

na eZine

INSIDE

Why is NationalGameDepot a happy camper?

Herbalist shows us some gems of his own.

Thor finally finds his way into Faegly-land.



FORUM CHANGES: QUESTIONS ANSWERED



> **DAN LANGEVIN** *dangevin*

Our community has experienced something of a minor overhaul this month. In addition to moving misplaced threads and deleting messages that say "Delete me!" – we have begun to actively moderate our message board. The motivation for this was the behavior of a few select members who are no longer a part of the community. In an effort to inform all NA'ers as to what is acceptable conduct for the boards, and prevent future unfortunate bannings and warnings, we've put our heads together to provide a useful FAQ for all of you. Without further ado:

The NintendoAGE.com Forum Conduct Frequently Asked Questions

1. *In the NA forums, what should, and should I not do when posting?*

Do's:

- Share your thoughts by staying on-topic to the original post's theme.
- Use your head before you open your mouth. Exercise the golden rule here, please.
- Do swear, but in moderation. Above all, we're a database – not a MySpace.
- Include the term "NSFW" in the topic line when your thread is not safe for work.

Don'ts:

- Don't ever use profane or vulgar language in the subject line of your topic.
- Don't Post nudity, anywhere except VG-related pictures in the "nudie" thread.
- Don't call another member names. Text does not lend itself to expressing sarcasm!
- Don't create garbage threads. Garbage threads are ones that most users would not be interested in. Keep in mind, this forum has 1,500+ users – try to appeal to the larger community.

2. *How should I conduct myself in the NintendoAGE Marketplace?*

Do's:

- Accept your transactions, then leave feedback in a timely manner.
- Bump your thread with updates, prices, OR just saying "bump" ONCE DAILY.
- Create a transaction for all deals: trades, purchases and even gifts.
- Use your head when dealing with new users. If you're suspicious, PM a moderator.

Don'ts:

- Don't rip off fellow members. Send EXACTLY what's promised, on time.
- Don't "bump" your own Buy/Sale/Trade thread more than once daily.
- Don't post spam. Spam is repeated advertising for your own off-site interests.
- Don't create more than one topic for your sales/trades per week. Re-use your thread by editing the first post if you have additions or deletions to your list within one week.

3. *What should I do if I have a problem with a specific user?*

Do's:

- Communicate directly with the user in the Private Message system.
- If he has made an off-topic post in your thread, request in PM that he edit it.
- Debate and express opinions, don't flame, belittle or be simply confrontational.
- Contact a moderator if you feel you need assistance with a specific user.

Don'ts:

- Don't start, or reply to a flame or a personal attack in a public thread. Reply via PM.
- Don't violate rules just because "he did it first."
- Don't keep rip-offs to yourself! If you feel you've been ripped off, and you are unable to make amends, notify a moderator.
- Don't post "bad user" threads on your own. Contact a moderator for authorization.

4. *What does it take to get banned from NA?*

Welcome! Please Introduce Yourself

If you're new to Nintendo(AGE), please talk yourself here!

Auction & Spotlight

Post items of interest for sale, Buy or an

Collector's Corner

An area for NES collectors to converge and

Buy, Sell, & Trade

Post your FS, WTB, and

Gamer's Gauntlet

Gaming, gaming, and more gaming!

Price Check

Don't know what it's worth? We're here to

Finders Keepers

Need to gloat about that fantastic \$1 deal? Post it here!

The Brewery

Homebrews, NES Dev, tech-talk, and anything we never understand!

What will get you banned:

- Ripping off a NA member, without making amends.
- Repeated and flagrant violation of any or all "Don't" entries above
- Making alias user accounts
- Impersonating another user, moderator, or admin
- Repeated and flagrant violation of warnings issued by moderators

What will get you warned by a moderator:

- Violation of most "Don't" entries above
- General poor conduct, including nonsense posts, or a lot of non-Nintendo posts.

5. *Who can I contact if I have a question about any of this?*

Your administrators:

- Dain
- NationalGameDepot
- Dangevin

Your moderators:

- antofarabia
- Battymo
- Braveheart69
- burdger
- Dr. Morbis
- Jumpman Jr.
- mewwithoutyou52

FAMICOM GEMS

> JOSEPH FREUND *neshherbalist*

Since not much is really mentioned about the Family Computer or its games, from now on I would like to dedicate my monthly offering to these Japanese counterparts of our favorite 8-bit system. Released in 1983, the Family Computer, affectionately known as the Famicom or just plain FC, is the predecessor which gave birth to the NES system we all know and love. The Famicom, combined with the Famicom Disk System, or FDS, had a release of about 1300 games, of which only around half ended up being released in English speaking nations. This leaves us with a whole pile of games we never got the benefit of owning! It is my goal to weed through these games and present you each month with a long-lost gem or two you may not have otherwise decided to play. Now, on with the show!

Background

For my first Famicom review I have chosen the game "Mitsume Ga Tooru", a fun platformer published by Tomy in 1992. "Mitsume Ga Tooru", which is referred to as "Three-Eyed One" in English releases, is based on an anime and manga of the same title by the famous writer Osamu Tezuka. In this series, there is an ancient race of "Three-Eyed Ones" who have a third eye on their forehead. (No their third-eye isn't their brown-eye, pervert!) Apparently this extra ocular appendage grants them magical powers. As a result, this super-race of humans are responsible for great feats, such as the construction of the pyramids.

Like any person with too much power at their disposal, the Three-Eyed ones are control freaks, and seem to be bent on world domination. In the game you control *Hosuke Sharaku*, the main character of the manga, and a Three-Eyed wonder boy. To control his craziness, a bandage was placed over his third eye, sealing away his powers and allowing him to act like a normal person. All of this changes, of course, when Hosuke's evil nem-

esis, another Three-Eyed freak, kidnaps his sister. Hosuke's bandage is removed, enabling his great powers to flow freely as he sets out to track down and rescue his sister.

Gameplay

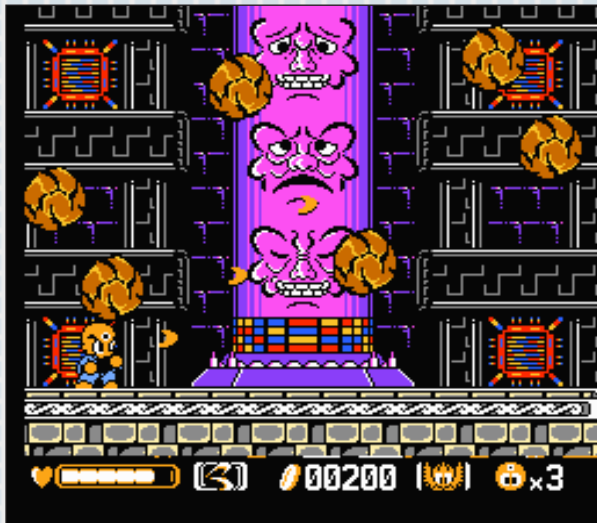
To rescue your sister you have to fight your way through five levels, each guarded by a boss, before the final showdown with your nemesis. Your main method of attacking is shooting projectiles from your third-eye, but you can also use your magical spear, *Red Condor*. In addition to its use as a weapon, the Red Condor can be jumped upon and used as a trampoline of sorts to access out-of-reach areas, or clear big gaps with ease. Sometimes your spear can also come in handy to make a perch for dealing with certain bosses. After you kill enemies, coins pop out and bounce along towards you. The one part of this game that I seem to have the most fun with is bumping up the value of coins. As the coin is bouncing towards you it can be shot, which makes it additionally bounce vertically. Shoot the coin enough times and its value will double, and if you are quick enough you can get in enough shots to double its value again before it disappears. I always seem to find myself trying to juggle coins, not allowing them to ever hit the ground, and double-boosting their value. After you've amassed a stockpile of coins they can be used to purchase different power-ups, such as new weapons, health, and 1-ups. There are a total of four different projectiles you can fire out of your head, each fairing better under certain circumstances, which lends a fun element to the game. Each of the five levels is of progressive difficulty, and they are designed well. Navigating certain elements of the stage can be more challenging than fighting enemies at times. The game itself handles smoothly and I have no complaints about the gameplay.

