp branded NES controllers. These are the standard NES-004 rectangle controllers, just with the Sharp name included on the front. The back still says Nintendo. The second is a pair of legs for the system to be displayed on. This could possibly be used in a store where there was no cabinet to hold the system. It does not appear very sturdy, especially when a TV would be placed on top of the Famicomstation. This is another part I do not yet have and may be the most rare part.

### Games

The whole point of these units is to play games, but only 37 Famicombox and 19 Famicomsta-

tion games have been confirmed. The game lineup for each system is shown in the table. From eBay sales it seems the same 10 games were most commonly included, possibly sold originally in a bundle set.

| FCBOX             |                 | FCSTATION       |
|-------------------|-----------------|-----------------|
| 1943              | Knight Rider    | 1943            |
| Adventure Island  | M.C. Kids       | Adventure Isl.  |
| Baseball          | Mah-Jong        | Baseball        |
| Bomberman         | Mario Bros.     | Commando        |
| Commando          | Mega Man        | Donkey Kong     |
| Devil World       | Mike Tyson      | Duck Hunt       |
| Donald Land       | Ninja Gaiden    | F1 Race         |
| Donkey Kong       | Operation Wolf  | Golf            |
| Donkey Kong Jr.   | Pro Wrestling   | Mah-Jong        |
| Duck Hunt         | Reversi         | Mario Bros.     |
| Excitebike        | Rygar           | Ninja Gaiden    |
| F1 Race           | Soccer League   | Pro Wrestling   |
| Fighting Golf     | Super Chinese 2 | Soccer League   |
| Ghosts 'n Goblins | Super Mario 1   | Super Chinese 2 |
| Golf              | Tennis          | Super Mario 1   |
| Gradius           | Twin Bee        | Tennis          |
| Hogan's Alley     | Wild Gunman     | Wild Gunman     |
| Ice Climbers      | Wrecking Crew   | Wrecking Crew   |
| Ice Hockey        |                 | Xexyz           |

The games are all 72 pin boards in the NES shape carts. Some of the pins usually unused for expansion in the NES have been used for a new lockout chip. Like the M82, the lockout chip is used to detect empty game slots, so it cannot be disabled. Other than the lockout chip the Famicombox games are standard NES and will play in a top loader or front loader with the lockout disabled. Also like many other low volume carts the Famicombox games use EPROMs, so they will die from bit rot some time in the future.

When you first start the system, the Famicombox checks the lockout chip in each game slot. If the lockout succeeds then it finds that a cart is in the slot. The cart name is then read from a set position in the cart ROM. When all carts have been detected the system goes into the title screen mode. The title screen waits for the coin inserted signal, while running small demos of the games like the M82. The Famicombox games are all normal Famicom games with small changes to add parts like the name detection and coin support.

After the coin is inserted, the play timer starts. The player can then play any game, and switch games during play using the reset button on the face plate. Unlike the M82, when the timer runs out the game does not immediately reset. The screen alternates normal and dimmed, and a beeper triggers. Also an LED on the coin box flashes. The player is given the option to add more coins for more time.

*[Editors note: As usual for bunnyboy's articles, the following pages contain various images of both the Famicombox and the Famicomstation.]*



# The Famicombox



*Left: As you can see, there are three controller ports. Two controllers and a zapper.*



*Above: When it first powers on, it tests the carts. This is the first screen.  
Right: Here is what a cart looks like. It's a regular NES cart case, but black.*



*Left: Once the carts are checked, it goes into "attract" mode. This screen is intermixed with gameplay from the various carts.  
Right: This booklet would have been included with the unit in hotel rooms.*





*Left: Easily apparent is the fact that the Famicomstation is very much like the Famicombox.*

# The Famicomstation



*Left: The cartridge is different from the 'box, as it is in a gray casing. Above: The Sharp controller.*



*Left: The user and operations manual that came with the Station. Right: The attract screen.*





September 2008

www.NintendoAGE.com

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.

|                               |    |    |                                  |     |      |                              |     |      |
|-------------------------------|----|----|----------------------------------|-----|------|------------------------------|-----|------|
| 3-D World Runner              | 3  | -- | Baseball Simulator 1.000         | 4   | --   | Bugs Bunny B'day Blowout     | 5   | --   |
| 10 Yard Fight                 | 3  | -- | Baseball Stars                   | 9   | --   | Bugs Bunny Crazy Castle      | 7   | +1   |
| 720                           | 3  | -1 | Baseball Stars 2                 | 13  | +1   | Bump 'N Jump                 | 3   | -1   |
| 1942                          | 7  | -- | Bases Loaded                     | 3   | --   | Burai Fighter                | 4   | --   |
| 1943                          | 6  | -1 | Bases Loaded 2                   | 3   | --   | Burgertime                   | 7   | --   |
| 8 Eyes                        | 4  | -- | Bases Loaded 3                   | 3   | --   | Cabal                        | 4   | --   |
| Abadox                        | 3  | -- | Bases Loaded 4                   | 10  | -3   | Caesar's Palace              | 3   | --   |
| Action 52                     | 46 | -2 | Batman                           | 3   | --   | California Games             | 6   | -1   |
| AD&D Dragonstrike             | 10 | -2 | Batman Return of the Joker       | 8   | +1   | Caltron 6 in 1               | 276 | +85  |
| AD&D Heroes of the Lance      | 4  | -1 | Batman Returns                   | 4   | --   | Captain America              | 7   | -1   |
| AD&D Hillsfar                 | 19 | +2 | Battle Chess                     | 3   | --   | Captain Comic                | 5   | +1   |
| AD&D Pool of Radiance         | 9  | -1 | Battle of Olympus                | 5   | --   | Captain Planet               | 6   | --   |
| Addams Family                 | 6  | -- | Battleship                       | 6   | -1   | Captain Skyhawk              | 3   | --   |
| Adventure Island              | 8  | -- | Battletank                       | 3   | -1   | Casino Kid                   | 3   | --   |
| Adventure Island 2            | 12 | -- | Battletoads                      | 9   | --   | Casino Kid 2                 | 23  | -4   |
| Adventure Island 3            | 18 | -- | Battletoads & Double Dragon      | 15  | +1   | Castelian                    | 5   | -1   |
| After Burner                  | 3  | -- | Bayou Billy                      | 3   | --   | Castle of Deceit             | 44  | +4   |
| Air Fortress                  | 3  | -- | Bee 52                           | 7   | -2   | Castle of Dragon             | 3   | -1   |
| Airwolf                       | 3  | -- | Beetlejuice                      | 5   | --   | Castlequest                  | 4   | +1   |
| Al Unser Jr's Turbo Racing    | 3  | -- | Best of the Best                 | 6   | --   | Castlevania                  | 10  | --   |
| Alfred Chicken                | 12 | +1 | Bible Adventures                 | 7   | --   | Castlevania 2                | 6   | --   |
| Alien 3                       | 7  | +1 | Bible Buffet                     | 20  | -4   | Castlevania 3                | 10  | --   |
| Alien Syndrome                | 3  | -- | Big Bird's Hide & Speek          | 3   | --   | Caveman Games                | 6   | --   |
| All Pro Basketball            | 2  | -- | Big Foot                         | 3   | --   | Challenge of the Dragon      | 37  | -9   |
| Alpha Mission                 | 3  | -- | Big Nose Freaks Out              | 27  | +2   | Championship Bowling         | 3   | --   |
| Amagon                        | 2  | -1 | Big Nose Freaks Out (Aladdin)    | 15  | +1   | Championship Pool            | 5   | -2   |
| American Gladiators           | 6  | -- | Big Nose the Caveman             | 7   | -1   | Cheetahmen 2                 | 439 | +109 |
| Anticipation                  | 3  | -- | Bill & Ted's Excellent Adventure | 4   | -1   | Chessmaster                  | 3   | --   |
| Arch Rivals                   | 3  | -- | Bill Elliot's NASCAR Challenge   | 4   | --   | Chiller                      | 25  | -4   |
| Archon                        | 5  | -- | Bionic Commando                  | 5   | --   | Chip N' Dale Resc. Rangers   | 7   | --   |
| Arkanoid                      | 9  | -- | Black Bass                       | 5   | --   | Chip N' Dale Resc. Rangers 2 | 32  | -3   |
| Arkista's Ring                | 5  | -1 | Blackjack                        | 15  | -14  | Chubby Cherub                | 11  | --   |
| Astyanax                      | 3  | -- | Blades of Steel                  | 4   | --   | Circus Caper                 | 3   | --   |
| Athena                        | 3  | -- | Blaster Master                   | 4   | --   | City Connection              | 3   | -1   |
| Athletic World                | 4  | -- | Blue Marlin                      | 9   | +1   | Clash at Demonhead           | 3   | --   |
| Attack of the Killer Tomatoes | 7  | -- | Blues Brothers                   | 10  | -1   | Classic Concentration        | 7   | -1   |
| Baby Boomer                   | 18 | -9 | Bo Jackson Baseball              | 3   | --   | Cliffhanger                  | 8   | --   |
| Back to the Future            | 3  | -- | Bomberman                        | 8   | -1   | Clu Clu Land                 | 5   | --   |
| Back to the Future 2 & 3      | 5  | -- | Bomberman 2                      | 20  | -5   | Cobra Command                | 3   | --   |
| Bad Dudes                     | 4  | -- | Bonk's Adventure                 | 49  | +1   | Cobra Triangle               | 3   | --   |
| Bad News Baseball             | 5  | -1 | Boulder Dash                     | 6   | -1   | Codename: Viper              | 3   | --   |
| Bad Street Brawler            | 3  | -- | Boy and His Blob, A              | 4   | --   | Color A Dinosaur             | 13  | -2   |
| Balloon Fight                 | 8  | -- | Break Time                       | 5   | +1   | Commando                     | 3   | --   |
| Bandit Kings of Ancient China | 24 | -2 | Breakthru                        | 3   | --   | Conan                        | 12  | -1   |
| Barbie                        | 7  | +1 | Bubble Bath Babes                | 450 | -191 | Conflict                     | 8   | -2   |
| Bard's Tale                   | 7  | -- | Bubble Bobble                    | 14  | -1   | Conquest of Crystal Palace   | 4   | --   |
| Base Wars                     | 5  | -- | Bubble Bobble 2                  | 95  | --   | Contra                       | 16  | --   |
| Baseball                      | 3  | -- | Bucky O'Hare                     | 12  | --   | Contra Force                 | 34  | -2   |



