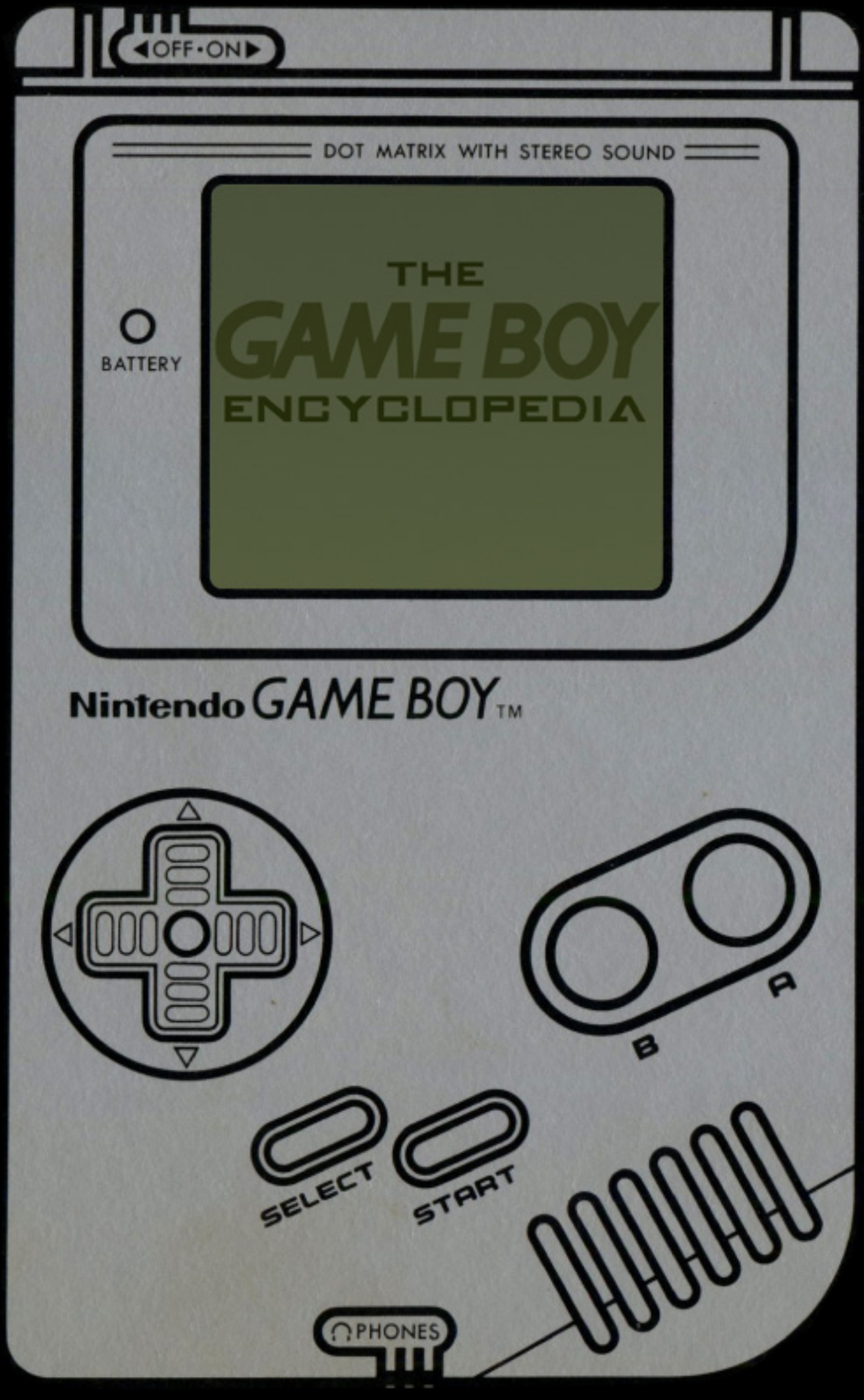



copy/paste by: DaddaRuleKonge

GAME BOY®

# DaddaRuleKonge

This is book is made for people who collect for or are interested in the original Game Boy (including Game Boy Pocket and Game Boy Light. I made this book cause` I like to catalog and categorize stuff, and to learn more about the system. I also really like the Game Boy.

I have tried to make the book well presented and easy to look through. If you are happy with the book then please look at some of the web-sites on the “Reference Guide” page. Find a site that you like and give them some spending money.

If you are annoyed, or the owner of some of the content i took from you, send an email to me: sennep@hotmail.com. The book is free, and I hope the information and pictures I use comes under free-use.

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, Sega, Atari, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
DaddaRuleKonge.com

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# Game Boy

*This is a short wikipedia introduction for the Game Boy.*

Nintendo's Game Boy handheld was first released in 1989. The gaming device was the brainchild of long-time Nintendo employee Gunpei Yokoi, who was the person behind the Ultra Hand, an expanding arm toy created and produced by Nintendo in 1970, long before Nintendo would enter the video game market. Yokoi was also responsible for the Game & Watch series of handhelds when Nintendo made the move from toys to video games.




When Yokoi designed the original Game Boy, he knew that to be successful, the system needed to be small, light, inexpensive, and durable, as well as have a varied, recognizable library of games upon its release. By following this simple mantra, the Game Boy line managed to gain a vast following despite technically superior alternatives which would have color graphics instead. This is also apparent in the name (conceived by Shigesato Itoi), which connotes a smaller "sidekick" companion to Nintendo's consoles.

The original gray Game Boy was first released in Japan on April 21, 1989. Based on a Z80 processor, it has a black and green reflective LCD screen, an eight-way directional pad, two action buttons (A and B), and Start and Select buttons. It plays games from ROM-based media contained in small plastic detachable units called cartridges (sometimes called carts or Game Paks).

As part of the fourth generation of gaming, the Game Boy competed with the Sega Game Gear, Atari Lynx, and the TurboExpress. Despite these other handheld consoles, the Game Boy was a tremendous success. The Game Boy and its successor, the Game Boy Color, have both combined sold 118.69 million units worldwide. Upon its release in the United States, it sold its entire shipment of one million units within a few weeks.

The game that pushed the Game Boy into the upper reaches of success was Tetris. Tetris was widely popular, and on the handheld format could be played anywhere. It came packaged with the Game Boy, and broadened its reach; adults and children alike were buying Game Boys in order to play Tetris. Releasing Tetris on the Game Boy was selected as #4 on GameSpy's "25 Smartest Moments in Gaming".

The original Game Boy was one of the first cartridge-based systems that supported more than four players at one time (via the link port). In fact, it has been shown that the system could support 16 simultaneous players. However, this feature was only supported in Faceball 2000.

Game Boy continues its success to this day and many at Nintendo have dedicated the handheld in Yokoi's memory. Game Boy celebrated its 15th anniversary in 2004, which nearly coincided with the 20-year anniversary of the original Nintendo Entertainment System (NES). To celebrate, Nintendo released the Classic NES Series and an NES controller-themed color scheme for the Game Boy Advance SP.

In 2006, Nintendo president Satoru Iwata said on the rumored demise of the Game Boy brand: "No, it's not true after all. What we are repeatedly saying is that for whichever platform, we are always conducting research and development for the new system, be it the Game Boy, or new console or whatever. And what we just told the reporter was that in thinking about the current situation where we are enjoying great sales with the DS and that we are now trying to launch the Wii, it's unthinkable for us to launch any new platform for the handheld system, including the new version of the GBA... Perhaps they misunderstood a part of this story, but as far as the handheld market is concerned [right now] we really want to focus on more sales of the DS; that's all."

In 2009, the Game Boy was inducted into the National Toy Hall of Fame, 20 years after its introduction. As of June 6, 2011, Game Boy and Game Boy Color games are available on the Virtual Console service on the Nintendo 3DS's Nintendo eShop.

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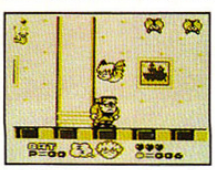


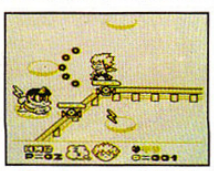
# Meet a Dude You Can Really Hang With.

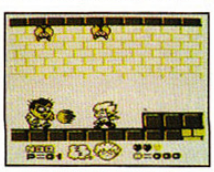
Meet Kid Dracula, the coolest living corpse ever to stake his claim on Game Boy®.
He's got 7 powers, 2 fangs and 1 serious attitude. And he'll need it all to rip through the hundreds of creeps who stalk his 8 level, 5 subgame kingdom. It's enough to drive you batty!

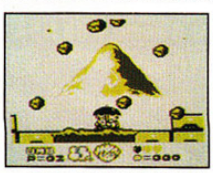
**Konami Game Hint and Tip Line: 1-900-896-HINT (4468).**

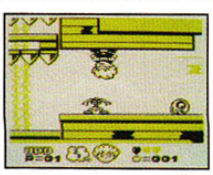
70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Kid Dracula™ is a trademark of Konami, Inc. Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. Konami is a registered trademark of Konami Co., LTD. © 1993 Konami. All Rights Reserved.

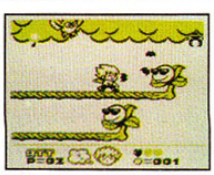

Transform into a bat and overcome varicose villains like Frankenpunk.


There's no escaping Kid Drac's Wing 'N Homing missiles.


Use the Bitin' Bullet to keep the living dead from getting a big head.


The Umbrella Lagosi will protect you from the exploding volcano.


This amazing power will make your worst enemies look up to you.


These bat dudes will drain the life out of the nastiest nemesis. Cool!

KONAMI® KID DRACULA™

# Reference Guide

These are web sites that I use a lot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

## NintendoAge

*"NintendoAge.com is dedicated to Nintendo collecting, gaming, homebrews and and peer-to-peer collaboration."*

•Used for rarity score

A great Nintendo database with a huge community. If you collect or like Nintendo then I highly recommend to be part of, maybe, the biggest Nintendo community online.

***http://nintendoage.com/***

## ConsoleVariations.com



*" This is our site with all the console colors and variations. The ultimate console Database!"*

•Used for some info and pictures on consoles.

A detailed site on known versions of variations on video game systems. A very interesting and fun site with loads of information and pictures.

***http://www.consolevariations.com/***

## Game Boy Collecting




•Used some info and pictures on consoles.

A site similar to ConsoleVariations.com, but is only dedicated to the Game Boy line. The site is at the moment under construction and is a little barren, but if they continue on this path, the site may be a huge resource for system collectors down the line.

***http://gameboycollecting.weebly.com/***

## GameBoy Hardware Extra

A great list (not used in the book) on the different hardware used in carts, like extra clock battery, rumble, etc.

***https://m.reddit.com/r/Gameboy/comments/3gd77s/looking_for_a_list_of_game_boy_and_gba_games_that/***

## GameFAQs

*"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."*

•Used for pictures and the review score

A great webiste regarding many of games released with loads of information, faqs and pictures.

***http://www.gamefaqs.com/***

---

## RF Generation

*"The Classic and Modern Video Games Database"*

•Used for information on checklist

A giant database including a huge source of information on most video game systems. Highly recommended.

***http://www.rfgeneration.com/***

---

## Moby Games

*"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."*

•Used for information and some pictures

A good site for information and pictures on much of the games released.

***http://www.mobygames.com/***

---

## Emuparadise

*"Looking for video games? You've come to the right place! "*

•Used for some pictures

A giant site for emulators and Roms.

***http://www.emuparadise.me/***

---

## GameBoy Galleria

*"Tribute to Mr. Gunpei Yokoi"*

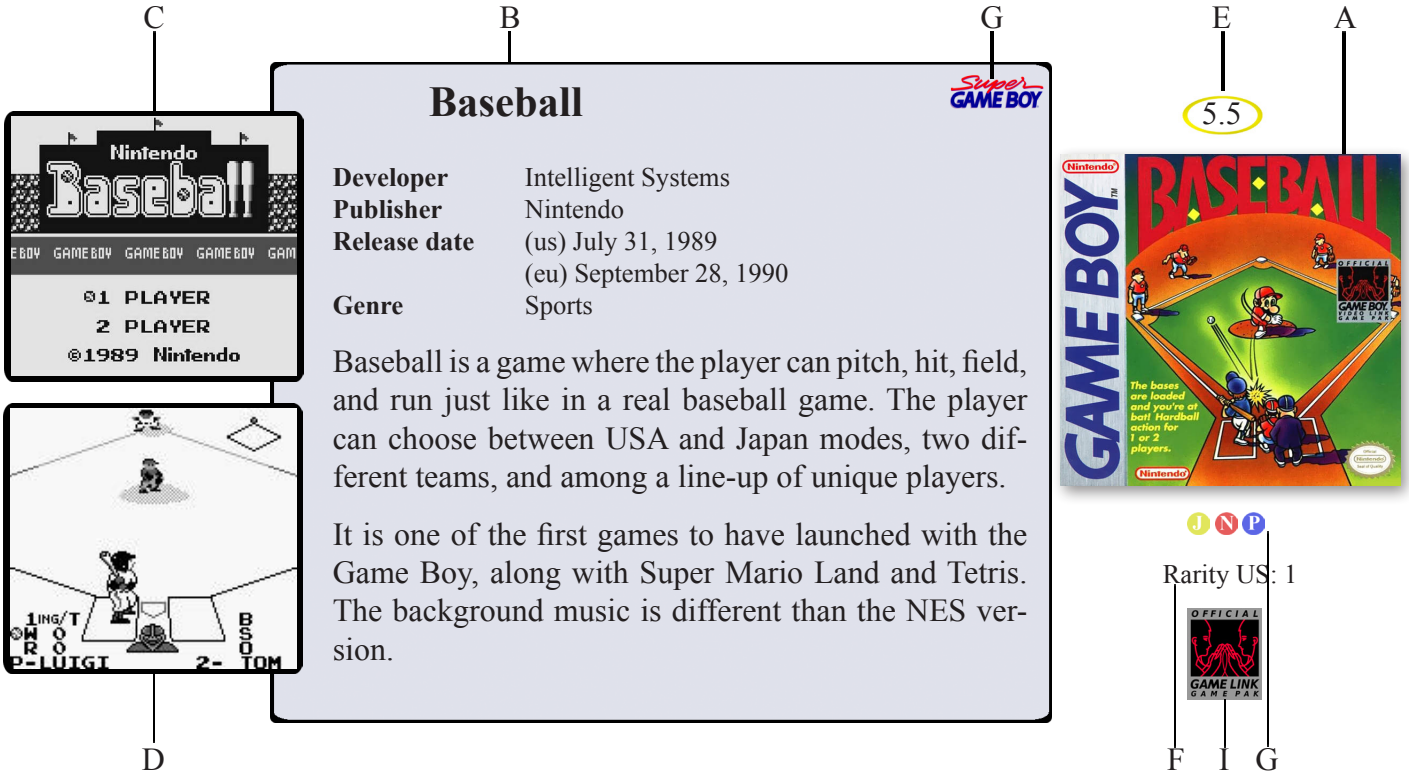
***http://www.imgcab.com/gameboy/gameboy0.html***

# Game Boy Games

This is the main portion of the book. A collection of every official GB game with cover art, title screen, a screen-shot and some information about the game. Some games are missing from the pages (as is the case of the four variation release of We're Back!. In North-America the game was released as a movie tie-in with We're Back!. In Australia, the game was called Agro Soar. And in Europe the game was released as both Bamse and Baby T-Rex). If games only had minor differences in release I would count those games as one.

## Page Break-Down

This is a break-down on what the pages consist of:




### A. Cover-Art

This represent the cover art of the game. I used GameFAQs for much of these pictures. If the game did get a North-American release I would choose the North-American cover over the European or Japanese. If the game only had a Japanese and European release, then a European cover would be present. The Japanese cover is only present if this was the only release of the game.

### B. Info

This is the Info box. I used mainly wikipedia for help for information on the Developers and Publishers. I suspect some of the information is wrong, as often the developer credited is actually the makers of the original game, e.g. arcades or original console release, and not the one who did the Game Boy port for example. In the info or trivia section, I wanted some content that would reflect on what the game is about, or an interesting part of trivia. If I used another site for information and did a direct transcript, I would try to credit the source material. The credit is in *italic*.

### C. Title Screen

This is a screenshot from the title screen of the game, found wherever. More often then not on gametrailers.com. If the game had Super Game Boy features I would use a color screen-shot.

### D. Screen-shot

This is a random screenshot from the game. I mainly used gametrailers.com. I only use black and white screenshots because I would like it to reflect the games origin. Even though the original Game Boy does not feature black and white, but a more yellowish pea soup color.

**E. Web Reviews**

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from "GameFAQs.com", cause` they can often be seen as fair, as they usually are reviewed by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one, as seen on the many unlicensed games.

**F. Rarity**

In this section I used the rarity score found on nintendoage.com. The rarity scale goes from 1 (common) to 10 (rare). The nintendoage has a very good NES rarity section were they cover, if not all, but most of the NES games. Their Game Boy section is lacking though in games covered. About 20% of the North American Game Boy games are missing from the rarity scale, and no European and Japanese games are included. As such, the rarity section are lacking a bit in this book, but I found Nintendoage was the best place to gather rarity scores from. Remember, you should just take these scores with a grain of salt, and should only be used as a refrence point, and not to be taken all too literally.

**G. Release**

These indicate what type of release the game has. "J" Japan, "N" North-America and "P" PAL/Europe. As with the game Baseball featured here, it had a world wide release. Which is why every letter is present.

**H. Super Game Boy**

If a game feature some sort of Super Game Boy features, the Super Game Boy logo will be present. But I also included the logo if the logo was present on the box-art, even though it has no Super Game Boy features. For a complete list of Super Game Boy games and their featires, look at the Super Game Boy pages.

**I. Multiplayer**

If they game feature link cable functionality, the Game Link logo would be present.

## Game Paks

Each video game is stored on a plastic cartridge, officially called a "Game Pak" by Nintendo. The cartridge provides the code and game data to the console's CPU. Some cartridges include a small battery with SRAM, flash memory chip, or EEPROM, which allows game data to be saved when the console is turned off. If the battery runs out in a cartridge, then the save data will be lost, however, it is possible to replace the battery with a new battery. To do this, the cartridge must be unscrewed, opened up, and the old battery would be removed and replaced. This may require desoldering the dead battery and soldering the replacement in place. Before 2003, Nintendo used round, flat watch batteries for saving information on the cartridges. These batteries were replaced in newer cartridges because they could only live for a certain amount of time.

Excluding game-specific variations, there are four types of cartridges compatible with Game Boy systems: class A-B-C-D. The original Game Boy games are class A. Class B are Games for the Game Boy Color and Game Boy. Class C is Game Boy Color. And Class D is Game Boy Advance.

**Grey cartridges**



(Also known as class A) are compatible with all Game Boy systems, excluding Game Boy Micro. All original Game Boy games are of this type. Some of these cartridges are in alternative colors, such as red or blue for Pokémon Red and Blue, and yellow for the Donkey Kong Land series. The games on these cartridges are programmed in black and white; the Game Boy Color and later systems provide selectable color palettes for them. Some grey cartridges that were released between 1994 and 1998 have Super Game Boy enhancements. Even fewer grey cartridges were released with built-in features that made them protrude from the slot, but included the notch to be compatible with the original Game Boy (notably the Game Boy Camera)

8.0




J

## 3 Choume no Tama: Tama and Friends - 3 Choume Obake Panic!!

**Developer** Tom Create
**Publisher** B-AI
**Release date** (jp) August 5, 1994
**Genre** Action

Players take the role as a little cat running through a city, trying to avoid cars and dogs while finding all his animal friends.

Players can increase the amount of hits they can take by playing a few mini-games.

*"videogamegeek.com"*







5.1




J

## 3-Pun Yosō Umaban Club

**Developer** Hect
**Publisher** Hect
**Release date** (jp) October 16, 1992
**Genre** Sports

Sanpun Yosō Umaban Club is a Japanese horse racing video game developed and published by Hect for the Game Boy exclusively in Japan. It was released in Japan on Oct 16, 1992 and never saw a release in another territory. The game allows players to place bets on horse races.







6.5




J N P

Rarity US: 3

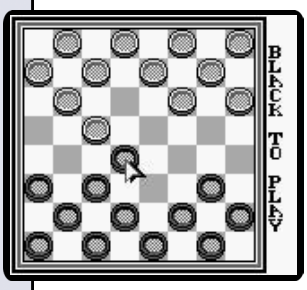
OFFICIAL GAME LINK GAME PAK

## 4-in-1 Fun Pak

**Developer** Beam Software
**Publisher** Interplay, (jp) Imagineer
**Release date** (us) September 1992
(eu) September 1992
**Genre** Compilation

4-in-1 Fun Pak combines four board games to play against the CPU or another player. The include titles are Chess, Checkers, Reversi and Backgammon. Each game features a number of different difficulty settings (1 being the easiest, 6 being the hardest), with simple black and white visuals and a challenging CPU opponent to take on. Multiplayer is available, either using the same Game Boy between two players or using the system link option to play with two Game Boys.









## 4-in-1 Funpak: Volume II

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Interplay |
| **Release date** | (us) August 1993 |
| | (eu) 1993 |
| **Genre** | Compilation |

4-in-1 Funpak: Volume II gives players, like its predecessor, four family-friendly games in one cart. There are some differences, however. First, of course, the selection of games differs. The games are Solitaire, Dominoes, Cribbage and Yacht (using Yahtzee's rules). Players can play against the CPU or a second player, using the same Game Boy or, if they have the game link cable, two Game Boys. Unlike the previous cart, there is no skill selection.

6.1




N P

Rarity US: 3







## 99 Nendohan: Eitango Center 1500

| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Imagineer |
| **Release date** | (jp) July 10, 1998 |
| **Genre** | Edutainment |

99 Nendohan: Eitango Center 1500 is an Edutainment game, developed by C-Lab and published by Imagineer, which was released in Japan in 1998.

The game is a dictionary that allow Japanese speakers have access to an affordable database of English words along with their pronunciations.

*"alexandershen.com"*

2.1




J



5.1




J

## Aa Harimanada

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | ASK Kodansha |
| **Release date** | (jp) July 23, 1993 |
| **Genre** | Sports |

Aa Harimanada is based off of a famous manga/anime, with three different versions on three different platforms; GameBoy, GameGear and MegaDrive.

What is most surprising is that the Game Boy version plays completely differently from its 16-bit counterpart. Whereas the Genesis game is fighter flavored, on Nintendo's handheld it's a standard sumo wrestling game. Gameplay is conventional for the genre.

*"hardcoregaming101.net"*






5.1



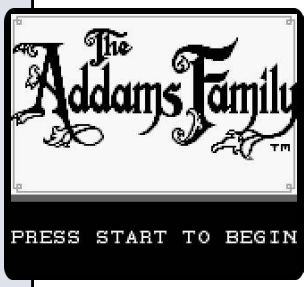

J N P

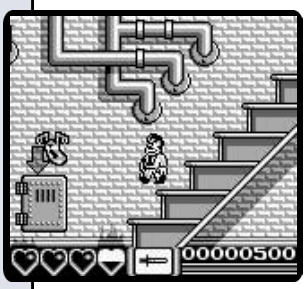
Rarity US: 3

## The Addams Family

| | |
|---|---|
| **Developer** | Ocean |
| **Publisher** | Ocean, (jp) Misawa |
| **Release date** | (us) January 1992<br>(eu) 1992 |
| **Genre** | Platformer |

The Addams Family is a side-scrolling platformer based on the movie of the same name. The player takes the role of Gomez who searches for his missing family members. To find them he has to explore six different parts of the mansion, e.g. the forest or the graveyard, which are basic platform levels: the player moves from left to right while jumping a lot and avoiding enemies. In contrast to the other versions of the game he has weapons to his disposal, e.g. a throwing knife.




4.4




N P

Rarity US: 6

## The Addams Family: Pugsley's Scavenger Hunt

| | |
|---|---|
| **Developer** | Enigma Variations |
| **Publisher** | Ocean |
| **Release date** | (us) July 1993<br>(eu) 1993 |
| **Genre** | Platformer |

The Addams Family: Pugsley's Scavenger Hunt, based on the second animated series, was released on all three of Nintendo's systems at the time. The game is a side scrolling platformer adventure game that plays in a very similar way to the previous Addams Family title. The game plays in a non-linear way in so much that the player can choose which level to attempt by entering whichever door they choose in the Addams house.






## Adventure Island







**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (us) February 1992
(eu) April 23, 1992
**Genre** Platformer

Adventure Island, released as Adventure Island II on the NES, is the second game in the series. The rules of the game are the same as those in the original Adventure Island, with the main new feature being the addition of an inventory system. Before the player begins a stage, he can choose which of Higgins' animal friends to bring (if he has rescued any), as well as whether or not he should bring one of the stone hammers he has accumulated.

6.9




J N P

Rarity US: 3

## Adventure Island II: Aliens in Paradise







**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (us) April 23, 1992
(eu) 1993
**Genre** Platformer

The rules of the game are not very different from those of the previous game. This time, Higgins can now crouch, an ability he did not have in the previous games. However, he loses the ability to backtrack during a stage. Unlike the previous game, the boss does not move to a different stage when the player loses a life.

7.0




J N P

Rarity US: 3

## Adventures of Lolo

UK.ver: Super GAME BOY







**Developer** HAL Laboratory
**Publisher** Imagineer, (eu) Nintendo
**Release date** (eu) 1995
**Genre** Puzzle

As Lolo, king of eden land, players have to puzzle their way through numerous screen-sized rooms. In each room, they have to collect all heart frames in order to open a treasure chest which contains the key to the exit.

Different terrain types and enemies have to be avoided or used to the players advantage to get all the heart frames. Some enemies don't hurt them at all, others only awaken once all heart frames are collected.

6.9




J P

4.6



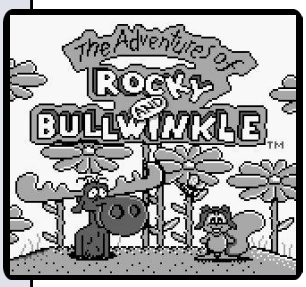

N

Rarity US: 3

## The Adventures of Rocky and Bullwinkle and Friends

**Developer** Imagineering
**Publisher** THQ
**Release date** (us) October 1992
**Genre** Platformer

The game consists of only three levels, although generally with multiple sections. The first level, Frostbite Falls, has the player controlling Bullwinkle, the second, on the Moon, uses Rocky, and the final one, the Abominable Manor, uses Bullwinkle again. Before the final section, a bonus level has Bullwinkle running to the end of a football field to catch Rocky, while avoiding and head-butting football players on the way, can grant the player an extra life upon completion.







6.3




J N P

Rarity US: 4

## The Adventures of Star Saver

**Developer** A-Wave
**Publisher** Taito Corporation, (jp) King Records
**Release date** (us) March 1992
(eu) 1992
**Genre** Action-platformer

A police officer named Tony and his sister are forced to go inside an unidentified flying object by a group of aliens who are planning to invade the galaxy.

Tony finds himself stranded on a strange planet where nothing is familiar (and without his sister). However, a mech that has a vast knowledge of telepathic skills saves him and empowers Tony with the ability to take on the aliens' army.







6.4




J N P

Rarity US: 4

## Aerostar

**Developer** Vic Tokai
**Publisher** Vic Tokai
**Release date** (us) September 1991
(eu) 1991
**Genre** Shooter

The player controls a futuristic airplane that can only fly over certain roads. However, the aircraft can ascend and descend into other roads at the cost of being able to use firearms.

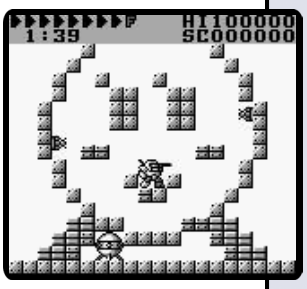
There are a variety of power-ups in the game; including missiles and lasers. Large bosses challenge the player in each level. Graphic details in the game include coastal streets, futuristic levels with instant-death spikes, jungles, and a fight in outer space.






## After Burst




**Developer** Dual
**Publisher** NCS
**Release date** (jp) October 26, 1990
**Genre** Action

Players control a combat robot as they make their way towards their ultimate goal: destroying the enemy orb. Each level only has one screen to blast hostile robots, solve challenging platforms, and manipulate a series of short puzzles.

30 stages await players as they look forward to a boss battle on every tenth stage. A weapon is available; its gunfire can be altered by changing the angle of the gun. The game also feature a multiplayer function.

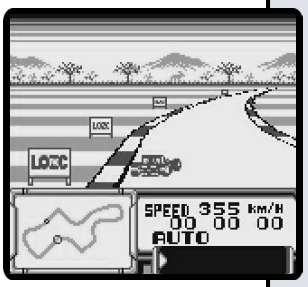
7.0




J

## Aguri Suzuki F-1 Super Driving




**Developer** Pixel
**Publisher** LOZC G. Amusements
**Release date** (jp) May 28, 1993
**Genre** Racing

Aguri Suzuki F-1 Super Driving, named after the Japanese Formula 1 driver Aguri Suzuki, was released for the Game Boy handheld, exclusively in Japan. In the game, the player can control a kart and a Formula One car.

7.5




J

## Akazukin Cha Cha

Super GAME BOY







**Developer** Access
**Publisher** Tomy
**Release date** (jp) April 28, 1995
**Genre** Role-playing

Akazukin Chacha, based on the shōjo manga series by Min Ayahana, is a role-playing game released on the Game Boy.

The game can be played in color and includes a special border with the Super Game Boy accessory on the Super Famicom.

6.4




J

5.9




N P

Rarity US: 3

## Aladdin

Super GAME BOY

| | |
|---|---|
| **Developer** | NMS Software |
| **Publisher** | THQ, (eu) Virgin Interactive |
| **Release date** | (us) October 1995<br>(eu) December 8, 1994 |
| **Genre** | Platformer |

Disney's Aladdin is one of several video games based on the film. The player controls Aladdin, who must make his way through several levels based on locations from the movie: from the streets and rooftops of Agrabah, the Cave of Wonders and the Sultan's dungeon to the final confrontation in Grand Vizier Jafar's palace. The Sultan's guards and also animals of the desert want to hinder Aladdin in his way. He can defend himself with his sword or by throwing apples.






6.6




J N P

Rarity US: 5

## Alfred Chicken

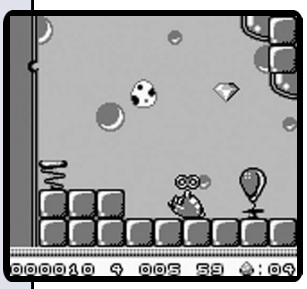
UK ver: Super GAME BOY

| | |
|---|---|
| **Developer** | Twilight |
| **Publisher** | Mindscape, (jp) Sunsoft |
| **Release date** | (us) February 1994<br>(eu) 1993 |
| **Genre** | Platformer |

Alfred Chicken is a series of platform games, originally created by Twilight. The player takes the role of a chicken named Alfred who must find his way through bizarre levels full of balloons, telephones, cheese and other strange elements.

The Game Boy game was the original version. Two revisions exist; the monochrome original, and a Super Game Boy version with a level select feature, the latter was developed by Hookstone and released by Sunsoft.



5.9




P

## Alien Olympics 2044 AD

| | |
|---|---|
| **Developer** | Dark Technologies |
| **Publisher** | Ocean |
| **Release date** | (eu) September 1994 |
| **Genre** | Sports |

In this video game, extraterrestrials perform unorthodox Olympic-like events in the year 2044. Players gets to control one of these extaterrestrials; they can choose up to eight different species. For example, there is this a caterpillar-like alien that is very good at shooting events but terrible at racing events.

Some of the events include: 100 Qbits Sprint, Laser Leaping, Big Bounce, Laser Skeet, 200 Qbits Splurge, Lunge Leap Splat, Toxophilly and Flob Flop.






## Alien vs Predator: The Last of His Clan






| | |
|---|---|
| **Developer** | ASK Kodansha |
| **Publisher** | Activision, (jp) ASK Kodansha |
| **Release date** | (us) November 1993 |
| **Genre** | Beat 'em-up |

The Predator must traverse several side-scrolling levels on his way to the Alien queen, while destroying Aliens in all their forms - facehuggers hatched from eggs, chestburster aliens and fully grown warriors. Various weapons are available: the standard weapon are the wrist blades. Ammunition for the shoulder cannon, the cutting disks and bombs must be picked up.

*"mobygames.com"*

4.4




J N

Rarity US: 4

## Alien³






| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | LJN, (jp) Acclaim Japan |
| **Release date** | (us) January 1993<br>(eu) 1993 |
| **Genre** | Action |

The Game Boy version of Alien³ differs significantly from the console games based on the third Alien film. Unlike the more shooter-oriented action on the consoles, this title is played from a top-down perspective, with a greater emphasis on exploration, acquiring items to beat limited puzzles, and survival.

As Ripley, players must navigate the corridors of the Fury 161 prison, searching for items to aid their escape.

4.7




J N P

Rarity US: 4

## All-Star Baseball '99






| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | Acclaim |
| **Release date** | (us) May 1998 |
| **Genre** | Sports |

All-Star Baseball 99 is the first handheld entry in the All-Star Baseball series and differs from its N64 counterpart. It is instead closely based on the handheld version of Frank Thomas Big Hurt Baseball.

The game features six different modes: exhibition games, a full season (either all 162 games of the 1998 season or various shortened runs), the '97 playoffs, the '97 All-Star game as well as the Home Run Derby, and a batting practice mode.

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8.0




N

Rarity US: 6

# JOIN THE MARVEL®

Swing into action with three hot new Spider-Man® video games! Team up with The X-Men® for a non-stop challenge in ARCADE'S REVENGE™ for Super NES™... dis-arm Dr. Octopus'™ evil plan in RETURN OF THE SINISTER SIX™ on NES™... and end Carnage's™ reign of terror in the incredible SPIDER-MAN® 2 for Game Boy®. It all adds up to action so exciting— you'll be climbing the walls.






YOU'RE IN FOR A SHOCKER, WEB-SLINGER



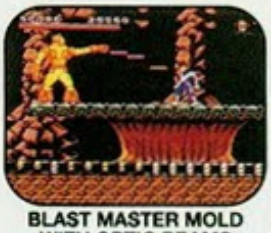
END CARNAGE'S "RAIN" OF TERROR



STOP JUGGERNAUT'S RAMPAGE



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BLAST MASTER MOLD WITH OPTIC BEAMS

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## Alleyway

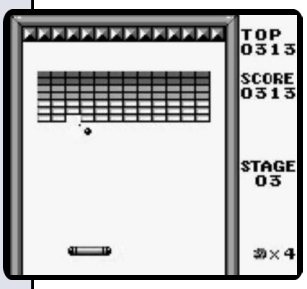
6.7




| | |
|---|---|
| **Developer** | Intelligent Systems |
| **Publisher** | Nintendo |
| **Release date** | (us) July 31, 1989<br>(eu) September 28, 1990 |
| **Genre** | Breakout |

Alleyway is a Breakout clone and one of the first four games developed and released for the system. The name Alleyway references the in-game gateway that the player's spaceship (represented as a paddle) must pass through. While Alleyway is a portable clone of Breakout, it adds several new features, including alternating stages, bonus rounds, and hazards for the player at later levels.