Difficulty

This game has two difficulty modes: easy and normal. In easy mode you start off with a few items you wouldn't in normal mode, such as your "super cake", which sends out a bird to rescue you after falling in a



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> *famicom gems, cont.*

pit, and your magical spear. In addition to these little perks, enemies in easy mode also take fewer hits to defeat than their normal mode counterparts. Regardless of which mode you choose, this will not be the hardest NES/Famicom game you have played, but should have enough challenge to keep you interested. I feel this title has the right amount of difficulty where a gamer of any skill level can sit down and enjoy it.

Graphics

The graphics in this game are pretty good, with a nice cartoon feel to them. Seeing as it is a game based on a manga, this seems to be a fitting touch. The backgrounds and level elements are well constructed, with many bright colors and moving scenery. All of the characters are animated well, without choppy movements or another common cheap trick: changing a color on a sprite to signify a different enemy. The bosses of each stage are big and well done. After defeating each boss there is a cool picture of Hosuke killing the boss, which always looks pretty funny. While not some of the best graphics possible for the Famicom, they are of a high enough quality to not detract from the game overall.

Audio

I think all of the sound effects in this game are done well, and the music in each stage is also very good. The noise the final boss makes when you defeat him is pretty cool I thought, and the explosions also sound good. One low point is that music is reused in certain stages, for example area 1-1 and 2-1 share the same music, as well as the boss fights and level ending sequences. Some of the music, most noticeably from areas 1-2 and 5-1, actually had me bobbing my head along.

Replay Value

This game has a high replay value to me because of its average difficulty. The fact you can sit down and make good progress every time you play keeps you interested, and won't lead to frustration which can make you want to quit playing. I find myself replaying games like 'Rescue Rangers', which I can always conquer, more then I replay a game like

"Silver Surfer" which I always do lousy at and get pissed off. The fact that there are two difficulty settings also gives you additional reason to sit down and plug through it again. After your comfortable breezing through on easy mode you can test your skills out on the normal setting. If this still does not provide enough challenge, you can also try limiting the number of power-ups you use as you play. I played through this game many times on both settings during the course of writing this, and I still wouldn't say I'm "sick" of it. It's not one of those games like "Teenage Mutant Ninja Turtles" where after I beat it once, I'm happy to never play it again.

Foreign Factor:

Little boy shooting energy out of his third-eye to defeat evil puppets, giant plant-like creatures with tentacles, and crabs that shoot fire? I would say this game packs in enough zany Japanese flavor to not disappoint those who are looking for something a little silly. The fact it's based on an anime and manga gives it a bonus in this category as well.

Summation:

I want to shy away from assigning a numerical value to a game to represent its quality, so I will give my final verdict as a thumbs up, or a thumbs down, as an homage to George & Rob from "Nintendo Power", followed by my explanation. As I'm sure is obvious if you read this far, I will definitely give this game a big Thumbs Up. Despite its being in Japanese, the text of the game isn't vital to your understanding and enjoyment of this title. The only dialogue there is comes after you defeat a boss, and it just says something dumb like "You beat this boss, on to the next!" If this seems to matter to you there is an ips translation patch floating around the net. The only thing I can really think to complain about is the fact it may be a bit too easy for certain gamers. Aside from this, I feel this is one of those fun little games anybody can sit down and play through without wanting to break their controller in half. I would recommend you give this game a shot and see if you like it, chances are you will if you enjoy platforming action games. Now go kick some three-eyed ass!

THE CHASE VS. THE CATCH

> *SJOERD RUTTEN* *xtingthed*

For this month's episode I'm taking you outside the well known library of NES games and bring you on a chase after one of my favorite N64 games: Conker's Bad Fur Day. This title is sought after for three main reasons, it came out near the end of the N64-era with a lower production run making it relatively rare, it is a 18+ game which only saw advertisement in late night commercials and didn't sell too well (which also adds to its rarity) and last but not least, it's said to be one of the best 3-D platformers on the system!

Join me on my search for this N64 "rarity" and find out whether the catch is worth the chase!

The Chase

The days when the N64 and PS1 were fighting over world domination were the days I was a hardcore pc-gamer. I hadn't actually played on either of the two consoles from the mid-90s until I bought them last year, so I was a total rookie concerning the N64 library.

After buying a few lots of N64 games and filtering out the ones I liked, I had quite a few of the N64's best games including both Zeldas, Mario 64, Goldeneye, and the Banjos, among others. But after viewing online reviews and top 10's I kept hearing about this game called Conker's Bad Fur Day. The game drew my attention because of the funny background story and (what seemed like) great gameplay. One and one makes two, and my goal was set! I wanted to have Conker's Bad Fur Day, complete, of course :)

At that time I was unaware of its rarity and cult-status, so I started my search low-profile on some auction sites. All I got were "looking for" posts instead of selling, guess more people want this game huh? In roughly two months of having CBFDF on my radar I saw it posted twice, both cart-only's for double the market value. Guess I was gonna have to ditch out some serious cash if I wanted this title, or just keep hoping on a lucky find.



Another three months went by without an affordable copy popping up, and the only one that was cheap was already sold when I contacted the seller.

So after roughly a half year I was still not playing CBFDF, which meant I could do two things: forget about it or just buy it for top dollar. I chose the latter option, made an appointment with a nearby reseller and drove to his house on a Saturday night to get my CBFDF. You'd think that after all that time I'd go home and finally play the game, but I planned on going out with friends that night so Conker would have to wait till Sunday.

That Sunday I went to a flea market early in the morning, like I do every Sunday. There I found the stand of a reseller I recognised and I went over to make a chat with him while browsing his games. You know where this is going right? My jaw dropped when I saw CBFDF laying there for a measly 5 euros, while I paid 50 the day before. Later that night I started playing CBFDF with a bad taste in my mouth!

Conclusion: 4! Overpaying for a game sucks, but it stings even more when you get it rubbed in your face!

