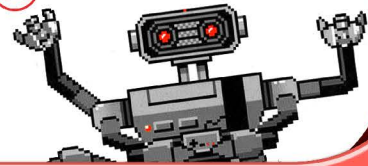




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NES-Bit[®]



MAGAZINE SYSTEM

VOL#1

NES

Nintendo[®]



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- NES-Bit meets Nintendo Legend
- Animal Abuse in a NES game?
- Controllers Special

ADVANTAGE

Nintendo[®]



- The complete NES History
- Game Mash-up
- And many more



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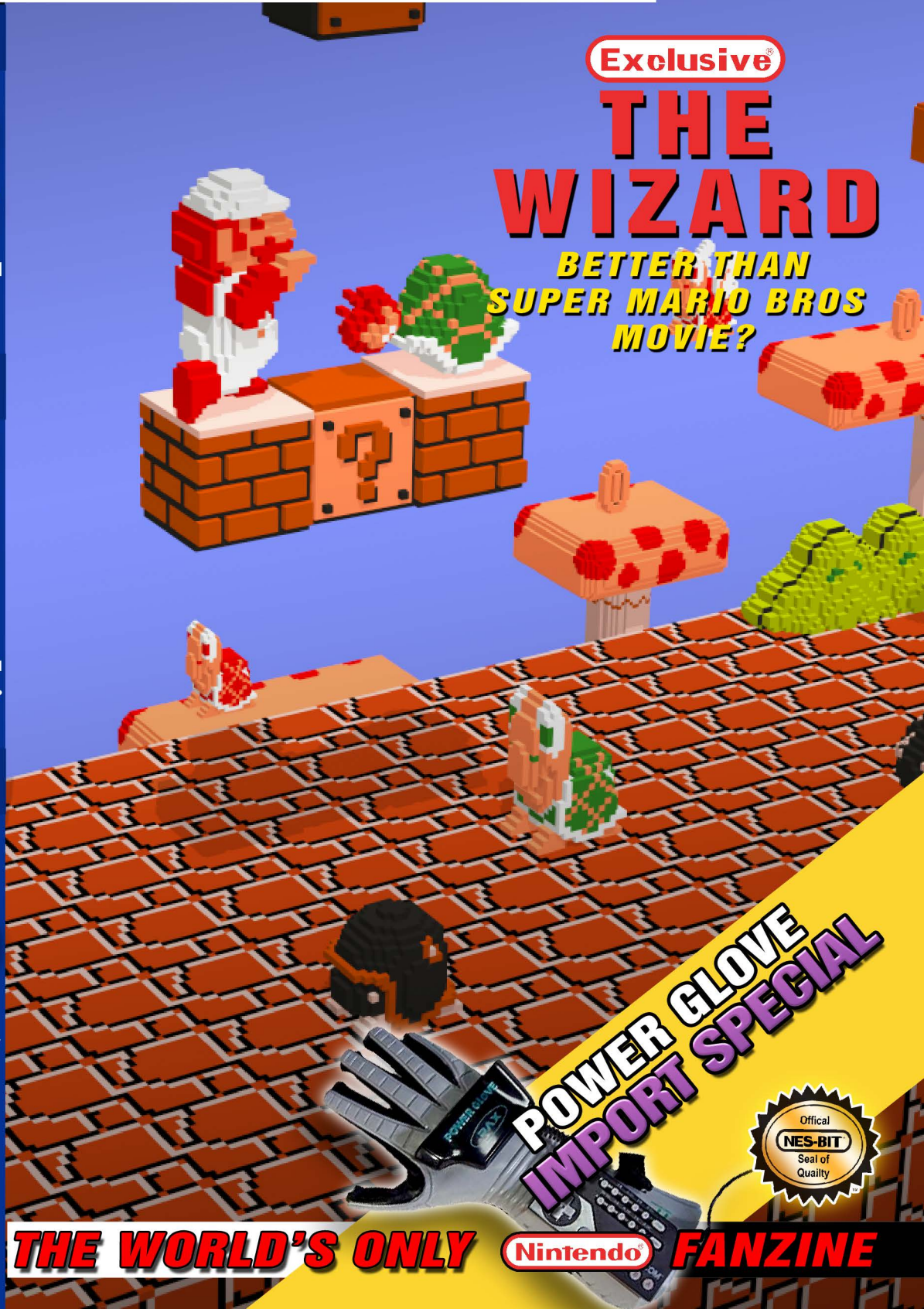


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Exclusive[®]

THE WIZARD

BETTER THAN
SUPER MARIO BROS
MOVIE?



POWER GLOVE
IMPORT SPECIAL



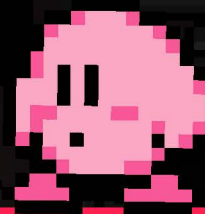
THE WORLD'S ONLY

Nintendo

FANZINE



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consisting of reviews



interviews, articles

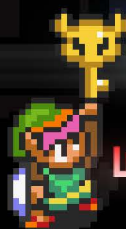
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The Team



DARREN "GREYFOX" DOYLE
Graphic Designer

Favourite NES game:
Starwars & Super Mario Bros 3

Why the NES is so special?

Well it set a standard in 8bit console game back in the 80's and bought the video games industry back to life.



CHRIS "JUGGLE CHAINSAWS" OSBORNE
Article Contributor

Favourite NES game:
Super Mario Bros 2

Why the NES is so special?

Games had to be good since they couldn't rely on amazing graphics.
<http://jugglechainsaws.com>
Some Games Are Worth Revisiting



PETER "KLAX" JOHNSTON
Article Contributor

Favourite NES game:
Recca Summer Carnival '92

Why the NES is so special?

Because it introduced me to the magic of retro gaming.
<http://www.nesdevelopment.blogspot.com/>
a website about unreleased games, pirated games, NES, and meme's



CASEY SUOU "RETROSOFER" LAYNE
Article Contributor

Favourite NES game:
Smash T.V.

Why the NES is so special?

The NES was the first system that introduced me to Mario way back in the day.
<http://www.pixellationmagazine.com>
A site with information about my retro gaming ebookzine & selected articles from the mag.



ERIC "NINTENDO LEGEND" BAILEY
Article Contributor

Favourite NES game:
StarTropics

Why the NES is so special?

The console revolutionized video gaming -- and I got to experience it first-hand!

www.nintendolegend.com

One crazy retro gamer's quest to review every NES video game in the North American library.



DAN "DSTE" STEPHENSON
Article Contributor

Favourite NES game:
What, just one game? Pah.

Why the NES is so special

My first console so will always have a special place in my heart.



ANTONIO "RETROGAMERVE" QUIRÓS
Article Contributor

Favourite NES game:
Castlevania II: Simon's Quest
Why the NES is so special?

The first console I played like a real gamer, finishing games and caring about scores, and 20 years later I still play it even more than today's consoles! Games don't get old and it has most of the first games of the big video game sagas

I write for www.pixenario.com Spanish website about videogames news, movies, and entertainment.



Firstly I'd like to take the time to thank everyone who has purchased a copy of NES-Bit Magazine System. This has been a dedicated project between NES fans and the sites forum community to offer something more beyond pages in a web browser.

NES-Bit launched back in October 2010, its aim to provide a comprehensive games database for all UK releases. Originally a one-man band with an impressive starting block of 50 reviews (mind boggling to think back to the months spent writing these) it developed to cover more varied topics such as home brew and developer interviews. Members of the forum volunteered to cover a large range of NES game reviews and articles leading to an ever-evolving site. An impressive feat considering there has never been a website in the UK dedicated to our favourite 8-bit system before.

Of course NES-Bit will change as time goes on but the magazine team hopes to provide a regular look into the world of the NES with more issues in future. For those that would like to get involved with the magazine or the site then simply drop by the site or send an email to Lorfarius@nes-bit.com

Everything will be considered and you never know you may find yourself a regular writer.

This issue we will be looking at some import specials such as the Power Glove and different box arts, a unique UK version of the NES timeline, the infamous Mario Bros. movie and the ultimate "port" off between the NES and Game Boy. What we hope will be plenty to introduce you all to the wonders of NES collecting.

Thanks for your continued support and most of all... enjoy the first issue.

Lorfarius

Magazine Team

Editor **Keith Lutener**

Lorfarius@nes-bit.com

Senior Sub Editor **Darren Doyle**

Head Of Art & Design **Darren Doyle**

dddi@ollicom.net

Contributors

Keith Lutener (Lorfarius), Juggle Chainsaws,

Casey/Suou Layne(RetroSofer),

Peter "Klax" Johnston, Dan "dste" Stephenson

Eric "Nintendo Legend" Bailey, Bamidele A. Oja Jr.

Antonio "RetroGamerVE" Quirós

Cover Design

inspired from Nintendo Magazine System©1991

Darren Doyle

Super Mario Brothers (3D Image) Front cover courtesy of

[Justin Buonvino @ nes--still-the-best.deviantart.com/](mailto:Justin.Buonvino@nes--still-the-best.deviantart.com/)

Advertising

digital or printed media packs are available on request

Keith Lutener

Lorfarius@nes-bit.com



Has a Chat With....

Nintendo



Legend

The Nintendo Legend aka Eric Bailey for years counted writing and retro gaming among his passions. After discovering an outlet for writing reviews for NES titles he had an idea to launch a website fully devoted to amassing the ultimate library of Nintendo Entertainment System video game reviews

With over 700 titles released into the US market, Nintendo Legend talks about his special and unique NES project.

***Nesbit:** Could you tell us a little about the Nintendo Legend site and what's its main goal is?

Nintendo Legend: Absolutely - the primary goal of NintendoLegend.com is to craft a well-written review for each and every NES video game ever released in the North American region.

NB: How do you go about picking a game to review next?

NL: I do not follow a set order, so mood and whimsy play as much a part in the choosing as any planned element. Sometimes I will literally just look over the list until a title "jumps out" at me, or sometimes it will reflect what I have been playing lately, or occasionally I will even take suggestions and requests. The process is amazingly vague and not set in stone.

NB: How do you go about reviewing a game, do you set aside a certain amount of time, focus on different aspects like such as sound or game play? Can you explain your review process?

NL: Sure - the time I spend on a game will actually depend on the type of game I am playing. If it is a sports title, I will play through a complete game or two. If it is a role-playing game, I will prefer to spend several hours on it, try to get at least most of the way through the game. Overall, you can typically count on me spending at least a half-hour on a game for the bulk of the platformers and action titles. Then, I begin writing the review, the first items in my mind being who developed/published the cartridge, when it was released, and what genre it fits into. From there, after an initial treatment of the plot, the review will

comment on the title's game play, graphics, sound, and originality, ending up at an overall score in stars out of five; for example, one star out of five for a bad game, four out of five for a really solid title.

NB: How long do you envision it taking to review every game?

NL: A handful of years. There are a little over 750 games to review, and I am on pace to finish about 160 for my first year. The simple math can be done from there; but, as I anticipate getting married soon, who knows when I will have kids and life gets really busy, etc., it may even take a couple years longer than expected. But that is alright: Especially lately, I have learned that people would prefer me take my time to write excellent reviews and create other high-quality content rather than simply try to race through all the games as quickly as possible.

NB: What is your background for the NES, can you share a little of your history of how you were introduced to the console?

NL: For my 4th birthday, my grandparents got me the original NES (this is in early 1990). My grandpa hooked up the zapper for a round of Duck Hunt, which was fun -- then when I had a controller in my hand for Super Mario Bros., and released that I was actually controlling what was on the television screen, I was hooked. Video gaming became one of my passions, and I certainly got other consoles and games throughout the years, but always kept the NES around and collected more and more cartridges.

NB: Out of all the games you have written about so far which have you found to be the worst?

NL: That is a very tough question, because I have now written enough reviews to over think the whole grading process and realize that, truly, to determine the "worst" game really depends on what criteria you use. In some ways, I think simulations of something done much better in real life are, by principle,

the worst; this would be "games" like coloring-book simulation Color A Dinosaur, or the NES version of Solitaire. Among actual platformer/side-scrolling game play, I think the worst is somewhere between Athena and Total Recall, of what I have reviewed so far, but I really disliked Silver Surfer as well, purely for its level of difficulty though.

NB: Which game do you have on your list that you are dreading or even worried to write about?

NL: Any NES video game with a passionate fan base, or that people have really strong opinions about. By the time I decide to get to such vaunted series as Castlevania and Ninja Gaiden, I know I will have to be objective yet careful in my assessments. Then again, I do like to stir up trouble occasionally, as I have with a couple prior reviews many gamers disagree with. But there is, actually, one game that does stick out: Punch-Out. It is a much-beloved classic that I find to probably be the most overrated game on the system, so I worry about that one.

NB: Have you ever considered what the future will hold and if you plan to move onto another system after achieving Nintendo Legend's goal?

NL: Certainly. I doubt I will move onto another system, simply because the NES is where my expertise lies, and the obvious next choice (SNES) has an enormous library. I imagine that once I finish the list of reviews, it will remain on the site as a retro-gaming resource for anyone to browse, and I will continue writing more articles, making more videos, and generally contributing other NES-related content out there.



nintendolegend.com

THE POWER GLOVE

"WHY ITS SO BAD!"