J N P

Rarity US: 1

## Altered Space: A 3-D Alien Adventure

4.9




| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Sony I., (jp) Epic/Sony., (eu) Hi Tech Expressions |
| **Release date** | (us) September 1991<br>(eu) 1991 |
| **Genre** | Puzzle, Adventure |

The basic concept is that the player is an astronaut trapped on an alien spaceship who has to try to find his way out while avoiding aliens and continually replenishing his oxygen supply. This was the first isometric view game on the Game Boy - a style made popular by games such as Knight Lore on the ZX Spectrum and Solstice on the NES and finally Equinox.






J N P

Rarity US: 3

## Amazing Penguin

7.3

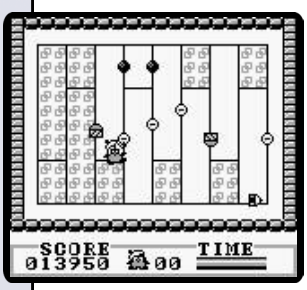



| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Natsume |
| **Release date** | (us) December 1990<br>(eu) 1991 |
| **Genre** | Action |

The character controls a penguin who must clear 40 levels worth of action. There are a certain amount of lines with switches and dots that need activating. Once all the lines are cleared, so are any enemies that are remaining in that level. A strict time limit make players lose their lives in addition to bumping into an enemy.

There is no regularity to the movement of the character, giving an element of luck to the game.



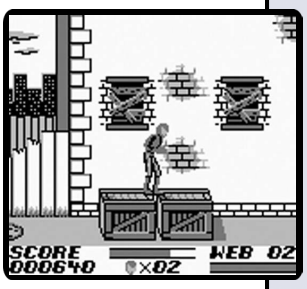




J N P

Rarity US: 5

## The Amazing Spider-Man




| | |
|---|---|
| **Developer** | Rare |
| **Publisher** | LJN, (eu) Nintendo |
| **Release date** | (us) July 1990 |
| | (eu) 1990 |
| **Genre** | Beat 'em up |

Spider-Man's most dangerous super villains have discovered his secret identity, Peter Parker, and kidnapped his wife, Mary Jane. The action game takes the player through various city locations, battling an assortment of minor thugs, animals, and a supervillain at the end of each level who, through intermission scenes, will taunt Spider-Man as to the whereabouts of his wife.

4.7




N P

Rarity US: 4

## The Amazing Spider-Man 2






| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | LJN |
| **Release date** | (us) August 1992 |
| | (eu) 1992 |
| **Genre** | Action-adventure |

The game was different from the original The Amazing Spider-Man game, in that along with its action-adventure theme, Spider-Man also had to collect various objects located in each level in order to solve puzzles.

A collection of supervillains, the Hobgoblin, Lizard, Graviton, Carnage, and Mysterio, have framed Spider-Man for a bank robbery and thus he must survive several side-scrolling levels in order to clear his name.

4.5

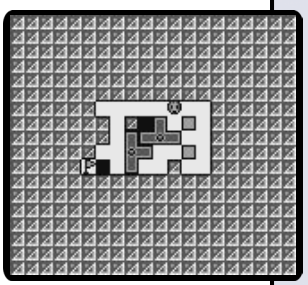



N P

Rarity US: 5

## Amazing Tater



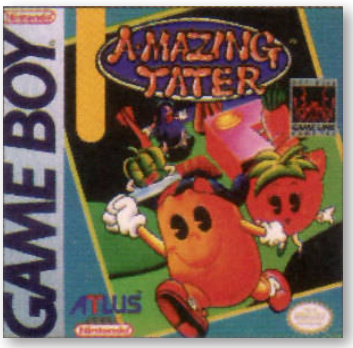



| | |
|---|---|
| **Developer** | Atlus |
| **Publisher** | Atlus |
| **Release date** | (us) February 1992 |
| **Genre** | Puzzle |

While Amazing Tater might not have what it takes to reach cult classic status, it is one of the hardest to find Game Boy games of all time. This puzzle platformer is a part of the Japanese Puzzle Boy series (and the US releases, Kwirk and Spud's Aventure), but most non-collectors have never even heard of it.Shop for Amazing Tater on eBay

*"racketboy.com"*

7.4




J N

Rarity US: 8

OFFICIAL GAME LINK GAME PAK

7.6




J

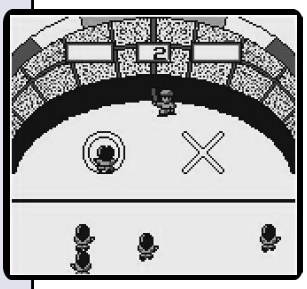
## America Odan Ultra Quiz

**Developer** n/a
**Publisher** Tomy
**Release date** (jp) December 23, 1990
**Genre** Game show

America Ōdan Ultra Quiz is a series of Japan-exclusive video games based on the game show of the same title, broadcast on Nippon Television.

This game was the first in the series.



8.2




J

## America Odan Ultra Quiz Part 2

**Developer** n/a
**Publisher** Tomy
**Release date** (jp) December 20, 1991
**Genre** Game show

America Oudan Ultra-Quiz 2 is the second in the Game Boy series. It was published by Tomy Corporation and released in Japan in 1991.







9.0




J

## America Odan Ultra Quiz Part 3

**Developer** n/a
**Publisher** Tomy
**Release date** (jp) November 27, 1992
**Genre** Game show

America Oudan Ultra-Quiz 2 is the third in the Game Boy series. It was published by Tomy Corporation and released in Japan in 1992.






## America Odan Ultra Quiz Part 4






| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Tomy |
| **Release date** | (jp) October 29, 1993 |
| **Genre** | Game show |

America Oudan Ultra-Quiz 2 is the fourth and last in the Game Boy series. It was published by Tomy Corporation and released in Japan in 1993.

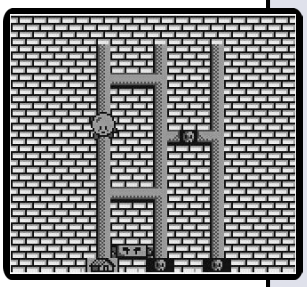
8.7




J

## Amida



| | |
|---|---|
| **Developer** | Sofix |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) October 23, 1990 |
| **Genre** | Puzzle |

Amida is a Japanese ladder climbing puzzle game. The game requires players to navigate the main character safely across several pre-set bridges. Each bridge is composed of a number of obstacles that the character will blindly navigate into. The player can utilize an animated platform to redirect the main character as they move through the stage. The game features ten main levels. Each level is further sub divided into 10 separate levels (ex. 1-1, 1-2, etc.) similar to other platform games like Super Mario Bros.

5.3

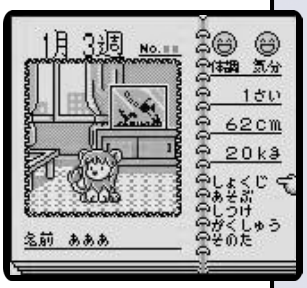



J

## Animal Breeder

Super GAME BOY

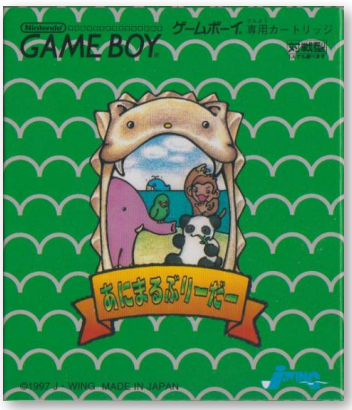



| | |
|---|---|
| **Developer** | J-Wing |
| **Publisher** | J-Wing |
| **Release date** | (jp) September 11, 1997 |
| **Genre** | Role-playing, Strategy |

Animal Breeder is a role-playing/breeding game developed and published by J-Wing for the Game Boy platform. Animal Breeder was only released in Japan.

8.5




J

8.0




J

## Animal Breeder 2

Super GAME BOY

| | |
|---|---|
| **Developer** | J-Wing |
| **Publisher** | J-Wing |
| **Release date** | (jp) May 15, 1998 |
| **Genre** | Role-playing, Strategy |

Animal Breeder 2 is another creature-breeding RPG. The game is a little bit like Monster Rancher and a Tamagotchi combined. Players start off by picking from a basic selection of creatures, some of which include a tiger, a turtle, a peahen, a snake, in a total of 223 different pets. The replayability factor is very high, considering that each and every creature needs, at the very least, several hours to bring it to peak form. Players could easily spend 10+ hours on each animal.

*"HYPERMECHA@gamefaqs.com"*







5.3




N P

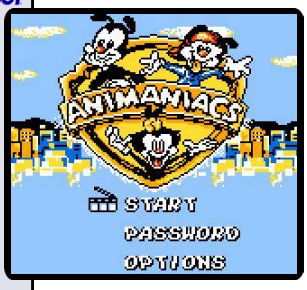
Rarity US: 5

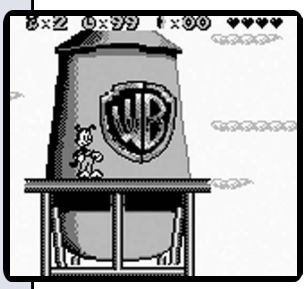
## Animaniacs

Super GAME BOY

| | |
|---|---|
| **Developer** | Factor 5 |
| **Publisher** | Konami |
| **Release date** | (us) July 1995<br>(eu) 1995 |
| **Genre** | Platformer |

The game features four main levels, which can be entered in any order. The player must reach the end of each level and beat the boss to obtain a piece of movie memorabilia. After clearing all four levels, players travel to the final level where they must fight Pinky and the Brain. Players control Yakko, Wakko, and Dot, switching control between them to use their respective powers accordingly.



6.0




J

## Another Bible

Super GAME BOY

| | |
|---|---|
| **Developer** | Dice |
| **Publisher** | Atlus |
| **Release date** | (jp) March 3, 1995 |
| **Genre** | Turn-based strategy |

Another Bible, part of the media franchise Megami Tensei, is a turn-based strategy game in which players move their characters on tiles and fight enemies. The gameplay loops through three types of segments: preparation for battles, battles, and towns. During the preparation segments, players choose which characters they want to send out, and during the town segments, players buy and sell items and collect information that is required for getting to the next area.






## Aoki Densetsu Shoot!






| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Banpresto |
| **Release date** | (jp) April 7, 1995 |
| **Genre** | Sports, Strategy |

Aoki Densetsu Shoot! is a Japan-exclusive Super Famicom and Nintendo Game Boy soccer game based on the TV anime of the same title.

On release, Famicom Tsūshin scored the Game Boy version of the game an 18 out of 40.

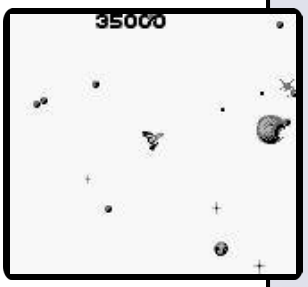
7.8




J

## Arcade Classic No. 1: Asteroids / Missile Command




| | |
|---|---|
| **Developer** | The Code Monkeys |
| **Publisher** | Nintendo |
| **Release date** | (us) July 1995<br>(eu) 1995 |
| **Genre** | Compilation |

This is a compilation of two classic arcade games on one pack: Asteroids and Missile Command.

The games can also be played on the Super Game Boy Peripheral and has altered graphics from the original versions.

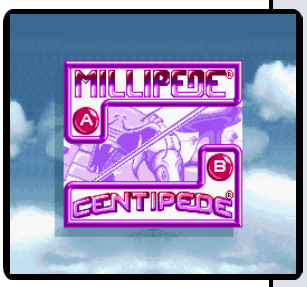
7.4




N P

Rarity US: 2

## Arcade Classic No. 2: Centipede / Millipede






| | |
|---|---|
| **Developer** | The Code Monkeys |
| **Publisher** | Nintendo |
| **Release date** | (us) August 1995<br>(eu) August 1995 |
| **Genre** | Compilation |

A compilation of two classic games, Centipede and Millipede ported over to the Game Boy system with original gameplay. It is also compatible with the Super Game Boy Adapter with backgrounds made to resemble their original arcade casings.

*"mobygames.com"*

8.2




N P

Rarity US: 2

7.9

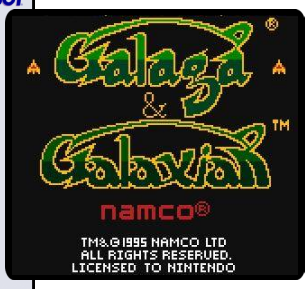


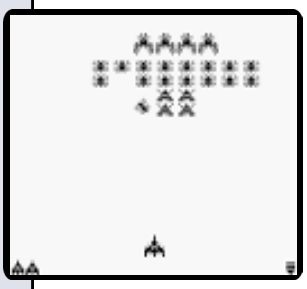

J N P

Rarity US: 2

## Arcade Classic No. 3: Galaga / Galaxian

Super GAME BOY



| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Nintendo, (jp) Namco |
| **Release date** | (us) September 1995<br>(eu) 1995 |
| **Genre** | Compilation |

A compilation of two classic arcade titles, Galaga and Galaxian ported over to the Game Boy and features original gameplay features. It is also Super Game Boy compatible complete with background borders that replicate their original arcade machine casings.

*"mobygames.com"*

6.9



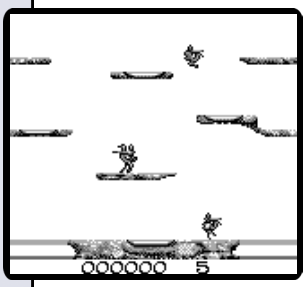

N P

Rarity US: 2

## Arcade Classic No. 4: Defender / Joust

Super GAME BOY




| | |
|---|---|
| **Developer** | Williams |
| **Publisher** | Nintendo |
| **Release date** | (us) October 1995<br>(eu) 1995 |
| **Genre** | Compilation |

Arcade Classic 4 is a compilation and port of: Joust and Defender.

The games can also be played on the Super Game Boy Peripheral and has altered graphics from the original versions. It does not feature the ability to use the Link Cable, but does have an option for two friends to take turns for each game.

*"mobygames.com"*

5.8




N P

## Arcade Classics: Super Breakout / Battlezone

Super GAME BOY







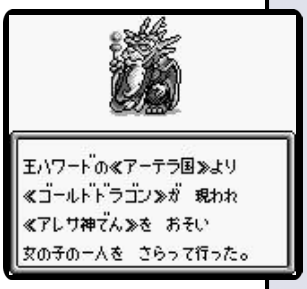
| | |
|---|---|
| **Developer** | Black Pearl Software |
| **Publisher** | Black Pearl Software, (eu) Atari |
| **Release date** | (us) October 1996<br>(eu) October 1996 |
| **Genre** | Compilation |

A compilation and port of the classic Atari games, Battlezone and Super Breakout. Each version features the original gameplay and recreated graphics utilizing the Super Game Boy peripheral. The controls have been changed to suit the Game Boy's control scheme.

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## Aretha



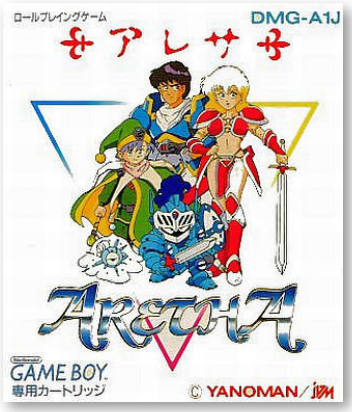




**Developer** Japan Art Media
**Publisher** Yanoman
**Release date** (jp) November 16, 1990
**Genre** Role-playing

Aretha is a role-playing game released to an exclusively Japanese market. It was originally released for the Game Boy and later ported to the Super Famicom as Aretha the Super Famicom in 1993. The game was the first title in the game series of the same name.

Aretha tells the story of Ariel; the granddaughter of a wise old grandmother who has been turned a ten-year-old and was given a simple task: hone her magic skills to fight the ultimate battle against evil.

7.7




J

## Aretha II






**Developer** Japan Art Media
**Publisher** Yanoman
**Release date** (jp) September 27, 1991
**Genre** Role-playing

Aretha II continues on the story from the original game. People enjoyed peace and prosperity when Ariel rightfully regained her throne. However, two adventurers conspired to destroy Aretha's kingdom.

A unique feature the game uses is the ability to get special items called "souls" after battles, and then to use them to forge the players own armor.

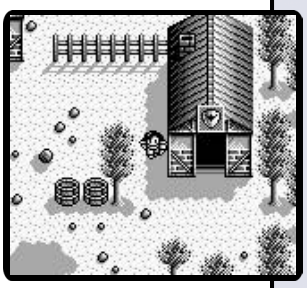
7.7




J

## Aretha III



**Developer** Japan Art Media
**Publisher** Yanoman
**Release date** (jp) October 16, 1992
**Genre** Role-playing

Aretha III is another game in the series not released outside of Japan. The game is still a role-playing game. Players take the role of a girl (older and cuter than the one from Aretha and Aretha II), who wander trough cities, forests, fields and so on and fight with countless hordes of enemies - turn after turn.

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7.9




J

7.5




J

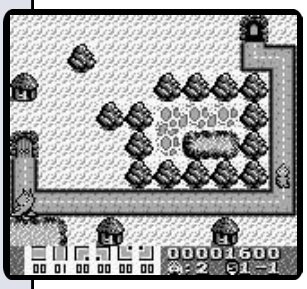
## Asmik-kun World 2

**Developer** Cyclone System
**Publisher** Asmik Ace Entertainment
**Release date** (jp) May 24, 1991
**Genre** Action

Unlike its predecessor, Boomer's Adventure in ASMIK World, this game was never released outside Japan. Like its predecessor, the game is an excellent example of the trap-em-up genre, which also includes games like Heiankyo Alien and Space Panic.

In the game, players has to build a "road" from the entrance to the exit in each level. An enemy has come to kidnap the children on a certain world and the "roads" are intended for the children to be escorted back home.



6.2




P

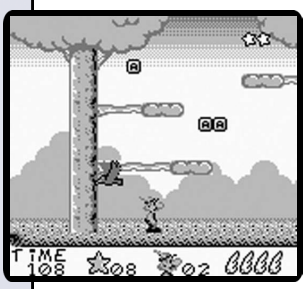
## Asterix

**Developer** Bit Managers
**Publisher** Infogrames
**Release date** (eu) 1993
**Genre** Platformer

Astérix is a platform game based on the eponymous comic books, where the short and mustached Gaul has to progress through levels located all across Europe, fighting Romans and various aggressive animals along the way, to rescue his friend Obelix before Caesar throws him to the lions.

*"mobygames.com"*




6.9




P

## Asterix & Obelix

Super GAME BOY

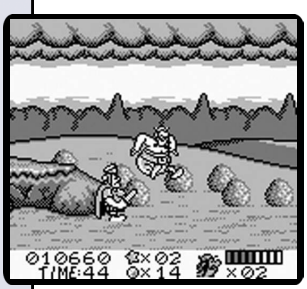
**Developer** Bit Managers
**Publisher** Infogrames
**Release date** (eu) 1995
**Genre** Platformer

Being the predecessor of Asterix and Obelix for SNES, this game features the same story as it's later counterpart - however the level design was massively changed, doesn't offer a 2 player mode and level codes were added only for the GameBoy Color version.

In the game, players can select Asterix or Obelix and move them through various levels while beating up Roman soldiers, collecting coins and avoiding gaps or other obstacles.

*"mobygames.com"*



## Asteroids







| | |
|---|---|
| **Developer** | The Code Monkeys |
| **Publisher** | Accolade |
| **Release date** | (us) February 1992<br>(eu) 1992 |
| **Genre** | Shooter |

Players take the role of a spaceship pilot trapped in a gigantic asteroid cloud and pulverize incoming asteroids with the ship's photon cannon. When all asteroids are destroyed, the player can then move on to the next round. In addition to the asteroids, the player will also face an Alien Robot Saucer which shoots randomly across the screen.

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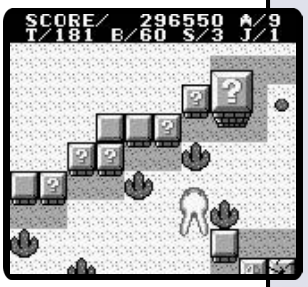
6.6




Rarity US: 5

## Astro Rabby




| | |
|---|---|
| **Developer** | Cyclone System |
| **Publisher** | IGS |
| **Release date** | (jp) October 12, 1990 |
| **Genre** | Action |

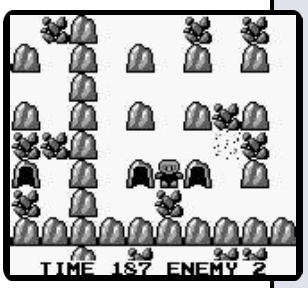
The concept of Astro Rabby is that the player is a rabbit who has to travel through certain top-viewed levels with automatic scrolling. Since the number of usable platforms are severely limited in this game, learning to control the player's jumps becomes a primary asset. Landing on platforms causes the block to break due to the excess force that the player puts on it. Sometimes, power-ups are given that will extend the relatively short time limit that Astro Rabby offers.

7.2




## Atomic Punk




| | |
|---|---|
| **Developer** | Hudson Soft |
| **Publisher** | Hudson Soft |
| **Release date** | (us) October 1991<br>(eu) 1991 |
| **Genre** | Puzzle, Action |

Atomic Punk, released in Japan as Bomber Boy and in Europe as Dynablaster, is part of the Bomberman series. It was the first game of the series to be released on the Game Boy.

There are four modes of gameplay in Atomic Punk, including two single player modes and two multiplayer game modes.

7.2




Rarity US: 6

4.2




J N P

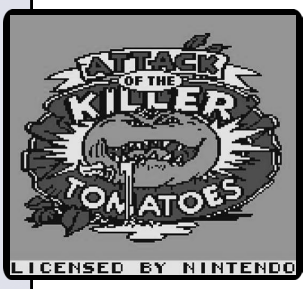
Rarity US: 5

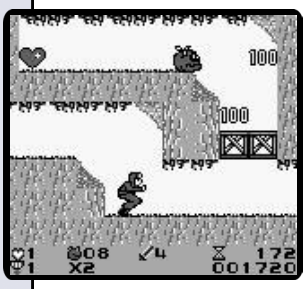
## Attack of the Killer Tomatoes

**Developer** Equilibrium
**Publisher** THQ, eu) Nintendo, (jp) Altron
**Release date** (us) January 1992
(eu) 1992
**Genre** Platformer

Attack of the Killer Tomatoes is a standard platformer based on the cartoon series of the same name (which itself is based on a movie series). The hero Wilbur Finletter has to travel through eleven side-scrolling levels in order to stop the evil Doctor Gangrene who runs over the town with his killer tomatoes.

The goal of each level is to find the hidden tomato can and the level end within the time limit. In three instances, there is also a boss fight.



7.0




J N P

Rarity US: 7

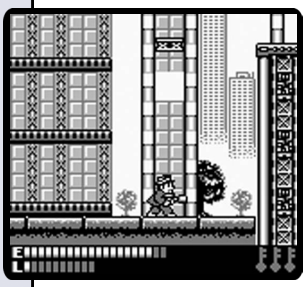
## Avenging Spirit

**Developer** Jaleco
**Publisher** Jaleco
**Release date** (us) December 1992
(eu) 1992
**Genre** Platformer

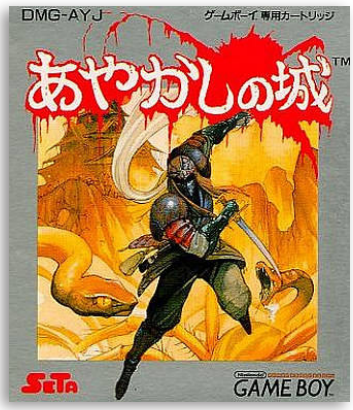
In Avenging Spirit the protagonist is a spirit out for revenge. He has been murdered by a group of gangsters and his girlfriend has taken hostage by them.

In side-scrolling fashion, the game features six different stages - the city, the rooftops, a factory, the city sewers and two levels dealing with the mobsters base of operation. The player is able to possess enemies, 20 in all, and use any skills or weapons they have, to complete the level.



8.1




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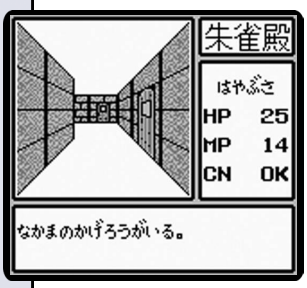
## Ayakashi no Shiro

**Developer** SETA Corporation
**Publisher** SETA Corporation
**Release date** (jp) May 25, 1990
**Genre** Role-playing

Ayakashi no Shiro (“Castle of Ayakashi”) is a role-playing video game for the Game Boy. It was never published outside Japan.

The gane is a turn-based dungeon crawl. Players move the protagonist through first-person dungeons where randomly occurring battles happen. When combat begins, the player is given several options through a menu system to fight the enemies.



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Vintage Computing and Gaming
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www.vintagecomputing.com

7.1




J

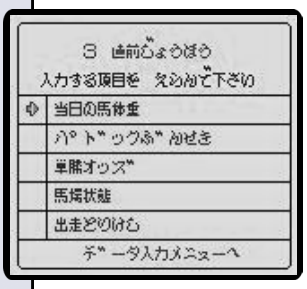
## Bakenou TV '94

Super GAME BOY

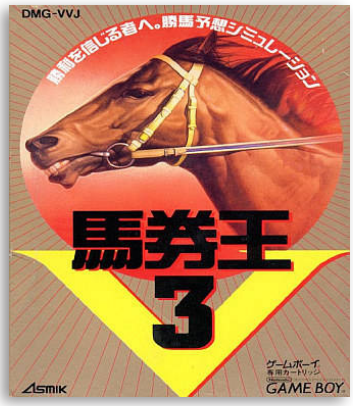
**Developer** Graphic Research
**Publisher** Asmik Ace Entertainment
**Release date** (jp) October 28, 1994
**Genre** Gambling

Bakenou TV '94 is a horse betting game, developed by Graphic Research and published by Asmik Ace Entertainment, Inc, which was released in Japan in 1994.




7.6



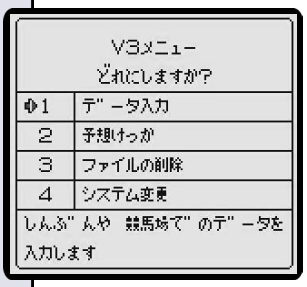

J

## Bakenou V3

**Developer** Graphic Research
**Publisher** Asmik Ace Entertainment
**Release date** (jp) December 17, 1993
**Genre** Gambling

Bakenou V3 is a horse betting game, developed by Graphic Research and published by Asmik Ace Entertainment, Inc, which was released in Japan in 1993.




8.3




J

## Bakuchou Retrieve Master

Super GAME BOY

**Developer** TOSE
**Publisher** Konami
**Release date** (jp) October 15, 1998
**Genre** Role-playing, Sports

Bakuchou Retrieve Master is a fishing sim, developed by TOSE and published by Konami, which was released in Japan in 1998.

In the game, the player character is using his summer vacation to go on a journey and catch the fabled black bass.






## Bakuchou Retsuden Shou: Hyper Fishing






| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Starfish |
| **Release date** | (jp) July 24, 1998 |
| **Genre** | Sports |

Bakuchou Retsuden Shou: Hyper Fishing is a Sports game, published by Starfish, which was released in Japan in 1998.

The goal of the game is to become the greatest fisherman of all time.

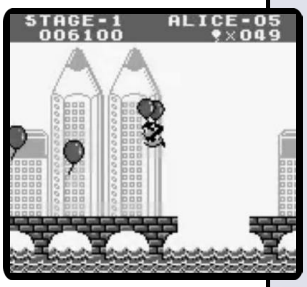
7.7




J

## Balloon Kid




| | |
|---|---|
| **Developer** | Pax Softnica |
| **Publisher** | Nintendo |
| **Release date** | (us) October 5, 1990<br>(eu) January 31, 1991 |
| **Genre** | Platformer |

Balloon Kid, a flying platform game, is the sequel to Balloon Fight. Designed by Yoshio Sakamoto, it is one of the few first-party Nintendo games that were not published in Japan, until Nintendo licensed it to Sanrio's subsidiary Character Soft for reprogramming and publishing it to the FamiCom as Hello Kitty World exclusively in Japan. Less than ten years later after its original release, a Game Boy Color edition with a few new features titled Balloon Fight GB was also released.

7.4



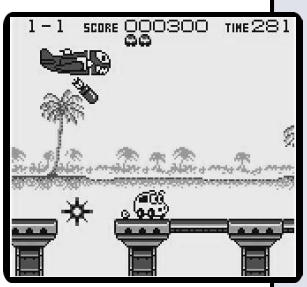

N P

Rarity US: 4

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## Banishing Racer




| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (jp) July 26, 1991 |
| **Genre** | Platformer |

Banishing Racer allows the player to take control of an animated car against numerous enemies that must be jumped on to defeat, in a fashion similar to Super Mario Land. The player has three lives before being allowed to continue or start over. One hit kills the player and forces a restart from the beginning of the level.

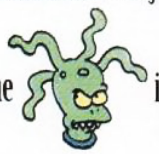
The car model used within the game looks very similar to a Subaru 360.

7.3




J

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Gangway, man! It's Bartmania three ways for your  and  ! Looking for some wild  ? Then help  save Springfield from the  in THE SIMPSONS BART VS. THE SPACE MUTANTS™ for your NES.™ For Simpsons™ antics on the go, join  as they fight for their lives in BART SIMPSONS ESCAPE FROM CAMP DEADLY™ run by  . Look for Bart as  , and  in their all-new NES™ adventure BART VS. THE WORLD™. It's all-out mayhem around the  from  to HOLLYWOOD as Burns and Smithers try to get rid of the Simpsons™ once and for all. Don't let that happen ... Save Springfield ...



Homer has his hands full vacationing at the Krusty Sphinx but maybe Bartman can save the day in "Bart vs. the World" for your NES!



Save the Simpsons™... Save the World ... Keep

**KEEP BARTMANIA ALIVE!**



Ironfist Burns has some special plans for his "happy campers" in "Escape from Camp Deadly" for Game Boy!



Only Bart can save Springfield from the alien invasion in "Bart vs. the Space Mutants" for your NES!

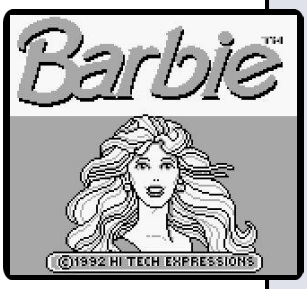


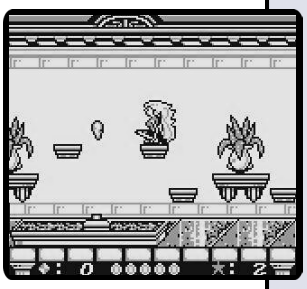

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## Barbie: Game Girl



| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | Hi Tech Expressions |
| **Release date** | (us) October 1992<br>(eu) 1992 |
| **Genre** | Action-platformer |

In this platform game, Barbie must find an outfit for her date with Ken. The environment features a shopping mall level, an underwater level, and other worlds to explore. The game is also centered on collecting gems and pearls to fend off opponents.

Enemies in the game include the usual sharks found in underwater levels in addition to jellyfish. Moving cubes of sugar must also be defeated in the game.

3.4




N P

Rarity US: 7

## Bart Simpson's Escape from Camp Deadly







| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | Acclaim, (jp) Acclaim Japan |
| **Release date** | (us) November 1991<br>(eu) 1993 |
| **Genre** | Platformer |

In Bart Simpson's Escape from Camp Deadly, the player controls Bart as he escapes from an unpleasant summer camp run by ruthless counselors. The plot of the game bears a strong similarity to the Simpsons episode "Kamp Krusty" in the sense that they both revolve around Bart and Lisa staying at an evil summer camp. However, that episode did not air until 1992, a year after the game was released.

5.0



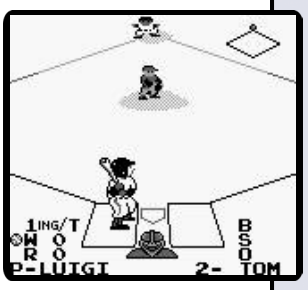

J N P

Rarity US: 3

## Baseball

Super GAME BOY



| | |
|---|---|
| **Developer** | Intelligent Systems |
| **Publisher** | Nintendo |
| **Release date** | (us) July 31, 1989<br>(eu) September 28, 1990 |
| **Genre** | Sports |

Baseball is a game where the player can pitch, hit, field, and run just like in a real baseball game. The player can choose between USA and Japan modes, two different teams, and among a line-up of unique players.

It is one of the first games to have launched with the Game Boy, along with Super Mario Land and Tetris. The background music is different than the NES version.

5.5




J N P

Rarity US: 1

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6.9




J N

Rarity US: 2

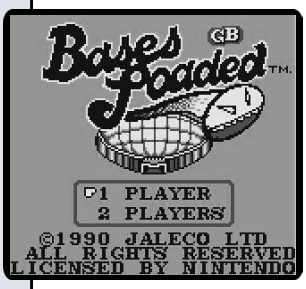
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## Bases Loaded

**Developer** TOSE
**Publisher** Jaleco
**Release date** (us) July 1990
**Genre** Sports

This portable version of Bases Loaded is loosely based on the title for the original NES. In this scaled down version Major League teams are replaced with two teams representing the East and West Coast Divisions. With two Game Boy units and a Video Link cable players can go head to head - although each player will also need their own game cartridge. Single players can enjoy a quick pickup game by selecting an unofficial game of 1 to 9 innings.

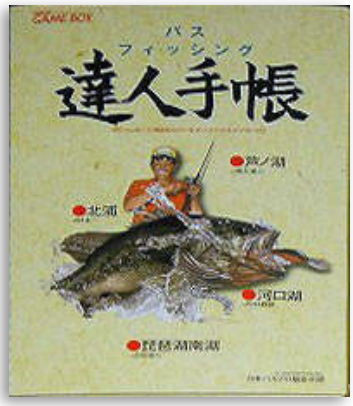
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7.5



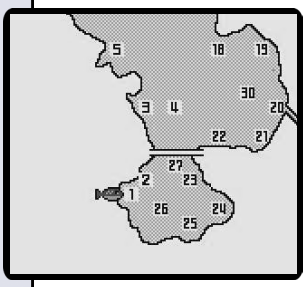

J

## Bass Fishing Tatsujin Techou

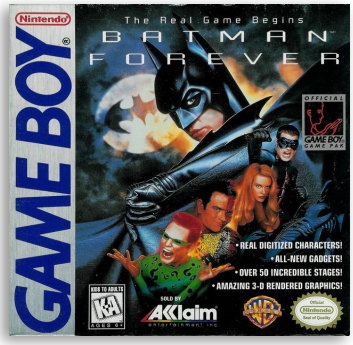
**Developer** n/a
**Publisher** Starfish
**Release date** (jp) June 21, 1996
**Genre** Sports

Bass Fishing Tatsujin Techou, one of the many Sequels to the 1986 MSX game, The Black Bass, is a fishing video game. It was published by Starfish and released in Japan in 1996.