|                              |    |    |                                   |    |    |                             |    |    |
|------------------------------|----|----|-----------------------------------|----|----|-----------------------------|----|----|
| Cool World                   | 8  | -1 | Dragon Warrior 2                  | 18 | -- | Gauntlet (unlicensed)       | 3  | -- |
| Cowboy Kid                   | 20 | -1 | Dragon Warrior 3                  | 28 | -2 | Gauntlet 2                  | 3  | -- |
| Crash a/t Boys St. Challenge | 8  | -- | Dragon Warrior 4                  | 36 | -6 | Gemfire                     | 19 | -3 |
| Crash Dummies, Incredible    | 5  | -1 | Dragon's Lair                     | 6  | -- | Genghis Kahn                | 10 | -- |
| Crystal Mines                | 16 | -1 | Duck Hunt                         | 5  | -2 | George Foreman KO Boxing    | 4  | -- |
| Crystalis                    | 6  | -- | Duck Tales                        | 8  | +1 | Ghost Lion                  | 11 | -1 |
| Cyberball                    | 3  | -1 | Duck Tales 2                      | 27 | -1 | Ghostbusters                | 5  | -- |
| Cybernoid                    | 3  | -- | Dudes with Attitude               | 4  | -- | Ghostbusters 2              | 5  | -- |
| Dance Aerobics               | 4  | -1 | Dungeon Magic                     | 4  | +1 | Ghosts 'N Goblins           | 6  | +1 |
| Danny Sullivan's Indy Heat   | 10 | +1 | Dusty Diamond's All Star Softball | 24 | -8 | Ghoul School                | 6  | +1 |
| Darkman                      | 4  | -- | Dyno Warz                         | 3  | -- | Gilligan's Island           | 6  | -1 |
| Darkwing Duck                | 8  | -- | Elevator Action                   | 5  | +1 | Goal!                       | 3  | +1 |
| Dash Galaxy                  | 2  | -1 | Eliminator Boat Duel              | 6  | -1 | Goal! 2                     | 8  | -1 |
| DayDreamin' Davey            | 3  | -- | Empire Strikes Back               | 8  | -- | Godzilla                    | 4  | -1 |
| Days of Thunder              | 3  | -- | Everet/Lendel Top Player's Tennis | 3  | -- | Godzilla 2                  | 23 | +6 |
| Deadly Towers                | 3  | -- | Excitebike                        | 6  | -1 | Gold Medal Challenge        | 5  | -1 |
| Death Race                   | 22 | +4 | Exodus                            | 8  | +1 | Golf                        | 3  | -- |
| Deathbots                    | 7  | -- | F-117a Stealth                    | 5  | -- | Golf Challenge Pebble Beach | 2  | -- |

## 2008 AGE of Gamers Expo!

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|-----------------------------|----|----|----------------------------------|-----|----|------------------------------|-----|-----|
| Defender 2                  | 3  | -- | F-15 City War                    | 5   | +1 | Golf Grand Slam              | 3   | --  |
| Defender of the Crown       | 3  | -- | F-15 Strike Eagle                | 4   | +1 | Golgo 13: Top Secret Episode | 3   | --  |
| Defenders of Dynatron City  | 5  | -2 | Family Feud                      | 10  | -- | Goonies 2                    | 3   | --  |
| Déjà Vu                     | 4  | -1 | Fantastic Adv. Dizzy (Aladdin)   | 12  | -- | Gotcha!                      | 3   | --  |
| Demon Sword                 | 3  | -- | Fantastic Adventures of Dizzy    | 6   | -- | Gradius                      | 5   | +1  |
| Desert Commander            | 3  | -1 | Fantasy Zone                     | 6   | -1 | Great Waldo Search           | 8   | -2  |
| Destination Earthstar       | 2  | -- | Faria                            | 20  | -7 | Greg Norman's Golf Power     | 3   | --  |
| Destiny of an Emperor       | 9  | -- | Faxanadu                         | 4   | +1 | Gremlins 2                   | 4   | --  |
| Dick Tracy                  | 3  | -- | Felix the Cat                    | 10  | +1 | Guardian Legend              | 3   | --  |
| Die Hard                    | 13 | -1 | Ferrari Grand Prix               | 3   | -- | Guerilla War                 | 6   | +1  |
| Dig Dug 2                   | 5  | -- | Fester's Quest                   | 2   | -- | Gumshoe                      | 5   | --  |
| Digger T. Rock              | 5  | -- | Final Fantasy                    | 12  | -- | Gun Nac                      | 20  | +4  |
| Dino Riki                   | 3  | -- | Fire and Ice                     | 26  | -5 | Gunsmoke                     | 7   | +1  |
| Dirty Harry                 | 4  | -- | Fire Hawk                        | 7   | -1 | Gyromite                     | 2   | --  |
| Disney Adv. Magic Kingdom   | 4  | -- | Fisher Price Firehouse Rescue    | 5   | -- | Gyruss                       | 3   | --  |
| Dizzy: Adventurer (Aladdin) | 12 | -- | Fisher Price I Can Remember      | 3   | -1 | Harlem Globetrotters         | 3   | --  |
| Donkey Kong                 | 12 | +1 | Fisher Price Perfect Fit         | 3   | -- | Hatris                       | 7   | -2  |
| Donkey Kong 3               | 8  | -4 | Fist of the North Star           | 7   | -- | Heavy Barrel                 | 4   | --  |
| Donkey Kong Classics        | 10 | -- | Flight of the Intruder           | 4   | -- | Heavy Shreddin'              | 3   | --  |
| Donkey Kong Jr.             | 9  | -1 | Flintstones                      | 7   | -- | High Speed                   | 5   | +1  |
| Donkey Kong Jr. Math        | 10 | -3 | Flintstones 2 Surprise Dino Peak | 156 | -1 | Hogan's Alley                | 5   | +1  |
| Double Dare                 | 7  | -1 | Flying Dragon                    | 2   | -- | Hollywood Squares            | 4   | --  |
| Double Dragon               | 8  | -- | Flying Warriors                  | 2   | -- | Home Alone                   | 4   | --  |
| Double Dragon 2             | 6  | -- | Formula One: Built to Win        | 7   | -1 | Home Alone 2                 | 2   | --  |
| Double Dragon 3             | 9  | -- | Frankenstein                     | 7   | -- | Hook                         | 5   | +2  |
| Double Dribble              | 4  | +1 | Freedom Force                    | 4   | -- | Hoops                        | 2   | --  |
| Double Strike               | 6  | -1 | Friday the 13th                  | 5   | -- | Hot Slots                    | 675 | +78 |
| Dr. Chaos                   | 3  | -- | Fun House                        | 4   | +1 | Hudson Hawk                  | 3   | --  |
| Dr. Jekyll & Mr. Hyde       | 3  | -- | G.I. Joe: Real American Hero     | 17  | -2 | Hunt for Red October         | 2   | --  |
| Dr. Mario                   | 6  | -- | G.I. Joe: Atlantis Factor        | 12  | -- | Hydlide                      | 2   | --  |
| Dracula                     | 9  | +1 | Galactic Crusader                | 16  | -9 | Ice Climber                  | 6   | --  |
| Dragon Fighter              | 13 | -2 | Galaga                           | 8   | +1 | Ice Hockey                   | 3   | --  |
| Dragon Power                | 3  | -- | Galaxy 5000                      | 8   | -1 | Ikari Warriors               | 4   | +1  |
| Dragon Spirit               | 3  | -- | Gargoyle's Quest 2               | 6   | -1 | Ikari Warriors 2             | 4   | --  |
| Dragon Warrior              | 4  | -- | Gauntlet (licensed)              | 5   | +1 | Ikari Warriors 3             | 5   | -1  |



