

NOVA



Plus New 1-Page Price Guide
For Your Convenience!



For this review, I am going to have a go at the Triad Turbo Touch 360...the revolutionary controller boasting a "Technology Break-through in Video Game Control." This product boldly guaranteed: "Higher scores or your money back!"

I acquired this controller a number of years ago from a reseller who came across cases of these as New-Old-Stock. I believe I paid a whopping total of 5 dollars shipped. It has remained unopened until this day. Let's tear into this baby!

Ok, so first of all, let's take a look at whats inside...

Let's see, we have a one year warranty/registration card, and an "Important Hints" card informing us that we don't need to push down with our thumbs. "Simply slide your finger over, or touch the sensor plate in the direction you want to go." Ok, sounds easy enough. "Next, don't lie your thumb flat across the plate. If you do, nothing will happen." Ok, fair enough. After a few other tips, they ask you to give yourself plenty of time to master this new technology, and again, you WILL achieve higher scores! Well, now im positively assured!

Finally, we have a guarantee card. Again, they inform us that we need to dedicate plenty of time to become familiar with the new controls: 30 days to achieve mastery, and if we don't, we may return the controller for a full refund.

Awesome. So here we go!

Still zip tied, and smelling very much like a 20 year old controller, I notice a set of turbo controls. Sweet! Im thinking im going to try this out on Contra! I untie the cord, and compare it to my standard dogbone cord. Wow, its about a foot shorter, and the controller is about twice as large as the dogbone! It has a fairly sturdy feel



RETRO-REVIEW



to it; not too heavy for its size. On the back side, there are a pair of comfortably-shaped grips molded in. The start and select buttons are offset in an odd position, but it doesn't seem too bad. So far, I'm a little on the fence about the thing. Undeterred, I put it through its paces.

First observation: they aren't kidding... it will definitely take some getting used to with no definitive d-pad! How the hell am I supposed to enter the Konami code without knowing exactly where up, down, left, and right are?!

Turns out that the code worked quite easily! I wasn't even very confident I entered it correctly, but my thirty men were waiting for me when I hit the ground running. Awesome, I guess im ready for action. I clumsily lumber my way through the first level. I see that the turbo action is great with even your base weapon; on par with the machine gun attachment. All of the controls are pretty crisp, and I am indeed proceeding quite well. In the back of my mind, I am still searching for the raised cross pad, but it doesn't pose too many problems. After about a half an hour or so, the fact that I'm no longer using my trusty crusty dogbone has slipped from my mind.

So are their claims proven? Did I increase my scores? Perhaps. I did feel a little bit more control over my movements, and my motions are indeed much less forced, especially considering the state of my well-worn 20 year old dogbone. I would admit there is less fatigue on my d-pad thumb. The turbo function is great, if a little bit sensitive (particularly when using the Spread weapon).

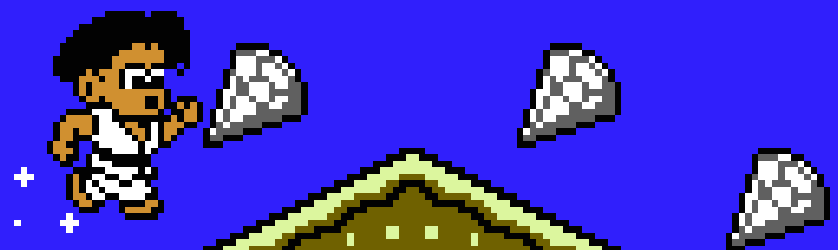
As of the time this article was written, I could find only five listings on eBay for this controller, one being brand-new. The other four had a BIN of about ten bucks. I'd consider this to be a reasonable controller for today's prices, although I could not find MSRP information to compare.

So, did the Turbo Touch 360 hold up over time? As a controller straight out of the box, it worked more or less as advertised. If anyone else has used and loved (or hated!) this controller, chime in at my discussion thread for this article!



