



Volume 3 Issue 9
October 2009



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THE NINTENDOAGE CAMPOUT 2009: My Experience

> **MICHAEL SWANSON** *mrn*

As you know, August 14, 15, and 16th marked the first official NA campout. This year it was hosted by Pserge at his house in Lebanon, TN. A significant number of NA members attended and it was a blast. In honor of this special edition of the e-Zine, I thought I would try to chronicle my experience.

It all started early on the morning of Friday, the 14th. I caught the early flight from Houston to Nashville, TN. Half awake and overly excited, I finally made it to the bag check where I was supposed to await the arrival of Freedman the Canadian. I looked around for a while, looked down, and finally noticed the tattoos covering some guy's shoulder. I recognized them because he cannot seem to keep his shirt on in the chat room. We shook hands and headed out to the curb to wait for our ride.

After a short wait, Burdger and Pserge arrived to pick us up. We drove the quick 15 minutes back to Paul's house and stood back in awe. There was a campground, complete with giant party tent, set up in the yard. We dumped our stuff, and rushed out to join the party. We sat around talking, playing games, and getting to know each other. Throughout the day, more and more NA members arrived. Day turned to night, people got drunker, BellaBlack won the Dr. Mario tournament, and the party continued until 3am. Putting faces with names was the best part.

The next day, everyone straggled out of bed with big plans to go to DreamTR's arcade early that morning. At around eleven, we had a swap meet. There were a lot of good deals and just as many give aways. Everyone got some great deals which are posted in The NA Campout Find Thread. Dain bought a F2 cart from Tusky to give to mewithoutYou52 as a thank you for all his hard work. At no time did Kevin cry. He did, however, carry the cart around for the rest of the day, not even bothering to put it down to play Nintendo.

After the swap meet, we finally headed to Dream's arcade. If you are ever in the area, make sure you stop in. It was by far the best arcade I have ever been to. He has all kinds of retro games mixed in with modern generation games. It is a wonderful mix of machines for all

preferences. We stayed and played for a while, had lunch, and talked with Jason.

After we arrived back at Paul's house, we did the same thing as the night before: Nintendo, beer, and talking. The best part of the campout was getting to know everyone. Just standing around listening to everyone's stories was amazing. Somewhere along the line Pserge and Penguin got promoted to moderators, we got to try out Battle Kid, and Dain was presented with a thank you plaque for all his hard work on NintendoAGE. There was even a blowup bounce house complete with water slide that most of the attendees decided to play in. It was an awesome night.

Around 10:30 pm, DreamTR showed up with War on Wheels and a Simpson's prototype for us to try out. The War on Wheels game itself was not all that great of a gaming experience, but the novelty of playing an unreleased game was intense. Also, seeing the stupid look that DreamTR gave NGD when he ripped the top off of a toaster was pretty funny. Dream reached in and popped out the metal bar Nintendo uses to keep prototypes out in half a second.

The final day was fun, but kind of a buzz kill. As everyone left, we said our tearful good byes. Freedman the Canadian's and my flight both did not leave until around 6:00 pm, so a lot of the group stayed with us to clean up. After everything was taken down and stacked by the house, we had one last hurrah. Freedman the Canadian, Penguin, The Tall Guy, and myself went to White Castle. This was a fun experience, but not really one that I would care to repeat.

Finally, the last people left and Paul dropped us off at the airport. It was as awesome weekend. I learned a number of things at the campout: 1. Phil is hardcore, 2. 500,000 is a good number, 3. NAers like their beer, 4. Zebras are awesome, 5. Paul loses his keys, 6. SuperNESman's dad is awesome, and 7. This site is an awesome place to be. There are tons of good people and lots of fun to be had. All you have to do is participate. The one thing that I still don't understand is where Deniz gets all that money. Hopefully we will find out at the next get together.





SNES REPRODUCTIONS

> IAN BYFIELD *i2a2n2*

Have you ever flipped through an old issue of Nintendo Power and seen a glimpse of a game that was never released for the Super Nintendo? Have you wondered to yourself what those games would have been like to play on the TV? Well you can give these forgotten, forsaken games new life, played from their very own cartridge on your Super Nintendo console.

Before we dive in: don't be intimidated by this project, it is in reality quite straight forward and not terribly difficult if you are just willing to be patient and not rush through the steps involved.

I will start off by listing some of the tools and materials that you will need for this project. The most important thing that you are going to need is an EPROM Programmer that is capable of Programming 1MB EPROMs. If you know of someone who owns one, you might be able to get them to program the EPROMs for you (if you ask nicely of course!) 27C801, 27C8001 and 27C080 are all 1MB EPROMs and will all work for this Project -- the only difference between them is that they are made by different manufacturers.

I have personally made the mistake of buying the cheap Willem EPROM Programmer that is sold on eBay for around \$20.00, and I implore you to avoid them like the plague. The workmanship that has gone into them is horrible. The old adage "you get what you pay for" has never been truer. They were built by the lowest bidder with the cheapest parts. Which means for the end user (us!) that the product we buy might have any of a number of problems, including incomplete soldered traces, short circuiting, improperly attached components...and of course, no warranty.

Now I understand that not everyone can go out and spend over \$100.00 on something that they might use only a small handful of times, so if you are going to buy one of the less expensive models, try to stay away from eBay. I personally recommend one from <http://www.sivava.com> -- I use one of their models as a backup in case something happens to my primary programmer. I recommend them because not only have I yet to encounter a problem with the device, but it also comes with a CD full of information on how to run the programmer with software included. There is also a warranty so that in case something does happen, I won't be stuck with a doorstop like I was with the eBay special.

While you're looking for your programmer I'd also highly recommend picking up an EPROM eraser or two. A couple of replacement bulbs wouldn't hurt either -- just in case. The bulbs do blow from the rapid pulsing that the eraser subjects them to. For the eraser, I recommend Knights Discount based out of California. They have an eBay store and I was able to pick up one eraser shipped to Canada for a just over \$20.00 USD. The UV Bulbs that are used in these erasers are fairly cheap to buy, and are called G4T5 UV Bulbs. Finding them locally can be difficult, however www.LightSpectrumStore.com has just the ones that you need, and they too have an eBay store. I was able to buy 3 bulbs for around \$13 shipped to Canada (if you're in the USA shipping for both items should

be cheaper.)

Another added bonus to buying an EPROM eraser is that you are no longer limiting yourself to buying brand new EPROMs (and paying a premium for them.) You can buy used ones and erase them at fraction of the cost. I'll get into that shortly.

Alright, so you have your programmer and you have your eraser, but you now need your EPROMs to really get this project off the ground. If you are lucky you can find vintage used ones for considerably less than what you would pay for them brand new from other online electronic parts retailers. These EPROMs were mainly used in pinball machines and earlier casino slot machines. Trip to Las Vegas anyone? Alternatively, you could try looking at other online forums that cater to the pinball machine collectors, where you might just find someone who is willing to unload their old stock. You should be able to find 27C080 EPROMs for \$7.00 shipped or less if you buy in bulk. Try to stay away from the \$10.00 a piece auctions because there is no point spending more money than you have to. With patience and searching, I have bought eBay lots for around \$60.00 plus shipping for 20 EPROMs. It pays to sometimes wait a few days for the right source to list something.

Another thing before I forget, EPROMs have different speeds that are represented in "ns" (nanoseconds). At the end of the 27C080 there are usually a couple of numbers, or perhaps a dash followed by a couple of numbers. The first three of those numbers are usually the speed of the chip. From personal experience for SNES games that speed has to be between 200ns and 100ns, but certain games however can't really use EPROMs with a speed of 200ns that's why I stay around 150-100. The higher the number the slower the chip. Most chips made nowadays are much too fast for the SNES to read: speeds like 45ns or 70ns will not work. I've heard that 90ns EPROMs work but have yet to test them so use at your own risk. For this project I am using an EPROM with a speed of 100ns.



> *snes repros, cont.*



Another crucial investment will be a low wattage soldering iron. 15 watts would be ideal for someone just starting out, however a lower wattage soldering iron with a temperature control on it would be ideal. Stay away from the 100w or hotter models: all you will do with them is destroy the EPROMs from too much heat and melt the donor cart boards. The soldering iron that I use is 25w and I picked it up locally for about \$14.00. It is also helpful to get a "Solder Sucker." This is a handy little tool that makes removing components and Mask-ROMS easier to do.

Okay so far we have the programmer, Eraser, EPROMs, Soldering Iron and Solder Sucker taken care of. Here are some of the other tools which we will need for this project and any other future projects:

- Small Plastic coated stranded wire: computer IDE cable is ideal
- Flux - makes soldering SO much easier
- Electrical tape or Metal duct tape to cover the EPROMs after programming
- Tweezers or needlenose pliers to hold the wire in place while you're soldering it
- 3.8mm security bit to open your cartridges
- Of course, the proper donor cart
- A Dremel with a thin diamond cutting wheel (this is the fun part!)

SNES Boards come in a few flavors. The main types of SNES games are HiROM or LoROM, which can each be either FastROM or SlowROM. Games that record data, character information or high scores use SRAM, which comes in different sizes ranging from 16k, all the way up to 256kb for games like Mario Paint. Starfox 2 uses 512kb of SRAM but that's a whole different beast as it also uses a special chip called the SuperFX chip, which I will cover in a future article.