The Power Glove. "Everything else is child's play"

Back in the late 80s when the big videogame era was starting, Nintendo came up with an idea that blew (almost) everyone's mind. Trying to take the interactivity to unsuspected levels, in 1989, the dream of every kid was on the stores: The Power Glove! With a TV commercial showing a boy with a very futuristic glove on his hand and being able to move the characters on the screen with a simple twist of his arm, Nintendo caused the same impact in the gamers as they did in 2006 with the Wii: Everyone wondering, "What the heck is this amazing thing?" Yet the fact that really made every single kid in the world want to try the Power Glove - and go from "I want that" to "I NEED that!" - was the movie; "The Wizard."

Here, we see a boy called Jimmy, who is sent to a mental institution. His half brother helps him escape, and Jimmy's divorced parents compete to find him. During his escape, Jimmy meets a girl called Haley, who, noticing Jimmy's abilities with video games, tells him about the "Video Armageddon" contest. They then start travelling the country - along the way Jimmy plays against strangers for money - to get to the competition. During their journey, they encounter a boy called Lucas, who shows off his Power Glove, and his abilities playing Rad Racer with it. It is then that Lucas utters the immortal line: "I love the Power Glove... It's so bad!"

The simple idea of controlling a character with a motion of the hand was astoundingly different; however, the game-play was not so easy. Unfortunately, the technology at that particular time was not advanced enough to accomplish such an experience in an affordable way. So Nintendo and Mattel found a way to develop the Power Glove, balancing costs and innovation.

Based on that, the Power Glove is able to recognize moves for 8 different directions and allows you to program movements for pressing A and B buttons. The main problem with the Power Glove is it is difficult to get used to. Programming the controller every time you are going to play, setting up the sensors over the TV and some precision issues, make a big amount of gamers lose interest after a while.

But wait! We are talking about a gadget that was like 20 years ahead its time, so give it a chance! Once you manage to understand all the settings involved and get the calibration of the glove right, you can enjoy the game-play, especially games like Rad Racer 1 and 2 - where you feel like you are driving a car with an imaginary steering wheel.

Imagine beating Mike Tyson with your own uppercut to his jaw? In Mike Tyson's Punch Out you can! That's one of the reasons it is called The POWER Glove.

What about opening your hand and moving it in the air controlling a combat plane? Easy, get your 1943 game cartridge, plug in your Glove and feel the Power!



I could continue talking about games where The Power Glove works like a charm, but I don't want to bore you, so I'll only recommend a few more: Galaga, Isolated Warrior and of course Super-Glove Ball.

The Power Glove was and is full of power, and even if it was too advanced for the 80's it can be considered the father of the Wii remote so we owe it the respect it deserves. It is definitely something you want to try, so get your glove and prepare for the ultimate NES interaction.

Everything else is child's play!

**FUN
FACT**

Did you know, the idea for the Power Glove was patented by the NASA space program for repairing satellites in space before it was sold to Nintendo and Mattel..

EUROPEAN

EUROPE JUST CAN'T SEEM TO DECIDE WHAT TO DO WITH THE COVER OF THEIR GAMES...LETS TAKE A LOOK AT SOME OF THEIR DILEMMAS

In some cases Europe just decided to make their own cover and ignore what existed in North America and Japan.



North American



European Version



North American



European Version



Japan Version

**Total New
Cover Design**



Japan Version

References to ninjas are commonly taken out of titles. In some cases this is just a word swap, in others it means a whole new title.



Japan Version



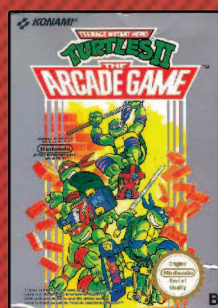
North American



European Version



Japan Version



European Version

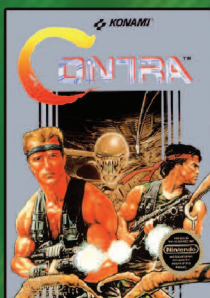
**Something
Against
Ninjas**



North American

INDECISION

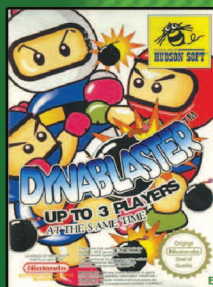
While in other cases Europe got a different name for the game than both North America and Japan.



North American



European Version



European Version



Japan Version



Japan Version

*Name
Changes*



North American

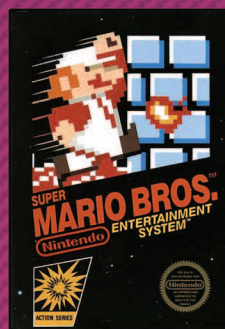
Nintendo "black box" games tended to use the Japanese art while later games used the North American art.



European Version



Japan Version



North American



European Version



North American

*Follow America
or Japan*



Japan Version

THE JOY OF STICKS

Having trouble finding a decent replacement for the trusty Pad?

Lorfarius digs his way through the pile of 1st and 3rd part sticks to see which is worth your investment.



QuickShot Flight Grip 2

No idea what happened to the first but 2 is all I could find. A strange looking novelty controller with big red buttons that feel stiff to use but with the added benefit of an Auto-fire switch but like all controllers of this kind you will suffer arm strain holding it up before you before long.

Score: 2/5



QuickShot Maverick 2

A really nice alternative to the Advantage and doesn't suffer from being too heavy so easy to keep on the lap. The problem is the buttons feel cheap and unresponsive and the stick just isn't sensitive enough meaning you often end up frustrated. Real shame as the design is spot on but the mechanics are poor.

Score 2/5



Beeshu Ultimate Superstick

With a huge stick most will find difficult to fit into their hand and a good selection of auto-fires, suffers from buttons that are too far apart. Trying it with the likes of Super Mario Bros 3 and the wide spaced buttons become an encumbrance for the quick reflexes needed for a platformer, perhaps good enough for more arcade shooters.

Score: 2/5



Joystick Champ Explorer

One of the best button layouts on a tabletop stick I've seen and they respond well to presses but the stick is truly awful. Even the slightest movement requires a good firm push meaning accuracy is not this sticks strong point.

Score: 2.5/5



Beeshu Zipper

Simply put this pad is a third party revelation. The thumb stick can be removed offering a simple D-Pad and the controls are even more responsive than a standard controller. They even throw in a few auto fire buttons and besides the colour it's the ideal NES controller.

Score: 5/5



QuickShot Intruder 2

Awe inspiring to look at, flying a helicopter in your living room just think of the possibilities, except they aren't many on the NES and suffers for it. The Turbo and Slow motion features help a great deal in all games but for anything beyond flight sims it just isn't the part. Great if you like making whooshing noises and piloting the couch.

Score: 3/5



QuickShot Starfighter 2

A real design treat seeming to borrow from the Mega Drive/Genesis pad shape yet suffers from strange oval buttons. I often found my fingers slipping during frantic gaming but it feels and responds well enough to go alongside the original with a great D-Pad.

Score: 4/5



Beeshu Zinger

The buttons are all over the show. B is placed up on the stick and the whole thing just feels wrong to hold, cheap movements remind you it really is breakable plastic. I kept thinking the buttons were mints yet tasty this was not.

Score: 2/5



Konix Speedking

If you have the hands of a small child this could be the stick for you. It was small and easy to overpass the top with fingers but the grip felt the most interesting of any stick (oer), despite cleaning the buttons thoroughly the buttons were really stiff (God they get worse). Try before you buy.

Score: 3.5/5



Nintendo NES Max

Not quite sure what Nintendo was thinking with this design, it truly should have been left in the design room. A floating D-Pad that doesn't center itself making accurate control in the likes of Super Mario impossible and the curves round the side seem to be an attempt at early ergonomics. Except it just doesn't feel enough, not to mention the weirdly placed buttons.

Score: 1/5

Nintendo NES Advantage



You can't help but feel you are playing with Nintendo Power (groan) with this one. The base is metal with the plastic top making a hefty piece of kit. The Turbo and Slow buttons are a Godsend for more arcade like titles and the button placing makes it feels just like a cabinet set up on your lap. Overall one of the better Nintendo controllers I've used, only let down by its weight.

Score: 4/5



QuickShot Ni 5

If you have the hands of a small child this could be the stick for you. It was small and easy to overpass the top with fingers but the grip felt the most interesting of any stick (oer), despite cleaning the buttons thoroughly the buttons were really stiff (God they get worse). Try before you buy.

Score: 3.5/5

QuickShot



QuickShot

QuickShot Chimera 2

A hard one to use yet alone review, the grip is so unlike any other controller for the time finding it hard to use for extended periods. I still can't fathom if it's a bad stick or 25 years of ingrained joystick use. The placement of buttons is just too confusing, perhaps an interesting curio at best.

Score: 2/5



QuickShot Aviator 2

First a helicopter pilot now a plane one, really adds to the experience. Needs actual physical effort to push and pull the stick in all directions, buttons are placed well for thumb reach but more of a novelty. Might be due to age of the stick but the rubber suckers didn't hold it down well at all, too easy to pull clean off the table.

Score: 3/5

QuickShot

A BRIEF HISTORY

NBMS sits back and walks through some of the highlights of the NES lifetime.

1980



Shigeru Miyamoto joins Nintendo develops Radar Scope, Popeye, Mario Bros and Donkey Kong in his first few years.



Famicom launches in Japan, start of Nintendo world dominance begins. US Video game-crash, market appears to be dead to retailers.

1983



Famicom becomes the best-selling game console in Japan by the end of 1984, prompting Nintendo to tackle the now defunct US market.

1984



NES launches to the US in 1985 **Super Mario Bros.** launches along with the console.

1985

Nintendo®

Nintendo of America finally discontinues the NES.

1995



Wario's Woods the last of the official NES games is released everywhere but the UK. Despite having over 700 releases in the US the UK barely manages close to 300. The Famicom has over 1400 titles.

1994



Super Mario Bros film released and bombs spectacularly in cinemas!"

1993

Ninte



Legend of Zelda released in Europe still their biggest franchise to this day. **Mega Man** series launches starting a multi-million gaming franchise for Capcom. **Castlevania** series begins, tackling Dracula in the first of the Belmont's adventures.



Super Mario Bros 2 released despite being a repackaging of Famicom title Doki Doki Panik it sells as well as the first and the famous **Metroid** is also released. **Zelda 2: Adventure of Link** released to mixed views in the UK. Even years later considered the "black sheep" of the Zelda family.



NES launches in Europe

1987

1988

1986



Super Nintendo launches in Europe as sales of the NES worldwide begin to fall as the system falls out of favour.



Nintendo releases the **Official NES Cleaning kit** to help overcome the dirty connectors issue.

The Wizard movie hits our screens and bombs, its saving grace being the Super Mario Bros 3 footage.



1989

1992

1990



Super Mario Bros 3 David Sheff of "Game Over" fame writes: "By record-industry standards, 'SMB3' went platinum eleven times. Michael Jackson is one of the few artists to have accomplished this feat." Over **19 million NES systems** sold in the United States alone. By 1990 the NES could be found under TV sets in more than a third of US and Japanese homes. Allowing them to take control of the gaming market relegating Atari to has beans forever more. Nintendo takes over distribution to **Europe from Mattel**. The system is not selling well.

A
BRIEF
HISTORY



SUPER MARIO BROS. THE MOVIE



Bob Hoskins: 'The whole experience was a nightmare.'

"It's a Me, in a Movie!"

In 1993, every single gamer's dream came true when the movie theatres got "Super Mario Bros The Movie". An action-live film based on the hyper-famous plumber and his adventures to rescue his beloved Princess Peach.

A sure-fire hit? Well you'd be wrong! Surprisingly, it became considered failure; not only commercially for the filmmakers, but for the fans too! Let's see what happened to this multi-million dollar production...

Plot:

Mario and Luigi suddenly get involved in a problem. After reaching a dig, they find a door to "the other dimension". On the other hand, two evildoers sent by the evil King Koopa kidnap Daisy, a girl the brothers just met. The two criminals flee across the inter-dimensional door. Mario and his brother go to rescue her. Beyond the doorway lies Dino-World, Kingdom of King Koopa, where dinosaurs survived Earth's meteor collision tens of thousands of years ago and have evolved to be a civilized - humanized - form, of sorts. So let's split this review into two parts: firstly let's consider what the Director and crew intended to offer the moviegoer, and secondly, what did fans expect to see on the big screen?

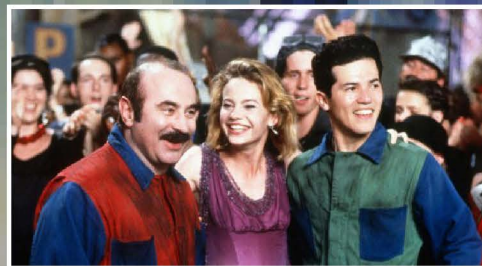
What the filmmakers intended to do:

First of all we are talking about the first ever movie based on a video game story, and if you take a bit of a closer look, the story of the first Mario Bros. game was very simplistic and needed expanding on greatly for the silver screen. A plumber called Mario, and his brother Luigi, travel through a world infested with creatures, mushrooms, turtles and dinosaurs to rescue a Princess called Peach; who is almost always in another castle! The Directors (Rocky Morton, Annabel Jankel, Dean Semler) and their writers had to come up with something that fitted. This plot consists of a world about human-like dinosaurs that kidnap Daisy, and the two heroes who go to rescue her. The budget for the movie was a respectable 42 million dollars, which seemed to be well spent; if the special effects and high-quality soundtrack were anything to go by. The cast were well-picked, with Bob Hoskins as Mario Mario and John Leguizamo as Luigi Mario. Judging from those reasons alone, it had the makings of a good movie based on a video game.