Buzz and Waldog Review

Six years ago, when I started martial arts, my sensei never said anything about me having to one day use what I learned to fight purple heads, snakes, bees, dinosaurs and staplers. I wonder if Buzz and Waldog's sensei prepared them for those things? In 1993, developer Daou Infosys created, and Innovation Tech published Buzz and Waldog, a platformer that never had the chance to be released to the public (it was rumored to be a mail order game because of the late post-NES-era development date). Now thanks to RetroZone at RetroUSB.com, you can take the role as either Buzz or Waldog (same controls, different sprites) and traverse through 5 worlds to complete your amazing journey. It isn't an easy journey. In each world you visit, there are 3 levels and a boss you must overcome. Once you finish the 5 worlds, you then face all the bosses again in order (some are tougher than before) right before you face off with the final boss: the caped dragon Taemoo. SPOILER ALERT: Before the credits roll, you get to chuckle when a screen appears saying, "I give up. But, I'll be back. To be continued....". The game starts in typical 8-bit fashion: without a tutorial or backstory, putting you right into the action. You will notice that the game has solid level design and platforming elements. Borrowing art styles from Super Mario World, Sonic and Bonk, the result is a level style that is sure to please anybody. This game came out in 1993 and - I swear - at times I forgot I was playing a NES title and thought I was playing an early SNES game. It has big, Sonic-inspired flowers and nicely textured hills and platforms. The colors are bright and seem to pop off the screen. If you pay attention to the background, you will see the sky colors in the levels transition from a bright blue in the early stages to a night sky with stars in the last stages. I think this transition is there to make you believe that the adventure is taking place in one day. It's a very nice touch. As you get started, your B button is your attack, and your A button jumps. Your attack isn't a standard hit. It's a jumping spinning kick/punch. As you progress through the level, you can gather diamonds (100 equals an extra man) and collect the 2 power ups in the game. The first power up is a winged boot that allows for double jumping, and the second is a feather that allows for gliding when falling or jumping. You can also pick up the hourglass that gives you an extra 30 seconds to complete each stage. Your power ups also act as a kind of health. There is no health meter in





the game. Your power ups disappear as you get hit. For example, if you have the feather and you get hit, you go down to just having the winged boot. So what are you supposed to do with all of these power ups? Well, in each level, there are keys scattered around for you to gather. At the beginning of the stage, you can see in the upper right hand corner of the screen how many keys you will have to hunt. As you find them, the number counts down. You will have to navigate the traditional platforming elements (I personally liked using the warp doors in each level), but once you get the last key, the level freezes and you get swept off screen to see your score and start the next stage. The music in the game is nice but can get repetitive. Because the game was designed in 1993, you can see that they tried for more of a melodic type of score compared to the bleeps and bloops some games had that came out earlier on the NES. Overall, I liked the tunes. Buzz and Waldog is a very solid game with one flaw: the controls. You cannot attack once you have jumped. That gets really frustrating really fast. You will have to wait to land and then use the attack. Not only that, when you do attack, you also jump. So you can't stand and harm your opponents. I personally would have liked it better if it had a standard attack and the ability to attack once in a jump. However, having the attack the way it is in the game made it a challenge. It made it less of a platformer and almost like a puzzle game. I was forced to slow down and think about all my actions before I did them. This will be frustrating for most but great for some. To sum it up, I think this game will be a great addition to a platformer-lover's library. Players that don't mind a challenge and can adjust to the control scheme will have a great time with it. Casual platformer players need not apply. It will frustrate you in the beginning, and it's not likely you will keep playing until the end.



“Superbad”

So not too long ago, this happened:

(The blurry mess inside the black hole says: “THE END”)



[[My masochistic side took over and I decided to beat Superman 64.]]

I like to consider myself an equal opportunity gamer, so even the handicapped games deserve some play-time. After all the hatred and horrible reviews it got for being completely unplayable, I decided I would challenge myself and see if I could manage to slog my way through to the end of this infamous game. There is a lot to be said about the struggle that ensued.

In a lot of crappy games, there are just a couple stages and then you're done, but not Superman. No, Superman has no less than 14 stages total. 7 ring stages alternating with 7 action stages. Wait...it gets worse.

Each ring stage is split up into 5 sections of flying through rings alternating with 4 tasks to complete (stop cars from running over citizens, destroy enemies, blow out tornados, etc) the majority of which are timed. If you don't complete the task, you go back to the previous ring section. Sometimes it will let you try the task multiple times without having to deal with the rings again, but I never managed to figure out what triggers this. That gives you a grand total of 35 ring levels, plus however many you have to repeat because you didn't finish the task associated with it.

This being the case, if you want to have any chance of completing this bad boy, you have to master flying. And I do mean MASTER. You need to be

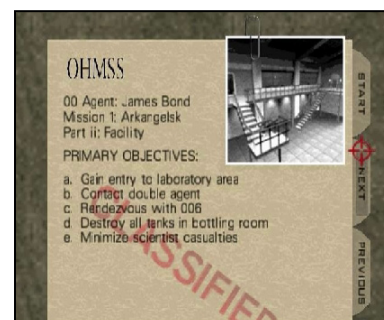
able to complete every ring stage without fail or you will be so frustrated that you'll never even make it to the first action stage. Here is where we tackle the biggest problem in the game: controls.