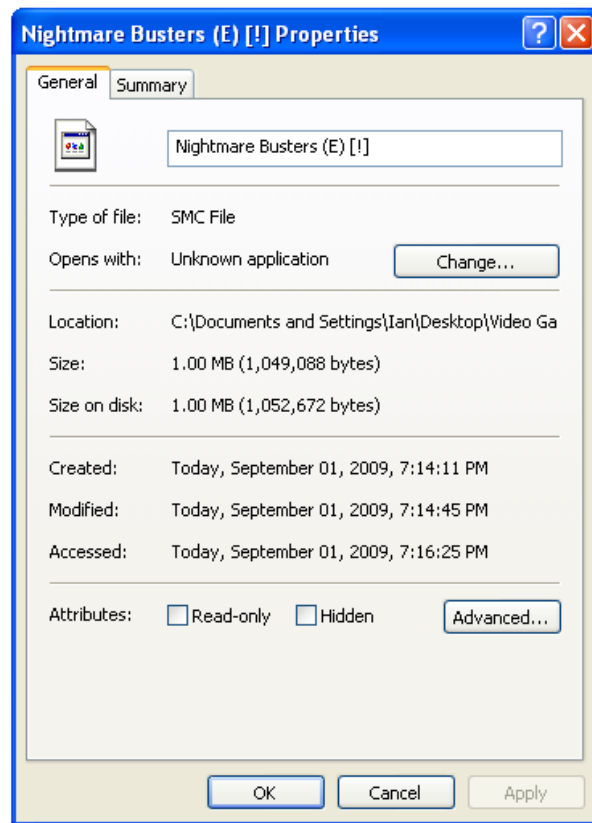
The SNES is somewhat easy to work with compared to the NES in a few aspects. Unlike the NES, most games are on only one chip, and sometimes you can mix and match the donor carts with very little ill effect. For instance you can use a donor cart that has SRAM on it for a game that doesn't use it, or

you can also sometimes mix completely different boards with no problems. For instance you can use a LoROM FastROM donor cart for some LoROM SlowROM games. You could use NHL Stanley Cup for a game Like Bobby's World Or Nightmare Busters but you could also use an NHLPA Hockey 93 donor cart for the same game.

Now it's time for me to explain how to make the simplest of SNES reproductions. For simplicity's sake I will walk you through making a copy of Nightmare Busters, but this write up would work for almost any game that is 1mb or less in size e.g. Bobby's World, Shadow of the Beast, Batman: Revenge of the Joker, Syvalion, Spell Craft, etc.

I'm going to assume before I even start that you have the game file already because if you don't I can't help you find it, so please don't ask.

To start off we are going to have to verify the size of the game to make sure that it will fit onto the EPROM. Again for this project you need one 27C080-100ns EPROM or equivalent. Right-click on the game's file then left click on Properties, you should see that the game is 1,048,576 bytes in size. If it is at all larger than 1,049,088 bytes, that indicates the file still has a "header" attached to it.

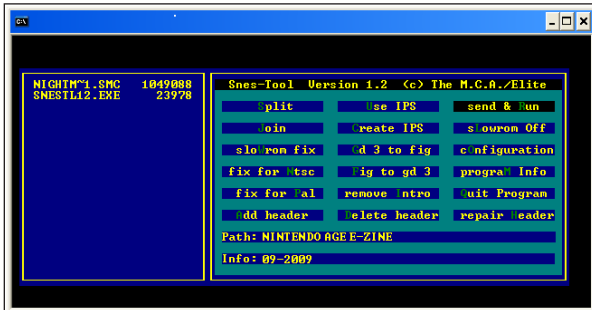


A header is an added bit of information at the beginning of the file which was needed in early emulators so that the game would be initialized properly, however because the header is

> snes repros, cont.

a convention of computer emulators and not part of the SNES program, it must be removed or else the game won't work (you will get error messages when you try to program the chip because it is too large.) The easiest way to remove the header is by using a program called SNESTOOL.

Once you have downloaded SNESTOOL, save it to a new folder and with a copy of your Nightmare Busters game file. I recommend having a backup copy of the game saved elsewhere on your computer in case you make a mistake in these next few steps. Open SNESTOOL and you should see something like this pop up on your screen.



As you can see the game file is shown on the top left of the screen, with the size of the file right next to it. There are many options to choose from now but the one you want is "Delete Header." First Press "D" on your keyboard and then use your arrow keys on your keyboard to select the correct game file. Once the file is highlighted in black press "Enter." The next step is to press the "Q" button to close SNESTOOL. Find the Nightmare Busters game file, right click on it and then left click on Properties again. The file should now be the correct size of 1,048,576 bytes.

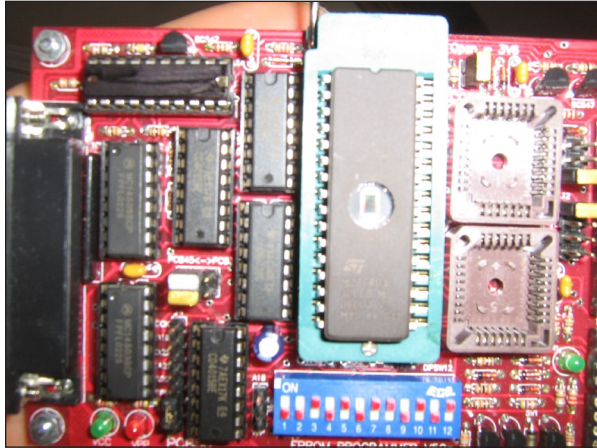
With the size of the game taken care of the next step will be to set up your EPROM programmer. You are more than likely going to have to adjust the dip switches that are located underneath the ZIF socket to the correct order for a Willem's EPROM Programmer v5.0 PCB...and that would be:

Down	Down	Up	Down	Up	Down
1	2	3	4	5	6
Up	Up	Down	Up	Down	Up
7	8	9	10	11	12

Also to the left of the Dip Switches are three pins with one jumper connecting two of them. You have to remove this jumper and put it on a different set of pins which are further to the left. You need to put the jumper on the second last and third last pins from the bottom (pins A19 & P1). I also recommend using an external power supply instead of the USB cord that is provided. I use a 9v 1000Mah power supply to program my EPROM's and haven't had a problem yet.

There is only one correct way to put you EPROM's into the Programmer. On all computer chips pin one is clearly indicated. On a 27C801, one side of the EPROM has a notch cut out of it. To the left of this notch is pin 1 and to the right of

it is pin 32. Make sure the notch is facing away from the DIP switches and lock EPROM into place.



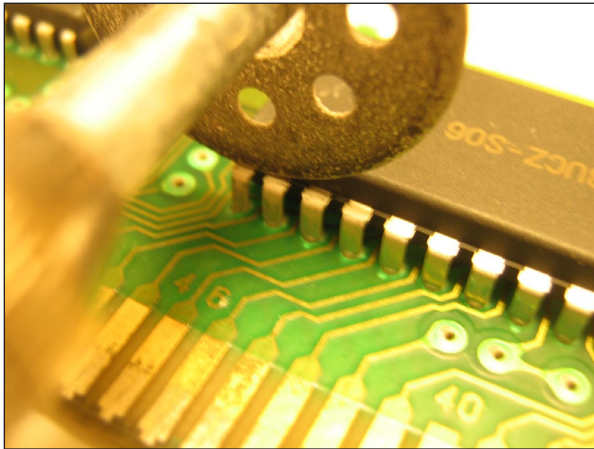
Open up the software that came with your programmer and load the game file. There should be an option to blank-check the EPROM before you program it and I'd recommend doing that because sometimes you might have to use the eraser more than once to completely wipe the chip. After verifying that the EPROM is blank, write the game file to the chip. To check to see if the file was correctly written to the chip there should be an option to verify data. Just click on that option in the software and after the verification has been done remove the EPROM by releasing it from the ZIF Socket. If you get an error you will have to erase the chips with the eraser before you can use them again. When using your Eraser **DO NOT** look at the bulb while it is turned on, as it emits UV light which is very harmful to your eyes. **DO NOT** expose the UV light to your skin because another use for these UV bulbs is to kill bacteria and other living organisms...you are a living organism too! Disaster averted, onto the next step we go.

Find the correct Donor Cart from the lists provided. Once you have the cart in hand, open it up with the 3.8mm security bit and look for a large chip on the board that has either 32 or 36 pins on it. This is the MaskROM and this is where the game itself is stored, and also what we will be removing in the next step.



> *snes repros, cont.*

To remove this MaskROM, I'm going to show you a completely new method that I have yet to see anyone else use. This method takes a 15 minute job and turns it into a 60 second job. This is where the dremel with the thin diamond coated cutting wheel comes in. Dremels aren't very expensive and the cutting wheel can be expensive but shouldn't be more than \$20.00. The object here is to remove the MaskROM itself while leaving the pins still in place. To do this you need to cut the pins at the top of the MaskROM where the pins connect into the composite material of the chip.



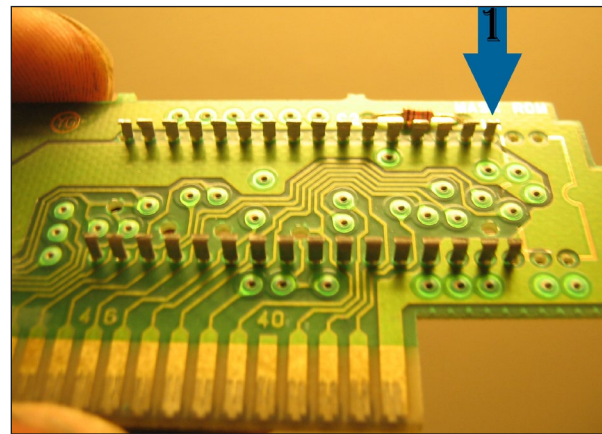
Slowly move the Dremel wheel across the top of the pins until you just cut through them, trying not to press hard at all but keeping a sturdy grip. Let the machine do the work. If you press hard the cutting wheel will easily cut through the pins like butter and then into the actual SNES board, which means you will have to fix all the cut traces. This takes a lot of time. I'd even recommend practicing on an old computer board or electronic equipment before doing it for real, just so you can get a feel for what I'm talking about.