Moviegoer's expectations:

If we assume the target audience was people who already had a prior knowledge about the Mario franchise, then we can say with

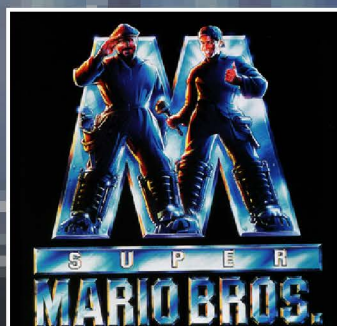
confidence that the movie was a let-down. Here's the hitch... A seemingly good movie which broadly follows the Mario Bros. story was just not good enough for 'gamers.' There are details which gamers don't like to be missed in a movie based on a video game, though perhaps insignificant for the common audience, the gamers find them unforgivable. And even though the movie adhered to the basic plotline (brothers Mario and Luigi the Italian-American plumbers), one noticeable and some would say trivial fact was that Luigi didn't have his trademark moustache!



Mario's first (and last) Hollywood adventure

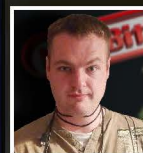
There were many other examples such as; Yoshi wasn't featured as a somewhat cute raptor and Goombas were not living mushrooms but humanized lizards. We do see 'Bob-ombs' and 'Bullet Bills' appearing as Mario's weapons and the main characters using their 'game names' (Mario, Luigi, Daisy and Yoshi), yet for gamers who went to see a movie based on the Mario Bros. game it just was not enough.

To be fair, the idea inspired by a video game was a good one. The components of a great movie were there: a great budget and cast, the main elements of the game - characters, soundtrack, and costumes - but all missing that relevant spark to make a good movie. As gamers, we have to think, "It's a Mario Bros. Movie" so, even if it is bad, it's worth watching. Remember: This is a movie, "This ain't no game!"



Here we see the movie poster they used to entice kids into thinking this was gonna be great.

WHAT WE THOUGHT?



LORFARIUS

Bit of a guilty pleasure but I actually thought it was a fun film to watch!



NINTENDO LEGEND

A live-action disaster that ruined the dreams of young NES gamers everywhere who had

hoped to see their favorite pixelated hero save the Mushroom Kingdom. Instead we got a post-apocalyptic mess that was "Super Mario" in name only; not only did it betray the source material but the movie itself is simply not good either.



JUGGLE CHAINSAWS

Wait, this was a Mario movie? It looks like someone had a script already made and

couldn't find a studio. And then somehow got lucky when a studio said they'd take it if the movie had some Mario references thrown in.

UP NEXT!!
THE WIZARD

THE WIZARD

MOVIE REVIEW



I'm not going to pretend that *The Wizard* is perfect. It's far from that. From the inaccurate portrayal of the Power Glove to numerous in-game mistakes to not even saying the word Nintendo until way over halfway through the movie there is plenty to harp on. But all of its 1980s cheesy goodness makes it such a better movie than *Super Mario Bros.* that it's not even funny.

We can start with the fact that *The Wizard* actually has a plausible story that doesn't ruin an established canon and can stand alone. It might be a straight to TV Lifetime movie without the video game stuff in there but I've sat through things that are a lot worse. The story even includes some character history things that the viewers have to pick up on by themselves. None of this normal kids' movie junk where everything is explained like the characters have a 10 second memory in this film.

The Wizard starts off rather dark for a kids' movie, but doesn't dwell on that. Unlike *Super Mario Bros.*, which looks like someone tried to pull off one of the modern day darker reboots. The writers also had the decency to have divergent story lines going on. It takes some intelligence to watch *The Wizard* because you're not following all of the main characters around the entire movie.

Super Mario Bros. doesn't really have any definitive moments. The only thing that comes close is when Luigi is explaining that their names are Mario and Luigi Mario. But that really shouldn't count since Nintendo has repeatedly stated that there are no last names for Mario and Luigi.

The Wizard on the other hand has plenty of moments that live on today in popular culture. The scene where Lucas states that he "loves the Power Glove. It's so bad." is an internet meme that I don't think will ever die. And what about when Haley screams out "He touched my breast!" in the middle of the casino arcade? I've seen that pop up more and more when people want to end an online conversation. When Haley says she'll never kiss a boy and Corey asks "A girl maybe?" is a dirty joke thrown into an otherwise pretty clean movie. What kid doesn't like that?

But if you're watching *The Wizard* it's not for the wonderful story or acting, you're watching for the games. *The Wizard* has 16 games that show up. Although maybe that number should be 15 since *F1 Dream* was actually *Top Speed*, and neither of those is an NES game anyway. But really, who cares? That's a ton of games that show up in the movie.

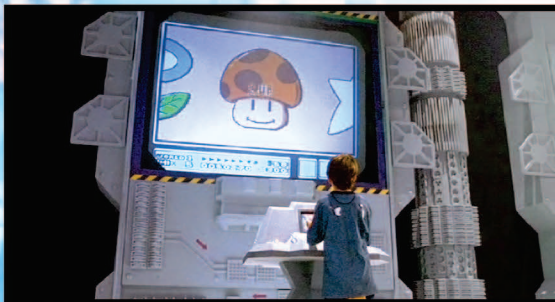
Double Dragon starts things off, followed closely by *Ninja Gaiden*. *Super Mario Bros.* makes a quick sound only appearance. *Rad Racer* is the only game where Lucas uses the Power Glove. *Teenage Mutant Ninja Turtles* and *The Adventure of Link* bring Corey's brother and father closer together. Classics like *Castlevania 2: Simon's Quest*, *Mega Man*, *Metroid*, *Super Mario Bros. 2*, and *Contra* show off some of Nintendo's better games. *Rampage* and *Dr. Chaos* show up as well.

But the best game, and the reason this movie even exists, is to show off *Super Mario Bros. 3*. It's cheesy today but I'll bet that if I found out about *Super Mario Bros. 3* from a movie like that I would be pretty excited.

Sure the whole thing stinks of a giant publicity stunt. But does it really matter? nothing is going to make *Super Mario Bros. 3* a bad game. If there was ever a game that deserved to have people pay to watch a commercial for it, this is that game.

You can argue that the mistakes made in the movie, like games playing themselves and characters knowing way too much about a game they've never seen before, make this nothing more than 1980's fluff. But I'll take any 1980's fluff piece over *Super Mario Bros.* every time.

Besides, Nintendo likes to pretend that *Super Mario Bros.* doesn't even exist. I could have just said that at the beginning and saved you from reading this entire thing.

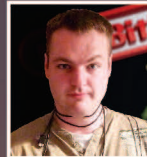


WHAT WE THOUGHT?



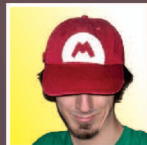
GREYFOX

For me it was a complete let down in terms of product values and the story sucked big time, crap acting and crap storyline : Turkey!



LORFARIUS

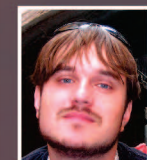
Funny to see 3 kids wander the lonesome streets and not see a single adult stop them in their tracks! Prefer this to Mario.



NINTENDO LEGEND

Essentially a motion-picture length advertisement for all things Nintendo, but Fred Savage turns in a performance

that is ultimately harmless and good for some fun viewing years later.



JUGGLE CHAINSAWS

It's a commercial, no way around that. But it has a story and doesn't completely go against the established

Nintendo canon. Plus, until the very end, there really isn't all that much to complain about unless you want to get into picky details. The end really does make up for that though.



"The Wizard"
Available Now
at your local
Video Rental Store.





RetroSofer takes a look at the best and worst of licensed the NES has to offer, picking the cream of the crop and sludge from the bottom of the barrel...

There are many films and TV shows out there in the world, that portray androids and sentient robots as intelligences that strive to be more human than us humans in all possible ways, and that's some nice hippy dreaming. But the reality is, if we ever create an AI, no matter what guise it dons, it won't pity us, nor seek to mimic us, rather, its purpose would be to destroy us, and claim Terra Firma for its own. This is just one of the reasons why the Terminator films have struck a chord with so many, merciless machines that are hellbent on wiping out humanity. If there was ever a reason, or one spark, that could turn an intelligence mad with anger, it would be this game, why else would an AI be so annoyed, than having the misfortune of playing this bad game?

I wish I could tell you this game is a great homage to the T2 film, the greatest action film ever made, but I cant, it's not possible. But then, I should have expected that shouldn't I? Only a very few games can actually be considered great film to game licences, so few in fact, that they have formed their own elitist club.

This game is bad for reasons you would not usually expect, because it actually has many great points: graphically its pretty slick, the sprites are well drawn and animated, and the backgrounds look great and fit each of the levels very well. Even the controls are solid, with the Terminator responding with precision to your every input, hell; even the collision detection is spot on, so just what is wrong with this game? Its simple, the game is boring, its average at best, and as I'm older now, life has taught me one thing, life's too short to be playing a bad game, let alone such an average one. T2 simply suffers a lack of creative thinking on the part of its creators. It's not a game that's bad by implementation and execution, the gameplay gels through some excellent coding, its bad by a lack of creative thinking with poor translation of what happens in the film, to what's happening in each level of the game. The game doesn't inspire quite like the film does, nor does it leave a good lasting impression.

"This isn't what I was expecting from a Terminator game at all"



CYBERDYNE SYSTEMS TERMINATOR

The first level pretty much sums the game up for me. Schwarzenegger looks like one of the blues brothers, minus the hat, who is getting attacked by characters with "bleach white mullets", and what I can only describe as Jocks. You loose your health by a bunch of humans thumping your supposedly, "indestructible Terminator," as you wander the level looking for a pub. Once you're in the pub, sorry, "bar," you'll face off against a boss who is twice your size, yet is so easy beat. I must mention also that the other Terminator, or what looks like the other one, is racing through the level on a police bike attempting to run you over? This isn't what I was expecting from a Terminator game at all, and I wish I could say subsequent levels improve, but they unfortunately do not.



When I sat down to play T2, I expected a good game, I didn't have delusions of being blown away by its awesomeness, but I thought I would enjoy it somewhat. But T2 is kind of like going to a restaurant and ordering a lobster, yet what the waiter puts before you is a frazzled, dried up pork chop. It just isn't right is it? This game is hardly befitting the grandeur of one of the top ten best films of all time, and this game really did have the potential to live up to the film it was based on.

Article By Casey Suou Layne



S



Back in the early days of gaming

some bright spark hit upon the idea of creating home computer versions of popular arcade games, thus, arcade ports were born, which still continues through to today. It doesn't take a genius to realise how much of a good idea this was: publishers and developers make a ton of money from both arcade and home versions, while gamers get an arcade game in the home, and don't have to go to some sleazy back-alley arcade to have their pocket money eaten away. Only problem was, not all home ports were great, some were so bad they warranted arrest, yet were released onto an unsuspecting audience anyway. So as history has shown, one system could get a blindingly amazing arcade port, while that same game on another system wouldn't be worth the Earth's roar materials to make it.

Smash T.V. on the NES is thankfully as faithful to the arcade original as it can be on the system, or at least I'm guessing it is, and is certainly a must own game for all collectors of this mighty platform. I personally have never played the actual arcade version I must admit, let alone seen a cabinet in the feral wilds of England's arcades, but nor am I bothered by this, or ever likely to be for that matter, and why should I be? Here before me, buzzing away on my TV, in the comfort of my own home, cup-of-tea beside me, is an outstandingly addictive port, one so well coded, I feel I will never need to sample another version.

Reminiscent of that great 80's film, The Running Man, you control a character in a game show, fending off wave after wave of enemies in arenas, with each one being successively more difficult than the last. With a door on each side of the screen, four in total, enemies pour out randomly in various grouped numbers from all sides, clubs in hands, they hunt your character to beat him to a pulp. But that's not all, as the game gets harder, and you progress somewhat, you'll have to contend with mounted turrets in walls that shoot at you, bombs that roll across the screen before exploding and shooting projectiles everywhere. Even swarms of red balls that randomly dart around the screen unpredictably, hell, I don't even know what they really are, things get so intense that the moment you take your eyes off your character, you're dead.



Thankfully the game gives you a varied range of power-ups for your gun as you really won't last long with the standard single beam weapon. My favourite has to be one that shoots a random wave of green bullets; it really does the job well at killing enemies at a wider range than any of the others, which is really handy when you're becoming surrounded. The power-ups won't last long though, as a bar in the top left corner of the screen counts away the seconds until your gun seamlessly switches back to its standard bullets.

What you really need to know about this game is that the controls are tight, the game is "fast paced", runs smoothly with great emphasis on fun addictive gameplay, and the graphics are pleasing to the eye. I wholly recommend the NES version of Smash TV as I have nothing bad to say about this game, it's a title where I wouldn't change a thing. Anyone trying to find any bad points about this game is nit-picking, and simply clutching at straws for the sake of not allowing themselves to admit when a game is perfect as it is, and Smash T.V. is clearly one of those games. So for me concludes that **Smash TV** is the **ABSOLUTE WINNER** in the V.S.

