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nintendo e-Zine



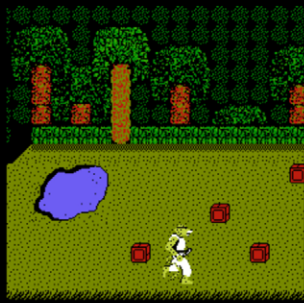

ACTION 52



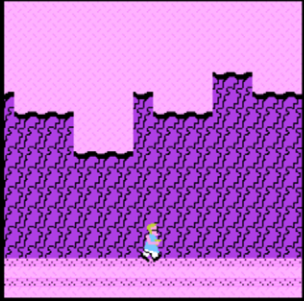
ACTION 52

1. FIREBREATHER	10. OPERAT. MOON
2. STAREVIL	11. DAM BUSTERS
3. ILLUMINATOR	12. THRUSTERS
4. G-FORCE FGT.	13. HAUNTED HILL
5. OOZE	14. CHILL OUT
6. SILVER SWORD	15. SHARKS
7. CRITICAL BP.	16. MEGALONIA
8. JUPITR SCOPE	17. FRENCH BAKER
9. ALFREDO	18. ATMOS QUAKE

COVER 1991 ACTIVE ENT.

HE BEGAN TO EXPLAIN... THE
CHRISTAMMEN TOLD OF THE ENEMIES
HERE IN GAME WORLD. DONT WORRY
HE WILL FIGHT FOR YOU...



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THE NINTENDOAGE EZINE?

SEND A PRIVATE MESSAGE TO PATS1717 TO
DISCUSS HOW YOU CAN CONTRIBUTE!



MY QUEST IS OVER

BY: ADAM ERICKSON (ADAMTHEGAMER)

Be advised that besides those who were directly involved in the Action52 project and Active Enterprises, you will be the first person to read about these events.

As I read that sentence in the e-mail I had been waiting for over 3 years to receive, I couldn't believe that many of my questions surrounding Action 52 and its creation were about to finally be answered. Throughout those three years, I had searched out every possible person that was connected to the game. I contacted several Vince Perris and Raul Gomilas, among several others, all to no avail. I contacted people who supposedly met Perri or Gomila, several later admitting they were just lying. To be honest, I didn't exactly know why I was so interested in finding out more about the game, and the company that created it, Active Enterprises. However, I know the answer to that now, but I'm getting ahead of myself...

My fascination with Action 52 started in 2007, around the time when I first started collecting video games. I was searching YouTube for the videos about the worst games ever made, I saw videos about games like E.T, Atari Pac Man, Superman 64, Big Rigs, among others. Those games looked pretty terrible, but nothing as bad as the next game I'd see...LIGHTS...CAMERA...ACTION 52! I thought it was a joke at first, but after searching on eBay, it turned out I was wrong. I really wanted the own the game, but the \$100 price tag changed my mind. No way was I ever going to spend that kind of money on such a horrible game... that is until about a year later when I spent \$125 for my first copy, and then another year later when I sold that copy to help pay for my boxed copy which cost me \$200.

Thanks to emulation (don't tell anybody) I was able to play Action 52 for the first time. It was really bad, but if you know me by now, you know that I am a sucker for things "so bad they're good". I found myself addicted to the

broken compilation, trying to beat every game as if I was the Action Game-master, himself. It eventually got me to thinking, who made this? One Google search later, and I found the answer, Vince Perri and Raul Gomila, another Google search later, and I found an article written by Andrew Harris about his search to find info about Active Enterprises. It turned out that getting info from Active was much more difficult than I would have expected. Andrew's search was a failure. The only response he ever received was "WHY DO YOU WANT TO KNOW THIS", and yes, in capital letters. I spent the rest of that day reading up on Active Enterprises info, mostly from an awesome website called The Cheetahmen Corner, which has since been shut down.

Active Enterprises has an interesting story behind it, one with a lot of mystery that has yet to be uncovered. Of course it all started with Action 52, which at this point I had little-to-no idea how it was created. All I could find was a newspaper article with a quote from Mr. Perri saying that the game was inspired by a pirated multi-cart his son owned that was popular in the neighborhood. Vince figured he could capitalize on the multi-cart popularity, in a way that wasn't illegal, by making 52 games of his own. Eventually, a prototype of the game surfaced that looked very similar to a 52-in-1 pirate for the NES.

I also found very little info on how most people bought Action 52. There were some magazine ads that had instructions on how to order the game, as well brochures made by Active for CES 94 (or as I call it, Active's Last Stand), that required you order a minimum of 500 copies of Action 52 for NES. Other than those two bits of info, all I could find were rumors.

Action 52 eventually found its way to the Sega Genesis in 1993, with the help from Far Sight Technologies (now known as Far Sight Studios). However, the Genesis version does not hold the same amount of charm for me. I

guess the best way to explain it is that the NES Action 52 is like the kid in your class that never studied and guessed every answer on the quiz, whereas the Genesis version of Action 52 is like the kid who got a C-. If you read both of the quizzes, which one would you find more entertaining? Active's other products, Cheetahmen II, Sports 5, and Active's announced handheld "The Action Gamemaster" all never had a true release. So what became of them? Well, 1,500 some copies of Cheetahmen II, as many of you all know, were eventually found in the late 90's and became one of the most valuable NES games over the years. Sports 5, according to Jay Olbernote, was in a non-playable state before Active called it quits, and as for the "Action Gamemaster", no evidence has been found that it ever actually went into production.

Getting back to my story now... On August 16th 2011, I was scanning the "latest topics" page of the NintendoAge forums, when I saw a thread about an Action 52 commercial. I clicked the link thinking I'd see a mock commercial, making fun of the game and constantly mentioning "...and for only \$200 dollars!", but once again I was wrong. The commercial was legitimate, and from what I read in the description, it claimed that it was never aired. So I thought, how was this ever found? At first, I left a comment, but I figured, screw it, I'm investigating! I went to his channel, to see two 3-year-old comments about him being involved in the development of Action 52. Then I saw his latest activity, and it was of him commenting on videos about Action 52, and his involvement with it. For a second, I doubted he was really involved, but the commercial told me otherwise. I sent him an e-mail, and got a reply shortly after. He told me some interesting things, such as that he had a notebook filled with his game concepts and drawings of levels that would eventually be released in the game, as well as some that were never released. We exchanged a few more e-mails and he mentioned that he may write up his history with his involvement with Action 52, and I sent another e-mail encouraging that as well as providing some questions. What I got was the e-mail with which I opened this article. Here are some the highlights ...

Mario on how he was introduced to Action 52.

In early 1991 I was finishing my degree in music and video production, working as an audio engineer at a recording studio in Miami, just met the girl that would become my wife and come across the once in a lifetime opportunity to work on a video game for the Nintendo Entertainment System.

My name is Mario. It just so happened that the recording studio I was working at had office space that a man by the name of Vince Perri would use for occasional meetings. I don't recall all the details, but one day in early January, 1991, I overheard Vince discussing a business venture. It just happened that Vince's son had come across a pirate cartridge for the Nintendo system that had copies of 52

games. The cartridge was only sold in the black market, because the games were all copies of actual copyrighted material. It occurred to Vince that, what if we make 52 original games and use the hardware technology to produce a legitimate product. This was the birth of Action52.

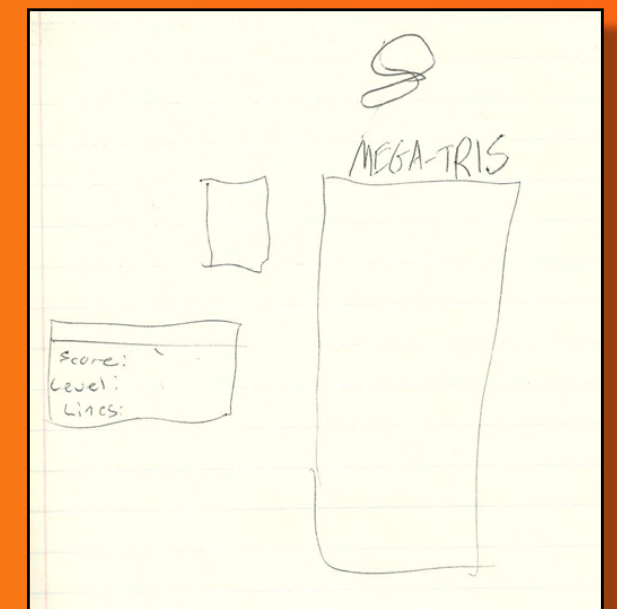
Mario on how he first became involved with Action 52.

I spoke to the owner of the recording studio and later with Vince, and informed them that I had experience in game design and happened to know a programmer as well. Vince took interest and wanted a demonstration.

I contacted my friend Albert, who was good with computers and programming and gave him an explanation of the challenge. He agreed that we could give it a shot. We then contacted another mutual friend, Javier, who could work on art and level design, and also had some music composing skills like myself. He gladly agreed to join and help with the project.

Mario on how Action 52 was developed

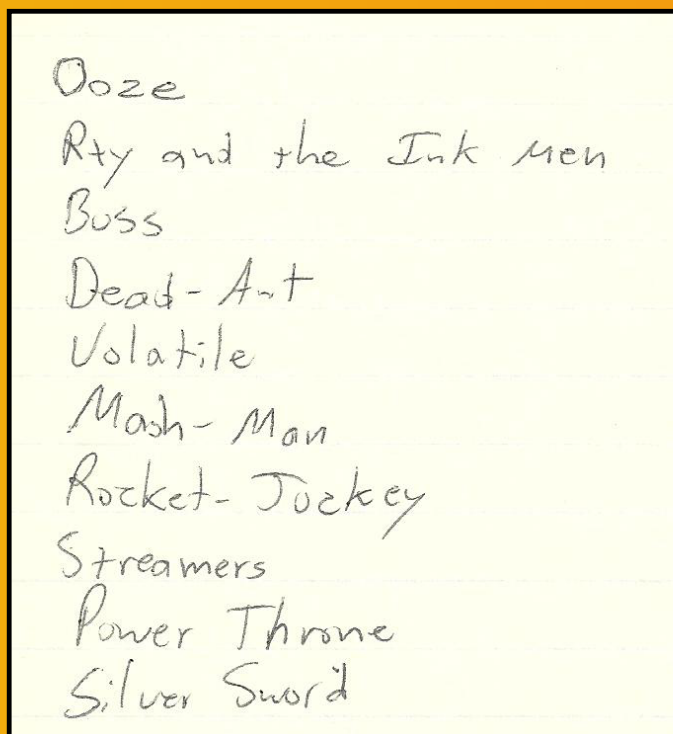
At the time, I think I owned an Amiga 500. I have read in some places that the programming was done on an AtariST, but this is false. The Amiga500 was used to create a demo game called Mega-Tris, a Tetris clone, but was never used in the making of the Action52 games. Vince was really impressed by the graphics and sound we used in the making of the Tetris clone and arranged a meeting with some investors. We gave a demonstration with the Amiga and everyone was impressed. They were impressed because in comparison with the NES, the Amiga was way more advanced. Ironically, the Tetris clone would never even get used in the Action52 cartridge.



Once Vince decided that he wanted the three of us working on Action52, we signed contracts and then we were sent to Salt Lake City, Utah for some training on Nintendo development equipment. This equipment was basically development software running on IBM clones that came with a flash ROM cartridge we would use to download the games for testing. I do not remember the name of the company in Utah, but I do remember that they were working on the Empire Strikes Back for the NES, so somebody may be able to figure out what company this was.