You can go in two directions from here: you could remove each individual pin one by one with a soldering iron and a pair of tweezers, or you could do it the way I'm going to show you.

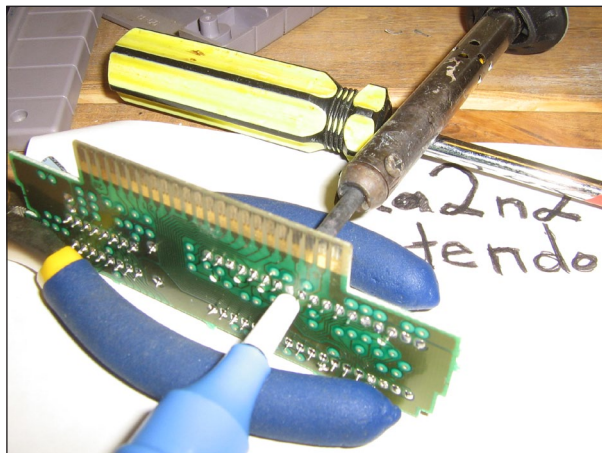


Now you have your MaskROM removed and your board should now look like this. The next step is to remove 5 of those

pins from the board. Pins 1,2,24,30, and 31. Pin one is the far right pin at the top. In the picture, it is located where the arrow is. The numbering on the EPROM goes counter-clockwise around the outside. Once those pins have been removed the Board should look like this.



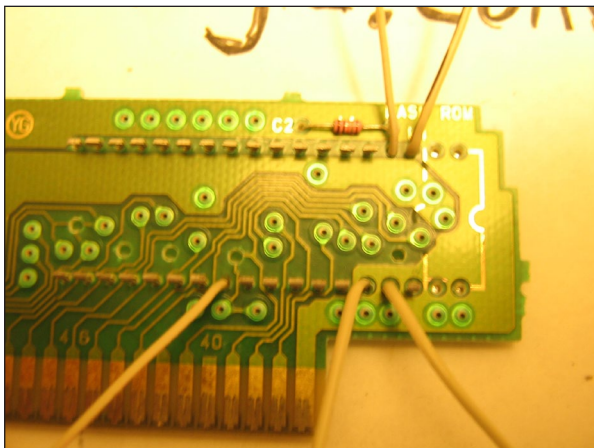
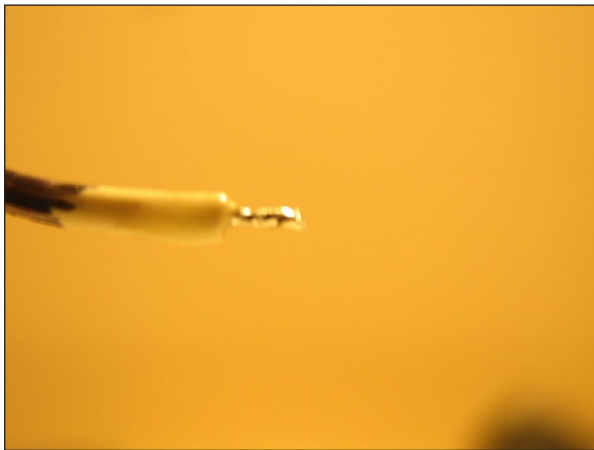
After removing those pins I'd recommend going over the holes with the solder suck to remove the excess solder from the holes and make life easier for yourself.



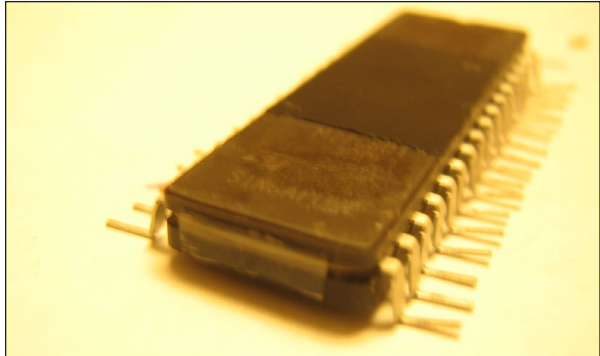
The next step would be to cut four pieces of thin Computer IDE cable at 1 1/2 inches long and strip both ends of the wire a tiny bit, as in less than 1/8 of an inch. Take those four pieces and dip them into your flux and then put a little solder on them.

You need in reality very little -- just enough to hold the strands together. Next take those four wires and solder them into holes 1,2,30, and 31. Next cut a piece of cable 2 1/2 inches long and do the same as above to prepare it, then attach that wire into hole 24. Once that is done your board should look like this.

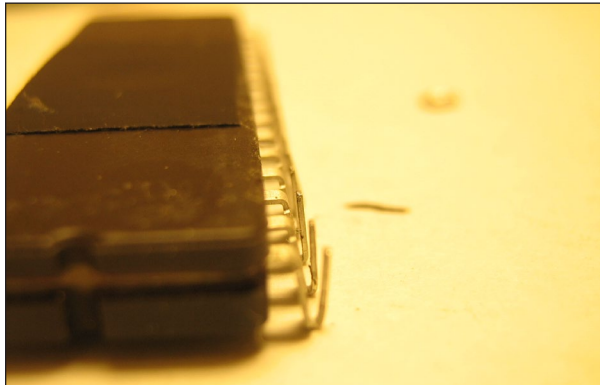
> *snes repros, cont.*



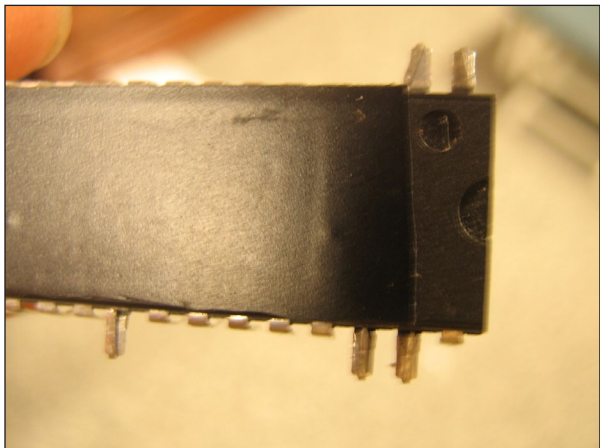
The next step can be a little tricky. You need to take your programmed EPROM and bend the bottom half of all the pins up.



After it looks like the figure below, continue to bend the pins up and back onto the top half of themselves.

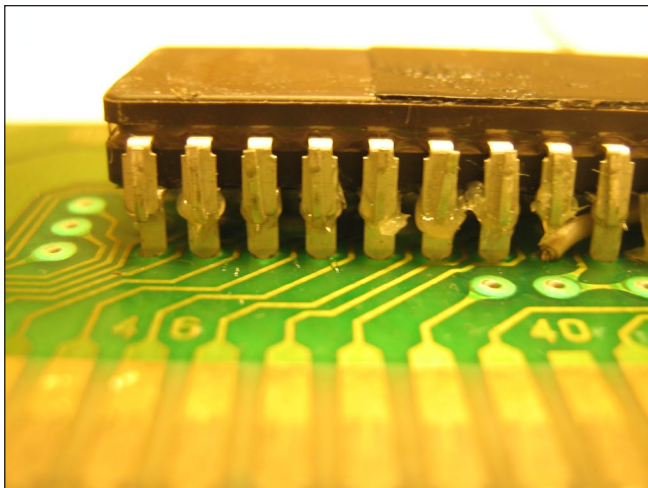
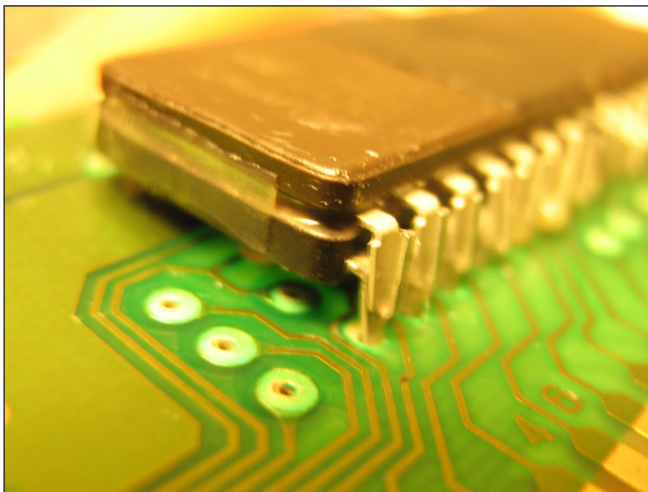


For pins 1,2,24,30,and 31 bend the pins up a little higher so they look like this.



> snes repros, cont.

Once that is done its time to put some flux on the outside edges of the pins that are in the donor cart, and on the inside edge of the pins that are on the EPROM. Take your eeprom and slide it on top of the old pins on the board so that the old pins go inside of the EPROMS pins.