Article By Casey Suou Layne

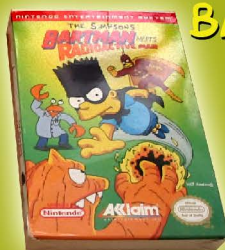


"I personally have never played the actual arcade version."



the SIMPSONS VIDEO GAMES REVIEW

OH THE SIMPSONS. WE CAN ALL AGREE THAT THE SIMPSONS IS GREAT. THEY HAVE BEEN ON TV FOR, LIKE, WELL, I DON'T EVEN KNOW. BUT WHEN THE SIMPSONS MADE THE JUMP TO VIDEO GAMES, WELL, THEY WEREN'T VERY GOOD. THIS ARTICLE WILL TAKE AN IN-DEPTH LOOK AT WHAT WAS GOOD AND BAD WITH ALL 4 SIMPSONS NES GAMES.



BARTMAN MEETS RADIOACTIVE MAN!



Our first escapade into the world of the Simpson's and NES games is Bartman Meets Radioactive man!
Plot: So bartman is sucked into a comic book and has to save radioactive man.
That's it. **2/10 for plot.**

Gameplay:

Like in every other Simpsons game for the NES, the main problem is the controls. It's like Bart is 300 pounds or something! It's so hard to jump! But it doesn't make the whole game a disaster! Get beyond the rigid controls and you'll find a game where pitfalls blend into the background. Wait, that's not good. Ummmmm... Bartman has some okay super powers, but aren't super-duper amazing. He can throw rays from his eyes as well as little ice balls. Oh, and he can punch. Which isn't saying much. The game also needs some passwords. It's only 3 levels long, but they are very hard and long. Beside from that, BMRM does a good job from being a platformer. The stages are nice and varied, but it's so unfair that people never get past level one. Rating: **5/10**

Graphics:

On the whole the game has the same quality of its predecessors, but it's a little uglier because the colours they use either blend in too much or too little. The graphics are better than okay, but still, they are no Contra. What? I liked Contra's graphics! **7/10**

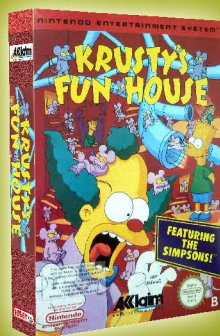
Music:

Ay carumba! The music is terrible! You won't notice because the first level is quite good, but once you reach level two, it goes downhill faster than a penguin on a rocket! And, to top it off, there is no Simpsons song! Can you believe it? It's all new! And terrible! So the music is the worst part of the game.

1/10

Overall:

BMRM is a mediocre and unfair platform game. It's not the Action 52 people make it sound like, but it's got some major problems. To quote Homer "Video games are like cars. And with this one I walked right passed the dealership and didn't go in" **4/10**



KRUSTY'S FUN HOUSE



Plot: KFH starts off with a boring story. Krusty's Fun House becomes overrun with mice, and the Simpsons are asked to help. You'd think that he would get an exterminator. But instead, he decides to lure each mouse over to a spot where a Simpson is waiting to kill them with a weird machine-like thing. Okay then.

2/10

Gameplay:

You control Krusty through each level. Each level is cut up into 8 sub-levels. A standard sub-level starts off with Krusty at the door and the mice walking in. The mice will walk straight, but turn around if they reach a platform too high for them to climb. All around each level there are items that you can use to help guide the mice to the strategically placed Simpson. The game requires you to do some very fast moves. In some levels, you have to race to the end or else you will fail the level. In most levels there is a place where the mice will fall into a small room and not be able to get back out. The only way to stop them from falling is to grab a block from another part of the level and place it over the

hole. There are some basic enemies like snakes and aliens who slowly drain your life. To exit the level, you have to kill every mouse. Or at least that's the idea. On some levels you'll kill all the mice and exit the level only to find that there is no lock on the door signifying you've completed it. Now you have to go back in, kill the mice again, and do whatever it is the game wants you to do! It's a pretty fun game! **7/10**

Graphics: The characters look much better than other Simpsons games. Krusty looks like Krusty! The levels, on the other hand, could use some more work. The level's only use a few colours. They're good colours, but not very diverse. There's only so much checkered backgrounds you can stand! **5/10**

Controls: The platforming is improved over Bart vs. The World. The controls do feel much less stiff. In fact, too much. The controls are very loose that you wind up slipping and sliding around. It's irritating. There are also a few parts where you miss your target just because he didn't jump at the right angle or because you didn't jump early enough. **4/10**



Music: It really does try to bring the fun house feel to the game, but the graphics throw everything off. Hearing fun house music in a place that looks like a really warehouse doesn't work. They loop a lot, which is very annoying. **3/10**

Overall:

KFH is a very fun game that's let down by everything else. For Lemmings or Simpsons fans, this game is for you. But for everyone else, well, I can't say the same. **6/10**

Plot: There is not much of a story in this game. Bart happens to overhear some Space Mutants talking about how they are going to take over Springfield with their amazing machine that can somehow eat objects with the colour purple and use

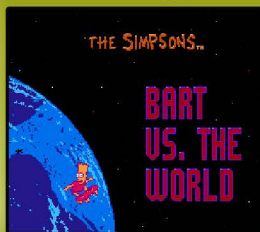
them for power. To stop them, Bart decides to ruin their plan by going into Springfield and destroying or collecting all of the purple objects himself. However, these are smart aliens, and they change their machine to accept other objects, which Bart then goes out and collects. Again. Honestly, the story is bad. What you expect to see as a Simpsons fan, is sadly lacking...

(the humour from the show) is absent. To be fair, there is a pretty cool part where you can prank-call Moe, but the story isn't good enough to make this game more than a fairly poor platformer. **4/10**

Gameplay:

In the game, you control Bart as he goes through five different stages collecting or hiding the items that the aliens are after while battling a boss at the end. In every stage you also have x-ray glasses which will show you if ordinary citizens are aliens in disguise. If they are, you can bounce on their heads to expose them. By doing this you can collect letters of one of your family member's name. By collecting them all you will gain that family member's support during the boss battle. That's nice. Your family only helps you if you know how to spell their name. During the levels, you will gain items to help you. For example, during the first level Bart can use bottle rockets and cherry bombs to help him out, and in the third he can use his slingshot. You can also collect items throughout the level such as coins (to buy items and gain 1-ups), Krusty dolls (which are 1-up's), and the head of Jebidiah Springfield (which gives Bart a moment of invincibility). **5/10**

BART VS. THE WORLD

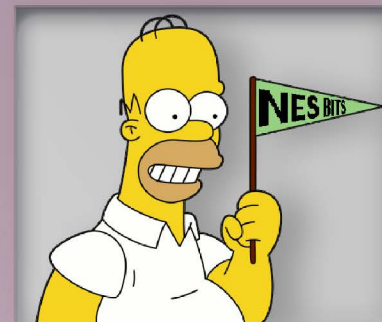


Plot: For an NES game this has an okay story. You are Bart and you won a false contest, and Mr. Burns wants to have you killed. He hires his relatives living across the world to try and kill Bart. However Bart will foil Mr. Burns's plots with his quick movements, and a little bit of help

from his family and friends. **6/10**

Graphics: BVTW has fairly interesting graphics for the characters and the enemies. They look detailed. However, there are very few backgrounds and that is a weakness. **5/10**

Music: Honestly, the music is really not Simpson like. The sound effects are horrible. They hurt your ears with their cackling noises, and their irritating beeps. Definitely a huge weakness in BVTW. **3/10**



Graphics: The graphics aren't too great. I was most disappointed in the way they drew the characters (like not giving Marge her green dress). I also didn't like the random enemies. They made no sense. A bunny? Magical Shoes? **4/10**

Music: The music in the game is the Simpson's theme song. You will hear this song over and over and over, having entire levels use nothing but the theme song. The sound effects are fairly normal (as normal as bottle rockets and cherry bombs can be anyway). You will also be treated to some fairly bad Bart Simpson quotes whenever you die. **3/10**

Overall:

BVTSM is an okay try at a Simpsons game, but ends up turning into a repetitive collect-them all game with some very silly enemies and terrible plot. All that and more make it the worst Simpsons NES game. **2/10**

Gameplay: Most of the levels are very repetitive as you have to jump step by step for a fairly long amount of time. However you will be able to beat this, there are some great levels too in this game. Three stand out in my mind: the skateboarding level in China, where you will be forced to jump pits and avoid enemies. Then there is the ice level in Antarctica (or wherever they are) where you jump on the ice forcing it to move. Finally in Egypt there is the moving platforms, and the climbing your way up the pyramids. There is the Iceman Burns, the Chinese Burns, the Hollywood Burns, and a pharaoh Burns. All of them take different skills to defeat. There are four worlds, and a different amount of levels inside of them. There are mini games to play, like the slides or Simpson trivia which can earn you extra lives. This game is fairly long, about 2 hours to beat it if you do it without getting stuck. Definitely a fun game. **7/10**

Overall: BVTW is defiantly the best Simpsons game. With great level's and tons to do, this game is a must have for any Simpsons fan. There are some weaknesses, but overall this is a great game. **7/10**

NES vs GAMEBOY

The Ultimate Port Off

Many games were ported from the NES to the Game Boy over the years, **dste** compares the best licenses and we see which comes out on top

BATMAN GAME BOY

VS

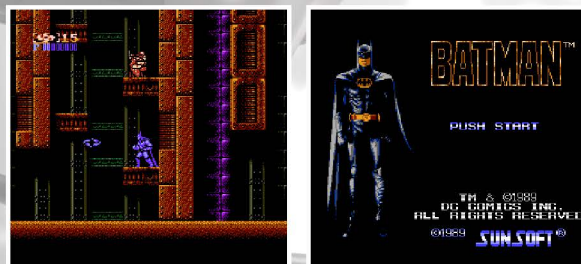
BATMAN NES

This may seem harsh but I'm going to get straight and to the point with this version, the graphics are terrible. Batman looks like a child who is wearing a costume that his mum has cobbled together and the bad guys (apart from weapons) are exactly the same. It isn't until part way through the second level that you actually see a different enemy. Also for the backgrounds, well it is the Game Boy but that doesn't excuse the terrible lack of a decent background on the levels and a lot less platforms scattered around the levels. Even with the limitations of the system I imagine that they could have squeezed in a few more bits of graphics every now and then. The music is definitely a lot less subtle than the NES version and pretty much sounds like a frantic cheesy Euro dance tune, though the sound effects are really good.



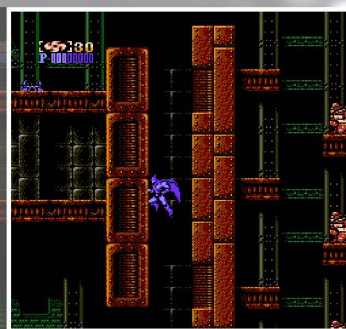
Apart from that, the game is actually rather fun. It can be a little on the easy side, especially compared to the NES version, the first level can literally be ran through in a couple of minutes. There are slight differences to the NES version which make it much easier - such as the fact that you start off with a gun-like weapon; whereas where as in the NES version you start off with just your fists, meaning that you can pretty much kill every bad guy before you have even reached them. Another disadvantage to the NES version is the lack of going backwards which is not very useful when you need to collect that bit of energy.

Batman is purple. Yes, despite the NES version having some pretty decent colours Batman is completely purple, at least he looks like an adult unlike the GB version and there is a lot more background detail instead of what just looks like hand drawn sketches posing as buildings and a lot more to do in the foreground with a lot more enemies and platforms to overcome.



Compared to the GB version the NES game is more on the difficult side with Batman at first only able to punch enemies and each enemy taking two hits to die, the GB version has a weapon and only one hit is needed to kill enemies. Also as noted above there are a lot more enemies and due to more power there is a lot more platforms to navigate on the NES game. The music is definitely less frantic and more subtle than the GB version which is a good thing as it makes the game feel that little bit more atmospheric, though for a Batman game it still is a little bit too dance-like. Apart from that the game is definitely worth playing and is a top game.

Winner: Definitely the **NES version**...far superior in every way!"



DUCK TALES NES

VS

DUCK TALES GAME BOY

In 1990 Capcom released the Pal version of Duck Tales which quickly became a critical and commercial success and still regularly features near the top on lists of greatest NES games ever released. It's not hard to see why as it has great game play, with controls that handle very nicely. All you need to do is run, jump and use the pogo stick to jump on enemies which are all simple enough to do.

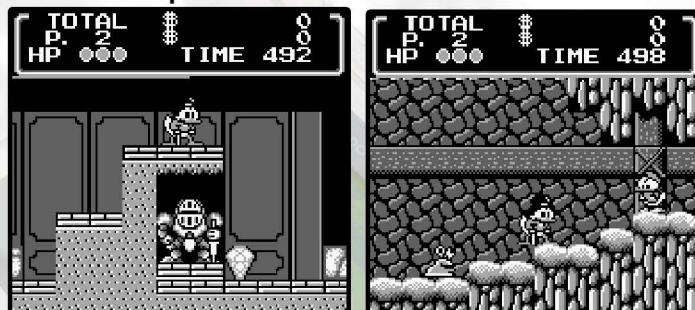


The graphics are nice and vibrant though some of the textures can be a little blocky and the music is clean, crisp and subtle with it not feeling too overpowering. All in all this version of Duck Tales definitely deserves its reputation as one of the greatest NES games ever released.

