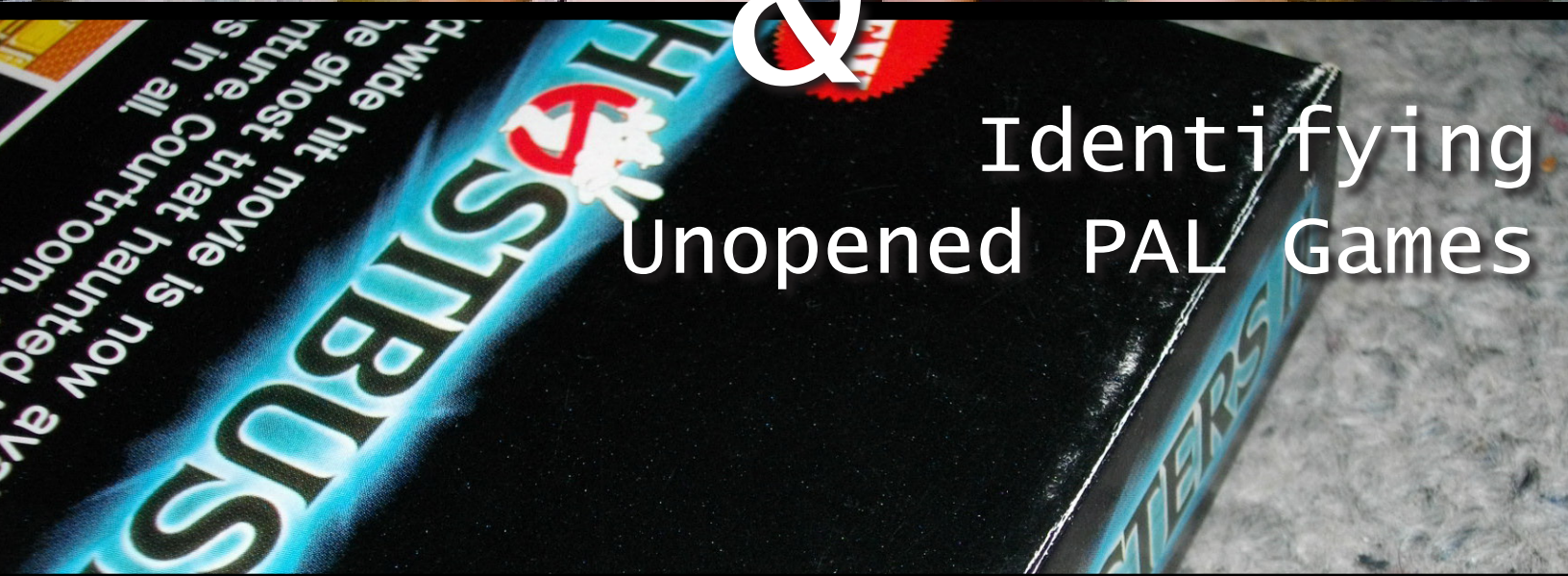




Color Dreams Interview with Roger DeForest

&

Identifying Unopened PAL Games



PLUS :

Member Spotlight,
Childhood Memories,
and the NA Price Guide!

PAL:

Sealing

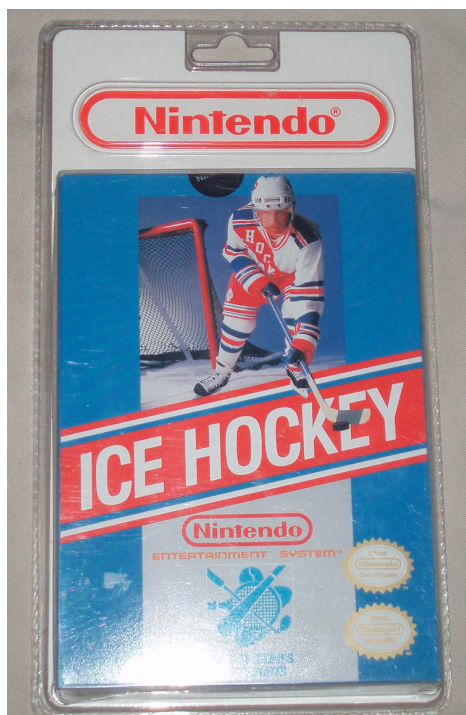


the

Deal

With all the possibilities when it comes to collecting NES games it's fair to say that anyone going after a complete set of sealed NES games definitely has their work cut out for them. With such an enormous task one could easily assume that without the collective knowledge of Nintendo-Age members (in particular, the very comprehensive and informative e-Zine articles about NTSC seals from NA member Bronty) there would be a lot fewer people confidently stepping into the world of a factory sealed NTSC NES collection. So what about us PAL guys? Our games weren't shrinkwrapped, and sometimes they didn't even have a sticker seal! So how would you ever know if you are about to open your latest CIB eBay game, only to find it was factory-new? There are actually some simple tell-tale signs and with some guidelines and examples in this article you should be able to verify your next minty-fresh upcoming purchase.

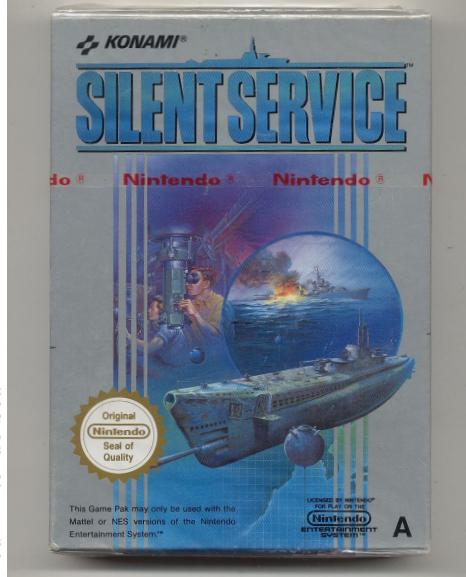
Blister-sealed



After market



Red Nintendo Seal



Unopened PAL games

There were three different ways that PAL games came out of the factory:

First-party - Black sticker seal

Third-party - No black sticker, nothing actually "sealing" it. Simply "unopened."

Blister pack - PAL B France only

All first-party games came with the small sticker seal whereas none of the third-party titles had this sticker. For obvious reasons, third-party games can be problematic when it comes to comparing opened to unopened boxes. First-party games can be a problem also, especially when it comes to uninformed sellers or straight-up scammers.

As for the blister packs, both first-party & third-party games came in them. It's a fairly safe bet that the game is unopened if the blister pack is intact. This article will focus on the NON blister pack versions.

After market retailers seal

Any PAL A or B game that comes in some sort of shrinkwrap is not actually factory sealed no matter what the seller says. Although these games are "sealed," the wrap was actually put on by the retailer after production. Most of these games have usually been opened. You are very lucky if you have a retailer's reseal where the lid hasn't been lifted at least once. Here's an example of a very professional-looking seal with a red tearstrip. This is still not a factory seal, as the game had been opened before the game was wrapped

The red Nintendo tearstrip cello phane

This is a bit of a grey area. No one has ever confirmed that these games came out of the factory like this, and it is common belief that these are aftermarket retailer seals. The confusion comes from the word "Nintendo" on the red strip itself. These strips can be found on both first and third-party games, and it seems all known third-party examples were opened before being wrapped. This is why it seems these should be classified as aftermarket - if anyone has information on these, I would love to know more.

The Original Nintendo seal of quality white sticker

Another sticker can be found on some first & third-party games and in my personal experience most of them seem to be -UKV releases. It's a larger round white sticker that simply says "Original Nintendo Seal of Quality." Although the sticker is an official sticker, this is still an after-factory seal. Unfortunately I don't have an intact example and can only speculate as to their origin.