As with most games that are hated as much as this one is the controls are a complete mess. Everything sounds simple enough, but once the controller is in your hands, steering Superman is nothing short of a struggle. He reacts very slowly when you change direction and if you are flying at any sort of speed you will miss your target. The best way to keep him reigned in seems to be constant small corrections with the joystick and a lot of tapping of the fly button to keep him from going everywhere but where you want him to.

The really interesting part is that walking is way worse than flying. Superman is slow and any course correction takes seemingly forever. Plus, your take off and land button often ignores your requests so it takes multiple hits to get the hardheaded Kryptonian to do what you want. Once you get the controls down, you will be good to go, but your persistence may come with a price. By the time I finished this game, I had completely worn out a joystick on one controller and I had a bruise on my left index finger from holding the controller too hard for too long. Still, the controls can be overcome.

Once you're good enough to scoff at the rings we are brought to the second big problem in the game: trying to figure out what the hell they want you to do.

In the task sections, you often have a very short amount of time to complete your task and much more often than not, the task is not obvious. So until you figure it out, you'll be going back to complete that previous ring section. Then, once you finally beat all 9 sections of a ring/task stage you are taken to an action stage. In these you will have some sort of mission to complete. Again, the main problem here is that they don't really tell you what it entails. Remember in Goldeneye how before a mission it gave you objectives?



The infamous 00-Facility Objectives. Invincibility in 2:05, anyone?

Not so much in Superman 64. Instead you get a brief overview of why you're in the building and nothing else. Something along the lines of: Darkseid has Jimmy Olson captured in the parking garage. Save Jimmy before it's too late. Then you are thrown into a large stage where it turns out you need to:

- a) Go to the bottom floor and find the random room where Jimmy is by smashing a wall. (Who knew you could smash walls)
- b) Go find a car on the first floor and punch it to get a key card. (Every other car in the game you can lift)
- c) Go back to Jimmy for no reason.
- d) Search aimlessly for a bomb until you stumble upon a room on the second floor where kryptonite drains your power.
- e) Unlock the inner room using boxes to block lasers.
- f) Use your freeze breath (that hopefully you found laying around and didn't already use up) to freeze the kryptonite and the bomb until the countdown stops.
- g) Jimmy teleports to you and says Darkseid is mad.
- h) Search aimlessly for Darkseid with no clue where he is.
- i) Find and kill Darkseid somewhere on the second floor (hopefully you found some heat vision power or else this is going to suck).
- j) Lift and fly Darkseid's stiff and lifeless corpse back to the beginning of the stage where the cop car is on the first floor (if you can find it).
- k) Remember not to die the whole time while shadow men and tanks shoot you constantly.

To be fair, the game does give you some clues to some things as you go along. For instance, Jimmy tells you about the bomb so you at least kind of know what you're looking for (just not where). Though even when you know what you are doing it is still pretty tricky, especially with the clock ticking. Trying to fly while carrying something (ie. Darkseid's corpse) is infinitely harder because you're much larger with the object and you will run into everything and get stuck, though it does look hilarious. Trying to walk with it turns you into a bullseye for every shadow man in the building.

Plus, as you can guess these stages are huge. So when you mess up, it's a serious time sink to do it all over again. Thank God you can save after you fully complete a stage. So what's your reward for finally beating an action stage? More rings. Luckily, you're either really damned good at them by now or you're a big cheater who used a

stage select code, in which case, what's the point?

One interesting side note about power ups. As we all know, in a superhero game the hero cannot use his powers indiscriminately. For instance, what would be the point of a Wolverine game where you cannot really get hurt? And since Superman is the most overpowered superhero of all time the rule applies here as well.

The only superpower that is left to your discretion is flying, for all others you have to collect symbols to fill in your superpower meters. These include Super Breath for freezing things and blowing out tornados, Heat Vision for killing bad guys, activating bombs and switches and generally making the game playable (you want to punch as little as humanly possible), Super Speed for fast walking (which is still worse than flying) and finally X-Ray Vision for I have no idea. I searched the entire game and I only found one X-Ray Vision power-up and as far as I could tell, it did absolutely nothing. You could not even look through Lois' clothes, what a gyp. Honestly, if anyone out there knows of something you can do with this, please let me know.