Winner : The NES version

Mainly due to the music being a lot more subtle and nicer. The Game Boy version can be proud of itself though.

Compared to the NES version of Duck Tales, bar a couple things, the Game Boy version is actually quite good and can hold its head up high. The basic game play is the same with Scrooge hopping around on his pogo stick killing enemies and collecting diamonds (again the controls are simple to use, if not a little easier in places) but the layout of the levels has changed. Take for example the Transylvanian level where you have to find Huey, on the NES version he is on a platform next to an enemy and on the GB version he is down a level after climbing down a rope.



The main difference between the two versions is the music. Where the NES version as mentioned was crisp and subtle the GB version seems to be loud, blocky and is very overpowering. The graphics on the other hand despite not being in colour are actually quite nice and big and some of the textures seem nicer than the NES version.

BIONIC COMMANDO NES

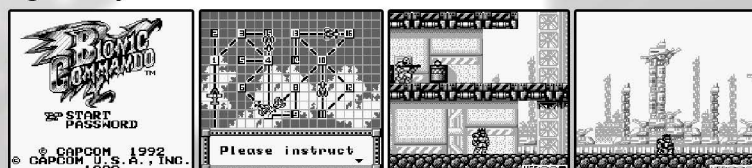
VS

BIONIC COMMANDO GAME BOY

The NES version of Bionic Commando doesn't play as nice as the GB version with the character and controls feeling a lot clunkier and despite being on a home console the graphics are a lot worse than its handheld counterpart. Game play wise the two games are pretty much the same, same objectives but slightly different levels, just set in a different timeframe. Unfortunately compared to the GB port it's everything else that lets it down. As mentioned the character is slower, the graphics smaller and not as nice and the music is a lot slower with the GB music fitting the tempo of the game slightly better. The graphics are nice enough and pack enough in with the colours being nice and vibrant and fitting in well with the setting but compared to the GB port they just feel flat and static, same with the music and also the game play. In fact compared to the port everything feels a lot slower and flatter and it the poorer of the two versions.



The graphics in this version are surprisingly a lot better than the NES version. Despite the lack of colours the sprites and textures are a lot larger and look a lot nicer, the Commando himself also moves a lot quicker and smoother. The Game Boy port came about two years after the NES games (four between the Japanese versions) and it certainly shows with a lot of work and effort seemingly put into the port. "Music-wise" the GB version has been spruced up though I do feel that the NES music is nicer on the ears. A huge addition to the GB version is extra energy, going from one hit to three makes a massive difference when the aim of the level is to climb up (climb up by using a grappling gun instead of good old fashioned jumping) platforms filled with enemies. There is a slight change in the setting of the two versions with the action being moved from a present day (1990) setting to a futuristic setting which doesn't do the game any harm at all and if anything makes the games just that little bit different.



Winner By far the Game Boy version, great graphics & the extra energy is a huge bonus.



ANIMAL ABUSE IN NES GAMES



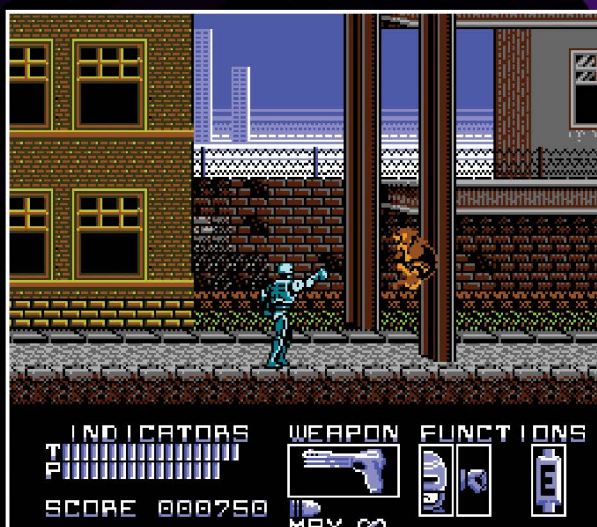
NINTENDO LEGEND TAKES A STROLL INTO THE CRUEL AND ABUSIVE
WORLD OF VIDEO GAMES TO DISCOVER ANIMAL ABUSE IN A NES GAME

The 8-bit Nintendo Entertainment System (NES) console provided countless fond memories for gamers across the world. Whether saving the Mushroom Kingdom from the nefarious Bowser and his cohorts, trekking the lands of Hyrule to vanquish evil in all its form, defeating the Robot Masters as the beloved Blue Bomber, defeating the Earth from alien invasion, restoring peace to Dream Land, putting an end to the Metroid plague, or staking Dracula himself, these and dozens upon dozens of other quests awaited courageous players. Such bold sorts of adventures may seem to inevitably lend themselves to intense situations, brutal violence, and racy controversies, but the Nintendo censors became rather adept at barring any potentially questionable content. Even if a stray swastika or partial nudity made it onto a Japanese cartridge, those pixels may be edited or removed altogether for future releases in the US, UK, and elsewhere. Obscenities, swear words, blood, Nazi iconography, sexual innuendo, and other possible problematic elements placed the censoring staff on high alert.

There was one aspect, though, that seems to have been oddly ignored. While human-on-human violence could be "excused" for any number of reasons, animal abuse remained in certain NES titles. This raises a number of questions, such as why it was acceptable to depict animal abuse but the choice was made to remove clever double entendres originally scripted into Maniac Mansion, or the Nazi references in Capcom's Bionic Commando? Whatever the reasoning or lack thereof could claim to be, in retrospect we get to view some intriguing, maybe even disturbing examples. For the purposes of this piece, cartoonish animal-on-animal violence, like that found in Tom & Jerry or the Rescue Rangers games, does not count.

ROBOCOP

RoboCop is a cyborg police officer policing the mean streets of fictional New Detroit. Somehow, early in his line of duty, on the very first level, he resorts to killing dogs. Not petting them, not capturing them, not reporting them to animal control, not naming them, not buying them chew toys, just straight-up slaughtering them. At first, RoboCop is content to just punch them in the face so hard they fly backwards and disintegrate; but, later, RoboCop shoots them with his pistol. Seriously: This is a video game where the player punches and shoots dogs. These are canines that clearly pose no threat to the cybernetic superman, yet they must die anyway, it seems.



GOTTA PUNCH SOME DOGS!

METAL GEAR

Super soldier Solid Snake's mission in **Metal Gear** involves infiltrating the "outer heaven" of the enemy forces and destroying their Metal Gear weapon. Very soon, though, he finds himself faced with quite the adversary: Three sleeping dogs. Although this video game was rather innovative for its emphasis on stealth, which was unusual for the era, the player could definitely choose to punch the dogs to death rather than simply avoided. If players truly want to, they can certainly stab, shoot, and explode the canines as well.

YEP IT'S DOG PUNCHEON'T TIME!



MANIAC MANSION

Hurting dogs is one subject, but surely it could be defended by claiming self-defense, or perhaps they were vicious attack dogs. Then there is the special case of aforementioned NES video game Maniac Mansion, a port from several other systems, in which the player can place a hamster in a microwave and cook it until it explodes. Not only is this deplorably horrific, but the consequence of this sick choice is even shown within the gameplay: If the player keeps the "exploded hamster" item in his or her inventory, then finds Weird Ed, the original owner, Ed enters a rage and kills the character without further provocation.

Some gamers and other interested parties may point to Mortal Kombat or perhaps Grand Theft Auto as the true introductions of real, cringe-worthy violence in video gaming. If these prior examples of animal abuse teach us anything, though, it is that unethical actions have been portrayed on-screen since even the early days of gaming. No one may ever really understand why the Nintendo censors edited some content over others, but no matter what thinking guided their decisions, we are now left with some intriguing exhibits in gaming history. Can you think of any other 8-bit titles that depict animal abuse? NL.



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enhancing the profile of the retro gaming world

The aim of RCM is that we want to open a Retro Computer/Console Museum to the public, a very much hands on museum where people can play the machines that started the home computer/gaming explosion.



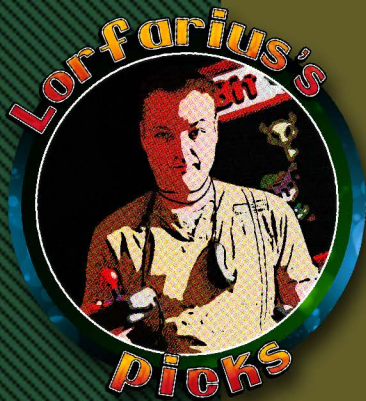
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The museum currently has over 200 different systems. We rely on monetary and system/software donations along with ticket sales from our Gaming Events / Open Days and merchandise to survive and of course our forum members support us any way they can.

We are currently cataloging every machine, peripheral and games etc that we have and will be updating the website accordingly.

If you feel you can help in any way you can telephone us on 07519 816283 or use our website contact form.





Lorfarius has a dig through his pile of NES carts and picks out one of his favorites for review Whether or not it was the right one is another matter entirely.....

Isolated Warrior™

The 80's were a time of great uprising for the games industry especially after the infamous US videogame crash. Although it didn't affect computer gaming at all for the UK it did have the knock-on effect with all console games from the time. Without getting into a lengthy history lesson for the NES it was Nintendo's console that singlehandedly forced the phoenix to rise from the ashes, making the whole gaming industry profitable once more. During this time many different companies tried their hand at releasing NES carts simply because of gold rush fever, anything would practically sell. Isolated Warrior developed by KID and published by VAP is a curio to say the least, the only game ever released in the UK and possibly the US by both developer and publisher alike. The story is set on the futuristic planet Pan which has been invaded by an alien force, capable of digesting any piece of technology, whether it be buildings, or machines, before turning on the living every inhabitant is ordered to evacuate except one man, Captain Max Maverick, who refuses to go without a fight. Suiing up in his power armour he goes out to defeat the alien hordes with nothing more than his trusty blaster, motorbike and hovercraft.

"The UK didn't receive many shooters during the NES's lifetime"

The game on offer is the standard shooter affair except this time the camera has been switched to an angled overhead view. Captain Maverick seems slow at first but with his ability to jump large distance at a slow, gravity defying rate you can easily navigate each stage, avoiding every pitfall. Aliens a plenty rushing towards Max at speed and whilst most can be jumped or dodged, a quick shot from your handy blaster usually destroys them in a couple of hits. Holding down B allows for rapid fire the speed of which can be adjusted from pressing Select, depending on the correct pickup. During the high pondering jumps Max will do an acrobatic spin at the top of each which looks impressive, a quick tap of A again will throw a ground hugging bomb. These can be sent off in whichever direction the player decides by a quick tap of the D-Pad despite being limited in number, they can often get you out of tight spots. Not just relying on his life meter, collecting a Shield offers a view similar to Sonic the Hedgehog's bubble shield, preventing those life sapping hits at the most frantic of moments. The ponderous controls might feel odd to begin with but after a few moments running through the first stage they match the action perfectly.

There is a password system in place but before you start decrying the game, the best part about it is the code required is only 4 characters long! At last we have a game that doesn't need several pages of text to record player status. The scrolling overhead view works really well and despite the odd bit of flicker during frantic moments. The city and road stages have a high level of detail to them making each level a joy to look at especially for an 8-Bit title. Not only does the game play well but there is also a decent challenge, every so often a boss will appear whether it be mid or end of stage but they feel well balanced. Progression has it's own rewards as some of the later stages offer the chance to ride Max's motorbike or

hovercraft and though they control similar to Max, they move at an extraordinary pace, especially for the NES.



The UK didn't receive many shooters during the NES's lifetime so it's a joy to find a more action orientated one that actually stands up. The challenge is plentiful but you never feel cheated in battle plus the weapons on offer always feel useful. I would highly recommend picking this up mainly for the fun factor and the fact it looks so damn good. Sadly with the developer and publisher only releasing the 1 game we will never know what else they could have brought out but at least we have a real gem to enjoy.



Nintendo World Championship



THE HOLY GRAILS OF NES COLLECTING

**THINK YOU HAVE A COMPLETE NES COLLECTION?
NES-BIT LOOKS AT SOME OF THE HARDEST CARTRIDGES
TO FIND. THE TRUE HOLY GRAILS FOR COLLECTORS...**

After the phenomenon that was The Wizard, Nintendo felt the competition portrayed in the film's finale could stretch to accommodate a far wider reach. Set at Universal Studios, the idea would be recreated in the form of the 1990 Nintendo World Championships, stoking the already mighty Nintendo craze to new extremes. Rather than being set in one location, the whole event toured from place to place around the US, hitting close to 30 venues and open to gamers of all ages. With three separate age groups; 11 and under, 12 to 17, and 18+, it was the first national championship of its kind.

“Even the AVGN attempts to inject his unique sense of humor into the holy grails of NES collecting”

Nintendo Power magazine promoted the competition heavily, offering a grand total of 26 golden cartridges, similar in style to The Legend of Zelda and it's these that often bring such crazy prices on the market today. The competition offered numbered grey cartridges with 3 games Super Mario, Bros, Rad Racer and Tetris, each having a timer with a unique scoring system totaled at the end. 90 grey cartridges were produced each with identical circuit boards to the gold counterpart and given out to runners up for the Championships. They both share something in common with cheap printed labels held on with nothing more than glue. Both carts had a square cut to one corner exposing a special DIP switch that could be used to change the time limit and 2 controllers needed in order to play..