4.1




J N P

Rarity US: 3

## Batman Forever

**Developer** Probe Entertainment Limited
**Publisher** Acclaim, (jp) Acclaim Japan
**Release date** (us) August 1995
(eu) 1995
**Genre** Action-platformer

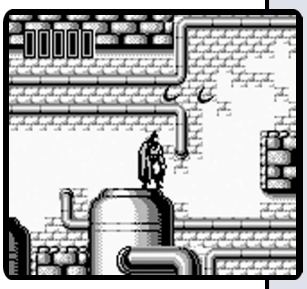
This game is a hybrid of side-scrolling platformer and one-on-one fighter. The player makes way through levels that include some platform jumping elements, but take on opponents one at a time like in a fighting game. The player's arsenal includes a lot of nifty bat-gadgets (one has to be chosen before the level starts) and a collection of fighting moves that are unleashed with special button combinations. In contrast to the console/DOS version, there are no puzzles to solve.






## Batman: Return of the Joker



| | |
|---|---|
| **Developer** | Sunsoft |
| **Publisher** | Sunsoft |
| **Release date** | (us) May 1992<br>(eu) 1992 |
| **Genre** | Action-platformer |

Batman: Return of the Joker for the Game Boy is a platformer in which the Dark Knight must cross four levels to confront his arch-enemy, the Joker.

The first three of the stages (Sewers, Machine Shop and Train) can be tackled in any order, but the final level only opens up once the others are completed. In each, Batman has to face obstacles like traps, conveyor belts, moving platforms and many henchmen.

6.2

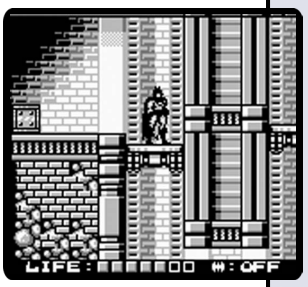



J N P

Rarity US: 4

## Batman: The Animated Series




| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) November 1993<br>(eu) 1993 |
| **Genre** | Action-platformer |

Batman: The Animated Series, based on the TV series of the same title, is an action-adventure platformer. The player can switch between Batman or Robin to gain access to character-specific abilities. Batman uses a grappling hook to scale heights, Robin walks across ceilings, and both characters can perform wall jumps.

A SNES version was also planned, but the game was ultimately released under the title The Adventures of Batman & Robin.

7.0

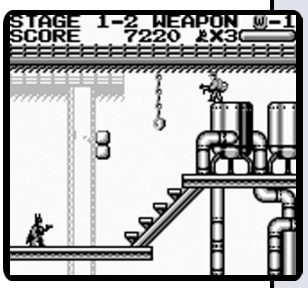



N P

Rarity US: 5

## Batman: The Video Game

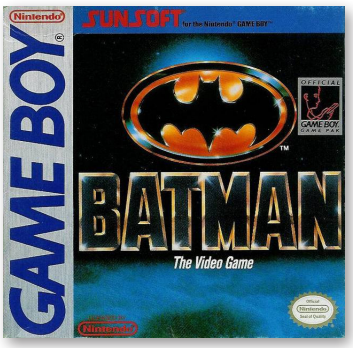



| | |
|---|---|
| **Developer** | SunSoft |
| **Publisher** | SunSoft |
| **Release date** | (us) June 1990<br>(eu) 1990 |
| **Genre** | Action-platformer |

Batman, also known as Batman: The Video Game, is a platform game loosely based on the 1989 film of the same name. The game contains three action stages and one shooting stage where Batman shoots missiles aboard the Batwing. It takes place in several well known places from the movie such as the Axis chemical factory, the Flugelheim Museum, and the Cathedral.

7.0




J N P

Rarity US: 3

7.1




J N P

Rarity US: 4

OFFICIAL GAME LINK GAME PAK

## Battle Arena Toshinden

Super GAME BOY

| | |
|---|---|
| **Developer** | Betop |
| **Publisher** | Nintendo, (eu) Laguna, (jp) Takara |
| **Release date** | (us) November 1996<br>(eu) 1996 |
| **Genre** | Fighting |

The Game Boy version of Battle Arena Toshinden is a 2D versus fighting game, instead of 3D. The game features all the eight fighters present in the console/PC version (Eiji, Kayin, Sofia, Rungo, Fo, Mondo, Duke and Ellis), but drawn in super-deformed graphics.

Each character has its own special moves and a desperation move (which can only be used when the character has 10% or less of his or her health).

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7.7




J N

Rarity US: 6

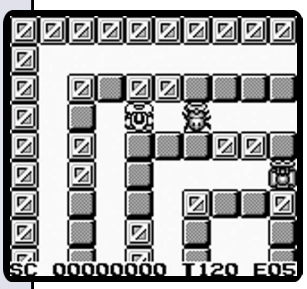
OFFICIAL GAME LINK GAME PAK

## Battle Bull

| | |
|---|---|
| **Developer** | Jorudan |
| **Publisher** | SETA Corporation |
| **Release date** | (us) January 1991 |
| **Genre** | Action |

The player controls a driver of an excavation vehicle as he competes in a 48-level tournament of drilling things. Players may kill rival drivers only by pushing huge stones at them. Most of the other stones are a permanent part of the underground cavern; while others can be used to eliminate the opponents. Money is earned after each level for the purpose of upgrading the player's vehicle. A kill ratio is required to be met in order to reach the next stage. Otherwise, the player remains in the current level.




7.6




J

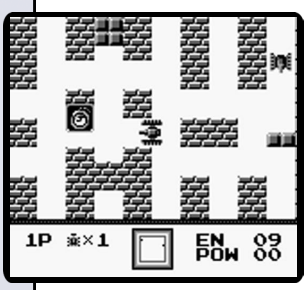
## Battle City

| | |
|---|---|
| **Developer** | Nova Games |
| **Publisher** | Nova Games |
| **Release date** | (jp) August 9, 1991 |
| **Genre** | Shooter |

Battle City is a multi-directional shooter first released in 1985 for the FamiCom. It is a successor to Namco's 1980 Tank Battalion, and would be succeeded itself by the 1991 Tank Force. The player, controlling a tank, must destroy enemy tanks in each level, which enter the playfield from the top of the screen.

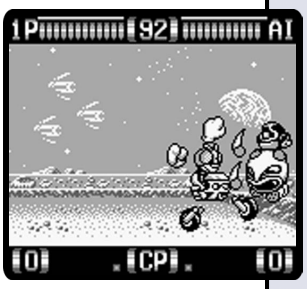
The Game Boy version is more challenging, as the screen is too small to display the whole map and only enough to display one part of it; for this reason, a radar was added.



## Battle Crusher




**Developer** Sun L
**Publisher** Banpresto
**Release date** (jp) January 25, 1995
**Genre** Fighting

Battle Crusher is a fighting game published by Banpresto and released only in Japan in 1995. The game features a single player progression mode and a two player versus mode. It features twelve different playable characters, including some characters from the Gundam and Ultraman franchises.

*"giantbomb.com"*

7.6




J

## Battle Dodge Ball






**Developer** Sun L
**Publisher** Banpresto
**Release date** (jp) October 16, 1992
**Genre** Sports

Battle Dodge Ball (or Battle Dodgeball) is a dodgeball game from Sun L and Banpresto that pits heroes and villains from the Gundam, Ultraman and Kamen Rider universes against each other in dodgeball matches. Similarly to Technos's Super Dodge Ball, each combatant has a health meter which depletes whenever they are hit by the dodgeball. Stronger throws cause more damage and once a character's HP is depleted, they leave the arena.

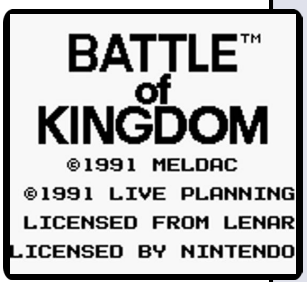
*"giantbomb.com"*

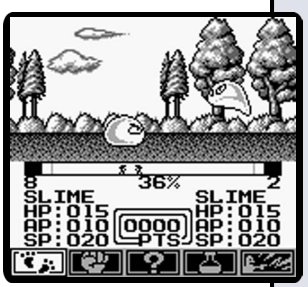
7.5




J

## Battle of Kingdom




**Developer** Lenar
**Publisher** Meldac
**Release date** (jp) December 13, 1991
**Genre** Board game

The object of the game is to lead a kingdom through various battles using the format of a traditional board game. In order to advance to the next battle, players must destroy at least 92% of the monsters on the battlefield. Each stage represents a battle in a high fantasy campaign to save the world from an unknown evil force (that resides in a skull castle). Players can acquire gold mines to increase wealth and construct buildings like stock rooms and bridges while not battling.

8.4




J

8.3



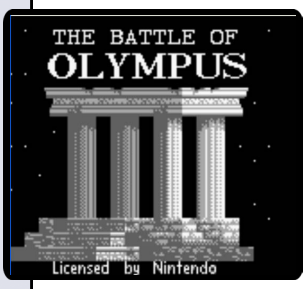

P

## The Battle of Olympus

**Developer** Radical Entertainment
**Publisher** Imagineer
**Release date** (eu) 1993
**Genre** Action-platformer

The Battle of Olympus is an action game with light role-playing elements. It is set in ancient Greece and casts the player in the role of Orpheus, whose girlfriend, Helene, has been kidnapped by the demonic ruler of the netherworld called Hades. Orpheus must consult the powerful gods and have their help in order to defeat Hades and free Helene.

*"mobygames.com"*






8.3




J

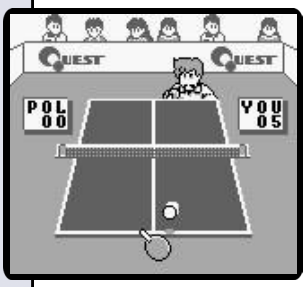
## Battle Pingpong

**Developer** Quest
**Publisher** Quest
**Release date** (jp) August 31, 1990
**Genre** Sports

In Battle Pingpong the player can battle against ten AI enemies in a table tennis game. Those opponents represent ten countries which are humorously depicted, e.g. the USA athlete wears a cowboy hat. The goal of a single-player game is to beat all of them. Regarding gameplay, the player only has to hit the ball with the correct timing and can perform a few basic moves. The game is played in a first-person perspective: only the table tennis racket is visible.

*"mobygames.com"*




7.4




J

## Battle Space

**Developer** n/a
**Publisher** Namco
**Release date** (jp) December 25, 1992
**Genre** Strategy

Battle Space is a strategy game developed by Sofel and published by Namco for the Game Boy platform.

It came as a pack-in game that came with the Barcode Boy accessory.






## Battle Unit Zeoth






| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) July 1991<br>(eu) 1991 |
| **Genre** | Shooter |

Players control a Zeoth mech through five stages throughout New Age City. The odd-numbered stages are horizontal scrolling stages while the even-numbered stages are short, vertically aligned Platform stages, each stage ending with an end boss fight. The Zeoth is capable of leaping all the way to the top of the screen and can fire in four directions (left right, up and down).

While the mech starts with a standard Vulcan Canon, the player can equip it with two upgradable weapons.

5.7

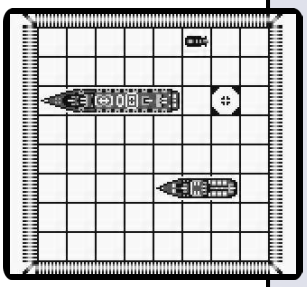



J N P

Rarity US: 3

## Battleship



| | |
|---|---|
| **Developer** | Pack-In-Video |
| **Publisher** | Mindscape, (jp) Use Corporation |
| **Release date** | (us) December 1992<br>(eu) 1992 |
| **Genre** | Strategy |

Battleship: The Classic Naval Game is a Battleship variant. On a 8x8 grid, both players place four ships of varying size. Each round one player guesses a grid of the opponent's board and is told if it was a hit. The winning condition is to sink all enemy ships first. The speciality of this variant are a few extra weapons with a limited usage which can bomb multiple fields at once. There is also a radar which reveals four fields of the enemy board.

6.9




J N P

Rarity US: 4

OFFICIAL GAME LINK GAME PAK

## Battletoads






| | |
|---|---|
| **Developer** | Rare |
| **Publisher** | Tradewest, (jp) NCS |
| **Release date** | (us) November 1991<br>(eu) February 25, 1993 |
| **Genre** | Action |

Battletoads is an action game originally released by Rare in 1991 exclusively for the Game Boy handheld game console from Nintendo. Despite having the same title as the original Battletoads game, Battletoads for Game Boy is a completely different game with other levels. It was never ported to any other systems.

The player controls Zitz and it is only a single player game.

6.3




J N P

Rarity US: 3

6.3




NP

Rarity US: 6

## Battletoads & Double Dragon: The Ultimate Team

**Developer** Rare
**Publisher** Tradewest, (eu) Sony Imagesoft
**Release date** (us) December 1993
(eu) 1993
**Genre** Beat 'em up

The Ultimate Team is a crossover of both Technos Japan's Double Dragon and Rare's own Battletoads game franchises, although Technos had little or no credited involvement in the production of the game outside of the Double Dragon license. The game features the characters from the Double Dragon series, Billy and Jimmy Lee and the three humanoid toad protagonists from the Battletoads game.







6.6




NP

Rarity US: 6

## Battletoads in Ragnarok's World

**Developer** Rare
**Publisher** Tradewest
**Release date** (us) June 1993
(eu) 1993
**Genre** Beat 'em up

The game is a port of the NES version of Battletoads. In the game, two space mutant warriors known as the Battletoads, Rash and Zitz, embark on a mission to defeat the evil Dark Queen on her planet and to rescue their kidnapped friends; Pimple and Princess Angelica.

The original game was developed in response to the interest in the Teenage Mutant Ninja Turtles franchise.







3.7




NP

Rarity US: 5

## Beavis and Butt-head

**Developer** Torus Games
**Publisher** GT Interactive Software
**Release date** (us) March 1999
(eu) 1998
**Genre** Platformer

MTV's Beavis and Butt-Head is based on the animated TV series of the same name. The plot is that the two kids want to join a gang, but first they have to free their leader from prison. So the player takes their role (always one at a time) in their quest to travel all the way from school to prison.

This is an action game in which the basic goal to find the exit without dying. Pretty much all living things drain the protagonist's life bar when touched.












## Beethoven: The Ultimate Canine Caper

Super GAME BOY

| | |
|---|---|
| **Developer** | Unexpected Development |
| **Publisher** | Hi Tech Expressions |
| **Release date** | (eu) 1994 |
| **Genre** | Platformer |

Beethoven: The Ultimate Canine Caper is a 2D platforming game featuring the eponymous St. Bernard and based on the 1993 movie Beethoven's 2nd. The game was released shortly after the movie as a tie-in.

A US release was planned but canceled (I think).

4.0




P






## Beetlejuice

| | |
|---|---|
| **Developer** | Rare |
| **Publisher** | LJN |
| **Release date** | (us) January 1992 |
| **Genre** | Action-platformer |

The game begins with the player taking control of Beetlejuice as he attempts to get rid of all the ghosts that he invited into Lydia Deetz's house (where she lives with her mother and father). He must then rescue Lydia from the evil Astoroth. Using bio-exorcist magic, players must defeat undead creatures through the cemetery and even inside the Neitherworld. Players can also ride on a mine cart and a Pogosnake (that operates in a similar fashion to Super Mario World's Yoshi).

4.3




N

Rarity US: 4







## Berlitz French Translator

| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | GameTek |
| **Release date** | (us) September 1991<br>(eu) 1991 |
| **Genre** | Edutainment |

Berlitz* French Translator is a French translator for the Game Boy. Users type in an English word and it translates it to French.

6.9




N P

Rarity US: 4

7.3




N P

Rarity US: 5

## Berlitz Spanish Translator

**Developer** Imagineering
**Publisher** GameTek
**Release date** (us) September 1991
(eu) 1991
**Genre** Edutainment

Berlitz* Spanish Translator is a French translator for the Game Boy. Users type in an English word and it translates it to Spanish.







4.6




J N P

Rarity US: 4

## Best of the Best: Championship Karate

**Developer** Loriciels
**Publisher** Electro Brain, (eu) Loriciels, (jp) Micro World
**Release date** (us) December 1992
(eu) 1992
**Genre** Sports

Best of the Best Championship Karate is a realistic fighting game. After players choose their fighter for his parameters (strength, stamina and resistance), they can choose from 55 different moves. They can now train their fighter at a gym before the real fights. To master the game, one must alternate training and fights, as training improves stamina, strength and resistance.

*"mobygames.com"*







8.8




J

## Bikkuri Nekketsu Shin Kiroku! Dokodemo Kin Medal

**Developer** Million Corp.
**Publisher** Technōs Japan
**Release date** (jp) July 16, 1993
**Genre** Sports

Crash 'N the Boys: Street Challenge features the same basic gameplay engine and mechanics found in the rest of the Kunio/Nekketsu High games. The player controls a character in side-scrolling levels and try to defeat opponents using an arsenal of attacks and special moves. Unique to this game is that in order to clear the five stages, the player must also accomplish a series of sport-themed objectives.

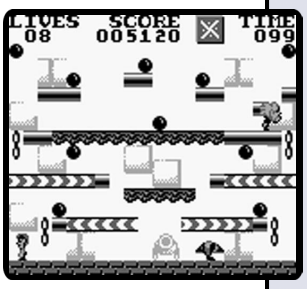
*"mobygames.com"*






## Bill & Ted's Excellent Game Boy Adventure: A Bogus Journey!




**Developer** Beam Software
**Publisher** LJN
**Release date** (us) August 1991
(eu) 1991
**Genre** Action, Puzzle

Bill & Ted's Excellent Game Boy Adventure: A Bogus Journey! is an action-puzzle game based on the Bill & Ted films released by LJN for the Game Boy in 1991.

Each level takes place on a single screen. Players must collect scattered time fragments while jumping platforms, climbing ladders or ropes, and avoiding enemies.

5.7




Rarity US: 4

## Bill Elliott's NASCAR Fast Tracks







**Developer** Distinctive Software
**Publisher** Konami
**Release date** (us) December 1991
**Genre** Racing

Using a point of view from inside the car or the outside behind the car and lets players choose from three different types of cars (Ford, Chevrolet or Oldsmobile). Players can also run for the championship, consisting of eight races, running the same four tracks twice over which include Daytona, Atlanta, Watkins Glen and Sears Point, competing against fifteen different opponents including Bill Elliott.

*"mobygames.com"*

7.7




Rarity US: 3




## Bionic Battler







**Developer** Toei Animation
**Publisher** Electro Brain, (jp) Use Corporation
**Release date** (us) November 1992
**Genre** Action

Bionic Battler is an action game developed by Toei Animation released on the original Game Boy in 1992. In Bionic Battler there are two playable characters and five different levels to play in. The levels are comprised of maze like structures and the goal is to destroy the other mechs that occupy the maze. The game supports one or two players.

*"giantbomb.com"*

6.5




Rarity US: 4



7.6




J N P

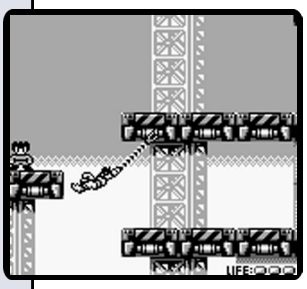
Rarity US: 4

## Bionic Commando

**Developer** Capcom
**Publisher** Capcom
**Release date** (us) October 1992
(eu) 1992
**Genre** Action-platformer

The Game Boy version follows the same plot as the NES version, changing the present-day setting of the NES version with a futuristic one. Like the NES version, the player must navigate through the overworld map to move from level to level with a transport helicopter, called “DX-3 Turbocopter”. A difference from the NES version are the player’s encounters with enemy transport vehicles.



6.8




J

## Bishoujo Senshi Sailor Moon

**Developer** Arc System Works
**Publisher** Angel
**Release date** (jp) December 18, 1992
**Genre** Action-adventure

Bishoujo Senshi Sailor Moon is an interesting little adventure/action title. Players roam around and talk with familiar characters to complete simple tasks, then spring into action as Sailor Moon. The slow pace may get annoying but works well for a Game Boy title.

*“classicplastic.net”*






7.6




J

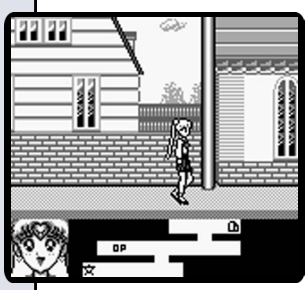
## Bishoujo Senshi Sailor Moon R

**Developer** Angel
**Publisher** Angel
**Release date** (jp) April 22, 1994
**Genre** Action-adventure

The follow up to the first Game Boy game addresses many of the previous title’s problems: it plays faster, there are actual attacks, there’s a lot more variety and graphics have been bumped up as well.

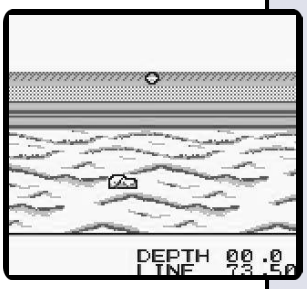
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## Black Bass: Lure Fishing




**Developer** Hot B
**Publisher** Hot B
**Release date** (us) January 1994
**Genre** Sports

Black Bass: Lure Fishing is a 1992 fishing game for the Game Boy. There are only two lakes to fish at and a limited set of lures, unlike the SNES game Super Black Bass. Casting is done on an overhead view with a meter for the direction and another meter for the shadow of the fish. Trout, pike, catfish, and the infamous black bass can all be caught in this game.

Each game originally came with a 40-page instruction manual and a precautions booklet.

7.6




J N

Rarity US: 3

## Blades of Steel







**Developer** Konami
**Publisher** Ultra Games, (eu) Palcom Software, (jp) Konami
**Release date** (us) August 1991
(eu) 1991
**Genre** Sports

Based on the arcade game, Blades Of Steel is a hockey arcade action game (gameplay doesn't require the need to worry about statistics or provide the ability to customize teams.) Two players can play against each other, or one player against the computer. In one player mode there are single game and tournament mode options. From time to time a fight may break out, which will provide a close up view of the two players.

*"mobygames.com"*

6.0



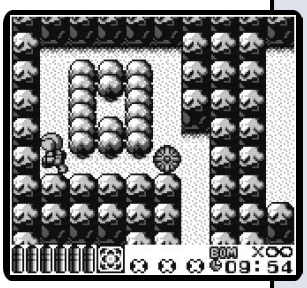

J N P

Rarity US: 2

GAME LINK

## Blaster Master Boy




**Developer** Aicom
**Publisher** Sunsoft
**Release date** (us) February 1992
(eu) 1991
**Genre** Action

Blaster Master Jr., known as Blaster Master Boy in North America and Bomber King: Scenario 2 in Japan, is an action video game developed by Aicom and published by Sunsoft. The game was released in 1991 for Game Boy. The game is a sequel to Robowarrior, a spin-off title in the Bomberman series by Hudson Soft. However, the game was marketed in western territories as a game in the Blaster Master series by Sunsoft.

7.0




J N P

Rarity US: 6

6.2




J

## Block Kuzushi GB

Super GAME BOY

| | |
|---|---|
| **Developer** | OeRSTED |
| **Publisher** | Pow |
| **Release date** | (jp) December 29, 1995 |
| **Genre** | Breakout |

Block Kuzushi GB is a Breakout game, developed by OeRSTED and published by Pow, which was released in Japan in 1995.

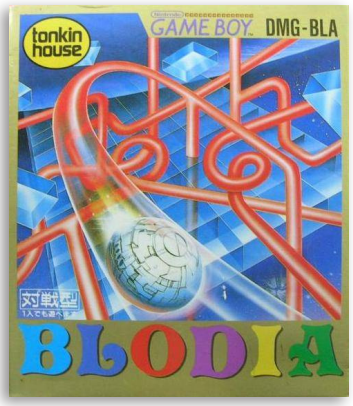
The title Block Kuzushi is referred to any Japanese game that contains Breakout's "ball and paddle" gameplay.







4.4




J

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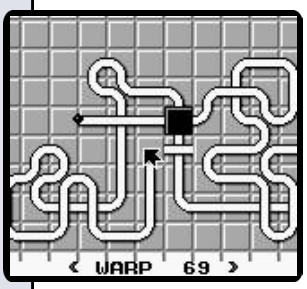
## Blodia

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Tonkin House |
| **Release date** | (jp) April 20, 1990 |
| **Genre** | Puzzle |

Blodia is a puzzle game with similarities to sliding block puzzles. Each level is composed of a number of tiles and every one has a part of a pipe (straight or angular) on it - except one which is just a black hole. In one tile a red ball starts rolling and all tiles it rolls through become blank.

The goal of each level is to let the ball roll through all pipe parts without meeting the hole or a blank tile. To ensure this, the player can move the parts while using the hole as buffer.




5.4




N P

Rarity US: 6

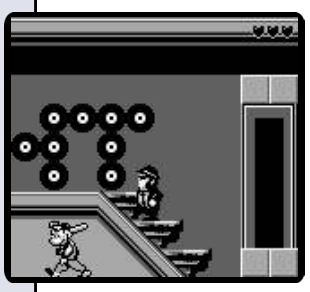
## The Blues Brothers

| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software |
| **Release date** | (us) June 1992<br>(eu) May 19, 1993 |
| **Genre** | Platformer |

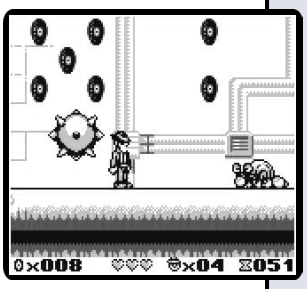
The Blues Brothers is a video game based on the band The Blues Brothers, where the object is to evade police in order to make it to a blues concert.

The characters have the ability to pick up objects (generally boxes) and either put them down to stand on them, or throw them at enemies. Each level is a variation on the jumping theme, with the characters finding a necessary attribute (e.g. a guitar) somewhere in the level.





## The Blues Brothers: Jukebox Adventure

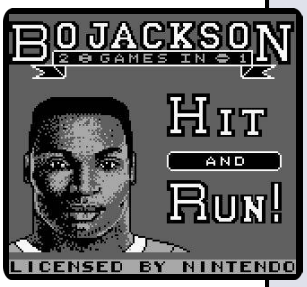
7.5




| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software |
| **Release date** | (us) December 16, 1994<br>(eu) 1994 |
| **Genre** | Platformer |

Jukebox Adventure is the sequel to The Blues Brothers. Once again, the player has to choose a favourite Blues Brother and take him through different side-scrolling platform levels. He needs to collect records and use them as defence by throwing them towards enemies. There are also power-ups that can be gathered until the jukebox to progress to the next level is found.

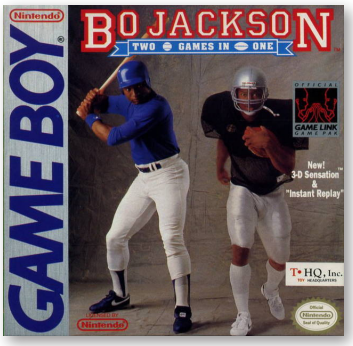
*"mobygames.com"*






## Bo Jackson: Two Games In One

5.6

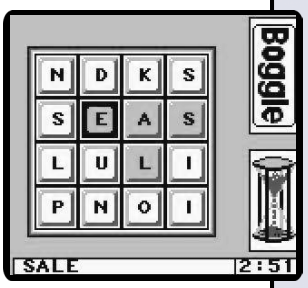



| | |
|---|---|
| **Developer** | Equilibrium |
| **Publisher** | THQ |
| **Release date** | (us) June 1991 |
| **Genre** | Sports |

It's two games in one -- players can play either baseball or football in this game headlined by Bo Jackson. In baseball, players can participate in all the major parts of the ballgame, such as pitching, hitting, and fielding. The field is displayed in 3D using an engine called "3-D Sensation." In football, the field is displayed as an overhead view in 2D with tiny players running around -- a sharp contrast to the graphic style of the baseball portion of the game.

Rarity US: 3




## Boggle Plus

6.2




| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Parker Brothers |
| **Release date** | (us) February 1992 |
| **Genre** | Board game |

Boggle Plus is a game for the Game Boy based on the popular board game. Players can play classic Boggle, where they must form words of at least three letters from a board filled with randomly generated letters. Other modes of play include Big Boggle, where there are more letters; Categories, where players must find words that are related to a topic; Anagrams, which calls for them to unscramble words; and Use All, in which the goal is to use every letter on the board.

*"amazon.com"*

Rarity US: 3

6.4




P

## Bomb Jack

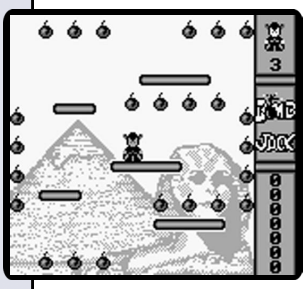
**Developer** Bit Managers
**Publisher** Infogrames
**Release date** (eu) 1992
**Genre** Action

In Bomb Jack, the player controls Jack, who must collect all the bombs in order to complete the current round and go onto the next one. Making Jack's task difficult are numerous enemies such as birds, mummies, turtles, and orbs.

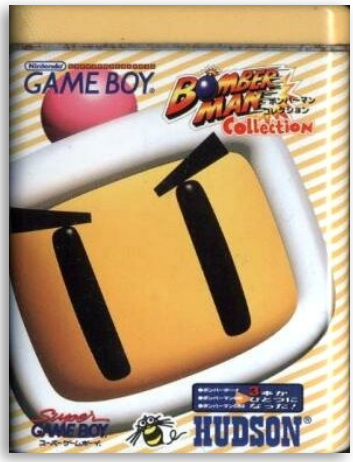
The more players progress through the game, the more difficult it becomes, as enemies travel more quickly to get them.

*"mobygames.com"*



8.3




J

## Bomberman Collection

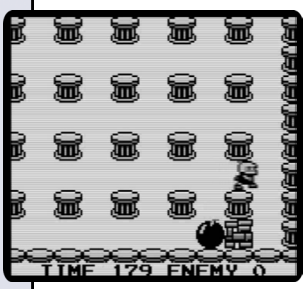
Super GAME BOY

**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (jp) July 21, 1996
**Genre** Compilation

Bomberman Collection is a compilation video game released for the Game Boy. It was only released in Japan and features the 3 game boy bomberman games in 1 pack; Bomber Boy, Bomberman GB and Bomberman GB 2.

*"bomberman.wikia.com"*




7.0




J N P

Rarity US: 4

## Bomberman GB

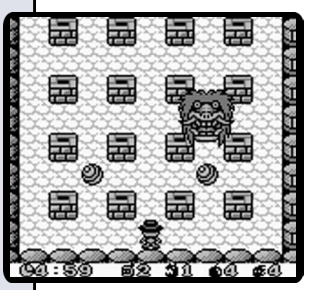
Super GAME BOY

**Developer** A.I
**Publisher** Nintendo, (jp) Hudson Soft
**Release date** (us) April 1998
(eu) 1998
**Genre** Action

Bomberman GB 2 is the second Bomberman GB game. It was released in North America and Europe as Bomberman GB due to the previous game being released under the title Wario Blast featuring Bomberman!.

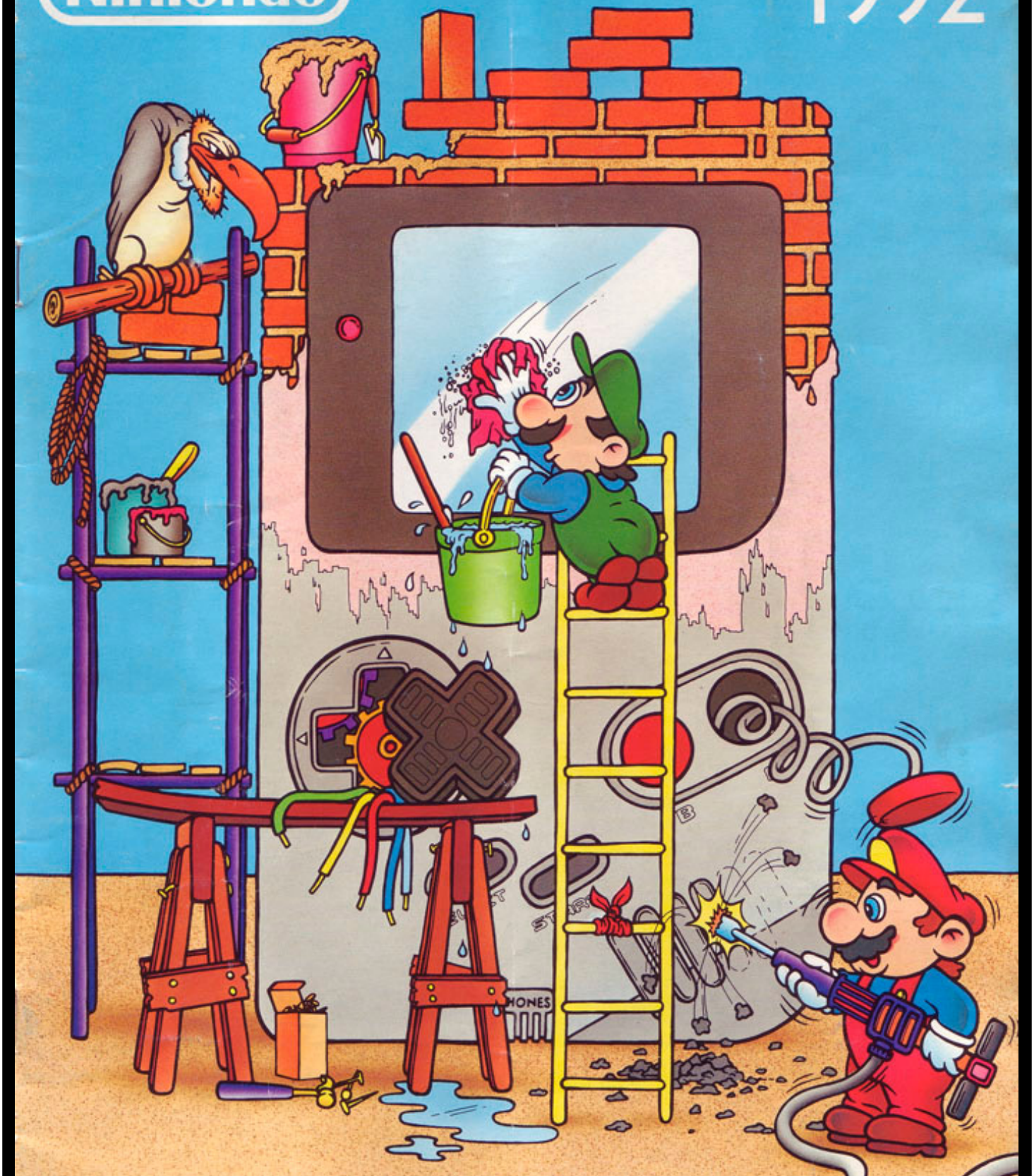
In single player, the main objective is to defeat the enemies that lurk in the cave and find the exit when done. Mode A, which requires the player to simply destroy all the enemies, and Mode B, which requires the player to defeat the enemies in a certain order.