What to look for

Whether a box has been opened really only comes down to 3 simple rules:

#1. The unbroken hairline

Even if a game has been opened only once, damage will have been done to the top hinge. The box surface will have an unbroken hairline “crack.” All you need to do is flip the game over or request pics of the back top of the lid and look for a hairline white line that goes all the way across the back of the box. The line being unbroken is actually very important in confidently determining whether your game is unopened or not. Unopened games may have a slight crack from their original handling at the factory, but as soon as the game is opened the full crack along the hinge will always show.

#2. Placement of hairline

Sometimes the crack can be confused with general shelf wear. Here are a few examples of both the hairline and shelf wear on the same box - as you can see the wear is a bit lower than the hairline. The hairline will always start in the same spot only to get thicker each time the box is opened. Wear marks seem to always start lower, along a raised edge - not in the crevice of the hinge.

#3. Shelf wear: Why are rules #1 & #2 so important?

It is very unlikely that shelf wear will run all the way across in an unbroken line. It usually can be found on one or both sides of the box, and along the middle in patches. If you do find yourself with a copy of a game that has a line of wear going all the way across, you will find that the placement of the line is a good way to determine if you are looking at hairline cracking or just shelf wear. As stated in rule #2 the wear can always be found just below the area where the hairline cracks will normally appear. The appearance will be much different too -- a hairline is actually quite “neat” and more uniform compared to a wear line which can appear “cloudy.” If you’re still confused or unsure about a game, just compare the lid hinge to the fold at the bottom of the same box. Why? Because you don’t open the bottom of the box, so it is a perfect example of what the back of the lid should look like (especially if the box is the same color in both places). This next example shows a game that has only been opened a handful of times yet it’s quite obvious when compared to the bottom of its own box.



Here’s an unopened example on a lighter-colored game, and although the colors are not exact you can still make out the hairline on this opened copy of Track N Field:



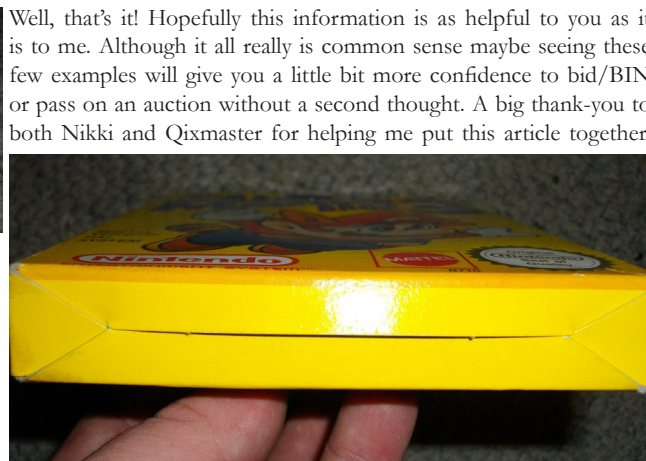
Problems and exceptions

Of course there are problems and I have unwittingly bought a few “resealed” games thinking they were legit. I have also opened some “unopened” games only to realize that the only finger prints on the manual were the ones I just put there - it’s all a learning experience and I wouldn’t know this if I hadn’t been burnt in the past.

Easily the worst problem can be any game with lighter colors across the top. The lighter the color, the harder it is to see if the box art is intact or cracked. Luckily most games do have some darker color around the hinge, but Jaleco stuff, Lolo 1 & 2, and a couple of the Simpson games don’t. You really can’t tell unless you have them in-hand. Although the first-party games have the sticker seal, it is always good to request pics of the back of the lid to be safe. As you can see in the example below, this unknowing seller stated that this game was sealed but it’s quite obvious (even with the low quality picture) that not only has the game been opened... the thickness of the hairline suggests the game has been opened numerous times. Remember, that line should not even be there, whether it’s as fine as a hair or thick like this example. You can also see the placement of the hairline compared the wear line in this photo. This is an NTSC copy.



I have also personally had the unpleasant experience of a seller steaming off the stickers and then gluing them back on and selling the games to me as sealed. This is why you should always request pics of the back of the lid, even if there is an intact first-party sticker sealing the game. If you know what steam does to a box, this is also something else to be aware of and look out for if you’re about to bid an auction through the roof for a sealed game. Here is an example if you have never seen it; as you can see here the box warps and bulges from the steam. See how Mario’s face dips into the box:



Well, that’s it! Hopefully this information is as helpful to you as it is to me. Although it all really is common sense maybe seeing these few examples will give you a little bit more confidence to bid/BIN or pass on an auction without a second thought. A big thank-you to both Nikki and Qixmaster for helping me put this article together.

DA Member Spotlight



XARSEFACEX
(Aaron Beiber)

WOLFSAD

NAMEDANIEL B. WOLF

AGE35

LOCATIONUNITED STATES

OCCUPATIONSOCIAL STUDIES

TEACHER

FAMILYWIFE AND A BABY

BOY DUE IN JUNE

What prompted you to begin a video game collection? I have always loved video games. We used to have a room in our basement called the Grey Room, and I can remember my father buying the Magnavox Odyssey because the big brick-like system matched our grey room. We were instantly hooked. The graphics were poor, but the games sparked our imaginations. It created cool bonding sessions between my father, brother and myself. As the years went on, we continued to upgrade our video game systems as the video game technology improved. I can clearly remember my father buying the faux wood atari 2600 system. I remember we were excited when we heard our favorite game from the arcades- Pac-Man was coming out for the system. There was a VHS video store by our house called Home Video that sold video games. My father paid \$50.00 in the early eighties which was a lot of money. I will never forget our disappointment when we popped it in and saw that this version of Pac-Man was nothing like the arcade. We were very disappointed. That same feeling translated to E.T. and other crappy games that we bought. The moment that changed me forever is when my brother and I got a Nintendo System for Christmas. The graphics and sound were great and the library of titles was unbelievable. My Dad stayed home for six years while my brother and I were growing up. I remember coming home

from school and having my Dad stick brand new video games in the window. We would run inside and play games until dinner. Because my Dad enjoyed video games so much it rubbed off on us little wolf cubs. The Legend of Zelda changed us forever. My Dad offered us \$20.00 if we beat the game...that is what started my obsession with action rpg games. The Nintendo turned into the Super Nintendo, Sega Genesis, Gameboy, Nintendo 64, etc. When I got out of college I wanted to recapture my youth and play the cool games I played when I was a kid.

Do you plan to take an active role in cultivating a video game obsession with your own child when he/she is born? It sounds like your father was instrumental in shaping your hobby. My father was pivotal in getting me into video games. He always allowed my brother and I to tear into video games before we did our school work. He never really curbed the hours we spent staring into the television as we got lost in our favorite games. The downside of early video game exposure is that it caused me to grow up with Adult ADHD. I have to take .30 mg of Adderall to keep focused and to pay attention to people without daydreaming. I think I may have been exposed to video games to early in my childhood. I know I will not allow my son to play hours and hours of video games like I did when I was a kid. I want him to use his imagination



and creativity to the fullest. I want him to get lost in a good book or to create something with his hands. When he is old enough I will allow "X" number of video game hours if that is what he chooses to do with his time. If he grows up and takes an interest in the hobby like his Pop than so be it.

Describe your collection a little bit. My collection is pretty intense. I have over 1,800 games for various systems. All of my systems are CIB and my games and accessories are in good shape. I am currently two NTSC NES carts away from a complete collection. The carts I am missing are Flintstones 2 and Stadium Events. I am very close to buying Flintstones 2 which will leave me with just Stadium Events. I have over 720 licensed and unlicensed Nintendo games. I also have a complete Virtual Boy NTSC CIB collection, and a very good Super Nintendo, Playstation 1, 2, and 3 collection as well.

With all of the variety in your collection, do you have a favorite piece? My favorite video game piece is a sealed Legend of Zelda for the NES. That game is what really started my intense urge to play and collect video games.

Best Childhood NES memory. My favorite childhood memory is when my Dad offered my brother and I \$20.00 each if we could pass a certain level in Miner 2049er for the Colovision. My brother and I beat the level and we paused the game for several hours until my Dad got home to show him and collect the money.