Generating a huge amount of interest the Championships eventually extended into the 1991 Nintendo Campus Challenge, all of the cartridges used for this were supposedly destroyed. Yet one did eventually pop up on eBay fetching close to \$20'000, a record amount for a single cartridge. Consisting of Super Mario Bros. 3, Dr. Mario and Pinbot, it has fast become one of the most sought after collector's items.



Finding these fabled cartridges has become a hobby in itself, they are so low in quantity and high in demand that people still have incomplete collections and most likely never will complete them. To date only 13 of the gold cartridges have been found let alone known to exist, often reaching well over \$10'000 on the likes of eBay; although the grey cartridges had a higher run and can often fetch around \$5'000 a piece. The golden cartridge really has earned the title of NES collectors Holy Grail with its rarity.

Even the AVGN attempts to inject his unique sense of humor into the holy grails of NES collecting. Though many in the NES community may not appreciate his reviews, it's an impressive feat to see both cartridges in one place, especially with what happens to them at the end! It isn't pleasant. Teaming up with Pat "the NES Punk" (owner of both carts) the two went on to devise a comedy video really asking the value and merit of these legendary cartridges.

Most collectors these days seem to have given up on the chase and many are satisfied with reproductions. RetroUSB, a well-known cart reproduction company, went on to produce the cartridge in all its glory with a completely brand new plastic casing - sadly it runs slower than it should on PAL systems. Although it may not be to the same low quality of the original (a plus) it is by far the closest most people will come to owning or playing one. For the rest of us it's a matter of keeping our eyes peeled, as there's always the chance one might slip into our hands.



STANDARD NES RELEASES

A Boy and His Blob - Trouble on Blobolonia	<input type="checkbox"/>
Action in New York	<input type="checkbox"/>
Addams Family, The	<input type="checkbox"/>
Addams Family: Pugsley's Scavenger Hunt	<input type="checkbox"/>
Adventure Island Classic	<input type="checkbox"/>
Adventure Island II	<input type="checkbox"/>
Adventures in the Magic Kingdom, Disney's	<input type="checkbox"/>
Adventures of Bayou Billy, The	<input type="checkbox"/>
Adventures of Rad Gravity, The	<input type="checkbox"/>
Adventures of Lolo 2	<input type="checkbox"/>
Airwolf	<input type="checkbox"/>
Aladdin, Disney's	<input type="checkbox"/>
Alfred Chicken	<input type="checkbox"/>
Alien 3	<input type="checkbox"/>
Asterix	<input type="checkbox"/>
Bad Dudes vs. Dragon Ninja	<input type="checkbox"/>
Barbie	<input type="checkbox"/>
Batman	<input type="checkbox"/>
Batman - Return of the Joker	<input type="checkbox"/>
Battle of Olympus, The	<input type="checkbox"/>
Battleship	<input type="checkbox"/>
Battletoads	<input type="checkbox"/>
Battletoads & Double Dragon	<input type="checkbox"/>
Bionic Commando	<input type="checkbox"/>
Blades of Steel	<input type="checkbox"/>
Blaster Master	<input type="checkbox"/>
Blue Shadow	<input type="checkbox"/>
Boulder Dash	<input type="checkbox"/>
Bubble Bobble	<input type="checkbox"/>
Bucky O'Hare	<input type="checkbox"/>
Bugs Bunny Blowout, The	<input type="checkbox"/>
Burai Fighter	<input type="checkbox"/>
California Games	<input type="checkbox"/>
Captain Planet and the Planeteers	<input type="checkbox"/>
Captain Skyhawk	<input type="checkbox"/>
Castelian	<input type="checkbox"/>
Castlevania	<input type="checkbox"/>
Castlevania II - Simon's Quest	<input type="checkbox"/>
Castlevania III - Dracula's Curse	<input type="checkbox"/>
Chip 'n Dale Rescue Rangers, Disney's	<input type="checkbox"/>
CrackOut	<input type="checkbox"/>
Darkwing Duck, Disney's	<input type="checkbox"/>
Days of Thunder	<input type="checkbox"/>
Defender of the Crown	<input type="checkbox"/>
Digger T. Rock, The Legend of the Lost City	<input type="checkbox"/>
Donkey Kong Classics	<input type="checkbox"/>
Double Dragon	<input type="checkbox"/>
Double Dragon II - The Revenge	<input type="checkbox"/>
Double Dragon III - The Sacred Stones	<input type="checkbox"/>

Double Dribble	<input type="checkbox"/>
Dr. Mario	<input type="checkbox"/>
Dracula, Bram Stoker's	<input type="checkbox"/>
Dragon's Lair, Sullivan Bluth Presents	<input type="checkbox"/>
Dropzone	<input type="checkbox"/>
Duck Tales 2, Disney's	<input type="checkbox"/>
Duck Tales, Disney's	<input type="checkbox"/>
Eliminator Boat Duel	<input type="checkbox"/>
Elite	<input type="checkbox"/>
Excitebike	<input type="checkbox"/>
F-15 Strike Eagle	<input type="checkbox"/>
Faxanadu	<input type="checkbox"/>
Ferrari Grand Prix Challenge	<input type="checkbox"/>
Fester's Quest	<input type="checkbox"/>
Flintstones, The - Rescue of Dino & Hoppy	<input type="checkbox"/>
Four Players' Tennis	<input type="checkbox"/>
Galaxy 5000 - Racing in the 51st Century	<input type="checkbox"/>
Gargoyle's Quest II	<input type="checkbox"/>
Gauntlet II	<input type="checkbox"/>
George Foreman's KO Boxing	<input type="checkbox"/>
Ghostbusters 2	<input type="checkbox"/>
Ghost 'n Goblins	<input type="checkbox"/>
Goal!	<input type="checkbox"/>
Godzilla - Monster of Monsters!	<input type="checkbox"/>
Golf	<input type="checkbox"/>
Goonies II, The	<input type="checkbox"/>
Gradius	<input type="checkbox"/>
Gremlins 2 - The New Batch	<input type="checkbox"/>
Gumshoe	<input type="checkbox"/>
Gun.Smoke	<input type="checkbox"/>
High Speed	<input type="checkbox"/>
Home Alone 2 - Lost in New York	<input type="checkbox"/>
Hook	<input type="checkbox"/>
Hunt for Red October, The	<input type="checkbox"/>
Ikari Warriors	<input type="checkbox"/>
Incredible Crash Dummies, The	<input type="checkbox"/>
Ironsword - Wizards & Warriors II	<input type="checkbox"/>
Isolated Warrior	<input type="checkbox"/>
Jack Nicklaus' 18 Holes of Major Cham	<input type="checkbox"/>
pionship Golf	<input type="checkbox"/>
Jackie Chan's Action Kung Fu	<input type="checkbox"/>
James Bond Jr.	<input type="checkbox"/>
Jimmy Connors Tennis	<input type="checkbox"/>
Joe & Mac - Caveman Ninja	<input type="checkbox"/>
Jungle Book, The, Disney's	<input type="checkbox"/>
Jurassic Park	<input type="checkbox"/>
Kabuki - Quantum Fighter	<input type="checkbox"/>
Kick Off	<input type="checkbox"/>
Kickle Cubicle	<input type="checkbox"/>

Kirby's Adventure	<input type="checkbox"/>
Konami Hyper Soccer	<input type="checkbox"/>
Legend of Prince Valiant, The	<input type="checkbox"/>
Legend of Zelda, The	<input type="checkbox"/>
Lemmings	<input type="checkbox"/>
Life Force Salamander	<input type="checkbox"/>
Lion King, The, Disney's	<input type="checkbox"/>
Little Nemo - The Dream Master	<input type="checkbox"/>
Low G Man: The Low Gravity Man	<input type="checkbox"/>
Lunar Pool	<input type="checkbox"/>
Maniac Mansion	<input type="checkbox"/>
Marble Madness	<input type="checkbox"/>
Mario & Yoshi	<input type="checkbox"/>
Mario Is Missing!	<input type="checkbox"/>
McDonaldland	<input type="checkbox"/>
Mega Man	<input type="checkbox"/>
Mega Man 2	<input type="checkbox"/>
Mega Man 3	<input type="checkbox"/>
Mega Man 4	<input type="checkbox"/>
Metal Gear	<input type="checkbox"/>
Mike Tyson's Punch-Out!!	<input type="checkbox"/>
Miracle Piano Teaching System, The	<input type="checkbox"/>
Mission: Impossible	<input type="checkbox"/>
Monster in My Pocket	<input type="checkbox"/>
New Ghostbusters II	<input type="checkbox"/>
Nintendo World Cup	<input type="checkbox"/>
Newzealand Story, The	<input type="checkbox"/>
Noah's Ark	<input type="checkbox"/>
North & South	<input type="checkbox"/>
Open Tournament Golf, NES	<input type="checkbox"/>
Operation Wolf, Take No Prisoners	<input type="checkbox"/>
Pac-Man	<input type="checkbox"/>
Paperboy	<input type="checkbox"/>
Paperboy 2	<input type="checkbox"/>
Parasol Stars - Rainbow Islands II	<input type="checkbox"/>
Parodius	<input type="checkbox"/>
Pin-Bot	<input type="checkbox"/>
Pirates!	<input type="checkbox"/>
Popeye	<input type="checkbox"/>
Power Blade	<input type="checkbox"/>
Probotector	<input type="checkbox"/>
Probotector II - Return of the Evil Forces	<input type="checkbox"/>
Punch-Out!!	<input type="checkbox"/>
Rad Racer	<input type="checkbox"/>
Rainbow Islands The St. of Bubble Bobble 2	<input type="checkbox"/>
Rescue - The Embassy Mission	<input type="checkbox"/>
Road Fighter	<input type="checkbox"/>
Robowarrior	<input type="checkbox"/>
RoboCop	<input type="checkbox"/>

STANDARD NES RELEASES

RoboCop 2	<input type="checkbox"/>
Rollergames	<input type="checkbox"/>
Rush'n Attack	<input type="checkbox"/>
Rygar	<input type="checkbox"/>
Section-Z	<input type="checkbox"/>
Shadow Warriors	<input type="checkbox"/>
Shadowgate	<input type="checkbox"/>
Silent Service	<input type="checkbox"/>
Simpsons, Bartman Meets Radioactive-Man	<input type="checkbox"/>
Simpsons, The - Bart Vs. the Space Mutants	<input type="checkbox"/>
Simpsons, The - Bart Vs. the World	<input type="checkbox"/>
Simpsons, The - Krusty's Fun House	<input type="checkbox"/>
Skate or Die	<input type="checkbox"/>
Ski or Die	<input type="checkbox"/>
Smash T.V.	<input type="checkbox"/>
Snake Rattle n Roll	<input type="checkbox"/>
Snake's Revenge	<input type="checkbox"/>
Solar Jetman - Hunt for the Golden Warship	<input type="checkbox"/>
Solomon's Key	<input type="checkbox"/>
Solstice - The Quest for the Staff of Demnos	<input type="checkbox"/>
Spider-Man - Return of the Sinister Six	<input type="checkbox"/>
Spy vs. Spy	<input type="checkbox"/>
Star Wars	<input type="checkbox"/>
Stealth ATF	<input type="checkbox"/>
Street Gangs	<input type="checkbox"/>
Super Mario Bros.	<input type="checkbox"/>
Super Mario Bros. - Duck Hunt	<input type="checkbox"/>
Super Mario Bros. Tetris World Cup Soccer	<input type="checkbox"/>
Super Mario Bros. 2	<input type="checkbox"/>
Super Mario Bros. 3	<input type="checkbox"/>
Super Off Road, Ivan "Ironman" Stewart's	<input type="checkbox"/>
Super Spike V'Ball	<input type="checkbox"/>
Super Turricon	<input type="checkbox"/>
Sword Master	<input type="checkbox"/>
Swords and Serpents	<input type="checkbox"/>
T2 Terminator 2: Judgment Day	<input type="checkbox"/>
Talespin	<input type="checkbox"/>
Tecmo World Wrestling	<input type="checkbox"/>
Teenage Mutant Hero Turtles	<input type="checkbox"/>
Teenage Mutant Hero Turtles II - Arcade	<input type="checkbox"/>
Tetris	<input type="checkbox"/>
Tetris 2	<input type="checkbox"/>
Tiger-Heli	<input type="checkbox"/>
Time Lord	<input type="checkbox"/>
Tiny Toon Adventures	<input type="checkbox"/>
To The Earth	<input type="checkbox"/>
Tom & Jerry Ultimate Game of Cat & Mouse!	<input type="checkbox"/>
Top Gun	<input type="checkbox"/>
Top Gun - The Second Mission	<input type="checkbox"/>

Totally Rad	<input type="checkbox"/>
Track & Field II	<input type="checkbox"/>
Trog!	<input type="checkbox"/>
Trojan	<input type="checkbox"/>
Turbo Racing	<input type="checkbox"/>
Ultimate Air Combat	<input type="checkbox"/>
Wild Gunman	<input type="checkbox"/>
Wizards & Warriors	<input type="checkbox"/>
Wizards & Warriors 3	<input type="checkbox"/>
Wrath of the Black Manta	<input type="checkbox"/>
WWF Wrestlemania	<input type="checkbox"/>
WWF Wrestlemania Challenge	<input type="checkbox"/>
WWF Wrestlemania Steel Cage Challenge	<input type="checkbox"/>
Xevious - The Avenger	<input type="checkbox"/>
Yoshi's Cookie	<input type="checkbox"/>
Zelda II - The Adventure of Link	<input type="checkbox"/>



THE RARE CARTS

ALADDIN



A mixed bag to find at high prices actually cheaper to import from Australia with the UKV label.