Nintendo®

1992



GAME BOY™

7.6




J

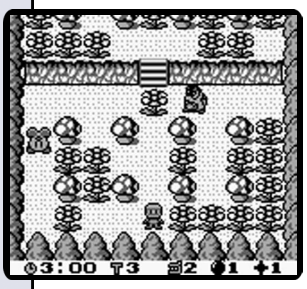
## Bomberman GB 3

Super GAME BOY

**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (jp) December 20, 1996
**Genre** Action

The game retains its original maze-like gameplay. However, at the beginning of each stage, an objective is displayed that must be completed to clear it. Every fifth level involves collecting gems on the map, and if the player collects enough, two bell items will appear near the exit. These two items will offer the player help during the boss fight. After defeating a boss, it will leave behind Bomb Capsules that can be used in the shop to purchase extra abilities.



7.0




J N P

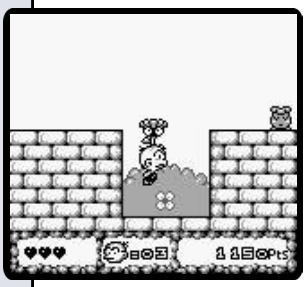
Rarity US: 5

## Bonk's Adventure

**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (us) December 1992
(eu) 1992
**Genre** Action-platformer

Bonk's Adventure is a prehistoric platform game where players are in control of a large bald headed caveman, guiding him through the levels taking out all manner of strange prehistoric creatures that get in their way. The game is not unlike other platform games of the era. Though it's unique in that Bonk can climb walls and swing on rope with your teeth and the only method of attack is head butting enemies - straight forward or dive bomb style.



7.7




J N P

Rarity US: 5

## Bonk's Revenge

Super GAME BOY

**Developer** A.I
**Publisher** Hudson Soft
**Release date** (us) November 1994
(eu) 1994
**Genre** Action-platformer

Although this shares the same name as the second Bonk game for the TurboGrafx-16, this is actually a brand new adventure. It's pretty much the same as the other games in the series, where the player takes on the role of cave boy Bonk. While most of the levels are completely new, the game reuses features from the first two in the series.

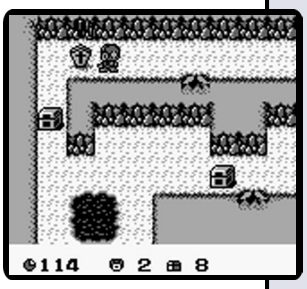
*"mobygames.com"*






## Booby Boys



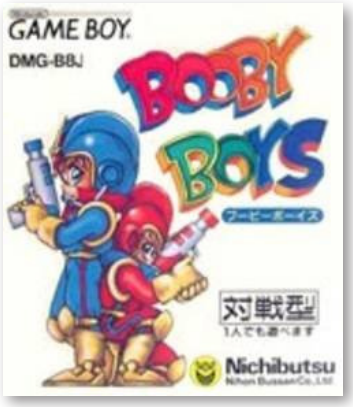
| | |
|---|---|
| **Developer** | Nichibutsu |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) June 25, 1993 |
| **Genre** | Action, Puzzle |

Booby Boys is a refinement of the alien-trapping formula in Heiankyo Alien (also by Nihon Bussan), except the main goal of each stage is to collect a number of treasure chests, collect the key afterwards, and exit the stage. Digging holes to trap enemies is incidental to the treasure collecting: although players get points for defeating each enemy.

The game has also appeared in almost identical incarnations on the FamiCom under the same name.

*"chrismcovell.com"*

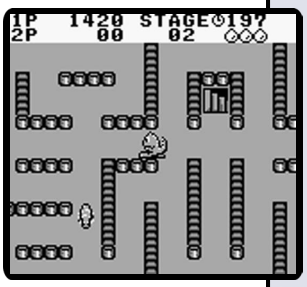
4.3




J

## Boomer's Adventure in ASMIK World



| | |
|---|---|
| **Developer** | Dual |
| **Publisher** | Asmik Corp. America, (jp) Asmik Ace Ent. |
| **Release date** | (us) April 1990 |
| **Genre** | Action, Puzzle |

Boomer's Adventure in ASMIK World, known in Japan as Teke! Teke! Asmik-kun World is an example of the "trap-em-up" genre, which also includes games like Heiankyo Alien, Space Panic, and Lode Runner.

This video game stars Boomer, a pink dinosaur, who traps enemies by digging holes and letting the enemy fall in them. Boomer can also dig out items and keys needed to complete the levels.

5.7

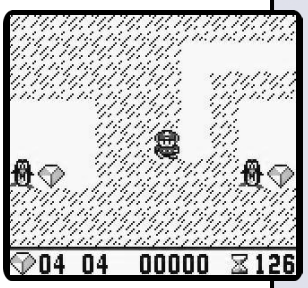



J N

Rarity US: 2

## Boulder Dash

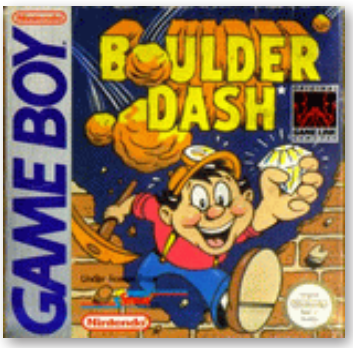


| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Nintendo, (jp) Victor Interactive Software |
| **Release date** | (eu) 1990 |
| **Genre** | Action, Puzzle |

Players take the role of Rockford, and he have to dig through monster infested caves in search of diamonds. In each level players must collect a certain number of these diamonds, in order to open a portal to the next stage. Enemies can be squashed by falling boulders, which are released when the ground below them is removed or they are pushed onto empty ground, but these boulders can also squash Rockford. In later levels, difficulty is increased by many puzzle elements and shorter time limits.

6.6




J P

7.3




J N P

Rarity US: 3

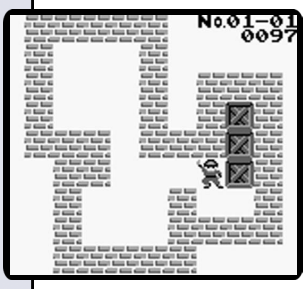
## Boxxle

**Developer** Atelier Double
**Publisher** FCI, (jp) Pony Canyon
**Release date** (us) February 1990
(eu) 1990
**Genre** Puzzle

Boxxle is a Sokoban clone, with the plot being that the player must maneuver boxes in a warehouse in order to make enough money to woo his desired girlfriend.

The game features over 25 levels with 10 sub-levels each one. Players can always choose the order in which they want to complete the sub-levels, but they have to complete all sub-levels in order to advance to the next main-level.




7.6




J N P

Rarity US: 6

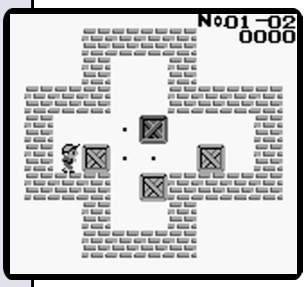
## Boxxle II

**Developer** Atelier Double
**Publisher** FCI, (jp) Pony Canyon
**Release date** (us) June 1992
**Genre** Puzzle

In this sequel to Boxxle, Willy's girlfriend has been kidnapped by a UFO and now he wants to earn enough money to buy a rocket and rescue her.

The new levels are the major difference between Boxxle 2 and its predecessor as there are no graphical changes to speak of. To solve all these levels, the players once again have to push crates onto certain spots, which is made difficult by the fact that they can only push but not pull them.




7.1




J N P

Rarity US: 4

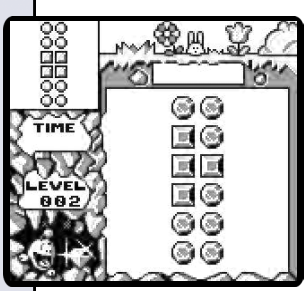
## Brain Drain

Super GAME BOY

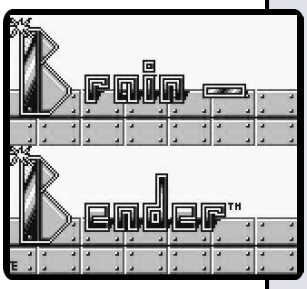
**Developer** Visual Impact
**Publisher** Acclaim, (jp) Acclaim Japan, (eu) Bandai
**Release date** (us) March 1998
(eu) 1998
**Genre** Puzzle

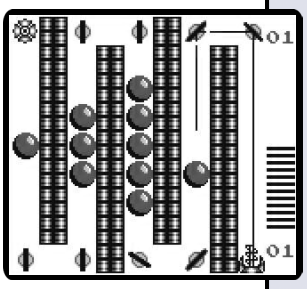
Brain Drain is a puzzle game in which the player has to recreate a pattern, consisting of different symbols like apples or hearts, which is shown in the corner of the screen. The main playing field consists of said symbols, but randomly switched around. The player controls a frame which encloses four of the symbols. When pressing a button, the symbols are rotated clockwise around the frame. The levels have to be solved within a time limit.



## Brainbender



| | |
|---|---|
| **Developer** | Gremlin Graphics |
| **Publisher** | Electro Brain, (eu) Gremlin Graphics, (jp) Acclaim |
| **Release date** | (us) November 1991<br>(eu) 1991 |
| **Genre** | Puzzle |

In Brain Bender, mirrors are manipulated in order to get them to reflect a laser beam into some balls of gas and destroy the satellite. The game features 120 different puzzles to solve.

*"giantbomb.com"*

6.9




J N P

Rarity US: 3

## Bram Stoker's Dracula






| | |
|---|---|
| **Developer** | Probe Entertainment Limited |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) September 1993<br>(eu) 1993 |
| **Genre** | Action-platformer |

Bram Stoker's Dracula for the Game Boy is a 1993 video game that bears a closer resemblance to platform games such as Super Mario Land than horror films. The player controls a young lawyer named Jonathan Harker. Harker must free himself from Dracula's capture, follow him to London, and end his reign of terror.

It was voted to be the 21st worst video game of all time according to FLUX magazine though it was also voted best underrated gem game by 6y magazine.

3.6

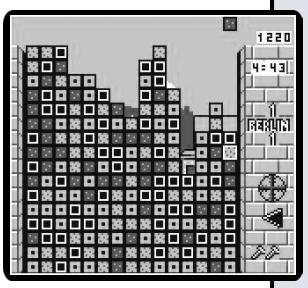



N P

Rarity US: 4

## BreakThru!



| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | Spectrum Holobyte |
| **Release date** | (us) January 1995 |
| **Genre** | Puzzle |

In the game, the player must move the cursor amongst a grid of different shaped squares. All squares must be "removed", and squares can only be removed if they are directly touching two or more squares of the same shape. Once squares are removed, blocks then shift downward and either to the left or right, to fill in the blanks. The game ends when either all blocks are removed, or time has run out.

7.1




N

Rarity US: 5

OFFICIAL GAME LINK GAME PAK

7.5




J N P

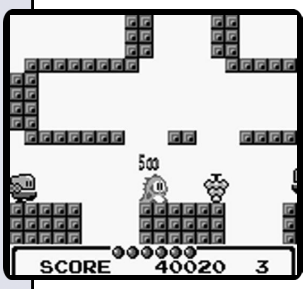
Rarity US: 4

## Bubble Bobble

**Developer** Taito Corporation
**Publisher** Taito Corporation
**Release date** (us) March 1991
(eu) 1991
**Genre** Platformer

Bubble Bobble is a platform game. Enemies must be cleared from a level to go to the next one. The player can jump and collect items for points (such as fruit). The real power Bub have however is the ability to blow bubbles. These bubbles can be as platforms to leap on, or to trap enemies. Enemies trapped in a bubble must be popped by jumping into them, wherein they'll turn to fruit. Additionally, power-ups sometimes float by in bubbles.




7.1




J N P

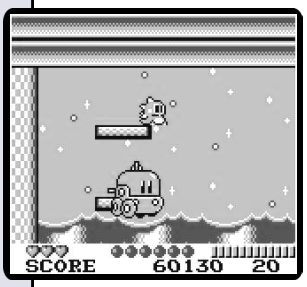
Rarity US: 6

## Bubble Bobble Part 2

**Developer** Taito Corporation
**Publisher** Taito Corporation
**Release date** (us) July 1993
(eu) 1993
**Genre** Platformer

While it was never released in the arcade, two versions of the game were developed independently from each other (for the NES and Game Boy formats), with each game receiving a different story line as a result. In the Game Boy version, a character named Robby has to rescue people from a village, who, according to this version's intro, have been captured by a skull character. Gameplay remains largely unchanged from the other games in the series.




7.0




J N P

Rarity US: 4

## Bubble Ghost

**Developer** Opera House
**Publisher** FCI, (jp) Pony Canyon
**Release date** (us) November 1990
(eu) 1990
**Genre** Puzzle

Bubble Ghost needs to blow a bubble out of his creator's castle. The task is to guide him so as to direct the bubble through the gaps in each room. The bubble's direction is affected by which part of the ghost hits it.

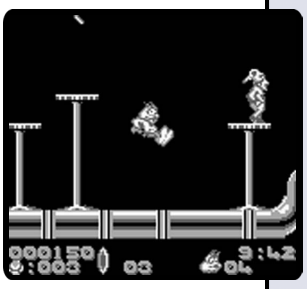
Candles, fans, and other obstacles serve to make little Bubble Ghost's task harder. Bubble Ghost is invincible, but the bubble is prone to bursting if it hits anything at pace.






## Bubsy II



| | |
|---|---|
| **Developer** | Accolade |
| **Publisher** | Accolade, (eu) Telstar |
| **Release date** | (us) August 1998<br>(eu) 1994 |
| **Genre** | Platformer |

Similarly to Sonic games, Bubsy moves very fast and can also jump very high. Bubsy kills the enemies by jumping on their heads.

Like the original, the Genesis and SNES version are virtually identical, however, the Game Boy version is drastically different, with different level design and only black and white graphics, unless played on a Super Game Boy, which applied very basic coloring.

5.0



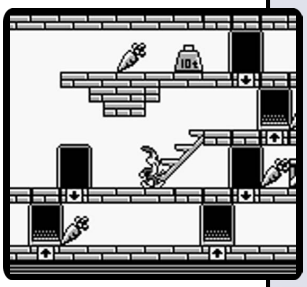

N P

Rarity US: 4

## Bugs Bunny Collection

Super GAME BOY



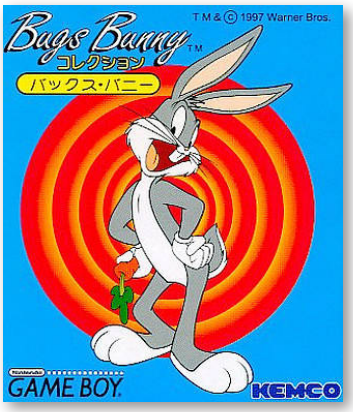
| | |
|---|---|
| **Developer** | Kotobuki Systems |
| **Publisher** | Kemco |
| **Release date** | (jp) December 19, 1997 |
| **Genre** | Compilation |

The game consists of the first two Bugs Bunny Crazy Castle games, which were released in Japan as Mickey Mouse and Mickey Mouse II.

The games feature Super Game Boy enhancements.

*"giantbomb.com"*

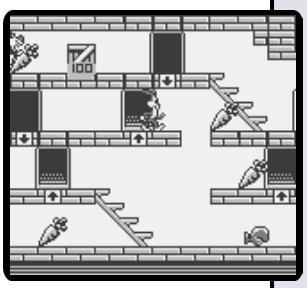
6.6




J

## The Bugs Bunny Crazy Castle



| | |
|---|---|
| **Developer** | Kotobuki Systems |
| **Publisher** | Kemco |
| **Release date** | (us) March 1990<br>(eu) 1990 |
| **Genre** | Puzzle |

This was the first in the Crazy Castle series of Bugs Bunny games for the Game Boy. The object of the game is to move Bugs around the 80 levels of a castle and collect all of the carrots. Preventing Bugs' progress are the usual Warner Bros. characters, such as Daffy Duck, Yosemite Sam, and Sylvester. Bugs himself does not have any attack moves, but players can find various objects like anvils and boxing gloves to thwart their enemies.

6.0




J N P

Rarity US: 2

6.2




J N P

Rarity US: 3

## The Bugs Bunny Crazy Castle 2

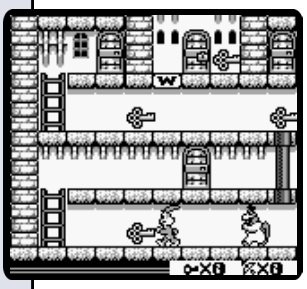
Super GAME BOY

| | |
|---|---|
| **Developer** | Kotobuki Systems |
| **Publisher** | Kemco, (eu) Laguna |
| **Release date** | (us) September 1991<br>(eu) 1992 |
| **Genre** | Puzzle |

The Bugs Bunny Crazy Castle 2, known in Japan as Mickey Mouse II and known in Europe either as Hugo or simply Mickey Mouse, is the sequel to The Bugs Bunny Crazy Castle.

Bugs Bunny must save his girlfriend Honey Bunny from Witch Hazel's enemy-filled castle. There are 28 levels with keys to collect.

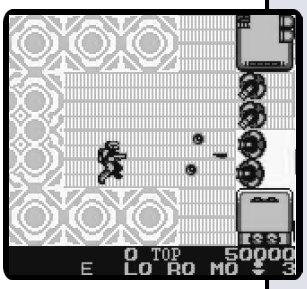




## Burai Fighter Deluxe




**Developer** KID
**Publisher** Taxan, (jp) Taito Corporation
**Release date** (us) January 1991
(eu) 1991
**Genre** Shooter

Burai Fighter Deluxe is an scrolling shooter game with two modes of play. Most levels are side- and vertical-scrolling with pre-designed layouts. A few levels are different, though: top-down perspective, with a randomized layout.

The game is identical to the NES version. The "Deluxe" part refers to the added versus multiplayer mode through the link cable functionality that is included with this Game Boy release.

7.0




J N P

Rarity US: 6

## BurgerTime Deluxe







**Developer** Data East
**Publisher** Data East
**Release date** (us) March 1991
(eu) 1991
**Genre** Platformer

The object of the game is to complete a number of hamburgers while avoiding enemy foods. When main protagonist, chef Peter Pepper, the player's character, walks the length of an ingredient (bun, meat patty, tomato, etc.), it falls one level. If it lands atop another ingredient, the latter in turn falls one level. A burger is completed when all vertically aligned ingredients have been dropped out of the maze and onto a waiting plate.

6.8




J N P

Rarity US: 5

## Burning Paper






**Developer** Pixel
**Publisher** LOZC G. Amusements
**Release date** (jp) February 26, 1993
**Genre** Puzzle

In Burning Paper players take control of a guy who is standing on the top of a building. On the front of the building there are multiple signs or posters that hang on it. Bugs will crawl up the building and shoot projectiles at the player.

The goal is to burn pieces of the signs to make them fall down and eliminate the bugs. Players manipulate a crosshair on the screen which indicates where the laser will fire.

6.6




J

7.5




J N P

Rarity US: 4

## Bust-A-Move 2: Arcade Edition

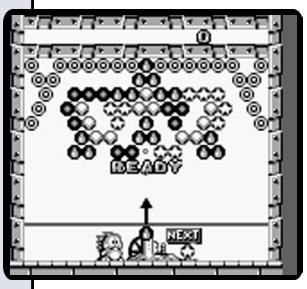
**Developer** Probe Entertainment Limited
**Publisher** Acclaim, (jp) Taito Corporation
**Release date** (us) February 1998
(eu) 1998
**Genre** Puzzle

Like in Tetris in reverse, players shoot bubbles at an array of different-shaped bubbles stuck in an ever descending ceiling, attempting to match them up three by three to make them disappear.

This edition contains both puzzle challenges and normal progressive stages.

*"mobygames.com"*




7.5




P

Rarity US: x

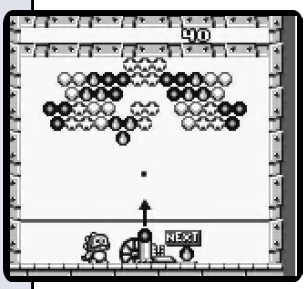
## Bust-a-Move 3 DX

**Developer** Probe Entertainment Limited
**Publisher** Taito Corporation
**Release date** (eu) 1998
**Genre** Puzzle

Bust-A-Move 3 DX is the same game as Bust-A-Move '99. Besides the obvious differences because of technical limitations of the platform, e.g. the bubbles have to differentiated from of their shades instead of colour, it also has less playing modes. Only the arcade mode (a port of the original arcade version with the main singleplayer campaign or the possibility to challenge an AI opponent) and the challenge mode (beating a series of 25 levels as fast as possible) are available.

*"mobygames.com"*




6.6




N P

Rarity US: 7

## Buster Brothers

**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (us) October 1993
(eu) 1993
**Genre** Shooter

Pang, or Buster Brothers, is a platform game which consists of 50 levels in total. The goal is to destroy the balloons which bounce around the playfield. To accomplish this, players can shoot hooks which travel upwards, and blow up any balloon they touch. Depending on their size, they either split on two smaller ones, or evaporate if they're at their minimum size.

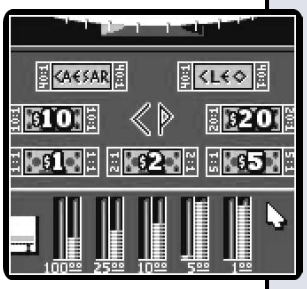
*"mobygames.com"*






## Caesars Palace




| | |
|---|---|
| **Developer** | Magnin and Associates |
| **Publisher** | Arcadia Systems, (eu) Ocean, (jp) Coconuts Japan |
| **Release date** | (us) June 1991<br>(eu) 1991 |
| **Genre** | Gambling |

This game allows players to play in the Caesars Palace casino. They can wander around the casino and play video poker, roulette, blackjack, the Big Six money wheel, or 3 types of slot machines. Players bet and win chips and then exchange them for money whenever they like. The interaction is done via a cursor, everything is viewed from first-person perspective.

*"mobygames.com"*

5.8




J N P

Rarity US: 2

## Capcom Quiz: Hatena? no Daibouken







| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Capcom |
| **Release date** | (jp) December 21, 1990 |
| **Genre** | Game show |

Capcom Quiz: Hatena? no Daibouken is a trivia game published by Capcom for the Game Boy platform. It features characters from several Capcom games and series.

This was the first game that former Capcom producer (planner at the time) Shinji Mikami worked on after joining the company.

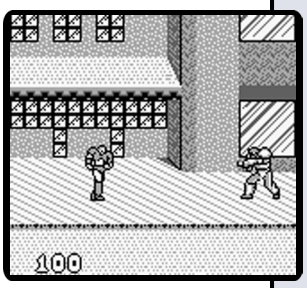
9.3




J

## Captain America and The Avengers




| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | Mindscape |
| **Release date** | (us) February 1994 |
| **Genre** | Beat 'em up |

Captain America and the Avengers is a side-scrolling beat 'em up in which four Marvel Comics heroes (Captain America, Iron Man, Hawkeye and Vision) take on the evil Red Skull, who, by assembling a team of super-villains, seeks to conquer the world.

The game consists of five stages, primarily focusing on side-scrolling brawler gameplay, but some of the levels also feature side-scrolling shooting stages.

5.8




N

Rarity US: 7

OFFICIAL GAME LINK GAME PAK

6.6




J

## Captain Tsubasa J: Zenkoku Seiha Heno Chousen

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) September 14, 1995 |
| **Genre** | Sports |

Captain Tsubasa J: Zenkoku Seiha e no Chousen, part of the popular long-running Japanese manga, animation, and video game series, is a soccer game developed and published by Bandai for the Game Boy platform.







8.2




J

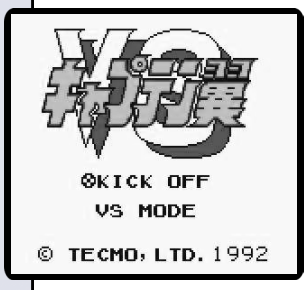
## Captain Tsubasa VS

| | |
|---|---|
| **Developer** | Graphic Research |
| **Publisher** | Tecmo |
| **Release date** | (jp) March 27, 1992 |
| **Genre** | Sports, Strategy |

Captain Tsubasa VS is a soccer simulation game released in Japan on the Game Boy. Captain Tsubasa VS was developed by Graphic Research and was published by Tecmo. Tsubasa VS features both a single player campaign mode and a vs. human mode.

The game is similar to a game like NFL Head Coach where the player takes the role of overseeing a soccer team. The player can choose the player locations on the field as well as other options.

*"giantbomb.com"*







7.3




J

## Card Game

| | |
|---|---|
| **Developer** | Marionette |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) June 15, 1990 |
| **Genre** | Gambling |

Card Game is, what the title say, a Card game, developed by Marionette and published by Coconuts Japan, which was released in Japan in 1990.






## Casino FunPak







**Developer** Beam Software
**Publisher** Interplay
**Release date** (us) January 1995
(eu) 1995
**Genre** Gambling

In Casino FunPak, players walk around in a casino, partaking in a multitude of games and competing in tournaments to earn as much money as they can. Players can play Roulette, Video Poker, Slot Machines, Blackjack and Craps. The tournament mode contains a large tour of the five games.

*"mobygames.com"*

6.3

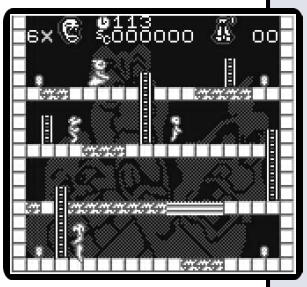



N P

Rarity US: 3

## Casper



**Developer** Bonsai Entertainment
**Publisher** Natsume, (eu) Laguna
**Release date** (us) November 1996
(eu) 1996
**Genre** Mini-games

Casper is a mini games collection based on the 1995 movie of the same name. Casper is a ghost with three evil uncles, who have turned the dad of Casper's human friend Kat into ectoplasm. The goal is to bring him back to the living.

In order to complete the game, the first four mini games have to completed three times with increasing difficulty, after which the fifth and sixth come into play.

4.0

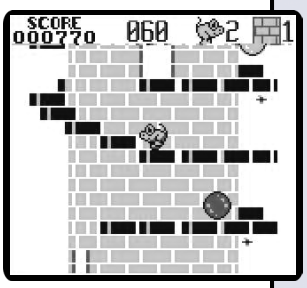



N P

Rarity US: 4

## Castelian




**Developer** Bits Studios
**Publisher** Triffix, (eu) The Sales Curve, (jp) Hiro
**Release date** (us) May 1991
(eu) 1991
**Genre** Platformer

Castelian, originally created by John M. Phillips and released in the late 1980s for various home computer systems as Nebulus, is a platform game with some distinctive unique features. The player character, a small creature called Julius, is on a mission to destroy eight towers that have been built in the sea, by planting bombs at the towers' peaks. The progress is hindered by enemies and obstacles, which Julius has to avoid in order to reach the top of the tower.

5.6




J N P

Rarity US: 5

6.9




P

## Castle Quest

**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (eu) 1993
**Genre** Board game, Strategy

Castle Quest is board strategy game mixed with magic battle confrontations. The game is like a chess clone with fantasy creatures that fight with playing cards. The goal is to topple the opponents king. A player controls a small army (with units like orcman, karate man, warrior etc) on a small chess board. If two pieces meet on the same square, they fight on special screen with a playing-card roulette. Depending on the cards that each unit gets they will do damage to an opponent.







7.3




J N P

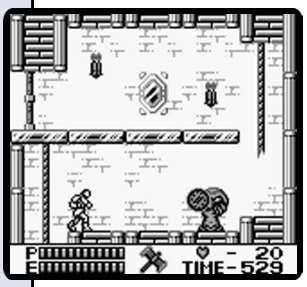
Rarity US: 4

## Castlevania II: Belmont's Revenge

**Developer** Konami
**Publisher** Konami
**Release date** (us) August 1991
(eu) November 26, 1992
**Genre** Platformer

Set fifteen years after the events of Castlevania: The Adventure, Dracula returns and kidnaps Christopher Belmont's son Soleiyu at his coming of age feast, and turns him into a demon. With Soleiyu's mystical powers, Dracula retakes human form and rebuilds his castle, forcing Christopher to confront Dracula once again to save his son and Transylvania.




6.5




J N P

Rarity US: 5

## Castlevania Legends

Super GAME BOY

**Developer** KCE Nagoya
**Publisher** Konami
**Release date** (us) March 11, 1998
(eu) 1998
**Genre** Platformer

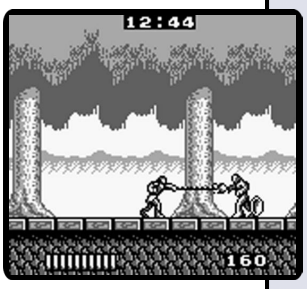
The story begins in Transylvania in the year 1450. In the game (although not the series' overall canon), Sonia Belmont is the first Belmont to confront Dracula. She also meets Alucard who seeks revenge against his father Dracula. After Dracula's defeat, he swears to Sonia that as long as there is evil in the world, he will be resurrected, and in response she swears her family will always defeat him. The game was also the first game in the series timeline until Lament of Innocence.






## Castlevania: The Adventure




| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) December 15, 1989<br>(eu) 1990 |
| **Genre** | Platformer |

Set a century before the events of the original Castlevania, the player controls an ancestor of Simon Belmont named Christopher Belmont who goes on a quest to defeat Dracula.

The game consists of four stages, and unlike other Castlevania games, there are no sub-weapons, but hearts are used to restore health. Each stage also has a time limit in which to complete the level.

5.6




J N P

Rarity US: 2

## Catrap







| | |
|---|---|
| **Developer** | Asmik Ace Entertainment |
| **Publisher** | Asmik Ace Entertainment, (jp) ASK Kodansha |
| **Release date** | (us) September 1990 |
| **Genre** | Puzzle |

Pitman, also known as Catrap in the US, is a puzzle-platformer originally developed for the Sharp MZ-700 computer in 1985. The word 'Catrap' refers to the frequent amount of times the player is trapped and needs to reverse their movements and the two anthropomorphic cats the player must manoeuvre to advance through the levels. The game is credited with having originated the time-rewind mechanic, which later appeared in titles like Blinx: The Time Sweeper, Prince of Persia: The Sands of Time, Braid and Pullblox.

7.6

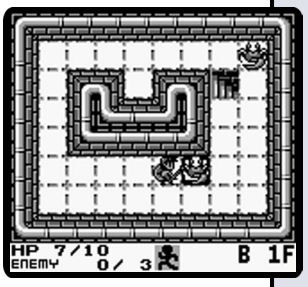



J N

Rarity US: 5

## Cavenoire




| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (jp) April 19, 1991 |
| **Genre** | Role-playing |

Cave Noire is a roguelike. The game evolves around four quests (killing monsters, freeing fairies or collecting gold/orbs) with ten difficulties each. The difficulty determines how big the target number is, the stats the player starts with and what monsters are encountered. Starting a quest creates a randomly generated dungeon where the player has one chance to reach the goal - death means a new dungeon has to be created. Beating a difficultly level unlocks the next; this is also the one thing the game saves.

7.7




J

6.3




N P

Rarity US: 7

OFFICIAL GAME LINK GAME PAK

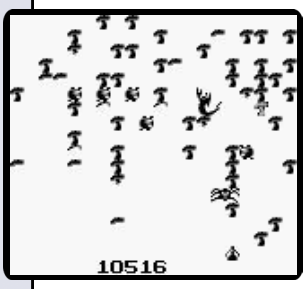
## Centipede

| | |
|---|---|
| **Developer** | Accolade |
| **Publisher** | Accolade |
| **Release date** | (us) December 1992 |
| | (eu) 1992 |
| **Genre** | Shooter |

In Centipede, the player is trapped in the Enchanted Forest. Armed with only a magic wand to ward off the forest's insect denizens, all of which apparently are attacking in the player in continuous waves.

The player must use the magic wand to shoot sparks at approaching insects to score points by pressing the controller button. If the player is bitten by an insect, the player will be temporarily paralyzed and lose one of the three starting magic wands.




6.3




N

Rarity US: 4

OFFICIAL GAME LINK GAME PAK

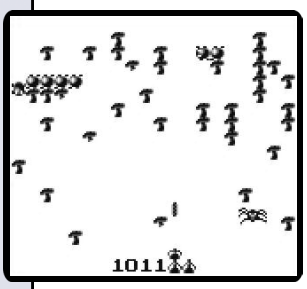
## Centipede

Super GAME BOY

| | |
|---|---|
| **Developer** | Morning Star Multimedia |
| **Publisher** | Majesco |
| **Release date** | (us) 1998 |
| **Genre** | Shooter |

The Game Boy Centipede has a horribly convoluted history – it was first released as a monochrome title by Accolade in 1992, which was followed in 1995 by a compilation title with Super Game Boy support (Arcade Classic No. 2: Centipede & Millipede), published by Nintendo and developed by The Code Monkeys. Majesco later picked up the license, disabled Millipede and the Super Game Boy features, and released separate versions for monochrome Game Boy and Game Boy Color in 1998.




7.1




J

OFFICIAL GAME LINK GAME PAK

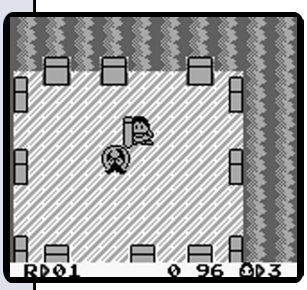
## Chacha-Maru Panic

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Human Entertainment |
| **Release date** | (jp) April 19, 1991 |
| **Genre** | Action |

Chacha-Maru Panic is an Action game, published by Human Entertainment, which was released in Japan in 1991.

The game feature four-player games via the Four Player Adapter



## Chachamaru Boukenki 3: Abyss no Tou







**Developer** n/a
**Publisher** Human Entertainment
**Release date** (jp) August 2, 1991
**Genre** Role-playing

Chacha-Maru Boukenki 3: Abyss no Tou is a role-playing game developed by Human Entertainment and released on Game Boy.

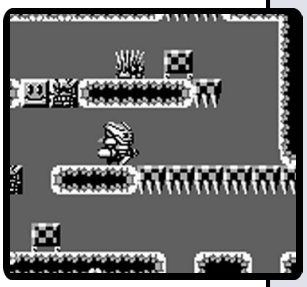
7.8




J

## Chalvo 55



**Developer** Japan System Supply
**Publisher** Japan System Supply
**Release date** (jp) February 21, 1997
**Genre** Puzzle, Action

Players take the role of a robot who has to collect 5 gems in each area of an enemy spaceship before moving on to fight the guardian of that area. Players can't jump, but a tap of the A button transforms the robot into a continually-bouncing sphere that can destroy blocks and most enemies. The B button allows players to push special wheeled blocks and springs for positioning in the levels.