With all of the video game bounties, you and your brother must have been the richest kids on the block. Do you remember the first game you purchased with your loot? My brother and I definitely made some money through my Dad's video game bounties, but the money went right back into our collection. The first game I purchased on my own was The Adventure of Link. I remember saving my allowance money and doing odd end jobs so I could go to Kiddie City to purchase that game. I remember not liking it as much as Zelda, but I was still obsessed with beating it. I found out that video gaming was an expensive hobby. I started working at an early age so I could fuel my obsession. I had a paper route, shoveled driveways, cut lawns, and worked at a camp to make money. I had a friend Brett whose Dad was able to get Nintendo games real cheap, so I mostly bought through him.

You've been a member here for a long time. Do you have a favorite thing about NA? I really like the people and tight knit community on NintendoAGE. This site has increased my knowledge and helped me to be so close of fulfilling my dream of owning every single NTSC NES cart that was made. September will be three years since I joined and I owe it to Dain and the other guys for making my experience on NintendoAGE such a positive one.

WOLFSAQ'S TOP 5:



One thing you'd like to share with NA that the folks here may not know about you: I love to read and teach American history which is caused me to be very interested in trivia, especially Jeopardy. I am the co-two-time Teacher Jeopardy champion at my high school. I am so full on useless information it is absurd.

I find it interesting that there are so many teachers here on the forums. Do you see any correlation between holding onto childhood through gaming and wanting to pass your own life experiences on to children through teaching? Seriously, I really do not want my son getting ahold of a game like Grand Theft Auto 4 and mowing down prostitutes and taking back your money as a bonus. My wife works in an elementary school as a guidance counselor and she tells me that first and second graders are playing Grand Theft Auto 4, No More Heroes, and God of War. Those parents should be shot for allowing their kids to play Mature-rated games when they are eight or nine years old. I plan on taking the good lessons from my childhood and passing them on to my son, and the bad memories will be used as direction for us to not raise our son in the same manner as I grew up. Kids should be kids; playing tag, kickball, legos, board games, reading books, making crafts, etc. They should not be emulating the language of characters like Nico Belic or Kratos. I would like to preserve my son's innocence for as long as I can.

Top 5 favorite NES games. Legend of Zelda, Mega Man, Metroid, Contra, and Adventure of Lolo

Least favorite NES games. Hyrule, Dr. Jeckyl and Mr. Hyde, Karnov, Bible Adventures, and Friday the 13th

You are insane for hating Friday the 13th. Seriously. Do you have any final comments? Thanks to everyone on NintendoAGE for being so cool and such a great tight-knit community of avid gamers! Mucho props to Dain for creating an awesome site! One day soon I will get back to writing some Warped Wolf Reviews on the e-Zine! Peace! WOLF

THE CREATION OF A COLLECTION

Most likely, if you have reached the age of at least 20, you have some sort of nostalgic memories or feelings towards some aspect of your childhood. I am 25 now, and those feelings are boiling in me. There are many things from my childhood that I love revisiting. The strongest pull of nostalgia for me comes from a toy that defined a decade of children: the Nintendo Entertainment System.



1989:

I remember growing up, my parents were pretty poor. They always tried their best to make us happy on Christmas though. 1989 was a normal year for us. No one was expecting too much under the tree, but we would surely be happy with whatever we got. It would be a magical Christmas, as Christmases always are for young children. I can clearly see the bright lights of the tree and wrapping paper strewn about the floor in memory's eye. I am sure the room was dark, as we always woke up before the sun on Christmas. We had finished opening nearly everything, with the exception of one good sized package. It was marked "To the Vreeland family, From Uncle John and Aunt Barbara, Merry Christmas". We were rather excited to see the gift. My aunt and uncle had always been very generous on Christmas. They had lost their only child, and liked to light up the faces of other children. We all gathered 'round the package on the living room couch. My father, my older sister, my mother and I huddled around the package. We slowly tore off the paper. My sister was excited: "It's the Nintendo!" "The what?" I thought! Back in 1989 there was no internet, so what you knew you heard from your friends. I was only 5 years old and had not started school yet. My only friend was the only other kid in the neighborhood, a little girl my age. I didn't know what a Nintendo was, or even what video games were. My father and sister un-packaged the game, and began setting it up on the TV. I picked up the discarded box and studied it. There was a picture on the back of a family in front of a TV. They appeared to be having a load of fun. There was a bright orange gun, a gray plastic box with buttons on it, and two pads with more buttons. The TV in the picture was displaying some kind of cartoony image. Whatever this was, it sure looked exciting to this little five year old, the kind of kid who was greedy just to press the buttons on an elevator.

1990:

A year later I had started school. My sister and father had mastered "Super Mario Brothers." I had plenty of friends, and they all loved Nintendo. The Nintendo era was in full swing for me. That Christmas we went shopping for a game together for the family. That was one great thing about this toy: it wasn't just for kids. We all loved Nintendo. Even my mother would play now and then! We stopped at the local mall, where we looked through games eagerly. My dad

had found one he wanted. It came in a nice green box, wrapped in cellophane: Adventure Island. The art on the box was impressive; I wanted to play it badly! The sticker had 59.99 crossed out in red pen, and written beneath was 29.99. .. an excellent price. Even so my dad tried haggling with the dealer, as he always does. The dealer did not have the power to adjust prices, so sadly we left the game behind. The rest of the day was spent looking for a game, and arguing over what we should get. No one could agree on another game. We begged our father to go back and get the game. Eventually he made his mind up. We wound up playing that game a lot over the next year. My father spent the most time on it, but never did complete it. I remember him playing all night one time, until the sun came up.

My neighbor had gotten the Nintendo as well at some point. We borrowed a game called "The Legend of Zelda" from her. It quickly became one of our favorites. On Christmas day, I was delighted to find there were more Nintendo games awaiting us. What a score, three new Nintendo games! These games were actually used, but I didn't seem to notice, or care. They came in hard plastic cases that bore the Nintendo logo, rather than the typical cardboard retail box. Ninja Gaiden, Dragon Warrior, and P.O.W. (Prisoners of War). These games easily kept me busy for the rest of the year and beyond. Ninja Gaiden was a fast paced game that you could pop in at anytime. If I only had a short time to play, I could just enjoy moving my ninja around the screen, jumping off of walls and slashing my sword around. Dragon Warrior was engaging, and demanded your time. As a kid with a large imagination, it was exciting to explore, find treasures, and save my gold for magical weapons and armors. P.O.W. filled the dream of every little boy wanting to be a G.I. Joe. One super cool soldier taking on an army by himself, with his bare fists. I loved this game because you could interact with the environment. You could walk into huts, and the back of trucks. You could pick up guns and grenades enemies dropped. I wanted to get further and further into the game, just to see what my character was able to get his hands on next.

Onward:

Later I would obtain more games. As time went on the rest of my family wasn't into the Nintendo as much as I was. The system was moved into my room. Everyone at school had a Nin-



tendo. Though many summers were spent at friends' houses playing basketball, or tag, or any other game a child might play, my Nintendo was always at home for me... no matter what the other interests of my friends were. We would trade or borrow games from each other. We would ask each other for help, or stay up all night defeating a game together. Anyone and everyone, poor or rich, boy or girl, had a Nintendo. For kids my age, it was like owning a television... it was just kind of weird if you didn't have one. This little toy from a previously unknown Japanese company really became the symbol of my generation. I still participated in everything else a child from any other generation would. It's just.. Nintendo was there, always there. I would eventually move on to other game systems. My next was the Sega Genesis. By this time, at least in my household, video games were a "boy thing," and I was the only one still playing them. I played the Super Nintendo at friends' houses. My best friend even had a unique system I had never heard of: the TurboGrafx 16. These were all great, and a bundle of fun. Eventually I would even own 3D game systems such as the Sony Playstation. Though all of these systems were fun, and had different things to offer, none of them had the magic of that old gray box.