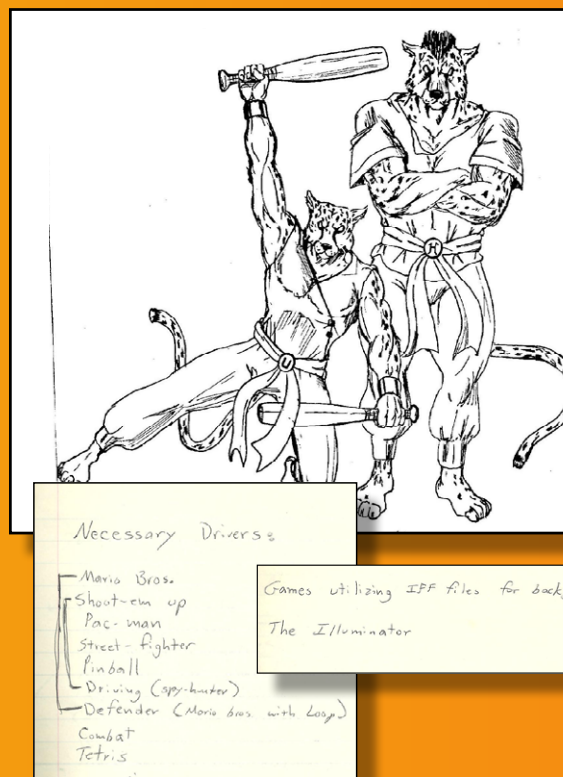
Mario on the challenge of creating games for Action 52.

This is where the adventure really began. I don't remember why, but for some reason, Vince wanted all 52 games completed in 3 months. I had already started writing down ideas and titles for games. The first ideas are shown below in a scan of a notebook I still own today with Action52 work.



As you can see, there are some games that never made it to the final product. Rty and the Ink Men should actually be spelled Art-y and the Ink Men. This was a game idea I purposely omitted because I thought it was good enough to be a stand-alone game, so I kept it for myself in the hopes I could make it in the future. Eventually, Mario Paint came out and basically took the core of my idea. Boss was the game that later became Game Master. The idea was to have the player fight the bosses from all the games in Action52 in one big final battle. You had to defeat 51 bosses to win game 52. Boss was kept and revamped into a normal game when Vince had the idea for The Cheetahmen. They replaced Game Master and were supposed to be the Action52 version of the Teenage Mutant Ninja Turtles.

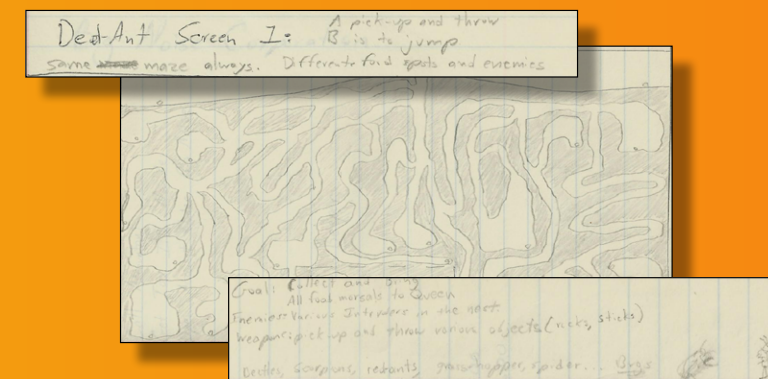
Here are some of the original design sketches:



In the above scans, you can see how I was trying to accomplish this task by sharing as much code as possible. At this point, the computers and devices were setup in an unused area of the recording studio and that is where we began our work on the graphics, music, and level design. We really had no set working schedule. We would show up at all different hours and sometimes work straight through the night.

Mario on games he created

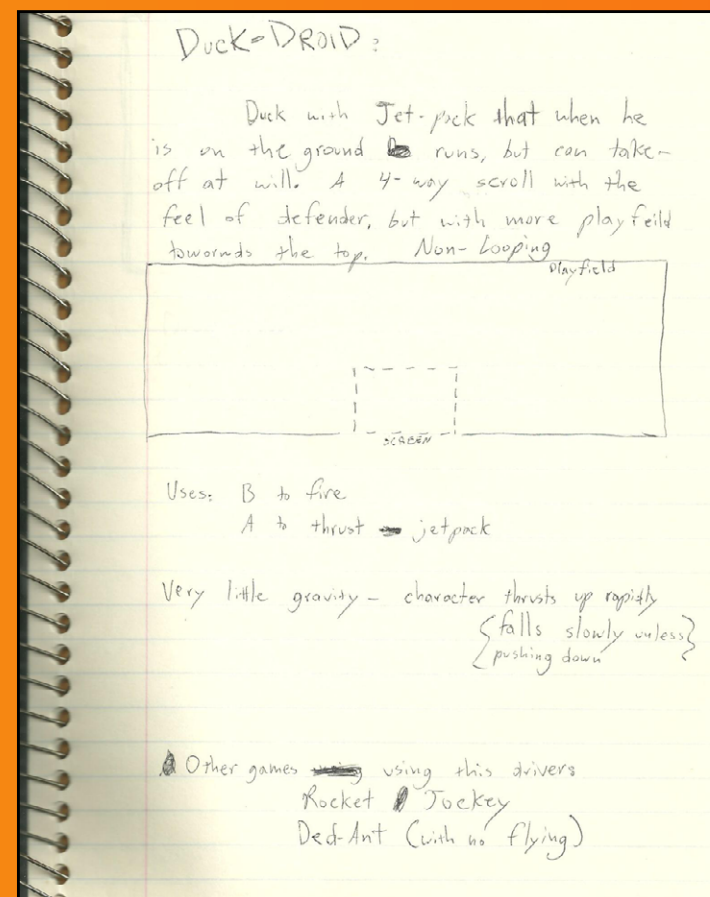
I can honestly say that of the 52 games, I created the game concepts and titles for at least 40 of them. Some were changed so much that they don't even resemble my original concept. A good example of this is the game Dedant. My original design was to have one large map that would scroll up, down, left and right. You were supposed to collect food to take to the queen, while avoiding enemy insects. Here is my original concept drawing along with notes:



In addition to game concepts and titles for most of the games, I also was the main composer for the music in the games. There are some games that contain copyrighted music that I did not compose, but these were added after my separation with Active Enterprises as I will explain later in this document.

Mario on a game that never made it

One of the games that didn't make the cut was called Duck-Droid. Here was the concept along with notes:



Mario on his favorite game in Action 52.

My favorite game, the one I really had the most input on, the one I basically created everything on except for the coding, was Bubblegum Rosy. This game was inspired by my girlfriend at the time Rosemary, now my wife, for her insatiable appetite for gum 24/7. It is my favorite game and also my favorite song in the cartridge. As you can see, I also set it apart from the others by making level 2 be a driving game to really change the pace. I am happy to say that there are many fans I have found on the internet. I have found fan art, remixed songs and even an entirely new version of the game called Bubblegirl Rozy.

Mario on his time with Active Enterprises and how it came to an end.

The time I was working for Vince and Active Enterprises was one of the greatest times of my life. Unfortunately, about 2 months into the project, I was so distracted with the real Bubblegum Rosy that Vince became upset that I wasn't spending enough time at the studio. I told him I had created a template to make the graphics ten times easier and that we were on schedule, but in the end he didn't want to hear it and I parted ways. Albert and Javier continued on the project and I do believe they were involved in the Genesis version as well. One day I will try to reconnect with them and get the second half of this story.

Mario on the cult following Action 52 has received since it was released.

I never expected Action52 and the Cheetahmen to become such a cult classic from the 8 bit era, even if it isn't famous, but infamous. I am really humbled by the many fans that are now recreating the entire 52 games and all of the remixes of songs I originally composed. I hope that one of the new versions takes off and becomes a hit.

An extra note from Mario to any Action 52 fans.

Please feel free to contact me if you have any specific questions about Action52 or any of the games, graphics, or music.

I just want to finish this article off by thanking Mario for taking the time to answer my questions, typing this document, and for helping create the best worst video game in history. I also want to thank the guys who created the Cheetahmen Corner, and Andrew Harris for helping my interest grow. Finally, I want to thank everyone else who was involved with Active Enterprises, for being involved in my favorite video game history lesson!

If you would like to contact Mario with some of your own questions, his YouTube channel is Zantenith.

I guess all I can say now is, after 3 years of searching for someone who was involved with Active, my online quest has come to an end. Now, if you need me, I'll be trying to figure out how to hell to beat Micro Mike!

FINAL FANTASY II

Game Theory

By: OSG

When someone decides to play Final Fantasy II, they run into one of a few classic problems: they do not like the way the level up system works; they walk too far in the wrong direction right from the start and fight monsters that are way too hard; or they spend hours abusing the way HP is gained but still die in two rounds.

Final Fantasy II is a bit of a polarizing game. You either love it or hate it. If you hate it, especially if you are a fan of old school RPG's, there is a very good chance that is because you don't understand it. It is set up in such a way that you never have to grind. You just need to know why you don't need to grind.

So welcome, one and all, to my beginner's lessons on Final Fantasy II. If you keep a few not-so-simple things in mind, you should be able to get through without problems. These lessons should apply to the NES version, the Playstation version, the Game Boy Advance version, or any other version I haven't played. I would suggest starting with the Game Boy Advance version because not only can you save anywhere, but HP-gains and Magic Defense-gains have been tweaked in the player's favor.

First, let's cover some things you *should not* do. The big thing about Final Fantasy II is that, although you can go basically anywhere in the world right from the beginning, you shouldn't. Not right away, anyway. If you just wander around, your ass will be handed to you. Save when you can and try not to stray too far out of the direction the plot sends you. If you save frequently, and wind up going the wrong way into a herd of nasty monsters, you can always reload.

One really popular and well known abuse the game offers is that you get experience points for your weapon or spell every time it's selected, not just every time you actually attack or cast. So if you choose to fight or cast a spell, but then cancel it many times, it will eventually level up. If you

do this, then you are a big dumb idiot jerk. Not because cheating is bad, but because it is a waste of your time. There is no reason to ever level up a spell or an attack in this way, unless you decide later you want to use it and are behind. Even that would be dumb, as fights are weighted in Final Fantasy II, meaning you will get fewer points for doing this in a battle with crappy enemies but a strong skill.

The other well known abuse is to gain HP by having a character lose HP. Basically, any time you lose HP this works, even if you are the one doing the hitting. So, if you beat the shit out of your own guys, you can gain massive amounts of HP right off the bat. There are a few reasons you should (almost) never do this. For one thing, having a giant HP pool causes problems if you ever run into monsters who strike with HP-draining attacks. Drain hits you for 1/16th of your max HP. Many monsters who have drain-on-hit can hit you multiple times per attack. Relying on HP in these cases isn't going to help much at all. Luckily, there are other ways to handle physical attacks, even ones that ignore defense. Besides all of this, finishing the game with ~1500 HP is plenty. If you are grinding your

HP up super high on the first enemies, you're going to find out later on you've caused new problems. Of course, you do need some HP, so it's okay to do this once in a while as you naturally progress if you're going to an INN anyway.

Now, let's talk about what you *should* do. First of all, you need to know there are basically two classes of armor: light and heavy. Heavy armors tend to give you a huge magic penalty, making your casters pretty useless. They also tend to give you a bad evasion penalty, which ironically makes you less defensive. Having low evasion has another side effect I'll get into in a second, but basically, heavy armor is always a bad choice. If you're playing the GBA version, light armors are referred to as "plates". If you're playing the NES version, well, you sort of have to guess, or look at your status screen and compare evasion.



Usually the cheaper armors are lighter. Note, gloves are heavy, rings are not. Gloves are okay on fighters since the evasion penalty isn't too bad, but don't bother with mages.