GARGOYLE QUEST II



A good game at a high price makes for a worthy investment. Expect to pay £20+

CASTLEVANIA 3 DRACULA'S QUEST



Hardly rare yet brings £30+ on eBay. One of the best Castlevania games ever made.

LEGEND OF PRINCE VAL



Rarely seen in it's boxed form and often brings a hefty price.

MIRACLE PIANO



On its own the cart isn't worth much but part of the boxed set it can set you back £150.

BARTMAN MEETS RADIOACTIVE MAN



Prices on this can vary from as little as £15 to £100 in its boxed form. Doesn't come up all that often.

METAL GEAR



The cart is often cheap enough to find but add in the box, map and booklet makes this one of the more expensive pickups.

BLACK LABEL RELEASES

10-Yard Fight	<input type="checkbox"/>
A Boy and His Blob - Trouble on Blobolonia	<input type="checkbox"/>
Anticipation	<input type="checkbox"/>
Balloon Fight	<input type="checkbox"/>
Baseball	<input type="checkbox"/>
Battle of Olympus, The	<input type="checkbox"/>
Burai Fighter	<input type="checkbox"/>
Captain Skyhawk	<input type="checkbox"/>
Clu Clu Land	<input type="checkbox"/>
Cobra Triangle	<input type="checkbox"/>
Donkey Kong GBR	<input type="checkbox"/>
Donkey Kong NES-DK-GBR	<input type="checkbox"/>
Donkey Kong Classics NES-DJ-GBR	<input type="checkbox"/>
Donkey Kong 3	<input type="checkbox"/>
Donkey Kong Jr.	<input type="checkbox"/>
Donkey Kong Jr. Math	<input type="checkbox"/>
Double Dragon	<input type="checkbox"/>
Dr. Mario	<input type="checkbox"/>
Duck Hunt GBR	<input type="checkbox"/>
Duck Hunt NES-DH-GBR	<input type="checkbox"/>
Excitebike GBR	<input type="checkbox"/>
Excitebike NES-EB-GBR	<input type="checkbox"/>
Faxanadu	<input type="checkbox"/>
Golf	<input type="checkbox"/>
Golf	<input type="checkbox"/>
Guardian Legend, The	<input type="checkbox"/>
Gumshoe	<input type="checkbox"/>
Gyromite	<input type="checkbox"/>
Hogan's Alley GBR	<input type="checkbox"/>
Hogan's Alley NES-HA-GBR	<input type="checkbox"/>
Hogan's Alley NES-HA-UKV	<input type="checkbox"/>
Ice Climber	<input type="checkbox"/>
Kabuki - Quantum Fighter	<input type="checkbox"/>
Kid Icarus	<input type="checkbox"/>
Kung Fu GBR	<input type="checkbox"/>
Kung Fu NES-SX-GBR	<input type="checkbox"/>
Kung Fu NES-SX-UKV	<input type="checkbox"/>
Legend of Zelda, The	<input type="checkbox"/>
Mach Rider NES-MR-GBR	<input type="checkbox"/>
Mach Rider GBR	<input type="checkbox"/>
Mario Bros.	<input type="checkbox"/>
Mario Bros., The Original NES-MA-GBR	<input type="checkbox"/>
Mega Man 3	<input type="checkbox"/>
Metroid	<input type="checkbox"/>
Mike Tyson's Punch-Out!!	<input type="checkbox"/>
Pinball NES-PN-GBR	<input type="checkbox"/>
Pinball GBR	<input type="checkbox"/>
Pin-Bot	<input type="checkbox"/>
Popeye	<input type="checkbox"/>

R.C. Pro-Am NES-PM-GBR	<input type="checkbox"/>
Rad Racer NES-RC-GBR	<input type="checkbox"/>
Soccer GBR	<input type="checkbox"/>
Soccer NES-SC-GBR	<input type="checkbox"/>
Solstice - the Staff of Demnos NES-LX-GBR	<input type="checkbox"/>
Stack-Up GBR	<input type="checkbox"/>
Stealth ATF NES-LH-GBR	<input type="checkbox"/>
Super Mario Bros. GBR	<input type="checkbox"/>
Super Mario Bros. NES-SM-GBR	<input type="checkbox"/>
Mario Bros. - Duck Hunt NES-MH-GBR	<input type="checkbox"/>
Super Mario Bros. 2 NES-MW-GBR	<input type="checkbox"/>
Super Mario Bros. 3 NES-UM-GBR	<input type="checkbox"/>
Super Off Road NES-WU-GBR	<input type="checkbox"/>
Super Spike V'Ball NES-VJ-GBR	<input type="checkbox"/>
Tennis GBR	<input type="checkbox"/>
Tennis NES-TE-GBR	<input type="checkbox"/>
Tetris NES-EI-GBR	<input type="checkbox"/>
To The Earth NES-ZE-GBR	<input type="checkbox"/>
Urban Champion GBR	<input type="checkbox"/>
Volleyball NES-VB-GBR	<input type="checkbox"/>
Wild Gunman NES-WG-GBR	<input type="checkbox"/>
Wild Gunman GBR	<input type="checkbox"/>
Wrecking Crew GBR	<input type="checkbox"/>
Wrecking Crew NES-WR-GBR	<input type="checkbox"/>
Zelda II - Adventure of Link NES-AL-GBR	<input type="checkbox"/>

THE RARE CARTS

WRECKING CREW



Not the easiest of games to find, yet when it does appear expect to pay £20+.

STACK UP



The most expensive and difficult to find game on the NES, a cart can set you back £200 (boxed £400) so good luck.

SUPER MARIO BROS.



A rare original release that won't make many appearances on eBay. Fetching a hefty price at times.

GYROMITE



The cart alone is common but boxed with ROB is a whole new challenge.

GUARDIAN LEGEND



Rare to find but fairly cheap, a fairly good Zelda clone with a bit of Gradius action.

ANTICIPATION



Awful family game that rarely appears for sale yet when it does expect to pay just a few pounds. Collectors haven't latched onto this yet!



THIRD PARTY RELEASES

Cosmic Spacehead	<input type="checkbox"/>
Fantastic Adventures of Dizzy	<input type="checkbox"/>
Fantastic Adventures of Dizzy, (Plug-Thru)	<input type="checkbox"/>
Firehawk	<input type="checkbox"/>
Micro Machines	<input type="checkbox"/>
Micro Machines (Plug-Thru)	<input type="checkbox"/>
Mig 29: Soviet Fighter	<input type="checkbox"/>
Super Adventure Quests	<input type="checkbox"/>
Super Sports Challenge (Plug Thru)	<input type="checkbox"/>
Super Sports Challenge	<input type="checkbox"/>
Ultimate Stuntman, The	<input type="checkbox"/>

COSMIC SPACEHEAD



Of all the 3rd party releases this is by far the hardest to find.

FIREHAWK



Almost the twin of Mig 29 you won't find this in a hurry. Single carts have been known to pop up on eBay for a couple of pounds.

ULTIMATE STUNTMAN



Prices can vary at the best of times, usually in the £20+ bracket but a good game to boot.

THE RARE CARTS

MIG 29



Gold dust is easier to find than this. Rare, valuable and valued in all collector circles. Expect to pay around £40.

Now You're Playing With Power.



SUPER MARIO BROS.™
Adventure Series



METROID.™
Adventure Series



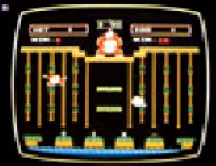
THE LEGEND OF ZELDA.™
Adventure Series



KID ICARUS.™
Adventure Series



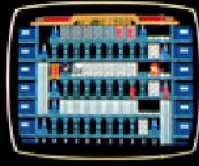
THE ADVENTURE OF LINK.™
Adventure Series



DONKEY KONG JR. MATH.™
Education Series



EXCITEBIKE.™
Programmable Series



WRECKING CREW.™
Programmable Series



MACH RIDER.™
Programmable Series



GYROMITE.™
Robot Series



STACK-UP.™
Robot Series



ICE CLIMBER.™
Action Series



KUNG FU.™
Action Series



BALLOON FIGHT.™
Action Series



URBAN CHAMPION.™
Action Series



PINBALL.™
Action Series



CLU CLU LAND.™
Action Series



DONKEY KONG JR.™
Arcade Classics



DONKEY KONG.™
Arcade Classics



POPEYE.™
Arcade Classics



MARIO BROS.™
Arcade Classics



DONKEY KONG 3.™
Arcade Classics



10-YARD FIGHT.™
Sports Series



TENNIS.™
Sports Series



BASEBALL.™
Sports Series



SOCCER.™
Sports Series



GOLF.™
Sports Series



VOLLEYBALL.™
Sports Series



PRO WRESTLING.™
Sports Series



SLALOM.™
Sports Series



PUNCH-OUT!!™
Sports Series



DUCK HUNT.™
Light Gun Series



HOGAN'S ALLEY.™
Light Gun Series



GUMSHOE.™
Light Gun Series



WILD GUNMAN.™
Light Gun Series



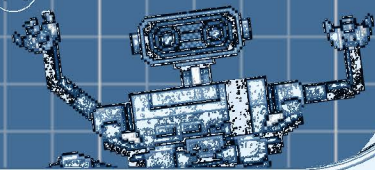
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NES-Bit

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NES-Bit[®]



H O M E B R E W

After the death of every system it isn't long until budding home programmers start to tackle the coding of NES games and many homebrew titles are born. NES-Bit sent Big Dan to hunt down some of the more interesting titles that might have escaped our attention.

BOMB SWEEPER



There are bombs lying around and you must diffuse them and quickly. Each stage has the bomb(s) at the other end to where you start and between you and the bomb are obstacle blocking the path, preventing you from completing your objective within the time limit. The stages are laid out as puzzles with specific obstacles needing to be pushed out of the way to be able to complete the level. Push one block in the wrong direction and it's a life lost, manoeuvre the blocks the right way and the bomb is diffused and onto the next level you go.

CHU CHU ROCKET



The cats are after the mice and it's up to you to guide them to safety. On each level the cats and mice will follow a set path and it's up to the player to strategically place arrows that will allow the mice to get to a rocket and to safety. Sounds simple enough but trying to place the arrows to help the mice whilst also trying to evade the cats and work out the correct path so that the mice don't just end up bouncing off the walls back to the cats is ultimately not that simple.

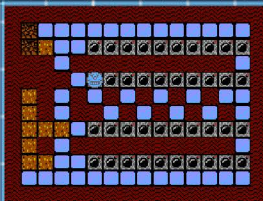
CONCENTRATION ROOM



You know the old card game where you have cards turned face down and you have to select two cards and hope that they match? Well this is that game and a mildly fun game it is too. With this game you alternate between playing solo and playing against the NES in a storyline involving some kids who cry when you win.

In the story mode which is about biochemists creating a truth serum that goes wrong, infecting people and their children on a bring your child to work day. All are placed into quarantine and one of them has the packet of cards that you use, the first couple of stages only have four pairs but once you start progressing more and more pairs are added.

HOT LOGIC



Hot Logic sees you controlling a blue face across a board of different terrains where you must avoid falling off the edge and down holes whilst eating bombs and sand. This is made difficult by the fact that you need to figure out a route around the board without slipping across the ice and off the

board.

Some squares are made from rock which allows for you to stop and work out the next step but be warned that these can be few and far between and may not always work to your advantage.

NES VIRUS CLEANER



Viruses have taken over your NES and it's up to you to help Klik to find and destroy the nasty viruses within the time limit before your NES is done for. The game is also based around a points system where you receive 50 points for each virus but you lose 100 points if Klik is hit by an enemy, including electrical sparks. You can also gain points from the amount of

time left at the end of each stage but again can lose 1000 points by using the teleport on each stage.

Ed: Check NES-Bit.com for our review!

SOLAR WARS



Solar Wars is a very simplistic two-player game where each player controls a tank turret on opposing sides of a mountain on a planet from the Solar System. All of the planets are represented, including the Moon and each planet's atmosphere has to be taken into account when lining up shots.

For each shot you need to alter the angle and height of the turret (and take into account the elements) until you score a direct hit on your opponent and this needs to be done as quickly as possible to rack up the points and claim the win.

D-PAD HERO II



Want to be a true Guitar Hero master? Well pick up your NES pad and hook up to D-Pad Hero II and really become the master musician that you can be. Featuring the likes of Led Zeppelin, Queen, Megadeth and Elvis Presley in true 8-bit style hit those notes with your D-Pad whilst avoiding losing your hearts

to become the true D-Pad Hero. Not only do you need to complete the songs before your hearts run out you also get a list of objectives to complete at the beginning of each song including score over a certain amount, don't use any items and end with max health.

Ed: Check NES-Bit.com for an exclusive developers interview.

MASMTX



Taking the template of Pac-Man you control a little character around a stage scooping up little blocks whilst avoiding weapons that move a lot faster than you do. Though there are not that many blocks to collect they are spaced out quite far apart meaning that you have to be patient and a little strategic when trying to avoid

the weapons. Blocks can be in the smallest alcove and the levels get tighter and tighter and even after collecting all of the blocks you still have to get to the exit to finally complete the stage.