Looking back:

I never gave up on the NES. As some other kids traded in their older games and system for newer ones, I still kept my old Nintendo. I played the games less, but there was never a point where I completely stopped, or moved on entirely to something new. The good part was, my best friend liked playing the old Nintendo games as well. As time passed, my library of games usually stayed at

about ten, rotating games in and out as time went on. In the last few years, my childhood began calling back to me. Suddenly Nintendo came back into the spotlight for me. I wanted to experience everything again. I remembered all those bright game packages. All those exciting Christmas mornings. All the good times with my friends. I wanted the wonder and the fun back. I realized this plastic toy with computer chips and buttons was a part of my life. It marked memories, the history of who I was and who I knew. At every point in my life Nintendo had something to say about me. Birthdays, Christmases, friends, school, bad times, and good times. I could look at Nintendo, and it was window to many other things. Heck, the first time I visited my wife, I toted my model two Nintendo all the way to the Philippines. My brother-in-law who was 11 at the time, plugged it into the wall without a power converter, which caused it to burn out. He tried hiding from me for the rest of the day. So many memories.

I began collecting for the Nintendo. I wanted to have all the games I had played through my childhood. I realized some of my memories were fading, and looking at a game would bring them back. A gray cartridge and colorful label could bring me to another time and place. I didn't want to grow old and forget the most important parts of my life. I now have the majority of the games I had played as a child. Also I have some new ones I had never played. I am hoping these new games will give me something to look forward to: a second childhood when I retire. Though I have obtained nearly all of the games I played as a child, there always seems to be one more memory to unlock, one more weekend sitting on the living room floor to be remembered.

An Interview with Roger Deforest, formerly of Color Dreams



NATIONALGAMEDEPOT

(Jason Smith)

Our own ogrish, grammatically-incorrect Admin Jason (a la NationalGameDepot) recently sat down for a digital interview with Roger Deforest of Color Dreams, following his debut as a NA member. He gives his thoughts on the company, individual projects, and the scene in general. Expect some burning questions to be answered about the recently-discovered Free Fall, the enigmatic contest carts, Hellraiser and more!

NGD: How did you come about working at Colors Dream? When did you start, and how long did you work there? What was your primary job there?

RD: I got a job as a graphic artist at Color Dreams in 1990 through my high school friend Dan Burke, who was also an artist at the company. I was on the payroll for about six months until I was let go due to my style not being cartoony and "Japanese". Co-owner Dan Lawton immediately offered me a job as a freelance programmer. I immediately jumped at that, and actually enjoyed programming more than creating game art.

NGD: Can you give a list of all the titles you remember working on, and roughly what you done on them?

RD: King Neptune's Adventure: artist. Frantic Fruit (unreleased): artist. Secret Scout: programmer, artist, music. Free Fall (unreleased)/

Fish Fall: programmer, artist, music. Bible Adventure's: music. Hellraiser: artist. And I think I did some testing for Spiritual Warfare.

NGD: As one of the graphics designers for Hellraiser, what happened that caused the production to stop on the game? We have heard rumors it was because of the transitions over to religious games at the time and they didn't want to alienate any of their new clients. I have also heard it was due to copyright issues with the Hellraiser people. Can you shed any light on the actual reasons?

RD: I think the real reason was because we were concentrating so much on making Christian games, where the money was, that Hellraiser was constantly put on the back burner. Also, Hellraiser would have cost too much money to produce based on the processor power needed to run it. Getting the graphics to scale, as if walking through a 3D world, was a real challenge for the NES because of technical limitations. At the time I did hear concerns that our Christian clients might be turned off if they found out



we made a “Satanic” game. But Hellraiser would not have been released under Wisdom Tree, of course, so I think that talk was quickly dismissed. I remember at the time programmer Vance Kozik and I were upset that Color Dreams sat on the license for so long and did little with it. But, realistically, we had to concentrate on which titles would bring in the money.

NGD: I read on your blog page (<http://colordreams.rogerdeforest.com/>) that you actually got to play a 1 level prototype of the game. What can you tell me about the game play since you are one of only a handful of people who ever got the pleasure of trying it out?

RD: I’m digging deep into my memory bank here. If you can imagine Wolfenstein 3D with dark grey walls, no roof, a stormy night sky, and the hero zapping enemies while holding a Hellraiser cube instead of a gun, then you have a pretty good idea what the game looked like. It was pretty cool and had a lot of potential. I am sad it was never finished.

NGD: Do you know what happened to the original prototype or any of the artwork you made?

RD: I have no idea what happened to the prototype, or if there ever was one. I think I played it directly off the development NES connected to a PC. Jim Treadway might know since he was the programmer. I still have images of some of the enemies and the title screen that I created.

NGD: Color Dreams released two games that mentioned a contest. The two carts had competition back labels on them (Challenge of the Dragon and Menace Beach). Was there ever actually a ROM made specifically for the winner with an altered pot of gold winner screen? Do you know if anyone ever won the contest (or even entered it)?

RD: The contest was being developed just before I was hired, so unfortunately I wasn’t involved in any of that. I remember when the contest was being advertised, but I can’t for the life of me remember seeing the pot of gold winner screen. As far as I know, no one ever won. At least that’s what I read, and I don’t remember hearing about any winners.

NGD: Did you ever hear the reasoning why the company switched from the light blue carts over to the black ones? Also, do you know if Mission Cobra or Tagin Dragon were ever made with black carts? What about a blue cart Operation Secret Storm?

RD: Wow, now there’s a question! I’m sure someone told me why at the time, but I can’t recall now. I’m guessing it was because we found a cheaper manufacturer. I’m not sure of the cart color of those titles you mentioned. I was never privy to the manufacturing process of the games, just the development. Honestly, it wasn’t until years later that I discovered some of our titles had both blue and black carts. I was that clueless.

NGD: You were the lead programmer on Secret Scout. How long did it take you to code the game, what kind of hurdles did you have to overcome to get the finished product out on time?

RD: Secret Scout took close to a year from concept to final product. I did pretty much everything on it, although I think co-owner Eddy Lin had some offsite testers make sure it was “fun.” I didn’t encounter too many hurdles. It was actually a joy to make, even if I knew at the time the game could have been better. I had a deadline to meet, so there wasn’t much room for polishing the game play.