All shields give you a bad magic penalty, making them generally bad choices for casters. In the early going, you will want to use them as they give you a nice evasion boost. For a little while, keep your casters in the front row and have them wave their shields around when they inevitably run out of MP. It will help in the long run. When you start using spells that are always missing, move them into the back row and take those shields back off. Hopefully, you've boosted their evasion enough by that point to be good enough for later in the game.

A good tip for early mages is to stick with one attack spell at a time, and fold new ones in as you go. This way, you always have a lower spell that will be less taxing on your MP-pool. The attack spells you really want in this game are Frog for your black mage, and Mini for your white mage. They work very well, and, by the time you



get them, you should have plenty of money for MP-recovering items. Most enemies will be a breeze. If you have nothing better to do, use a spell anyway, especially Esuna, Life, Osmose, or some other spell that can miss but otherwise gets limited use.

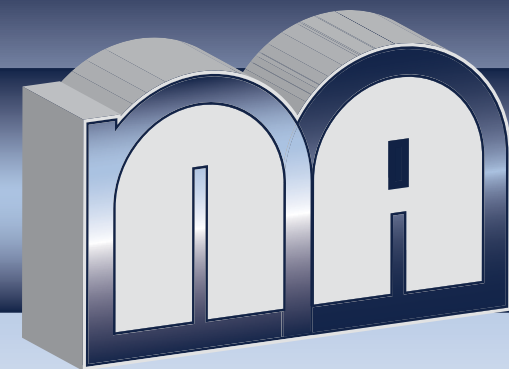
Let's take a second to talk about evasion. Evasion is, hands down, the most important stat ever in the history of everything. If you have higher evasion, you have a better chance to gain a point of agility at the end of battle. Having higher agility gives you better evasion. I'm not sure if it's an oversight, or what, but this leads to exponential growth if you use a shield and light armors, but stagnation if you don't. Having high evasion means you dodge attacks instead of defending attacks, meaning instead of dying very quickly, you become invincible. Better yet, characters in the back row are not selectable by physical attacks, so your one tank can block your two mages from most threats. Evasion also affects when in battle your turn comes up, which

is why it is important to get the mages started early on building their evasion stat. A handy thing to keep in mind is that, the Main Gauche dagger actually has an evasion bonus and a very low magic penalty, so it's a good, mage-friendly choice.

Speaking of weapons, there really is no good weapon for a mage. Bows have a huge magic penalty, and while daggers and staves aren't bad, you cannot attack from the back row with them. Alternatively, the best choice for a melee character is the sword. Like most other classic Final Fantasy titles, you wind up finding swords with higher attack than other choice. Further, you can obtain a Blood Sword, which has drain-on-hit ability. If you'll recall, this does 1/16th of a target's max HP for damage. In higher sword levels, you hit many times per attack. Just imagine how this goes when a target has a big HP-pool.

The last thing to talk about is magic defense. For the NES version, this only goes up if you are targeted with a single-target spell. So, that's a list that basically includes just arrow attacks. As such, it is pretty hard to gain levels there. Thankfully, physical attack magic isn't really all that good, so the HP pools for your mages should keep up throughout the game. I'm pretty sure this was fixed in later versions of the game, but in any case, it isn't really too important.

So that's it. That's the dumb, boring infodump you need to make sense of Final Fantasy II. Stop grinding on imps for hours, deciding that fists are good at the expense of a shield, or wandering off without saving first. Keep your focus forward and don't worry about a piece of armor you can't afford. It's no good anyway.



MEMBER SPOTLIGHT

USERNAME

GWYNDION

NAME:	JAMES RUKSTALIS
AGE:	29
LOCATION:	MILPITAS, CA
OCCUPATION:	RETIREMENT PLANNER
MARITAL STATUS:	JUST MARRIED JUNE 11, 2011

Congrats! I was really jealous of your honeymoon actually. Thanks, it was pretty awesome I must say.

Bora Bora is on the top of my places to go list
I don't know if I will get to do that again (very expensive) but it was definitely in my top 3 trips

You've been on better?
I get about 5-6 trips a year. I'm pretty spoiled, since I run my own company, I get a lot of nice incentive trips.

Do you have any children?
Not yet. We're planning on having some in about 2 years, well, starting the process in 2 years

Should be a fun process!
Ok, so... How did you get into Video Game Collecting?
Well, ever since I was a little kid, I have always been a collector of things such as games.

I used to have a big NES and SNES collection until I had to sell it years ago to help move me back to CA. I grew up playing NES and SNES and loved the systems. I even love the lame NES games that people say they will never play again. So when my wife and I became more serious and she moved in, she brought up her NES Set with box and Zelda. We went down to So Cal where I grew up and I went to my old gaming store (it's still there) and I picked up a KungFu in box for \$10. After that I just started collecting them again. By the time I had about 100 NES games, I found NA and then it just took off!

How would you describe your collection?
Well, I have been mainly focusing on NES and slowly building up the SNES collection. I have almost completed the Virtual Boy collection CIB and I am picking up some Sega games for my wife (she loves Sega). My big effort is collecting the homebrew/reproduction games, although I have about 600 NES CIB at the moment

Wow! Very impressive in such a short amount of time. Thanks. I try.

Do you have a favorite piece?
I know it's silly, but I do. My favorite piece is my Legend of Zelda: A Link To The Past

I'm guessing there's a story behind that one?
When I was a kid, the one gift I wanted from my dad for XMAS was the SNES and the Zelda. I got it, and right after I opened it, my brother took the game and ran off with it. I chased him and when I finally got a hold of him, he tore the box.

Oh, what a prick move
I was heartbroken to say the least... I think I was 11 or something like that. I took the pieces of the box and spent an hour doing the best repair I could using the semi see through moving tape. That was the game I held until I was about 21 years old and had to finally sell it to move out to CA.

I bought a bulk lot from someone with FF2, FF3, Super Metroid, several other games and this Zelda. The games belonged to someone who had them since they were released and kept them in mint condition. When I got the Zelda, it was perfect and it almost made me cry since it was the first time in my life I got to have the game the way I wanted it since I was a child. I didn't know it would affect me like that but it was definitely a wonderful moment in my collecting and really clued me in that this is really what I want to do.

It's funny the way something as simple as that will stick with you.
It's kinda cheesy but it's my story.



It's a good one... Have you had any amazing finds that you want to share?

Well, I did get a gold Punch Out with box for \$200 on eBay and I was able to snag a CIB NES TMNT Tournament Fighters for \$75 shipped. I also got a mint CIB Duck Tales 2 for \$70 and she threw in one of those \$20 acrylic cases from VGA for free, and a near mint Rescue Rangers 2 CIB for \$200. I was happy about that one. They tossed in some bootleg TV episode DVD's

Have you made any deals, either as the buyer or the seller that you regret?

Well, there was this horrible deal I ended up with on eBay. This guy listed a mint Dragon Warrior 3 CIB that I won for \$162 (it was the only DW I was missing) and I thought it was ok for what I was getting. When the game arrived, the box was half destroyed, the map was ripped all over with cheap scotch tape in random parts and the cartridge was dirty and marked. I was royally pissed off and it was the ONLY transaction where eBay would let me get a refund.

Wait, you mean eBay would NOT let you get a refund?
He had 100% feedback and then all of a sudden, he got TONS of negative feedback. He also refused to refund me

and claimed it was buyers remorse
Yeah, it was the ONLY transaction that has ever happened to me on. Just so you know, I've been on ebay over 10 years and have 100% positive feedback and just about 600 feedback so I think I'm a good seller. I usually get amazing responses when I call ebay thanking me for loyalty and my great feedback so I was really shocked.

Yeah, that does suck pretty badly.
I appealed and eBay never got back to me on it. They never saw pictures of the box, but they wouldn't let me send any in. I was pissed to say the least... So, I'm still looking for that minty one, one day...

I'll keep my eyes open for you
I figure it will pop up sometime. I'll just keep my eyes and ears open.

So, do you have a favorite game that you feel is under appreciated?

Actually, I do. I know it's weird, but I was thinking about that question when I read the last e-zine. I remember getting the game shrek for gamecube at gamestop for \$8 about 10 years ago. It was graded a 1 by game informer just to tell you how poorly it reviewed. I actually had



so much fun playing that game. It was clearly not fully developed but I found it to be hilarious with all of the things it lacked. When you kick a soldier, he flies a mile away. The game was pretty easy to just pick up and play. I actually consider it one of my favorite play through games and it was a 1 by game informer with one of the worst reviews I ever read. That's actually what made me want to play it.

Do you have a "Most Disappointing Game?"

Cheetahmen 2, lame ass \$1,000 game. I know it wasn't finished

It's rough for sure.

I know there is another one though... It's blanking me at the moment, but there was a NES game that used to drive me up the wall. I think it was one of the wrestling games on NES... Pro Wrestling, maybe?

**Pro Wrestling is AMAZING!
How dare you slander its name!**

Ok, maybe not Pro Wrestling, it was a wrestling game though. You work out half the time and the other half wrestle, and I was really trying to beat it to prove a point that I was better than it. That never happened... I just gave up one day and moved on with my life, and haven't touched it since. One wrestler has a star on his head, I remember that. I think he had a purple leotard.

THAT'S PRO WRESTLING! BLASPHEMY!!!!!!!!!!

Do you work out in between matches in that game?

No, but you just described Star Man.

I had to take a few minutes to calm down here... or, maybe just to resent my router. One of the two.

Ok, so you've been buying up a lot of repros and homebrews recently. What made you decide to dedicate so much to them?

Well, there are a lot of fans for homebrew/repros out there but what made me really want to pursue it was the fact that there was no good database or record of these. They just seemed to be scattered all over the net with bits and pieces here and there. I find out about new repros all the time, some that are several years old. I figured that with my help, scanner, and ability to pursue these, I can create a nice comprehensive database and record for NA as well as others. Plus, a lot of these games are a BLAST to play, and some of them suck huge donkey balls...

Do you have a favorite?

ooh, good question... Well, my most valuable one is the Garage Cart #2 that I bought off of Dream TR and later found out belonged to Memblers originally, so I was really happy about that.

That is definitely a cool piece.

The one I enjoyed playing the most was probably Earthbound Zero. I actually bought several repros a few years ago from Leon at nesreproductions.com long before I ever heard of NA. NA definitely plugged me into the whole repro world though. Since then, I've just been scouring the internet and hunting random stuff down all over the place. I

**TOP 5 NES GAMES
(IN NO PARTICULAR ORDER)**



even contact weird homebrewers out in the midwest who make tiny appearances at conventions. It's a struggle but a challenge (which is what I love about collecting).

Yeah, you've got quite a challenge to get some of them. I know of a few that are one of a kind pieces...

I believe I have over 300 homebrew/repros right now. I have a few one of a kind pieces that cost a pretty penny too.

You were telling me earlier that you've started working on your own homebrew. Do you want to share anything about it?

Not a homebrew, but a reproduction release. I won't give you too much because I want to still keep it somewhat secret, but I can tell you that it is a big SNES title that never got released. The only known prototypes are the one I have and the one the founder of the character has. We have a full team working on revamping the prototype rom file. It still needs a lot of work redoing the sound, music, gameplay, etc. We will have not only the box manual and cart, but also a map, special extra item and possible something else for the limited edition releases. I don't want to say much more because I don't want to give any of it away.

That is really exciting. If you ever are in need of any new beta testers, I'm your man ;-)

We need some more SNES around on NA as Dain would say. I will let you know. A buddy of mine might be doing a homebrew so I will keep you posted. I also may be acquiring an undumped/unreleased NES game that I may do a repro release on next. I don't know if DreamTR has the proto for it, but very few people know about it.

