

N I N T E N D O A G E E - M A G A Z I N E

VOL. 8 No. 1

SPRING 2015

FREE

FERRIS SEZ

Welcome to the E-zine!

The NA E-zine was started back in 2008, did you know that? Over the years, it's undergone many changes, but like that picture you don't want on the internet, it keeps coming back! Bam, here it is again!

I liked the E-zine. It usually contained info I knew nothing about. It's where I learned about the N64 grey variants in Volume 6, Issue 2, which I keep in my phone to this day for when I'm out game hunting.

Now it's time to give back. We got some great articles for y'all!

- ◆ To the right, you can read about the death of Sonic. Personally, I hope it's long and painful.
- ◆ Slayer wrote a well thought out article about his love for the Wii (Page 6).
- ◆ We have our Issueally Interview with video game composer Alberto Gonzalez (Page 10), thanks to Vectrex.
- ◆ DaJosh's rage against new machines is featured over in Gears Grindin' (Page 12).
- ◆ Regularguygamer gets the award for most heavily edited article (Page 13), with his Homebrew Review of Beat'em and Eat'em!
- ◆ Not only is he the focus of the member spotlight (Page 14), but Ulysses Wolfgang also brought us an updated member directory (Page 15).

Oh, and I may have contributed an article as well. Hopefully, we'll get to do this a couple more times this year, but for now, check out this issue.

- Ferris Bueller

The Loss of a Friend

One day, (June 23, 1991) the world of Mario was shaken as a kid picked up a Genesis with a pack in game called *Sonic the Hedgehog*. Putting his trusty NES aside, with Super Mario 3 in it, he proceeded to hook the system up, place the cart in the slot, and with a flip of a switch, "SEGA" sounded across the screen. After hitting the start button a kid was hooked and had found new love for a character named Sonic. He would spend hours upon hours running, rolling, crashing, and navigating levels to get to the end - to achieve his goal of defeating the evil Dr. Eggman/Robotnik.

More and more great titles showed up, such as Wonderboy & Monster World, Shinobi, and Kid Chameleon, but Sonic was still spinning up the dust. All these titles were amazing, but the kid always looked forward to the next Sonic game. Soon Sonic 2 came, then Sonic 3. Sonic seemed to have been established as a series that would be great forever.

Unfortunately though in the mid to late 90's, Sonic started to fade out of the picture as Sega started to change focus from consoles to third-party software development. Sure he still has his games like Sonic Unleashed, Sonic Riders, Sonic Heroes, Sonic Boom...Never mind, let's just hope to forget that last one.

What I'm trying to say is, Sonic has become the third wheel to recognizable game characters; he just doesn't get the



love he used to. I mean, just trying to find a Sonic toy is hard. I recently tried to find some Sonic related items for a friend. I searched the aisles of Walmart, Best Buy, Target, Kmart, and Toys-R-Us. If Walmart doesn't have something, there's a problem. Out of all these stores Toys-R-Us was the only store I found to have some Sonic plushies and a few action figures.

In the end, this kid is still waiting for that next Sonic game, that does Sonic justice. Sonic is a warm and fuzzy character that, as of late, has been feeling really blue (pun intended). He was monumental in the industry, and it's true all good things must come to an end, but maybe his reign ended too soon.

Spread the love,
Megamanfan



Screw it!



By: Ferris Bueller

Or

How I finished off my five screw/three screw variant collection.

To be honest, it happened on accident. It's not like it happened over night, but believe you me, the last handful of carts came into my possession through dumb luck, and I guess a little perseverance. Don't get me wrong, I've been actively collecting variants for a few years now, but crossing the finish line only happened because I sent a private message on NintendoAge about a cart that was somewhat related to this subset. Let me start first by telling y'all how it happened, and then I'll take some time talking with some fellow NAers about what exactly constitutes a full set. At the same time, we'll be letting the rest of you know what to look for when you're out hunting, or possibly ruining the last chance to catch a game store "slipping".

I've put the majority of my collection together by purchasing lots. Once upon

a time, they were easy to come across, both on eBay and Craigslist. For those of you just now getting into the hobby, my heart goes out to you. The days of finding hundred-game lots with rares included seems to have passed. But while games were cheap, I was buying in bulk to hopefully offset the cost by selling doubles later. Somewhere in that first year of getting serious about my collection was when I noticed my first variant, a cart with a flat end.

I wish I could remember what it was. If I had to guess, I would probably say Golf (which has many variants, if you start getting into circle vs oval seals, TM vs ®, and identity codes). What I do know is this was my first glimpse into the world of NA. More than likely I started with a simple Google of "Nintendo cart differences", which somehow led me to

the five screw/three screw chart Al Bailey converted from the E-zine article (Volume 1 Issue 2) on the carts' rarity. That thread was my grail, as well as the only thing I looked at on NA, for a long time and would eventually lead to my NA lurking and the hunt for more variants!

I did okay. I snagged a ton of the easier titles just by going through my doubles. Donkey Kong, three screw I found in a lot on eBay, same with my DK Jr. three screw. I finally got involved on NA, and one or two of the slightly harder to find I believe I got in an auction or a trade on here. Until I hit the brick wall with the big ones, the R9s: DK Jr. Math, Star Force, Mike Tyson, and Gotcha!

You may have noticed Gammaray not so recently sold some high-end variants on NA. Or maybe not, because they





went quick and he recycles his thread! But if you're the lucky guy who got those carts, you're welcome. You see, in my hunt for these variants, I ran into another interesting set of carts: the factory refurb and the "error" cart, which we'll discuss in a second. What brought me to Gammaray was a one-of-one cart that he won in Hybrid's auction a couple years back, the three screw Gumshoe. This was a black box cart that supposedly shouldn't have a three screw counterpart. Yet, there it was! It's hard to describe the awe I felt when I first saw a picture of it. It was inspiring! And that's how it happened.

I sent Gammaray a PM.

It was a simple message. "I'm interested in the three screw Gumshoe. Still have it?" His response was one I would accredit to a lot of you old timers these days, "If the price is right, everything is for sale." Then he asked if I had seen his gallery (Yes, NA has galleries for you to host pics of your collection. This site has a lot to offer, start playing around with it!). What I saw made my eyes as big as saucers: every single game I was missing to complete my collection, and then some! After about a week or so thinking about, I made him an offer on what I needed. And I'll be damned if he didn't accept!

My good buddy Kirk (DivingNinja) completed my set with the gift of his Gotcha!, 3 Screw double (that's another story all together). As far as I know, it's the first publicly known, full variant set to exist. I'm not crazy, though. I fully expect Braveheart69 to show us pictures of his completed set from 2001, but for right now, this may be it!

Now, how to make my adventure worthwhile for you, the collector.

WHAT'S IN THE SET?

Ferris Bueller - Alright, so how do you break down the variant set? What's the story on these rarer oddities?

DivingNinja - I put them in three screw(y) categories: legit, maybe legit, and Konami/Ultra. The Legit ones first. Jaws for sure, because I have the box. Donkey Kong Jr. three screw is legit because people have the non-hangtab



box. Three screw Donkey Kong. People have them (non-hangtab boxes for DK). And then Gyromite. Donkey Kong JR

Math you could argue either way. First of all, there's only three carts and you don't know if there's a non-hangtab box. I would consider it a candidate for being legit until proven otherwise based on the back label actually saying Rev A. It's three screw and has the right back label.

Gammaray - DivingNinja is on spot with his statement above. But I believe the three screw Donkey Kong Jr Math carts are most likely refurbished carts.

Dain - I know this is going to make the variant collectors mad, but the breakdown is that if there's one, and you don't have it, you don't have a complete variant set. Welcome to variant collecting!