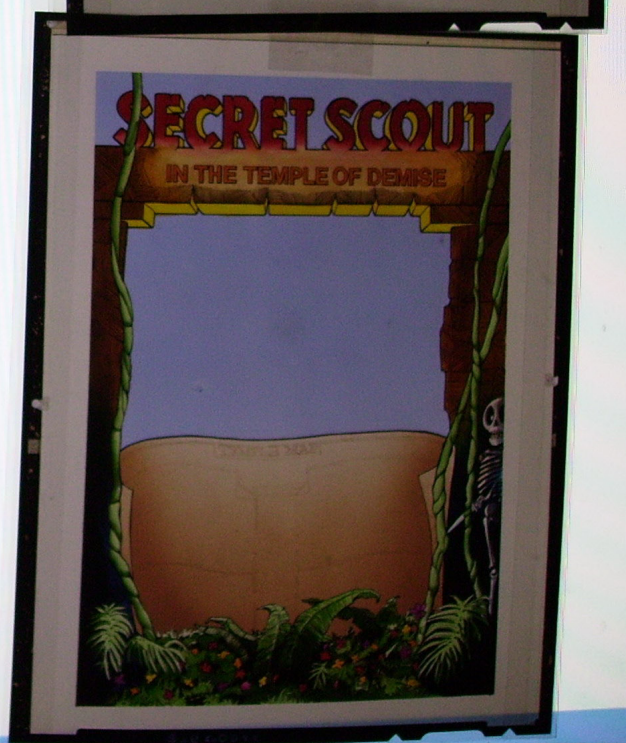
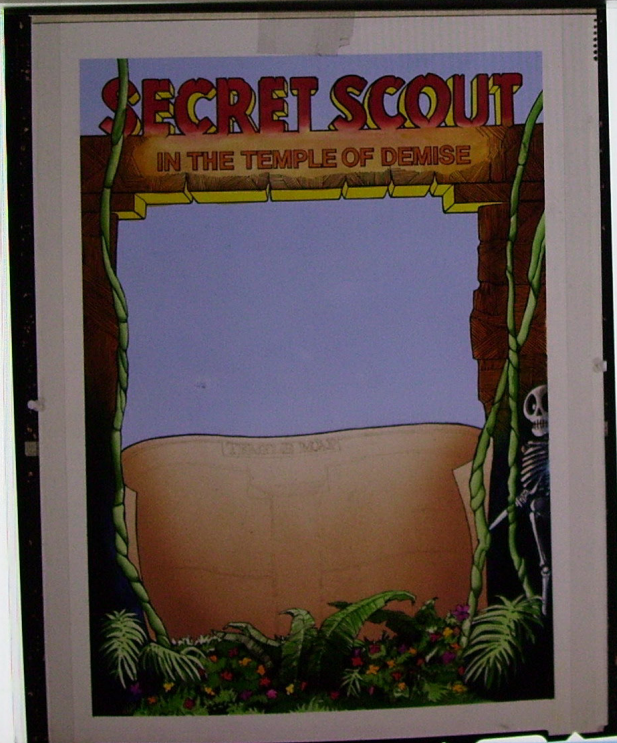
But for the most part I had the freedom to design the levels and enemies any way I saw fit. After the game was released, I recall reading the feedback cards that were sent in by customers. Secret Scout was not well received, to say the least.

NGD: Even though Secret Scout is one of the better Color Dreams games, we all know Color Dreams/Bunch/Wisdom Tree games are notorious for their less-than-desirable gameplay. What would you have done differently (if anything) to make Secret Scout a more solid game?

RD: If I had more time to polish Secret Scout, I would have tried harder to fix the way the hero moves, and especially the way he climbs up ladders. Such a pain! Frankly, I didn’t receive enough internal feedback to know what the outstanding problems were. I was basing this all on my own playing of the game, which is a bad way to get an unbiased, subjective grasp of the issues, especially since I had never made a game before.

NGD: As the company transitioned from normal games into the religious genre, what did the employees of the company think of the transition as a whole? Was everyone there ultra religious at the time? What caused the change?

RD: I remember when Dan Lawton got us all together in a room and told us we were going to make a game based on stories from The Bible. None of us were hot on the idea. Dan even offered us a generous percentage of the profits, instead of an hourly rate, but



we didn't think the game would sell so no one took the deal. Shortly thereafter the owners decided we would concentrate only on making the first Bible-based game, and nothing else. So we were forced to do it. I believe we all had a hand in its development in some capacity. That game, of course, became Bible Adventures. It actually turned out to be a fun project, and quite innovative at the time considering there were very few video games targeted for Christians. Certainly none for the NES. I can still to this day see Lawton playing as Noah picking up a stack of animals, horse on top of a sheep or whatever, and laughing like a little school boy. We all had a good laugh making that Noah level because it was so ridiculous picking up and throwing the animals.

On the Developer's side, we were mostly all Atheist/Agnostic. Bible Adventures was made purely for profit. But I don't think that taints its contribution to the history of Christian video games. The game does exactly what it was designed to do: educate the player about The Bible and be fun in the process. In the end, if some young kid got turned on to Christianity while playing Bible Adventures, then it doesn't matter if most of us were non-believers. The Sales department, however, were mostly Christian, so that helped in selling the game to the retailers.

NGD: Looking back at your time with the company....what is your fondest memory? What is your biggest regret?

RD: My fondest memory would have to be early on when I worked as a graphic artist. I enjoyed just hanging out with everyone, wasting time at a local diner, going to strip clubs, eating free food, working all hours of the night, unrestricted creativity, sharing lots of laughs while making video games. What could get any better? I was in my early 20s and having the time of my life.

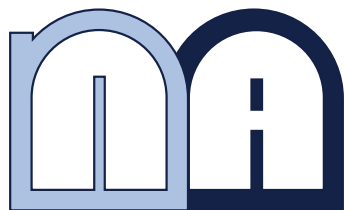
My biggest regret would have to be not taking the time to make better games, especially Secret Scout. Perhaps I was naive, I don't know, but I felt I was making the best game I could with the tools I had. I think, however, that I could have done something really interesting if I just got creative with the programming and game design, instead of a tired old side-scroller like all our other games. Some of that creativity is seen in Free Fall, which later became Fish Fall for the Sunday Funday cart. One reviewer of Free Fall called it one of the weirdest games he had ever played, so I know I was on the right track.

On a side note, I think critics of our games need to understand we had limitations in time and technical resources when developing these games, especially since we were forced to churn them out so quickly. It's not that any of us were bad game designers, it's just that there were other elements that kept us from taking these games to a higher level. But then again, I think Color Dreams games have a certain quirky charm about them because of those limitations. And I'm glad that that element has not been lost on this new generation of gamers.

NGD: Thanks so much for your time Roger, and once again welcome to the NA community! It has been a real pleasure talking with you the last few weeks.

RD: My thanks to NGD and to all the fans of Color Dreams/Wisdom Tree/Bunch Games for your interest and kind words over the years. I guess our games really are like cheese; they get better with age. Bon appetit!