The Catch

So there I was, the guy with two copies of the game he badly wanted. Should I be twice as happy or did I just spend too much money on two bad games? It was time to put it to the test so I popped Conker in my N64. So far so good. The first thing that I noticed was the graphical quality of the game, which is pretty amazing, with



probably some of the highest quality visuals in any N64 game. The other aspect of the opening movie that immediately grabbed my attention was the great voice-acting, which is also a very rare feature for a N64 title.

After a pretty long intro you finally get to play as the rude, foul-mouthed but funny-as-hell squirrel Conker. The hero that you control has taken a wrong turn in a drunken haze and needs you to guide him back home to his girlfriend. The different zones that you explore are filled with puzzles, action sequences and funny, very funny dialogue. The controls are really spot-on, Conker moves really smoothly and there is no delay or strange button layout. You've got a basic jump, hover and attack move that you can combine with absurd context-sensitive special moves such as throwing toilet paper and giving beer to a scarecrow. The game is a big parody on popular culture and has a lot of references to movies, games and music. Any game or movie fan will recognize dozens of puns, characters and events from their favorite titles.

Over all the game looks great, plays great and is incredibly funny. The minimum of item-collecting in the game hurts the replay value a bit, but the humor and optional side quests make you want to come back for more :)

Conclusion: 8.5! It costs a pretty penny, but you're taking pure platforming gold into your home with this title.

CONKER'S BAD FUR DAY





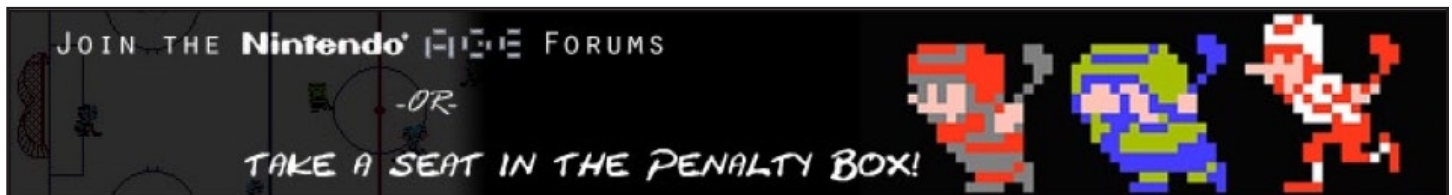
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3-D World Runner	4	+1	Baseball Simulator 1.000	5	0	Bugs Bunny B'day Blowout	4	-1
10 Yard Fight	3	0	Baseball Stars	9	0	Bugs Bunny Crazy Castle	7	0
720	4	+1	Baseball Stars 2	13	0	Bump 'N Jump	4	0
1942	8	+1	Bases Loaded	3	0	Burai Fighter	4	-3
1943	7	0	Bases Loaded 2	3	0	Burgertime	9	+2
8 Eyes	4	0	Bases Loaded 3	3	0	Cabal	6	+1
Abadox	4	+1	Bases Loaded 4	9	-2	Caesar's Palace	5	+1
Action 52	50	+1	Batman	4	0	California Games	8	+2
AD&D Dragonstrike	11	+2	Batman Return of the Joker	9	0	Caltron 6 in 1	245	0
AD&D Heroes of the Lance	5	+1	Batman Returns	5	0	Captain America	7	-0
AD&D Hillsfar	23	+1	Battle Chess	5	+2	Captain Comic	7	+2
AD&D Pool of Radiance	10	0	Battle of Olympus	5	0	Captain Planet	7	+1
Addams Family	6	-1	Battleship	7	0	Captain Skyhawk	3	+1
Adventure Island	10	+2	Battletank	4	+1	Casino Kid	3	0
Adventure Island 2	12	0	Battletoads	10	+1	Casino Kid 2	20	-5
Adventure Island 3	19	+1	Battletoads & Double Dragon	18	0	Castelian	5	0
After Burner	3	-1	Bayou Billy	3	0	Castle of Deceit	34	-11
Air Fortress	4	+1	Bee 52	8	-1	Castle of Dragon	6	+2
Airwolf	3	0	Beetlejuice	11	+5	Castlequest	5	0
Al Unser Jr's Turbo Racing	4	+2	Best of the Best	7	+1	Castlevania	9	-1
Alfred Chicken	13	0	Bible Adventures	7	0	Castlevania 2	6	0
Alien 3	8	0	Bible Buffet	22	0	Castlevania 3	10	0
Alien Syndrome	3	0	Big Bird's Hide & Speek	3	0	Caveman Games	6	-1
All Pro Basketball	3	+1	Big Foot	4	0	Challenge of the Dragon	39	+5
Alpha Mission	3	0	Big Nose Freaks Out	17	-8	Championship Bowling	3	-0
Amagon	4	+1	Big Nose Freaks Out (Aladdin)	14	+2	Championship Pool	7	+1
American Gladiators	5	-1	Big Nose the Caveman	8	-2	Cheetahmen 2	500	-160
Anticipation	3	0	Bill & Ted's Excellent Adventure	5	+1	Chessmaster	4	+1
Arch Rivals	4	+1	Bill Elliot's NASCAR Challenge	4	0	Chiller	26	0
Archon	5	0	Bionic Commando	6	0	Chip N' Dale Resc. Rangers	7	-0
Arkanoid	10	0	Black Bass	7	+2	Chip N' Dale Resc. Rangers 2	29	-3
Arkista's Ring	8	+2	Blackjack	20	-3	Chubby Cherub	10	-2
Astyanax	3	0	Blades of Steel	6	+2	Circus Caper	3	0
Athena	4	0	Blaster Master	4	0	City Connection	4	0
Athletic World	6	+1	Blue Marlin	9	0	Clash at Demonhead	4	+1
Attack of the Killer Tomatoes	8	0	Blues Brothers	13	+3	Classic Concentration	7	0
Baby Boomer	21	0	Bo Jackson Baseball	4	+1	Cliffhanger	9	-6
Back to the Future	3	0	Bomberman	9	0	Clu Clu Land	4	0
Back to the Future 2 & 3	5	0	Bomberman 2	22	0	Cobra Command	4	+1
Bad Dudes	3	-1	Bonk's Adventure	50	-12	Cobra Triangle	4	+1
Bad News Baseball	6	0	Boulder Dash	7	0	Codename: Viper	5	+1
Bad Street Brawler	3	0	Boy and His Blob, A	4	0	Color A Dinosaur	11	-2
Balloon Fight	6	0	Break Time	16	+11	Commando	3	-1
Bandit Kings of Ancient China	23	-2	Breakthru	5	+2	Conan	14	0
Barbie	5	-1	Bubble Bath Babes	520	+65	Conflict	9	-1
Bard's Tale	7	-1	Bubble Bobble	14	-1	Conquest of Crystal Palace	4	0
Base Wars	5	0	Bubble Bobble 2	105	+14	Contra	15	-1
Baseball	3	0	Bucky O'Hare	12	-2	Contra Force	27	-3