Make sure that none of the pins touch any adjacent pins or else the game won't work. Also make sure that once the cartridge is closed back up that the EPROM is far enough down onto the donor board that the cartridge doesn't jam into it. Solder them into place by getting a small amount of solder onto your soldering iron and carefully put the iron onto the first pin and wait until you hear a sizzle or see the solder migrate and join the pins together. Repeat for all the other pins. Once that is done you will still have to solder the five remaining wires and pins in the correct order. The order is:

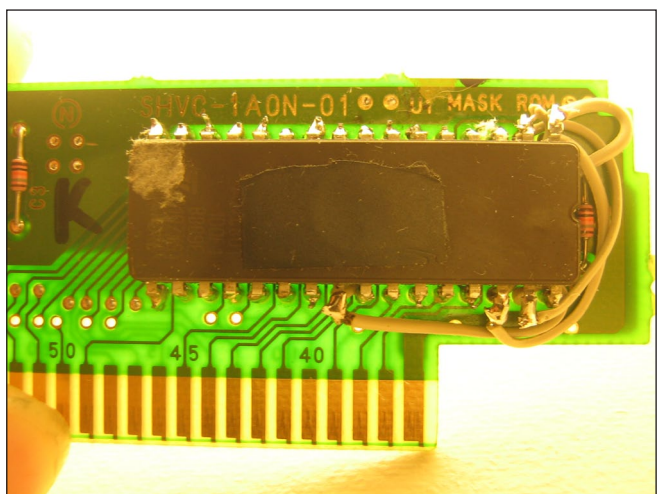
- Wire in hole 1 to pin 30 on EPROM
- Wire in hole 2 to pin 31 on EPROM
- Wire in hole 24 to pin 2 on EPROM
- Wire in hole 30 to pin 1 on EPROM
- Wire in hole 31 to pin 24 on EPROM

I'd recommend going around the EPROM when connecting wire 24 to pin 2 because if you go over top of the chip, you might very well run into difficulties when trying to close the cartridge back up because of a lack of clearance.

You are in the home stretch now! It's just a matter of testing your work on your SNES. Make sure that when you insert the board back into the cartridge that the side with all the components on it is facing the back of the machine or else the game won't boot up. Turn on your TV and you should see this.



Now its just a matter of putting the board carefully back into the cartridge. The board should look like this when all done.



If your game doesn't work or shows static on the screen I'd recommend always first checking your solder points because this is almost 100% of the time where the problem lies.

I truly hope that you have enjoyed reading this article as much as I have enjoyed writing it, and with a little luck I hope that you are able to bring one of these lost gems back to life.

MISSPRINTS AND ERRORS AND FLUBBS, OH MY!

> **DAN LANGEVIN** *dangevin*

Misprint games have been considered a curiosity of the NES hobby, but as more information and examples of specific misprints have become available, they've become a definite collectible niche. Although most hobbyists consider them a passing fancy, some cartridges have sold for considerably more than their more mundane counterparts, and collectors who come to possess them seem to hold them, rather than flip for a profit.

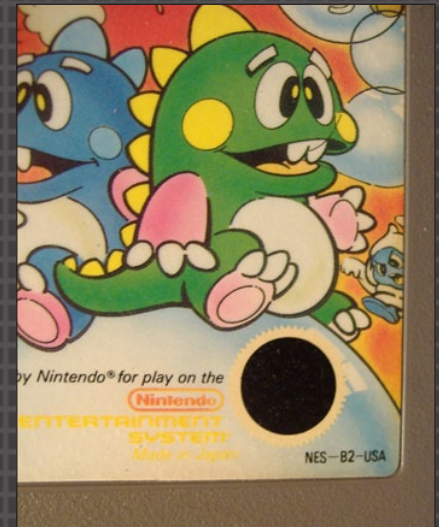
Before I get going with my hare-brained OMG VARIANTS discussion, here's a little about the kind of errors that lurk within a game's programming. While these "glitches" or "bugs" generally don't improve the value of the game, a number of people enjoy going out of their way to try and discover small bugs and glitches within a game that either allow something that should not normally happen to happen or just cause an interesting little quirk here and there. There are people hired by the company to play test games before they are released for hours on end just to try and make sure these glitches do not exist. Obviously, a small glitch here and there within a game, though comical, would not warrant the product to be deemed defective. However, there are some games that make it all the way to the consumer's hands before a major problem is found within the programming of the game. NCAA Basketball for the SNES was issued a Service Bulletin due to a number of in-game issues that caused the game to become unplayable and caused irreversible damage to be done to the players saved game state. More recently, the initial release of Bubble Bobble Revolution for the DS could not be played past the 30th level; no boss would appear and there was no way to kill yourself within the level. In response to this issue, Codemasters (the game's developer) was forced to create a revision for the game. A statement was released, apologizing about the matter and directed everyone who purchased a copy to contact their website. For those who contacted them, a revised copy of the game was sent along with a complimentary copy of Rainbow Island DS for the inconvenience.

Like glitches, some factory defects slip through the manufacturing process

and ultimately into the customer's hands. Some of the most noteworthy and notorious physical errors exist on all copies of a particular game. Most famously, "Legends of the Daimond" and "Elimonater Boat Duel" failed to have the old spell-check treatment, thus leaving the legacy of humorous end-labels. The print runs for each of these games were small enough that the mistake was never fixed. While companies may have noticed these errors at some point during the production process, it was likely too expensive to halt production and fix the issue, and so today we get a chuckle when we look through our collections.

More interesting (and valuable) to collectors are short-run or one-off errors. There are quite a few things that can go wrong with a cartridge because of the amount of handling and processing that goes into the creation of a finished game. Most problems center around the label, and some of the most striking label errors are the upside-down labels. Commonly found on the Color Dreams release "Captain Comic," and less so on licensed games, this variant is likely a result of human error. It seems that as many as one quarter of all Captain Comic cartridges have an inverted label, while fewer than a half dozen inverted labels on licensed games are known to exist.

Foiling variant collectors with anachronisms, some late-release games have popped up with the earliest "five-screw" plastic shell (see my article in the August e-Zine for more information on screw variants). Track and Field II, Super C and Castlevania III, all released well after the Rev-A conversion, were certainly not produced at the same time as the 5-screw shells - but production carts exist in the old shells. The most plausible explanation seems to be that the producers were simply using up "old stock" when a case of these outdated shells were found and the newer games put into them. The most controversial of these errors has been the recent discovery of the five-screw Mike Tyson's Punch-Out, which has been rumored to exist - but when found, sported a late-release label and included chips dated after the Rev-A changeover. Despite being exposed as an error, the game



> errors, flubs, cont.

still netted well in excess of \$100, mostly from sheer notoriety and uniqueness. Before the Tyson debacle, all 5-screw anachronisms had been from Konami, which makes sense since they seemed to have their own production scheme (they had company-specific back labels, for instance), but alas, Mr. Tyson thumbs his oft-broken nose at that convenient little explanation.

Some errors occur in the printing of the label itself. Shooting Range, a largely forgettable game, has some unique variant-like misprints of the hot pink font used for the title. This sort of bold neon color is usually obtained using a "touchplate" -- a process employed after the normal four-color offset printing is complete to enhance hard-to-produce colors. In these examples owned by NationalGameDepot, the hot pink is uncommonly deep and vibrant (top) or nonexistent (bottom) compared to the normal one shown in the middle.

OCDSteeldor's remarkable misprinted Bubble Bobble is another example of what can happen when a touchplate runs out of color - the gold highlights are not only absent from the end label, but most noticeably the Nintendo Seal of Quality! What kind of quality is that? Well whatever the case, it makes for a quality misprint. The faint afterimage of the text inside the seal can still be seen when held up to the light, but for all intents and purposes, the seal looks blank.

Errors in the offset printing itself can be seen on some games, which can lead to a blurry or even a rainbow effect. A copy of the original black-box Golf was uncovered by a user who no longer visits NintendoAge, where this rainbow effect could be seen. Since the offset printing uses black plus three colored pigments to make all printed colors, a slight misalignment can lead to a spectacular error. Unfortunately, efforts to recover this game itself, or even an image, have failed since the original owner has since lost the cartridge, potentially having sold it as a common!

Why are misprints and errors valuable? Well, a lot of times they're unique! While undoubtedly some small batches of each type of error escaped before Quality Control corrected the problem, very few find their way to light, and even fewer are highlighted in this article. Check your collections - what can you find? Perhaps YOUR copy of Golf is really a diamond in the rough!