THE "REFURBS"

Ferris Bueller - What do you think of the so called "Refurb Carts," or what some consider factory mismatches?

DivingNinja - I say if it is a five screw and has a Rev A on the back... it is a factory error where they used extra parts to finish them, or maybe it was something that got sent in for repair? If the factory intended to send it that way, it's legit. But if it was an error, then some people would say you don't need it for the set. Either way, it was not intended to be a five screw cart because it has Rev A on the back, so it shouldn't be in the legit set.

Ferris Bueller - I can agree with that. So you think the box solidifies authenticity?

DivingNinja - I won Rollergames on ebay, it had a box and manual. But I think it was pieced together. The only person who had one for Mega Man was Gammaray, but it had a note that said "no hangtab box likely to exist" for this one. It was either put together or... I don't think there was anything differentiating it. DK Jr, there are non-hangtab boxes and it can be confirmed there was a change in the production run.

GammaRay - That CIB five screw Mega Man was legit (from the factory). It was purchased from it's original owner. I believe the five screw carts such as Mega



*DivingNinja generously gives Ferris Bueller his double three screw Gotcha.
Note Ferris' goofy face, Snatch style!*



Man, Mike Tyson's Punch-Out!!!, and Star Force are legit (factory) as well. These particular games came about around the time of the three screw revision... So it's safe to say a few left the assembly factory with the five screw shells.

Dain - If the box was released with a hangtab, to me that solidifies it as a legitimate five screw release (there are no hangtab boxes released in North America where there's no corresponding five screw cart, that I know of). Just like with the cart shell switchover, there was a box switchover due to retailers complaining about the hangtabs tearing too easily. Factories are not in the business of wasting materials, so it seems more than plausible that when they received new shells, they used up the old ones. I also think that it's likely that some warehouses may have just used a first-in, first-out approach and didn't get around to using up old stock until much later in the lifecycle (explaining for other variants beyond the alleged cutoff date).

SECURITY BITS

Ferris Bueller - Tell me about security bits.

DivingNinja - Security bits were in newer games, because they were there to secure what was previously not secure. Most three screw carts that don't have a five screw copy, have security bits. So there is a transition period, but that's right when they were switching them over (from flat head screws to security bits). Which is why all these Konami/Ultra carts don't make sense. Because they're five screw, but they have the security bit.

Ferris Bueller - So only the old five screw games have the (flat head) screws?

DivingNinja - The five screw that went to three screw have five screw non-security, three screw non-security, and three screw security. I think everything else is the security bits.

Dain - Agreed, except for the Konami/Ultra part (see my next response, which talks about them having their own manufacturing facilities).

KONAMI/ULTRA

Ferris Bueller - What's up with the Konami/Ultra games? You thought they might be for M82's, right?

DivingNinja - Maybe specifically made for stores that had them. There's gotta be a reason there was no caution label. If one had to guess, it's most likely because it wasn't supposed to go to the public, right? So it was either for store use only, or maybe market test carts, I don't know... Could be dealers, could be stores, could be... I once thought maybe that company gave them to employees, you know? I'd like to consider them the original not-for-resale carts for Nintendo!

Ferris Bueller - What do you guys think?

Gammaray - That's a better explanation than I can come up with!

Dain - I was under the impression that Konami/Ultra had their own



manufacturing facilities, similar to IJN. If that's the case, they would have been allowed a lot more leeway in manufacturing that could account for some of these.

5 SCREW STADIUM EVENTS

Just when I thought I was out... they pull me back in! About the time I was wrapping up this article, out comes the five screw Stadium Events. If you didn't sit back and watch the drama unfold, check out that fun filled thread. I reached back out to my variant compadres to see what their thoughts were on this new... thing.

DivingNinja - Five screw Stadium Events: real or fake?

Ferris Bueller - Hahaha, goddammit. I don't even have a three screw! Man, I don't know what to think. I would have to rely on the experts for this one.

DivingNinja - I would put it in the refurb or potentially legit. I couldn't imagine (though) a first run came out five screw, because that five screw label was better than the three screw. Plus, no box.

Gammaray - I believe (only an opinion) someone had a three screw SE with a terrible label and tried to make a new one for obvious reasons. The five screw cart I can believe, but it's that perfectly centered label that make me question it's authenticity. The only sure fired way to tell would be to get it in the hands of an expert!

Dain -When I first started collecting screw variants, Stadium Events was widely considered a likely candidate for having a five screw variant due to the release date being in 1987. That said, it was also considered unlikely that we'd ever find out (anytime soon) whether one existed or not. I do not buy the centered label disapproval theory because I have a Stadium Events that's 100% legit with a centered label, and have seen others as well.

3 SCREW STINGER

It's the article that just keeps going. Within a month or so of the five screw Stadium Events came the three screw Stinger! I've had it on my WTB thread for a while now, along with, as I like to call them, "The Other Hypotheticals," carts like five screw Karnovs or three screw Chubby Cherubs. Sure enough, I managed to get a hold of this cart, too, just so I could give it a good once over. Man, oh, man! What a fun cart! Three screw cart, the screws are flathead, and the back label doesn't have the Rev-A. After writing this thing, this definitely has to be a refurb.

Ferris Bueller - Kirk, I described it to you on the phone. three screw Stinger, what do you think?

DivingNinja - Yes, sir, I think you are spot on with that conclusion. Stinger seems to be another refurb cart for the rare three screw category. It is amazing how every day more and more attention is put on the five and three screw



variants. Hopefully this article can set the boundaries for these new carts that keep showing up and clearly define for people what is needed for what we would call the legitimate five screw/three screw variant set.

Gammaray - Did that Stinger have a stamp on the back label? A few of the refurbished carts I've seen have no number stamped on the back label.

Ferris Bueller - You're talking about the imprint on the upper left? Yeah, it's got a stamp there. No Rev-A though.

Gammaray - I'd have to see it up close, but if I were to take a guess, I'd say NOA refurb, or one just left the factory late in the three screw shell (which means there could be others?).

Ferris Bueller - Well, I hadn't told anyone, but I did have someone on NA offer me a three screw Stinger early last year. I think I offered something like \$150, but they told me they sold it to someone else for a lot more than that. They never sent me pics, though, so I didn't know if it was someone blowing smoke up my ass. That is, unless it was true and someone did get it.

Dain - Stinger is one of those titles (like Stadium Events) that most collectors of this variant set assumed would show up eventually, albeit in tiny numbers. Without seeing it, my guess would be that it's a "transition cart" during the switchover.

Ferris Bueller - Good luck finding one, then! Unless you are NES Gangster, who apparently has two copies. Guys, I appreciate the input and taking the time to help with this article.

"This one should be in a class by itself. You can tell it was repaired at a repair center because of the lack of stamp on the back label, and that shiny new label was kind of crooked."
-Gammaray

So what's to be learned from my experience? Well, like with the rest of life, it helps to be curious. The really rare ones only landed on my shelf because I simply asked a question. Keep that in mind the next time you're thinking about keeping quiet!



Official variant collector secret handshake

WHAT'S WHAT

CATEGORY 1: Legit/Intended

- DK, 3 Screw
- DK, Jr., 3 Screw
- Gyromite, 3 Screw
- Jaws, 5 Screw

CATEGORY 2: Maybe Legit/Not Intended:

- DK, Jr. Math, 3 Screw
- Gotcha!, 5 Screw
- Gumshoe, 3 Screw
- Megaman, 5 Screw
- Mike Tyson's Punch Out!!!, 5 Screw
- RC Pro-Am, 5 Screw
- Star Force, 5 Screw
- Stinger, 3 Screw
- Track and Field II, 5 Screw

CATEGORY 3: Ultra/Konami Series 5 Screws

- Base Wars
- Bayou Billy
- Castlevania III
- Contra
- Jackal
- Kings of the Beach
- Metal Gear
- Q-Bert
- Silent Service
- Roller Games
- Skate or Die
- Ski or Die
- Snake's Revenge
- Super C
- TMNT
- TMNT II
- Where in time is Carmen Sandiego

I think these are not for resale carts back in the day.
-DivingNinja



Why do we hate the Wii?