I made one huge mistake while playing this game (besides deciding to play this game), I forgot to check the NA database for the instruction manual and when www.replacementdoes.com did not have it, I just started playing. This came back to bite me HARD once I got past level 12. Turns out if you didn't think to go into the options menu and change the games default difficulty from "Normal" to "Superman", you are not allowed to finish the game. This meant that I had to go back from the beginning and repeat every frickin' stage, so I could play the last two. The only place that mentioned it was in the manual. That was a super-kick in the junk worthy of this game.

So after playing back through on Superman mode, which was not too much harder since I already had figured out each stage (no arrow in ring stages, bad guys take more hits to kill and cause more damage), I finally made it to the final stage. Remember how I said the action stages were huge? Well this one was downright gargantuan. This leads me to the third major problem with this game: glitches.

This thing is a glitchy mess. Every now and then

you'll be flying and bam, you fall through the floor or go through a wall or the item you absolutely needed to complete a nonsensical task disappears. Then the only thing you can do is restart the stage. This became a humongous problem in the last stage. It was so long that the odds of the game glitching you into restart hell before you could get to the next task was probably around 50-60%. There was also the possibility of the stage freezing if you did something out of order. This stage took me forever to beat, but in the end I won out and everyone is saved from the virtual world.

Oh yeah, the story is that Lex Luthor and Brainiac have trapped Superman and friends in a virtual world. So in essence, Superman has to save everyone from pretend dying, even pretend people. It's basically playing a game about playing a game. Story never mattered that much anyway.

The really sad part about this game is that it honestly had a ton of potential. The action stages had a lot of exploring, puzzle solving, and such in them. The stages were large and the tasks were varied. If only they had fixed the myriad of glitches, toned down on the ring stages and spent a hell of a lot more time on the controls, this could have been a very good game.

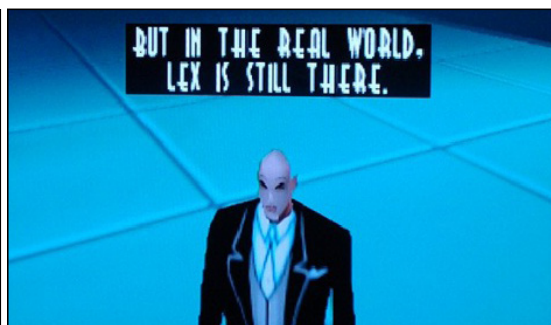
While playing I often wondered why there was so many ring stages and honestly, I think they built a pretty solid 3D city that they wanted to show off, but they had no ideas how. So it was rings, rings and more rings. It honestly seemed like they were forced to be done with this one long before they were ready and it is really a shame.

In conclusion, this game is pretty terrible, but it is still playable. I actually ended up kind of endeared to it by the time I finished. Once you get past the controls, it has that Mystery Science Theater 3000 style charm that you can't help but find amusing. If nothing else, it is playable enough to beat the entire thing and that's what I was hoping to prove when I started out. Also, my girlfriend got a few good laughs as I struggled to keep Superman on the straight and narrow path to victory.

So if want a challenge give this a go and if you need advice, I would love to help you out. Elsewise, here's the rest of the ending, so you'll never have to play it yourself:



Hurray!!!



Oh noes!!!



Hurray, again!!!

PRICE GUIDE

▲ = CHANGE IN PRICE FROM PREVIOUS MONTH
 GREEN = PRICE RISE RED = PRICE DECLINE
 (*) = PRICE RISE > \$99 [-] = PRICE DECLINE < - \$99

NOVEMBER 2010

PLEASE NOTE THAT THIS LIST HAS BEEN COMPILED OBJECTIVELY USING ONLY INFORMATION GATHERED FROM EBAY LISTINGS FOR THE LAST THREE MONTHS. AS SUCH, IT IS PRESENTED AS A GUIDE BY WHICH ONE MAY COMPARE GAME VALUES, BUT OF COURSE INDIVIDUAL TRANSACTIONS WILL VARY. FIGURES ARE FOR LOOSE CARTRIDGES, AND INCLUDE AN ADJUSTMENT ADDED TO THE CLOSING PRICE TO REPRESENT AVERAGE 'PADDED' SHIPPING COSTS THAT MOST EBAY SELLERS CHARGE. THIS DATA IS COP RIGHT NINTENDOAGE.COM AND MAY NOT BE REPRODUCED WITHOUT PERMISSION EXCEPT FOR PERSONAL USE.