**TOP 5 ALL TIME GAMES
(IN NO PARTICULAR ORDER)**



Sweet! I'm definitely pumped about both of them. So, do you have any final comments for the good people of NintendoAGE?

I guess the only thing I could really say is that this community has given me a breath of fresh air and a whole new enjoyment to life. I can't thank Dain enough for all he has done to make this possible. I think that the people on NA are entertaining and appreciative of the history of video games. Just the other day I was talking with my brother about my new MVS console I got from Christoph on NA. He said "whoop di doo," but when I talked to a buddy of mine on NA, he about had a heart attack and couldn't wait to play it with me. There's a different kind of mentality and the right people for true lovers of this hobby. It kind of feels like a new family, and most everyone on NA seems to understand and feel the same about the passion I have for these kind of games.

I couldn't agree more. If you really want to experience it, you have to come to one of the get togethers we have. It's amazing to hang out with people that think and feel the same way about video games.

It's tough, I got married on June 11th which was during the campout. I was so jealous that everyone got to go but me.

Well James, it was awesome to get a chance to know you a bit. I hope to see you around NintendoAGE for a long time to come. Thank you so much for participating.

Note: James looked online for screenshots. The wrestling game he hates is not Pro Wrestling, thank God. It's Tecmo World Wrestling!



MY WHITE WHALE
BY: XERXES



To get a fair idea of what the Powerfest in 1990 meant to me you must first understand a little about my mother. I love my mother, but she was very... protective. If it would have been up to my mother, I would never have received a Nintendo for Christmas. She did not approve of things that could rot my precious brain. When you add to that the fact that she was a single mother, working as a waitress, and the stiff price of games, it is not hard to imagine that I had very few video games. I think that I had 7 games. Knowing all of that, you can imagine my wonder as I walked into the convention center where Powerfest was held. What seemed like hundreds of gaming systems all in a line. As many as I could play... for FREE. Games that I had only heard about and never had a chance to play, with no waiting. In retrospect, this was probably because there were unreleased titles there, as well, but this mattered little to me; they were all new to me. I was in seven-year-old heaven.

Two other features stand out in my mind, to this day. The first was that my grandma paid a little extra and had a video made of me dancing. I was trying to break dance like I had seen people do on TV. Did I mention that I was seven? It was bad. My grandma loved showing that tape to everyone. Sadly, the tape disappeared and did not turn up in my grandma's estate. The other feature I recall is what everyone knows it for: Nintendo World Championships 1990. I remember the excitement and bustle that surrounded the whole area. It was like an

electric charge was building up inside me as I walked up to my console. The first game was Mario and of course I had played that. I felt like I was doing pretty well. The second game, Rad Racer, killed me. I had never played a racing game of any kind. It took so long for the car to reset if you crashed, and I crashed a lot. Every time I crashed I felt nirvana slipping through my hands. I could see the people close to me already at the next game. When it was all said and done, I had just barely made it to Tetris. Before I knew it, it was over and we were back in the car on our way home. Even today, it feels like the one that got away. So much build up and so much excitement followed quickly by six minutes twenty-one seconds of hard core suck. I always wished that I could have had another shot at that game.



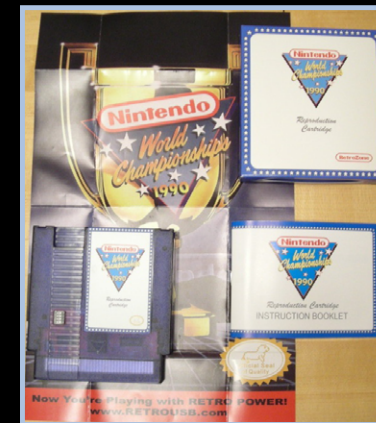
My gaming life did not improve much in the following years. My mom decreed that I would not be getting any more gaming systems. I was stuck with a handful of games for the NES and no hope of getting the 16 bit goodness I had started longing for, nor the more advanced gaming systems as they came and went. Then the 72 pin connector gave out on my NES and I was left with nothing. After that, I did not have any video games or exposure to video gaming outside of the 4 min runs that I could get at Walmart, that is, until college. In college I met the woman who became my wife. Believe it, or not, she got me into NES gaming and collecting. Which is nice because she not only supports my habit, she enjoys it with me. I remember back in our college days explaining to her about my white whale. How I had been in this contest with three disparate games welded into one. How I had done poorly and always wanted to get another shot at it. We both agreed that the game was probably something special for the contest and would never be available. A few more months into collecting I learned about the holy grail of NES collecting. I once again felt gaming nirvana slipping through my hands. At first I was ecstatic to find out that the game existed and was obtainable. This was followed quickly by dread as I read how scarce they were, how many people were searching for them, and the outrageous prices they garnered when they surfaced. The report I read quoted a \$100,000 price tag for the more desirable gold edition. My gaming dream might as well have been to play Legend of Zelda on the moon. While I have since learned that the \$100k is over the top, it is still unlikely that I will find or be able to afford to buy a NWC anytime soon.



throwing frustration of my white whale as often as I want. The first time I put in the cartridge and booted it up, it was like I was stepping up to the machine in 1990. I felt the excitement build as the "get ready" screen came up. Surprisingly, the first run on the reproduction cart went very similar to my run in 1990. I got through Super Mario, crashed a ton in Rad Racer, and had very little time to get much going in Tetris. I ended my first run with 134,775.



Wow, even 20 years later, I still suck at that game. This only served to fuel my joy more the first time I hit one million. It will not be until I hit the two million mark that I will feel that I have truly laid my white whale to rest.



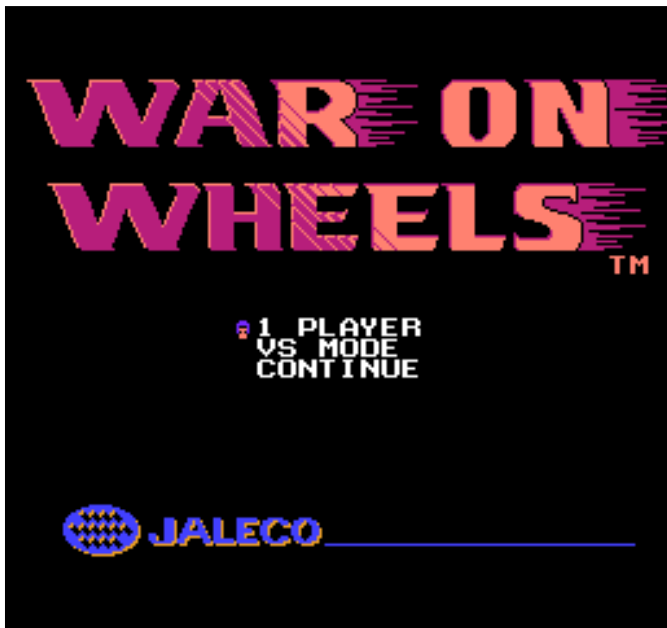
This is where retrozone (retrozone.com) comes in. They make a NWC 1990 reproduction cartridge complete with dip switches for time selection, box, manual, and poster. For a mere \$55 dollars I get to relive the controller



WAR ON WHEELS

BY: GWYNDION

Greetings Nintendo Age. This is the first of many articles on reproductions, homebrews, and pirates. I have become a huge fan of reproductions and found that there wasn't anyone who was really pursuing a complete reproduction collection. I decided to go after every reproduction and homebrew out there. Believe me, this is an ongoing battle. There are many one-of-a-kind items, as well as some VERY difficult to find homebrew releases such as the "Garage Cart" and the "Midwest Gaming Classic 2011". I believe that through homebrews and reproductions of unreleased games, we can further expand our Nintendo libraries and continue to follow the games we all fell in love with as kids. So let's kick this off with a nice ELBOW TO THE FACE!!!



The first reproduction that I wanted to review was the newly-released "War on Wheels". This reproduction was made possible by DreamTR releasing the final prototype (thank you so much), UncleTusk developing the boxes and manuals, and some poor little girl with a dream to roller skate... Well, maybe not the little girl but it was quite a lot of work to put together 250 manuals, boxes, and carts.

So first, I want to slap Jaleco for NOT RELEASING THIS WONDERFUL GAME. This game was originally trademarked by Jaleco on 7/30/1990 (according to <http://www.trademarkia.com/war-on-wheels-74082742.html>). According to gamefaqs.com, the developer/designer was Sculptured Software. Sculptured Software was responsible

for several game developments for Atari (Ninja, Ninja Mission, Crossbow, Orbiter, Desert Falcon, Mario Bros., Commando & Fatal Run), Nintendo (Metal Mech, Roger Clemens MVP Baseball, Monopoly, Eliminator Boat Duel, and many more), Super Nintendo, PC, Sega, and the list goes on. Basically, they did a few crappy games along with some very huge-selling games (yes they were responsible for Mario Bros on Atari). I checked the trademark for "War on Wheels" and it showed that it was abandoned since 2/14/1992. The planned release was scheduled for late May 1991, but obviously that never took place. So, somewhere within a year, they decided to scrap the project. There were many mentions of the game in magazines and there was a lot of marketing development put into the release, but after searching the internet for a while I was unable to come up with the reason why it was never released. There is currently no information on Wikipedia about this game, either. That sucks big donkey balls.

Aside from the actual details of the release, this game rocks! The music reminded me of "Arch Rivals", along with the prospect of punching each other in the face. I had my friend, Toshi5o3, come over and we played this game for a couple of hours. You start by picking the team you want, such as the LA Illegals, Oakland Outlaws and the New York Nasties. After picking your team, you then select the players you want to use for that round. You want to make sure that you are using the players with the most health. There are 3 types of characters: The Jammer, Blocker and Pivot. You always play as the Jammer. You have 90 seconds to score as many points as possible. The timer doesn't start until the first point is scored. Points are scored by passing the opposing teams blockers as many times as you can in 90



seconds. There are 3 periods per round and 3 rounds per game. So grab your beer, lean your chair back, put on your roller skates and start elbowing those other bitches in the face.

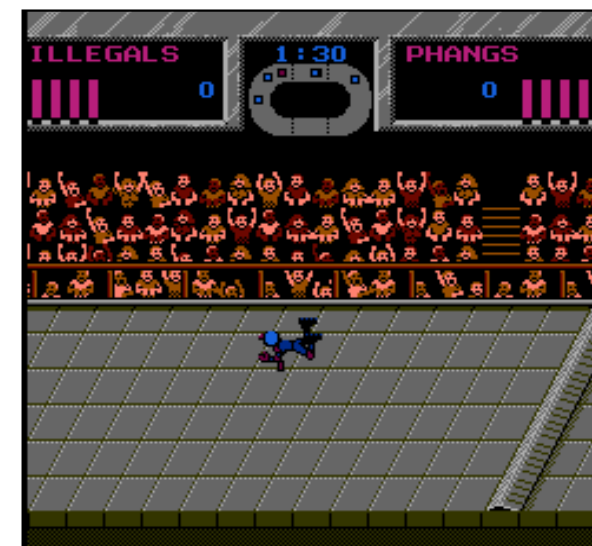
The fun part of the game is that you can egg on the crowd, punch your opponents, elbow your opponents, fight someone in the crowd or fight an opponent. You can also throw your opponent into the crowd. As you progress, the levels get much harder by putting pot holes and other obstacles in your way. The audience also tends to throw things at you while you are skating. I'm really shocked that this game was never released on the NES, since this is one of the better sports games I have played on the system. I can only assume that they were worried about getting in trouble by showing drunken coaches for the teams and audience members fighting each other. I don't know about you, but I would have enjoyed some of those NES Hockey titles much more if it showed members of the audience getting into fights.