By: Slaytor



Pessimism: a tendency to stress the negative or unfavorable or to take the gloomiest possible view

THE BEGINNING

When Nintendo began the initial designs of their seventh generation console they knew what they were up against. The short-thinker would say that in order for Nintendo's next console to compete in the upcoming console war, they would have to stop doing their own thing and feed the public a beastly machine with a large hard drive and an enormous gaming network to compete with XBOX Live and what would become PSN. It would have to run in high definition and be powerful enough to compare to high-end gaming PCs. This was all necessary because that's what Microsoft and Sony were bringing. "Hardcore" was not really a word used to describe a type of gamer at the time, but this was everything that the next gen gamer would demand. Nintendo was well aware of what they were facing but as most people know, keeping up with the competition has never been their style. Fortunately, Nintendo were not short-thinkers.

"The consensus was that power isn't everything for a console. Too many powerful consoles can't coexist. It's like having only ferocious dinosaurs. They might fight and hasten their own extinction." -*Shigeru Miyamoto*

Innovation has always been Nintendo's focus, sometimes to a fault (in the case of devices like the Power Glove). For the Super Nintendo, innovation came in the form of the Mode 7 graphic effect and adding buttons to the controller, particularly shoulder buttons. For the N64, they stayed with cartridges, but made the necessary step into 3D and built a new Mario and Zelda game around that concept. The rumble pak also came during this era and the funky controller, with an analog stick.

But then along came the Gamecube. If you think about it, there was really nothing very new and fresh about it. Sure, it was Nintendo's first foray into

the world of optical discs, but that was surely not innovative. The big N finished at a disappointing third place in the sixth generation console wars and they were surely not going to let that happen again. They are just too smart for that.

THE WII REMOTE

When Nintendo revealed the controller for the Wii, it generated an industry and consumer buzz that was missing when the Gamecube was announced. People were talking. People were genuinely interested. Some were skeptical while others were downright angry. Personally, I was ready for a new way to play games, so I was very excited. Many people had and still have zero interest in playing games without a standard controller. This large group of gamers is a big reason why the Wii is generally considered amongst Nintendo's fans as the worst home console they have ever produced. This is what I would like to talk about.

The bottom line, without getting into any specifications, is that the Wii is basically a Gamecube with a gimmick controller. I think most gamers will agree with that. My prediction at the time was that the majority of console shoppers were going to get a 360 or PS3, but not both. I truly believed that about half of those people would also buy a Wii because of its low price. So I figured the Wii was going to sell well. I did not predict that the Wii would become a huge family fad and sell over 100 million units. But I'm not here to talk about sales or the fact that Craigslist is currently being bombarded with Wiis for sale by many of the non-gamers that bought it because people were talking about it at the office or their wives wanted Wii Fit. Does the Wii deserve all of the hate it gets from real gamers? Now that's what I really want to examine.

There is one type of hater that I know I will never be able to get through to and that's the "old schooler." This guy grew up with the Atari VCS or NES. He is accustomed to unforgiving difficulty and very little reward for spending months perfecting a game. B and A are the only buttons any game should ever need but he also has no problems with the Super Nintendo controller. Ninja Gaiden's cut scenes are great but this individual wants nothing to do with modern systems and their full movies between levels. This type of person is more than happy to stay "stuck in the past" and scoffs at the very thought of motion controls. There is no desire to give motion controls a chance and even if they did and found that they work well, it would still seem wrong. These gamers have a closed mind to innovation in control methods and there's nothing wrong with that. They know what they like. There is nothing you can say or do to persuade them to really give the Wii a chance. This article is not for them. However, for everyone else, please allow me to defend the Wii's honor a bit.

First of all, I would like to point out that the Wiimote is no U-Force. This thing works and it works well. I was skeptical about it when I first brought it home but after I got used to it and played some of

the launch titles I was truly impressed with how well the controls work. Bowling on Wii Sports was what provided me with the first sigh of relief. I'm pretty good at bowling and I found that I was able to use the exact same form for Wii Sports Bowling that I use on real bowling lanes and get the expected results! That was huge for me and it made me tingle with excitement when I thought about the potential gaming experiences this control scheme could provide. Now it was time to move onto some real games. I started off with a monkey in a ball.

SUPER MONKEY BALL: BANANA BLITZ

To a new Wii user, this is the perfect game to learn the general control concepts. It doesn't even use the Nunchuk, so without any kind of stick you are completely out of your element and faced with a challenge: master the motion or die. If you have the patience and see this



game through until the end you will have mastered the system's motion controls. At first, I believed that the motion controls were "off" and that is the reason I died so much. Other installments in the series seemed easier to me on the Gamecube with a typical controller. But that was just frustration providing an excuse to heal my ego. After I got good at the game I started to realize that every time I fell out it was because I did not turn the controller to the proper angle; no exceptions. On top of the challenge, Banana Blitz introduced jumping and boss battles to the series, along with extra monkeys to play as with their own attributes. It's a must play for anyone who believes the Wii is only for kids. It has an old school feel with fresh controls and should be played.

EXCITE TRUCK

Racing games and motion controls do not mix. At least, that's what I thought at first. Rocking the Wiimote back and forth to steer just seemed inappropriate until I got the steering wheel accessory that came later with Mario Kart. Now I truly



appreciate how wonderful and underrated Excite Truck is. It's pure arcade racing fun and I love steering with motion. Just like Excitebike before it, you can adjust the pitch of your truck in the air to nail a perfect landing and avoid loss of speed and even get a boost for a solid landing. This is done by tilting the wheel (or just the Wiimote) towards you or away from you and it works perfectly. Even though this game slightly soured my opinion of motion control at launch, I am now glad to say that there's really nothing wrong with it. As a plus, this is one of only two games that support custom soundtracks. If it weren't for the generic cover art that made Excite Truck look like some Hot Wheels game for little boys, it may have been more popular. So what should I try next?

TRAUMA CENTER: SECOND OPINION

Bring a steady hand because Trauma Center takes all the precise motion controls of Super Monkey Ball and adds the Nunchuk, which is used to quickly select instruments. Precision is so important that after removing the Wiimote's wrist strap (that thing should already be in the trash by now) it is best to play this without the rubber grip also. You should also position your hand firmly around the top of the controller with your index finger on the B button and thumb on A. TC: SO is intense

and a ridiculous amount of fun. Now I was sure that motion controls are awesome. All reservations were gone. After playing this I knew, that if done properly, motion controls just plain work. This is another early example of a real game not catered to little girls or “casual” gamers.



I'd like to talk about one final launch game; the one that had me the most concerned about the approaching age of motion control.

Like most people I was concerned about how tiring it would be to flail my arm around every time I want to swing my sword. When I play a Zelda game, I like to play it for many consecutive hours; the last things I want to have to do are quit and take a break due to shoulder and arm fatigue. As it turns out I overestimated how the sword controls would be implemented. I just assumed that it would be a full 1:1 ratio; meaning however you moved your arm, Link's arm would do the exact same thing. But alas, a simple wrist flick is all it took to swing the sword so no there was definitely no endurance issues. I got used to the controls quickly and completed the game and loved it. To this day it is still my second favorite game of all time. However, I must admit that I was conflicted because I couldn't stop thinking about how amazing it would be to actually have 1:1 control. Wii MotionPlus eventually made this possible and Skyward Sword was an unforgettable experience because of it. Raising and swinging the Wiimote and having Link mimic it exactly on screen? How amazing is that? How unfathomable is it? I mean, when we were kids playing the original LoZ would we have ever thought that one day we would be swinging our controller like a sword and Link would

obey? And it's not just the sword; all of Link's weapons and tools are executed very well in Skyward Sword. How Skyward Sword is always so low on most players' "Favorite Zelda" list is a complete mystery to me.