UPSIDE DOWN LABEL WHEEL OF FORTUNE
NINTENDO NES
 SUPER ULTRA RARE 1 OF A KIND COLLECTIBLE

Item condition: **Acceptable**

Sold For: **US \$75.00**

Shipping: **FREE US Postal Service**
Estimated delivery time 1-2 weeks

Coverage: Pay with **PayPal** or **MasterCard**





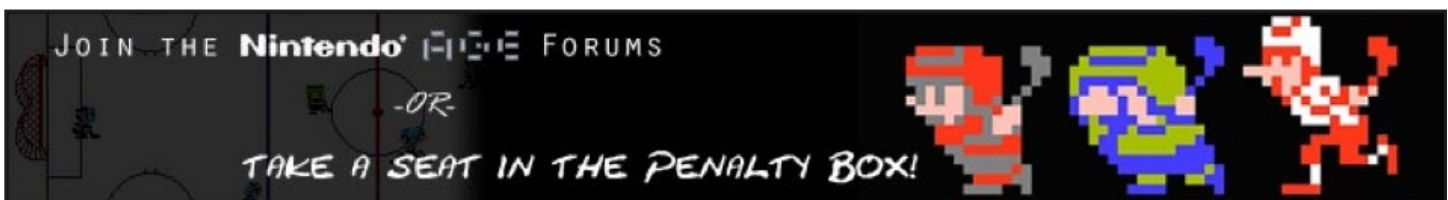
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720	4	0	Baseball Simulator 1.000	5	0	Bugs Bunny Birthday Blowout	6
1942	8	+1	Baseball Stars	8	+1	Bugs Bunny Crazy Castle	7
1943	7	0	Baseball Stars 2	12	-1	Bump 'N Jump	4
10 Yard Fight	4	0	Bases Loaded	3	-1	Burai Fighter	4
3-D World Runner	4	0	Bases Loaded 2	3	0	Burgertime	8
8 Eyes	4	0	Bases Loaded 3	3	-1	Cabal	4
Abadox	4	0	Bases Loaded 4	11	-3	Caesar's Palace	3
Action 52	79	+15	Batman	5	0	California Games	6
AD&D Dragonstrike	13	0	Batman Return of the Joker	9	+1	Caltron 6 in 1	145
AD&D Heroes of the Lance	6	-1	Batman Returns	5	0	Captain America	8
AD&D Hillsfar	21	0	Battle Chess	4	0	Captain Comic	7
AD&D Pool of Radiance	11	-2	Battle of Olympus	6	0	Captain Planet	6
Addams Family	5	0	Battleship	7	0	Captain Skyhawk	4
Adventure Island	8	0	Battletank	4	0	Casino Kid	4
Adventure Island 2	11	-1	Battletoads	11	0	Casino Kid 2	16
Adventure Island 3	20	-2	Battletoads & Double Dragon	20	0	Castelian	6
After Burner	5	0	Bayou Billy	3	0	Castle of Deceit	38
Air Fortress	4	+1	Bee 52	10	0	Castle of Dragon	4
Airwolf	4	0	Beetlejuice	6	-1	Castlequest	4
Al Unser Jr's Turbo Racing	4	0	Best of the Best	12	+2	Castlevania	9
Alfred Chicken	14	+1	Bible Adventures	9	0	Castlevania 2	6
Alien 3	9	-2	Bible Buffet	24	-2	Castlevania 3	11
Alien Syndrome	4	0	Big Bird's Hide & Speak	4	0	Caveman Games	7
All Pro Basketball	3	0	Big Foot	5	0	Challenge of the Dragon	32
Alpha Mission	4	0	Big Nose Freaks Out	13	0	Championship Bowling	4
Amagon	4	0	Big Nose Freaks Out (Aladdin)	17	+2	Championship Pool	7
American Gladiators	5	0	Big Nose the Caveman	7	0	Cheetahmen 2	789
Anticipation	4	+1	Bill & Ted's Excellent Adventure	4	0	Chessmaster	4
Arch Rivals	4	0	Bill Elliot's NASCAR Challenge	4	0	Chiller	30
Archon	6	+1	Bionic Commando	6	0	Chip N' Dale Rescue Rangers	8
Arkanoid	8	-1	Black Bass	5	0	Chip N' Dale Rescue Rangers 2	45
Arkista's Ring	7	+1	Blackjack	32	+7	Chubby Cherub	13
Astyanax	4	0	Blades of Steel	4	0	Circus Caper	4
Athena	4	-1	Blaster Master	5	0	City Connection	4
Athletic World	7	-1	Blue Marlin	9	0	Clash at Demonhead	4
Attack of the Killer Tomatoes	7	+1	Blues Brothers	11	0	Classic Concentration	7
Baby Boomer	27	+2	Bo Jackson Baseball	5	0	Cliffhanger	11
Back to the Future	4	0	Bomberman	9	0	Clu Clu Land	7
Back to the Future 2 & 3	5	-1	Bomberman 2	28	-3	Cobra Command	4
Bad Dudes	4	0	Bonk's Adventure	59	+1	Cobra Triangle	4
Bad News Baseball	6	0	Boulder Dash	6	0	Codename: Viper	4
Bad Street Brawler	4	0	Boy and His Blob, A	6	0	Color A Dinosaur	14
Balloon Fight	7	0	Break Time	4	-2	Commando	4
Bandit Kings of Ancient China	38	0	Breakthru	4	0	Conan	11
Barbie	6	0	Bubble Bath Babes	455	+147	Conflict	6
Bard's Tale	8	+1	Bubble Bobble	13	-1	Conquest of the Crystal Palace	5
Base Wars	6	0	Bubble Bobble 2	96	+6	Contra	16
Baseball	4	0	Bucky O'Hare	13	0	Contra Force	35



Cool World	10	-1	Dragon Warrior 2	18	-1	Gauntlet (unlicensed)	5	0
Cowboy Kid	18	0	Dragon Warrior 3	28	-1	Gauntlet 2	5	-1
Crash a/t Boys Street Challenge	8	0	Dragon Warrior 4	36	0	Gemfire	19	+2
Crash Dummies, Incredible	9	+1	Dragon's Lair	8	0	Genghis Kahn	10	0
Crystal Mines	18	+1	Duck Hunt	5	0	George Foreman KO Boxing	4	+1
Crystalis	8	0	Duck Tales	9	0	Ghost Lion	12	+2
Cyberball	4	+1	Duck Tales 2	35	-2	Ghostbusters	7	0
Cybernoid	4	0	Dudes with Attitude	5	-1	Ghostbusters 2	6	0
Dance Aerobics	4	0	Dungeon Magic	5	+1	Ghosts 'N Goblins	6	0
Danny Sullivan's Indy Heat	6	-1	Dusty Diamond's All Star Softball	26	-2	Ghoul School	8	0
Darkman	4	0	Dyno Warz	4	0	Gilligan's Island	7	+1
Darkwing Duck	9	+1	Elevator Action	5	0	Goal!	3	0
Dash Galaxy	4	0	Eliminator Boat Duel	6	-1	Goal! 2	9	-1
DayDreamin' Davey	6	+1	Empire Strikes Back	10	0	Godzilla	5	0
Days of Thunder	4	0	Everet/Lendel Top Player's Tennis	4	0	Godzilla 2	22	-3
Deadly Towers	3	-1	Excitebike	7	0	Gold Medal Challenge	7	+1
Death Race	23	+8	Exodus	7	+1	Golf	3	0
Deathbots	9	0	F-117a Stealth	5	0	Golf Challenge Pebble Beach	3	0



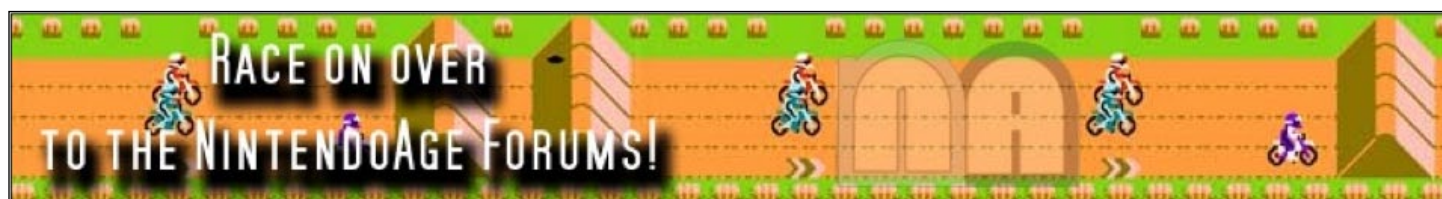
Defender 2	4	0	F-15 City War	5	+1	Golf Grand Slam	6	+3
Defender of the Crown	4	0	F-15 Strike Eagle	4	0	Golgo 13: Top Secret Episode	4	0
Defenders of Dynatron City	8	+1	Family Feud	9	+1	Goonies 2	4	0
Déjà Vu	6	0	Fantastic Adv. Dizzy (Aladdin)	13	+2	Gotcha!	3	0
Demon Sword	4	0	Fantastic Adventures of Dizzy	8	0	Gradius	5	0
Desert Commander	4	+1	Fantasy Zone	8	-1	Great Waldo Search	6	0
Destination Earthstar	3	0	Faria	28	+4	Greg Norman's Golf Power	5	+1
Destiny of an Emperor	9	-1	Faxanadu	4	0	Gremlins 2	6	0
Dick Tracy	4	+1	Felix the Cat	11	0	Guardian Legend	5	0
Die Hard	25	-3	Ferrari Grand Prix	5	+1	Guerilla War	6	0
Dig Dug 2	5	0	Fester's Quest	3	0	Gumshoe	5	0
Digger T. Rock	5	0	Final Fantasy	12	0	Gun Nac	31	0
Dino Riki	3	0	Fire and Ice	34	-3	Gunsmoke	8	0
Dirty Harry	4	0	Fire Hawk	5	0	Gyromite	4	-1
Disney Adventure Magic Kingdom	5	0	Fisher Price Firehouse Rescue	6	0	Gyruss	4	0
Dizzy the Adventurer (Aladdin)	20	+7	Fisher Price I Can Remember	5	0	Harlem Globetrotters	4	0
Donkey Kong	13	-1	Fisher Price Perfect Fit	5	+1	Hatris	11	0
Donkey Kong 3	9	0	Fist of the North Star	5	-2	Heavy Barrel	4	-1
Donkey Kong Classics	11	0	Flight of the Intruder	5	0	Heavy Shreddin'	3	-1
Donkey Kong Jr.	9	0	Flintstones	8	0	High Speed	5	+1
Donkey Kong Jr. Math	12	0	Flintstones 2 Surprise Dino Peak	140	+1	Hogan's Alley	5	0
Double Dare	6	0	Flying Dragon	4	0	Hollywood Squares	5	+1
Double Dragon	8	0	Flying Warriors	5	0	Home Alone	6	+1
Double Dragon 2	7	0	Formula One: Built to Win	7	-1	Home Alone 2	3	0
Double Dragon 3	9	0	Frankenstein	8	+2	Hook	5	+1
Double Dribble	4	0	Freedom Force	5	+1	Hoops	3	-1
Double Strike	6	-1	Friday the 13th	5	0	Hot Slots	610	0
Dr. Chaos	4	+1	Fun House	5	0	Hudson Hawk	5	+1
Dr. Jekyll & Mr. Hyde	4	0	G.I. Joe: A Real American Hero	18	+1	Hunt for Red October	3	0
Dr. Mario	6	0	G.I. Joe: Atlantis Factor	15	+1	Hydlide	3	0
Dracula	12	0	Galactic Crusader	25	0	Ice Climber	8	0
Dragon Fighter	24	0	Galaga	7	-1	Ice Hockey	4	0
Dragon Power	4	0	Galaxy 5000	11	-1	Ikari Warriors	4	0
Dragon Spirit	4	0	Gargoyles Quest 2	10	-1	Ikari Warriors 2	4	0
Dragon Warrior	4	0	Gauntlet (licensed)	5	0	Ikari Warriors 3	7	0