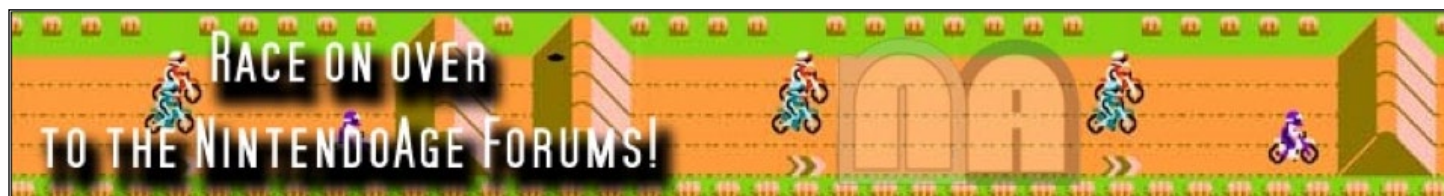
Cool World	8	-1	Dragon Warrior 2	18	0	Gauntlet (unlicensed)	4	+1
Cowboy Kid	22	0	Dragon Warrior 3	26	-2	Gauntlet 2	4	+1
Crash a/t Boys St. Challenge	10	+1	Dragon Warrior 4	38	0	Gemfire	19	-1
Crash Dummies, Incredible	5	-1	Dragon's Lair	6	0	Genghis Kahn	9	+1
Crystal Mines	19	-4	Duck Hunt	8	+4	George Foreman KO Boxing	3	+1
Crystalis	7	0	Duck Tales	8	0	Ghost Lion	13	+3
Cyberball	4	+1	Duck Tales 2	30	0	Ghostbusters	5	0
Cybernoid	4	0	Dudes with Attitude	5	+1	Ghostbusters 2	7	+2
Dance Aerobics	5	-1	Dungeon Magic	4	+1	Ghosts 'N Goblins	5	-1
Danny Sullivan's Indy Heat	8	-2	Dusty Diamond's All Star Softball	24	0	Ghoul School	6	-1
Darkman	4	0	Dyno Warz	3	+1	Gilligan's Island	8	+1
Darkwing Duck	9	+1	Elevator Action	5	0	Goal!	3	0
Dash Galaxy	4	+1	Eliminator Boat Duel	5	0	Goal! 2	7	-1
DayDreamin' Davey	4	-1	Empire Strikes Back	10	0	Godzilla	4	0
Days of Thunder	3	0	Everet/Lendel Top Player's Tennis	3	+1	Godzilla 2	22	-1
Deadly Towers	3	0	Excitebike	8	+2	Gold Medal Challenge	7	0
Death Race	12	-2	Exodus	7	-1	Golf	3	-1
Deathbots	7	0	F-117a Stealth	5	0	Golf Challenge Pebble Beach	4	+2



Defender 2	4	0	F-15 City War	5	0	Golf Grand Slam	5	+2
Defender of the Crown	4	0	F-15 Strike Eagle	3	0	Golgo 13: Top Secret Episode	3	-0
Defenders of Dynatron City	5	-1	Family Feud	13	+2	Goonies 2	4	0
Déjà Vu	5	0	Fantastic Adv. Dizzy (Aladdin)	10	+1	Gotcha!	3	-1
Demon Sword	3	0	Fantastic Adventures of Dizzy	6	0	Gradius	4	0
Desert Commander	3	-1	Fantasy Zone	8	+1	Great Waldo Search	10	+1
Destination Earthstar	3	+1	Faria	16	0	Greg Norman's Golf Power	4	-0
Destiny of an Emperor	9	0	Faxanadu	4	0	Gremlins 2	4	0
Dick Tracy	3	0	Felix the Cat	10	-1	Guardian Legend	4	0
Die Hard	15	-1	Ferrari Grand Prix	4	0	Guerilla War	5	-1
Dig Dug 2	4	0	Fester's Quest	3	0	Gumshoe	5	0
Digger T. Rock	5	0	Final Fantasy	11	-2	Gun Nac	19	-0
Dino Riki	4	+1	Fire and Ice	28	0	Gunsmoke	8	+1
Dirty Harry	4	-1	Fire Hawk	5	-2	Gyromite	4	+2
Disney Adv. Magic Kingdom	4	0	Fisher Price Firehouse Rescue	8	+2	Gyruss	3	0
Dizzy: Adventurer (Aladdin)	19	-1	Fisher Price I Can Remember	4	+1	Harlem Globetrotters	4	0
Donkey Kong	11	-1	Fisher Price Perfect Fit	4	-1	Hatris	8	-3
Donkey Kong 3	8	0	Fist of the North Star	6	-1	Heavy Barrel	5	0
Donkey Kong Classics	10	+1	Flight of the Intruder	5	0	Heavy Shreddin'	4	0
Donkey Kong Jr.	9	0	Flintstones	8	+1	High Speed	6	+1
Donkey Kong Jr. Math	12	0	Flintstones 2 Surprise Dino Peak	147	-16	Hogan's Alley	8	+3
Double Dare	7	0	Flying Dragon	3	0	Hollywood Squares	4	-0
Double Dragon	7	0	Flying Warriors	4	+1	Home Alone	4	0
Double Dragon 2	6	0	Formula One: Built to Win	10	+2	Home Alone 2	3	0
Double Dragon 3	9	0	Frankenstein	7	-1	Hook	4	0
Double Dribble	3	-1	Freedom Force	6	+1	Hoops	3	+1
Double Strike	6	0	Friday the 13th	5	0	Hot Slots	600	-150
Dr. Chaos	4	+1	Fun House	5	0	Hudson Hawk	3	0
Dr. Jekyll & Mr. Hyde	3	-1	G.I. Joe: Real American Hero	13	-2	Hunt for Red October	3	+1
Dr. Mario	6	0	G.I. Joe: Atlantis Factor	11	-1	Hydlide	3	+1
Dracula	9	+1	Galactic Crusader	12	0	Ice Climber	7	0
Dragon Fighter	19	0	Galaga	7	+1	Ice Hockey	3	-0
Dragon Power	4	+1	Galaxy 5000	10	0	Ikari Warriors	4	0
Dragon Spirit	4	+1	Gargoyle's Quest 2	8	-1	Ikari Warriors 2	4	0
Dragon Warrior	4	0	Gauntlet (licensed)	4	0	Ikari Warriors 3	7	+1



Platoon	3	0	RoadBlasters	3	+1	Smash TV	4	+1
Play Action Football	3	+1	Robin Hood: Prince of Thieves	4	0	Snake Rattle 'N Roll	5	0
Popeye	6	-1	Robocop	3	0	Snake's Revenge	8	-1
POW	3	-1	Robocop 2	5	0	Snoopy's Silly Sports	5	0
Power Blade	—	—	Robocop 3	—	—	Snow Brothers	—	—
Power Blade 2	26	+2	Robodemons	19	+2	Soccer	5	+1
Power Punch 2	8	0	RoboWarrior	3	0	Solar Jetman	4	0
P'radikus Conflict	9	-6	Rock N' Ball	3	+1	Solitaire	18	0
Predator	3	0	Rocket Ranger	3	0	Solomon's Key	6	0
Prince of Persia	—	—	Rocketeer	—	—	Solstice	—	—
Princess Tomato	16	-6	Rockin' Kats	11	-2	Space Shuttle	5	0
Pro Sport Hockey	13	+4	Rocky and Bullwinkle	7	+1	Spelunker	5	+1
Pro Wrestling	3	0	Roger Clemens Baseball	3	0	Spider-Man: Sinister Six	6	-1
Pugsley's Scavenger Hunt	9	0	Rollerball	4	0	Spiritual Warfare	9	+1
Punch-Out!!	—	—	Rollerblade Racer	—	—	Spot	—	—
Punisher	6	0	Rollergames	3	0	Spy Hunter	4	0
Puss 'N Boots	4	-1	Rolling Thunder	3	0	Spy vs. Spy	5	0
Puzzle	8	0	Romance o/t Three Kingdoms	7	-2	Spoon	12	0