|                                |    |    |                                |    |    |                              |     |      |
|--------------------------------|----|----|--------------------------------|----|----|------------------------------|-----|------|
| Image Fight                    | 4  | -- | Legacy of the Wizard           | 3  | -- | Micro Machines (Aladdin)     | 11  | -4   |
| Immortal                       | 3  | -- | Legend of Kage                 | 3  | -- | MIG-29                       | 4   | --   |
| Impossible Mission 2 (AVE)     | 7  | -- | Legend of Zelda                | 10 | -- | Might & Magic                | 18  | +2   |
| Impossible Mission 2 (SEI)     | 12 | -- | Legendary Wings                | 4  | +1 | Mighty Bombjack              | 3   | --   |
| Indiana Jones: Crusade (Taito) | 13 | -2 | Legends of the Diamond         | 5  | -- | Mighty Final Fight           | 14  | -2   |
| Indiana Jones: Crusade (UBI)   | 22 | -7 | Lemmings                       | 13 | -2 | Mike Tyson's Punch-Out!!     | 14  | --   |
| Ind. Jones: Temple (Mindsep)   | 5  | -- | L'Empereur                     | 20 | -- | Millipede                    | 4   | --   |
| Ind. Jones: Temple (Tengen)    | 5  | -- | Lethal Weapon                  | 7  | -- | Milon's Secret Castle        | 3   | --   |
| Infiltrator                    | 2  | -1 | Life Force                     | 5  | -- | Miracle Piano System         | 11  | +1   |
| Iron Tank                      | 3  | -- | Linus Spacehead                | 10 | -3 | Mission Cobra                | 22  | -4   |
| Ironsword: Wiz. & Warriors 2   | 3  | -- | Linus Spacehead (Aladdin)      | 12 | -- | Mission: Impossible          | 2   | --   |
| Isolated Warrior               | 4  | -1 | Little League Baseball         | 10 | -- | Monopoly                     | 6   | +1   |
| Ivan Stewart's Sup. Off Road   | 7  | -- | Little Mermaid                 | 6  | -- | Monster in My Pocket         | 6   | --   |
| Jack Nicklaus' 18 Holes Golf   | 3  | +1 | Little Nemo                    | 5  | -- | Monster Party                | 3   | --   |
| Jackal                         | 4  | -- | Little Ninja Brothers          | 11 | -- | Monster Truck Rally          | 7   | -1   |
| Jackie Chan's Action Kung Fu   | 8  | -- | Little Samson                  | 64 | -5 | Moon Ranger                  | 31  | -9   |
| James Bond Jr.                 | 6  | -1 | Lode Runner                    | 4  | +1 | Motor City Patrol            | 12  | --   |
| Jaws                           | 4  | -1 | Lolo                           | 7  | +1 | Ms Pacman (Tengen unlic.)    | 17  | -3   |
| Jeopardy!                      | 3  | -1 | Lolo 2                         | 14 | -- | Ms Pacman (Namco licensed)   | 12  | -1   |
| Jeopardy! 25th Anniversary     | 4  | +1 | Lolo 3                         | 20 | -3 | MULE                         | 8   | -1   |
| Jeopardy! Junior               | 3  | -- | Lone Ranger                    | 8  | -1 | Muppet Adventure             | 3   | --   |
| Jeopardy!, Super               | 4  | -- | Loopz                          | 3  | -- | MUSCLE                       | 3   | --   |
| Jetsons                        | 17 | -1 | Low G Man                      | 3  | -- | Mutant Virus                 | 4   | --   |
| Jimmy Connors Tennis           | 10 | +1 | Lunar Pool                     | 3  | -- | Myriad 6 in 1                | 900 | --   |
| Joe and Mac                    | 5  | -1 | Mach Rider                     | 3  | -- | Mystery Quest                | 3   | -1   |
| John Elway's Quarterback       | 2  | -- | Mad Max                        | 4  | -- | NARC                         | 3   | --   |
| Jordan vs. Bird: One on One    | 3  | -- | Mafat Conspiracy               | 3  | -- | NES Open Golf                | 4   | -1   |
| Joshua                         | 10 | -1 | Magic Darts                    | 5  | -1 | NFL Football                 | 4   | +1   |
| Journey to Silius              | 4  | -- | Magic Johnson's Fast Break     | 2  | -- | Nigel Mansell's World Racing | 4   | --   |
| Joust                          | 4  | -- | Magic of Scheherazade          | 4  | -1 | Nightmare on Elm Street      | 12  | --   |
| Jungle Book                    | 10 | +1 | Magician                       | 11 | +1 | Nightshade                   | 3   | --   |
| Jurassic Park                  | 5  | +1 | Magmax                         | 3  | -- | Ninja Crusaders              | 7   | +1   |
| Kabuki Quantum Fighter         | 4  | -- | Major League Baseball          | 3  | -- | Ninja Gaiden                 | 6   | --   |
| Karate Champ                   | 3  | -- | Maniac Mansion                 | 10 | +1 | Ninja Gaiden 2               | 6   | --   |
| Karate Kid                     | 4  | +1 | Mappyland                      | 3  | -- | Ninja Gaiden 3               | 15  | +1   |
| Karnov                         | 3  | -- | Marble Madness                 | 5  | -- | Ninja Kid                    | 3   | --   |
| Kick Master                    | 4  | -- | Mario Brothers                 | 19 | +4 | Nobunaga's Ambition          | 7   | -1   |
| Kickle Cubicle                 | 6  | -1 | Mario Is Missing               | 15 | -1 | Nobunaga's Ambition 2        | 19  | -8   |
| Kid Icarus                     | 12 | -- | Mario's Time Machine           | 27 | -4 | North and South              | 16  | -1   |
| Kid Klown                      | 21 | +2 | Master Chu and the Drunkard Hu | 9  | -1 | Operation Secret Storm       | 31  | -2   |
| Kid Kool                       | 4  | +1 | Maxi 15                        | 38 | -2 | Operation Wolf               | 3   | --   |
| Kid Niki                       | 4  | -1 | MC Kids                        | 7  | -- | ORB-3D                       | 3   | --   |
| King Neptune's Adventure       | 37 | -2 | Mechanized Attack              | 6  | -- | Othello                      | 3   | --   |
| King of Kings                  | 5  | -- | Mega Man                       | 19 | +1 | Overlord                     | 4   | --   |
| King's Knight                  | 3  | -- | Mega Man 2                     | 9  | -- | Pac-Man (Namco)              | 14  | +2   |
| Kings of the Beach             | 2  | -- | Mega Man 3                     | 8  | -- | Pac-Man (Tengen licensed)    | 6   | -1   |
| King's Quest 5                 | 8  | -- | Mega Man 4                     | 11 | -1 | Pac-Man (Tengen unlicensed)  | 6   | -1   |
| Kirby's Adventure              | 8  | -1 | Mega Man 5                     | 23 | +1 | Pac-Mania                    | 11  | +2   |
| Kiwi Kraze                     | 6  | +1 | Mega Man 6                     | 14 | -- | Palamedes                    | 3   | --   |
| Klash Ball                     | 5  | -- | Menace Beach                   | 49 | -2 | Panic Restaurant             | 38  | -3   |
| Klax                           | 3  | -1 | Mendel Palace                  | 4  | -- | Paperboy                     | 8   | --   |
| Knight Rider                   | 3  | -- | Mermaids of Atlantis           | 23 | -2 | Paperboy 2                   | 9   | +1   |
| Krazy Kreatures                | 6  | +1 | Metal Fighter                  | 8  | -- | Peek A Boo Poker             | 357 | -223 |
| Krion Conquest                 | 6  | -1 | Metal Gear                     | 8  | +1 | Pestertinator                | 22  | -6   |
| Krusty's Fun House             | 7  | -- | Metal Mech                     | 3  | -1 | Peter Pan and the Pirates    | 4   | --   |
| Kung Fu                        | 4  | -- | Metal Storm                    | 14 | +1 | Phantom Fighter              | 3   | --   |
| Kung Fu Heroes                 | 3  | -- | Metroid                        | 8  | -- | Pictionary                   | 3   | --   |
| Laser Invasion                 | 3  | -1 | Michael Andretti's World GP    | 3  | -- | Pinball                      | 3   | --   |
| Last Action Hero               | 9  | -- | Mickey Adv. in Numberland      | 13 | +3 | Pinball Quest                | 4   | --   |
| Last Ninja                     | 7  | +1 | Mickey Mousecapade             | 3  | -- | Pinbot                       | 3   | --   |
| Last Starfighter               | 4  | +1 | Mickey Safari in Letterland    | 5  | -- | Pipe Dream                   | 5   | -1   |
| Lee Trevino's Fighting Golf    | 3  | +1 | Micro Machines                 | 16 | +1 | Pirates!                     | 12  | --   |