Image Fight	4	0	Legacy of the Wizard	3	0	Micro Machines (Aladdin)	13	0
Immortal	5	0	Legend of Kage	5	+1	MIG-29	4	0
Impossible Mission 2 (AVE)	11	0	Legend of Zelda	11	0	Might & Magic	19	+1
Impossible Mission 2 (SEI)	12	0	Legendary Wings	4	0	Mighty Bombjack	5	+1
Indiana Jones: Crusade (Taito)	14	+1	Legends of the Diamond	7	-1	Mighty Final Fight	25	+2
Indiana Jones: Crusade (UBI)	23	-1	Lemmings	15	-1	Mike Tyson's Punch-Out!!	16	0
Indiana Jones: Temple (Mindsap)	6	0	L'Empereur	22	+2	Millipede	5	0
Indiana Jones: Temple (Tengen)	5	0	Lethal Weapon	7	-1	Milon's Secret Castle	4	0
Infiltrator	4	+1	Life Force	5	-1	Miracle Piano System	9	0
Iron Tank	4	0	Linus Spacehead	22	-2	Mission Cobra	10	-20
Ironsword: Wizards & Warriors 2	4	0	Linus Spacehead (Aladdin)	12	-2	Mission: Impossible	4	0
Isolated Warrior	7	+1	Little League Baseball	8	+1	Monopoly	5	0
Ivan Stewart's Super Off Road	6	-1	Little Mermaid	6	0	Monster in My Pocket	8	0
Jack Nicklaus' 18 Holes of Golf	3	-1	Little Nemo	6	0	Monster Party	4	0
Jackal	5	0	Little Ninja Brothers	15	+1	Monster Truck Rally	7	-1
Jackie Chan's Action Kung Fu	9	0	Little Samson	84	+12	Moon Ranger	44	-5
James Bond Jr.	6	0	Lode Runner	5	0	Motor City Patrol	14	+2
Jaws	5	0	Lolo	7	-1	Ms Pac-man (Namco licensed)	15	0
Jeopardy!	4	+1	Lolo 2	14	-1	Ms Pac-man (Tengen unlicensed)	13	-1
Jeopardy! 25th Anniversary	4	0	Lolo 3	23	-3	MULE	14	+4
Jeopardy! Junior	4	0	Lone Ranger	8	0	Muppet Adventure	4	0
Jeopardy!, Super	4	0	Loopz	4	0	MUSCLE	4	0
Jetsons	22	+1	Low G Man	4	+1	Mutant Virus	6	0
Jimmy Connors Tennis	15	0	Lunar Pool	4	0	Myriad 6 in 1	900	0
Joe and Mac	6	+1	Mach Rider	4	0	Mystery Quest	4	0
John Elway's Quarterback	3	0	Mad Max	5	+1	NARC	4	0
Jordan vs. Bird: One on One	3	0	Mafat Conspiracy	4	0	NES Open Golf	5	0
Joshua	12	-1	Magic Darts	4	0	NFL Football	3	0
Journey to Silius	6	0	Magic Johnson's Fast Break	3	0	Nigel Mansell's World Ch.Racing	5	-6
Joust	4	0	Magic of Scheherazade	6	+1	Nightmare on Elm Street	13	0
Jungle Book	11	+3	Magician	10	+2	Nightshade	6	0
Jurassic Park	5	0	Magmax	4	0	Ninja Crusaders	7	0
Kabuki Quantum Fighter	4	0	Major League Baseball	3	0	Ninja Gaiden	6	0
Karate Champ	4	0	Maniac Mansion	9	0	Ninja Gaiden 2	6	0
Karate Kid	4	0	Mappyland	6	0	Ninja Gaiden 3	17	+1
Karnov	5	+1	Marble Madness	5	0	Ninja Kid	5	+1
Kick Master	6	+1	Mario Brothers	11	-1	Nobunaga's Ambition	8	+1
Kickle Cubicle	8	0	Mario Is Missing	15	+1	Nobunaga's Ambition 2	22	+1
Kid Icarus	12	0	Mario's Time Machine	30	-2	North and South	16	0
Kid Klown	14	-6	Master Chu and the Drunkard Hu	14	+3	Operation Secret Storm	43	+7
Kid Kool	4	0	Maxi 15	50	+9	Operation Wolf	4	0
Kid Niki	5	0	MC Kids	9	+1	ORB-3D	4	0
King Neptune's Adventure	46	0	Mechanized Attack	8	+1	Othello	4	0
King of Kings	6	0	Mega Man	19	+1	Overlord	8	+3
King's Knight	4	0	Mega Man 2	10	0	Pac-Man (Namco)	12	+1
Kings of the Beach	4	0	Mega Man 3	10	0	Pac-Man Tengen licensed	7	0
King's Quest 5	11	0	Mega Man 4	13	0	Pac-Man Tengen unlicensed	7	0
Kirby's Adventure	9	0	Mega Man 5	25	+1	Pac-Mania	12	+1
Kiwi Kraze	8	+1	Mega Man 6	18	+1	Palamedes	5	+1
Klash Ball	6	+2	Menace Beach	58	+9	Panic Resturant	73	+2
Klax	5	0	Mendel Palace	4	0	Paperboy	9	0
Knight Rider	4	0	Mermaids of Atlantis	26	0	Paperboy 2	11	0
Krazy Kreatures	6	-1	Metal Fighter	10	+1	Peek A Boo Poker	681	0
Krion Conquest	7	-1	Metal Gear	6	0	Pesterminator	28	0
Krusty's Fun House	6	-1	Metal Mech	4	0	Peter Pan and the Pirates	5	-1
Kung Fu	5	+1	Metal Storm	15	+1	Phantom Fighter	4	-1
Kung Fu Heroes	4	0	Metroid	8	0	Pictionary	4	0
Laser Invasion	5	-1	Michael Andretti's World GP	4	0	Pinball	4	0
Last Action Hero	9	-4	Mickey Adventure in Numberland	15	+6	Pinball Quest	4	0
Last Ninja	7	0	Mickey Mousecapade	4	0	Pinbot	3	-1
Last Starfighter	5	-1	Mickey Safari in Letterland	7	0	Pipe Dream	5	0
Lee Trevino's Fighting Golf	3	0	Micro Machines	15	-1	Pirates!	9	-1



Platoon	3	-1	RoadBlasters	4	0	Smash TV	5	+1
Play Action Football	3	-1	Robin Hood: Prince of Thieves	4	0	Snake Rattle 'N Roll	6	0
Popeye	7	0	Robocop	3	0	Snake's Revenge	9	+1
POW	4	0	Robocop 2	5	0	Snoopy's Silly Sports	6	0
Power Blade	5	0	Robocop 3	7	0	Snow Brothers	53	-1
Power Blade 2	32	-3	Robodemons	11	0	Soccer	4	0
Power Punch 2	11	0	RoboWarrior	4	0	Solar Jetman	4	0
P'radikus Conflict	28	+5	Rock N' Ball	4	0	Solitaire	21	-4
Predator	5	0	Rocket Ranger	3	0	Solomon's Key	5	0
Prince of Persia	9	-2	Rocketeer	4	0	Solstice	4	+1
Princess Tomato	26	-1	Rockin' Kats	13	-1	Space Shuttle	6	0
Pro Sport Hockey	19	+6	Rocky and Bullwinkle	6	-2	Spelunker	5	0
Pro Wrestling	4	0	Roger Clemens Baseball	4	0	Spider-Man: Sinister Six	7	0
Pugsley's Scavenger Hunt	13	+1	Rollerball	3	0	Spiritual Warfare	9	0
Punch-Out!!	10	0	Rollerblade Racer	5	+2	Spot	4	0
Punisher	7	0	Rollergames	3	0	Spy Hunter	4	0
Puss 'N Boots	5	0	Rolling Thunder	4	0	Spy vs. Spy	5	-1
Puzzle	11	0	Romance o/t Three Kingdoms	7	0	Sqoon	13	-1