Puzznic	7	+1	Romance o/t Three Kingdoms 2	19	+1	Stack Up	24	+3
Pyramid	—	—	Roundball	—	—	Stadium Events	—	—
Q*Bert	5	-1	Rush N' Attack	4	+1	Stanley	7	0
Qix	11	-1	Rygar	5	-1	Star Force	4	0
Quattro Adventure	5	-1	SCAT	7	0	Star Soldier	3	+1
Quattro Adventure (Aladdin)	12	+1	Secret Scout	100	+30	Star Trek: 25th Anniversary	6	+1
Quattro Arcade	—	—	Section Z	—	—	Star Trek: Next Generation	—	—
Quattro Sports	4	-1	Seicross	3	0	Star Voyager	3	0
Quattro Sports (Aladdin)	11	+2	Sesame Street 1-2-3	4	+1	Star Wars	7	-3
R.B.I. Baseball (Licensed)	8	+2	Sesame Street 1-2-3/A-B-C	6	+1	Starship Hector	4	+1
R.B.I. Baseball (Unlicensed)	11	+3	Sesame Street A-B-C	4	+1	StarTropics	4	0
R.B.I. Baseball 2	—	—	Sesame Street Countdown	—	—	Stealth	—	—
R.B.I. Baseball 3	5	0	Shadow of the Ninja	7	-1	Stinger	4	0
R.C. Pro-Am Racing	4	0	Shadowgate	4	0	Street Cop	9	+1
R.C. Pro-Am Racing 2	25	0	Shatterhand	5	+1	Street Fighter 2010	4	0
Race America, Alex DeMeo's	10	-1	Shingen the Ruler	4	-1	Strider	4	+1
Racket Attack	—	—	Shinobi	—	—	Stunt Kids	—	—
Rad Gravity	4	0	Shockwave	4	-1	Sunday Funday	38	0
Rad Racer	3	-1	Shooting Range	9	-2	Super C	11	-1
Rad Racer 2	6	+2	Short Order/Eggsplode	7	0	Super Cars	11	+1
Rad Racket	19	+2	Side Pocket	4	0	Super Dodge Ball	12	-2
Raid 2020	—	—	Silent Assault	—	—	Super Glove Ball	—	—
Raid on Bungeling Bay	5	+3	Silent Service	5	+3	Super Mario Brothers	8	+2
Rainbow Islands	18	-1	Silk Worm	5	+1	Super Mario Brothers 2	11	0
Rally Bike	5	0	Silver Surfer	6	-1	Super Mario Brothers 3	10	-1
Rambo	4	0	Simpsons: Bart vs. The World	5	+1	Super Mario/Duck Hunt	6	-2
Rampage	—	—	Simpsons: Radioactive Man	—	—	Super Mario/D. Hunt/WCTM	—	—
Rampart	6	+1	Simpsons: Space Mutants	6	0	Super Pitfall	5	-2
Remote Control, MTV's	3	-1	Skate or Die	3	0	Super Spike V'Ball	4	0
Ren and Stimpy: Buckaroos	9	+1	Skate or Die 2	4	0	Super Spike V'Ball/W. Cup	5	0
Renegade	4	0	Ski or Die	3	0	Super Sprint	4	0
Rescue: Embassy Mission	—	—	Skull and Crossbones	—	—	Super Spy Hunter	—	—
Ring King	4	0	Sky Shark	6	+2	Super Team Games	4	-1
River City Ransom	15	0	Skykid	6	+2	Superman	8	+1
Road Runner	5	0	Slalom	4	+1	Swamp Thing	14	+2



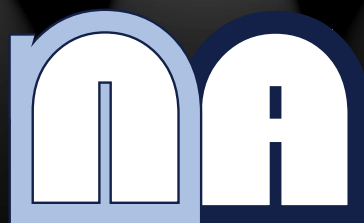
Sword Master	13	+1	Toobin'	7	+1	Wheel of Fortune: Family Edition	4	+1
Swords & Serpents	4	0	Top Gun	3	0	Wheel of Fortune: Junior Edition	3	0
T&C Surf Design	3	-1	Top Gun 2	3	-1	Wheel of Fortune: Vanna White	5	0
T&C Surf Design 2 Thrillas	6	-1	Total Recall	3	0	Where in Time/Carmen San.	5	0
Taboo: The Sixth Sense	—	—	Totally Rad	4	+1	Where's Waldo?	6	+1
Tag Team Wrestling	3	0	Touchdown Fever	4	+1	Who Framed Roger Rabbit?	5	+1
Tagin' Dragon	24	-16	Toxic Crusader	10	0	Whomp 'Em	7	+2
Talespin	6	+1	Track and Field	6	+1	Widget	8	0
Target: Renegade	4	+1	Track and Field 2	3	0	Wild Gunman	9	0
Tecmo Baseball	4	+1	Treasure Master	4	-1	Willow	5	+2
Tecmo Bowl	6	0	Trick Shooting	4	0	Win, Lose or Draw	3	+1
Tecmo Cup Soccer	12	+2	Trog	5	0	Winter Games	4	+1
Tecmo NBA Basketball	4	0	Trojan	3	0	Wizardry	5	+1
Tecmo Super Bowl	12	0	Trolls on Treasure Island	11	-1	Wizardry 2: Knight/Diamonds	11	+2
Tecmo World Wrestling	4	+1	Twin Cobra	4	-2	Wizards & Warriors	4	-0
Teenage Mut. Ninja Turtles	6	+2	Twin Eagle	5	+1	Wizards & Warriors 3	14	+4
Teenage Mut. Ninja Turtles 2	7	0	Ultima: Exodus	4	0	Wolverine	5	0
Teenage Mut. Ninja Turtles 3	13	-1	Ultima: Quest of the Avatar	7	-1	World Champ	7	+2
Teenage Mut. Ninja Turt. TF	27	-3	Ultima: Warriors of Destiny	16	-2	World Class Track Meet	6	+3
Tennis	4	+1	Ultimate Air Combat	8	+2	World Cup Soccer	3	-0
Terminator	6	-2	Ultimate Basketball	3	+1	World Games	4	0
Terminator 2: Judgement Day	4	0	Ultimate League Soccer	12	+1	Wrath of the Black Manta	4	+1
Terra Cresta	6	-1	Ultimate Stuntman	8	+3	Wrecking Crew	6	+1
Tetris (Nintendo licensed)	6	-1	Uncharted Waters	13	+1	WURM	4	0
Tetris (Fengen unlicensed)	24	-2	Uninvited	15	-3	WWF King of the Ring	9	+1
Tetris 2	6	-1	Untouchables	6	0	WWF Steel Cage	6	+1
Three Stooges	4	0	Urban Champion	6	+2	WWF Wrestlemania	4	+1
Thunder and Lightning	9	0	Vegas Dream	3	0	WWF Wrestlemania Chall.	4	+1
Thunderbirds	3	0	Venice Beach Volleyball	5	+1	Xenophobe	4	+1
Thundercade	—	—	Vice: Project Doom	4	+1	Xevious	3	-0
Tiger Heli	3	-1	Videomation	4	+1	Xexyz	4	0
Tiles of Fate	7	-1	Vindicators	4	0	X-Men	5	+1
Time Lord	4	+1	Volleyball	3	-1	Yo! Noid	6	+1
Times of Lore	11	-1	Wacky Races	16	-2	Yoshi	7	+2
Tiny Toon Adventures	—	—	Wall Street Kid	4	+1	Yoshi's Cookie	5	-1
Tiny Toon Adventures 2	8	+1	Wally Bear and the No! Gang	15	+1	Young Indiana Jones	11	-7
Tiny Toon Cartoon Workshop	7	+1	Wario's Woods	9	-1	Zanac	4	0
To The Earth	4	+1	Wayne Gretzky Hockey	3	0	Zelda 2: The Adv. of Link	8	-1
Toki	6	-1	Wayne's World	18	-2	Zen Intergalactic Ninja	7	+1
Tom and Jerry	—	—	WCW: World Champ. Wrestling	4	0	Zoda's Revenge StarTropics 2	—	—
Tom Sawyer	4	0	Werewolf	4	+1	Zombie Nation	21	-2
Tombs and Treasure	8	+1	Wheel of Fortune	4	+1			