|                          |    |    |                               |    |    |                          |     |    |
|--------------------------|----|----|-------------------------------|----|----|--------------------------|-----|----|
| Platoon                  | 3  | -- | RoadBlasters                  | 3  | -- | Smash TV                 | 4   | -- |
| Play Action Football     | 2  | -- | Robin Hood: Prince of Thieves | 4  | -- | Snake Rattle 'N Roll     | 5   | +1 |
| Popeye                   | 6  | -- | Robocop                       | 3  | -- | Snake's Revenge          | 9   | +1 |
| POW                      | 3  | -- | Robocop 2                     | 5  | -1 | Snoopy's Silly Sports    | 5   | -- |
| Power Blade              | 4  | +1 | Robocop 3                     | 6  | -2 | Snow Brothers            | -42 | -4 |
| Power Blade 2            | 24 | +2 | Robodemons                    | 15 | +1 | Soccer                   | 4   | -1 |
| Power Punch 2            | 7  | +1 | RoboWarrior                   | 3  | +1 | Solar Jetman             | 3   | -- |
| P'radikus Conflict       | 20 | -4 | Rock N' Ball                  | 3  | -- | Solitaire                | 14  | -2 |
| Predator                 | 4  | -1 | Rocket Ranger                 | 2  | -- | Solomon's Key            | 6   | -- |
| Prince of Persia         | 9  | -- | Rocketeer                     | 4  | +1 | Solstice                 | 3   | -- |
| Princess Tomato          | 25 | -1 | Rockin' Kats                  | 15 | +3 | Space Shuttle            | 4   | -- |
| Pro Sport Hockey         | 13 | -3 | Rocky and Bullwinkle          | 5  | -- | Spelunker                | 3   | -- |
| Pro Wrestling            | 4  | +1 | Roger Clemens Baseball        | 3  | -- | Spider-Man: Sinister Six | 7   | -- |
| Pugsley's Scavenger Hunt | 8  | -2 | Rollerball                    | 2  | -- | Spiritual Warfare        | 7   | -2 |
| Punch-Out!!              | 10 | +1 | Rollerblade Racer             | 3  | -- | Spot                     | 3   | -- |
| Punisher                 | 7  | +1 | Rollergames                   | 3  | -- | Spy Hunter               | 4   | -- |
| Puss 'N Boots            | 4  | -- | Rolling Thunder               | 3  | -1 | Spy vs. Spy              | 5   | -- |
| Puzzle                   | 8  | -- | Romance o/t Three Kingdoms    | 9  | +1 | Sqoon                    | 9   | -2 |

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|------------------------------|----|----|------------------------------|----|----|-----------------------------|------|-----|
| Puzznic                      | 5  | -1 | Romance o/t Three Kingdoms 2 | 18 | -1 | Stack Up                    | 19   | +1  |
| Pyramid                      | 7  | -1 | Roundball                    | 4  | +1 | Stadium Events              | 1592 | +58 |
| Q*Bert                       | 5  | -- | Rush N' Attack               | 3  | -- | Stanley                     | 8    | --  |
| Qix                          | 11 | -2 | Rygar                        | 6  | +1 | Star Force                  | 3    | --  |
| Quattro Adventure            | 6  | -- | SCAT                         | 5  | -1 | Star Soldier                | 2    | --  |
| Quattro Adventure (Aladdin)  | 10 | +1 | Secret Scout                 | 49 | +1 | Star Trek: 25th Anniversary | 6    | +1  |
| Quattro Arcade               | 12 | -3 | Section Z                    | 4  | +1 | Star Trek: Next Generation  | 10   | +2  |
| Quattro Sports               | 4  | -- | Seicross                     | 2  | -- | Star Voyager                | 2    | --  |
| Quattro Sports (Aladdin)     | 10 | -- | Sesame Street 1-2-3          | 3  | -- | Star Wars                   | 8    | --  |
| R.B.I. Baseball (Licensed)   | 6  | +1 | Sesame Street 1-2-3/A-B-C    | 6  | -1 | Starship Hector             | 3    | --  |
| R.B.I. Baseball (Unlicensed) | 9  | +1 | Sesame Street A-B-C          | 3  | -- | StarTropics                 | 3    | --  |
| R.B.I. Baseball 2            | 6  | -- | Sesame Street Countdown      | 5  | -- | Stealth                     | 3    | --  |
| R.B.I. Baseball 3            | 6  | -1 | Shadow of the Ninja          | 7  | -- | Stinger                     | 4    | --  |
| R.C. Pro-Am Racing           | 5  | -- | Shadowgate                   | 4  | -- | Street Cop                  | 9    | -2  |
| R.C. Pro-Am Racing 2         | 24 | +1 | Shatterhand                  | 4  | -- | Street Fighter 2010         | 4    | --  |
| Race America, Alex DeMeo's   | 9  | -- | Shingen the Ruler            | 4  | -- | Strider                     | 3    | --  |
| Racket Attack                | 2  | -- | Shinobi                      | 6  | -1 | Stunt Kids                  | 16   | -2  |
| Rad Gravity                  | 6  | -- | Shockwave                    | 4  | -- | Sunday Funday               | 54   | -17 |
| Rad Racer                    | 3  | -- | Shooting Range               | 11 | +2 | Super C                     | 12   | -1  |
| Rad Racer 2                  | 4  | -- | Short Order/Eggsplode        | 6  | -- | Super Cars                  | 9    | --  |
| Rad Racket                   | 18 | -8 | Side Pocket                  | 3  | -- | Super Dodge Ball            | 13   | -1  |
| Raid 2020                    | 8  | -- | Silent Assault               | 7  | -1 | Super Glove Ball            | 3    | --  |
| Raid on Bungeling Bay        | 2  | -1 | Silent Service               | 2  | -- | Super Mario Brothers        | 6    | --  |
| Rainbow Islands              | 19 | -3 | Silk Worm                    | 5  | -1 | Super Mario Brothers 2      | 11   | --  |
| Rally Bike                   | 3  | -- | Silver Surfer                | 5  | -- | Super Mario Brothers 3      | 10   | --  |
| Rambo                        | 3  | -- | Simpsons: Bart vs. The World | 5  | -1 | Super Mario/Duck Hunt       | 6    | -2  |
| Rampage                      | 6  | +1 | Simpsons: Radioactive Man    | 7  | -- | Super Mario/D. Hunt/WCFM    | 5    | --  |
| Rampart                      | 5  | -- | Simpsons: Space Mutants      | 6  | +1 | Super Pitfall               | 6    | +1  |
| Remote Control, MTV's        | 3  | -- | Skate or Die                 | 3  | -- | Super Spike V'Ball          | 3    | --  |
| Ren and Stimpy: Buckaroos    | 8  | -- | Skate or Die 2               | 4  | -- | Super Spike V'Ball/W. Cup   | 5    | +1  |
| Renegade                     | 3  | -- | Ski or Die                   | 3  | -1 | Super Sprint                | 4    | --  |
| Rescue: Embassy Mission      | 2  | -- | Skull and Crossbones         | 4  | -- | Super Spy Hunter            | 8    | -1  |
| Ring King                    | 4  | -- | Sky Shark                    | 3  | -- | Super Team Games            | 4    | --  |
| River City Ransom            | 15 | -1 | Skykid                       | 4  | -- | Superman                    | 7    | +1  |
| Road Runner                  | 5  | +1 | Slalom                       | 3  | -- | Swamp Thing                 | 10   | -2  |