Puzznic	8	0	Romance o/t Three Kingdoms 2	21	-6	Stack Up	18	-1
Pyramid	10	0	Roundball	5	0	Stadium Events	1204	0
Q*Bert	6	0	Rush N' Attack	4	0	Stanley	5	-1
Qix	14	0	Rygar	6	0	Star Force	5	0
Quattro Adventure	5	0	SCAT	13	+2	Star Soldier	3	0
Quattro Adventure Aladdin	15	+1	Secret Scout	78	-4	Star Trek: 25th Anniversary	8	0
Quattro Arcade	7	-2	Section Z	3	0	Star Trek: The Next Generation	8	-1
Quattro Sports	4	-1	Seicross	4	0	Star Voyager	4	0
Quattro Sports Aladdin	13	+2	Sesame Street 1-2-3	3	0	Star Wars	8	0
R.B.I. Baseball 2	5	+1	Sesame Street 1-2-3/A-B-C	4	0	Starship Hector	5	0
R.B.I. Baseball 3	5	-1	Sesame Street A-B-C	4	0	StarTropics	4	0
R.B.I. Baseball licensed	5	0	Sesame Street Countdown	5	+1	Stealth	4	0
R.B.I. Baseball unlicensed	8	0	Shadow of the Ninja	8	0	Stinger	4	0
R.C. Pro-Am Racing	5	0	Shadowgate	5	-1	Street Cop	11	+2
R.C. Pro-Am Racing 2	28	0	Shatterhand	7	0	Street Fighter 2010	5	+1
Race America, Alex DeMeo's	11	+2	Shingen the Ruler	4	0	Strider	4	0
Racket Attack	3	0	Shinobi	7	-1	Stunt Kids	16	-7
Rad Gravity	5	+1	Shockwave	9	-1	Sunday Funday	41	+7
Rad Racer	4	0	Shooting Range	7	0	Super C	12	0
Rad Racer 2	4	0	Short Order/Eggsplode	7	0	Super Cars	9	-1
Rad Racket	35	0	Side Pocket	3	0	Super Dodge Ball	12	0
Raid 2020	9	0	Silent Assault	7	-2	Super Glove Ball	4	0
Raid on Bungeling Bay	5	+1	Silent Service	4	0	Super Mario Brothers	7	-1
Rainbow Islands	18	-1	Silk Worm	6	+1	Super Mario Brothers 2	12	+1
Rally Bike	7	+1	Silver Surfer	7	0	Super Mario Brothers 3	11	0
Rambo	4	0	Simpsons: Bart vs. The World	6	0	Super Mario/Duck Hunt	6	0
Rampage	6	0	Simpsons: Radioactive Man	8	-1	Super Mario/Duck Hunt/WCTM	5	-1
Rampart	5	0	Simpsons: Space Mutants	6	0	Super Pitfall	6	0
Remote Control, MTV's	3	-1	Skate or Die	3	0	Super Spike V'Ball	4	0
Ren and Stimpy: Buckaroos	9	0	Skate or Die 2	4	+1	Super Spike V'Ball/World Cup	5	0
Renegade	4	0	Ski or Die	4	0	Super Sprint	4	0
Rescue: Embassy Mission	4	0	Skull and Crossbones	5	0	Super Spy Hunter	8	+1
Ring King	5	0	Sky Shark	4	-1	Super Team Games	5	0
River City Ransom	14	-1	Skykid	5	0	Superman	8	-1
Road Runner	5	-1	Slalom	4	0	Swamp Thing	14	0



Sword Master	12	0	Toobin'	8	-1	Wheel of Fortune: Family Edition	4	0
Swords & Serpents	4	0	Top Gun	3	-1	Wheel of Fortune: Junior Edition	4	0
T&C Surf Design	4	0	Top Gun 2	3	0	Wheel of Fortune: Vanna White	5	-1
T&C Surf Design 2 Thrillas Surfari	8	0	Total Recall	4	0	Where in Time/Carmen Sandiego	5	0
Taboo: The Sixth Sense	3	0	Totally Rad	5	+1	Where's Waldo?	5	-1
Tag Team Wrestling	3	0	Touchdown Fever	4	0	Who Framed Roger Rabbit?	5	0
Tagin' Dragon	27	-3	Toxic Crusader	8	0	Whomp 'Em	7	+1
Talespin	5	0	Track and Field	6	0	Widget	9	0
Target: Renegade	4	0	Track and Field 2	4	+1	Wild Gunman	10	0
Tecmo Baseball	4	0	Treasure Master	6	0	Willow	5	0
Tecmo Bowl	6	0	Trick Shooting	5	0	Win, Lose or Draw	4	+1
Tecmo Cup Soccer	15	+2	Trog	5	-1	Winter Games	3	0
Tecmo NBA Basketball	5	0	Trojan	4	0	Wizardry	5	0
Tecmo Super Bowl	13	0	Trolls on Treasure Island	13	-1	Wizardry 2: Knight of Diamonds	14	+1
Tecmo World Wrestling	3	0	Twin Cobra	4	0	Wizards & Warriors	4	0
Teenage Mutant Ninja Turtles	5	0	Twin Eagle	5	+1	Wizards & Warriors 3	10	-1
Teenage Mutant Ninja Turtles 2	9	0	Ultima: Exodus	5	0	Wolverine	7	0
Teenage Mutant Ninja Turtles 3	14	0	Ultima: Quest of the Avatar	8	0	World Champ	9	+1
Teenage Mutant Ninja Turtles TF	29	0	Ultima: Warriors of Destiny	21	-1	World Class Track Meet	4	0
Tennis	4	+1	Ultimate Air Combat	18	+4	World Cup Soccer	4	0
Terminator	5	0	Ultimate Basketball	3	0	World Games	4	0
Terminator 2: Judgement Day	4	-1	Ultimate League Soccer	16	+5	Wrath of the Black Manta	4	0
Terra Cresta	7	0	Ultimate Stuntman	6	0	Wrecking Crew	6	+1
Tetris (Nintendo licensed)	7	0	Uncharted Waters	18	-1	WURM	5	0
Tetris (Tengen unlicensed)	28	-2	Uninvited	16	0	WWF King of the Ring	7	-3
Tetris 2	6	0	Untouchables	6	+1	WWF Steel Cage	5	0
Three Stooges	5	0	Urban Champion	4	0	WWF Wrestlemania	3	-1
Thunder and Lightning	7	0	Vegas Dream	4	0	WWF Wrestlemania Challenge	4	0
Thunderbirds	4	0	Venice Beach Volleyball	7	0	Xenophobe	3	0
Thundercade	4	0	Vice: Project Doom	6	0	Xevious	4	0
Tiger Heli	4	0	Videomation	4	0	Xexyz	4	0
Tiles of Fate	9	-1	Vindicators	4	0	X-Men	5	0
Time Lord	4	0	Volleyball	4	0	Yo! Noid	6	0
Times of Lore	11	-11	Wacky Races	22	+2	Yoshi	5	0
Tiny Toon Adventures	6	0	Wall Street Kid	4	0	Yoshi's Cookie	5	0
Tiny Toon Adventures 2	7	-1	Wally Bear and the No! Gang	15	+3	Young Indiana Jones	14	+1
Tiny Toon Cartoon Workshop	7	0	Wario's Woods	13	+1	Zanac	5	0
To The Earth	4	0	Wayne Gretzky Hockey	4	0	Zelda 2: The Adventure of Link	9	0
Toki	8	0	Wayne's World	34	+9	Zen Intergalactic Ninja	8	0
Tom and Jerry	8	0	WCW: World Champ. Wrestling	5	0	Zoda's Revenge: StarTropics 2	6	0
Tom Sawyer	4	0	Werewolf	4	0	Zombie Nation	28	+3
Tombs and Treasure	7	+1	Wheel of Fortune	5	+1			



Don't do it!

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



Faegly the Skeleton in SCARY 'NA' CAMP-ING SCARE CAMP

And they were playing Kick Master after that. Several hours of fun passed, they knew he was gone...

...or so they thought. After their game of kick and the they went to turn off the NES, so she said "No, I'm still So he went to hit power they saw the playing and mastery NES, enjoying this of said kicking, It was still dark, scared, you do it!" ... and when he did, hook was there!

Eeeeeeek!

Ah haha hahah! The old hook on the NES story? Give me a break! That crap is so old! Hal! You guys are so pathetic!

Thy thy mouth is quick, but words are meek, pse! I, Thor pass a sign of challenge! Mine marshmallows!

So, thee Thor, wants a scary story showdown, eh? Well, I have one right here. This one is for our pal Spooky...

Watch that marshmallow, it's about to come back up!

It was a stormy day, and Spooky decided to head to Goodwill on a game hunt. And, lo and behold, what luck, the collectors dream! A sealed Stack-Up for a buck!

But he forgot his money so he ran home.....

...killing several people in the process. But upon his return, he found to his horror some stupid tot, digging through the bargain bin and tearing his game to pieces!

I have an even better one for you punk! One day, King Rat awoke...

...and found himself thinking, "Hey, you know, some of my games are rare, but I don't need them, they suck!" Why don't I get rid of these stupid things?

Lame! That's so freaking fake! That would never happen in real life!

WHO NEEDS IT? Bubble Bath Butts

OH MY GAH THE ABSOLUTE HORROR!!!!!!