Don't do it!

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





Member Spotlight: ROTH

[Name:] Rob Bryant.

[Age:] 32.

[Location:] Danville, Illinois.

[Occupation:] Home wrecker ... err ... maker. House husband. I dunno.

[You've been in the scene a long time, right? You came around in 2004?] Yeah, somewhere around then I think. I mainly posted at a place called NES Files, and just started roaming around the net looking for other NES people online.

[What did you think of NintendoAGE when you first found it? It was pretty small back then, eh?] Actually, I was amazed at it. I remember seeing somewhere on another forum that Dain had been working on a site for a couple of years, I believe. When I saw the database thing, I was totally blown away! Very nice work indeed. Yeah, it was pretty small, I think I may have been about... umm... the 15th member or so?

[Okay, let's move on to your collection. Do you collect everything from the NES library, or only games you play?] I collect everything, but I have my limits. There is no way I could afford to shuck out big bucks for some of these games. At least all the really good ones seem to be affordable.

[So how many games are you up to, NES-wise?] I believe my collection is around 475 game carts. I only have about 30 boxes and maybe 100 manuals.

[And your favorite, we can see from your recommendations, is Battletoads?] Yeah, that's recently become a huge hit with me. I've always liked it, but I started playing it some more recently, and it has me absolutely hooked! My friend and I are working on playing through the whole game on two players, and we've made it up to the inferno level so far, so that's pretty awesome!

[Are there any games that you absolutely despise?] Well, I always try to give games a fair shake. Sometimes, it's really hard to look for stuff that's good in a game. Raid 2020 seems to be pretty ridiculous in my opinion. So, I guess that one.

[You're one of the few homebrewers kicking out new products as of late. Are there any new projects that you'd like people to know about, that you're working on?] Recently I made a small game for the yearly MiniGame Compo in the 4k category, and called it !Clik!. It's nothing stellar, but kinda fun for a bit. My latest project is a survival horror-type game. Avoiding zombies, punching

zombies... you know, good ol' zombie bashing fun. It's title is Elusion of the Dead. I'm not sure how long it will take me to complete it, but I'm hoping not too long.

[Are there any projects coming out from other people that you are looking forward to?] Oh for sure! Zzap has a really good game on the horizon that seems to be pretty fun so far. I've been able to check out some work by Sivak and bunnyboy as well. Both of those projects seem to be wonderfully awesome! Hellraiser is another one that I'm really stoked for. I love all things horror, so yeah, that's high on my "must play" list. There is another project by someone, but I guess I'm supposed to keep my mouth shut about it, but it is definitely something to look forward to :)

[We look forward to what's coming out from everyone. Thanks Rob!]



ROTH's TOP FIVE RECOMMENDATIONS

1. Battletoads, 2. Ninja Gaiden,
3. Ninja Gaiden III, 4. Cabal,
5. Friday the 13th



HAPPY CAMPER DISCOVERED

> **JASON SMITH** *ngd*

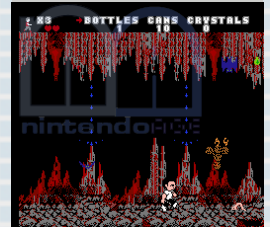
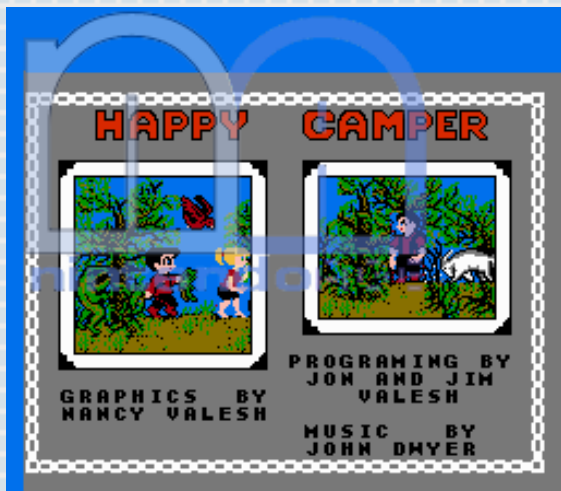
For those of you who don't read the boards regularly, this past month our own Jason "NGD" Smith has uncovered another unreleased, unlicensed prototype game. One of the most exciting things about the ROM is that it's a completely new game (Wisdom Tree was notorious for reusing/repackaging old games with different sprites). While he's still "working" hard at playing the