|                              |    |    |                             |    |    |                                  |    |    |
|------------------------------|----|----|-----------------------------|----|----|----------------------------------|----|----|
| Sword Master                 | 13 | -- | Toobin'                     | 7  | -1 | Wheel of Fortune: Family Edition | 4  | -- |
| Swords & Serpents            | 3  | -- | Top Gun                     | 3  | +1 | Wheel of Fortune: Junior Edition | 3  | -1 |
| T&C Surf Design              | 2  | -- | Top Gun 2                   | 6  | +3 | Wheel of Fortune: Vanna White    | 5  | -- |
| T&C Surf Design 2 Thrillas   | 8  | -1 | Total Recall                | 3  | -- | Where in Time/Carmen San.        | 6  | +1 |
| Taboo: The Sixth Sense       | -- | -- | Totally Rad                 | -- | -- | Where's Waldo?                   | 5  | +1 |
| Tag Team Wrestling           | 3  | -- | Touchdown Fever             | 3  | -- | Who Framed Roger Rabbit?         | 5  | +1 |
| Tagin' Dragon                | 41 | -1 | Toxic Crusader              | 8  | -- | Whomp 'Em                        | 4  | -- |
| Talespin                     | 5  | -- | Track and Field             | 4  | -- | Widget                           | 8  | -- |
| Target: Renegade             | 3  | -- | Track and Field 2           | 4  | +1 | Wild Gunman                      | 9  | -1 |
| Tecmo Baseball               | -- | -- | Treasure Master             | 5  | +1 | Willow                           | 4  | -- |
| Tecmo Bowl                   | 6  | -- | Trick Shooting              | 4  | -1 | Win, Lose or Draw                | 2  | -- |
| Tecmo Cup Soccer             | 11 | -1 | Trog                        | 5  | -- | Winter Games                     | 3  | -- |
| Tecmo NBA Basketball         | 4  | -- | Trojan                      | 3  | -- | Wizardry                         | 5  | -- |
| Tecmo Super Bowl             | 12 | -- | Trolls on Treasure Island   | 14 | -- | Wizardry 2: Knight/Diamonds      | 8  | -1 |
| Tecmo World Wrestling        | -- | -- | Twin Cobra                  | 4  | -- | Wizards & Warriors               | 4  | -- |
| Teenage Mut. Ninja Turtles   | 5  | -- | Twin Eagle                  | 4  | -1 | Wizards & Warriors 3             | 10 | +1 |
| Teenage Mut. Ninja Turtles 2 | 7  | -- | Ultima: Exodus              | 4  | -- | Wolverine                        | 5  | +1 |
| Teenage Mut. Ninja Turtles 3 | 13 | -- | Ultima: Quest of the Avatar | 7  | -- | World Champ                      | 6  | -1 |
| Teenage Mut. Ninja Turt. TF  | 28 | -1 | Ultima: Warriors of Destiny | 19 | -- | World Class Track Meet           | 3  | -- |
| Tennis                       | -- | -- | Ultimate Air Combat         | 9  | +1 | World Cup Soccer                 | 3  | -- |
| Terminator                   | 4  | -1 | Ultimate Basketball         | 2  | -1 | World Games                      | 3  | -- |
| Terminator 2: Judgement Day  | 4  | -- | Ultimate League Soccer      | 8  | -4 | Wrath of the Black Manta         | 3  | -- |
| Terra Cresta                 | 6  | -1 | Ultimate Stuntman           | 4  | -- | Wrecking Crew                    | 5  | -- |
| Tetris (Nintendo licensed)   | 7  | +1 | Uncharted Waters            | 16 | -2 | WURM                             | 3  | -- |
| Tetris (Tengen unlicensed)   | -- | -- | Uninvited                   | 13 | -1 | WWF King of the Ring             | 6  | -- |
| Tetris 2                     | 6  | -- | Untouchables                | 5  | +1 | WWF Steel Cage                   | 5  | +1 |
| Three Stooges                | 5  | -- | Urban Champion              | 3  | -- | WWF Wrestlemania                 | 3  | -- |
| Thunder and Lightning        | 7  | -- | Vegas Dream                 | 3  | -- | WWF Wrestlemania Chall.          | 3  | -- |
| Thunderbirds                 | 4  | +1 | Venice Beach Volleyball     | 4  | -- | Xenophobe                        | 3  | -- |
| Thundercade                  | -- | -- | Vice: Project Doom          | 3  | -- | Xevious                          | 3  | -- |
| Tiger Heli                   | 3  | -- | Videomation                 | 3  | -- | Xexyz                            | 3  | -- |
| Tiles of Fate                | 7  | -3 | Vindicators                 | 3  | -- | X-Men                            | 4  | -- |
| Time Lord                    | 3  | -- | Volleyball                  | 3  | -1 | Yo! Noid                         | 5  | -- |
| Times of Lore                | 7  | -2 | Wacky Races                 | 22 | -1 | Yoshi                            | 6  | +1 |
| Tiny Toon Adventures         | -- | -- | Wall Street Kid             | 3  | -- | Yoshi's Cookie                   | 5  | -- |
| Tiny Toon Adventures 2       | 7  | -- | Wally Bear and the No! Gang | 13 | -- | Young Indiana Jones              | 14 | -- |
| Tiny Toon Cartoon Workshop   | 6  | +1 | Wario's Woods               | 10 | +1 | Zanac                            | 3  | -- |
| To The Earth                 | 2  | -- | Wayne Gretzky Hockey        | 3  | -- | Zelda 2: The Adv. of Link        | 9  | -- |
| Toki                         | 7  | -1 | Wayne's World               | 16 | -7 | Zen Intergalactic Ninja          | 5  | -- |
| Tom and Jerry                | 8  | +1 | WCW: World Champ. Wrestling | 3  | -- | Zoda's Revenge StarTropics 2     | 6  | +1 |
| Tom Sawyer                   | 4  | -- | Werewolf                    | 3  | -- | Zombie Nation                    | 23 | -2 |
| Tombs and Treasure           | 7  | -2 | Wheel of Fortune            | 3  | -- |                                  |    |    |



+



=









will explain exactly what I'm about to tell you to do. From (inside) the Twilight Princess archive file you downloaded, you should see a folder called "private." Drag that onto the root of your SD card. Now, after you extract the Homebrew Channel archive file, you'll see the only thing in there is a boot.elf file. Drop that in the root of your SD card as well. So now if you open up your SD card, you will see a folder called "private" and a file called boot.elf. While you're looking at your card, go ahead and create a folder called "apps" as well. We'll be putting the program used to watch DVDs in there later.

Now that your SD card is set up for the first installation, insert it in your Wii, and also insert Zelda: Twilight Princess into your Wii. When you turn on the Wii, you're going to want to go into your system memory and delete any save game files you may have previously had for the game. If you are in the middle of playing, copy your save game file over to another SD card so that you don't lose it. I repeat, you must delete any save game file on your Wii for Zelda: Twilight Princess for this to work. After it's deleted, click on the SD card tab at the top of your screen and copy the hacked save game file from the SD card to your system.

Now, this part is important. Since there are two different versions of Twilight Princess released in USA, there are two different hacked save game files when you load the game. You have to click on the correct one for the version of the game you have in order for this to work. If you click on the wrong one, the space-time continuum will open and all of us will cease to exist. Or you might blow up your Wii. I'm not sure, because I didn't dare click on the wrong one.