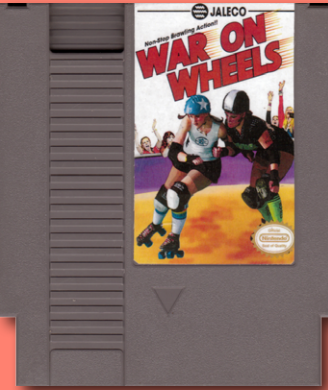
There is a whole competition aspect to it where the goal is to eventually become the champions over all the other roller derby teams. There is even a save feature to allow you to

write down a password and continue the game later if you are tired. Another great part of the game: Vs Mode. There's nothing quite like punching and elbowing your friend in the face to get ahead on the racetrack, be it in the game or real life. Just don't expect them to play you again after bitch slapping them for elbowing your blocker.

Overall, the game was really well developed and a lot of fun. I found the game easy to pick up for someone who knew nothing about the game before trying it out. I have played a lot of repro/homebrew games, but I must say that this one is probably one of my favorite sports games for Nintendo so far. For fans of the original Nintendo 8-bit era, this game is a big contender against most of the sports games that were actually released. I'm still trying to get over the fact that I got in a fight with an old lady in a walker and she beat the crap out of me (in the game). The music was good, the gameplay was good, and it definitely has replay value.

Stay tuned for future articles on game development and homebrew releases. As a little teaser, I am working on documenting the entire process of what goes into a release. There is a game in development, as we speak, that is being documented and when the game approaches the final release, we will publish the entire process right here in the Nintendo Age e-zine.





MUSIC - 6
SOUND EFFECTS - 7
GAMEPLAY - 9
REPLAY VALUE - 7
TOTAL BEER SCORE = 7.5
 A draft beer with a little head in a room temperature glass.
 Nice enough to enjoy but missing that special touch that puts it above the rest.

HOMEBREWING THE DEATH OF AN EMPIRE PART 2



BY: MICHAEL SWANSON
"MARIO'S RIGHT NUT"

Things are not going well.

Every time we try to defend one of our colonies, stations, or outposts, we are defeated. No, defeated is not the right word. Slaughtered. We are being slaughtered like bugs that had invaded someone's home. Entire systems are being evacuated and their inhabitants relocated to the Homeworld. This is a risky endeavor, but it is our only option. Most relocation fleets arrived with less than fifty percent of their original ships. However, this was better than the nothing that would survive if that colony was invaded before it could be evacuated.

Now the Homeworld is overcrowded. Residents have taken in everyone that they can. The refugees spilled out into entire continents full of tents. Rows and rows as far as the eye could see... as far as you could see in an intra-atmospheric ship. The only saving grace was the limitless power that our generators provide and the reproduction technologies. Nothing is in short supply, not food, medicine, or clothing. At least that is the news that is reaching the Empress in her palace.

The Steward of Population is here to update the Empress on the progress of the Colony Evacuation. The last fleet is scheduled to arrive around midnight. The slave crews have already erected enough tents to house them comfortably. Now the sniveling little weasel is commenting that by bringing the entire population here, we are literally putting all of our eggs in one basket. If the Quagarrs attack here, we will be exterminated to extinction. Not really an inconceivable occurrence.

The Empress is not ignorant of this. She had decided that it would be impossible to defend all of the colonies. But if we were all in a central location, it would be possible to mount a defense. We would be able to bring all of our ships to one place and make a stand...a last stand, if it came down to it.

The Steward pointed out that the Empire's Fleet is down to less than two percent. "Even retrofitting the civilian ships with weapons and heavy shields is not going to be enough. The experts are saying that the Quagarrs will wade through them in a matter of hours, at the most.

There is not even a ghost of a chance left."

Then the Empress did something I didn't expect. She slapped him hard across the face and sent the man that outweighed her by a hundred pounds sprawling to the ground. When he pushed himself to his feet, he had a perfect hand print across the side of his head. "You are in charge of managing the exploding population," she snarled in his general direction, "do not think you can lecture me on matters of war." He bowed slightly, honest terror betrayed the fear and shock he felt. He backed out of the room and we were alone.

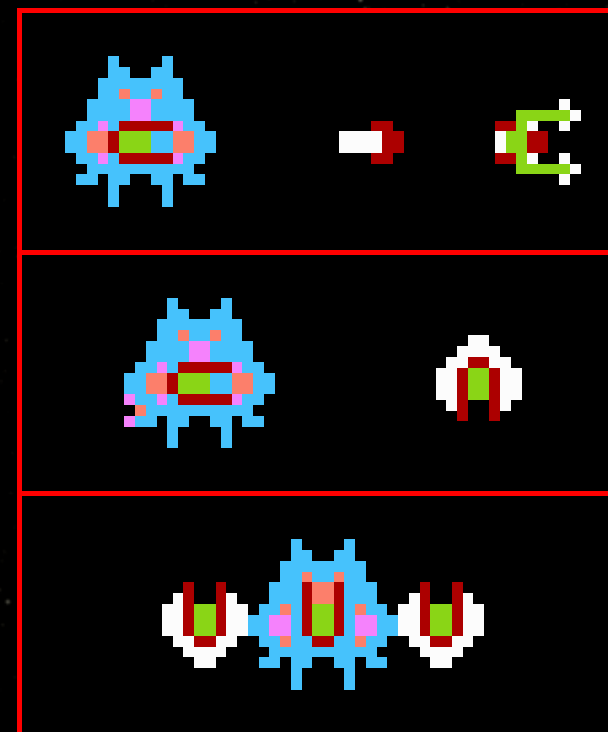
"Coward," she whispered after him. She looked at me and smiled before turning back to her planning board. I still did not understand why she kept me around. My official duties were to advise her on the deployment of our remaining forces and the defense of our people. But unofficially, and unspoken between us, I suspected that I was being kept around because of the stress relief that I provided with the physical act of love. Strange how male monarchs could have a million and one concubines, but for a female to keep even one was frowned upon. I am not complaining, but I shudder to think about what will happen to me if we survive this invasion.

The Empress called me over to her. She wanted to show me her developing plan. She had created a network of ships that surrounded the holographic planet floating in front of her. It was looping a simulation of a Quagarr armada reaching the planet. The Empire's Fleet would race around the planet and the little ships would have it out. Over and over the computer ran the simulation changing minute variables each time. The discouraging part is that every run ended in the annihilation of our forces and a successful invasion by the enemy.

I commented on how disheartening watching this was becoming. She smirked at me and said that she had yet to add her ace in the hole to the simulation. She had a reserve force that the Quagarrs had not yet faced, at least not in our lifetime. I instantly knew what she was talking about. In my grandfather's time there were true war ships. They were the last real Ships-of-the-Line. Not like the fighters of today that had moderate defense

and weak offence. These ships were made to fight the Quagarrs. And they had won. The problem was that there were only six surviving examples. Two were in mothballs in the Museum of Treasures of the Empire and four were decommissioned and sent on long range recon missions.

Battlestars. One man fighters fitted with a miniaturized version of the impossibly expensive Everlong Reactors that never needed refueling and would power anything until they disintegrated. These ships had shields that could mow through enemies and smile back at them. They were capable of flying in any direction and firing in any direction at the same time. I smirked at the "upgraded" fighters of today that needed to face their targets. These ships could even assimilate parts from destroyed enemy craft on the fly and turn them into drones to assist the pilot in a time of crisis. They could also suck the remaining life out of downed craft to recharge their shields. They even produced their own ammunition by converting raw power into projectiles, effectively giving them unlimited firepower. They were almost invincible. Almost. It had taken a thousand of them to drive the Quagarrs off last time.



A BATTLESTAR ASSIMILATES THE WRECKAGE OF A SHIP

The Empress's pinball machine smile broke my reprieve. She was explaining that she had recalled the Battlestars that she could reach and reactivated the two in storage. It was a testament to their designers and manufactures that they could fall into disuse for fifty years or more and had needed literally no refitting to be combat-ready. She had reached all but one of the Battlestars that was out doing recon. Five of them were lying in wait on the Homeworld's Small Moon.

With a smile she tapped a few keys on the holographic interface. This time the Quagarrs showed up and the Fleet rushed to meet them, but now the Battlestars led the fight. This simulation took more than double the time of the last one. In the end, they all had drones and were racing after the fleeing enemy Mothership, firing all the way. She looked back at me, her eyes ablaze with lust. "The problem is," she whispered huskily, "we are only successful in one out of twenty simulations. But there is always a chance."

How can you refuse an Empress? I have to perform my service to my Empire, just like every soldier.

The next few weeks passed without incident. The Empress had recalled all of the long range listening posts to cover our system. The Quagarrs could not use the gates, so they had to fly in through the long, hard void between systems. When all transmissions ceased from the automated listening posts on New World, the closest colony, we knew they were close. Everyone in the palace, active military or not, was issued a side arm and a rifle. If it came down to it, the Empress should be protected to the death.

Then, as quickly as the invasion had begun on my colony, it began here. This time however, we received a message. It was not directed at any one place, but at the planet as a whole. A mechanized voice, dripping with sarcasm, told us that we should abandon our resistance. If we surrendered freely, we would be killed quickly. If we resisted, we would watch the last world in our pathetic Empire burn before the end.

The answer they got was visible from the surface of the planet. In orbit, the thousands of remaining ships fired as one. The Quagarr fleet blocked out the sun and the flashes of battle were clearly visible from the ground...as were the five tiny dots that flanked the enemy from Small Moon. The ships mixed and it became impossible to tell where our fleet ended and theirs began. The Empress's eyes were clouded with tears for the fallen pilots as she hurried back inside to watch the battle on the holographic display.

This time the battle was going smoothly, better than even our best simulation. The computer could do many things, but it could not accurately estimate our pilot's skill and ingenuity...or the stupidity of the enemy. Across the battlefield, shields flared pink and ships disintegrated in clouds of smoke and debris. Ten, then twenty percent of our attack force was gone. One Battlestar winked out, then another. But they had done their jobs. The Quagarr line was crumbling.

One by one the enemy ships were erased from existence. Another Battlestar exploded against a sea of enemy ships. The Quagarrs were determined to fight to the last ship...and to the last ship they did. Finally, with the destruction of seventy percent of our fleet and two limping Battlestars, the cry of victory filled the air. All over the planet the ground shook with the thunderous applause and jubilation of success. We had done it. We were free.

Then, the same metallic, sarcastic tone came over the world's speakers again. This time all that came through was laughter.

Up on the battlefield our ships were regrouping. The Empress commented that "battlefield" was a holdover from ancient ground battles, "battlespace" would be more accurate. The monitor showed our lines reforming. It was a pathetic site. The second Quagarr wave was not like the first. This was meant to overwhelm defenses and finish off the remainder of the Fleet. Endless enemy ships appeared from nothing and made no effort to defend themselves. Their mission was clear. They were to ram our ships until our fleet was destroyed. Our ships opened up again, but there were too few. The swarm just kept coming. One by one our fighters disappeared and a Battlestar exploded against the onslaught. But the pilots kept their heads. Not one of them gave up.



FIGHTING THROUGH THE SWARM

Finally, all that was left was a lone Battlestar weaving between the approaching ships. Its shields were down. First one, then the other drone was ripped from its flanking position and exploded in a cloud of sparks. The final pilot's intention was clear. He was expertly making his way through the swarm towards the Mothership. Its engines were glowing red hot, but they didn't have the overheating issue that the "upgraded" models did. They would fire at full thrust until the pilot died of old age.