Title	\$	▲	Title	\$	▲	Title	\$	▲	Title	\$	▲	Title	\$	▲	Title	\$	▲
720	4	0	Casino Kid 2	26	-4	Family Feud	10	0	Jurassic Park	6	0	Monster Party	5	0	Rocky/Bullwinkle	6	-1
1942	7	0	Castle of Deceit	8	0	Fantastic Adventures of	9	+2	Kabuki Champ. Fighter	5	0	Monster Truck Rally	9	-1	Roger Clemens Bsbl	4	0
1943	6	0	Castle of Deceit	55	+10	Fantasy Zone	8	+1	Karate Quan	3	0	Moon Ranger	42	-15	Rollerball	4	+1
10 Yard Fight	3	0	Castle of Dragon	5	-1	Faria	22	-1	Karate Kid	4	0	Motor City Patrol	13	+3	Rollerblade Racer	10	+3
3-D World Runner	4	0	Castlequest	4	-1	Faxanadu	4	0	Karnov	4	0	Ms Pacman (Namco)	25	-1	Rollergames	4	0
8 Eyes	4	0	Castlevania	10	0	Felix the Cat	14	+2	Kick Master	7	0	Ms Pacman (Tengen)	11	-1	Rolling Thunder	4	-1
Abadox	4	0	Castlevania 2	6	0	Ferrari Grand Prix	6	-1	Kickle Cubicle	8	0	MULE	11	+1	Romance/3 Kingdoms	5	-3
Action 52	96	-6	Castlevania 3	12	0	Fester's Quest	3	0	Kid Icarus	12	0	Muppet Adventure	5	0	Romance/3 Kingdoms2	21	+4
AD&D Dragonstrike	16	+1	Caveman Games	6	0	Final Fantasy	13	+1	Kid Klown	20	0	MUSCLE	6	+2	Roundball	4	0
AD&D Heroes/Lance	6	0	Challenge/Dragon	34	-2	Fire and Ice	37	+1	Kid Kool	5	0	Mutant Virus	7	+1	Rush N' Attack	4	0
AD&D Hillstar	25	-3	Champ. Bowling	4	0	Fire Hawk	5	0	Kid Niki	5	0	Myriad 6 in 1	712	0	Rygar	5	0
AD&D Pool/Rad.	13	-2	Championship Pool	9	+1	Fisher Price [all]	8	+1	King Neptune's Adv.	32	0	Mystery Quest	4	0	SCAT	12	-6
Addams Family	7	0	Cheetahmen 2	402	[-]	Fist of the North Star	6	-1	King of Kings	6	0	NARC	4	0	Secret Scout	52	-15
Adventure Island	6	-1	Chessmaster	4	0	Flight of the Intruder	4	-1	King's Knight	4	0	NES Open Golf	5	0	Section Z	4	0
Adventure Island 2	11	-1	Chiller	34	-3	Flinstones	8	+0	King's of the Beach	3	0	NFL Football	3	-1	Seciross	4	0
Adventure Island 3	23	0	Chip N' Dale R.R.	7	-1	Flinstones 2 Surprise	191	+60	King's Quest 5	10	0	Nigel Mansell Racing	7	-2	Sesame Street [all]	4	0
After Burner	5	-1	Chip N' Dale R.R. 2	52	-1	Flying Dragon	4	-1	Kirby's Adventure	9	+3	Nightmare/Elm Street	14	0	Shadow of the Ninja	8	0
Air Fortress	4	0	Chubby Cherbub	17	0	Flying Warriors	4	0	Kiwi Kraze	9	0	Nighthade	6	-1	Shadowgate	5	0
Airwolf	4	0	Circus Caper	4	-1	Formula 1: Built/Win	9	+4	Klash Ball	8	0	Ninja Crusaders	7	0	Shatterhand	7	0
Al Unser Jr's/Racing	3	-1	City Connection	5	0	Frankenstein	16	+7	Klax	5	0	Ninja Gaiden [1,2]	6	-1	Shingen the Ruler	5	0
Alfred Chicken	22	-3	Clash at Demonhead	5	0	Freedom Force	5	0	Knight Rider	4	0	Ninja Gaiden 3	21	0	Shinobi	8	-1
Alien 3	7	+1	Classic Concentration	6	-1	Friday the 13th	5	0	Krazy Kreatures	6	0	Ninja Kid	4	-1	Shockwave	10	+2