That sums up my general first impressions of the Wii's motion controls and explains why I respect it so much. I have grown to like them more and more since then. Most people who dislike the Wii just don't want motion controls in their life; even if they agree that they are accurate. But for the people who accepted the motion controls but still hate on the Wii, it is usually due to the secondary and final reason that I would like to address.

FAMILY-FRIENDLY CASUAL GAMING AND THE SHOVEL WARE THAT IT BREEDS

Any gamer who wanted to spend their time online repeatedly shooting other players in the head or just wanted to play Madden and other sports games were going to be covered by the XBOX 360 and PS3. RPG fans would surely be getting their fix from the PS3 as well, given the PlayStation's track record. Nintendo's strategy was to get everybody in the family together to play games. Instead of a scary controller with hundreds of buttons they would get to use a controller device that



resembled the TV remote control they were already familiar with. They would then make and encourage developers to make simple software that was easy to get into for the entire family, like the simplistic Wii Sports demonstrates. Can you blame them? This is a business and this was an

untapped demographic in the video game industry. It was a huge success for them. As time went on, gamers felt they were being abandoned and wrote the system off as being only for grandparents and little girls. And I'll tell you why they felt this way. They got pessimistic. They let all the casual games bother them so much that they could no longer care about the games that were “real” games. Great games such as No More Heroes and MadWorld pretty much got ignored because of the bad reputation that the system they were made for had earned. Gamers felt that to every real game like Donkey Kong Country Returns there were ten casual games like Barbie: Groom and Glam Pups or Let's Play Ballerina. Why? Why should we really care about how many bad games are on the system? Just ignore them and focus on the good ones. The NES has a couple of hundred or more bad games and it's still worshipped by Nintendo fans as everything that is right with video games. The Super Nintendo also has games created for casual gamers. It seems that a lot of Nintendo fans that worship the NES and SNES have no problem ignoring garbage like Dirty Harry or Knight Rider and focus on the excellent games like Super Mario Bros. 3, Little Samson, the Mega Mans, Castlevanias, etc. There were Barbie games on the NES too but nobody seems to care. These same gamers will chastise the Wii by pointing at a copy of My Horse and Me on the shelf at Wal-Mart and say “that's why the Wii sucks.”

Besides, who are we to say what games are bad if we have never played them? We've never given them a chance and probably never will (which is completely understandable). For example, consider a game called All Star Cheer Squad. It's a rhythm game that uses the Wii Balance Board. The developers brought in a professional cheer squad choreographer to act as a consultant. It had high production values and they obviously put a lot of effort into making a good game – for girls; girls that are probably into cheerleading or dancing. They were aiming for a niche market here because no core gamer was ever going to go near this thing. I'm not

saying you should go play it, of course. But is it a bad game? We are in no position to judge. There were probably a lot of cheerleaders or cheerleader hopefuls that really liked it and were happy to play a game geared towards them for a change. I have no idea how it sold. It did spawn a sequel; however, how it sold is not my point here. What is my point, exactly? Oh yeah – stop hatin’ and start appreciatin’!

TAKE THE TIME TO GIVE WII A CHANCE!

Let me set the record straight. I am not bashing any systems or saying that the Wii is the best console. I am a Nintendo fan and have love for all of their systems. When I say why do “we” hate the Wii, I mean the general Nintendo lover/gamer. I understand why the collector, who is not really into playing the games, would cringe at the thought of having to buy all the shovel ware for a complete set and will probably never open their arms and let the Wii into their lives. But if you love playing games on Nintendo consoles, I urge you to ignore all of the fitness software and baby doll simulators. Don’t let it get you down. It doesn’t exist to you if it’s not on your shelf or in your system. You would be depriving yourself of some great games if you didn’t give the good ones some attention! A good place to start is something like Super Paper Mario or Kirby’s Epic Yarn. These are two excellent 2D side-scrollers and you don’t have to worry about much motion. Just hold the controller sideways and it’s a similar control scheme to the NES. And for everyone who has said that there is nothing worth playing on the Wii, I will list my suggestions below. This is not every good game, but most of them. All of these would be rated 7/10 to 10/10 (by me, so this is just my opinion) and should not be missed! And it’s not like you have to commit to one or the other. Motion controls are a nice occasional alternative to standard controller play but it’s never going to replace it.



WII GAMES THAT DON'T SUCK

- A Boy and His Blob (a WayForward classic upgrade)
- Another Code: R – A Journey Into Lost Memories
- Arc Rise Fantasia
- Baroque
- Bleach: Shattered Blade
- The Conduit and Conduit 2
- Donkey Kong Country Returns
- Dragon Ball: Revenge of King Piccolo
- Dragon Ball Z: Budokai Tenkaichi 2 & 3
- Dragon Quest Swords: The Masked Queen and the Tower of Mirrors
- Endless Ocean and Endless Ocean: Blue World
- Epic Mickey
- Excite Truck and Excitebots: Trick Racing
- Final Fantasy Crystal Chronicles: The Crystal Bearers and Echoes of Time
- Final Fantasy Fables: Chocobo’s Dungeon
- Fire Emblem: Radiant Dawn
- Fragile Dreams: Farewell Ruins of the Moon
- GoldenEye 007
- Ivy the Kiwi?
- Ju-On: The Grudge
- King of Fighters Collection: The Orochi Saga
- Kirby’s Dream Collection
- Kirby’s Epic Yarn
- Kirby’s Return to Dreamland
- Klonoa
- The Last Story
- The Legend of Spyro: Dawn of the Dragon
- The Legend of Zelda: Twilight Princess and Skyward Sword
- Little King’s Story
- Lost in Shadow
- MadWorld
- Mario Kart Wii
- Mario Party 8 and 9
- Mario Power Tennis
- Mario Sports Mix
- Mario Strikers Charged
- Monster Hunter Tri
- Murumasa: The Demon Blade
- No More Heroes and No More Heroes 2
- Okami
- One Piece: Unlimited Adventure
- OneChanbara: Bikini Zombie Slayers
- Pandora’s Tower
- Phantom Brave: We Meet Again
- Punch-Out!!
- Rhythm Heaven Fever
- Rune Factory: Frontier
- Sakura Wars: So Long, My Love
- Shiren the Wanderer
- Sin & Punishment: Star Successor
- Sonic Colors
- Super Mario All-Stars (again)
- Super Mario Galaxy and Super Mario Galaxy 2
- Super Monkey Ball: Banana Blitz
- Super Paper Mario
- Tales of Symphonia: Dawn of the New World
- Tatsunoko vs. Capcom: Ultimate All-Stars (my favorite fighter)
- Trauma Center: Second Opinion
- Xenoblade Chronicles
- Zack & Wiki: Quest for Barbaros’ Treasure

ISSUEALLY INTERVIEW

By: Vectrex280996

Game Composer Alberto Jose González,
aka "Joe McAlby" or just "McAlby"

Vectrex280996: Hello, Alberto! Most of the people that read this know you as the composer of several NES and Game Boy games such as Asterix or the Smurfs. Could you first tell us something about yourself?

Alberto Jose González: What could I say! My name is Alberto González, though I used the alias "Joe McAlby" or just "McAlby" for some years, due to my name being just plain common, boring and not very fancy. Then the nickname was also ridiculous, but now it's too late to change that I suppose!