<p>Heck, even better, he thought, why don't I give these crap jobs away to people on the forum who will enjoy them? "It's time to stop collecting and help others", he said</p>		<p>Well, you can't scare me, Faegly! My doctor just put me on this new medicine so do your worst! I'll pop a few now!</p>	
<p>Medicine won't save you from my tale, Bronty, eat all you want! So there you were, admiring one of your sealed games...</p>	<p>...when you accidentally dropped it, opening the seal!</p>	<p>Figuring you'll play it, you open to find...</p>	
	<p>WHOOPIE RARESTY!</p>		
<p>...the game you bought from Nick Morgan was merely SMB/DH in rare packaging. Fearing for your sealed collection, you open more, finding all are only SMB/DH!</p>		<p>But I've saved the worst for you, Thor, there you were, at the NA Expo...</p>	
<p>...when you realize, to your horror, that you're surrounded by geeks drooling, kissing, and asking questions about crap from years ago that you could give a shite about!</p>		<p>Just hold on there, Faegly! Pass the tale on, marshmallows, Thor, I've got a saved just for him!</p>	
<p>So one day, Faegly comes upon some money and he thinks...</p>	<p>...hey, maybe I should buy those rare games I say aren't worth owning because they aren't any fun to play! I mean, maybe they aren't that bad! Why not?</p>		
	<p>Hmm...</p>		

MAKING A CHILDHOOD DREAM A REALITY

> **RICKY MAHLER** *GameboyRicky*



The game systems I grew up playing the most were the NES and Game Boy, and my two favorite games to play on them were Tetris and Dr. Mario. These were my favorites because of the simplicity of these puzzle games. Other platform and adventure games could not clasp my attention long enough for me to complete them. As a child, I would invest countless hours playing these two puzzle games with the only desired reward being an improved score. Everyone who would challenge me, friends or relatives, would always lose to me horrendously. I got so good that even my dad suggested, on numerous occasions, that I should try to find and enter a video game competition. As an adolescent, I would actually find myself daydreaming about being in a tournament and playing in front of thousands of people. However, I was never able to find any contest and when I went to high school my interests shifted away from video games. My mom gave away all my game systems and games and I didn't play Tetris or Dr. Mario even once, for almost an entire decade.

After college I decided to repurchase a NES and a bunch of games I used to own, including Dr. Mario and Tetris. I had the itch to play these games again and it didn't take long for the cognitive cobwebs to clear. I was quickly getting scores that were almost as high as I was getting back when I would play these games for hours and hours everyday. Not long after that I saw a Dr. Mario tournament advertised in the NintendoAge forum. It was being held in a few days and only a couple hours away. I knew I had to complete in this, after all it had been something I wanted to do since I was a child! I practiced with a group of friends for days prior and after seeing how good I was, my friends all wanted to make the trip with me. So when the time came we all loaded up and headed to the tournament. Morale was high: the entire way everyone was talking about how easily I was going to win this. I must admit I was pretty sure I was going to win myself. After all, why wouldn't I be? I had never come close to being defeated before! I even went as far as telling my friends that I guaranteed that I would win first place!

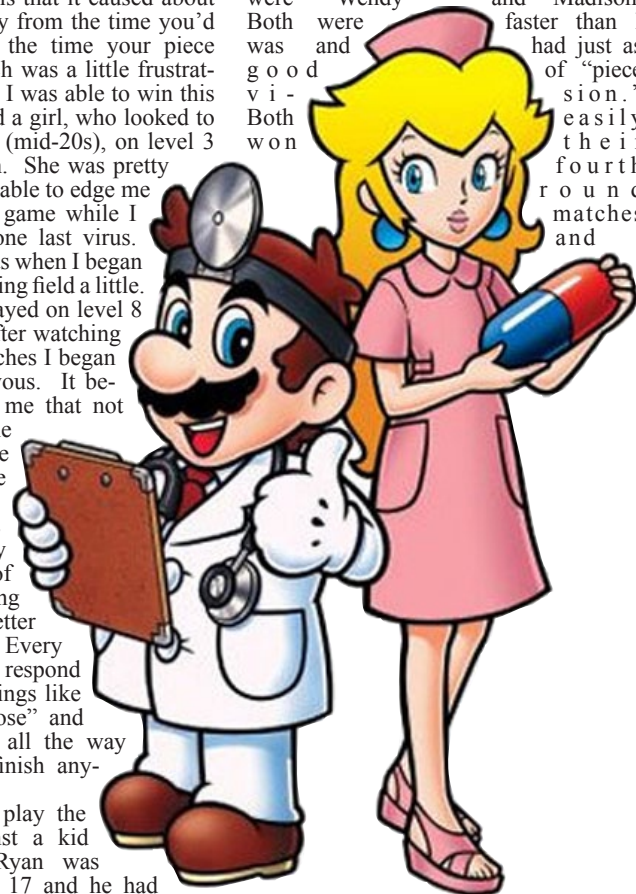
As we arrived, I saw there was already a huge line to sign up for the tourna-

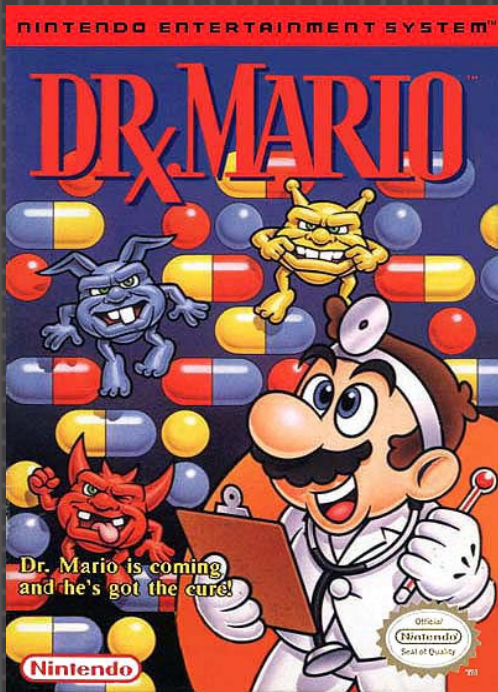
ment. I nervously rushed to get in line and secure a spot in the competition. I was lucky enough to get in before they started turning people away. Hundreds of people showed up after me with hopes of competing. After another hour they finally announced that the tournament was beginning! The tournament was best three-of-five head-to-head single elimination. The first round was set on level 0 and speed low. I was a little worried about this round because this is more of a speed round than a talent round, since you only start out with 4 viruses, but I defeated my opponent pretty easily 3-0 to move on.

The second round was played outside on a huge theater screen in the parking lot. The NES outside was plugged into an elevated projector which would throw the image onto the big screen. The only problem with this is that it caused about a half second delay from the time you'd push a button to the time your piece would move, which was a little frustrating. Nevertheless, I was able to win this round 3-1. I played a girl, who looked to be around my age (mid-20s), on level 3 and speed medium. She was pretty good but was only able to edge me out in the second game while I was working on one last virus. The third round was when I began to scout the remaining field a little. This round was played on level 8 and speed high. After watching some of these matches I began to get a little nervous. It became apparent to me that not only was I not the best player there but I may not have been in the top 3! To make matters even worse, my little entourage of friends kept asking me "Are you better than that guy?" Every time I hesitated to respond they'd then say things like "You better not lose" and "We didn't come all the way here for you to finish anywhere but first".

I sat down to play the third round against a kid named Ryan. Ryan was around age 16 or 17 and he had

the look of a true gamer! I was able to defeat him easily in the first game but then he destroyed me in the second one and caused me to "X". I was barely able to beat him the third game but he rebounded and destroyed me again in the fourth. Then came the fifth and deciding game! Ryan got out to an early lead and kept dropping pieces on me one after another. I had to wait for the slow pieces to land before I even had a chance to rebuttal. Luckily when I did, I messed him up enough to stall him until I was able to unleash a plethora of combos which caused him to "X". The crowd of about 100 people gave a standing ovation after the 3-2 match concluded and I barely survived to play another round. During my scouting in the fourth round I was able to identify my two biggest competitors. Their names were Wendy and Madison. Both were faster than I was and had just as good of "piece vision." Both easily won their fourth round matches and





> *childhood dreams, cont.*

neither one had lost a single game in the entire tournament!

In the fourth round the level was set on 15 and speed was at high. I played a girl named Kristen and she really wasn't much competition compared to Ryan, from the previous round. I was able to defeat Kristen 3-0 and caused her to "X" out twice. After the fourth round, there were only four participants left! Madison, Wendy, a middle-aged guy named Jim, and Me. Lucky for me they paired up Wendy and Madison against each other. I wasn't sure who I wanted to win out of the two! Both were definitely better than I was. The fifth round was set on level 18 and speed high. Madison won the first two games but Wendy came back to win the next two! In the fifth game Madison was able to "X" Wendy early to move on to the championship round! When it was my turn, I was zoned in this round more than any other because I wanted to play in the championship round so badly. Jim was pretty good but I happened to play my best in this round and beat him 3-1 to make it to the championship. Then it was just Madison and me!

While the announcer was speaking I politely asked Madison what music type he wanted it on and he said "Put it on Chill". So Chill it was to go with the settings of level 20 and speed high!

I knew these would be quick games and if I could get him early then I could defeat him. I was able to "X" him the first game and then felt a lot better about my chances of winning this thing. The next game I was able to "X" him again and found myself one game away from actually winning the tournament! The third game lasted no more than 15 seconds resulting in another "X" for Madison and a 3-0 championship victory for me! There was still around 80 people left to see the championship game and awards giving out. As the first place winner, I won a \$100 gift card to the game store, a MINT CIB copy of Dr. Mario (had all inserts and even the baggie), a FC Mobile 2 portable NES system, a "PILL" trophy, and a T-Shirt.

As the second place winner, Madison won a \$50 gift card to the game store, a CIB copy of Dr. Mario, and a T-Shirt. And for making the final four, Wendy and Jim each won a \$25 gift card to the game store and a T-Shirt. Even though the level of competition at the tournament greatly humbled me, the long ride home was filled with joyous reflection! It may have taken 15 years but I was finally able to not only find and play in a game competition, but win one! Now all I have to do is find a Tetris tournament!



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NintendoAGE eZine Volume 3 Issue 9: October 2009
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