In a mighty show of resolve, our last pilot slammed into the Quagarr Mothership at a respectable fraction of the speed of light. Half of the oddly shaped enemy ship disintegrated in a shower of debris and finally the metallic laughing stopped. The princess whispered a prayer to the maker for the pilot's sake, and for all our sakes.

The Quagarrs made short work of our planet's automated defenses. There was nothing more we could do. Ground based defenses were overwhelmed in a matter of seconds. Ground troops landed all over the planet and the ground assault began. Our forces did not put up much of a fight. Up until this very moment, ground assault was a subject only thought to be relevant to university professors. The last land-based infantry battle had taken place almost five hundred years ago. Even the taming of the Slaves hadn't called for one.

Planetary defenses fell to the heavily trained and fully armed Quagarr army. Even the palace did not escape their attention. Screams and reports could be heard from all over the campus. I have no idea what strength within me kept me from panicking. But I calmly took the Empress by the hand and kissed her on the cheek. I told her that there was no hope left for us and that she must flee to her bunker. She was still our last best hope to eventually overthrow the Quagarr

Occupation. I heard footfalls running down the corridor outside and the heavy wooden door shuddered. I roughly pushed her into her escape capsule.

She made no attempt to hide the tears in her eyes this time. She brushed my cheek with her nimble fingers and thanked me. She also said that she was not our last hope. There was another. I pushed the launch button and the capsule slammed closed and whooshed into the ground below my feet. The room shook with the micro detonations destroyed the tunnel behind the Empress. "Good-bye," I whispered.

Another crash and they were through the door. I emptied my rifle into them and had switched to my side arm before I felt my skin start to melt. I kept firing as they poured into the room. When my gun clicked, I looked down and saw the piles of ruined flesh that used to be two of my limbs. I'm not sure which limbs I was looking at, because I felt my eyes melting under the constant rain of plasma. My last thought was of the hope the Empress described. "No," she said, "there is another."

The Captain's day was about the same as any other. Signing up for long range recon was the perfect assignment for a broken man who didn't wish to be bothered. Not that the term "captain" really mattered. He was the only person on his ship. The problem was that an unfamiliar beep was waking him from his sleep. He called out for the computer to turn the alarm off. When the beeping continued, he opened his eyes and sighed out loud. This had better be good.

Without looking at the screen, he slammed his finger on the transmit button. He made no effort to hide his irritation when he asked simply, "What?"

The speaker vocalized words from lightyears away, "This is the Empress of the Colonies calling the Captain. Come in."

"Listen, Kid, I am way too hungover for this crap. Go bother someone else."

"Check my signal origin and identification code Captain. I'll wait."

The Captain pulled his feet from the console and swept the pile of empty bottles out of his way. The signal was coming from the Homeworld and the computer had identified the Empress's access code as the emergency code known only to the First Family. "Empress," he said jumping to his feet, straightening his dirty uniform, and making a laughable attempt at fixing his hair. He swept the refuse off of the camera so she would have a clean video feed. "What can I do for you?"

"You've been in deep space for, what, three years now? I assume you have no knowledge of the recent events that have befallen the Empire or you would be in a better state." She looked him up and down and wrinkled her nose. "You are, however, still a Captain in my Fleet, are you not? I have a mission for you."

He drew himself up to his full height and puffed out his chest. The threads of his hangover disappeared instantly and the training from so many years ago took over. "Yes, Empress, this is the Captain of the Battlestar Harbinger. What would you have me do?"

To be continued....



FUCK THA POLICE

HOMEBREWING THE DEATH OF AN EMPIRE PART 3



BY: MICHAEL SWANSON
"MARIO'S RIGHT NUT"

The Captain listened as the Empress laid out the history of the war in excruciating detail. There had been so much death and so little hope. His powerful and peaceful Empire lay in ruin. And the worst part was that he'd missed the entire thing. The only reason that the Empress had been able to contact him was that he had finally stopped to float another repeater beacon.

"Captain," the Empress continued, "you've been out there for over 50 years and you don't look a day over 30. I don't understand."

"Well, Empress," there was no real way to answer her without being offensive, "have you ever studied what happens at relativistic velocities? You might want to look into it."

"Suffice it to say, there are no gates out here. That's the point of these long range missions. If I were to locate a planet suitable for colonization, Harbinger can manufacture one, given enough time. But every planet in the Empire was discovered by people like me."

"You mean people that want to be on their own for 50 years." She paused and softened her voice, "What happened to you? I pulled your personnel file before Command was destroyed. You were the best pilot that we've ever seen. You were awarded multiple metals, including two Metals of Honor, in the war with the Slaves."

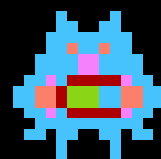
"Don't you call them that," he snapped. "Your grand-father never did and the fact that your father let the act continue is a disgrace to the Empire." He could see she wasn't used to being talked to in this way, "And you're mistaken. I was never officially awarded the second. Your grandfather died on his way to deliver it. One transport in the entire war. They managed to take out one personnel transport in the entire war and the Emperor was on it. So were my wife and unborn little girl." He sank back into his chair before continuing with a whisper, "Your father never earned the right to his title. And by the sound of it, you haven't either."

The monitor showed the Empress visibly shutter. "Captain, I could have you killed for saying that," she whispered

in return, "if I didn't agree with you." He looked up across the light-years into her blue eyes. "I'm sorry. I didn't mean to offend you." "Captain, our opinions of my family don't really matter now. As the highest ranking member of the military still in contact with me, I need your expert opinion on what we should do next. But first, I need to know why you are out there. No sane person would choose that."

"Up until two years ago, well 50 years ago, whatever," he took a moment to collect himself before continuing. "Up until that last 'slave' resistance ship destroyed your father's transport, there were exactly three things that I cared about and would give my life for. First, that little baby. But she was murdered before she took her first breath. The second was my wife. And the third," he stopped again trying to hold back tears. "The third was the Empire. Specifically, your grandfather's Empire. I lost everything in that one moment. Every day I damn the gods that I was not told they were coming and granted permission to escort them. Your grandfather wanted them to be there as a surprise when he pinned that second metal on me." He stopped and shook the images from his mind.

"But that never happened. All I had left was Harbinger, so when I found out that she was to be decommissioned and transferred to recon, I volunteered. Besides, there was never any real threat to the Empire, or that was the propaganda anyway. Your father believed this when he discontinued construction and cannibalized the remaining Battlestars. His advisors did a study and showed him a very specific monetary value that was applied to each pilot. It was cheaper to train five pilots and equip them each with two of those ridiculous ships that they make now than it was to train one of us and equip us with a Battlestar. Never mind the fact..." he scoffed, "well, you've seen what one of these can do in the hands of some kid you picked fresh out of the academy. Wait until you see what it will do with a decorated officer at the helm."



"Captain, you are the farthest away from the homeworld that anyone has ever been. It took you 50 years to get out there. There's nothing that you can do. I need your help to formulate a new resistance strategy."

"HA!", he laughed, "with what? You have no equipment, men, nothing. You have no army."

"Studies have shown that an effective resistance can be mounted if we can be organized and strike quick and hard."

"Did you read that in a book?" he smirked.

"Yes," she turned red sticking her nose in the air, "written by one of my father's aids."

He laughed again, "Yes, I knew him. We were in the same class at the academy. He was a joke before he even got accepted. You are a fool for listening to him."

"Then help me," she pleaded, "help us. Give me a chance to earn your respect, follow my family's banner once again."

"Child, your grandfather was followed because he was respected. Right up to the day he died, he was in the mud with the people. He never flew in that extravagant ship your father had built for himself. He traveled as one of the people. His army would have flown into a star if he was leading us."

"Your father was a joke who should have never been allowed to take the throne. He was weak and stupid."

"And then there is you. In the mere months since you've taken office, you've managed to let the Empire crumble to its knees. There are some things that can't be taught in school...even with the best tutors."

"Stop it!", she stammered. Tears were flowing down her cheeks and she was so red, her complexion almost matched her hair. "I don't care if you respect me or 'my Empire'. I need you," she whispered through closed eyes, "we need you. Please. What should I do?"

The Captain looked at her on the monitor. Here was a goddess on her knees, begging for his help. The Empire had stood for all of recorded history and every tenth generation or so, there was a tyrant like the Empress' predecessor. She didn't seem like the type that would give up or take no for an answer. And she didn't seem like the type that would act as her father had.

He made a decision. Slowly and deliberately he started unbolting an overhead compartment that his mechanic had been forced to lock up before Harbinger had been sent into exile.

"Madam Empress, how much do you know about these ships?" he asked as calmly as his boiling blood would allow.

"Most of what is in the service manual. They are not to be toiled with."

"Which revision are you reading?"

"Of the manual?" she looked off screen, "Seven."

"Well, try and get your hands on a six sometime. You'll be astounded what they leave out after the Emperor decrees that the technology that can save his pilots costs more than their lives. For example, did you know that these ships contain artificial intelligence that can merge with the pilot during a firefight? You almost become one. You feel what she feels and fly as easily as walking." He pulled the panel down and stuck a hand inside up to his shoulder. "However," he grunted, "all of them were lobotomized after the war and these manual controls installed. Manual controls increase reaction time by a factor of four. Four." He repeated, "In a battle, that time is critical."

"What are you talking about?" the Empress muttered through bloodshot eyes. "The only stable AIs are...were in the homeworld's universities."

"The only surviving ones, yes. Again, they cost more than the average person makes in a lifetime to produce. However," he paused as a shutter passed through the Harbinger, "this was another lie of your fathers. Hang on. Harbinger may be a little pissy after being forcibly switched off. But it's okay, hopefully she's still in love with me." He winked at the monitor.

"What? The ship is in love with..." She was cut off in the middle of her sentence.

The ship shook as the boot up sequence was completed. The only indication that anything had changed was the overhead light that had shown a red "Offline" for the past how-ever-many years switched to a green "Online." He reattached the panel.

"Can you hear me?" the Empress was calling.

"Yes, boot up was successful. Harbinger must have reviewed my logs because she's very calm. I'm surprised." He looked around the cabin nervously, "Anyway, another piece of technology that they buried was 'Starburst'." This earned him another lost look from the Empress. "You didn't think that I'd come all the way out here with no chance of ever getting back, did you?" She was pretty cute when she was perplexed. "The problem is that the calculations required for a successful system to system Starburst required the speed and accuracy of the AI. And the closest colony to me is," he looked at the heads-up-display and whistled, "five bursts away. Five bursts will use up all of the fuel that I'm carrying for the Starburst engines. If I get there and the gate's destroyed, I'll be useless."



"You are saying that you can get back to the colonies in a day?" the Empress asked wide eyed and amazed.

"More like five seconds," he laughed. "The bursts are instantaneous, you know." Her forehead wrinkled as the wheels turned and she realized what he was saying, "Now wait just a damn minute. You know as well as I do that the Lone Wolf stuff never works. You'll be killed in the first few minutes. That and the Harbinger hasn't raised her shields or fired her cannon in over 50 years! You need to think about what you are doing." She was pleading with him, "I can't lose any more people!"

The Captain was strapping himself back into his chair. He pulled a cord from the back of his helmet and plugged it into the seat behind him. "Whoa, I missed that rush." He paused as his eyes glazed over. "I'm suddenly reminded of your grandfather's war cry. 'Stand your ground and never back down!'" He smirked and looked back at the panel. "He'd yell that every time he led an engagement. Harbinger's definitely online. She's furious at what has happened to her fellow AIs."

"Captain, this is a direct order. Do not Starburst into hostile territory."

"Shields, weapons, human integration, and assimilation systems diagnostics complete. Shields fully charged and the projectile accelerator coil's resistance is nominal. All systems ready to go and pick a fight." The Empress could see the Captain's lips moving, but the sound coming through the speakers was a husky feminine voice. "You should never tell a lady that's she's too old to go to the ball, dear, she might decide to spite you."