*"chrismcovell.com"*

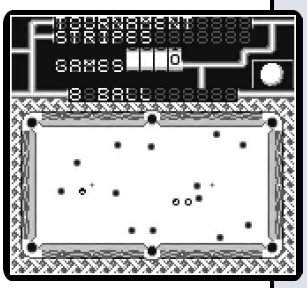
7.3




J

## Championship Pool




**Developer** Bitmasters
**Publisher** Mindscape
**Release date** (us) November 1993
**Genre** Sports

Championship Pool is a pool game where players can 8-ball or 9-ball pool tournament that starts off with the BCA Regional Championship where the player must defeat 32 opponents in a first to four games match. If the player loses against any of the 32 opponents, they are then eliminated from the tournament. The winner of that then goes onto the World Championship.

*"mobygames.com"*

7.4




N

Rarity US: 4

6.3




J N P

Rarity US: 5

## Chase H.Q.

**Developer** Bits Studios
**Publisher** Taito Corporation, (eu) Bandai
**Release date** (us) December 1990
(eu) 1991
**Genre** Action

As an undercover agent of Chase Headquarters, the job is to patrol the streets and track down five criminals. Players are given a mission briefing before they start which gives information on the suspect and what car they drive. Then they drive across the city without crashing into other cars, and catch up with the criminal's car. To arrest the suspects, players must keep bumping into their car until it is no longer functional. And they have to do this under a strict time limit.







6.3




J N P

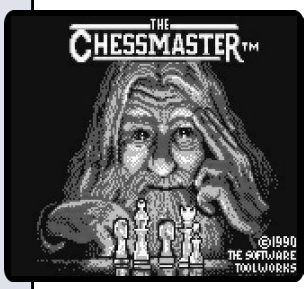
Rarity US: 3

## The Chessmaster

**Developer** Park Place Productions
**Publisher** Hi Tech Expressions, (eu) Nintendo, (jp) Altron
**Release date** (us) January 1991
(eu) 1992
**Genre** Board game

The Chessmaster is a game where the player has the chance to play against the CPU controlled Chessmaster at a standard game of chess.

To play the game the player must pick up the chess pieces with there hand cursor and place it in the desired location, within the rules a standard chess game. There are 16 different difficulty levels that includes 2 beginner levels, 13 standard levels, and a infinite level.







8.5




J

## Chibi Maruko-Chan 2: Deluxe Maruko World

**Developer** KID
**Publisher** Takara
**Release date** (jp) September 13, 1991
**Genre** Adventure

Chibi Maruko-Chan 2, based on the Shōjo manga series written and illustrated by Momoko Sakura, is an Adventure game, developed by Kid and published by Takara, which was released in Japan in 1991.












## Chibi Maruko-Chan 3: Mezase! Game Taishou no Maki

7.0




J

| | |
|---|---|
| **Developer** | KID |
| **Publisher** | Takara |
| **Release date** | (jp) March 27, 1992 |
| **Genre** | Action |

Chibi Maruko-Chan 3: Mezase! Game Taishou no Maki is an Action game, developed by Kid and published by Takara, which was released in Japan in 1992.







## Chibi Maruko Chan 4: Korega Nihon Dayo Ouji Sama

7.7




J

| | |
|---|---|
| **Developer** | KID |
| **Publisher** | Takara |
| **Release date** | (jp) August 7, 1992 |
| **Genre** | Mini-games |

Chibi Maruko-Chan 4: Korega Nippon Dayo! Oujisama is a board game, developed by Kid and published by Takara, which was released in Japan in 1992.







## Chibi Maruko Chan: Maruko Deluxe Gekijou

Super GAME BOY

8.0




J

| | |
|---|---|
| **Developer** | KID |
| **Publisher** | Takara |
| **Release date** | (jp) May 26, 1995 |
| **Genre** | Mini-games |

Chibi Maruko-Chan: Maruko Deluxe Gekijou is a mini-game, developed by Kid and published by Takara, which was released in Japan in 1995.

8.7




J

## Chibi Maruko Chan: Okuzukai Daisakusen

**Developer** KID
**Publisher** Takara
**Release date** (jp) December 7, 1990
**Genre** Role-playing

Chibi Maruko-Chan Okozukai Daisakusen! is a Role-Playing game, developed by Kid and published by Takara, which was released in Japan in 1990.







7.3



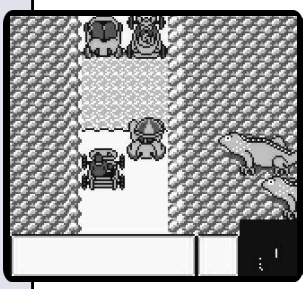

J

## Chiki Chiki Machine Mō Race

**Developer** n/a
**Publisher** Atlus
**Release date** (jp) March 27, 1992
**Genre** Racing

Based on the original Hanna-Barbera cartoon, Wacky Races lets players join their favorite characters on a wild race where only their wits, their driving skills and their bag of dirty tricks will get them across the finish line first.



7.0



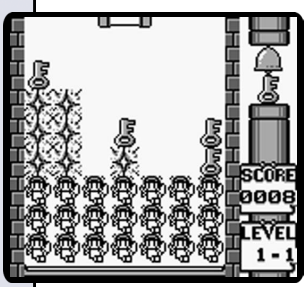

J

## Chiki Chiki Tengoku

**Developer** n/a
**Publisher** J-Wing
**Release date** (jp) April 28, 1995
**Genre** Puzzle

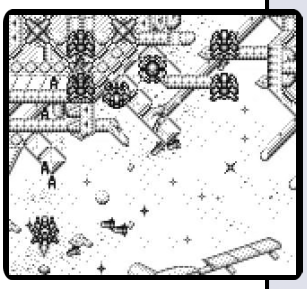
Chiki Chiki Tengoku is a Puzzle game, published by J-Wing, which was released in Japan in 1995. The game plays like Tetris.



## Chikyū Kaihō Gun ZAS



8.3




J

**Developer** T&E Soft
**Publisher** T&E Soft
**Release date** (jp) December 18, 1992
**Genre** Shooter

Chikyū Kaihō Gun ZAS is a vertical scrolling shooter. The gameplay is done in a style similar to Gradius and R-Type.

As a complex scrolling shooter, this game attempts to emulate multiple dimensions using the limitations of the Game Boy console. The parallax backgrounds and elaborate detailing in the sprites help to create a unique Game Boy experience; any distinctions between the scenery and the bad guys are clearly shown through different shades of the same color.

## Choplifter II







7.0




J N P

Rarity US: 3

**Developer** Beam Software
**Publisher** JVC Musical Industries, (jp) Victor Interactive
**Release date** (us) September 1991
(eu) 1991
**Genre** Shooter

Choplifter II: Rescue Survive, a shoot ‘em up, was the first Choplifter title for the Game Boy.

The gameplay revolves around piloting a rescue helicopter into hostile territory and rescuing hostages. Enemies like birds, fighter jets, and even ammunition fired from various weapons can harm the player’s helicopter. Saving more hostages than the scenario requires will allow players to collect extra points.

## Choplifter III






6.9




P

**Developer** Teeny Weeny Games
**Publisher** Ocean
**Release date** (eu) 1994
**Genre** Shooter

In this second installment of the Choplifter Game Boy series, it is once again the players job to fly their helicopter through enemy territory to rescue hostages. The helicopter does not only take damage from enemy fire, but also from contact with buildings, trees, walls etc., which makes some levels difficult to navigate.

Enemies can be destroyed by either using the helicopter’s standard weapon, or more powerful weapons that can be picked up throughout the levels.

8.0




J

## Chou Majin Eiyuuden: Wataru Mazekko Monster

Super GAME BOY

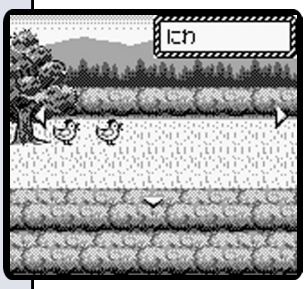
**Developer** Alpha Unit
**Publisher** Banpresto
**Release date** (jp) December 12, 1997
**Genre** Role-playing

Chou Majin Eiyuuden: Wataru Mazekko Monster is based on the anime Chou Majin Eiyuuden Wataru and released on the Game Boy.

The goal of the game is to hatch a creature from an egg and raise it. More creatures can also be obtained.

*"giantbomb.com"*




7.8




J

## Chou Majin Eiyuuden: Wataru Mazekko Monster 2

Super GAME BOY

**Developer** Alpha Unit
**Publisher** Banpresto
**Release date** (jp) August 7, 1998
**Genre** Role-playing

Chou Majin Eiyuuden: Wataru Mazekko Monster 2 is a creature collecting/breeding game developed by Alpha-Unit and published by Banpresto for release in Japan on the Game Boy.

*"giantbomb.com"*







7.1




J

## Chousoku Spinner

Super GAME BOY

**Developer** n/a
**Publisher** Hudson Soft
**Release date** (jp) September 18, 1998
**Genre** Action

Chousoku Spinner is an action game based on an anime and was only released in Japan.

The object of the game is to have "yo-yo battles", buy new yo-yos, and upgrade current yo-yos. Chousoku Spinner contains RPG like elements such as traveling to various locations, talking to other characters, earning money to buy new items, and a story.

*"giantbomb.com"*






## Chuck Rock






| | |
|---|---|
| **Developer** | Spidersoft |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) December 1993<br>(eu) 1993 |
| **Genre** | Platformer |

Chuck Rock, set in a fantasy prehistorical Stone Age-era, is a side-scrolling platformer. Chuck fights of a variety of dinosaurs using his belly-buster attack and a jump kick. Occasionally he has to pick up and throw rocks to defeat enemies and allow him to jump to greater heights.

5.7




N P

Rarity US: 5

## Cliffhanger






| | |
|---|---|
| **Developer** | Spidersoft |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) December 1993<br>(eu) 1993 |
| **Genre** | Action-platformer |

Cliffhanger is based on the 1993 Stallone movie. The game consists of side-scrolling action. The hero can walk, run, jump, punch, and kick while jumping. Further, he can perform special feats as the situation requires, such as crossing a rope suspended from two cliffs. One of the biggest threats in this game is nature as Gabe must defend against wolves and birds, snow falling off cliffs and structures, and falling rocks.

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3.5



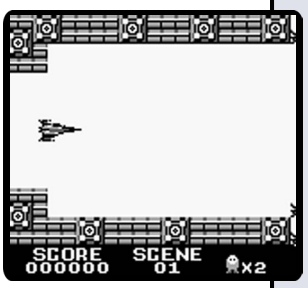

N P

Rarity US: 5

## Collection Pocket

Super GAME BOY




| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Naxat Soft |
| **Release date** | (jp) November 21, 1997 |
| **Genre** | Mini-games |

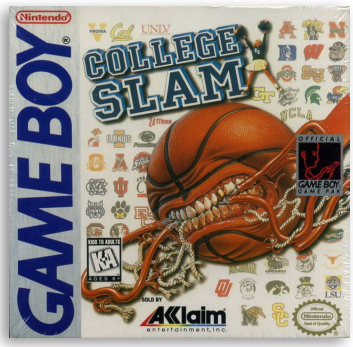
Collection Pocket consist of mini-games. The game was published by Naxat Soft and released in Japan in 1997.

3.8




J

7.3




N

Rarity US: 3

## College Slam

**Developer** Iguana Entertainment
**Publisher** Acclaim
**Release date** (us) March 1996
**Genre** Sports

Part of the NBA Jam series of basketball games, College Slam allows players to choose from over 40 real college teams and take part in head-to-head games, tournament games, and season-long play. The gameplay is arcade-style two-on-two fast action featuring backboard shattering wild dunks, power-ups and other crazy moves. The game also features fight songs from all the available teams.

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7.3




J N P

Rarity US: 4

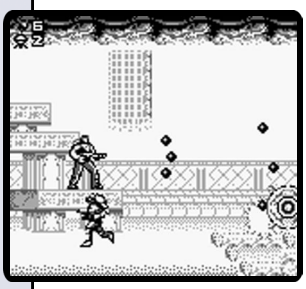
## Contra: The Alien Wars

Super GAME BOY

**Developer** Factor 5
**Publisher** Konami
**Release date** (us) October 1994
(eu) 1995
**Genre** Run and gun

Contra: The Alien Wars in North, known as Probotector 2 in Europe and Australia, is a port of the SNES game, Contra III: The Alien Wars. In this version, the level structure had been altered, many of the enemy bosses were removed, and Stage 4 of the original game (the Air Battle level) was removed. A strafing ability was included to compensate for the absence of rotation in both top-view stages, and a password feature was added.



8.0




N P

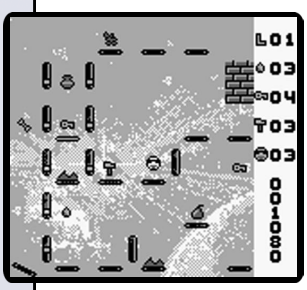
Rarity US: 7

## Cool Ball

**Developer** Bit Managers
**Publisher** Takara, (eu) Infogrames
**Release date** (us) August 1994
(eu) 1992
**Genre** Action

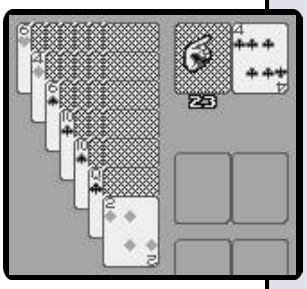
Cool Ball, or Pop-Up, is a basic action game in which the player takes control over a bouncing ball. The goal of each one-screen level (the background themes progress from the big bang all the way to the future) is simple: bouncing between platforms, collecting as many points as possible and above all the exit key which opens up the way to the next level. Of course there are various hazards to overcome, mostly in the form of special platforms like sticky or angled ones.



## Cool Hand



| | |
|---|---|
| **Developer** | Tarantula Studios |
| **Publisher** | Take-Two Interactive |
| **Release date** | (eu) 1998 |
| **Genre** | Gambling |

Cool Hand, also released for Game Boy Color as Las Vegas Cool Hand, is a Casino game. The game features blackjack, cribbage, and solitaire.

The player starts out with a certain amount of pretend money that can be used to practice for the real casino. A complete instruction manual in addition to the online help provided within the cartridges helps first-time players how to play each and every individual game.

7.4




P

## Cool Spot







| | |
|---|---|
| **Developer** | NMS Software |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) October 1994<br>(eu) 1994 |
| **Genre** | Platformer |

Cool Spot, featuring the Cool Spot mascot for the soft drink brand 7 Up, is platformer in which the player controls Cool Spot, who can jump, and attack by throwing soda bubbles in any direction. In each level the player must rescue other cool spots, who look exactly alike, from their cages. In order to do so, the player is required to collect a certain number of "spots" that changes as the game progresses. "Spots" are placed around the level in large quantities.

5.9

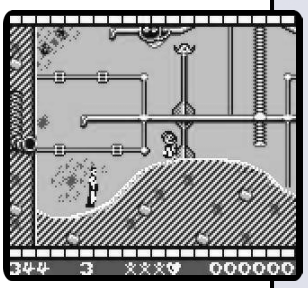



N P

Rarity US: 4

## Cool World



| | |
|---|---|
| **Developer** | Ocean |
| **Publisher** | Ocean |
| **Release date** | (us) June 1993<br>(eu) 1993 |
| **Genre** | Action-platformer |

Cool World is a action platformer based on the film of the same name. Players control Frank Harris, chief of the Cool World police department. He must prevent Holli Would from entering the real world. Players accomplish the levels by shooting doodles and collecting coins. Gameplay is set by 4 World with 4 levels each.

2.4




N P

Rarity US: 5

7.5




J N

Rarity US: 3

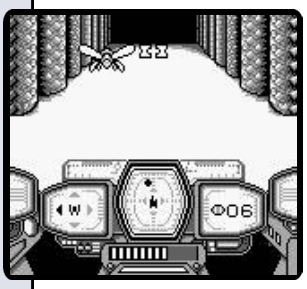
OFFICIAL GAME LINK GAME PAK

## Cosmo Tank

**Developer** Asuka Technologies
**Publisher** Atlus
**Release date** (us) September 1990
**Genre** Shooter

The player controls an armoured fighting vehicle from either a first-person perspective or a third-person perspective; depending on the level design. All games begin on a planet's surface with an overhead view. When the player enters a tunnel, the view switches to first-person. After destroying the Life Core inside a tunnel, the player travels to a new planet through a vertically scrolling stage.



6.9




J

## Crayon Shin-Chan 2: Ora to Wanpaku Gokko Dazo

**Developer** n/a
**Publisher** Banalex
**Release date** (jp) October 22, 1993
**Genre** Action-platformer

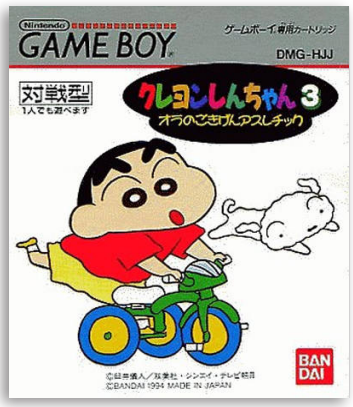
Crayon Shin-Chan 2: Ora to Wanpaku Gokko Dazo is an action platformer for the Game Boy starring the popular anime character "Shin-chan". This is the second installment of the Game Boy Crayon Shin-Chan series.

*"giantbomb.com"*






7.6



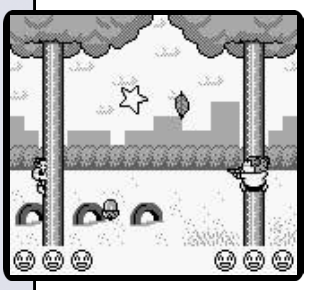

J

## Crayon Shin-Chan 3: Ora no Gokigen Athletic

**Developer** n/a
**Publisher** Bandai
**Release date** (jp) March 26, 1994
**Genre** Action

Crayon Shin-Chan 3: Ora no Gokigen Athletic is an Action game, published by Bandai, which was released in Japan in 1994.



## Crayon Shin-Chan 4: Ora no Itazura Dai Henshin






| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) August 26, 1994 |
| **Genre** | Platformer |

Crayon Shin-Chan 4: Ora no Itazura Dai Henshin is a platformer, developed and published by Bandai, which was released in Japan in 1994.

The game has Super Game Boy features.

7.6




J

## Crayon Shin-Chan: Ora no Gokigen Collection






| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Bandai |
| **Release date** | (jp) December 20, 1996 |
| **Genre** | Action |

Crayon Shin-Chan: Ora no Gokigen Collection is an Action game, published by Bandai, which was released in Japan in 1996.

7.6




J

## Crayon Shin-Chan: Ora to Shiro ha Otomodachi Dayo






| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Bandai |
| **Release date** | (jp) April 9, 1993 |
| **Genre** | Action-platformer |

Crayon Shin-Chan: Ora to Shiro ha Otomodachi Dayo is an action platformer for the Game Boy starring the famous anime character “Shin-chan”.

8.2




J

5.9




N

Rarity US: 6

## Crystal Quest

**Developer** NovaLogic
**Publisher** Data East
**Release date** (us) September 1991
**Genre** Shooter

Originally a mouse-driven game in which the player controls a small, circular spaceship which must travel around the screen collecting crystals. This task is made more difficult by the aliens which constantly swarm out from the portals on both sides of the screen. These can be shot down by the ship's gun (which has unlimited ammo) or eliminated by activating one of the player's limited supply of "smart bombs", which will clear the screen of all current enemies.

*"mobygames.com"*







6.1




J

## Cult Jump

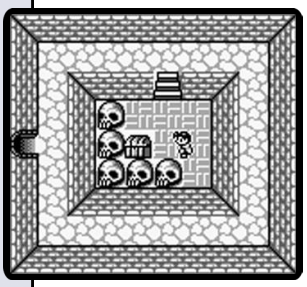
**Developer** Sun L
**Publisher** Bandai
**Release date** (jp) September 10, 1993
**Genre** Game show

Cult Jump is an adventure trivia game. It feature various Weekly Shonen Jump characters like: Taluluto; Son Goku; Kujo Jotaro; Kenshiro; Taison Maeda; Ryotsu Kankichi; Momotaro Tsurugi; among many others from seven different animes.

There are 50 long stages where the player needs to answer the questions posed by the opponents to survive and move on. A password will be displayed after beating each of these stages.

*"gaintbomb.com"*



2.7




J

## Cultmaster: Ultraman ni Miserarete

**Developer** Minato Giken
**Publisher** Bandai
**Release date** (jp) March 12, 1993
**Genre** Game show

In Cult Master: Ultraman ni Miserarete players test their knowledge of the Ultraman tokusatsu series in a quiz game.

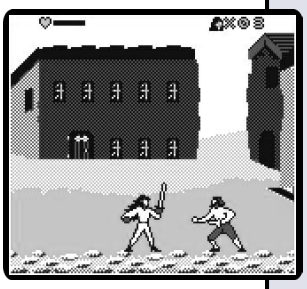
The game share similarities to the game Cult Jump.






## Cutthroat Island



| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Acclaim |
| **Release date** | (us) January 1996<br>(eu) 1996 |
| **Genre** | Platformer |

Based on the feature film of the same title, the game casts players in the role of renegade treasure hunter, Morgan Adams. The gameplay involves players scrolling along the screen and sword fighting pirates and other scoundrels one on one with various different attacks.

When the game was first released, it featured a promotion by which players could find hidden treasure chests in the game and enter a contest to win real world prizes.

3.1

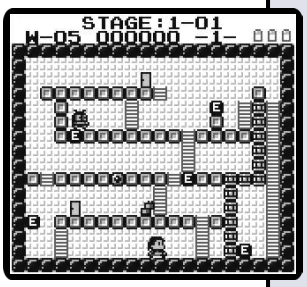



N P

Rarity US: 5

## Cyraid




| | |
|---|---|
| **Developer** | SAS Sakata |
| **Publisher** | Nexoft, (jp) Epoch |
| **Release date** | (us) March 1991 |
| **Genre** | Puzzle-platformer |

Players take control of Warrior or Fighter (no difference between characters) as they rescue their mother Natasia from an evil scientist who tries to conquer Earth from his fortress Cyraid. Chase her captor across four stages containing multiple rooms, smashing blocks and kicking ladders to reach energy pods that reveal an exit to the next room. There are extra lives and upgrade pods that can be collected to increase speed, destroy dense blocks, jump, and shoot missiles.

*"mobygames.com"*

6.3




J N

Rarity US: 4



6.8




J N

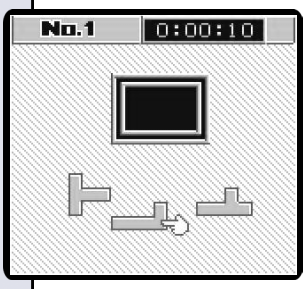
Rarity US: 2

## Daedalian Opus

**Developer** Vic Tokai
**Publisher** Vic Tokai
**Release date** (us) July 1990
**Genre** Puzzle

The game is essentially a series of 36 jigsaw puzzles with Tetris-like pieces known as pentominos that must be assembled into a specific shape. The puzzles start off with rectangular shapes and simple solutions, but the puzzles quickly grow more complex, with odder shapes like a rocket ship, a gun, and even enlarged versions of some of the pentominoes themselves. Each level is timed, and once the timer is started it cannot be stopped until the level is finished.




6.1




J N P

Rarity US: 5

## Daffy Duck: The Marvin Missions

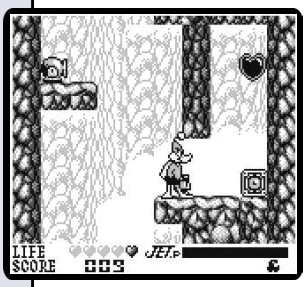
Super GAME BOY

**Developer** Sunsoft
**Publisher** Sunsoft
**Release date** (us) January 1995
(eu) 1995
**Genre** Platformer

Daffy Duck: The Marvin Missions is a action game for the SNES and Game Boy. The game involves Duck Dodgers in the 24th and a ½ Century, as told in the classic Looney Tunes stories created by Chuck Jones.

Four levels of alien landscapes and high-tech bases full of strange enemies await Daffy. He is equipped with a ray gun and a jetpack.




8.7




J

## Dainiji Super Robot Taisen G

Super GAME BOY

**Developer** Winkysoft
**Publisher** Banpresto
**Release date** (jp) June 30, 1995
**Genre** Strategy

Dainiji Super Robot Taisen G is a remake of the Super Famicom game 2nd Super Robot Wars. However, it was not part of the “Classic” canon to the timeline of the series.

The game is a turn-based strategy game, developed by WinkySoft and published by Banpresto, which was released in Japan in 1995.






## Daikaijū Monogatari: Miracle of the Zone

Super GAME BOY







**Developer** Birthday
**Publisher** Hudson Soft
**Release date** (jp) March 5, 1998
**Genre** Role-Playing

Daikaijyuu Monogatari: Miracle of the Zone is a role-playing game, developed by Birthday and published by Hudson, which was released in Japan in 1998.

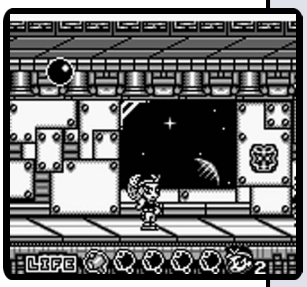
8.6




J

## Daiku no Gen-san: Robot Teikoku no Yabou




**Developer** n/a
**Publisher** Irem
**Release date** (jp) March 25, 1994
**Genre** Platformer

Daiku no Gen-san: Robot Teikoku no Yabou, also released as Carpenter Genzo Robot Empire, take Hammerin' Harry to the final frontier - outer space. The basic gameplay is much the same as its predecessor, although it's a bit more difficult. At a few points, players will be accompanied by some robot helpers, who show up at specific points in each stage to spring them over walls or supply extra firepower.

*"hardcoregaming101.net"*

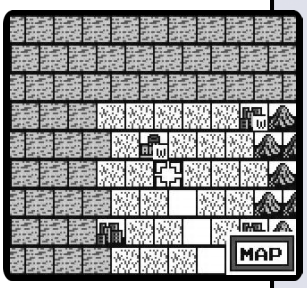
6.0




J

## Daisenryaku




**Developer** n/a
**Publisher** Hiro
**Release date** (jp) June 12, 1991
**Genre** Strategy

Daisenryaku is a traditional military turn-based strategy game. The game uses "fake hexagons"; the hexagons are in fact square. There are two rivals in every scenario, "black" and "white" - and four sides are in game: US, USSR, FRG and Japan, each with specific units, based on realistic warfare, for example Mig-23, Su-24, T-80. Bradley, F-15, F-16.... Like in other Daisenryaku games, each side has to produce units such as infantry, several types of tanks, helicopters, etc.

*"mobygames.com"*

6.5



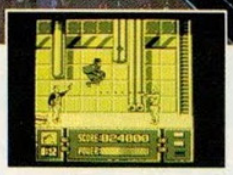

J




# DARKMAN

**Once he had a normal life, and a brilliant medical career— creating synthetic skin for accident victims. Attacked by sadistic criminals, he became a victim— his face burned beyond recognition. Now Darkman walks the night, seeking revenge on those who destroyed his life.**







Nintendo ENTERTAINMENT SYSTEM®

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GAME BOY

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## Darkman







**Developer** n/a
**Publisher** Ocean
**Release date** (us) December 1992
**Genre** Action

Based on the film by Sam Raimi. Players take the role of Peyton Westlake, returned from the dead as the many faced “Darkman”, seeking his revenge against mobster Robert G.Durant. Tying into the plot of the film, Darkman wears masks of various gangsters who are responsible for his disfigurement, but his disguise dissolves after being exposed to sunlight for too long.

5.4




N

Rarity US: 5

## Darkwing Duck







**Developer** Capcom
**Publisher** Capcom
**Release date** (us) February 1993
(eu) 1993
**Genre** Action-platformer

Darkwing Duck is a platformer based on the Disney television series Darkwing Duck. The game is essentially a slightly stripped-down version of the 1992 NES game.

It is a platformer with a couple of elements similar to Capcom’s Mega Man video game series. The gameplay is based on typical platforming while using a Gas Gun to take down enemies.

7.1

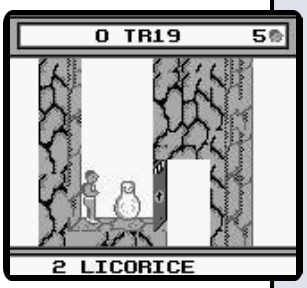



N P

Rarity US: 4

## David Crane’s The Rescue of Princess Blobette




**Developer** Imagineering
**Publisher** Absolute Entertainment, (jp) Jaleco, (eu) Nintendo
**Release date** (us) May 1991
(eu) 1991
**Genre** Puzzle-platformer

The Rescue of Princess Blobette follows the titular protagonists as they attempt to rescue Princess Blobette from her imprisonment from a castle tower. The game features the same puzzle-platforming gameplay mechanics as the NES game A Boy and His Blob. Controlling the boy, the player must feed the blob different flavored jelly beans to transform it into different tools to traverse the castle.

6.2




J N P

Rarity US: x

6.0




## Days of Thunder

| | |
|---|---|
| **Developer** | Argonaut Games |
| **Publisher** | Mindscape |
| **Release date** | (us) February 1992<br>(eu) 1992 |
| **Genre** | Racing |

Days of Thunder is a NASCAR racing simulation game loosely based on the 1990 movie Days of Thunder. The game utilized elements from the movie, using a movie license from Paramount Pictures for its graphical elements, plot, and music soundtrack.

Players take the role of Cole Trickle against his rivals on 8 tracks, based on real-life counterparts. The races are all on ovals, although the exact lengths, corner types and gradients are varied.







N P

Rarity US: 5

6.9

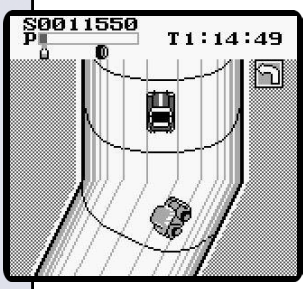



## Dead Heat Scramble

| | |
|---|---|
| **Developer** | Copya System |
| **Publisher** | Electro Brain, (jp) Copya System |
| **Release date** | (us) December 1990 |
| **Genre** | Racing |

In this racer players choose between a dune buggy, a sand rail vehicle, and a off-road truck. All races are strictly against the clock while the driver navigates through blockades on the road and other drivers that want to defeat the player. All of the ten courses must be unlocked in a linear fashion; all the races take place in a tube. Few power-ups exist in them game; including a chance to increase the player's nitro boost. No penalties are given for bumping into the other drivers; unlike real life.




J N

Rarity US: 3

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4.8

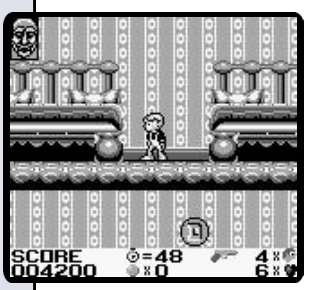



## Dennis the Menace

| | |
|---|---|
| **Developer** | Ocean |
| **Publisher** | Ocean |
| **Release date** | (us) February 1994<br>(eu) 1994 |
| **Genre** | Platfomer |

Dennis the Menace is a multiplatform video game based on the 1993 movie of the same name. The object in all versions of the game is to defeat a burglar who managed to find Dennis' town via the local railroad connection. Stages include Mr. Wilson's house, the great outdoors, a boiler room, and eventually the big boss battle with the burglar himself. Using his trusty slingshot and peashooter, Dennis got to make his way through five levels in order to save the day.




N P

Rarity US: 7

# DEAD HEAT SCRAMBLE

## WIN A NISSAN PATHFINDER!
## ENTER THE NISSAN SWEEPSTAKES!

Entry form included with game purchase or pick up entry form at your local Nintendo® dealer, your local Nissan dealer or write Electro Brain Corp.

*The road is rough and the turns are slick! Survival of the fittest is the golden rule in Dead Heat Scramble!*

NORMAL MODE: Race against the clock!
VS. MODE: Race directly with the other player!




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This game pack for use with the Game Boy Compact Video Game System.

Toei Animation Co., Ltd.

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7.7




N P

Rarity US: 4

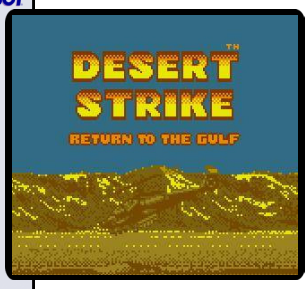
## Desert Strike: Return to the Gulf

Super GAME BOY

| | |
|---|---|
| **Developer** | Ocean |
| **Publisher** | Malibu Games, (eu) Ocean Software |
| **Release date** | (us) February 1995<br>(eu) 1995 |
| **Genre** | Shooter |

Desert Strike is a shoot 'em up originally released for the Sega Genesis in 1992. The game was inspired by the Gulf War and depicts a conflict between an insane Middle Eastern dictator, General Kilbaba, and the United States.

GamePro gave the it a positive review, saying it "has almost everything that made the original title great."







7.9




J N P

Rarity US: 3

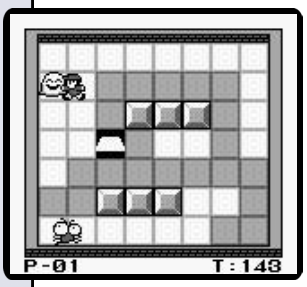
OFFICIAL GAME LINK GAME PAK

## Dexterity

| | |
|---|---|
| **Developer** | SNK |
| **Publisher** | SNK |
| **Release date** | (us) July 1990<br>(eu) 1990 |
| **Genre** | Puzzle |

Dexterity, known as Funny Field in Japan, is a puzzle game by SNK that was released for the Game Boy in 1990. It is a game that consists of a square floor covered in seven rows and eight columns of tiles (56 tiles in total). The goal of the game is to flip all of the light tiles into dark tiles. There are several enemies as the level advances. The game has a total of 30 rounds.




5.9




N

Rarity US: 5

## Dick Tracy

| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | Bandai |
| **Release date** | (us) December 1991 |
| **Genre** | Platformer |

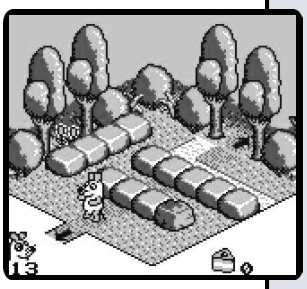
Stylistically, the Game Boy version bears a strong resemblance to the side-scrolling mode of the NES version. The gameplay itself is purely level-based platforming, foregoing the overhead driving sequences of its NES counterpart. Dick Tracy can punch and use the same weapons, as well as grenades. This game also shares some common music with the NES version. Each of the five levels contains 12 hidden pieces of a photograph used to solve a puzzle at the end of each level.






## Die Maus



| | |
|---|---|
| **Developer** | Bit Managers |
| **Publisher** | Infogrames |
| **Release date** | (eu) 1997 |
| **Genre** | Puzzle, Action |

Die Maus is an action/puzzle game based on the German children's television show Die Sendung mit der Maus (The show with the mouse).

Players control both main characters of the show, the mouse and the elephant, in a search for the duck who has disappeared. The levels of the game are isometric puzzles. Both characters must reach the exit using and combining their different abilities.