I was born in Barcelona just one year before my first birthday. Then 11 years later I started toying with computers and unfortunately for my parents I got hooked immediately.

I had to wait 5 years more until I had the chance to start working in a game company as a graphic artist for 8 bit computers - I had some drawing abilities fruit of many unsuccessful math classes at school. That I did for some time, until a fellow lent me a music program for the ZX Spectrum, and then I started doing all kinds of weird noises and experiments with it. At that point what I did with that program seemed to make some sense, and then I started doing also music for the games.

ZX SPECTRUM



The ZX Spectrum is an 8-bit personal home computer released in the United Kingdom in 1982 by Sinclair Research Ltd.

The Spectrum was among the first mainstream audience home computers in the UK, similar in significance to the Commodore 64 in the USA.

The introduction of the ZX Spectrum led to a boom in companies producing software and hardware for the machine, the effects of which are still seen; some credit it as the machine which launched the UK IT industry. Licensing deals and clones followed, and earned Clive Sinclair a knighthood for "services to British industry".



Yes, this is what the 80's were like. It was a simpler time when electronics were made to last. Sweet boards!

Since then I've been doing many things for video games including music composition, programming, graphic design, game design... but most of my work is known as a musician, and specially for the Game Boy for which I wrote about 27 soundtracks (if I remember correctly).

V: 27 soundtracks?! That's quite a bit! :P How did you get your first job in the video game industry? What was the company's name and how was life in that company?

AJG: It was actually pretty easy. Once I played a game made by a company I didn't know before, named "New Frontier". Then one day I noticed the name of that company on a mailbox in my neighborhood. I knocked their door and showed them the graphics I did at home with my computer. They liked them and that's all!

At that time (late 1988) there were not many people doing useful things with computers, apart from playing, so I suppose it was easy to get hired if you had any talent for it. New Frontier wasn't a serious company, but more like a bunch of people doing what they loved to do in a tiny place, and just for nothing because most of the times we didn't get paid. Years later we (the people who actually did the games) left and founded our own company, Bit Managers.

V: What aspects of your life and your job changed when you and the rest of the team moved to Bit Managers?

AJG: Many things changed, but most importantly we could finally have total control about our income and expenses, which allowed us to hire people to increase our production. Also because of this I stopped drawing graphics to focus only on composing and programming the soundtracks for our games.

V: How hard was it to compose video game music (in general and system specific)? How did you compose your video game music, what programs did you use? Also, what was your favorite system to compose for?

AJG: There were times when it wasn't easy to compose for a certain stage or character. Sometimes I had to compose happy tunes even if I didn't feel that way. Also I tried seriously to ensure that my music didn't contain fragments of other songs (to my knowledge at least), which unfortunately happens sometimes during the process.

I found difficult to compose for the Sega Game Gear / Master System, because I didn't know how to make it sound below a certain frequency, and my melodies from the Game Boy didn't translate well.

The other consoles I've worked with were all nice, each one with their strong and unique points. I loved the NES for its bassy sound and how I could create powerful drum sounds with it. On the Game Boy I think I've done almost anything that can be done with it, except samples because of memory restrictions, through I had the routines ready. I didn't like the GBA much because it sounded harsh and ugly to me, very far from the clean and professional sound of the SNES, which I loved.

I used tools I programmed myself for composing, and then the rest was done directly writing into the source code of the sound driver. For the SNES I used indistinctly a PC and an Amiga 500 with MIDI at first, to continue later with the source code.

My favourite system to compose for could have been the Game

Boy, but since I composed for it for so long (10+ years) I grew a bit bored unfortunately! I would have loved to work more for the SNES, and also doing something on the Mega Drive.

V: Do you still compose video game music today, let alone work in the video game business?

AJG: I still work in the video game business. In 2003 I left Bit Managers and founded Abylight, and that's where I'm working now. I rarely compose full soundtracks nowadays because I'm more involved in programming and design, but I'm still in charge of sound directing, programming and FX design.

My last musical bits can be found in some of our "Music On" games for the Nintendo DSi, and also the soundtrack of Cosmo Fighters. They are cheap and fun! And work nicely in the 3DS. Check them out!

V: What kinds of music influenced you back in the day and today?

AJG: I used to listen a lot to House and synthesizer music in the eighties because it was the usual music in the radio, but once I could buy my own CDs I made a collection of a bit of everything from classical music to folk, pop, rock, whatever. I like all kinds of music actually, if it can be called music to start with. Apart from that I have always been an avid listener of game music since the 8 bit computer days. Actually I think most of my influences came from other game composers.

V: What's the piece of music you composed that you think is the most well known? Which one is your favorite?

AJG: I really don't know which one of my soundtracks is most well known, but probably The Smurfs or Asterix. My favorite, I couldn't say! I'm proud of many, but Ottifanten - Baby Bruno's Alphtraum is very special for me though not very well known.

V: Do you have other hobbies except for music and video games?

AJG: Many years ago my main hobby was programming, but nowadays I'm more interested in learning all about synthesizers, and especially analogue. This has also triggered my interest into the world of DIY electronics.

V: If you could compose for an older system such as the NES or the Game Boy once again, would you do it?

AJG: I still can do it of course, but I'd need a very good reason for it!

V: Thanks a lot for the interview, Alberto! Any final words in order to conclude the interview?

AJG: What could I say, It's been a pleasure! Best regards to all and have a happy new year 2015!

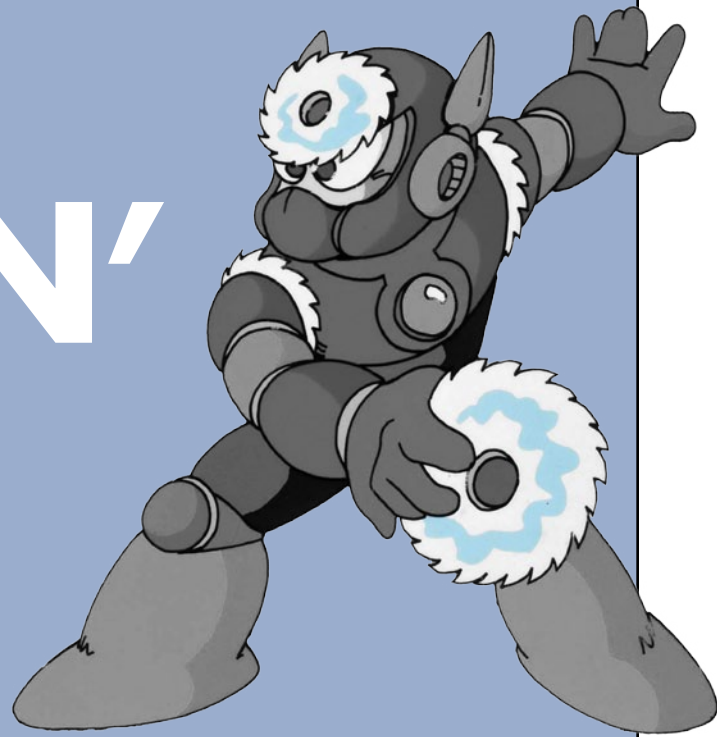
GEARS GRINDIN'

By DaJoshy

These days, people are always talking about the newest game consoles. The Xbox One and PlayStation 4 are currently the most talked about, but no one seems to mention or even know that there is a third part of this whole console argument. In my opinion, the Wii U is the best out of the three mostly because of how much more interesting and varied the games are compared to the Xbox One or PlayStation 4. However, Nintendo has always paid much more respect and attention to its games and product than Nintendo's competitors. Which brings me to the main question of this article: Are the old video game consoles better than the new ones?

The Nintendo Entertainment System is what a lot of people consider to be the best video game console ever. But why is that? To start, the games on the Nintendo Entertainment System were simple and fun. Before Nintendo saved the entire video game market with this ground-breaking system, there was the Atari 2600. A lot of the games for it were even simpler than the ones on the NES, but this simplicity could lead to problems.