Price Guide



Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
720	4	0	Batman Returns	7	0	Castlequest	4	-1
1942	7	0	Battle Chess	5	0	Castlevania	11	0
1943	7	0	Battle of Olympus	6	0	Castlevania 2	7	+1
10 Yard Fight	3	0	Battleship	7	0	Castlevania 3	13	-1
3-D World Runner	4	0	Battletank	5	0	Caveman Games	6	-1
8 Eyes	4	-1	Battletoads	14	0	Challenge of the Dragon	42	-5
Abadox	5	0	Battletoads & Double Dragon	23	+1	Championship Bowling	4	-1
Action 52	76	-2	Bayou Billy	3	0	Championship Pool	8	0
AD&D Dragonstrike	14	+2	Bee 52	9	0	Cheetahmen 2	686	+32
AD&D Heroes of the Lance	6	+1	Beetlejuice	8	0	Chessmaster	4	0
AD&D Hillsfar	20	+2	Best of the Best	12	+8	Chiller	33	+6
AD&D Pool of Radiance	12	-1	Bible Adventures	10	0	Chip N' Dale Rescue Rangers	8	0
Addams Family	7	0	Bible Buffet	27	-2	Chip N' Dale Rescue Rangers 2	49	-15
Adventure Island	8	0	Big Bird's Hide & Speak	5	+1	Chubby Cherub	13	+1
Adventure Island 2	12	0	Big Foot	6	0	Circus Caper	4	0
Adventure Island 3	22	-1	Big Nose Freaks Out	14	-2	City Connection	5	0
After Burner	5	-1	Big Nose Freaks Out (Aladdin)	25	0	Clash at Demonhead	5	0
Air Fortress	4	0	Big Nose the Caveman	9	0	Classic Concentration	7	0
Airwolf	4	0	Bill & Ted's Excellent Adventure	5	0	Cliffhanger	8	-2
Al Unser Jr's Turbo Racing	3	-1	Bill Elliot's NASCAR Challenge	4	0	Clu Clu Land	7	-1
Alfred Chicken	20	+1	Bionic Commando	6	0	Cobra Command	4	0
Alien 3	8	0	Black Bass	6	0	Cobra Triangle	4	0
Alien Syndrome	4	0	Blackjack	24	+1	Codename: Viper	4	-1
All Pro Basketball	3	-1	Blades of Steel	4	0	Color A Dinosaur	18	+1
Alpha Mission	4	0	Blaster Master	5	0	Commando	4	0
Amagon	4	0	Blue Marlin	9	0	Conan	13	0
American Gladiators	5	0	Blues Brothers	11	0	Conflict	9	+1
Anticipation	3	0	Bo Jackson Baseball	5	0	Conquest of the Crystal Palace	5	0
Arch Rivals	4	0	Bombberman	10	-1	Contra	18	0
Archon	5	0	Bombberman 2	29	-2	Contra Force	36	+2
Arkanoid	8	0	Bonk's Adventure	59	0	Cool World	11	0
Arkista's Ring	9	0	Boulder Dash	7	0	Cowboy Kid	21	+3
Astyanax	3	0	Boy and His Blob, A	6	0	Crash a/t Boys Street Challenge	9	-1
Athena	5	0	Break Time	8	0	Crash Dummies, Incredible	8	+1
Athletic World	6	0	Breakthru	4	0	Crystal Mines	18	0
Attack of the Killer Tomatoes	8	-1	Bubble Bath Babes	622	0	Crystals	8	0
Baby Boomer	32	+4	Bubble Bobble	14	0	Cyberball	5	0
Back to the Future	5	0	Bubble Bobble 2	115	+4	Cybernoid	4	+1
Back to the Future 2 & 3	6	0	Bucky O'Hare	14	0	Dance Aerobics	5	-1
Bad Dudes	5	0	Bugs Bunny Birthday Blowout	6	0	Danny Sullivan's Indy Heat	9	-1
Bad News Baseball	7	0	Bugs Bunny Crazy Castle	7	0	Darkman	5	0
Bad Street Brawler	4	0	Bump 'N Jump	4	0	Darkwing Duck	10	0
Balloon Fight	7	0	Burai Fighter	4	0	Dash Galaxy	3	0
Bandit Kings of Ancient China	21	0	Burgertime	8	-1	DayDreamin' Davey	6	+1
Barbie	6	0	Cabal	5	0	Days of Thunder	4	0
Bard's Tale	8	0	Caesar's Palace	3	0	Deadly Towers	4	0
Base Wars	6	0	California Games	6	0	Death Race	19	-1
Baseball	3	-1	Caltron 6 in 1	172	+41	Deathbots	9	+1
Baseball Simulator 1.000	5	0	Captain America	8	0	Defender 2	4	0
Baseball Stars	8	0	Captain Comic	8	0	Defender of the Crown	4	0
Baseball Stars 2	10	-1	Captain Planet	7	0	Defenders of Dynatron City	8	0
Bases Loaded	3	0	Captain Skyhawk	3	0	Déjà Vu	6	0
Bases Loaded 2	3	0	Casino Kid	4	0	Demon Sword	4	0
Bases Loaded 3	4	0	Casino Kid 2	21	+1	Desert Commander	5	+1
Bases Loaded 4	12	0	Castelian	7	0	Destination Earthstar	4	-1
Batman	5	0	Castle of Deceit	42	-8	Destiny of an Emperor	11	-1
Batman Return of the Joker	9	0	Castle of Dragon	6	0	Dick Tracy	4	0

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.

Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
Die Hard	21	-2	Friday the 13th	5	-1	Infiltrator	3	0
Dig Dug 2	6	0	Fun House	5	0	Iron Tank	4	0
Digger T. Rock	6	+1	G.I. Joe: A Real American Hero	17	-1	Ironsword: Wizards & Warriors 2	4	0
Dino Riki	4	0	G.I. Joe: Atlantis Factor	16	0	Isolated Warrior	8	+1
Dirty Harry	5	0	Galactic Crusader	20	+1	Ivan Stewart's Super Off Road	7	0
Disney Adventure Magic Kingdom	5	0	Galaga	9	0	Jack Nicklaus' 18 Holes of Golf	3	0
Dizzy the Adventurer (Aladdin)	25	-2	Galaxy 5000	12	+2	Jackal	4	0
Donkey Kong	16	+1	Gargoyle's Quest 2	13	+1	Jackie Chan's Action Kung Fu	15	+1
Donkey Kong 3	9	-1	Gauntlet (licensed)	5	0	James Bond Jr.	8	0
Donkey Kong Classics	12	0	Gauntlet (unlicensed)	5	0	Jaws	5	0
Donkey Kong Jr.	10	0	Gauntlet 2	5	0	Jeopardy!	4	0
Donkey Kong Jr. Math	13	0	Gemfire	19	-4	Jeopardy! 25th Anniversary	5	0
Double Dare	6	0	Genghis Kahn	9	0	Jeopardy! Junior	4	0
Double Dragon	8	0	George Foreman KO Boxing	4	0	Jeopardy!, Super	4	0
Double Dragon 2	7	0	Ghost Lion	12	0	Jetsons	22	0
Double Dragon 3	9	0	Ghostbusters	8	0	Jimmy Connors Tennis	17	-1
Double Dribble	3	0	Ghostbusters 2	6	0	Joe and Mac	8	+1
Double Strike	11	+4	Ghosts 'N Goblins	6	-1	John Elway's Quarterback	3	0
Dr. Chaos	4	-1	Ghoul School	7	0	Jordan vs. Bird: One on One	4	0
Dr. Jekyll & Mr. Hyde	5	0	Gilligan's Island	8	0	Joshua	12	0
Dr. Mario	6	-1	Goal!	3	0	Journey to Silius	7	0
Dracula	12	+2	Goal! 2	10	+1	Joust	5	0
Dragon Fighter	16	-5	Godzilla	6	+1	Jungle Book	11	0
Dragon Power	5	+1	Godzilla 2	21	0	Jurassic Park	5	0
Dragon Spirit	4	0	Gold Medal Challenge	6	+1	Kabuki Quantum Fighter	4	0
Dragon Warrior	5	0	Golf	3	0	Karate Champ	4	0
Dragon Warrior 2	20	-1	Golf Challenge Pebble Beach	3	0	Karate Kid	5	+1
Dragon Warrior 3	32	+1	Golf Grand Slam	6	0	Karnov	5	0
Dragon Warrior 4	41	+2	Golgo 13: Top Secret Episode	4	0	Kick Master	9	+1
Dragon's Lair	9	0	Goonies 2	4	0	Kickle Cubicle	9	0
Duck Hunt	4	0	Gotcha!	4	0	Kid Icarus	13	+1
Duck Tales	9	0	Gradius	5	-1	Kid Klown	22	+2
Duck Tales 2	48	+2	Great Waldo Search	9	0	Kid Kool	6	0
Dudes with Attitude	6	0	Greg Norman's Golf Power	6	0	Kid Niki	5	0
Dungeon Magic	5	0	Gremlins 2	6	0	King Neptune's Adventure	54	-3
Dusty Diamond's All Star Softball	24	-3	Guardian Legend	5	0	King of Kings	7	0
Dyno Warz	4	0	Guerilla War	6	0	King's Knight	4	0
Elevator Action	5	0	Gumshoe	5	0	Kings of the Beach	4	0
Eliminator Boat Duel	7	0	Gun Nac	32	+1	King's Quest 5	11	0
Empire Strikes Back	11	0	Guns smoke	7	-1	Kirby's Adventure	10	0
Everet/Lendel Top Player's Tennis	4	0	Gyromite	4	0	Kiwi Kraze	7	0
Excitebike	7	0	Gyruss	5	0	Klash Ball	5	+1
Exodus	7	0	Harlem Globetrotters	5	0	Klax	4	0
F-117a Stealth	7	0	Hatris	9	0	Knight Rider	4	0
F-15 City War	5	-1	Heavy Barrel	5	0	Krazy Kreatures	6	0
F-15 Strike Eagle	4	-1	Heavy Shreddin'	4	0	Krion Conquest	8	0
Family Feud	8	0	High Speed	5	0	Krusty's Fun House	7	0
Fantastic Adv. Dizzy (Aladdin)	26	0	Hogan's Alley	5	0	Kung Fu	5	0
Fantastic Adventures of Dizzy	7	0	Hollywood Squares	5	0	Kung Fu Heroes	4	0
Fantasy Zone	9	+1	Home Alone	5	-1	Laser Invasion	6	+1
Faria	21	+2	Home Alone 2	4	0	Last Action Hero	9	0
Faxanadu	4	0	Hook	6	0	Last Ninja	8	-1
Felix the Cat	10	-1	Hoops	3	0	Last Starfighter	6	0
Ferrari Grand Prix	6	+1	Hot Slots	577	-72	Lee Trevino's Fighting Golf	3	0
Fester's Quest	3	-1	Hudson Hawk	6	+1	Legacy of the Wizard	4	0
Final Fantasy	13	0	Hunt for Red October	4	0	Legend of Kage	4	0
Fire and Ice	35	-1	Hydlide	4	0	Legend of Zelda	12	-1
Fire Hawk	5	0	Ice Climber	9	0	Legendary Wings	4	-1
Fisher Price Firehouse Rescue	7	0	Ice Hockey	4	0	Legends of the Diamond	5	-1
Fisher Price I Can Remember	6	+1	Ikari Warriors	4	-1	Lemmings	18	0
Fisher Price Perfect Fit	4	0	Ikari Warriors 2	5	0	L'Empereur	22	0
Fist of the North Star	6	+1	Ikari Warriors 3	8	-1	Lethal Weapon	7	-1
Flight of the Intruder	5	-1	Image Fight	5	0	Life Force	6	0
Flintstones	10	0	Immortal	6	0	Linus Spacehead	17	-2
Flintstones 2 Surprise Dino Peak	161	+20	Impossible Mission 2 (AVE)	10	-2	Linus Spacehead (Aladdin)	28	0
Flying Dragon	4	0	Impossible Mission 2 (SEI)	7	0	Little League Baseball	7	+1
Flying Warriors	5	+1	Indiana Jones: Crusade (Taito)	9	-2	Little Mermaid	6	0
Formula One: Built to Win	8	0	Indiana Jones: Crusade (UBI)	26	-3	Little Nemo	6	0
Frankenstein	13	+3	Indiana Jones: Temple (Mindscop)	6	0	Little Ninja Brothers	14	+1
Freedom Force	6	0	Indiana Jones: Temple (Tengen)	6	-1	Little Samson	95	-5

Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
Lode Runner	5	0	Moon Ranger	57	+4	Punch-Out!!	10	0
Lolo	7	0	Motor City Patrol	17	+2	Punisher	7	0
Lolo 2	17	-1	Ms Pac-man (Namco licensed)	26	0	Puss 'N Boots	6	0
Lolo 3	28	+1	Ms Pac-man (Tengen unlicensed)	16	+2	Puzzle	6	-1
Lone Ranger	10	+1	MULE	10	-1	Puzznic	9	0
Loopz	4	0	Muppet Adventure	4	0	Pyramid	8	0
Low G Man	4	0	MUSCLE	5	+1	Q*Bert	6	-1
Lunar Pool	4	0	Mutant Virus	6	0	Qix	15	-1
Mach Rider	4	0	Myriad 6 in 1	1199	0	Quattro Adventure	5	-1
Mad Max	5	0	Mystery Quest	4	0	Quattro Adventure Aladdin	14	0
Mafat Conspiracy	4	0	NARC	4	0	Quattro Arcade	12	+3
Magic Darts	6	0	NES Open Golf	5	0	Quattro Sports	5	0
Magic Johnson's Fast Break	3	0	NFL Football	4	0	Quattro Sports Aladdin	15	+1
Magic of Scheherazade	6	0	Nigel Mansell's World Ch.Racing	9	+1	R.B.I. Baseball 2	6	0
Magician	11	0	Nightmare on Elm Street	14	0	R.B.I. Baseball 3	8	+1
Magmax	4	0	Nightshade	6	+1	R.B.I. Baseball licensed	6	0
Major League Baseball	3	0	Ninja Crusaders	6	-1	R.B.I. Baseball unlicensed	9	+1
Maniac Mansion	10	0	Ninja Gaiden	7	0	R.C. Pro-Am Racing	5	0
Mappyland	5	0	Ninja Gaiden 2	7	+1	R.C. Pro-Am Racing 2	33	-1
Marble Madness	5	0	Ninja Gaiden 3	19	0	Race America, Alex DeMeo's	10	-2
Mario Brothers	12	0	Ninja Kid	5	0	Racket Attack	4	0
Mario Is Missing	17	+1	Nobunaga's Ambition	7	-1	Rad Gravity	5	0
Mario's Time Machine	35	+5	Nobunaga's Ambition 2	20	+1	Rad Racer	4	0
Master Chu and the Drunkard Hu	17	-2	North and South	19	0	Rad Racer 2	4	0
Maxi 15	40	+6	Operation Secret Storm	39	+1	Rad Racket	24	-2
MC Kids	9	+1	Operation Wolf	4	0	Raid 2020	8	-5
Mechanized Attack	7	0	ORB-3D	4	0	Raid on Bungeling Bay	4	0
Mega Man	22	0	Othello	3	0	Rainbow Islands	22	0
Mega Man 2	13	+1	Overlord	8	-1	Rally Bike	6	0
Mega Man 3	11	+1	Pac-Man (Namco)	12	0	Rambo	4	0

Scans for the SNES database! Contact Mario's Right Nut or SuperNESman for details!

See the sticky thread in:
"Collector's Corner"



NES	GB	GBC	SNES	VB	N64	GBA	GC	DS	Wii	FDS	FC	SFC	GW	Arcade	Other
Mega Man 4			13	0			Pac-Man Tengen licensed		9	0		Rampage		6	0
Mega Man 5			28	0			Pac-Man Tengen unlicensed		9	0		Rampart		7	+1
Mega Man 6			17	-2			Pac-Mania		10	-1		Remote Control, MTV's		4	0
Menace Beach			57	0			Palamedes		4	0		Ren and Stimpy: Buckaroos		8	0
Mendel Palace			6	+1			Panic Restaurant		65	+4		Renegade		4	0
Mermaids of Atlantis			29	+2			Paperboy		9	-1		Rescue: Embassy Mission		3	0
Metal Fighter			10	+1			Paperboy 2		11	0		Ring King		5	0
Metal Gear			7	0			Peek A Boo Poker		392	0		River City Ransom		15	0
Metal Mech			5	0			Pesterminator		23	-2		Road Runner		6	0
Metal Storm			16	0			Peter Pan and the Pirates		5	0		RoadBlasters		4	0
Metroid			9	0			Phantom Fighter		5	0		Robin Hood: Prince of Thieves		5	0
Michael Andretti's World GP			4	0			Pictionary		4	0		Robocop		3	-1
Mickey Adventure in Numberland			15	+1			Pinball		4	0		Robocop 2		6	0
Mickey Mousecapade			5	0			Pinball Quest		4	0		Robocop 3		10	0
Mickey Safari in Letterland			8	+1			Pinbot		4	0		Robodemons		14	0
Micro Machines			15	0			Pipe Dream		5	0		RoboWarrior		4	0
Micro Machines (Aladdin)			13	0			Pirates!		13	+1		Rock N' Ball		4	0
MIG-29			5	0			Platoon		3	0		Rocket Ranger		4	+1
Might & Magic			20	-1			Play Action Football		3	0		Rocketeer		4	0
Mighty Bombjack			5	0			Popeye		7	0		Rockin' Kats		15	+2
Mighty Final Fight			20	+2			POW		4	0		Rocky and Bullwinkle		5	0
Mike Tyson's Punch-Out!!			16	0			Power Blade		7	+1		Roger Clemens Baseball		3	0
Millipede			5	0			Power Blade 2		64	-3		Rollerball		4	0
Milon's Secret Castle			4	0			Power Punch 2		8	0		Rollerblade Racer		6	0
Miracle Piano System			9	0			P'radikus Conflict		28	-5		Rollergames		4	0
Mission Cobra			28	-2			Predator		7	+1		Rolling Thunder		4	0
Mission: Impossible			3	-1			Prince of Persia		11	0		Romance o/t Three Kingdoms		7	0
Monopoly			5	0			Princess Tomato		27	+2		Romance o/t Three Kingdoms 2		22	-4
Monster in My Pocket			10	+1			Pro Sport Hockey		16	-1		Roundball		5	0
Monster Party			5	0			Pro Wrestling		4	0		Rush N' Attack		4	0
Monster Truck Rally			9	+1			Pugsley's Scavenger Hunt		14	-1		Rygar		5	0