*"mobygames.com"*

5.0




P

## Dig Dug







| | |
|---|---|
| **Developer** | Now Production |
| **Publisher** | Namco |
| **Release date** | (us) September 1992<br>(eu) 1992 |
| **Genre** | Maze |

The objective of Dig Dug, originally a 1982 arcade game, is to eliminate underground-dwelling monsters by inflating them with an air pump until they explode, or by dropping rocks on them. There are two kinds of enemies in the game: "Pookas" and "Fygars".

The player's character, Dig Dug, is able to dig tunnels through destructible environments. Dig Dug will be killed if he is caught by either a Pooka or a Fygar, burned by a Fygar's fire, or crushed by a rock.

8.0



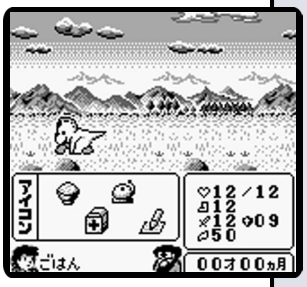

N P

Rarity US: 4

## Dino Breeder

Super GAME BOY



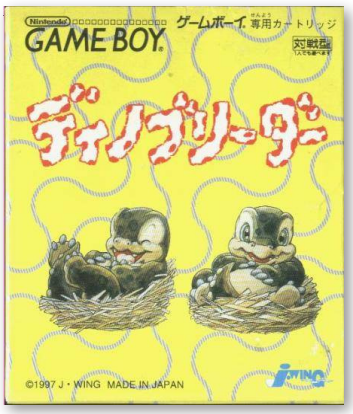



| | |
|---|---|
| **Developer** | Digital Kids |
| **Publisher** | J-Wing |
| **Release date** | (jp) August 22, 1997 |
| **Genre** | Strategy |

Dino Breeder is a virtual pet game. The game starts with the player being able to choose one of six different dinosaur eggs. Once players have chosen a dinosaur it can be fed, trained, or get into a battle. Dinosaurs have a set amount of hit points and if they are taken down to zero they will die leaving players the option to start the whole game over or start again at the last checkpoint with the current dinosaur.

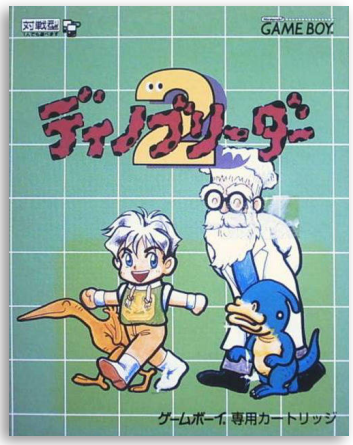
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7.5




J

7.6




J

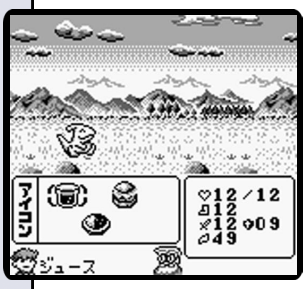
## Dino Breeder 2

Super GAME BOY

**Developer** n/a
**Publisher** J-Wing
**Release date** (jp) June 5, 1998
**Genre** Strategy

Dino Breeder 2 is another virtual pet game, published by J-Wing, which was released in Japan in 1998. It is the second game in the Dino Breeder series




8.3




J

## Dirty Racing

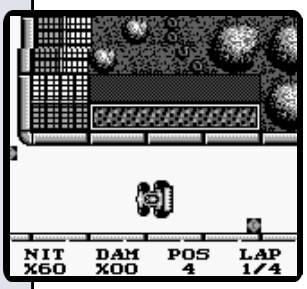
**Developer** Gremlin Graphics
**Publisher** Jaleco
**Release date** (jp) January 8, 1993
**Genre** Racing

Dirty Racing is an overhead view with Grand Prix-style cars similar to Micro Machines on a series of courses while avoiding obstacles and taking out opponents.

The game has three difficulty levels: Taking It Easy (easy), Hazardous! (medium), and Totally Dirty (hard). At the shopping cut scene, players can purchase tires along with engine boosts and nitro.

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7.2




J

## Dodge Boy

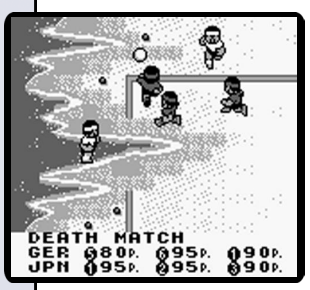
**Developer** TOSE
**Publisher** Tonkin House
**Release date** (jp) December 6, 1991
**Genre** Sports

Dodge Boy, a dodge ball game, features both single player and two player modes.

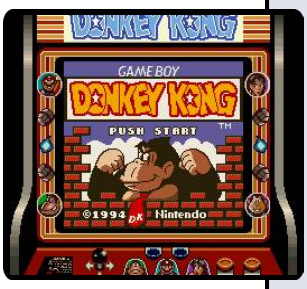
The feature a Test Match mode and a World Cup mode. Test Match mode is much like an exhibition mode. Once Test Match has been chosen there is an option to play a one set match or a three set match. World Cup mode features a password save system to keep track of the players progress. The World Cup Mode is structured in a tournament style.

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## Donkey Kong







| | |
|---|---|
| **Developer** | Pax Softnica |
| **Publisher** | Nintendo |
| **Release date** | (us) June 28, 1994 |
| | (eu) September 24, 1994 |
| **Genre** | Platformer |

Donkey Kong is loosely based on the 1981 arcade game of the same name and its sequel Donkey Kong Jr. The game was known under the working title Donkey Kong '94 before the release.

Like in the original arcade and NES version, the player takes control of Mario and must rescue Pauline from Donkey Kong. Donkey Kong Jr. makes a guest appearance in the game on some levels, helping his father hinder Mario's progress.

8.3

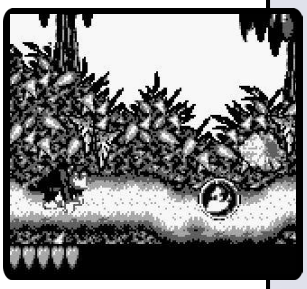



J N P

Rarity US: 2

## Donkey Kong Land



| | |
|---|---|
| **Developer** | Rare |
| **Publisher** | Nintendo |
| **Release date** | (us) June 26, 1995 |
| | (eu) August 24, 1995 |
| **Genre** | Platformer |

Donkey Kong Land is the portable spin-off of the original title, Donkey Kong Country for the SNES, which spawned its own series alongside the main series. Donkey Kong Land was enhanced for the Super Game Boy and was packaged with a "banana yellow" cartridge which was later used for its sequels. Many of the games backgrounds elements, character models, and sound effects were directly ported from the SNES version onto the Game Boy, retaining the same style.

7.1




J N P

Rarity US: 2

## Donkey Kong Land 2







| | |
|---|---|
| **Developer** | Rare |
| **Publisher** | Nintendo |
| **Release date** | (us) September 1996 |
| | (eu) November 28, 1996 |
| **Genre** | Platformer |

Donkey Kong Land 2 stars Diddy Kong and Dixie Kong in their conquest to rescue Donkey Kong from Kaptain K. Rool and the Kremling Krew. While its stage names are borrowed from Donkey Kong Country 2: Diddy's Kong Quest (except for Castle Crush, which became Dungeon Danger; and Haunted Hall, which became Krazy Koaster), the level designs are brand new.

7.5




J N P

Rarity US: 2

7.5




Rarity US: 1

## Donkey Kong Land III

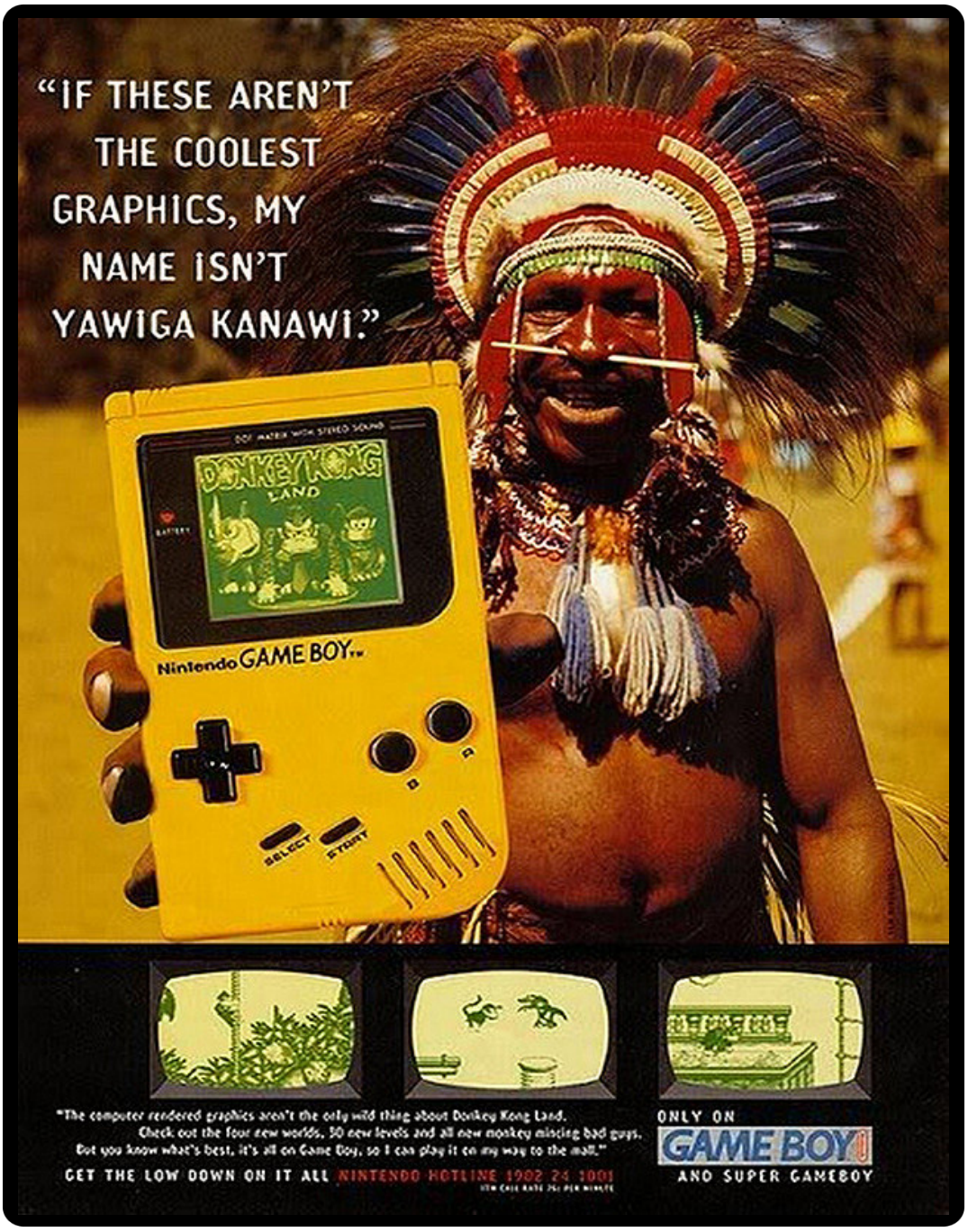
Super GAME BOY

| | |
|---|---|
| **Developer** | Rare |
| **Publisher** | Nintendo |
| **Release date** | (us) October 27, 1997 |
| | (eu) October 30, 1997 |
| **Genre** | Platformer |

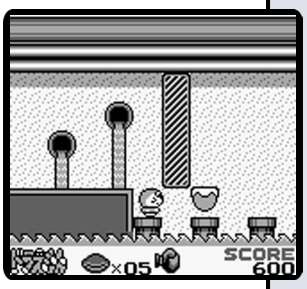
Donkey Kong Land III (initially planned for release with the subtitle The Race Against Time) is the third and final entry in the Donkey Kong Land trilogy of games for the original Game Boy. Like the other games in the series, Donkey Kong Land III served as the portable counterpart to the SNES game Donkey Kong Country 3: Dixie Kong's Double Trouble!. In this case, Donkey Kong Land III is both a remake and a partial follow-up to the SNES version.








## Doraemon 2: Animal Wakusei Densetsu

7.3

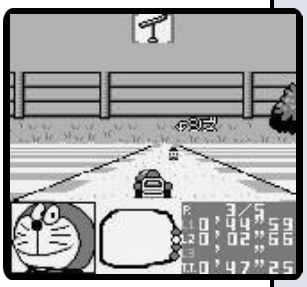



J

| | |
|---|---|
| **Developer** | Agenda |
| **Publisher** | Epoch |
| **Release date** | (jp) December 19, 1992 |
| **Genre** | Action |

Doraemon 2: Animal Wakusei Densetsu is an action game, developed by Agenda and published by Epoch, which was released in Japan in 1992.



## Doraemon Kart

Super GAME BOY

7.7




J

OFFICIAL GAME LINK GAME PAK

| | |
|---|---|
| **Developer** | Epoch |
| **Publisher** | Epoch |
| **Release date** | (jp) March 20, 1998 |
| **Genre** | Racing |

Doraemon Kart is a kart racing game for Game Boy. There are three modes; a story mode, a versus mode and a time attack mode.

Playable characters include; Nobita, Doraemon, Shizuka, Takeshi, Suneo and Dorami (unlocked in story mode).

*"giantbomb.com"*







## Doraemon no GameBoy de Asobouyo DX10

Super GAME BOY

7.7




J

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Epoch |
| **Release date** | (jp) November 27, 1998 |
| **Genre** | Mini-games |

Doraemon no GameBoy de Asobouyo DX10 is a Doraemon mini-game collection for Game Boy, published by Epoch, which was released in Japan in 1998.

8.0



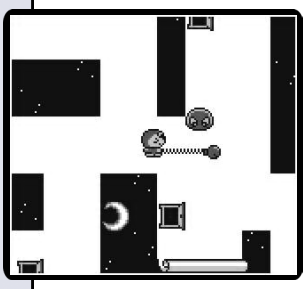

J

## Doraemon: Taiketsu Himitsu Dogu!!

**Developer** SAS Sakata
**Publisher** Epoch
**Release date** (jp) March 1, 1991
**Genre** Action

Doraemon: Taiketsu Himitsu Dogu!! is an action game, developed by SAS Sakata and published by Epoch, which was released in Japan in 1991.



6.8




J N P

Rarity US: 3

## Double Dragon

**Developer** Technōs Japan
**Publisher** Tradewest, (jp) Technōs Japan, (eu) Nintendo
**Release date** (us) August 1990
(eu) 1990
**Genre** Beat 'em up

The Game Boy version of Double Dragon features gameplay similar to the NES version, but with completely different level designs and all of the main character's moves available from the start. The enemies are the same as the NES version, but some of the characters such as Abobo and Chin were given new techniques. The main game mode is still single player, although the game ends after the fight with Willy, with Jimmy not appearing in the main game.







6.8




J N P

Rarity US: 3

## Double Dragon II

**Developer** Technōs Japan
**Publisher** Acclaim, (jp) Technōs Japan
**Release date** (us) December 1991
(eu) 1991
**Genre** Beat 'em up

Although it is the second Double Dragon game released for the Game Boy, it is unrelated to the arcade and NES game Double Dragon II: The Revenge. The game is a localization of the 1990 Japanese Game Boy game Nekketsu Kōha Kunio-kun: Bangai Rantō Hen, which was part of Technōs Japan's Kunio series. The graphics, music, and storyline were changed for the English version of the game.






## Double Dragon 3: The Arcade Game






| | |
|---|---|
| **Developer** | The Sales Curve |
| **Publisher** | Acclaim |
| **Release date** | (us) August 1992 |
| | (eu) 1992 |
| **Genre** | Beat 'em up |

Double Dragon 3: The Arcade Game is a port of the 1990 arcade game, Double Dragon 3: The Rosetta Stone. Developed by Sales Curve, the game was criticized for its difficulty and the shop system (which was modified to allow two coins per level).

3.2




N P

Rarity US: 3

## Double Dribble: 5 on 5







| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) December 1991 |
| | (eu) 1994 |
| **Genre** | Sports |

Double Dribble is a basketball action game for one or two players. Players can select different time limits for games and select teams. Gameplay is entirely action, so no time needs to be spent customizing the teams or with statistics. Players control each player on the team one at a time (the player with or about to receive the ball will be player controlled, with the computer taking over the other players temporarily.)

6.9




J N P

Rarity US: 3

## Double Yakuman







| | |
|---|---|
| **Developer** | Imagesoft |
| **Publisher** | VAP |
| **Release date** | (jp) March 19, 1993 |
| **Genre** | Board game |

Double Yakuman is a traditional mahjong game, developed by Imagesoft and published by Vap, which was released in Japan in 1993.

6.1




J

7.3




J

## Double Yakuman II

**Developer** Imagesoft
**Publisher** VAP
**Release date** (jp) September 17, 1993
**Genre** Board game

Double Yakuman II, the third entry in the Double Yakuman series, oddly enough, is another mahjong game, developed by Imagesoft and published by Vap, which was released in Japan in 1993.







7.8




J

## Double Yakuman Jr.

**Developer** Imagesoft
**Publisher** VAP
**Release date** (jp) August 19, 1993
**Genre** Board game

Double Yakuman Jr., second game in the series, is a mahjong game, developed by Imagesoft and published by Vap, which was released in Japan in 1993.







8.7




J

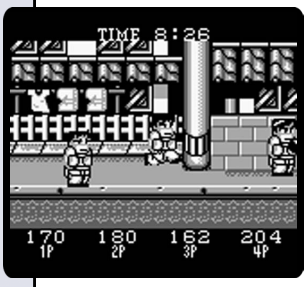
## Downtown Nekketsu Koushin-kyoku: Dokodemo Daiundoukai

**Developer** Million Corp.
**Publisher** Technōs Japan
**Release date** (jp) July 24, 1992
**Genre** Action

In this Nekketsu High game, a wealthy school principal has placed a challenge for all the school gangs to compete in a special obstacle course composed of 4 different challenges that the players and their team must overcome.

The game uses the same engine and basic gameplay mechanics featured in other Nekketsu High games, with the only change being the goals of the game.



## Downtown Special: Kunio-Kun no Jidaigeki Dayo Zenin Shuugou!






| | |
|---|---|
| **Developer** | Technōs Japan |
| **Publisher** | Technōs Japan |
| **Release date** | (jp) December 22, 1993 |
| **Genre** | Beat ‘em up |

This is a Japanese-only sequel to the classic beat ‘em up/rpg hybrid River City Ransom. The game takes place in the Edo period of Japan, making it a prequel really, as the players take control of an ancestor of Kunio tasked with saving the life of his ill friend. Kunimasa must traverse the Japanese countryside beating the collection of gang members and other assorted baddies in the same way as in River City Ransom.

7.3




J

## Dr. Franken






| | |
|---|---|
| **Developer** | MotiveTime |
| **Publisher** | Kemco, (eu) Elite Systems |
| **Release date** | (us) December 1992<br>(eu) 1992 |
| **Genre** | Platformer |

Dr. Franken features Franky, a Frankenstein’s monster on a mission to collect the scattered body parts of his girlfriend, Bitsy.

The game uses a password-based saving system to save the player’s progress. It consist of seven floors where various items and parts of Bitsy is hidden. Keys and special items is needed to access additional areas to find more body parts and equipment required to resurrect Bitsy.

5.8

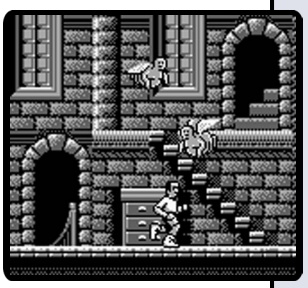



J N P

Rarity US: 3

## Dr. Franken II



| | |
|---|---|
| **Developer** | MotiveTime |
| **Publisher** | Jaleco, (eu) Elite Systems |
| **Release date** | (us) October 1997<br>(eu) 1997 |
| **Genre** | Platformer |

Dr. Franken II is a platform game in which the lead character, Franky, must escape the castle in which he is trapped in order to search for pieces of a gold tablet which will help him to stave off debt.

Like its predecessor, there are many trap doors, monsters, and other obstacles that need to be overcome. Keys are needed to unlock new areas of the game, which can be found in the far reaches of the level.

6.9




N P

Rarity US: 6

7.4




J N P

Rarity US: 2

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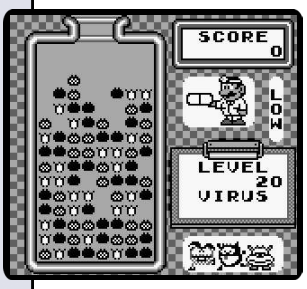
## Dr. Mario

Super GAME BOY

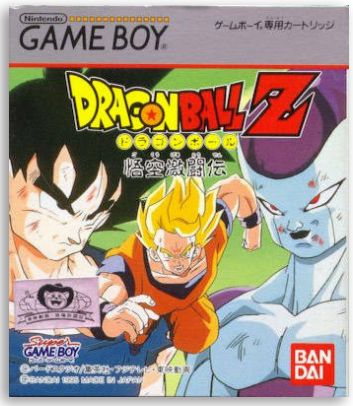
**Developer** Nintendo
**Publisher** Nintendo
**Release date** (us) December 1990
(eu) April 30, 1991
**Genre** Puzzle

Dr. Mario, designed by Gunpei Yokoi, focuses on the player character Mario, who assumes the role of a doctor and is tasked with eradicating deadly viruses. In this falling block puzzle game, the player's objective is to destroy the viruses populating the on-screen playing field by using colored capsules that are dropped into the field. The player manipulates the capsules as they fall so that they are aligned with viruses of matching colors, which removes them from play.




7.0




J

## Dragon Ball Z: Goku Gekitouden

Super GAME BOY

**Developer** Bandai
**Publisher** Bandai
**Release date** (jp) August 25, 1995
**Genre** Role-playing

Dragon Ball Z: Goku Gekitōden is the second installment in the Goku RPG series. It features five playable characters, as well as Goku's Super Saiyan transformation. Goku Gekitōden takes place immediately after Son Goku's battle with Vegeta, and ends with Son Goku's final battle with Frieza.

In Goku Gekitōden, moving about and fighting is real time, unlike its predecessor.







7.4




J

## Dragon Ball Z: Goku Hishouden

Super GAME BOY

**Developer** Bandai
**Publisher** Bandai
**Release date** (jp) November 25, 1994
**Genre** Role-playing

Dragon Ball Z: Goku Hishōden is the first installment in the Goku RPG series. Despite the title, the game starts out during the end of Dragon Ball with Goku's fight with Piccolo at the World Martial Arts Tournament and ends with the battle against Vegeta in Dragon Ball Z.






## Dragon Slayer Gaiden: Nemuri no Oukan





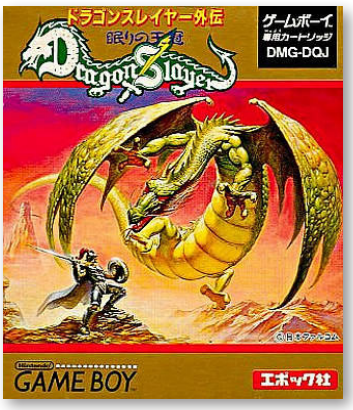


**Developer** Falcom
**Publisher** Epoch
**Release date** (jp) March 6, 1992
**Genre** Role-playing

A spin-off from the successful Dragon Slayer series by Falcom, Dragon Slayer Gaiden casts players once again as the nameless knight who must clear dozens of dungeons and save the land from the ever-present dragons.

Gameplay differs somewhat from the original Dragon Slayer in that there are now outdoors areas, as well as NPCs that send players on specific quests.

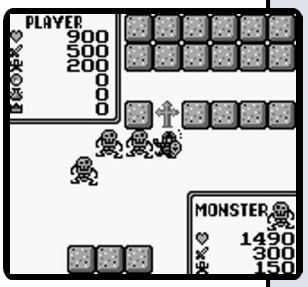
8.3




J

## Dragon Slayer I




**Developer** Falcom
**Publisher** Epoch
**Release date** (jp) August 12, 1990
**Genre** Action role-playing

Dragon Slayer, originally released in 1984 for the PC-8801, etc., is commonly considered one of the progenitors of the action RPG genre. The premise is similar to Roguelikes: the player takes control of a knight who must fight his way through large overhead maze-like dungeons. Unlike roguelikes, the combat in the game is fully action-oriented: the player must approach the monster and "bump" into it in order to inflict damage, at the same time trying to avoid its blows.

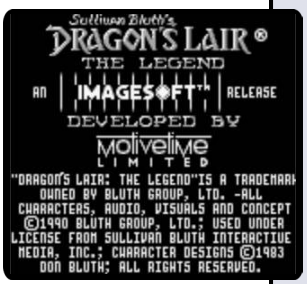
*"mobygames.com"*

7.0




J

## Dragon's Lair: The Legend






**Developer** MotiveTime
**Publisher** Ubisoft, (jp) Epic/Sony Record, (eu) Elite Systems
**Release date** (us) January 1991
(eu) 1991
**Genre** Puzzle, Platformer

The Game Boy version for Dragon's Lair is actually a port of the 1985 ZX Spectrum game, Roller Coaster, with its protagonist replaced by Dirk the Daring. Dirk must collect all "lifestones" scattered all around the game world (by walking or jumping) to finally save Princess Daphne. The game world is divided in several screens which can be freely navigated and are a little wider than Game Boy's screen.

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3.5




J N P

Rarity US: 4

5.4




NP

Rarity US: 5

## DragonHeart

| | |
|---|---|
| **Developer** | Torus Games |
| **Publisher** | Acclaim |
| **Release date** | (us) May 1996 |
| | (eu) October 1996 |
| **Genre** | Action |

Dragonheart is based on the 1996 fantasy film of the same name. The player controls Bowen the dragon slayer, through eight levels fighting many dragons and encountering characters from the film, such as Gilbert, Kara and King Einon. The exploration is presented in a 1st-person-view and the battles are presented in a side-scrolling view. The player can get information about the current quest from peasants that are found in the many villages and houses throughout the game.







6.1




P

## Dropzone

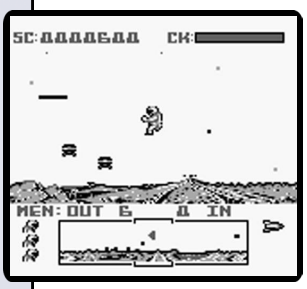
| | |
|---|---|
| **Developer** | Eurocom |
| **Publisher** | Mindscape |
| **Release date** | (eu) 1992 |
| **Genre** | Shooter |

Dropzone is basically a Defender variant, closely recreating the gameplay of the original Defender with its speedy scrolling and frantic gameplay.

The player controls a spaceman with a jet-pack, flying across a barren landscape whose skies are inhabited by a number of different aliens, from the simple Planter to the slowly advancing Blunder Storm or the quick, aggressive Nemesite.

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7.3




J N P

Rarity US: 2

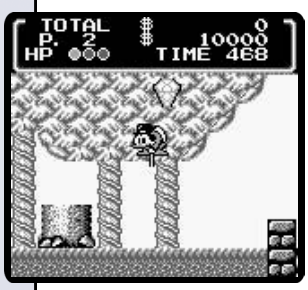
## DuckTales

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) November 1990 |
| | (eu) 1991 |
| **Genre** | Platformer |

DuckTales, a port of the NES game, involves Scrooge McDuck traveling around the globe collecting treasure and outwitting his rival Flintheart Glomgold to become the world's richest duck.

The Game Box version features the same gameplay, music and levels of the original console release, though the layout of each level was changed to accommodate the handheld's lower resolution screen.



## DuckTales 2







**Developer** Capcom
**Publisher** Capcom
**Release date** (us) November 1993
(eu) 1993
**Genre** Platformer

Like its predecessor, DuckTales 2 is non-linear and allows the player to choose and complete all levels in any particular order. Scrooge can now use his cane to interact with various objects, such as pulling levers, firing cannons and using springy flowers to cross large gaps. Other new mechanics include hooks that Scrooge can hang from and rafts that can move Scrooge across water.

7.8

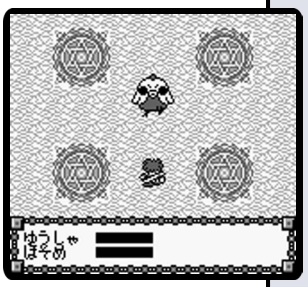



J N P

Rarity US: 4

## Dungeon Land

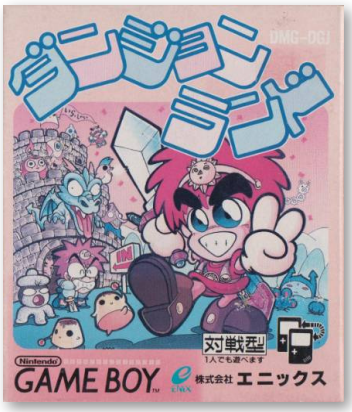



**Developer** Random House
**Publisher** Enix
**Release date** (jp) December 15, 1992
**Genre** Strategy

Dungeon Land is a random dungeon strategy game, developed by Random House and published by Enix Corporation, which was released in Japan in 1992.

3.7

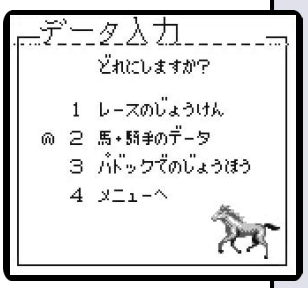



J

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## DX Bakenou Z




**Developer** Graphic Research
**Publisher** Asmik Ace Entertainment
**Release date** (jp) April 17, 1992
**Genre** Gambling

DX Bakenou Z is a horse related gambling game, developed by Graphic Research and published by Asmik Ace Entertainment, Inc, which was released in Japan in 1992.

8.0




J

5.9




Rarity US: 4

## Earthworm Jim

**Developer** Eurocom
**Publisher** Playmates
**Release date** (us) September 1995
(eu) 1995
**Genre** Action-platformer

Earthworm Jim, first released as a 1994 Sega Genesis game, is a run and gun platforming game, featuring an earthworm named Jim in a robotic suit who battles evil.

The Game Boy version is a compressed and scaled down version. It was hindered by the lack of color, lack of graphical detail due to both processor and small screen size, choppy animations, and a lack of buttons, which made it hard to control.







6.6

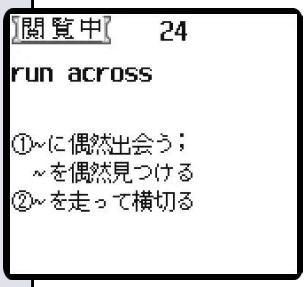



## Eijukugo Target 1000

**Developer** C-Lab
**Publisher** Imagineer
**Release date** (jp) March 28, 1997
**Genre** Edutainment

Eijukugo Target 1000 is a edutainment game, developed by C-Lab and published by Imagineer, which was released in Japan in 1997.




7.0




## Eiken 2-Kyuu Level no Kaiwa Hyuugen 333

**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) October 31, 1997
**Genre** Edutainment

Eiken 2-Kyuu Level no Kaiwa Hyuugen 333 is a edutainment game, published by Imagineer, which was released in Japan in 1997.






## Eitango Target 1900







| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Imagineer |
| **Release date** | (jp) December 13, 1996 |
| **Genre** | Edutainment |

Eitango Target 1900 is a edutainment game, developed by C-Lab and published by Imagineer, which was released in Japan in 1996.

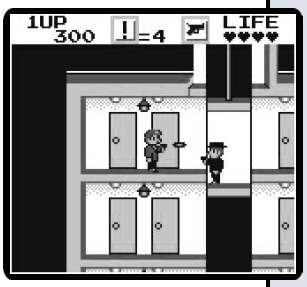
5.0




J

## Elevator Action




| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Taito Corporation |
| **Release date** | (us) December 1991<br>(eu) 1991 |
| **Genre** | Action |

Elevator Action, originally released as a 1983 arcade game, has players assume the role of a spy infiltrating a 30-story building filled with elevators. The player is pursued by enemy agents who appear from behind closed doors. These agents must be dealt with via force or evasion. Successful completion of a level involves collecting all the secret documents and traversing the building from top to bottom.

6.9




J N P

Rarity US: 4

## Elite Soccer

Super GAME BOY







| | |
|---|---|
| **Developer** | Denton Designs |
| **Publisher** | GameTek, (jp) Coconuts Japan |
| **Release date** | (us) August 1994<br>(eu) 1994 |
| **Genre** | Sports |

Elite Soccer lets the player choose from 24 National teams including the U.S., England, France, Brazil among others, in a chance to play in the World Cup tournament and win the coveted trophy.

The main gameplay is the same as others with an overhead view with a third-person perspective for penalty kicks. The rules and regulations can be changed to suit the players style of choice.

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4.9




J N P

Rarity US: 6

8.2




Rarity US: 4

## Extra Bases

| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Bandai, (jp) Namco |
| **Release date** | (us) April 1991 |
| **Genre** | Sports |

Extra Bases, Famista in Japan, has a single player and two player mode. In both modes either five or nine innings can be chosen. There are 14 different selectable teams in the "Bandai League" and are all represented by just a letter of the alphabet.

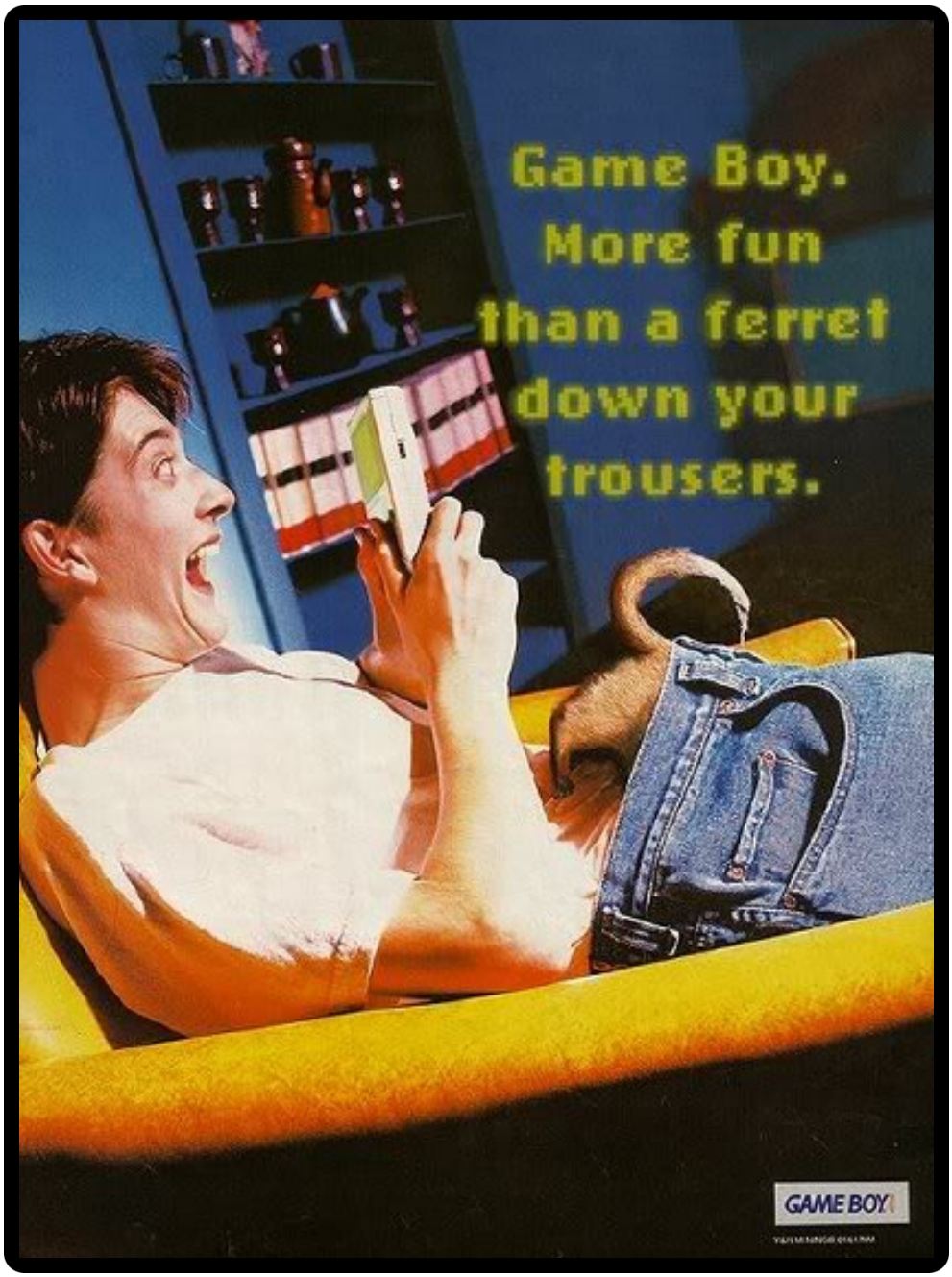
The game features a password save system. There are two different stadiums that can be chosen to play in: City or Park.