How do you figure out which version you have? Easy. Eject the game from your system, flip it over to where the bottom is facing you, and look for the very small print on the inner ring of the disc. You will see either "RVL-RZDE-0A-0" or "RVL-RZDE-0A-2". If you have the -2 version, click on the TwilightHack2 savegame. If you have the -0 version, click the other one. Easy, right?

Once you click and load the correct savegame, the game loads. Run up and talk to the guy standing in front of you. The game will crash and probably scare the crap out of you and weird stuff will fly on your screen. Eventually a disclaimer will pop up telling you that you might break stuff, and will guide you through installing the Homebrew Channel.

Restart your system when it tells you to and you'll have a pretty, new channel sitting in your menu. If you click on it, it's empty. That's because you haven't put any applications on your SD card. Time to make DVDs work!

Go back to your internet browser and direct it over to <http://wiibrew.org/> this time. This site is your new best friend. There is tons of stuff to download, but at this time we're only looking for the stuff that will make DVDs work. When the page loads, the first thing you'll see in the middle of the page (as of this printing) is "12 August 08: The DVD Access library (libdi and DVDX) and a native-Wii mplayer port have been released." Click on the HackMii announcement link to the right of that, and it will bring you to the HackMii website. Scroll down a bit and you'll see download links for both the

*The Homebrew Channel. Such soothing music for illegal activity.*

DVDX Installer and the mplayer. You don't need the libdi, as you aren't developers.

After you extract both files, open up the "dvdx" folder you extracted. Inside, you'll see a boot.dol file. That's the other kind of installation file you'll see around the Wii homebrew community. .ELF and .DOL. Copy the boot.dol file over to the root of your SD card (that you just took out of your Wii) and delete the boot.elf file that you used to install the Homebrew Channel, as you won't need that anymore. Also, copy the entire "mplayer" folder that you extracted from the mplayer archive file into the "apps" folder you created inside your SD card earlier. Hooray, we're almost done!

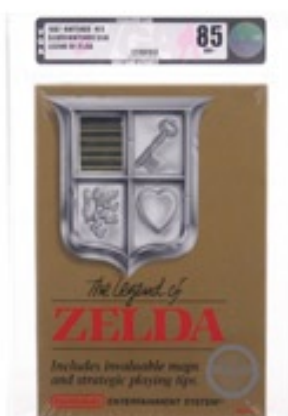
Put the SD card back in the Wii and load up Zelda: Twilight Princess. Load the correct savegame file and execute the exploit. This will install the DVDX stub required to allow your Wii to read the DVDs. After that is installed, reset your machine when it tells you to and click on the Homebrew Channel at the main menu. The only thing you should see in the Homebrew Channel is mplayer, unless you downloaded other programs and threw them in there too. If you did that, you're a bad person for trying to go faster than I'm teaching you.

Eject Zelda: Twilight Princess from your system and pop in a DVD movie, then load mplayer. Click on "DVD Video", "Play DVD" and enjoy!

Please note that almost everything you download from now on (my friend of a friend also recommends the Homebrew Browser, available at <http://wiibrew.org/>) you'll just have to put in the "apps" folder on your SD card. You won't even have to run the Twilight Hack anymore, assuming the things you download include the proper files, so you can delete that hacked savegame file out of your system memory and copy your old one back on if you'd like. If what you download only includes a boot.elf or boot.dol, you'll have to run the hack, unfortunately. Also remember that anything you download will have a nice text document included, explaining how to install it. Be extra cautious, no matter what you're doing. This is the cheapest of all the next-gen systems, but it's still money.

There are also plenty of emulators available to install, (downloaded from inside the Homebrew Browser or downloadable from <http://wiibrew.org/>) so have fun playing your NES, SNES, N64 games, etc, etc. Who wants to pay money to download from the Wii Store?

Oh, and also it's possible to download and install everything available in the Virtual Console for free, including WiiWare games, but I won't spell out how to do everything to ya. Do some research and have fun. :) If you get stuck, Youtube is your friend. You can also PM me if you'd like. I am available to answer questions, but I must repeat, I am not responsible for you not being able to follow instructions.



What's Your Highest Score?

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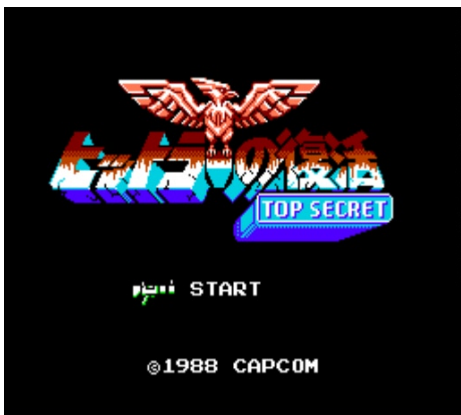
**Culture Variations**  
**Article by Joseph Freund**

Can't we all just get along? This cliché phrase has been around since, well, I'm too lazy to research insignificant details, so let's just say "a long time". As long as man has existed he has found something about his neighbor that pissed him off. Alas, gone are the days of settling your differences with some swift cranial cludgeonry (that's my own word, don't bother looking it up). The more civilized we become, the more we don't want to acknowledge our differences. We certainly don't want to single someone out, or they might get mad, and surely we don't want to get hurt as a result.



All of this has culminated over the past 50 years with the "politically correct" movement. I'm all for the dismantling of hurtful stereotypes and bigotry, but you have to admit that sometimes people take it too far. At what point does freedom of expression suffer at the cost of trying to please everyone? Please pretend Peter Parker purchased Panesian "Peek-a-boo Poker" in Pakistan. All alliteration aside, he'd probably be thrown in jail and have his camel confiscated. Whether it be nudity, violence, drugs, or religion, certain topics are much more taboo depending on the culture where you live. As I understand, each region employed a group of people who's job it was to determine what was acceptable or not for release in their country, and ultimately had the final word on a game's fate.

The most famous and interesting example of such a game might be the Famicom game "Hitler no Fukkatsu - Top Secret". [pic below] I can't exactly read Japanese, but as I under-



stand the premise is that a group of neo-Nazis somehow acquire Hitler's DNA, and through some magical tinkering ala "Weird Science" bring the evil bastard back to life. It's up to one man to infiltrate the Nazi's secret bases and destroy Hitler once and for all before he tries taking over the world again. While you may not have heard of this game, you've surely heard of "Bionic Commando", and it just so happens they are the same game. Apparently someone figured the sight of swastikas and Hitler might not go over too well in America, where the main audience for games was children. Simple fix, they just changed the name of the henchmen from Nazis to Baddds, and substituted eagles for swastikas (see right). I guess I can kind of understand this one, but personally I feel it would be much more fun to be blasting away at some dirty Nazis. The one consolation you will find is that Hitler still appears as the end guy, and there's a nice video of his head exploding to reward you for beating the game!

Most often it is violence which requires a game to be reworked before being a release candidate in more sensitive parts of the world. The most humorous example of this is the PAL release "Probotector". It is the exact same as NTSC audiences "Contra", just with different sprites. Not only are all the enemies changed to look like robots, but even the hero you control is a robot. Apparently it's less violent for a mechanized killing machine to blow stuff up then for a shirtless commando. This is just silly to me because there is the same amount of violence present, and it's not like "Contra" had any blood in it to begin with. The enemies in the tunnel levels look like killer pitching machines, and the little guys that shoot at you during the beginning of the level 4 boss fight have pointed heads instead. They already looked like robots, not to mention the fact they have wings, but I guess having a rounded head is too humanoid... All the bosses remain intact, except for the hamburger throwing (that's what I thought as a child) giant at the end of level 6. For some reason he has a different helmet and such... why, I haven't the foggiest. "Super C" received a similar treatment, and was released as "Probotector 2: Return on the Evil Forces". While on the subject of "Contra", I want to point out a few differences between it and "Gryzor", what Contra was first released as for Famicom. While it doesn't seem these changes are the result of

ensorship, they are worth noting because I feel NTSC audiences, as well as PAL, got ripped off a little bit. In "Gryzor" there is actually a story-line, complete with neat cut scenes and maps of the areas before each level (see bottom right). I guess they felt other audiences just cared about blowing stuff up more then reading and decided to ditch these elements from future releases. There are a few other minor changes, like the fact it actually snows in level 5, the whole stage is alive and pulsating in level 8, the music when you defeat the end guy is different, and the ending sequence is a bit longer.