Alien Syndrome	4	-1	Cliffhanger	10	+1	Fun House	5	0	Krion Conquest	9	0	Nobunaga's Ambition	7	+1	Shooting Range	7	-2
All Pro Basketball	4	+1	Clu Clu Land	7	+1	G.I. Joe/Amer. Hero	15	0	Krusty's Fun House	6	0	Nobunaga's Amb. 2	24	0	Short Order/EggsSpd	5	-1
Alpha Mission	4	0	Cobra Command	4	0	G.I. Joe/Atlantis Fact.	15	0	Kung Fu	5	0	North and South	16	0	Side Pocket	5	+1
Amagon	4	0	Cobra Triangle	4	0	Galactic Crusader	15	-2	Kung Fu Heroes	4	0	Op. Secret Storm	33	-4	Silent Assault	10	-1
American Gladiators	5	0	Codename: Viper	4	0	Galaga	8	-0	Last Invasion	6	0	Operation Wolf	3	0	Silent Service	3	0
Anticipation	3	0	Color A Dinosaur	16	-1	Galaxy 5000	8	0	Last Action Hero	5	0	ORB-3D	4	0	Silk Worm	5	0
Arch Rivals	4	0	Commando	4	0	Gargoyles's Quest 2	13	0	Last Ninja	10	0	Othello	4	0	Silver Surfer	7	-1
Archon	5	0	Conan	11	-2	Gauntlet [1,2]	6	+1	Last Starfighter	7	0	Overlord	7	-1	Simpsons [all]	6	0
Arkanoid	7	0	Conflict	8	-3	Gemfire	24	+4	Las Trevino's Golf	4	0	Pac-Man (Namco)	11	+1	Skate or Die [1,2]	4	0
Arkisia's Ring	9	+1	Conquest/Crystal Pal.	6	0	Genghis Kahn	10	+1	Legacy of the Wizard	3	0	Pac-Man (Tengen)	7	-1	Ski or Die	6	+1
Astyanax	4	0	Contra	16	0	George Foreman KO	4	0	Legend of Kage	4	0	Pac-Mania	10	-3	Skull and Crossbones	6	+1
Athena	5	0	Contra Force	35	-1	Ghost Lion	12	-2	Legend of Zelda	11	0	Palamedes	4	0	Sky Shark	4	0
Athletic World	6	+1	Cool World	10	-1	Ghostbusters [1,2]	6	0	Legendary Wings	5	0	Panic Restaurant	76	-3	Skykid	6	0
Attack/Killer Tom.	8	+1	Cowboy Kid	23	-1	Ghosts 'N Goblins	6	0	Legends/Diamond	6	0	Paperboy [1,2]	8	0	Slalom	4	0
Baby Boomer	22	-2	Crash a/ Boys Street	12	+2	Ghoul School	7	-2	LeMmings	17	0	Peek A Boo Poker	699	+1	Smash TV	5	-1
Back/Future [1,2&3]	4	0	Crash Dummies	8	+1	Gilligan's Island	7	-1	L'Empereur	18	+2	Pesterminator	25	-5	Snake Rattle 'N Roll	6	0
Bad Dudes	4	0	Crystal Mines	19	-3	Goal!	3	0	Lethal Weapon	7	0	Peter Pan/Pirates	6	0	Snake's Revenge	7	-1
Bad News Baseball	7	0	Crystalis	9	0	Goal? 2	7	0	Life Force	6	0	Phantom Fighter	4	-1	Snoopy's Silly Sports	5	0
Bad Street Brawler	4	0	Cyberball	5	0	Godzilla	3	0	Linus Spacehead	24	-3	Pictionary	4	0	Snow Brothers	62	+2
Balloon Fight	7	0	Cyberoid	3	0	Godzilla 2	25	-4	Little League Baseball	7	0	Pinball	4	0	Soccer	4	-1
Bandit Kings/China	27	-2	Dance Aerobics	6	+1	Gold Medal Chall.	6	-1	Little Mermaid	6	0	Pinball Quest	4	0	Solar Jetman	4	0
Barbie	6	0	Danny Sullivan Indy	9	-1	Golf	3	-1	Little Nemo	6	0	Pinbot	4	0	Solitaire	17	+2
Bard's Tale	8	+1	Darkman	6	+1	Golf Challenge Pebble	3	0	Little Ninja Brothers	15	0	Pipe Dream	5	0	Solomon's Key	6	+1