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## F-1 Race





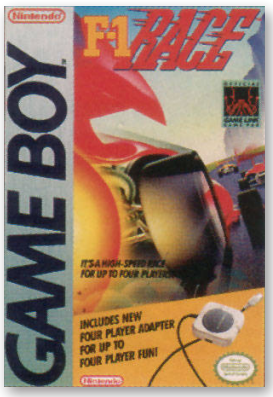


**Developer** Nintendo
**Publisher** Nintendo
**Release date** (us) February 3, 1991
(eu) October 10, 1991
**Genre** Racing

F-1 Race features racing in one of two Formula One cars around a variety of tracks near world capitals and landmarks. Gameplay is similar to that of Namco's Pole Position. Finishing in first, second, or third results in a podium finish; players must win on each track to advance to the next.

Version released in Europe and North America included the Four Player Adapter for four player gameplay.

6.4



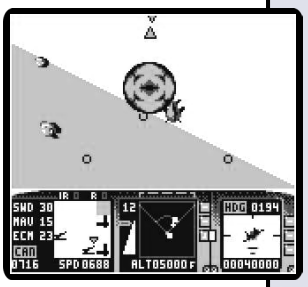

J N P

Rarity US: 1

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## F-15 Strike Eagle




**Developer** NMS Software
**Publisher** MicroProse
**Release date** (us) June 1993
(eu) 1993
**Genre** Flight simulation

The seven missions featured in this simulation of F-15 flight are all real-life missions the plane was originally used in. They take in the Middle East and Asia in the 1970s and early 1980s, and have air and ground targets to destroy. Players have machine guns, guided missiles and bombs at their disposal. There is an arcade mode and 3 further difficulty levels. The game features 3 enemy aircraft and 3 types of enemy SAMs.

*"mobygames.com"*

7.6




N P

Rarity US: 5

## F1 Pole Position






**Developer** Natsu System
**Publisher** Ubisoft, (jp) Varie
**Release date** (us) December 1993
(eu) 1993
**Genre** Racing

F1 Pole Position is a Formula One racing video game released for the Game Boy by Ubisoft. The game is originally known in Japan as Nakajima Satoru Kanshū F-1 Hero GB '92: The Graded Driver which is the sequel to Nakajima Satoru Kanshū F-1 Hero GB.

In comparison to its prequel, the game has a more realistic approach due to the licensing by Foca to Fuji Television. Modes available are the usual: grand prix, training, multi player, and options.

6.8




J N P

Rarity US: 8

OFFICIAL GAME LINK GAME PAK

6.4




Rarity US: 4

## Faceball 2000

**Developer** Xanth Software
**Publisher** Bullet-Proof Software
**Release date** (us) December 1991
**Genre** First-person shooter

Faceball 2000, a port of MIDI Maze by Xanth, is a first person shooter maze game. James Yee, owner of Xanth, had a vision to port the game to the Game Boy. With support from Michael Park, graphics rendering techniques and communication protocol knowledge was passed on to Robert Champagne, the game's programmer. George Miller was hired to re-write the AI-based drone logic, giving each drone a unique personality trait. It is notable for being the only Game Boy game to support 16 simultaneous players.







7.9



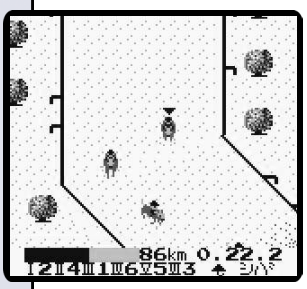

## Family Jockey

**Developer** Use corporation
**Publisher** Namco
**Release date** (jp) March 29, 1991
**Genre** Sports

Family Jockey, originally a FamiCom release, is a horse-racing sim in which the player chooses a horse to ride and wins races to rake in prize money. The races get progressively harder and there are some raising sim aspects to help the horse run faster and make sure their stamina bar lasts longer.

*"giantbomb.com"*




8.7

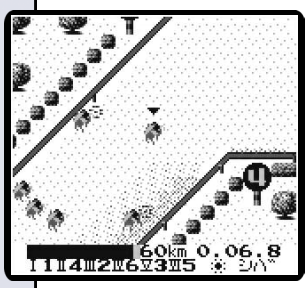



## Family Jockey 2: Meiba no Kettou

**Developer** Use corporation
**Publisher** Namco
**Release date** (jp) August 27, 1993
**Genre** Sports

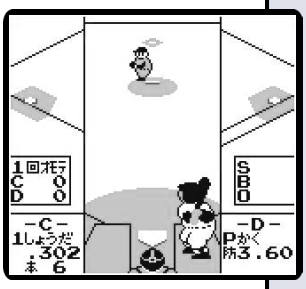
Family Jockey 2: Meiba no Kettou is a horse racing game, developed by Use and published by Namco, which was released in Japan in 1993.



## Famista 2



| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Namco |
| **Release date** | (jp) July 30, 1992 |
| **Genre** | Sports |

Famista 2, the sequel to Extra Bases/Famista, is a baseball game developed and published by Namco for the Game Boy. The game was only released in Japan.

The name of the series is a play on FamiCom.

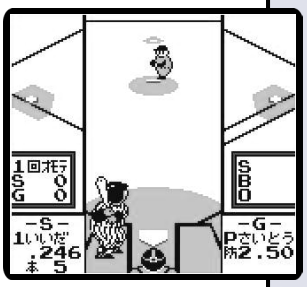
7.8




J

## Famista 3



| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Namco |
| **Release date** | (jp) October 29, 1993 |
| **Genre** | Sports |

Famista 3, another entry in the baseball series of games, is published by Namco, which was released in Japan in 1993.

7.6




J

## Fastest Lap







| | |
|---|---|
| **Developer** | KID |
| **Publisher** | NTVIC, (jp) VAP |
| **Release date** | (us) February 1992 |
| **Genre** | Racing |

In this game players take the role of a F1 race car driver who wants to make it to the top. The gameplay involves players doing qualifying laps and then racing opponents in the main races. The game is played from a top down perspective. Players can also tweak their cars engine and tires to suit the circuit they are on. There are four main teams they can race for.

*"mobygames.com"*

8.0




J N

Rarity US: 6



6.6




N P

Rarity US: 7

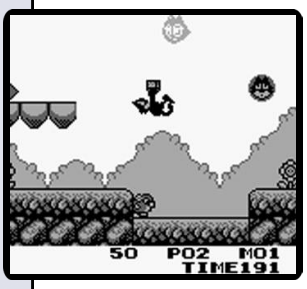
## Felix the Cat

**Developer** Hudson Soft
**Publisher** Hudson Soft, (eu) Sony Electronics
**Release date** (us) July 1993
(eu) 1993
**Genre** Platformer

Felix the Cat, based on the cartoon character, is a video game released for both the NES and Game Boy. The player controls Felix the Cat as he sets out to defeat the evil mad Professor who has kidnapped Felix's lovely girlfriend, Kitty.

The Game Boy version plays virtually the same as the NES version, but features fewer levels.




6.4




J N P

Rarity US: 5

## Ferrari Grand Prix Challenge

**Developer** System 3
**Publisher** Acclaim, (jp) Coconuts Japan
**Release date** (us) September 1992
(eu) 1992
**Genre** Racing

Ferrari Grand Prix Challenge , a port of the Sega Genesis game, F1 Hero MD, is a racing game. The player takes the role of a Ferrari team driver who's objective is to become an F1 Champion during the standard 16 round season. The player competes against 25 computer opponents representing different F1 teams. Every round consists of a qualification race (1 lap) and a main race (5 laps).






5.3




J N P

Rarity US: 6

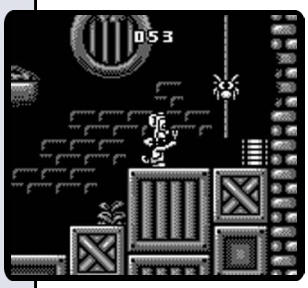
## The Fidgetts

**Developer** Game Over
**Publisher** Jaleco, (eu) Elite Systems, (jp) Coconuts Japan
**Release date** (us) October 1997
(eu) 1993
**Genre** Puzzle, Platformer

The Fidgetts is a side-scrolling platform puzzle game in a similar vein as The Lost Vikings. The player can switch between two Fidgetts to get past obstacles. One of the Fidgetts can jump higher to reach objects or locations otherwise unreachable. Fidgetts can lift and drop items to help them climb over obstacles. Within each level the player must get both Fidgetts to the exit before a time runs out.

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## FIFA International Soccer

Super GAME BOY





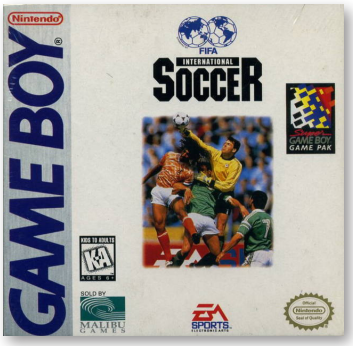

| | |
|---|---|
| **Developer** | Probe Entertainment Limited |
| **Publisher** | Malibu Games |
| **Release date** | (us) February 1995 |
| | (eu) 1995 |
| **Genre** | Sports |

FIFA International Soccer feature 48 international teams. Players have complete control over their team's action on the field, as well as the strategic decisions that need to be made by the coach on the sidelines.

The game feature five-player action with a Multi-Player Adapter.

*"ign.com"*

4.0




N P

Rarity US: 3

## FIFA Soccer 96

Super GAME BOY





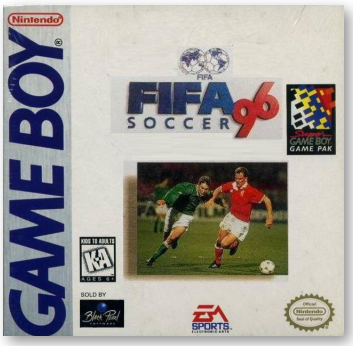


| | |
|---|---|
| **Developer** | Probe Entertainment Limited |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) December 1995 |
| | (eu) 1996 |
| **Genre** | Sports |

FIFA 96, the third entry in the FIFA Series at a whole, had the tagline; Next Generation Soccer.

GamePro's brief review of the Game Boy version stated that it "may be the best sports title of the year for the handheld systems. All the moves - like tackles, headers, and bicycle kicks - are included along with countless teams from the U.S., Europe, and South America."

5.9




N P

Rarity US: 4

## FIFA Soccer 97

Super GAME BOY






| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) November 1996 |
| | (eu) 1997 |
| **Genre** | Sports |

This version of FIFA '97 is different from its console counterparts. Besides the obvious graphic and sound limitations, this version does not feature any national leagues, instead offering 51 international teams to choose from plus the all-star THQ Tornados.

It still features the traditional game modes, Exhibition, Tournament, Playoff and League along with the standard set of rules and moves from the world of soccer.

*"mobygames.com"*

7.5




N P

Rarity US: 5

4.8



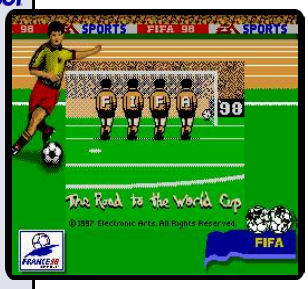

P

## FIFA: Road to World Cup 98

Super GAME BOY

**Developer** Tiertex Design Studios
**Publisher** THQ
**Release date** (eu) 1998
**Genre** Sports

The 98 edition of the FIFA series for the Game Boy differs very little from its immediate predecessor by the same developer. It features the same isometric gameplay graphics, the same teams (51 national teams plus the all-star THQ Tornados) and the same game modes: exhibition matches, tournaments (group stage plus knockout stage), playoffs (only the knockout stage) and a league mode. Changes are an entirely new menu frontend and revised controls.






7.9




J N P

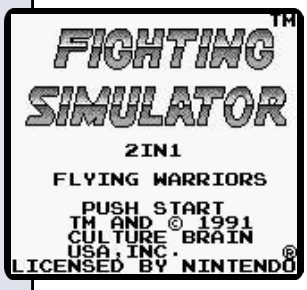
Rarity US: 3

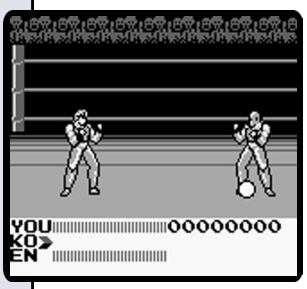
OFFICIAL GAME LINK GAME PAK

## Fighting Simulator: 2-in-1 Flying Warriors

**Developer** Culture Brain
**Publisher** Culture Brain
**Release date** (us) April 1992
(eu) 1992
**Genre** Action

Fighting Simulator: 2-in-1 Flying Warriors is an fighting game for the Game Boy in the Flying Dragon series. The game also feature a beat-'em-up mode.




7.7




J N P

Rarity US: 2

## Final Fantasy Adventure

**Developer** Square
**Publisher** Square
**Release date** (us) November 1991
(eu) 1993
**Genre** Action role-playing

Final Fantasy Adventure, later released in Europe as Mystic Quest, is a Final Fantasy spinoff and the first game in the Mana series.

Originally being developed under the name Gemma Knights, features gameplay roughly similar to that of the original The Legend of Zelda game, but with the addition of role-playing video game statistical elements.






## The Final Fantasy Legend







**Developer** Square
**Publisher** Square
**Release date** (us) September 30, 1990
**Genre** Role-playing

The Final Fantasy Legend, known in Japan as Makai Toushi Sa·Ga, is the first game in the SaGa series and the first role-playing game for the system. Square translated the game into English for worldwide release and renamed it, linking it with the Final Fantasy series to improve marketing.

The Final Fantasy Legend is Square's first game to sell over a million copies; the Game Boy version alone shipped 1.37 million copies worldwide as of 2003.

6.8

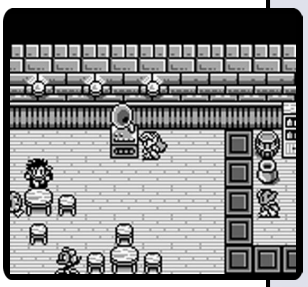



J N P

Rarity US: 1

## Final Fantasy Legend II



**Developer** Square
**Publisher** Square
**Release date** (us) November 1991
**Genre** Role-playing

Final Fantasy Legend II, originally released in Japan as Sa*Ga2: Hihō Densetsu, the second game of their SaGa series, is a role-playing game.

The game is set in a fantasy world where the player assumes the role of one of eight different characters of varying race and gender who leaves on a journey to find their lost father and discover the secret of "Magi", a substance created by the gods that holds powerful magic.

7.3




J N

Rarity US: 2

## Final Fantasy Legend III







**Developer** Square
**Publisher** Square
**Release date** (us) August 1993
**Genre** Role-playing

While the title retains many similarities to its predecessors in terms of style and gameplay, the game's development was headed by series newcomer Chihiro Fujioka.

The story combines fantasy and sci-fi elements, with the player assuming the role of three characters who were sent back in time to prevent a massive global flood caused by a being known as the Pureland Water Entity from destroying the world.

7.4




J N P

Rarity US: 2

8.3



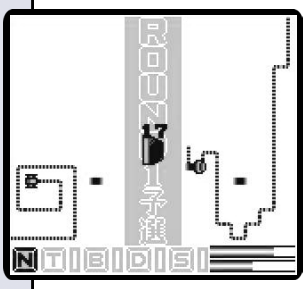

J

## Final Reverse

**Developer** Shouei System
**Publisher** Toei Animation
**Release date** (jp) April 12, 1991
**Genre** Shooter

Final Reverse is an shoot-'em-up, developed by Shouei and published by Toei Animation, which was released in Japan in 1991.



6.8




P

## Fire Fighter

**Developer** Teeny Weeny Games
**Publisher** Mindscape
**Release date** (eu) 1992
**Genre** Action-platformer

In this game players take the role role of a fireman who has to rescue babies from burning buildings. The gameplay involves him putting out fires with his hose in order to proceed past to save the babies. There are various things that can harm him including wind up toy soldiers and jack in the boxes which can be killed with his fire Axe. The babies are saved by him picking them up one at a time and returning them to his truck. Each level has more babies for you to save and more enemies to kill.







6.5




J N

Rarity US: 7

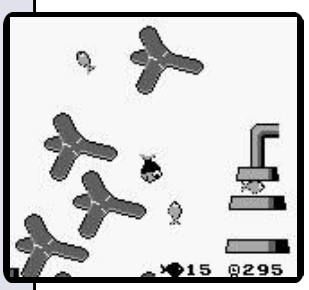
## Fish Dude

**Developer** Salio
**Publisher** SOFEL, (jp) Towa Chiki
**Release date** (us) April 1991
**Genre** Action

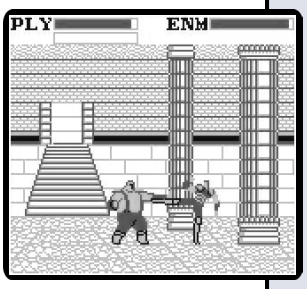
The player is "Fish Dude" a medium size fish in a small area. The Laws of Nature are brutal: "eat or be eaten". The player must eat other, smaller fishes and avoid stronger enemies: bigger fishes, and birds. When Fish Dude eats fish, he will become stronger and can defend himself against larger fish. The player has only 3 lives. Losing them all results in a "game over".

*"mobygames.com"*






# Fist of the North Star: 10 Big Brawls for the King of Universe

| | |
|---|---|
| **Developer** | Shouei System |
| **Publisher** | Electro Brain, (jp) Toei Animation |
| **Release date** | (us) April 1990 |
| **Genre** | Fighting |

Fist of the North Star: 10 Big Brawls for the King of Universe is a fighting game. The player takes control of Kenshiro or one of ten of his adversaries from the series; Heart, Shin, Jagi, Uighur, Souther, Raoh, Falco, Han, Hyou, and Kaioh.

5.2




J N

Rarity US: 5



6.1



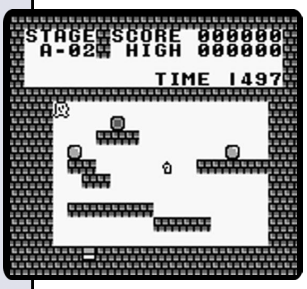

J

## Flappy Special

**Developer** n/a
**Publisher** Victor Interactive Software
**Release date** (jp) March 23, 1990
**Genre** Puzzle

Flappy Special is a port of Flappy. The game itself is a puzzle game in which the player controls a mole who has to push a “blue” stone on an specially marked place. The stone can only be pushed, but not pulled. While Flappy does not care about gravity, the blue and red stones do: they fall down if pushed off an edge. This has to be used to clear a path for the blue stone and to crush enemies which try to hurt Flappy. Touching them or being crushed by a stone results in the loss of a life.




6.0




N P

Rarity US: 5

## The Flash

**Developer** Equilibrium
**Publisher** THQ
**Release date** (us) March 1992
(eu) 1991
**Genre** Action-platformer

Based on the 1990 TV show, The Flash is a side-scrolling platform/fighting game featuring the fastest man alive. The player must guide the Flash through thirteen levels and stop The Trickster from blowing up the city.

Flash runs from left to right and using his jumping and punching abilities must defuse bombs, beat up thugs, navigate obstacles and battle bosses, all while completing each level within a time limit.

*“mobygames.com”*







8.3




J

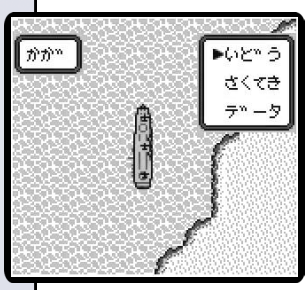
## Fleet Commander Vs.

**Developer** n/a
**Publisher** ASCII Corporation
**Release date** (jp) August 2, 1991
**Genre** Strategy

Fleet Commander Vs. is a Strategy game, published by ASCII Entertainment, which was released in Japan in 1991. While it supposedly depicts a battle between two fictional countries, the game is largely recognized to be a recreation of one of the crucial naval battles that occurred between Japan and the United States near the end of World War II. Players control a Japanese fleet of heavy cruisers, battleships, submarines and aircraft carriers.

*“strategywiki.org”*



## The Flintstones






| | |
|---|---|
| **Developer** | Twilight |
| **Publisher** | Ocean |
| **Release date** | (us) December 1994<br>(eu) 1994 |
| **Genre** | Platformer |

In The Flintstones players take the role of Fred, trying to save Pebbles and Bam Bam from the antagonist Cliff Vandercave. The game feature dinosaurs, Brontosaurus Burgers, and Barney, Wilma, Betty, and Dino. It contains forty five stages of action based on the movie of the same name.

*"mobygames.com"*

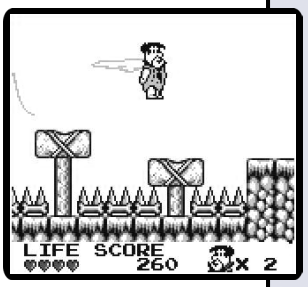
5.2




Rarity US: 3

## The Flintstones: King Rock Treasure Island




| | |
|---|---|
| **Developer** | Taito Corporation |
| **Publisher** | Taito Corporation |
| **Release date** | (us) February 1993<br>(eu) 1993 |
| **Genre** | Platformer |

In The Flintstones: King Rock Treasure Island, Fred Flintstone finds a treasure map during work. In order to find said treasure, he needs to solve seven levels, some ending with a boss battle. These are traditional side-scrolling platform levels in which Fred has to jump over gaps and dodge enemies. His weapon of choice are axes which he throws at an angle.

*"mobygames.com"*

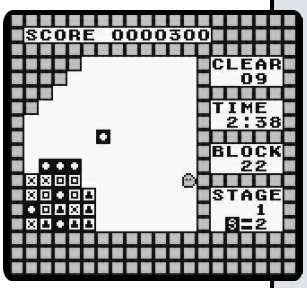
6.7




Rarity US: 7

## Flipull: An Exciting Cube Game




| | |
|---|---|
| **Developer** | Taito Corporation |
| **Publisher** | Taito Corporation |
| **Release date** | (us) April 1990 |
| **Genre** | Puzzle |

Flipull, or Plotting, is a tile-matching puzzle video game based on an arcade game which goes by both names. The game bears strong graphical and some gameplay similarities to Puzznic.

6.8




Rarity US: 3

6.7




J P

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## Football International

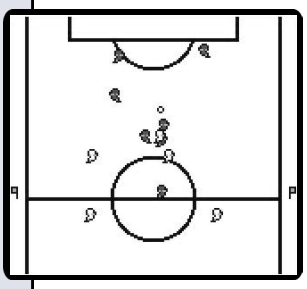
Super GAME BOY

| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Bandai, (jp) Tonkin House |
| **Release date** | (eu) 1991 |
| **Genre** | Sports |

Football International, known as Soccer in Japan, is a soccer game with top-down perspective. It was developed by Tose for the Game Boy handheld, which was released in 1991.

The game consists of exhibition games and tournament games. In World Cup mode, one plays until one beats all other seven teams. Eight national teams are represented in the game; Germany, Italy, France, Spain, England, Brazil, Japan, and United States.



5.8




J N P

Rarity US: 4

## Foreman for Real

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Acclaim |
| **Release date** | (us) September 1995<br>(eu) 1995 |
| **Genre** | Sports |

George Foreman endorsed this boxing game with a 3rd-person view similar to Punch Out. A full range of punches and jabs are available, with full round-by-round scoring from the judges. Players can choose from 3-12 rounds, and there are 2 camera views as well as an automatic switch option.

Players can play simple exhibition matches or tournaments, or launch into a career mode.







7.1




J N P

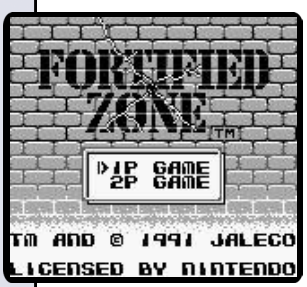
Rarity US: 3

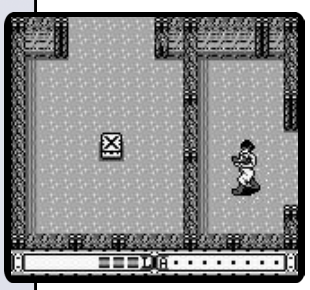
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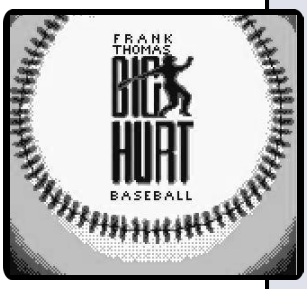
## Fortified Zone

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) September 1991<br>(eu) 1991 |
| **Genre** | Run and gun |

Fortified Zone was ahead of its time in allowing the player to switch between characters during game play. Each character has their own strengths and weaknesses: Masato uses all the special weapons, but cannot jump. Mizuki can jump, but cannot use the special weapons. A top-down shoot-'em-up, the game had four multi-room levels, titled 'Field', 'Jungle', 'Caves' and 'Complex'. At the end of each level the player faces a 'boss' character.








## Frank Thomas Big Hurt Baseball

**Developer** Realtime Associates
**Publisher** Acclaim
**Release date** (us) December 1995
(eu) 1996
**Genre** Sports

Frank Thomas Big Hurt Baseball for Game Boy adapts the console versions' gameplay and options to the capabilities of the handheld system.

While based on the 1995 MLB season, the game does not have a MLB license, so there are no real team names used. It does however have a MLBPA license, so features real player names and their statistics.

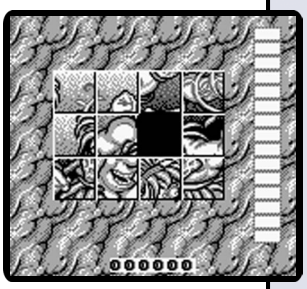
6.6




N P

Rarity US: 3



## Franky, Joe & Dirk: On The Tiles

**Developer** Audio Visual Magic
**Publisher** Elite Systems
**Release date** (eu) 1993
**Genre** Puzzle

Franky, Joe & Dirk: On The Tiles is a sliding puzzle game that features character from three Elite Systems games: Dr. Franken, Joe and Mac and Dragon's Lair. The player is presented with a picture based on one of the above mentioned games which is scrambled at the start of a game. The player's task is to recreate the original picture by sliding the tiles around one at a time.

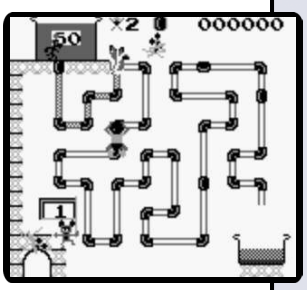
*"mobygames.com"*

5.6




P



## Frisky Tom

Super GAME BOY

**Developer** n/a
**Publisher** Nichibutsu
**Release date** (jp) July 14, 1995
**Genre** Action

Frisky Tom is based on a 1981 arcade game by Nichibutsu. The object of the game is to provide enough water for a shower by crawling along a network of plumbing pipes and picking up/replacing loose pieces. Various types of mice are the game's antagonists, trying to thwart Tom in different ways: knocking pipes loose to disrupt the water flow, jumping down to fall on him, or setting a bomb to blow up the entire plumbing arrangement.

7.8




J

6.7




N

Rarity US: 4

## Frogger

Super GAME BOY

| | |
|---|---|
| **Developer** | Majesco Sales |
| **Publisher** | Majesco Sales |
| **Release date** | (us) August 1998 |
| **Genre** | Action |

Frogger is a port of the 1981 arcade game by Konami. The object of the game is to direct frogs to their homes one by one by crossing a busy road and navigating a river full of hazards.

By 2005, Frogger in its various home video game incarnations had sold 20 million copies worldwide, including 5 million in the United States.







8.0




J

## Fushigi no Dungeon: Furai no Shiren GB: Tsukikagemura no Kaibutsu

Super GAME BOY

| | |
|---|---|
| **Developer** | Aquamarine |
| **Publisher** | Chunsoft |
| **Release date** | (jp) November 22, 1996 |
| **Genre** | Role-playing |

Fushigi no Dungeon: Furai no Shiren GB, part of the Mystery Dungeon series, is a role-playing roguelike game, developed by Aquamarine and published by ChunSoft, which was released in Japan in 1996.









## G-Arms: Operation Gundam







**Developer** n/a
**Publisher** Bandai
**Release date** (jp) May 18, 1991
**Genre** Action

G-Arms: Operation Gundam is an Action game, published by Bandai, which was released in Japan in 1991.

The game is played in a top down view where players walk around in their Gundam SD suit and shoot other mecha enemies.

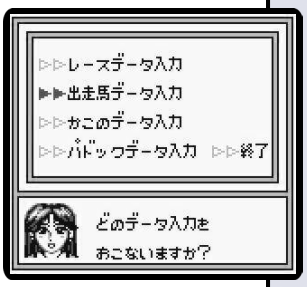
7.5




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## G1 King! 3-Hitsu no Yosouya

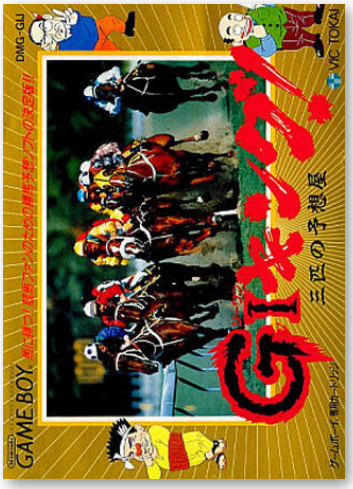



**Developer** Graphic Research
**Publisher** Vic Tokai
**Release date** (jp) March 26, 1993
**Genre** Sports

G1 King! 3-Hitsu no Yosouya is a horse racing game, developed by Graphic Research and published by Vic Tokai, which was released in Japan in 1993.

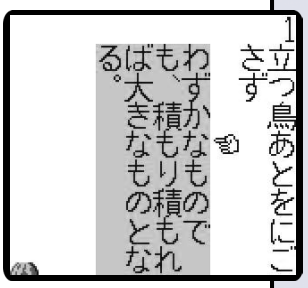
7.6




J

## Gakken Kanyouku: Kotowaza 210




**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) January 30, 1998
**Genre** Edutainment

Gakken Kanyouku: Kotowaza 210 is a edutainment game, published by Imagineer, which was released in Japan in 1998.

This “game” let users learn about idioms and proverbs at a junior high school level. They can teach themself on stuff like grammar, etc.

7.8




J

8.6



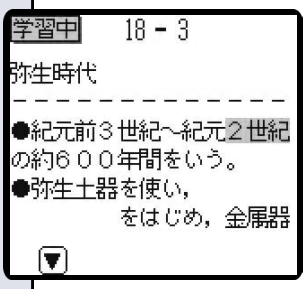

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## Gakken Rekishi 512

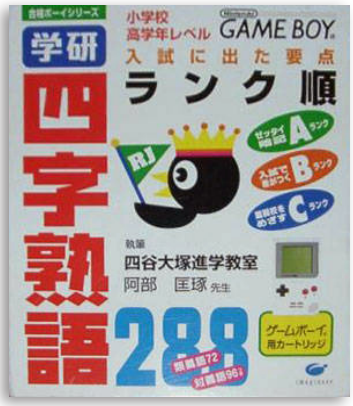
**Developer** Sun-Tec
**Publisher** Imagineer
**Release date** (jp) May 29, 1998
**Genre** Edutainment

Gakken Rekishi 512 is another edutainment game in the same series as Gakken Kanyouku: Kotowaza 210. The game was developed by Sun-Tec and published by Imagineer, which was released in Japan in 1998.




7.8




J

## Gakken Shiaza Jukugo 288

**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) January 30, 1998
**Genre** Edutainment

Gakken Shiaza Jukugo 288 is a edutainment game and another in the Gakken series of games. It was published by Imagineer, which was released in Japan in 1998.







7.2




J N P

Rarity US: 3

## Game & Watch Gallery

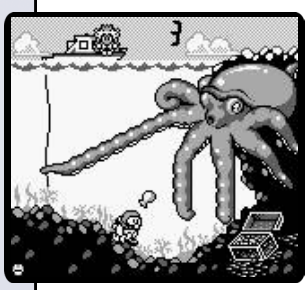
Super GAME BOY

**Developer** Nintendo
**Publisher** Nintendo
**Release date** (us) May 1997
(eu) August 28, 1997
**Genre** Compilation

Game & Watch Gallery, known in Japan as Game Boy Gallery and in Australia as Game Boy Gallery 2, is the second game in the series in Europe and Australia and the first in Japan and North America.

This game features Game & Watch games in two styles: Classic and Modern. It features four games; Manhole, Fire, Octopus, and Oil Panic.

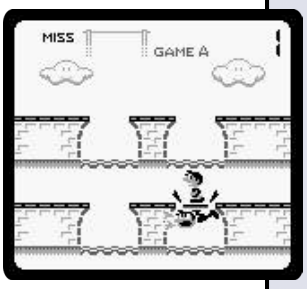


## Game Boy Gallery

Super Game Boy




**Developer** TOSE
**Publisher** Nintendo
**Release date** (eu) April 27, 1995
**Genre** Compilation

Game Boy Gallery is the first game in the series. Unlike other games in the series, this game has neither Modern nor Classic modes; the looks are "Modern" with generic characters, but the gameplay is "Classic"-style.

It features five games; Ball, Vermin, Flagman, Manhole, and Cement Factory.