The PAL region is also responsible for many other anomalies in which the contents of a game remain the same, but the title is changed before being released. It seems the word ninja has much more of a negative stigma in PAL countries, and as a result most games with ninja in the title were altered. "Ninja Gaiden" was released as "Shadow Warriors - Ninja Gaiden", along with "Ninja Gaiden 2" being changed to "Shadow Warriors 2". I only make mention of this sequel because the changed artwork is craptastic. I think it deserves to be ranked right up there with the cover of "Mega Man" for lame-ass factor. Why alter the title if ninja still remains a part of it? If you're a child





of the 90's like me, this next example may hit close to home for you as well. Our beloved "Heroes in a Half-Shell" received a radical slap to the face when their name was changed from "Teenage Mutant Ninja Turtles" to the not-so-gnarly "Teenage Mutant HERO Turtles". Picturing the theme song with the word hero in place of ninja is enough to bring a tear to the eye. They went too far with this one, and somebody deserves a nunchuka upside the head as a result. What strikes me as odd is that after all this ninja-bash-

ing, the release of "Joe & Mac" was renamed "Caveman Ninja" for PAL audiences, although Joe & Mac still remains on the label art. After all this you add ninja to a title for no apparent reason? \*sigh\*

Violence aside, there are a few other areas which can lead to censorship which I mentioned at the beginning of this article. I just want to touch briefly on the subject of religion. Nintendo of America was way too worried about offending any one group, so anything remotely

religious was usually changed. "Crystallis", one of the best RPGs released for Nintendo, was released as "God Slayer - Haruka Tenkuu no Sonata" (see top-left) in Japan. Heaven forbid they use the generic term "God" in a title. Gee, I hope they aren't reading and see I used the word heaven! Neither "Devil World" (above) nor "Noah's Ark" were released for NTSC audiences... a coincidence? I don't think so.

## This Month's Member Spotlight: Rachel

**Name:** Rachel

**Age:** Mommy, wow! I'm a big kid now!

**Location:** Texas.

**Occupation:** I know it's cliché, but if I told you I'd have to kill you. Sorry! A little of this, a little of that. Butcher, baker, candlestick maker.

**Right, so you kill people for a living?** With kindness.

**Describe your collection to me in three words?**

Eighty-five off-played carts. Hooray for the hyp-hen!

**Wow, you're good. What is the pride of your collection?** Probably my PowerPak, to be honest. The creativity that went into its creation and the creativity it offers to its humble owner are awe-inspiring. My Mega Man t-shirt comes in a close second.

**So you're going to be using the PowerPak to test the homebrew game you're currently working on, yes?** Yes, indeed. I started writing my first game in May, and I'm learning a lot as I go. It's great fun to see my game running on the real deal. I've even shown my game to friends

who come over and visit. They nod and smile nervously at me, which I think means that they are really, really impressed.



**Do you want to drop us any hints as to what type of game it is, or is that a surprise?** I don't want to divulge too much because, after all, who knows how much the game might change as I continue to work on it. But, I will say that music plays a big role in the game.

**Tell the world your favorite game?** Funny

you should ask! I'm currently writing an essay, perhaps for submission in an upcoming issue of the eZine, about the difficulty I've encountered in trying to choose my favorite game. That's a really tough question, and I hope I know the answer by the time I'm done with the article! But, since I'm pressed to answer the question right now, I'll have to say that my favorite NES game is Kirby's Adventure. The gameplay is unique, the graphics are amazing, and the music equally so.

**If your collection was a car, what type of car**

**would it be?** The DeLorean, because it takes me back. (Ba-dum-ching!)

**Ohhh nice! Now, try to follow me here ... if your car was a collection, what type of collection would it be?** Wow, that's so metaphysical.

**I know, right? They don't pay me enough. Anyway, what's your favorite NES memory from childhood?** I have fond memories of drinking Capri Suns and playing R.C. Pro-Am with my cousins after school. That game is still one of my all-time favorites.

**But the yellow car cheats! Yes! Contrary to popular belief, Mario Kart Wii was not the first racing game to feature cheating A.I.**

**Speaking of A.I., how'd you feel about that movie?** Don't even get me started on Sci-Fi movies!

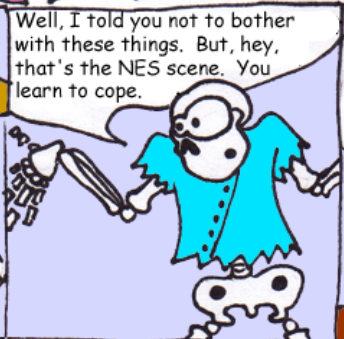
**Any last words to the community before I let you off the hook?** I'm glad to be a part of the NintendoAge community. My less-than-typical (i.e., female) gender hasn't really been an issue, which is great. So, thanks for not being the GameStop clerk who, when I asked about adjusting the screw tension on a malfunctioning Gamecube laser, told me very slowly that "GAME-CU-BE DISCS ARE LIKE CEE-DEES. TI-NY CEE-DEES." Oh, and be on the lookout for my upcoming homebrew!

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

Ahh hhhhhhh!!! I can't believe this! How could a fellow collector in the NES scene, of all places, make fake sealed games?! How?! Why?! For what?! I'll keel him, I sweau ta ga I kiiiim! I put hiz hea onna tha platta! I eats it up! I seal it and sell it!



Well, I told you not to bother with these things. But, hey, that's the NES scene. You learn to cope.



Don't tell me about coping! I'll tell you about my pangs! Ohhh, the pangs! The pangs in my sealed heart! How could such evil exist! Ohh hhh!



Akkkk, my innards! They rot of fake seals and overpriced variants! Purge me! Purge me of this cursed filth!



Waaaaah, now my collection is everywhere! There's puke all over it! Waaaaaaaaa! Wah, wah, wah!



If that's how it is then the whole thing has to go! I'll tear myself in two! I swear I will!



Oh, come now, there is no possible way in all of the NES scene that you could even get close to being more absurd and stupid than this comic!



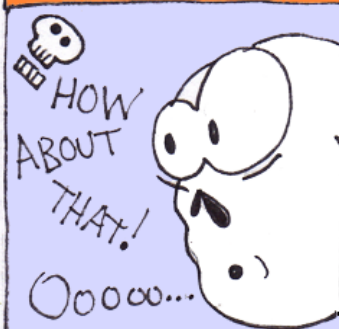
Blahrrgle!



STILL RARE



HOW ABOUT THAT! Ooooo...



Now, just hold on there! Don't tear the whole way through. Don't you have that cat's address? Let us go and spill bile upon him.



Wwaa..aaa..uh? Hmm, yes, I believe I do have it. I have just a bit of bile left too. Let us go and cast it upon him.

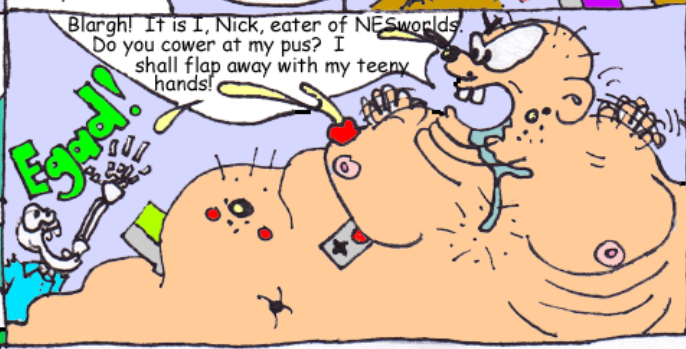


2 Week Later

Now, be quiet you. Sssh. The last thing we want is for him to bail burnambillass out of here. We want to catch him in the act or at least get our viscera on him. Sssh!



Blargh! It is I, Nick, eater of NESworlds. Do you cower at my pus? I shall flap away with my teeny hands!



Hey, wait now, maybe we were a bit hasty! I see a Penguin and Sealed under that right booby fat flab flap. I need that game. How much you want for it Nick?





**Chubby Cherub: A Review**  
 Article by Daniel Wolf

Rating System: All games rated will be based on five criteria: concept, graphics, sounds, play control, and fun factor.