Sometimes the games would become too simple, or they had no replay-ability and they would get boring very fast. Not only that, but programming on the Atari 2600 was really hard. There were only a few people who actually understand how to not only make a game, but how to make a game fun. So, the people who didn't know just typed in random things and hoped that the game would last. But most of the time the games were just complicated and hard to understand.



However, when Nintendo released the Nintendo Entertainment System in 1985, they took that problem and threw it out the window. The games were simple, but not so simple that the game would get boring. They added new mechanics and gameplay elements every now and then to spice it up and keep you interested. But! They always stuck with the game plan to keep it simple, because then there was less room to screw up. Back then, you knew what you were doing. There was a specific goal. It didn't feel empty or complicated. It felt like you were in control. It was genius!

When your game is simple enough so people can just pick up and play, you can appeal to a much wider audience than you would if you combined all sorts of boring and complicated game elements at once, like today's game tend to do. And let's be honest, without the Nintendo Entertainment System, there probably wouldn't even be a PlayStation 4 or an Xbox One. So, when you're playing a game on PlayStation 4 or Xbox One, just remember that without the Nintendo Entertainment System, you probably wouldn't even be playing right now.

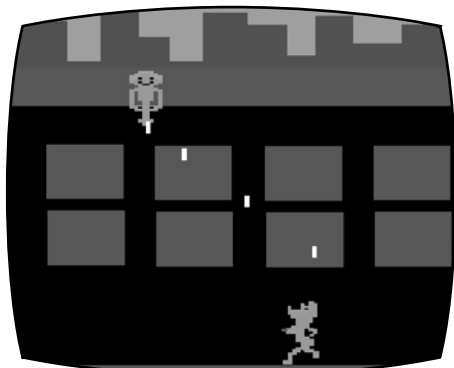


Are you pissed off about something and want to vent aimlessly for about a page? Contact Ferris Bueller and maybe your gears will be grindin' in the next issue.

Beat 'em & Eat 'em!

BACKGROUND

Originally released by Mystique for the Atari 2600 in 1982, it had a leathery clam shell case and color manual...blah, blah, blah.



The Atari 2600 Version

Fast forward 32 years when a young Swiss lad was bored with your everyday run of the mill erotica. He wanted something raw, something gritty, and he found it on the 2600. But alas, the 2600 is almost the bastard child of gaming history. Sure it satisfies a man's needs for blocky erotica, but it leaves that same man wanting more; something in eight bits. The Swiss lad, who has never ridden a moose, knew what had to be done: NintendoAge's own Vetrex280996 knew his calling was to program two classy ladies catching packages dropped from a distinguished gentleman on the roof of a three story building, or as I call it, Tuesday.

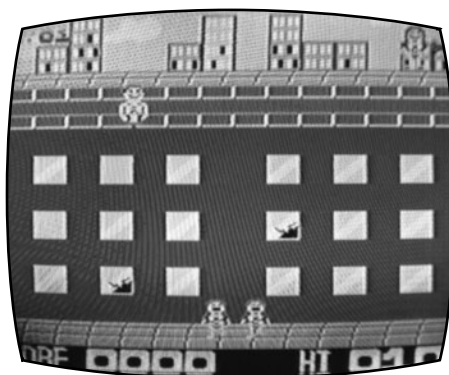
GAMEPLAY

The game play is simple: the player controls two ladies by moving the directional pad either left or right. The object of the two ladies is to catch The packages dropped from the rooftop come at an increasing rate. The controls are very tight and responsive which allow the player to really whip the eager girls around the game screen. The packages come at an increasing rate. First the rate the packages fall increases followed by faster movements by the man unloading

them. Extra lives are granted after every 69 points achieved, which I thought was real classy. The high score is set to 100 by default and with a little practice and persistence the player can push upwards of 200 or 300+ because of the lives granted every 69 points, which helps the challenge come in stride.

THE RELEASE

The release was limited sold on July 1 of 2014. There are a whopping 35 of these bad boys girls floating around at the moment. Production of the carts hit some road blocks but eventually found their way onto the RetroUSB assembly line where professional toddlers wielding My Little Pony soldering irons construct such



The Nintendo Version

masterpieces. The 35 Limited Editions got sexy clear carts with perdy little labels. Sure, there are 35 now but fret not! There is a standard release in the pipeline and it'll be coming from RetroUSB.com in classic 'no release date information', 'full anticipation' fashion. It would be wise to keep an eye on the RetroUSB website.

THE CRITIQUE.

As the programmers first game, it is damn impressive. The graphics are crisp and distinct from the original 2600 game. The whole game gets a makeover and get over hauled. The ladies move at a pace that fits the inclining difficulty very well. I found the game to be best played with a joystick

NES Homebrew Review by: Regularguygamer

controller like the NES Advantage Joystick. Because it was originally a 2600 game, the gameplay leans toward the 2600 controls. So while using the NES directional pad is perfectly fine for game play, I think in terms of pushing the limits of the score, a joystick makes the process a little less of a burden.

THE RATING.

Overall, I give this game 9 honey badgers out of 11. And these aren't just any honey badgers; they're full on rabid! The game lends itself to be taken lightly and getting the score almost seems like some sort of a joke told within the context of the NES. Somehow, Vectrex280996 saw an opportunity to give everyone who pops in the game a good chuckle. With such personal attention, NES Homebrewers give the players a glimpse into their personality. It takes a special breed of individual to see an old Nintendo as a way to spread a little laughter.

The gameplay is an addicting arcade style that can be picked up with ease but put down with remorse. Also Beat 'em and Eat 'em keeps the player coming back because the content is timeless. You could give this game to a guy in the early 1800's and he'd laugh his ass off and play until his thumbs bleed!



MEMBER SPOTLIGHT

By Ferris Bueller



NA NAME:

UlyssesWolfgang

NAME:

Alex Lavelle

OCCUPATION:

Student,
Restaurant Accountant

FERRIS - Why'd you bring back the ezine?

ALEX - Well it all started on Nov. 17 (the day I made my account). I was just looking around on the site and I saw "e-Zine Back Issues." I thought it was a cool thing, I started scrolling through the issues. It took me a bit, but then I realized that the last one came out in 2013. I made a forum post asking what had happened. It seemed the community wanted it back and the comments started rolling in. Somebody needed to step up and run it. I was procrastinating on some homework at the time and I got the bright idea that I could do it.

FERRIS - What did you think of the response when you said you were bringing it back, meaning, everyone asking you who gave you permission, asking for Dain to comment, etc.)?

ALEX - *Chuckles* It was certainly interesting and a warm welcome, warm as in baptism by fire. Looking back I probably shouldn't have just dropped something like this, especially since I was only a member for like a week or two. At first I was a little disheartened, because the initial comments were like "Who said?! A new member can't do that!" Not exactly how they were worded, but that's what it came across as. Some members defended me and reading over the comments you can see when people started to see I was serious. I think I held my own, though. I'm the kind of person that when challenged, I feel I have to step up, and the responses really motivated me to actually work on it and not just leave an empty promise.

FERRIS - What's your story? How'd you get into collecting?

ALEX - Growing up my brothers and me, we had a SNES, N64, we got a GameCube as the Wii was coming out. So we were sorta behind the rest of the population, but it was okay we loved the SNES so much. Well fast forward to modern times and at the time I was, I have no idea why, but really in love with the 80s. Started listening to a lot of Flock of Seagulls, The Buggles, etc. I saw a copy of Zelda II, and I made an impulse buy. Problem was I didn't have a NES. Thankfully, one of my teachers is into retro games and long-story-short...he gave me an extra NES he had. My collection, I wouldn't even call it a collection, it was a few games, and was coming along really slowly, until this teacher got the hookup on 20 games. Now I would call it a collection. Since then, I've spent any extra cash I have on games.