The Empress could hear a high pitched wine start to pour through the speakers. She pushed her hands up to her ears to block out the stabbing pain. The Captain's voice could barely be heard over the wine, "See you on the flip side." With a wink, he cut the transmission.

Outside the energy conduits spaced around the ship glowed white as they warmed up. "Starburst engines fully charged," Harbinger pushed her thoughts into his mind. "Bursting...NOW!"

BOOM! BAM! BOOM! BOOM! BAM!

As the wisps of the final burst fell behind him, he screamed through his transmitter just before initiating signal jamming, "Here I come, Mother Fuckers!"

The shields flared pink for the first time in half a century as the ship smashed through the Quagarr lines. The cannon glowed red hot and let loose the fury of a hundred dead

worlds. Their army swarmed the Harbinger from every direction and the cannon never fell silent.

The armada continued to come at him as his shields ticked past 87%. Wave after wave broke before the Harbinger's cannon. From the charred wreckage of the enemy ships, drones materialized in flanking positions beside his ship. Where there was one cannon unleashing hell on the enemy, now there were three. The ship weaved in and out of the pockets of Quagarrs and kept firing as fast as the cannon could cycle. Ship after ship exploded under his onslaught. Weapon platforms fired at him from every direction and if not for the neural interface, he would have been taking most of the hits. Now as it stood, even with the AIs help, his shields were ticking past 40%.

They just kept coming, more and more from every direction. Even with the remaining power he was able to assimilate from the dead enemy ships, his shields kept draining. The Harbinger screamed as an errant plasma bolt snuck through a hole in her shields. The hull armor burning away was agony. Still she kept firing.

As the shields ticked past 12%, the fighting stopped as quickly as it had begun. They were gone. All that remained was a cloud of twisted metal, burnt plastic, and Quagarr circulatory fluid. The Harbinger's assimilation protocols gathered energy from the wreckage recharging her shields as she scanned the area for survivors.

There were several. They were making for the planet and moving faster than described in any of the reports that he'd been issued by the Empress. The Harbinger's shields moved back past 50% as he followed them into the atmosphere. The one thing that her designers didn't think of was reentry. She was fine in space or atmosphere alike, but the entry was very taxing on her shields...and drones. First one drone, then the other melted under the heat of reentry. The shields ticked back past 21% as the fires stopped and he was through. The Captain initiated surface scans and saw the devastation.

Entire cities were in ruins. There was nothing moving anywhere. The university where his father had worked lie crumbled. Renewed rage boiled up inside him. Harbinger pushed her thrusters to maximum and overtook the fleeing Quagarrs. It was much more satisfying when he could hear the report after they exploded and rained to the ground.

Then he saw where they were running. The aliens had set up a base that was scrambling reinforcements. Shells leapt from the Harbinger's cannon once more as she began dodging surface-to-air fire. The strafing fire was almost orgasmic. Row after row of useless fighters crumbled and began burning. Then there was something he did not expect, human resistance. On the ground the remaining refugees were fighting the Quagarrs hand to

hand. The enemy obviously hadn't expected any heavy resistance, because they were retreating to a transport. With a snarl of vengeance, shells buried themselves in the enemy ship and it exploded just as they started to climb aboard.

"Mission Accomplished." He heard the Harbinger say, "No further Quagarr presence detected."

The Captain smirked and flew over the top of the survivors doing barrel rolls. The crowd cheered and waved as he passed overhead. He shot off a couple flash-bangs to the crowd's delight, then headed straight up out of the atmosphere.

As the shields ticked past 99% he switched off the signal jamming. "Empress," he called.

"I'm still here, what happened?" she looked genuinely concerned.

"The colony is liberated. Send a message to our people. There is always hope."

"Oh thank god," he heard her whisper, "and thank you." With a sigh she looked back at the camera, "How is the gate?"

"The gate seems to be intact. They didn't even bother taking out the local repeater."

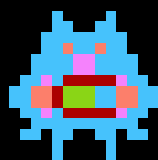
"Captain, proceed through the gate network and rip their fuc..." she was cut off.

"Yes," a new voice came over the Harbinger's speakers. "Keep the little girl talking and we'll eventually find her."

"Who is this?" the Captain demanded.

"My name is not important, but I am the leader of the 'Quagarrs', as you call us. All you need to know is that you do not stand a chance against us. Tell me where you are and we will come and get you. I promise to make it as painless as possible...and spare the life of your Empress."

The Captain's fingers tightened around the microphone stand. "No," he snarled as the gates blue horizon burst open before him, "I'm commin' to get you."



BUST A NUT: THE FLIGHT OF THE HARBINGER
COMING IN OCTOBER FROM RIGHT NUT GAMES
AVAILABLE EXCLUSIVELY ON
NINTENDOAGE.COM

PACKAGING & SHIPPING TIPS



BY DAVE KOLESAR
(CAPTMORGANDRINKER)

As a member of NintendoAge, it's highly likely that you will engage in a transaction at some point, either through a trade with a fellow member or perhaps selling off some of your doubles. The following handy tips will assist you in getting your item safely packaged and shipped, in a more efficient, economical way. If you're already well versed in shipping, you may find a few tips in here to save you some time and money.

SUPPLIES TO HAVE ON HAND

POSTAL SCALE

If you plan on doing any type of regular shipping from your home, a shipping scale is the most important tool you can buy. There are several nice models in the \$20-30 range that can weigh items up to 20 lbs. An alternative to having your own scale would be if your Post Office has an APC (Automated Postal Center) station, you can weigh your item there. While you can also print postage right there at the APC, you won't receive any of the online discounts, such as free Delivery Confirmation with Priority Mail or getting the commercial shipping rate instead of retail. The savings garnered from the purchase of a Postal scale, when combined with buying online postage, will recuperate the cost of the scale after only a handful of shipments.

"Air is lighter than... well, most everything."



PACKAGING MATERIAL

As far as packaging material goes, bubble wrap and air pillows are your best bet. To acquire packaging material, you can buy it at a store, save the packing material from items you purchase (items from Amazon usually come with tons of air pillows), or sometimes furniture and electronics stores will have bubble wrap that they throw away and you may be able to ask them to save it for you.

I would avoid packing peanuts. They make a huge mess, and the item being shipped can vibrate towards one of the sides of the box and end up being damaged in transit. You can also use crumpled newspaper, but beware that this may add unnecessary weight to your package. If you're using a flat rate box, that won't matter to you; however, if you're using a regular Priority box it may push you into the next weight-class.

LABELS

If you're purchasing shipping from home, you will obviously need to print out labels. By default design, the label itself will fit on a half sheet of standard 8.5 x 11 paper. If you seldom send items out, then you can just print the label on regular paper and tape it to your box. Should you find yourself shipping with any type of volume, self-stick labels are your time saving friend. There are several online retailers that sell the two per-sheet labels; just make sure that they're rated for a laser printer or you'll have a huge mess on your hands.

If you really print a lot, you may want to look into the investment of a thermal printer just for labels. They are very cost effective if you do a high volume of shipping (50-100 packages a week).

PADDED ENVELOPES

These are great for shipping one or two loose games at a time. Never use a padded envelope for boxed games!!! Even Sega Master System and Genesis cases have been known to crack and shatter when being shipped in a padded envelope. You can purchase these online in bulk for a great rate, but at the very least, I'd recommend going to your local dollar store instead of purchasing them from the post office.

BOXES

Priority Mail boxes can be ordered, for free, from USPS.com, and you can also pick up most of the sizes from your local post office.

In addition to the regular Priority Mail boxes offered, USPS has several flat rate boxes of various sizes and rates. There's the flat rate envelope (regular and padded), Small flat rate box, and then two sizes each of the Medium, Large, Regional flat rate box A and B. The difference in the two sizes offered is that one is longer and skinny, while the other is taller with sides that aren't as long.

Medium and Large flat rate boxes can be a great value

when shipping across the country. However, since USPS charges vary by shipping zone (i.e. how far away the person is), you may be doing yourself a disservice when shipping to a nearby state. While you may be tempted to put that NES and 5 games into a large flat rate and call it a day, you could be overpaying by several dollars if it isn't going very far.



"Sample label with one removed to show size."

If you have a lot of single boxed games to ship, the fine folks over at uline.com offer several custom box sizes to choose from. Their 8x6x3 box is very sturdy and will offer nice protection and room for padding, while usually keeping you under that all-important 13 ounce First-Class Parcel shipping limit (sometimes map-heavy RPGs will push you over that; see my flap trimming tip later in the article).

Hang on to sturdy boxes that you acquire with items you buy, which can be reused. For example, most companies that ship out software or DVD's will use a box that is the perfect size for games.

MISCELLANEOUS

Other necessary/useful items include: a large black Sharpie marker to cross out other barcodes on reused boxes; packaging tape; customs forms (great to have these filled out ahead of time if you're shipping non-Priority internationally); Priority Mail stickers incase you have an oddly sized item; scissors; and a razor blade/knife.

SAVE YOURSELF MONEY WHILE KEEPING PEOPLE HAPPY.

Make your items as light as possible, while still being sturdy and protected. This is where bubble wrap comes in handy versus crumpled newspaper.

Also, if you're using a larger box and you're just a few ounces over the nearest pound, you can trim the inner box flaps on the top and bottom of the box to about an inch, and then just use a little extra tape on the sides:

Flat rate envelopes don't have to be perfectly flat (as long as they're not ripped open and retaped). You can fit easily fit 6 NES/SNES/N64/SMS/Genesis loose games in one of these. If you're shipping more than that to a location that's only a few states away, try a Flat Rate Regional Box A. You can fit up to 17 NES, 19 SNES, 29 N64, or 34 Genesis loose games into one Box A.



“Tape is lighter than cardboard.”

Some people will ship video games via Media Mail. Media Mail can be very cost effective for computer discs and books. Definitions of what you can send via Media Mail vary, but I have personally had loose Saturn games returned to the sender because they weren't "computer readable media" according to the USPS love note included with the return. Take from that what you will, but I personally no longer ship any type of console video game with Media Mail.

Determine before agreeing to a sale or a trade with someone what the shipping costs will be. That great deal you just made might not be so great when you find out the shipping charges. Alternatively, you may need to work a little more with your trade partner if one party is going to incur a significantly higher shipping cost.

PURCHASE POSTAGE FROM THE COMFORT OF YOUR HOME COMPUTER

If someone has purchased an item through the standard means of Paypal, then there's an easy clickable link with the transaction to print out a label. For trades, received money orders, or if someone has paid you with the gift option under Paypal, there are two very simple online methods for the average shipper to use:

USPS.COM

The screenshot shows the USPS.com shipping label creation interface. It is divided into several sections:

- Enter Return Address:** Includes fields for Full Name (DAVE KOLESAR), Company Name, Address 1, Address 2, City (CANTON), State (OHIO), ZIP Code, and Email (dave_kolesar@hotmail.com).
- Enter Delivery Address:** Includes fields for Ship to (United States), Full Name (Nifty NintendoAger), Company Name, Address 1, Address 2, City, State, ZIP Code, Reference Number, and Email.
- Enter Package Information:** Includes fields for Weight (pounds and ounces), Size (Yes/No), Shipping Date (Monday 07/18/11), and Hold for Pickup options.