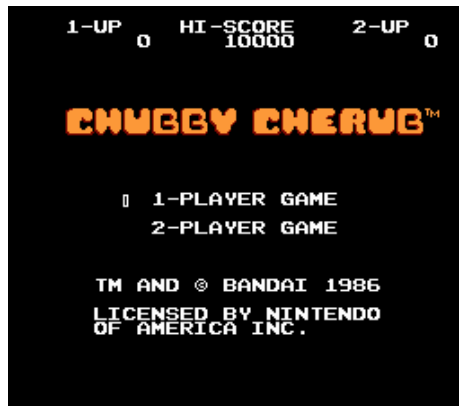
At the end of each review it will be graded on a moon. No moon=F, 1/4 moon=D, 1/2 moon=C, 2/3 moon=B, full moon=A (Full moon games make the Warped Wolf Reviewer howl in gaming delight)



This month, I've chosen to review Chubby Cherub. This was released in 1986 by Bandai, early in the NES life cycle. This is a one- or two-player game. You are Chubby Cherub, a hungry cupid who must eat fruit and candy to sustain his or her flight while making it through twelve frustrating levels to rescue twelve of his-or-her friends. I say his-or-her, because I have no idea what the gender is for this angelic creature. It is naked in the game, and there is no sign of beans and frank or a bearded clam, so I'll call it... an "it". This game is actually based on a Japanese story from the 1960's. It was released for the Famicom and was entitled "Obake No Q- Tarou! Wanwan Panic." In that version, you played a ghost trying to save friends. It was extensively altered for the US, and some mental giant chose Chubby Cherub as the new main character to carry the Japanese torch...utter palm slap!

**Concept**

Few players in the United States would "get" this absurd concept for a video game. You are an androgynous cupid that flies through repetitive boards, eating fruits and candy while shooting dogs and birds. Yes, one of the main enemies is a cute dog that barks at you. This bark is "rough" though. The dogs (both a small Jack Russell and a Tom and Jerry bulldog look-alike) bark letter "B's" at you. When I first saw this I thought something was wrong with the game. Those freaking dogs are cheap as hell too. Their B's have a long range, while your projectiles have a limited range. Advantage: dogs. I have seen cheap shit in video games before, but one of the cheapest things is when you fly past a dog and think you are out of range and safe, and a "B" flies over and kills you. I think I made up curse words I was so angry every time those cheap "bitches" hit me with their limited alphabet. Oh, I forgot to mention that one hit and you are dead. Now you are supposed to be an an-



gelic creature, and one hit and you are dead?! I am not talking about dying from flames being shot by a demon; I am talking about dying from a Jack Russell bark?!!

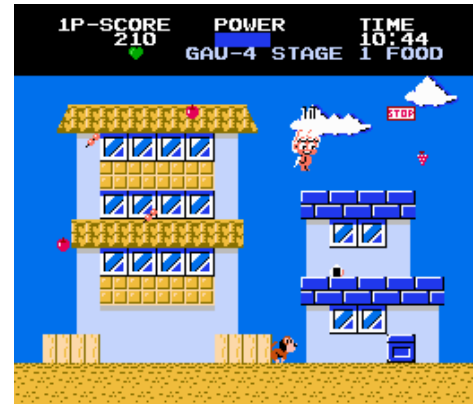
Anyways, it is twelve boards of hell... speaking of hell. There are moments when the screen turns black and all you can see are your character, the enemies, and a glowing door you have to reach. I have never felt frustration like this. It is actually called "HELL" in the instruction manual too, if you are lucky enough to own one (the box and manual to this game are coveted by collectors because of their rarity).

When you eat a lollypop you will see a "P", I am guessing for Power-Up. You will have the ability to shoot two red hearts with limited distance while the ferocious spawns of Satan (dogs and birds) have untold range. Every three stages you face a boss, the same boss---I will call him the "Mad Bomber". You need to collect a bone on the boss board, and fire it at him to kill him and pass the level. At least when you die, you start at a mid-level point, which eases the frustration and monotony of this game.

The mid-level parts of the levels are strange. You will see "STOP" written in the upper right-hand corner of the screen. That means you have to collect all of the fruit and candy to unlock a floating piece of garbage to continue through the game. Fruits are worth=10, tootsie rolls=20, and lolly pops=100. Lolly pops also give you the amazing power of shooting two red hearts. I can throw cow chips further than your heart blasts. And, who gives a hot, steamy dog crap about points anyway--unless you are competing against Billy Mitchell!

**Graphics**

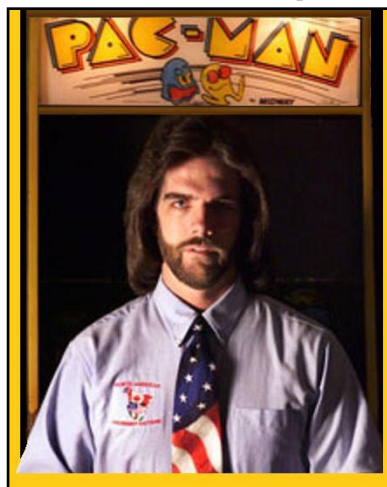
The graphics are what you would expect from a NES game released by a third party in 1986. The graphics are simple and colorful. It is



pretty neat when the background color changes from light blue, to dark blue to orange while playing through the levels. I also liked how the background turns from light to black when you face the "Mad Bomber" every third board. The graphics of Chubby (main character), will not give you a chubby, unless you are a member of N.A.M.B.L.A. It is a naked baby with gray hair and wings. Well, let me see...there are houses, pipes, trees, clouds, smoke stacks, people, dogs, birds, fuzzy red creatures, and mad bombers. They all look pretty decent for the time period. Although, some would say that the graphics are a bit childish and cartoony. When Chubby jumps, it sometimes turns invisible or flickers as it floats ever so slowly back down to earth. The graphics for the dogs are pretty cool, and those "B's" that they bark are amazing?!

**Sound**

The sound in this game is anything but heavenly!!! The music is terrible! It goes like this: Do, Do-Do-Do---Do, --- Do, Do-Do-Do, Do....repeat. Every level has the same music.



*Above: Billy Mitchell cares about points. And hot sauce.*

At first, I thought it was pretty OK. I even hummed through the first few levels, and then I became annoyed with the same damn song over and over. The music does change when you go to "HELL"...it is a weird cross between the Dick Tracy and Pink Panther theme. The sound effects are not that good. When you eat a fruit or candy it sounds like Pac-Man is on the screen chomping on dots and power pellets. The dog's barking is annoying and high pitched. There is not much to the music or sound effects in this game. You would think playing as a God-like creature there would be soothing, angelic, and happy music---but, no such luck with this NES gem!

**Play Control**

This game requires very simplistic controls. You control Chubby with the D-pad. "B" jumps, and if you hold "B" it floats. "A" shoots two hearts at your enemies. The D-pad is responsive to Chubby's movements, but the jump is slow and painstakingly annoying as you will get hit many times. The one-hit-death thing is really stupid, and becomes extremely frustrating as you progress through the game. It is really freaking dumb that you can't fly around trees and telephone poles. You have to actually fly above them or you can't move forward. There are times when it seems as if Chubby is "hard" and "stiff" with his movements. The control is just average to above average.

*Below: Billy Mitchell still cares about points. And hot sauce.*



**Fun Factor**

I love the challenge of old school NES games...but, I also like endings too!!! By the way, for this game - there is none. When you complete level twelve the game moves onto level thirteen, which looks awfully familiar to level one. So, unless you like to earn points (see Billy Mitchell) and want to play this game until your eyeballs melt out of their sockets... the game really is not that much fun. I would say it is very average. The game lost something in its Japanese translation and it is VERY frustrating and annoying at times. It loses its zest and appeal quickly.

**Conclusion**

This game gets a "2/5 moon" (D+). I am only giving it that because it tried to be a decent game back in 1986, but didn't try hard enough. With childish and average graphics, deplorable music and sound effects, decent play control, and a wacky---nobody knows what the hell is going on--- plot, I would say that this game is really one of the lower tier NES games in the library. This game gives you no sense of accomplishment like a Legend of Zelda or Super Mario Brothers 3. I know NES collectors covet a MINT CIB version of this game, but I think this game is better



suites as a coaster for your cold beer during the NFL season. The only way it could get a "full moon" (A rating) would be if I bared my ass and took a crap on it. Spare us all, and leave this game on your shelf away from your Nintendo System.

*[Editors note: Billy Mitchell was not called for comment on this story, but I believe he would not be upset and dispute the fact that he does, in fact, care about points. And hot sauce.]*

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