Base Wars	6	0	Darwin Duck	12	+1	Golf Grand Slam	4	-1	Little Samson	96	+6	Pirates!	10	+1	Solstice	4	+1
Baseball	4	0	Dash Galaxy	4	0	Golgo 13/Secret Ep.	3	0	Lode Runner	6	+1	Platoon	3	0	Space Shuttle	9	+1
Baseball Sim. 1,000	4	-1	DayDreamin' Davey	6	0	Gooses 2	4	-1	Lolo	7	+1	Play Action Football	3	0	Spelunker	5	0
Baseball Stars	8	0	Days of Thunder	4	-1	Gotcha!	4	0	Lolo 2	16	-1	Popeye	7	0	Spiderman: Sinister 6	7	0
Baseball Stars 2	13	+1	Deadly Towers	3	0	Graduus	5	0	Lolo 3	22	+1	POW	5	+1	Spiritual Warfare	9	-1
Bases Loaded [1-4]	3	0	Death Race	20	-2	Great Waldo Search	8	-2	Lone Ranger	12	0	Power Blade	7	0	Spot	4	0
Batman	5	0	Deathbots	8	-2	Greg Norman's Golf	7	+2	Loopz	5	+1	Power Blade 2	61	+2	Spy Hunter	4	0
Batman Return/Joker	11	0	Defender 2	4	0	Gremlins 2	6	+1	Low G Man	4	0	Power Punch 2	9	-1	Spy vs. Spy	5	0
Batman Returns	6	-1	Defender/Crown	4	0	Guardian Legend	5	0	Lunar Pool	3	0	Pradikus Conflict	22	+2	Sqoon	14	+2
Battle Chess	5	0	Defenders/Dynatron	7	0	Guerrilla War	6	+1	Mach Rider	3	-1	Predator	6	0	Stack Up	25	-3
Battle of Olympus	5	0	Déjà Vu	5	-1	Gumshoe	5	-1	Mad Max	6	0	Prince of Persia	9	-3	Stadium Events	1,392	0
Battleship	8	0	Demon Sword	5	0	Gun Nac	25	0	Mafat Conspiracy	4	0	Princess Tomato	29	+1	Stanley	8	-1
Battletank	5	0	Desert Commander	4	0	Gunsmoke	7	-1	Magic Darts	6	0	Pro Sport Hockey	21	0	Star Force	5	-1
Battletoads	14	+1	Destination Earthstar	3	-1	Gyromote	4	0	Magic Johnson Bskb.	3	0	Pro Wrestling	4	0	Star Soldier	4	+1
Battletoads/Double	24	+3	Destiny/Emperor	9	0	Gyross	4	0	Magic/Scheherazade	6	0	Pugsley's Scav. Hunt	12	-1	Star Trek: 25th Ann.	7	-1
Bayou Billy	3	0	Dick Tracy	4	0	Harlem Globetrotters	5	-1	Magician	9	0	Punch-Out!!	8	0	Star Trek: Next Gen.	10	+1
Bee 52	8	0	Die Hard	20	-1	Hatris	11	+1	Magmax	4	0	Punisher	6	-1	Star Voyager	4	+1
Beetlejuice	7	0	Dig Dug 2	6	0	Heavy Barrel	5	0	Major League Baseb.	3	0	Puss 'N Boots	6	+1	Star Wars	8	0
Best of the Best	11	-3	Digger T. Rock	6	0	Heavy Shreddin'	3	0	Maniac Mansion	10	0	Puzzle	7	0	Starship Hector	5	+1
Bible Adventures	9	0	Dino Riki	4	0	High Speed	4	0	Mappyland	5	0	Puzznic	8	0	StarTropics	5	+1
Bible Buffet	21	0	Dirty Harry	5	0	Hogan's Alley	5	0	Marble Madness	4	0	Pyramid	9	0	Stealth	4	0
Big Bird's Hide/Speak	4	-1	Disney Adv. Magic	5	0	Hollywood Squares	5	0	Mario Brothers	12	0	Q*bert	6	0	Stinger	5	0
Big Foot	6	0	Dizzy the Adv.	21	0	Home Alone [1,2]	5	0	Mario Is Missing	16	-1	Qix	15	+1	Street Cop	11	0
Big Nose Freaks Out	22	0	Donkey Kong	13	0	Hook	5	-1	Mario's Time Mach.	30	0	Quattro Adventure	6	0	Street Fighter 2010	6	0
Big Nose/Caveman	7	0	Donkey Kong 3	8	0	Hoops	3	0	Master Chu/Drunkrd	23	+4	Quattro Arcade	13	+4	Strider	5	-1