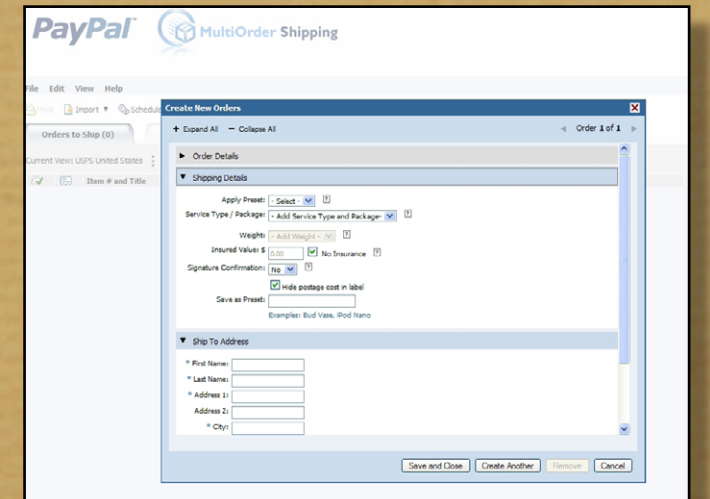
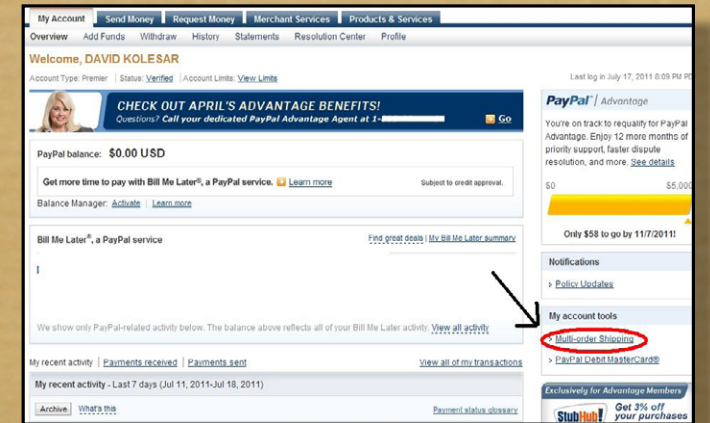
“Screenshot of USPS.com’s label service”

This is the website for the US Postal Service. In addition to a section where you can order free shipping supplies, they also offer the ability to print Priority Mail postage labels at a discount (often it is cheaper to purchase Priority Mail postage online than Parcel Post), and offer free delivery confirmation service.

There are two shipping options you won't see for shipping in Paypal as of this writing; they are the Regional Flat Rate Box A and Regional Flat Rate Box B. Box A costs the same as a 2 lb. Priority Package, while Box B costs the same as a 4 lb. Priority Package, and is a little larger than Box A. These come in handy when shipping heavier items to places that are only a few states away.

You cannot print any other classes of postage from USPS.com such as First Class or Parcel Post, so for those I recommend:

PAYPAL MULTI-ORDER SHIPPING TOOL



“Paypal’s multi-order label service.”

Located on the right-hand side of your “My Account” Paypal screen, this will take you to an interface where you select the package weight and which shipping service you'd like to use. It is very user friendly, and will guide you through creating a shipping label. Another advantage here is that you can add Delivery Confirmation to your package for a mere 19 cents, rather than the 70-80 cents in-store.

The only time you'll need to wait in line at the post office is if you're shipping internationally and not using Priority Mail.

As long as you have at least one Priority Mail package, you can even arrange for a free pickup of your packages! There are prompts at both USPS.com and Paypal for this service after you purchase your shipping label.

Otherwise, you can just drop the package at your local post office. Several post offices now have a package drop slot; if yours does not or if your package will not fit, you can just bypass the people in line and leave it in an empty space on the counter near the postal clerk.

Now, go enjoy your time saved by playing more Nintendo!

METROID

WORD SEARCH

Bombs	E	L	I	S	S	I	M	R	E	P	U	S	E	B	O	M	B	S	V	S	T	O	O	B	P	M	U	J	H	G	I	H
Charge Beam	N	Q	S	G	P	H	Y	N	B	M	O	R	P	H	B	A	L	L	I	P	R	K	L	T	I	U	S	O	R	E	Z	Y
Diffusion Missiles	E	E	H	F	Z	R	M	A	E	B	R	E	Z	A	P	S	J	G	R	N	S	B	M	O	B	R	E	W	O	P	W	P
Energy Tank	R	A	G	R	A	V	I	T	Y	S	U	I	T	S	C	R	E	W	A	T	T	A	C	K	N	H	R	Y	F	O	A	E
Grappling Beam	G	R	A	P	P	L	I	N	G	B	E	A	M	I	C	E	M	I	S	S	I	L	E	S	S	W	X	G	M	C	V	R
Gravity Suit	Y	I	N	T	I	U	S	A	G	E	M	O	U	E	M	A	J	E	A	B	L	L	A	B	R	E	D	I	P	S	E	B
High Jump Boots	T	A	O	P	L	A	S	M	A	B	E	A	M	Y	L	T	I	U	S	A	I	R	A	V	L	U	R	W	A	Y	B	E
Hyper Beam	A	P	I	R	G	R	E	W	O	P	A	S	E	L	I	S	S	I	M	N	O	I	S	U	F	F	I	D	V	A	E	A
Ice Missles	N	O	U	V	M	A	E	B	G	N	O	L	T	B	N	E	Y	D	S	P	E	E	D	B	O	O	S	T	E	R	A	M
Long Beam	K	N	A	T	E	V	R	E	S	E	R	A	L	E	L	I	S	S	I	M	A	E	B	E	G	R	A	H	C	X	M	G

Metroid Prime Word Search

Omega Suit	X	R	E	W	O	R	H	T	E	M	A	L	F	L	L	A	B	T	S	O	O	B	E	A																		
Plasma Beam	R	E	T	S	U	B	E	V	A	W	A	V	E	B	E	A	M	Y	E	R	R	P	L	N																		
Power Bombs	A	H	L	E	R	B	F	R	O	S	S	A	L	E	L	P	P	A	R	G	E	H	P	N																		
Power Grip	Y	C	U	G	F	O	T	S	R	U	B	D	R	A	D	E	B	E	G	S	D	A	P	I																		
Reserve Tank	V	N	S	R	T	I	D	N	F	P	G	M	D	L	E	I	H	S	D	R	A	Z	A	H																		
Screw Attack	I	U	P	A	U	H	M	O	H	E	Y	E	A	T	D	M	T	E	F	Z	E	O	R	I																		
Space Jump	S	A	I	S	L	I	M	L	D	R	E	J	A	E	T	A	A	U	H	G	R	N	G	L																		
Spazer Beam	O	L	D	A	R	K	B	E	A	M	A	K	B	N	B	A	R	E	I	O	P	B	R	A																		
Speed Booster	R	E	E	R	A	G	R	A	V	I	T	Y	S	U	I	T	V	K	B	S	S	E	E	T																		
Spider Ball	P	L	R	M	A	E	B	A	M	S	A	L	P	Y	R	F	H	X	S	E	E	A	P	O																		
Spring Ball	E	I	B	P	H	A	Z	O	N	S	U	I	T	S	D	O	U	G	Z	U	C	M	Y	R																		
Super Missile	G	S	A	P	R	G	R	A	V	I	T	Y	B	O	O	S	T	G	I	E	I	I	H	B																		
Varia Suit	A	S	L	G	N	I	W	S	E	L	P	P	A	R	G	H	G	D	F	L	C	T	S	E																		
Wave Beam	T	I	L	S	G	S	P	A	C	E	J	U	M	P	B	O	O	T	S	Y	E	V	C	A																		
X-Ray Scope	L	M	N	T	S	R	U	B	N	U	S	B	M	O	B	L	L	A	B	H	P	R	O	M																		
Zero Suit	O	O	R	N	M	A	E	B	R	E	P	Y	H	Y	P	E	R	M	I	S	S	I	L	E																		
	V	O	O	T	O	R	A	Z	E	L	P	E	L	I	S	S	I	M	R	E	K	E	E	S																		
Metroid Jumble	E	B	O	S	H	R	V	A	Z	H	E	R	M	A	L	V	I	S	S	O	R	H	C	I	M	E	T	G														
	L	C	I	D	P	V	A	R	I	A	S	U	I	T	V	X	E	R	D	T	O	I	Y	H																		
	P	I	V	E	H	B	I	B	R	P	M	H	E	K	C	A	T	T	A	W	E	R	C	S																		
	A	O	R	J	A	Z	W	G	R	A	P	P	L	E	B	E	A	M	J	O	U	M	N	H																		
	R	S	A	K	L	H	V	S	Q	B	M	O	B	R	E	W	O	P	B	T	W	Q	A	T																		
	G	W	D	U	L	I	G	H	T	S	U	I	T	V	M	A	E	B	E	G	R	A	H	C																		

M S S A U

I B R N A

R K D I A

S E T P R I A

Y D L E R I

D O R T I E M

Penguin's swimsuit
 is also know as... ?
 J _____ !

Interesting Metroid Facts

SR388, the Metroids' home planet, was named after an engine.
Metroid was originally called Space Hunter
Gunpei Yokoi is credited with creating Metroid. He died in 1997.
The Justin Bailey outfit wasn't available on the Japanese version.
"Metroid" is a combination of the words "metro" and "android".
Gunpei Yokoi created the Game & Watch, Game Boy, & Virtual Boy.
The Morph Ball was created because they couldn't get her to crawl.
A Metroid II DX was in development, but unfortunately got scrapped.
Metroid Dread was/is a 2D DS title supposedly in development limbo.
Metroid has spun off into comics, but there are story differences.
The manual for Metroid II mentions a non-existent Infrared Ray Scope.
The idea of a Metroid 64 was looked into, but never got developed.
Metroid II is the only main Metroid title to not feature elevators.
The enemy Ridley was named after Ridley Scott, director of Alien.
Samus was named after Pelé, (aka: Edison Arantes do Nascimento).
The Chozo created the Mother Brain and the Metroids.
Super Metroid was planned as an extra in Metroid Prime 2 but got cut.
Kraid, Screw Attack & Speed Booster were scrapped from Prime.
Metroid: Zero Mission makes an appearance in House MD. (Ep. 3)

Annihilator Beam
Boost Ball
Charge Beam
Dark Beam
Dark Burst
Dark Suit
Dark Visor
Echo Visor
Flamethrower
Grapple Beam
Grapple Lasso
Grapple Swing
Grapple Voltage
Gravity Boost
Gravity Suit
Hazard Shield
Hyper Ball
Hyper Beam
Hyper Grapple
Hyper Missile
Ice Beam
Ice Spreader
Light Beam
Light Suit
Missile Launcher
Morph Ball
Morph Ball Bombs
Nova Beam
PED Suit
Phazon Beam
Phazon Suit
Plasma Beam
Power Bomb
Screw Attack
Seeker Missile
Sonic Boom
Space Jump Boots
Spider Ball
Sun Burst
Super Missile
Thermal Visor
Varia Suit
Wave Beam
Wave Buster
X-Ray Visor

EZINE STAFF!

EDITOR IN CHIEF



SCOTT BURKE

LAYOUT ARTIST



NATHAN ELDRIDGE

EXECUTIVE SUPERVISOR



DAIN ANDERSON

WRITERS!

ACTION 52



ADAMTHEGAMER

FINAL FANTASY II



OSG

WAR ON WHEELS



GWYNDION

MEMBER SPOTLIGHT



BURDGER

METROID PUZZLE



BERSKERER

SHIPPING TIPS



CAPTORGAN-DRINKER

HOME BREWING



MARIO'S RIGHT NUT

POWERFEST



XERXES

ARTISTS AND EDITORS!

EDITOR



NESGUY

EDITOR



ARCH_SNGEL

COVER ART



MRCLUTCH