Title	\$	Δ	Title	\$	Δ	Title	\$	Δ
SCAT	19	0	Super Glove Ball	4	0	Twin Cobra	5	0
Secret Scout	52	0	Super Mario Brothers	5	-1	Twin Eagle	5	0
Section Z	4	0	Super Mario Brothers 2	13	0	Ultima: Exodus	5	0
Seicross	4	0	Super Mario Brothers 3	12	-1	Ultima: Quest of the Avatar	8	0
Sesame Street 1-2-3	4	0	Super Mario/Duck Hunt	6	0	Ultima: Warriors of Destiny	22	+2
Sesame Street 1-2-3/A-B-C	6	0	Super Mario/Duck Hunt/WCTM	5	0	Ultimate Air Combat	13	0
Sesame Street A-B-C	4	0	Super Pitfall	6	0	Ultimate Basketball	4	0
Sesame Street Countdown	7	+1	Super Spike V'Ball	3	-1	Ultimate League Soccer	14	-1
Shadow of the Ninja	10	0	Super Spike V'Ball/World Cup	4	0	Ultimate Stuntman	5	0
Shadowgate	6	0	Super Sprint	5	0	Uncharted Waters	23	+2
Shatterhand	8	0	Super Spy Hunter	8	-1	Uninvited	18	0
Shingen the Ruler	5	0	Super Team Games	4	0	Untouchables	6	0
Shinobi	9	0	Superman	8	0	Urban Champion	4	0
Shockwave	9	+1	Swamp Thing	12	0	Vegas Dream	4	0
Shooting Range	9	+1	Sword Master	17	0	Venice Beach Volleyball	5	-1
Short Order/Eggsplode	6	-1	Swords & Serpents	4	0	Vice: Project Doom	5	-1
Side Pocket	4	0	T&C Surf Design	4	0	Videomation	4	0
Silent Assault	11	0	T&C Surf Design 2 Thrillas Surfari	8	0	Vindicators	4	0
Silent Service	3	0	Taboo: The Sixth Sense	3	0	Volleyball	4	0
Silk Worm	5	0	Tag Team Wrestling	3	0	Wacky Races	24	0
Silver Surfer	6	-1	Tagin' Dragon	25	-1	Wall Street Kid	4	-1
Simpsons: Bart vs. The World	6	0	Talespin	6	+1	Wally Bear and the No! Gang	15	+1
Simpsons: Radioactive Man	9	0	Target: Renegade	4	0	Wario's Woods	11	-1
Simpsons: Space Mutants	5	0	Tecmo Baseball	4	0	Wayne Gretzky Hockey	4	0
Skate or Die	4	0	Tecmo Bowl	7	0	Wayne's World	24	+2
Skate or Die 2	5	0	Tecmo Cup Soccer	13	-1	WCW: World Champ. Wrestling	5	0
Ski or Die	5	0	Tecmo NBA Basketball	6	0	Werewolf	5	0
Skull and Crossbones	5	0	Tecmo Super Bowl	15	-1	Wheel of Fortune	4	0
Sky Shark	4	0	Tecmo World Wrestling	4	0	Wheel of Fortune: Family Edition	4	0
Skykid	6	0	Teenage Mutant Ninja Turtles	5	0	Wheel of Fortune: Junior Edition	4	0
Slalom	4	0	Teenage Mutant Ninja Turtles 2	9	0	Wheel of Fortune: Vanna White	5	0
Smash TV	6	+1	Teenage Mutant Ninja Turtles 3	14	0	Where in Time/Carmen Sandiego	5	0
Snake Rattle 'N Roll	6	0	Teenage Mutant Ninja Turtles TF	31	+2	Where's Waldo?	6	0
Snake's Revenge	8	+1	Tennis	4	0	Who Framed Roger Rabbit?	5	0
Snoopy's Silly Sports	6	0	Terminator	7	0	Whomp 'Em	7	0
Snow Brothers	60	-1	Terminator 2: Judgement Day	5	0	Widget	8	-1
Soccer	4	0	Terra Cresta	7	0	Wild Gunman	11	+1
Solar Jetman	4	0	Tetris (Nintendo licensed)	6	0	Willow	6	0
Solitaire	18	+1	Tetris (Tengen unlicensed)	34	-1	Win, Lose or Draw	4	+1
Solomon's Key	6	+1	Tetris 2	6	-1	Winter Games	4	0
Solstice	4	0	Three Stooges	6	0	Wizardry	5	0
Space Shuttle	7	0	Thunder and Lightning	8	+1	Wizardry 2: Knight of Diamonds	16	-1
Spelunker	5	0	Thunderbirds	4	0	Wizards & Warriors	5	0
Spider-Man: Sinister Six	7	0	Thundercade	5	+1	Wizards & Warriors 3	9	-1
Spiritual Warfare	10	0	Tiger Heli	4	0	Wolverine	8	+1
Spot	5	0	Tiles of Fate	10	+1	World Champ	11	+1
Spy Hunter	4	0	Time Lord	3	0	World Class Track Meet	5	0
Spy vs. Spy	5	0	Times of Lore	16	+2	World Cup Soccer	4	-1
Spoon	13	0	Tiny Toon Adventures	7	0	World Games	5	0
Stack Up	22	-1	Tiny Toon Adventures 2	7	0	Wrath of the Black Manta	4	+1
Stadium Events	1724	0	Tiny Toon Cartoon Workshop	6	+1	Wrecking Crew	7	0
Stanley	7	-1	To The Earth	4	0	WURM	6	+1
Star Force	4	-1	Toki	12	+1	WWF King of the Ring	8	-1
Star Soldier	4	0	Tom and Jerry	7	0	WWF Steel Cage	5	0
Star Trek: 25th Anniversary	8	0	Tom Sawyer	5	0	WWF Wrestlemania	3	0
Star Trek: The Next Generation	12	0	Tombs and Treasure	9	0	WWF Wrestlemania Challenge	5	0
Star Voyager	4	0	Toobin'	8	0	Xenophobe	4	0
Star Wars	8	0	Top Gun	3	0	Xevious	4	0
Starship Hector	5	0	Top Gun 2	3	0	Xxyz	4	0
StarTropics	5	0	Total Recall	4	0	X-Men	5	0
Stealth	4	0	Totally Rad	5	0	Yo! Noid	6	0
Stinger	5	0	Touchdown Fever	5	-1	Yoshi	6	0
Street Cop	14	+1	Toxic Crusader	7	-1	Yoshi's Cookie	6	0
Street Fighter 2010	6	+1	Track and Field	5	0	Young Indiana Jones	11	-2
Strider	4	0	Track and Field 2	4	0	Zanac	5	0
Stunt Kids	31	0	Treasure Master	6	0	Zelda 2: The Adventure of Link	9	0
Sunday Funday	44	-3	Trick Shooting	6	0	Zen Intergalactic Ninja	11	+1
Super C	12	0	Trog	6	0	Zoda's Revenge: StarTropics 2	6	-1
Super Cars	11	+2	Trojan	4	0	Zombie Nation	36	+6
Super Dodge Ball	11	0	Trolls on Treasure Island	12	0			

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