To summarize, I was obsessed with the 80s, made an impulse buy, then a teacher helped jumpstart my collection and now I spend all my money on retro games and Steam sales. Oh yeah, that teacher is actually NA user wolfsaq. Small world we collect in.

FERRIS - Favorite NES game?

ALEX - This is hard to pick just one. I might have to go with Dragon Warrior or Final Fantasy. But every NES game is beautiful in my eyes.

FERRIS - Least favorite game?

ALEX - Bible Adventures, I thought it'd be funny to buy and play, and it was...for like five minutes. I thought the humor would make up for the lacking gameplay, but no, not at all.

FERRIS - Fondest video game related memory?

ALEX - Either when I got my Gameboy Advance. I was little I asked my parents for a GBC for my birthday. Well they got me a GBA and I was a little salty. Until I found out the GBA was newer and that it could play GBC games. The other is, a friend let me borrow a copy of Starfox 2. Well I then beat his highscore four times, so on the leaderboard he was last place and I was 1st 2nd 3rd and 4th. Yeaaaaaa I got a little competitive.

FERRIS - Collection goals for 2015?

ALEX - Goals. Hmmmm. I'm really looking to get a lot of RPGs for NES and SNES. First the "essentials" and then the others. When I buy, it's usually "Oh I don't have that," I should probably work on focusing my collecting.

Online Member Directory

Connect with other NintendoAge members online.

USERNAME	WII U	3DS	WII	PSN	XBOX LIVE	STEAM
!damage!				damage666	damage0099	
12willieboy				willieboy12		
200STM				I_200STM_I (lower case L)		
40016a		0860 3701 1783				
8bit-sniper					Stealth1984	
aaronshea80				alliaaron		
Ack71					Dr Spiders	
acomicbookguyc		1590 4858 2751		acomicbookguyc	acomicbookguyc	
adamthegamer	StrikerBlade			adamthegamer2008		
Airrider	Airrider			SwedenNiils98		
AllYourBass					blitzkrieg12345	
Arjak				Arjak		Arjak
ars2pd					GameJunkie87	
Austin					djZM	djZM
baberim	Baberim			baberim	babm	
babywuchki				Wuchki	babywuchki	
Battymo			4648 6625 9762 3533	Battymo	Battymo	
Benihana			1229 1604 9727 8834	Benihana79	Benihana79	
blastocystosis				blastocystosis	blastocystosis	
BouncekDeLemos				BouncekDeLemos	BouncekDeLemos	
Braveheart69				Braveheart___69		
bridgemute	bridgemute	4012 5269 8503		Starman-Junior		
bunnyboy			7744 8857 3079 5267			
Burdger			8907 8141 6134 6082			
bushman69				spoonmectr		bushman69
buyatari2					Wastingorpheus	
Caleb47	Caleb47					
catfriedrice	catfriedrice			LisaEllen		
caveman_games				LisaEllen		
CincySwagGamer				The_Nati_Kid		
CheapShot					feartherat	
Chevys4ever650		1934-1802-3851		Chevys4ever650		
choppyfield				forkix385		
Chupaskabra		0473 7971 7383		rumpelskills_son	Chupaskabro	rumpelskills_son
collectinistgame					T Wages	
Coolpapachiv				Coolpapachiv		
cgfeelit	cgfeelit				Showmeoneskank	
CrashMan		0044 2807 5434		jeff002400		
Danger moose		5155 4333 0954		Fijin	Meek001	Fijin01
danny boyx				patstoddard		
DannyTheDonk	DannyTheDonk				DannyTheDonk	
Darth Vader				Darth Vadr	Darthvayd3r	
Deathgaze	Deathgaze	0688 6709 5282		Lithium1337		HydeAndeSeek
deathmog91		4699 8041 1137		deathmog91	D3AtHMOg91	
demanufacturedmario				LostSavior	zero signalizer	
Dibin	dibin85	0044 3602 4085		dibin85	dibin85	
diddles mcbean					diddles mcbean	
Dinoellis				HandledIt		

USERNAME	WII U	3DS	WII	PSN	XBOX LIVE	STEAM
disrupture				disrupted		
DJFrate				BravoWarfare		
DJ Unknown				DJ_Unknown		
DMG		4511 0470 4687				
DoctorNick					IxHUNTxPandas	
dra600n					elusiveshame	
Dragonmaster Ruban					EterniaStahn	
DuarteDF		3179 6405 1873				
DutchBoy				RandomGod		
Eb69				dbuckles		
eleventhirtyfour			3178 4853 2648 7366			
elhector		4554 0874 1095				
elios kenni					Elios Kenni	
elprincipe	elprincipe					
Enslaved				xxtheenslavedxx		
EvilEyeball	Evileyeball		6093 5805 6202 5342			Lorgar89
Fantomex					The Drizzzl	
Ferris Bueller					A Cloud of Smug	
Figger			6539 8915 5174 3833			
FK in the Coffee					xDarkn3ssFallzx	
FlagxShip						imbillkamal
flyingducky					flyingducky77	
foesch_06					rynjess	
fox				GunslingerFox		
Gameboy Fan				RROD_Victim_360	RROD Victim 360	
GAMERBONES		0302 0303 3789	7147 1927 8806		LOR LOr	
gandggames				scissorsnaut		scissorsnaut
Gekioh					REIGNxINxBLOOD6	
Gerald Siddal				monkeytoug	monkeytoug	
GharetSaiDe				GharetSaiDe	ellesedilandal	
GhostNinja				Falco2073	Falco2073	Falco2073
GibbyVA			1038 5611 2297 5641	GIBBYVA	XxGIBBYVAXX	
Hallucard		4468 1134 5121		Hallucard	Hallucard	
hitmantommy	HitmanTommy				Hitman Tommy	
HoldinJohnson				HoldinJohnson	RottenName	
Item90		0903 3078 3047				
Ipsylos	Ipsylos			Flawed Architect		
Jandrem					Jandrem	
Jawknee		4897 5932 7552	6471 2443 1766 2762		xSSxJohnnie	
JBOGames		1547 5356 1167		JBOPatrick		
jero32					jero32	
johnblueriggs	johnblueriggs			johnblueriggs	johnblueriggs	
Johnny Nintendo	johnnynin10do					
JohnnyPhantom	JohnnyPhantom	5300 9289 9793		Johnny-Phantom	Johnny Phantom	JohnnyPhantom
jonebone					LegendofJonas	
Jono1874					Kyosuke34	
JSBanes				JSBanes	Jo3y Ban3s	
K3587					K3587	
Kagemusha			2944 2496 2130 7268		celeryicing	
Karkilan				davidcoppafeel		Karkilan
Kbcollector				KBgames	KBgames18	
Kells		5455 9500 5690				
KingofBling					KingOBlingBling	
KingShane718				KingShane718	Hanzodamus	
kirby90210					kirby514	
KoopaTroopa					Thacollector	