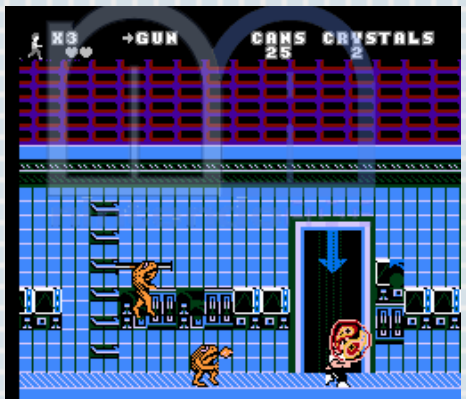
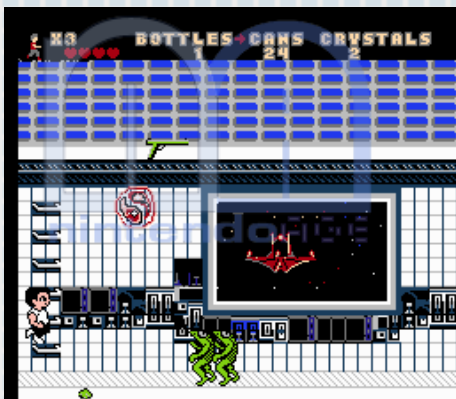
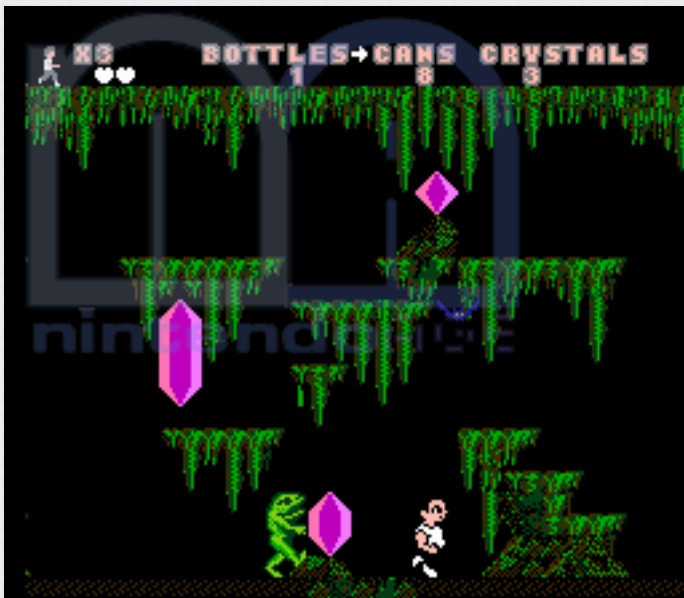
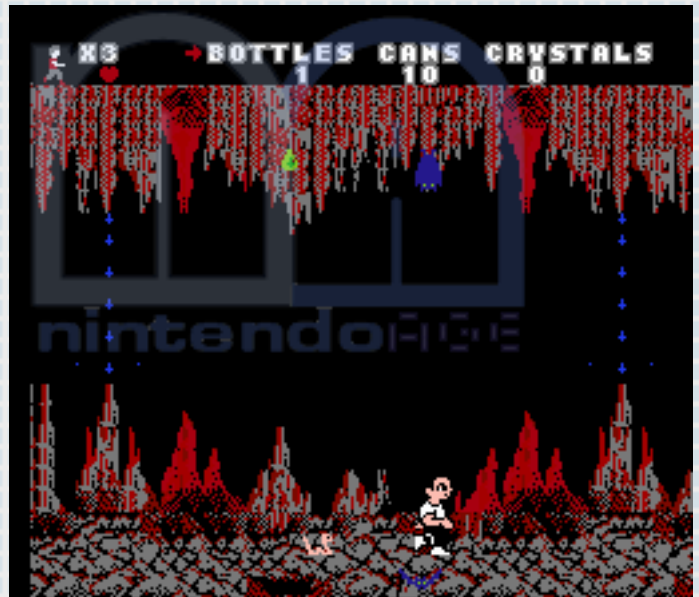
game to see if it's complete, it seems there is a LOT of great substance to this game. Here's a sneak peek that he's been kind enough to share exclusively with the NA community!

"The plan as of right now is to release the game CIB, but I will need the community's help. I will be doing a preorder for the game," Jason commented. While he's as of yet being understandably secretive about the details of the final release, he does promise that there will be premium

pack-ins, and that prepaid, preordering customers will receive a remarkable pack-in bonus that latecomers will not be getting inside their package.

This project promises to be even larger than his prior "Mike Ditka's Big Play Football" effort, and as such will require even more capital. "I have to start saving now...If I don't get enough pre-orders then the game may not be released, for sure won't be in CIB form," the game guru shared. Of course, the NA community won't let that happen, right? Be sure to log in and post your support for this project, and help by answering our thread poll: will you be preordering your CIB copy of Happy Camper?





Faegly the skeleton in OUT THE DOOR, THOR!



Ahhh, sure is good to be the greatest NWC player who ever played a reproduction cartridge! Ha, does anyone dare face me?

FREAKING PUNK

I, Thor, the original NWC champ dare face thee, corpse!

Thor, huh? I always wondered if that was your real name or if they made it up. Is that a chariot of cats? Looks like you mixed up your gods.

Foul bag of bones! It matters Thor, have the sign of the NWC the true champ, the.....

FREAKING SPUNK



Okay, you got me there, but you're old news, buddy. How about this? I wager your NWC that I'll beat you and your cats to Nifelheim.

WHAT A PUNK

I, Thor, and you gold NWC, I haven't bit

accept! Beat me shall receive the Lose, and, well, got that yet!

WHAT JUNK

Ha, foul un first warp to gather points and THEN coins!

dead creature! I to 3-2 in more SMB

TING TING

Pfff, okay, waste your time, but by stomping on the first goomba right under the coin block I to cause a glitch instantly get 50 coins!

Tap Tap

Pooft!

I, Thor, I only challenge cause

know of the glitch of a truly suffering! Watch!

After SMB, I, Thor, speedily beat Rad Racer, BUT, I stop my car more quickly by hitting a tree! I thus move on!

Tap Tap Tap

Pfff, the tree trick? Please, if you run through the tunes 3 times you cause a program restart at location \$8000, instantly stopping your car! Hahahhah!

Tap Tap

I, Thor, know this also, I merely increase the challenge for myself! Now, I get my points in Tetris!

Tap Tap Tap Tap Tap

The old way? You kidding, all you have to do is let the blocks build to the top, press pause quickly right before you die and you can then set your score!

Tap Tap Tap Tap Tap

Which I set to 2,800,001, one point over your record and one point more than you just got! Hahahha, you lose by a single point! Gimmie!

DAMN HIM!

What ever, take the NWC.

You, Thor, don't really seem to care. You okay?

Yeah, never who cares, take it, I, Thor, even owned a stupid NES anyway. See ya.

Pooft!

THE STOPPERS!

The Variants That You *Can't* Have

> **MATT BELLINGHIERE** *mb7241*

It's been a while, NintendoAgers, but I finally have an article to write here. Variants are what I call into question today, but not what many would think, as I do not ask if they (as a whole) should be collected, but I question the ability to find enough copies to satisfy the demand for a few select variants of significant rarity. Some of these have very little (almost to the point of being unnoticeable) difference between the variants, others are a bit more glaring, but any or all of these can potentially prevent a full variant collection from ever being assembled, in essence stopping the collection. In this article, I shall discuss these several variants in further detail.

The first variant I cite as a stopper: the Bubble Bath Babes lipless cart with a zoomed-in label. Bubble Bath Babes is a difficult game to find - R8 in the NintendoAge database, and this title doesn't surface at eBay all that often (of course, when it does, it can get up into the \$400-\$500 range for a loose cart). A single cart with no lip in the plastic at the top of the cartridge and a zoomed-in label has been discovered thanks to our own wasg13. As of this writing, it has not been placed up for sale, but there have been no other verified instances of this variant. It should be noted that Bubble Bath Babes, along with the other two Panesian carts sold in the US (Hot Slots and Peek-a-Boo Poker), were imported from Taiwan (either by Taiwanese agents of Panesian or by mail-order import resellers), as opposed to being made in Japan. Because of this, and because they were pirated in East Asia, very few carts were produced to begin with. Already one known variant collector has written this one out of his "to-get" list (as announced in the discovery thread), but how many more will either commit to try and get it or simply write this out of their "complete" variant set?