Bill Elliot's NASCAR	5	0	DK Classics	10	0	Hot Slots	589	+12	Maxi 15	47	+7	Quattro Sports	5	0	Stunt Kids	20	-1
Bionic Commando	6	0	Donkey Kong Jr.	8	0	Hudson Hawk	5	0	Max Kids	8	0	R.B.I. Baseball [1-3]	7	+1	Sunday Funday	53	-1
Black Bass	5	0	DK Jr. Math	15	+1	Hunt for Red October	4	+1	Mechanized Attack	9	0	R.C. Pro-Am	5	0	Super C	12	0
Blackjack	24	+1	Double Dare	5	-1	Hydlide	3	-1	Mega Man	20	+1	R.C. Pro-Am 2	33	+1	Super Cars	8	+1
Blades of Steel	4	0	Double Dragon [1-3]	7	0	Ice Climber	9	0	Mega Man 2	12	0	Race America, Alex D.	9	-1	Super Dodge Ball	10	0
Blaster Master	5	0	Double Dribble	3	0	Ice Hockey	4	-1	Mega Man 3	10	-1	Racket Attack	4	0	Super Glove Ball	3	0
Blue Marlin	8	0	Double Strike	4	-1	Ikari Warriors [1,2]	5	0	Mega Man 4	14	+1	Rad Gravity	5	0	Super Mario Bros.	5	0
Blues Brothers	10	0	Dr. Chaos	4	0	Ikari Warriors 3	11	0	Mega Man 5	28	0	Rad Racer [1,2]	4	0	Super Mario Bros. 2	10	0
Bo Jackson Baseball	6	0	Dr. Jekyll/Mr. Hyde	4	0	Image Fight	6	0	Mega Man 6	19	0	Rad Racket	16	-1	Super Mario Bros. 3	9	0
Bomberman	10	0	Dr. Mario	6	+1	Immortal	5	0	Menace Beach	60	+3	Raid 2010	10	-3	SMB [2- or 3-in-1]	5	0
Bomberman 2	31	+2	Dracula	11	-1	Impossible Mission 2	10	-1	Mendel Palace	5	0	Raid/Bungeling Bay	4	0	Super Pitfall	6	+1
Bonk's Adventure	66	-8	Dragon Fighter	23	+1	Indiana/Crus. (Taito)	11	-2	Mermaids of Atlantis	22	-7	Rainbow Islands	17	-4	Super Spike V'Ball	3	0
Boulder Dash	6	0	Dragon Power	4	0	Indiana/Crus. (UBI)	25	-13	Metal Fighter	9	0	Rally Bike	5	0	Spr Spike V'BI/World	5	0
Boy and His Blob, A	6	0	Dragon Spirit	4	0	Indiana/Temple	5	0	Metal Gear	6	-1	Rambo	4	0	Super Sprint	5	0
Break Time	7	0	Dragon Warrior	5	+1	Infiltrator	4	0	Metal Mech	4	-1	Rampage	6	0	Super Spy Hunter	8	0
Breakthru	4	-1	Dragon Warrior 2	18	+1	Iron Tank	4	0	Metal Storm	18	-1	Rampart	5	-1	Super Team Games	5	0
Bubble Bath Babes	640	[-]	Dragon Warrior 3	32	0	Ironsword: W&W 2	4	0	Metroid	9	+1	Remote Cont., MTV	3	0	Superman	8	-1
Bubble Bobble	12	0	Dragon Warrior 4	39	-2	Isolated Warrior	10	+2	Michael Andretti GP	4	0	Ren and Stimpy	10	+1	Swamp Thing	11	0
Bubble Bobble 2	100	-6	Dragon's Lair	10	+1	Ivan Stewart/Offroad	6	-1	Mickey Adv./Numb.	10	-1	Renegade	4	0	Sword Master	16	-2
Bucky O'Hare	13	-1	Duck Hunt	4	0	Jack Nicklaus 18 Hole	3	0	Mickey Mousecade	4	0	Rescue Embassy Mis.	3	0	Swords & Serpents	4	0
Bugs Bunny [all]	6	0	Duck Tales	9	0	Jackal	5	0	Mickey Safari/Letter	8	+2	Ring King	4	-1	T&C Surf Design 2	4	+1
Bump 'N Jump	4	-1	Duck Tales 2	52	+1	Jackie Chan Kung Fu	16	+4	Micro Machines	14	0	R					

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