USERNAME	WII U	3DS	WII	PSN	XBOX LIVE	STEAM
KrakenSoup	evoxpisces			winterfish		
Laurie						LaurieBear
LukeAF24	PlagueLDP			PlagueLDP	PlagueLDP	
Luke00016		5284 1411 4520				
MagicGFX					Magick51	
Mario's Right Nut					MariosRightNut	
MasonSushi				MasonSushi	MasonSushi	
matt17 52				matt17_52		
mb7241		1332 7875 9493				
MCMROSE					DARXSIDE	
Mewithoutyou52					Mewithoutyou52	
Michaelm0743				mike0743		
Microwave					HeartofDavid	
milesP1	milesP1			milesP1		
mlbfan10				xjt420x	halomasterchief	
mmxforever	mmxforever				mmxforever	
mojorojoe					spinktermaster	
MrClutch				TehClutchzorZ	Clutchness	
MrWunderful						Mr Wonderful
mrzombiefingers					Wi11ieBHardigan	
narcispy				ernieballstingry	narcispy	
Natendo	Natendo	4253 3479 5467		nechestriah		nechestriah
NationalGameDepot			5495 9691 4873 5119			
NESboy			6999 3824 8745 3227			
NESdude	nesdude1980		4727 6306 3804 1789			
NESMASTER14				NESTOPLOADER		
Nesophile					WurdBecumzFlesh	
nesruler22					Bloodydude2222	
NESticles				Nixon28		
nesworld					nesworld	
Nico8912					Nico8912	
Nicotine	nicotine			Nicotine	RonaldSDean	RonInNiagara
Nightowljrm	Nightowljrm					Nightowljrm
Nintendobratkat		0275 8729 1555			Bratkat64	
Nintendonut1983					marktheshark83	
NintendoTwizer	Twizer	1504 5691 6291				
NintenJoe	NintenJoseph					
Nirvana					ArtOfLimit	
Nistle					Nistle	
nothingface023	Nothingface023				Nothingface023	
Octopus		1119 0260 4743				
otterpop	otter26					
P13R4T				P13R4T		
p33jay	P33jay			Ferociity		
pacowles	pacowles			pacowles	pacowles	
Pale Horse				Crimson1287		Crimson87
paulyshobby				paulyshobby1	psanto	
PekoTAS		4098 4513 7886				
Pendragon				Pendragonzero		
Peroxide					Peroxide X	
Peteroski	Peteroski	3582 9798 9084				
petrosky					AaronPetrosky	
Philbracy		2277 7012 1110	1377 2462 2712			
pk space jam		4785 4825 8460			raylug	PK SPACE JAM
Plastik Gold					K Dub 480	
playing poker		1719 3213 8403				

USERNAME	WII U	3DS	WII	PSN	XBOX LIVE	STEAM
punkr13		0774 4576 0081				
quiet451	Schlitz001					
Randomhajile				ronpaulocaust	seanisaniceguy	
razeak	razeak	3067 5036 9177		cayrazeak	razeak	
rcolinqmx					rcolinqmx	rcolinqmx
rdunfee				thedoubled	Juggalo1	
recspecz				recspecz	recspecz	ATF_COW ///
retrokidd89				OuncesNDgrahams		
Retrogamer72			8202 2817 2912 6036	Retrogamer72	Retrogamer72	
RetroSnow		1118 0238 5919		Brac3y		
Richard				MicrosoftSnake	xCKx Snake	
rockPuppetz				RockPuppetz		RockPuppetz
RoidsRage420	schade420					
rokubungi	rokubungi	3566 1734 7515				
RonaldCoLtd	RonaldCoLtd	0731 5307 6948		SupahNintendo2		
Rooster		0963 0345 0869		RoosterSamurai		
sadikyo				sadikyo		
Segertar		0559 6927 0625		segertar	segertar	segertar
sessiz		4811 6937 7856				
Sethresh				Sethresh	Sethresh	
Shags					tbgs4dbgs	
Shellshock929			3032 3772 8349 6459		Mr Shellshocker	
shipwrekd				shipwrekd69	shipwrekd69	
siebenburgen1022				celtic_frost78		
SiK Tok3r					SiK Tok3r	
Silverspoon				justin04		
skapunx	skapunx				G CAR 917	
skankinmack					leftover mack	
Skullz					xxXXskullzXXxx	
SmashingPinatas					SmashingPinatas	
smokelegend				smokelegend1	smokelegend1	smokelegend1
SNESfinder				duckhuntn999		
sosafan2					dangerboy17	
Space_Jockey	Space_Jockey					
spoonman		3866 8060 7481				
Spurgness	Spurgness	2234 7342 1938	3562 3319 2241 4120	Spurgness	Viking Spurg	Spurgness
stingray2772		1633 4186 9438			stingray2772	
stinkerhubbin	Stinkerhubbin			DesertOutlaw81	CryppieCritter	DesertOutlaw
STJackieFeva						StJackie
stInprfln	stInprfln	0989 2235 2346	1557 1641 6332 1818		stInprfln	stInprfln
Super Slash		4897 6187 3976		SuperSlash132		superslash482
SuperTinerMan	RuneShyle	5386 7210 3939		RuneShyle		
Taskmaster99				Neoviper79	Taskmaster99	
TerrHeel	TerrHeel				vv Sig	
TFGZ					vv Sig	
The Bear					xLOUxBEGAx	
the hudge27	The Hudge			TheHudge	The Hudge	
the tall guy					thtallguy	
the wizard 666				the_wizard_666	Tervaskanto	
thebear					xLOUxBEGAx	
TheFrisbee					Maximusfrisbee	
TheGamePro					Bailey0799	Bailey0799
thesubcon3	thesubcon3			hagendragmire	Hagen Dragmire	
thewalrusisal	TheWalrus	3093 8213 0883		TheWalrusisAI		
Timemaster					Johnnyvs	
TokinAlot					JWCII	

USERNAME	WII U	3DS	WII	PSN	XBOX LIVE	STEAM
TriHart	Rymer242					
Tyme				TymeTwizta		dj_tyme
UlyssesWolfgang		1693-2148-1957			S1rB3a5t5a10t	H3153nb3rg
USFLegend	usflegend				usf legend	
vader99			2815 0086 8673 1024		CookingVader99	
Vbforever			3092 4164 9718 8791			
vectorman61890				FuquinKillYou77	IHLKE375	
Videogamedomain				Dejavoo	Dejavoooh	
videogamehunter				videogamehunter	ANIME FAN 18	
VideoGamesIzFun					APassingShadow	
VileRedFalcon					fixMEaSANDWICH	
VooDooPetek					VooDooPetek	
WallaceWinston			2423 8837 3281 5538			
Whitetrashshayno				wtshayno		
WickedWonka					WikidWonka	
winroba					winroba	
wolfsaq	Lobosack			LOBOSACK		
worthrepeating					Eronnicus	
wrk			1273 8761 7354 9304	bsblthwr	Knox Game	
xARSEFACEx					xarsefacex	xARSEFACEx
xtremegamer					xheat99	
YellowGameboyColor				PromiscuousFrog	BROKENcyde117	
zachB					zachb6666	
Zavierkonz	Zavierkonz	0817 5109 8675	5727 6818 6368 8100		ZavierKonz	
zdan80					the zdan	
zigzagzarf	zigzagzarf			zigzagzarf	zigzagzarf	



NINTENDOAGE E-ZINE

VOLUME 8 ISSUE 1 - SPRING 2015

STAFF

Reason eZine is back / UlyssesWolfgang (Alex Lavelle)
 Did everything / Ferris Bueller (Christian A. Deitering)
 Made it even better / Bruleski (Eric Brule)

WRITERS

Loss of a Friend - Megamanfan (Andy Lynch)
 Screw It! - Ferris Bueller (Christian A. Deitering)
 Why do we hate the Wii? - Slayter (David Stefancies)
 Issueally Interview or Alberto Gonzalez Interview -
 Vectrex280996 (Antoine Fantys)
 Gears Grinding or Old vs New - DaJosh (Jaden Houghton)
 Beat'em and Eat'em - Regularguygamer (Kyle Hissner)
 Member Spotlight - UlyssesWolfgang (Alex Lavelle)

This is, and always will be, a FREE publication available exclusively to the registered members of NintendoAGE.com. If you acquired this document from any other source, please notify us at webmaster@nintendoage.com.