The second variant I cite as a stopper: the NTSC Caltron 6-in-1 with the blue back label (not the NTDEC blue label, but a cobalt blue label). Yet another rare game, and



another R8, though this comes up for sale or auction slightly more often than the aforementioned Bubble Bath Babes. Our own antofarabia bought one such instance of this variant from eBay for around \$300 some months ago, along with its original manual and sleeve (which are also variants: the manual is blue and white as opposed to the more commonly seen red and white, and the sleeve has two lines of text instead of just the boldface "Caltron Ind., Inc."). I did some pondering upon the possibilities regarding the origin of this blue back label, and knowing the back labels of the infamous Myriad 6-in-1's were black like the black back labels of the normal Caltron, and the hypothesis I formed is as follows: The Caltron 6-in-1 had to have one small print run at the beginning of its production with a blue back label, blue and white manual, and two lines of text on the sleeve (possibly a test run, possibly a small actual production run) before switching to the black back labels, red and white manual, and a single line of text on the sleeve. Also, the NTSC Caltron is of overseas origins, as well, and it saw limited initial production for similar reasons to those of Bubble Bath Babes and the other Panesians (as I mentioned before). NationalGameDepot once stated that he had seen about a half dozen of these through the years, and as it is an obscure variant of one of the top rarities in the US library, it was previously not widely known or discussed, nor is it in high demand. The blue back label Caltron can therefore be considered the only "sleeper stopper" on this list, as very few actively search for it, and virtually no one talks about it.

The third variant I cite as a stopper is actually a trio of variants. The American "black box" 3-screw carts: Donkey Kong, Donkey Kong Jr., and Gyromite all make the list. These three variants, alongside their respective (and believed to be equally rare) non-hangtab boxes, made headlines last year when NoFriendo discovered and subsequently auctioned off a non-hangtab Donkey Kong Jr. box. At that point, it was hypothesized that such a box implied the direct possibility of a 3-screw Donkey Kong Jr. cart's existence. Somehow, I was the

one fortunate enough to confirm such a cart's existence, as I had bought one some time prior (and simply didn't realize I had something rare until that box came up for auction). I ended up winning the box auction for the then-high price of \$140 plus shipping. In one thread stemming from the discovery of the Donkey Kong Jr. box, similar variants surfaced for Donkey Kong and Gyromite, 3-screw carts with non-hangtab boxes. Since then, about a half dozen or so more of each have been found, except for Gyromite which has only 4 confirmed non-hangtab boxes. Many NES collectors are drawn to black box games, and many variant collectors collect screw variants (5-screw versus 3-screw, see the October 2007 issue of the NintendoAge e-Zine for further detail). That, plus that there have only been a single-digit number of each variant discovered, would imply a significant demand for these variants. It would seemingly follow, therefore, that complete copies of these variants should remain remarkably difficult to obtain, though I would be willing to wager that there are certainly more Donkey Kong, Donkey Kong Jr., and Gyromite 3-screw carts to be obtained. How many more remains to be determined, but these will also prove to be stoppers to quite a few variant collectors, even many that aren't as hardcore as, say, Braveheart99, Dain, NationalGameDepot, or myself.

The fourth (sixth?) variant I cite as a stopper: the American Mega Man 5-screw cart. Mega Man itself is considered to be among the more common NES games, and it is by no means difficult to find (though it is one of the most popular video game series ever, with at least 40 different games in the series). Discovered some time ago by dangevin, this has risen to the top echelon of wanted variants, and for similar reasons to the Donkey Kong, Donkey Kong Jr., and Gyromite 3-screw carts I described earlier. While it was discovered in secrecy (and by that, I mean bought under the radar), the forum thread showcasing it sparked a lively discussion, as some were jealous, some were congratulatory, and most of us were awe-stricken. It was a variant that was considered likely to exist, yet never was brought to light until this past April. Because it is considered to be among the last of the 5-screw releases (it was released



> *the stoppers!, cont.*

almost at the very end of the 5-screw to 3-screw changeover, in December 1987), this may be among the top variants for true overall rarity, and possibly for reasons similar to the blue back label Caltron 6-in-1 mentioned earlier. Unfortunately, there has not yet been a hangtab box found for this one. But as with the black box variants, it is a licensed game, and it is probable that there are more copies out there to be had. The exact number in existence is unknown, but is almost certainly not many, and as a result, this will also prove itself a stopper to many variant collectors, and to hardcore Mega Man series collectors.

The fifth (seventh?) and final variant I cite as a stopper: the infamous Track & Field II 5-screw cart with the newer-style (oval) Seal of Quality. A fairly obvious and blatant factory mismatch, to say the least, this cart was brought to light by dangevin (purchased from fellow user dave2236), in a thread simply titled, "This doesn't exist. (with pics)" To those that have studied variants for any length of time, it indeed should not exist, as the 5-screw to 3-screw transition in late 1987 had already been long gone by the time the newer-style seal was standardized (late 1988-early 1989).

As with the Mega Man 5-screw cart, many of us were awe-stricken, but instead of us being jealous, we were scratching our collective heads over how this was even possible. It was theorized that this was indeed a factory error of sorts, stemming from a misplaced case of 5-screw cart shells that was turned up a year or thereabouts later, after the new seal came about. As for how rare this error-variant is, one must conclude that it would be limited absolutely to the number of 5-screw cart shells in a case (which is an unknown number, probably in double digits). This variant is a stopper by definition, as it is believed to be an extremely-limited factory anomaly.

While much of the rarity talk surrounding these variants is merely speculation and conjecture, it does stand to reason that these variants truly are few and far between. These stoppers can be thought of as the variants opposite of those unconfirmed but thought to exist: they exist, but in very limited numbers. These are the variants that some collectors deny their status as variants (whether for their hefty price tag, for their lack of availability, or their lack of knowledge of these variants), but other collectors might rightly bite the bullet and pay whatever hefty price might be asked to

obtain them. By no means am I implying that a collector should post a bounty thread somewhere, stating that they will pay X ridiculous amount of money for one of these (as I know several seem to have indirectly implied that they would pay a sizable sum for, say, the Mega Man 5-screw cart), as that is almost surely the way to spend outside one's limits (see my article in the February 2008 issue of the e-Zine for some details). If one should decide to go after and eventually obtain these few variants I have listed, I absolutely stress the word "patience". Without patience, the seeker of these variants will almost certainly be left without the variant and with a great measure of frustration, and if the seeker should find the variants without patience, he will be left with an empty wallet. But if one is patient, and vigilantly watches forum threads, CTCW listings, and eBay listings, he will (eventually!) end up with at least one of these variants. Patience is a virtue. And from all of us at Nintendoholics Anonymous, enjoy responsibly.

[Note: The author of this article is purely unrelated to the 1up.com group Nintendoholics Anonymous.]



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