PITFALL



In Pitfall you have 20 minutes to work through and recover 32 treasures whilst avoiding obstacles such as rolling logs, holes in the grounds and the likes of crocodiles attempting to swallow you whole. You can avoid such obstacles by jumping and swinging over them on vines.

As well as this you can avoid some obstacles by dropping through some holes in the ground and using ladders to climb out again. You have to be alert when doing this though as you can end up running straight into a brick wall ensuing a bit of back tracking to find that ladder.

WRAITH



"Come in, Pilot Toliv. Your first objective is to break through the first line of the enemy's defences". And with those words your mission to save the world begins. You must fly low to take out the enemy ships and tanks, all the while avoiding their gun fire and obstacles that block your way. Flying through the forest and dark caverns you must use your lasers, bombs and those all important power-ups to destroy the opposing army and save the day.

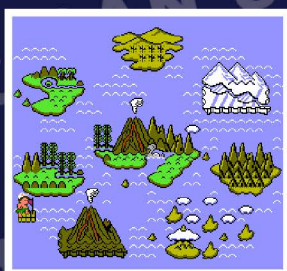


Big Dan's Cheat-O-Rama

Big Dan spends a great deal of time digging through his NES collection to bring you some of his favourite tips & tricks.



Super Adventure Island



Island select

On the title screen press Right, Left, Right, Left, A, B, A, B to start off on any island.

Bart Vs the Space Mutants



Bonus Screen

Enter the theatre between 2:00 and 4:00 to find a bonus screen.

Hunt for Red October



Jump levels

Pause the game and press A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A to jump levels. This can only be used once in the game though so use it wisely.

Batman



Infinite continues

On the title screen press Up, Up, Down, Down, Left, Right, Left, Right, then A and B simultaneously for infinite continues.

Bubble Bobble



Stage select

Enter **DDFFI** on the password selection screen to be able to select any stage.

Captain Planet & The Planeteers



Passwords

Use the codes to access later stages of the game.

763754 – Level 1-2

955783 – Level 2-1

637511 – Level 2-2

148574 – Level 3-1

786565 – Level 3-2

Dyna Blaster

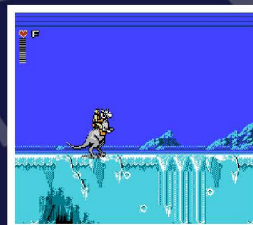


Level 50

Enter the following code to go straight to level 50 with one life.

FECPIANNMJGGKOIDJABA

Empire Strikes Back



Full force powers

When playing press start to call up your Force powers, then hold Right, then press Select, Start, A, B together. Finally Press B, B, Start, A, B, Start B, B and Start.

Double Dragon

Five lives Hold Up, A, B and then press Start on whilst on the character select screen.

Faxandu

Enter the following code to receive pretty much every item you could imagine.
k8fPcv?,TwSYzGZQhMIQhCEA

Ghostbusters

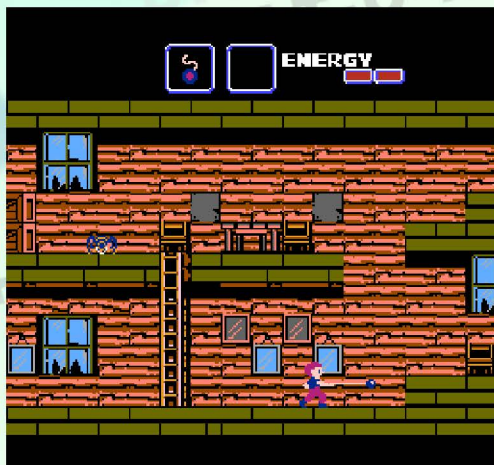
Lots of money

On the first stage enter AA then enter **1173468723** and then press A to get \$2 million.

Ironsword

Boost

Enter **NTTMMNWLPPBDZ** for a boost.



Goonies 2

Extra equipment

Enter the following code:
SugNY4wT!NUU!!uF

James Bond Jr.

Passwords

033481 – Mission one

258600 – Mission two

320370 – Mission three

Jurassic Park

Level skip

On the title screen press **Down, Right** and then **Left**. Repeat until you hear an explosion. Start a new game and pause and press **Select** at any point of a level to skip to the next one. You can do this on every level to reach the last one.



Kid Icarus

Hidden continues

Very quickly before the title screen appears press **B, A, B** to access elusive continues.

Low G Man

Secret stages

Enter the following codes for two new stages:

Aman – Train stage

NAKA – Hovercraft stage

Metroid

Extra weapons

Enter your name as Justin Bailey to become a woman with extra weapons.

GUEST WRITER

"In Case You Missed..."

By Bamidele A. Ojo Jr

The Nintendo Entertainment System, Any gamer worth his or her salt (and old enough) will remember Nintendo's chipper little box. The little box has brought me many a good memory, playing games like Super Mario bros./Duck Hunt (Did anyone NOT play this amazing duo?) of course who could forget the classic titles like The Legend of Zelda or even Final Fantasy or Megaman? These are titles that everyone around the world had the opportunity to play, unfortunately for the UK there are several titles that didn't come round the pond and missed on several great gems that never got to reach the hands of the UK people.

MOON CRYSTAL

©1992 HECT SOFTWARE

Made during the later stages of the NES's lifespan, Moon Crystal can be considered to be one of the best-looking NES games ever created. The game play is focused on action and platforming as the player makes their way through the seven stages, fighting everything from thugs to giant spiders. Another unique aspect of Moon Crystal was how some of the physics of the game worked.

Whenever the main character made jumps across platforms the momentum would have to be compensated for by the player, making the platforming even more fun by making the player time and control his character the best he could. The main character, a young lad named Ricky Slater who is searching for his kidnapped father who has been kidnapped by an evil man named-Count Crimson, forcing Ricky's father to use the eponymous Moon Crystal to resurrect the dead back to life.

The game featured very fluid animation for anything seen on the NES at the time Moon Crystal even featured well-drawn cut anime still scenes. Moon Crystal was slated for a U.S release but the game was cancelled, though if one is tenacious enough you can find the translated game.



Crystalis

©1990 SNK CORP OF AMERICA

SNK created this gem back in '87 and is considered by many (myself included) to be a cult classic. God Slayer: Haruka Tenkū no Sonata known in the English speaking world as Crystalis. Crystalis plays like your standard top down action RPG fair (much like the Legend of Zelda) you play as a man who's just awoken from a long slumber and has found a post apocalyptic world where science and magic are no longer used



The Player travels the world using four elemental swords, and with the assistance of four sages he forges forward to battle the evil Lord Draygon, who has just happened to have brought back magic and now controls the world's military. A port was released in the form of a Game Boy color title some years later, also never released in the United Kingdom.

FINAL FANTASY

©1987 SQUARE SOFTWARE

This is the game that started it all, the original Final Fantasy, now many of you out there must be thinking to yourself "Final Fantasy? Not released in the United Kingdom? Surely this Yankee has eaten one too many sherbet ice creams?", But I kid you not, The Original Final Fantasy, released back in 1987 was never released in the UK, not until 2003 when it was eventually ported to Sony's PlayStation One. The Original Final Fantasy had the player controlling the four heroes of light as they battle Garland's forces of evil for the fate of the world. Final Fantasy was initially going to be Squaresoft's swansong, since the company was going bankrupt (hence why creator Hironobi Sakaguchi, named his game Final Fantasy). Fortunately this wasn't the case.



Final Fantasy became an instant hit not only in Japan but also in the United States. It's spawned a multimillion franchise and probably one of the most divided fan bases the gaming world has ever seen. The game play for the original Final Fantasy is the most stand affair. There are two screens presented to the player, one that represents the world the player travels in and interacts with, such as the NPC's and equipping items and spells while the other screen displays battles. "Battles are of the most basic of RPG fare (turn based shenanigans)". I would only suggest Final Fantasy I to the most hardcore of RPG fans, because this title came before the days of handholding so it's really a test of patience as much as it is a game.

HONORABLE MENTION

FINAL FANTASY VII

On a side note, apparently an ambitious Chinese developer named ShenZhen Nanjing Technology made an unofficial 2 dimensional port of one of the most polarizing Final Fantasy titles, Final Fantasy VII. The port despite being designed for the NES, is faithful to the story of the Original Final Fantasy VII the only difference is that the graphics are similar to that of Final Fantasy I of course modified just a tad bit to fit the whole steam punk setting which was VII.



The only thing that brings this port down is the incredible difficulty, seriously this game will have you scratching your head and asking yourself "WHY?"



DRAGON WARRIOR™

©1986 ENIX

Released a year before Final Fantasy, Dragon Warrior (Dragon Quest) could be considered the great granddaddy of the modern Japanese RPG. Yuji Hori, the creator of Dragon Quest was originally inspired by western RPG's like Wizardry and the ever famous Dungeons and Dragons. Dragon Warrior had a similar style to Final Fantasy, being that it was turn based but the game was more story-driven than Final Fantasy I focusing on the tale of one hero and the cohorts who eventually team up with the player.

The battle screen is simple to navigate through and the enemies are seen from a first person perspective. While Dragon Quest did phenomenally well in the east, Dragon Warrior only saw moderate success stateside. Often cited as "too simplistic" and even "archaic" despite what critics have said. Dragon Quest is widely recognized as the grandfather of modern JRPGs since many of the techniques ranging from storytelling to inventory use and battle have been copied over and modified in other games. Even the most jaded of RPG fans can respect this title.

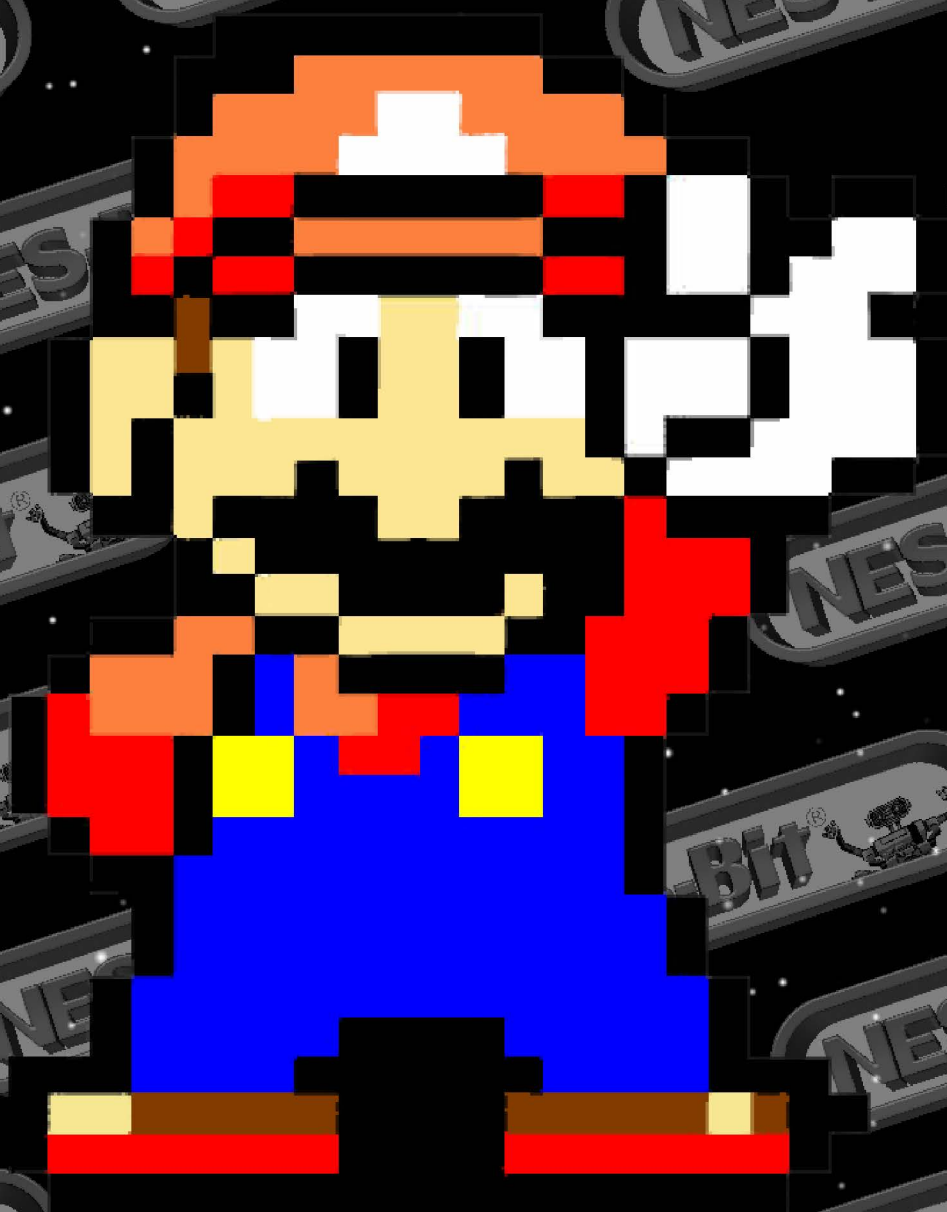


So there you have it, four awesome titles that any NES enthusiast should give a shot, good luck finding them and Happy Hunting!

NES-Bit[®]



MAGAZINE SYSTEM



Until Next Time