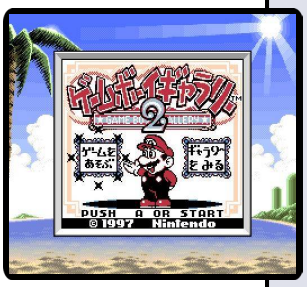
7.0




P

## Game Boy Gallery 2

Super Game Boy






**Developer** TOSE
**Publisher** Nintendo
**Release date** (jp) September 27, 1997
**Genre** Compilation

Game & Watch Gallery 2 is the third game in the series. The game features Game & Watch games in two styles: Classic, which features faithful reproductions of the original games, and Modern, which gives the games a different visual style using characters from the Super Mario Bros. series.

It features six games; Parachute, Chef, Donkey Kong, Helmet, Vermin, and Ball (unlockable).

6.9

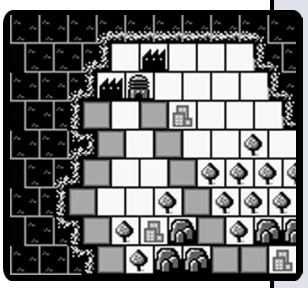



J

## Game Boy Wars

Super Game Boy



**Developer** Intelligent Systems
**Publisher** Nintendo
**Release date** (jp) May 21, 1991
**Genre** Strategy

Game Boy Wars, a turn-based war simulator, is a portable follow-up to the 1988 FamiCom game Famicom Wars, making it the second game in Nintendo's Wars series.

As the commander, players must direct their forces to either destroy all the enemy forces or capture the enemy's capital city. In pursuit of this goal, players attempts to take control of the cities, factories, airports, and harbors on each map.

7.7




J

7.6




J

## Game Boy Wars Turbo

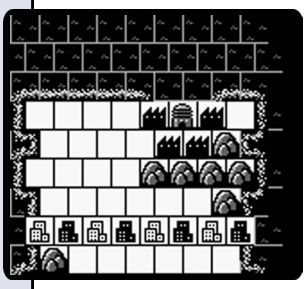
Super GAME BOY

**Developer** n/a
**Publisher** Hudson Soft
**Release date** (jp) June 27, 1997
**Genre** Strategy

Game Boy Wars Turbo is an enhanced version of the original Game Boy Wars. The main new feature in Game Boy Wars Turbo is that the CPU now has a better decision-making algorithm during its turns, allowing battles to proceed swifter than in the original. Turbo also features 50 new maps, as well as Super Game Boy support.

An alternate version of Game Boy Wars Turbo was released as a promotional giveaway by Weekly Famitsu featuring a set of maps submitted by readers of the magazine.



8.1




J

## Game de Hakken!! Tamagotchi 2

Super GAME BOY

**Developer** Tom Create
**Publisher** Bandai
**Release date** (jp) October 17, 1997
**Genre** Strategy

The game is separated into two modes: one where players is in control of Mikachu, and the "Tamagotchi care" mode. When players controls Mikachu, they can walk around a small village and look for items, visit other houses, and talk to Professor Banzo. The "Tamagotchi care" segment is identical to that of the first Tamagotchi GameBoy game.

*"tamagotchi.wikia.com"*







8.1




J

## Game de Hakken!! Tamagotchi Osucchi to Mesucchi

Super GAME BOY

**Developer** Tom Create
**Publisher** Bandai
**Release date** (jp) January 15, 1998
**Genre** Strategy

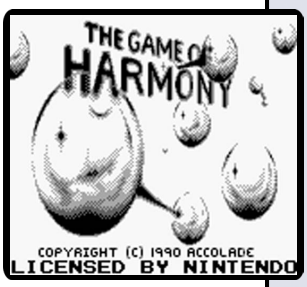
Game de Hakken!! Tamagotchi Osucchi to Mesucchi is based on Mesutchi and Osutchi, a collective Tamagotchi released in 1997.

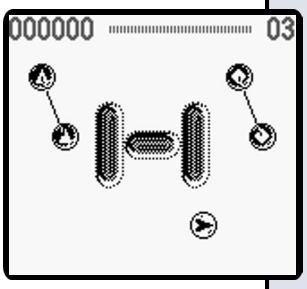
The game starts with Mikachu choosing one out of three Tamagotchi Eggs. Different Tamagotchi Characters hatch from different Tamagotchi Eggs. Minigames include; Rock-Paper-Scissors, Nervous Breakdown, and Exercise.






## The Game of Harmony




**Developer** The Code Monkeys
**Publisher** Accolade
**Release date** (us) February 1991
**Genre** Action, Puzzle

The player controls a round spacecraft, and must work to clear all globes from the screen within a time limit. The playing field wraps around at the edges, so a globe or the ship traveling off the left edge (for example) will re-appear on the right. Globes come in three different types, and those of the same type will disappear when they collide, whereas differing-type globes will produce small pods, of the third type. Pods can be collected for more energy, but if they are not picked up quickly, they will turn into globes.

7.3




Rarity US: 5

## Gamera: Daikaijuu Kuuchuu Kessen

Super GAME BOY





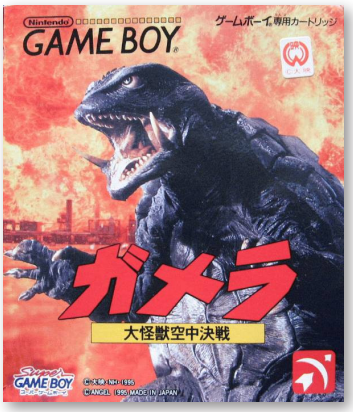


**Developer** KID
**Publisher** Angel
**Release date** (jp) March 3, 1995
**Genre** Action, Fighting

Gamera: Guardian of the Universe, released to coincide with the movie of the same title, is essentially a turn-based battler, in a similar vein to the Pokemon games for the same console. Its battle system is similar to that of an RPG game, but other than that, the similarities end there. Gamera's enemies are Gyaos, Guiron and Viras.

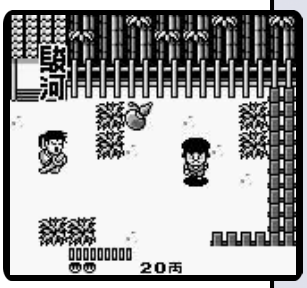
*"godzilla.wikia.com"*

6.6




## Ganbare Goemon: Sarawareta Ebisumaru!




**Developer** Konami
**Publisher** Konami
**Release date** (jp) December 25, 1991
**Genre** Platformer

Ganbare Goemon: Sarawareta Ebisumaru! is the first game in the series released for a portable system. Gameplay is similar to the FamiCom game Ganbare Goemon! Karakuri Dōchū.

Only Goemon is playable, and the game consists of him rescuing Ebisumaru; Sasuke and Yae do not make appearances.

8.3



7.8




J

## Ganso!! Yancha-Maru

**Developer** n/a
**Publisher** Irem
**Release date** (jp) July 11, 1991
**Genre** Platformer

Ganso!! Yancha-Maru is a handheld entry in the Yanchamaru/Kid Niki series. Despite appearing on a portable platform, the game is a much more appropriate successor to the original arcade game than either of its two Famicom sequels. It's a whole new game rather than a port, with twelve levels spread over four different worlds. The level designs may feel a bit more like Super Mario Bros., complete with breakable blocks which will occasionally drop items.

*"hardcoregaming101.net"*







7.6




J N P

Rarity US: 3

## Gargoyle's Quest: Ghosts 'n Goblins

**Developer** Capcom
**Publisher** Capcom
**Release date** (us) July 1990
(eu) 1991
**Genre** Action-platformer

Gargoyle's Quest: Ghosts 'n Goblins is a platform/side scrolling adventure with mild role-playing elements. The main character Red Arremerm or Firebrand, made his debut in the video game series Ghosts 'n Goblins.

The game consists of two types of areas: an overhead view, and individual, side-scrolling, battle levels which feature a boss at the end.







5.0




N P

Rarity US: 6

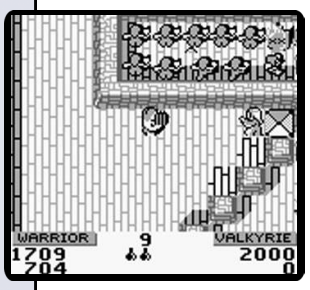
## Gauntlet II

**Developer** Tengen
**Publisher** Mindscape
**Release date** (us) September 1991
(eu) 1991
**Genre** Hack and slash

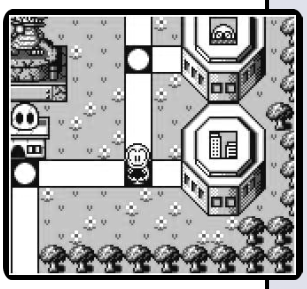
Gauntlet II, originally released as a 1986 arcade game by Atari, is a fantasy-themed hack and slash.

The Game Boy version was praised by the German Play Time magazine for its technical implementation (including 8-directional scrolling), faithful recreation of graphics, and for evoking nostalgic feelings with similar sound effects, however this version was criticized for difficult-to-recognize sprites and its technically weak theme music.



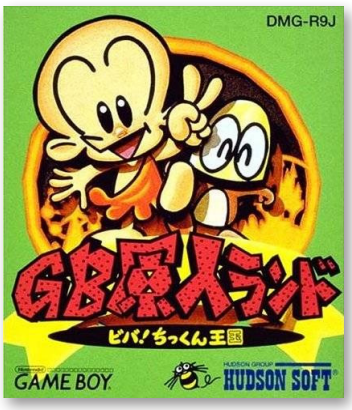





## GB Genjin Land: Viva! Chikkun Ōkoku

7.7

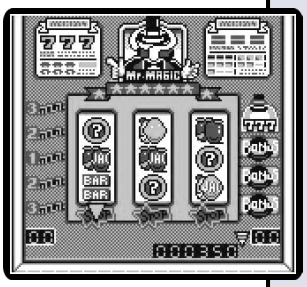



J

**Developer** A.I
**Publisher** Hudson Soft
**Release date** (jp) April 22, 1994
**Genre** Action

GB Genjin Land: Viva! Chikkun Kingdom is an action game released for Game Boy, developed by A.I and Published by Hudson Soft on April 22, 1994 exclusivelly in Japan. It is part of Bonk Series and it is minigames.



## GB Pachi-Slot Hisshouhou Jr.

8.1

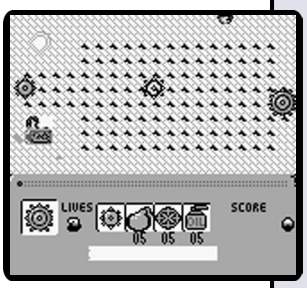



J

**Developer** n/a
**Publisher** Sammy Corporation
**Release date** (jp) July 29, 1994
**Genre** Gambling

GB Pachi-Slot Hisshouhou Jr. is a gambling game, published by Sammy Studios, which was released in Japan in 1994.




## Gear Works

6.6




N P

Rarity US: 6

**Developer** Teque Interactive
**Publisher** Sony Imagesoft
**Release date** (us) October 1993
(eu) 1993
**Genre** Puzzle

This top-down puzzle game starts with a screen featuring a number of different cogs at different parts of the screen, and a grid of pegs (which become less complete on later levels). Players task on each level is to use a number of gears of one of 3 different sizes to ensure that all the pegs are linked together. All this has to be completed before the engine overheats.

*"hardcoregaming101.net"*

7.5




J

## Gegege no Kitarou: Youkai Souzoushu Arawaru!

Super GAME BOY







| | |
|---|---|
| **Developer** | Act Japan |
| **Publisher** | Bandai |
| **Release date** | (jp) December 13, 1996 |
| **Genre** | Action role-playing |

Gegege no Kitarō: Yōkai Souzoushu Arawaru!, based on the 1960 manga series, is the one of the oldest "Gegege no Kitarō" games and the only game for Game Boy. It is very smilar to the Pokémon game series.

*"gegegenokitaro.wikia.com"*

7.8




J

## Gekitou Power Modeler

Super GAME BOY







| | |
|---|---|
| **Developer** | Japan System Supply |
| **Publisher** | Capcom |
| **Release date** | (jp) November 27, 1998 |
| **Genre** | Fighting |

Gekitou Power Modeler is an fighting game where the player fights using model robots. It was developed by Japan System Supply and published by Capcom, which was released in Japan in 1998.

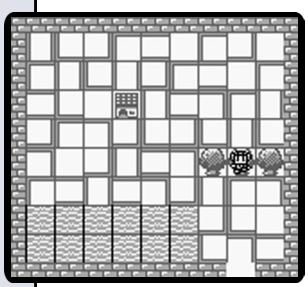
8.4




J

## Gem Gem



| | |
|---|---|
| **Developer** | Graphic Research |
| **Publisher** | Vic Tokai |
| **Release date** | (jp) March 29, 1991 |
| **Genre** | Puzzle |

Gem Gem is a puzzle game, developed by Graphic Research and published by Vic Tokai, which was released in Japan in 1991.

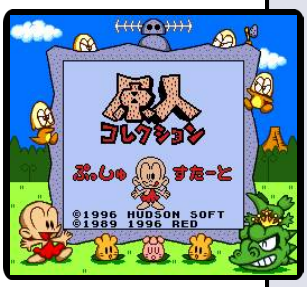
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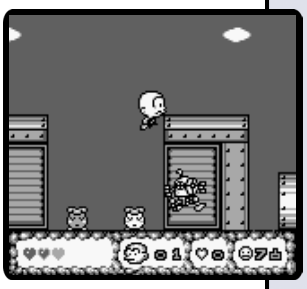
The player progresses in the game by turning squares. There is also some role-playing elements where monster appears, but with a rock-paper-scissors combat style.

*"14.atwiki.jp"*

## Genjin Collection

Super GAME BOY



**Developer** n/a
**Publisher** Hudson Soft
**Release date** (jp) November 22, 1996
**Genre** Compilation

Genjin Collection is a collection of the 3 Game Boy titles; Bonk's Adventure, Bonk's Revenge, and GB Genjin Land. The game was published by Hudson and released in Japan in 1996.

8.7

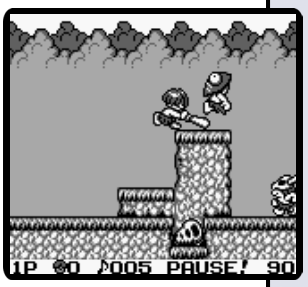



J

## Genjin Kotts

Super GAME BOY



**Developer** KID
**Publisher** B-AI
**Release date** (jp) March 24, 1995
**Genre** Platformer

Genjin Kotts is an platformer, developed by Kid and published by B.I., which was released in Japan in 1995. The game has a similar tone and gameplay as the Bonks series.

8.9




J

## Genki Bakuhatsu Ganbaruga






**Developer** Sun L
**Publisher** Tomy
**Release date** (jp) November 27, 1992
**Genre** Action

Genki Bakuhatsu Ganbaruga, also known as Ganbaruga, is an action game, developed by Sun L and published by Tomy Corporation, which was released in Japan in 1992.

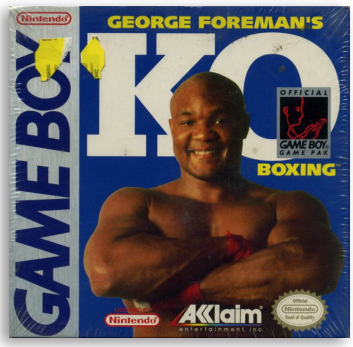
The game is based on the shōnen mecha anime series of the same name. The anime is also known by the dub name Energy Bomb and Rocket Kidz.

7.8




J

4.8




N P

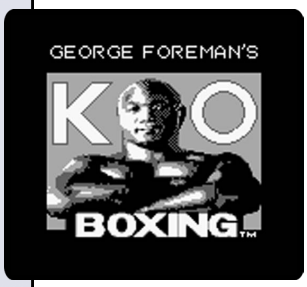
Rarity US: 4

## George Foreman's KO Boxing

**Developer** Beam Software
**Publisher** Acclaim
**Release date** (us) September 1992
(eu) 1992
**Genre** Sports

George Foreman's KO Boxing is a multi-platform boxing game produced by Acclaim, featuring boxer George Foreman. Players take the role of Foreman, go through a series of twelve rounds against different boxers and try to win the championship title belt.

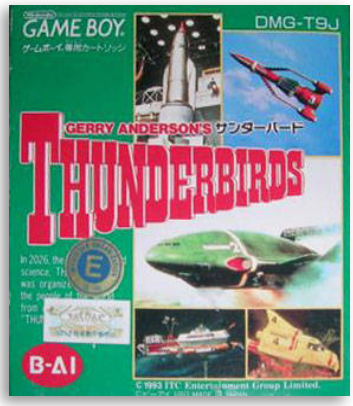
All versions, except for the Game Boy, can be played with two players. A password system is used to save the progress.







7.4



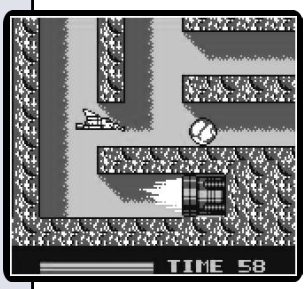

J

## Gerry Anderson's Thunderbirds

**Developer** KID
**Publisher** B-AI
**Release date** (jp) February 12, 1993
**Genre** Adventure

Gerry Anderson's Thunderbirds is an adventure game, developed by Kid and published by B.I., which was released in Japan in 1993. The game is based on the 1964 British science-fiction television series, Thunderbirds.




7.0




N

Rarity US: 7

## The Getaway: High Speed II

Super GAME BOY

**Developer** Unexpected Development
**Publisher** Williams
**Release date** (us) December 1995
**Genre** Pinball

The Getaway: High Speed II is a handheld version of the William's pinball machine, the basic gameplay is a pinball board with racing themes such as roads and on-ramps, hitting various bumpers and targets to gain a higher score.

There is also a mini-game if they player can hit a special ramp on the board that takes the player to a driving game, something like OutRun, dodging traffic to gain points.

*"mobygames.com"*






## Ghostbusters II






| | |
|---|---|
| **Developer** | HAL Laboratory |
| **Publisher** | Activision, (jp) HAL Laboratory |
| **Release date** | (us) December 1990<br>(eu) 1991 |
| **Genre** | Action |

New Ghostbusters II for the NES is not a port of the Game Boy version, or vice versa. In the game, the player is presented with four Ghostbusters to choose from: Peter Venkman, Ray Stantz, Egon Spengler, or Winston Zeddemore. The objective of the game is to trap all the ghosts in an area until an arrow appears which alerts the player where to travel to next. A boss appears at the end of each stage. The game has 5 stages.

7.6

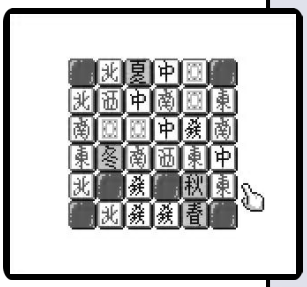



J N P

Rarity US: 6

## Ginga



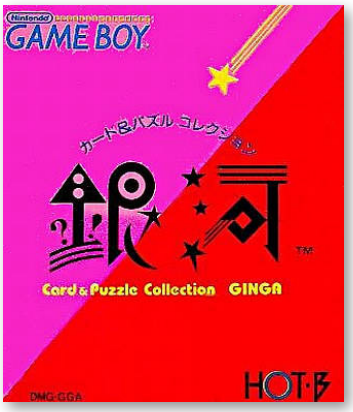



| | |
|---|---|
| **Developer** | Hot B |
| **Publisher** | Hot B |
| **Release date** | (jp) December 14, 1990 |
| **Genre** | Puzzle |

Ginga is a collection of twelve mini games; Ghost: This game is played on a 6x6 grid with tiles of varying pictures. The goal is to turn all tiles. Pressure: This time the player has to click match two tiles. Race: Matching two stones. Array: Tile combination. The Patience variants Gold, Nestor, Pyramid and Double. 15Puzzle and Change are standard sliding puzzles. Peg solitaire. And a variant of the classic Knight's tour.

*"mobygames.com"*

8.0




J

## Go Go Ackman

Super GAME BOY

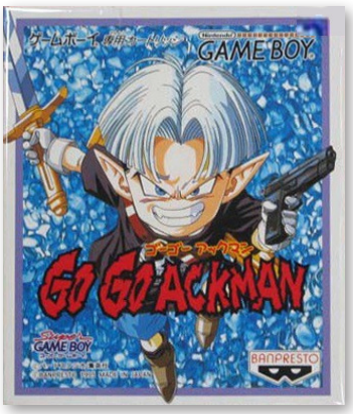





| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Banpresto |
| **Release date** | (jp) August 25, 1995 |
| **Genre** | Maze |

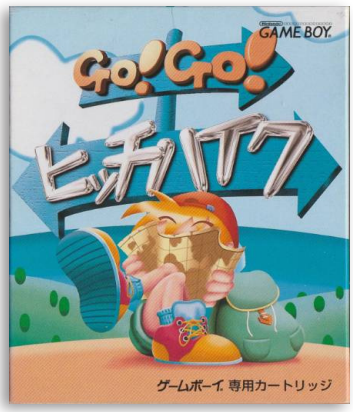
Go Go Ackman is a maze game based on the manga of the same name. It was published by Banpresto and released in Japan in 1995.

7.6




J

9.2




J

## Go! Go! Hitchhike

Super GAME BOY

**Developer** Ocarina System
**Publisher** J-Wing
**Release date** (jp) July 10, 1998
**Genre** Strategy

Go! Go! Hitchhike is a board traversing strategy game published by J-Wing and released only in Japan in 1998 for the Game Boy.

*"giantbomb.com"*







7.4




J N

Rarity US: 3

OFFICIAL GAME LINK GAME PAK

## Go! Go! Tank

**Developer** Copya Systems
**Publisher** Electro Brain, (jp) Copya Systems
**Release date** (us) May 1991
**Genre** Action, Strategy

The game's narrative is as follows: A peaceful nation has been invaded by an enemy army. The tank will roll forward on its own and climb up any wall that is only a single block high—anything taller and it will crash into it and turn around, taking damage. An airplane must be controlled in order to gather the blocks needed to climb the walls. The map is essentially a race to the top of a hill. Puzzle-solving and shooting enemy tanks are a part of the gameplay.







5.9




J N P

Rarity US: 3

OFFICIAL GAME LINK GAME PAK

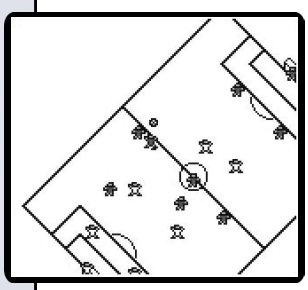
## Goal!

**Developer** TOSE
**Publisher** Jaleco
**Release date** (us) August 1993
(eu) 1993
**Genre** Sports

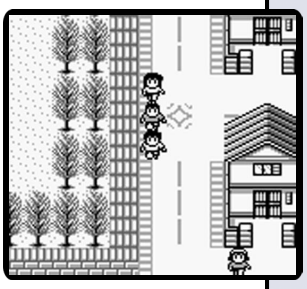
Goal!, released as J.Cup Soccer in Japan, is a port of the NES game of the same name. Unlike other soccer games on the Game Boy, Goal! uses a diagonal top-down view for the gameplay.

The game was also released as Takeda Nobuhiro no Ace Striker in Japan. The only difference is that it was licensed/endorsed by Takeda Nobuhiro.





# God Medicine: Fantasy Sekai no Tanjou

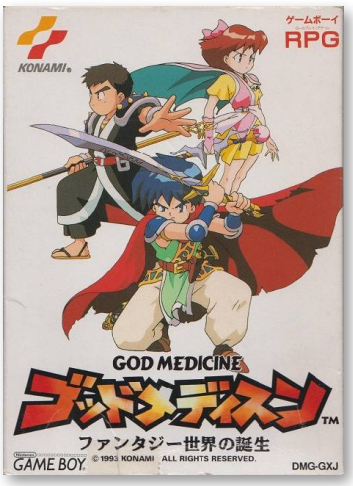
Super GAME BOY RE-RELEASE

| | |
|---|---|
| **Developer** | KCE Nagoya |
| **Publisher** | Konami |
| **Release date** | (jp) July 20, 1993 |
| **Genre** | Role-playing |

God Medicine features standard RPG elements. The three characters can level up through battle and equip weapons and armor. Spells can be learned, as well as Maphu attacks.

The game was re-released in 1998 through the Nintendo Power service, adding Super Game Boy support and featuring a bestiary for encountered monsters; this version was called God Medicine Hukkokuban.

6.6




J



5.7




J N P

Rarity US: 4

## Godzilla

**Developer** Compile
**Publisher** Toho, (eu) Nintendo
**Release date** (us) October 1990
(eu) 1991
**Genre** Action

Godzilla is a port of an edition from the MSX console. Also the international version is slightly different from the Japanese version (different in-game character designs and behavior of the enemy characters).

The game is a 2D side-scrolling video game where Godzilla can only walk around or climb ladders, vines or crystals. The main point of each room is to destroy all of the boulders.







5.9




J N P

Rarity US: 2

OFFICIAL GAME LINK GAME PAK

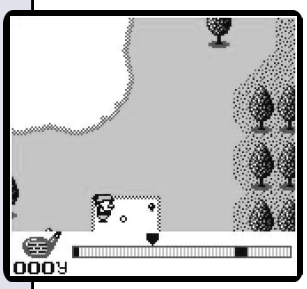
## Golf

Super GAME BOY

**Developer** Nintendo
**Publisher** Nintendo
**Release date** (us) February 1990
(eu) 1990
**Genre** Sports

Golf features two challenging 18 hole courses where players are able to play a round of golf, and allows players to choose a club, adjust stance and control the swing. The game features three alternating views; an overhead long-range view of the entire hole, an overhead medium-range view from the ball's current location, and an overhead close-range view of the green. Gameplay modes include 1 player, or 2 player play with a link cable.



8.3




J N P

Rarity US: 5

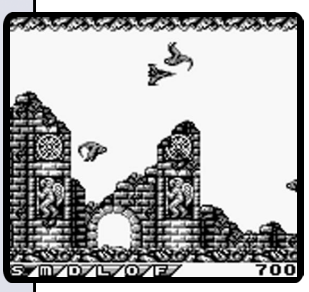
## Gradius: The Interstellar Assault

**Developer** Konami
**Publisher** Konami
**Release date** (us) January 1992
(eu) 1992
**Genre** Shooter

Gradius: The Interstellar Assault, also known as Nemesis II, is the second Game Boy game in the Gradius series.

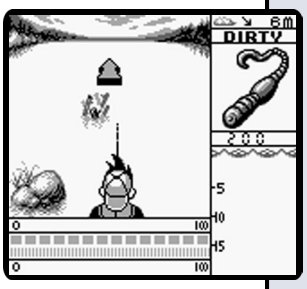
The game retains the traditional horizontal scrolling gameplay from the Gradius series. Once again the player takes control of the Vic Viper and flies through five different stages destroying Bacterion's army.



## Grander Musashi RV




| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Bandai |
| **Release date** | (jp) July 24, 1998 |
| **Genre** | Sports |

Grander Musashi RV, based on the Japanese manga and anime series, is a fishing game. The game was developed by TOSE, published by Bandai and released in Japan in 1998.

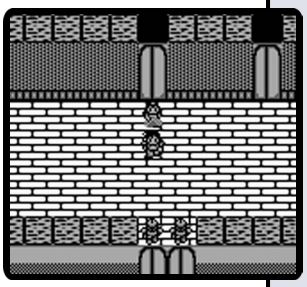
7.4



J

## Great Greed



| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (us) April 1993 |
| **Genre** | Role-playing |

Great Greed is an environmentally-themed role-playing game. The game's plot deals with a protagonist referred to as "Sierra Sam". Sam, a resident of the "real world," is transported to the fictional world of Greene in order to prevent Bio-Haz from continuing to pollute Greene, a world of seven nations. Sam finds himself stuck in Greene because Microwave, who brought him there in the first place, lost her power in the previous battle. Sam's adventures range from collecting debut records to helping to expose a corrupt politician.

7.5

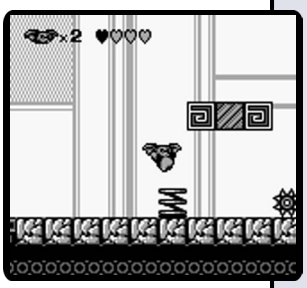



J N

Rarity US: 6

## Gremlins 2: The New Batch



| | |
|---|---|
| **Developer** | Sunsoft |
| **Publisher** | Sunsoft |
| **Release date** | (us) January 1991<br>(eu) April 23, 1992 |
| **Genre** | Platformer |

Gremlins 2: The New Batch, released in conjunction with the movie of the same name, is a side-scroller featuring Gizmo.

Gizmo can equip a variety of weapons from a pencil to a toolbox to use against different Gremlins and other vermin such as spiders, bats and rats. There are also traps that hurt Gizmo. Gizmo can be hit by an enemy or trap multiple times before he loses a life.

5.4




J N P

Rarity US: 3

7.7




J N

Rarity US: 4

OFFICIAL GAME LINK GAME PAK

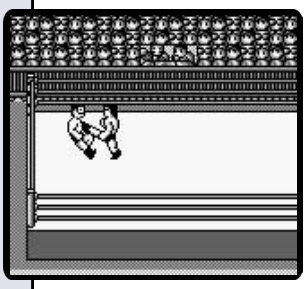
## HAL Wrestling

**Developer** Human Entertainment
**Publisher** HAL Laboratory, (jp) Human Entertainment
**Release date** (us) December 1990
**Genre** Sports

Hal Wrestling, a 2D wrestling game, is a spin-off of the Fire Pro Wrestling series. The player fights in a one on one match (game has two types of matches: single match and 4 vs 4 elimination match) against a CPU controlled opponent. Characters use various wrestling throws, holds, etc.

*"mobygames.com"*



7.7




J P

## Hammerin' Harry: Ghost Building Company

**Developer** Tamtex
**Publisher** Irem
**Release date** (eu) 1993
**Genre** Platformer

Hammerin' Harry: Ghost Building Company, the sequel to Hammerin' Harry, has Harry fighting more than just workers. He has to defeat an army of ghosts in a series of environments, including construction site, sewer, airship, jungle, and finally, the headquarters where he meets the evil ghost building machine. Rather than using his mallet, Harry can obtain a spiked ball which does more damage than the mallet.

*"mobygames.com"*







6.8




J N

Rarity US: 4

OFFICIAL GAME LINK GAME PAK

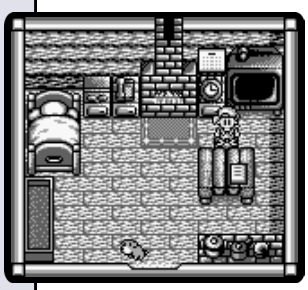
## Harvest Moon GB

Super GAME BOY

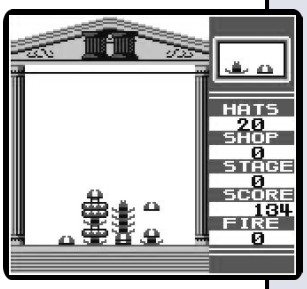
**Developer** Victor Interactive Software
**Publisher** Natsume, (jp) Victor Interactive Software
**Release date** (us) August 1998
**Genre** Life simulation, Role-playing

Harvest Moon GB is the second game in the Story of Seasons series and the first portable Harvest Moon game. At the beginning of the game, the player's deceased grandfather visits them as a spirit and asks them to take over his farm. He implores them to succeed him as a Ranch Master, stating he will check on the player at the end of each winter to determine his progress. The player must develop their farm by growing and selling crops, and raising livestock to reach this goal.






## Hatris

| | |
|---|---|
| **Developer** | Bullet-Proof Software |
| **Publisher** | Bullet-Proof Software |
| **Release date** | (us) May 1991 |
| **Genre** | Puzzle |

Hatris, also released as an arcade game, plays similarly to Pajitnov's previous Tetris, in that game objects falling from the top of the screen must be arranged in specific patterns to gain points and to keep the play area clear. In Hatris, hats of different styles fall from the top of the screen and accumulate at the bottom. To eliminate hats from the play area, five hats of identical style must be stacked. Different style hats stack differently.

6.4




J N

Rarity US: 4






9.0



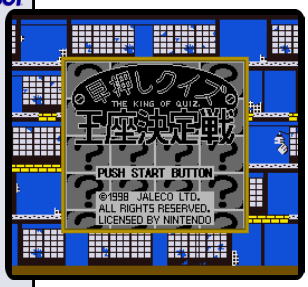

J

## Hayaoshi Quiz: Ouza Ketteisen

Super GAME BOY

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Jaleco |
| **Release date** | (jp) July 31, 1998 |
| **Genre** | Game show |

Hayaoshi Quiz: Ouza Ketteisen is a quiz game, published by Jaleco Entertainment, which was released in Japan in 1998.







6.1




J N

Rarity US: 4

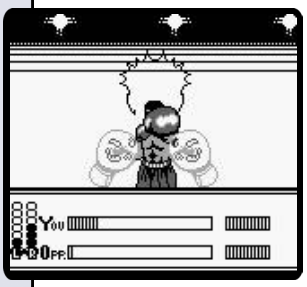
OFFICIAL GAME LINK GAME PAK

## Heavyweight Championship Boxing

| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Activision, (jp) Tonkin House |
| **Release date** | (us) September 1990 |
| **Genre** | Sports |

Heavyweight Championship Boxing is known as Boxing in Japan. Once the player chooses a boxer, the other challengers must be defeated in order to gain the title. Points can be distributed and re-distributed on the fighter's health meter, stamina, and how fast he moves around in the ring. Either uppercuts or normal punches can be used to wear down the opponent in the game.




6.6




J N

Rarity US: 2

OFFICIAL GAME LINK GAME PAK

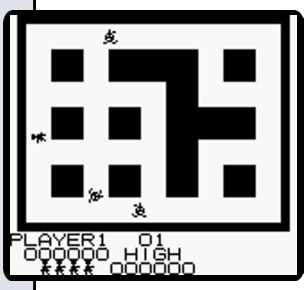
## Heiankyo Alien

| | |
|---|---|
| **Developer** | Hyperware |
| **Publisher** | Meldac |
| **Release date** | (us) April 1990 |
| **Genre** | Maze |

Heiankyo Alien was originally developed and released as a computer game in 1979, and was then published by Denki Onkyō Corporation as an arcade game in 1980.

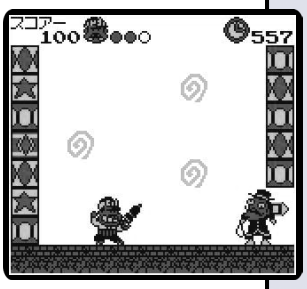
The player controls a Heian period police officer who must defend the capital city from an alien invasion by digging holes in the ground and filling them back up after an alien falls inside. The player scores points for every alien trapped, and the quicker the hole is filled up after the alien falls in, the higher the points are scored.



## Heisei Tensai Bakabon




| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Namco |
| **Release date** | (jp) February 28, 1992 |
| **Genre** | Action |

Heisei Tensai Bakabon is an action game, published by Namco, which was released in Japan in 1992. The game is a port/sequel of an identically-titled FamiCom game and is based on the Heisei Tensai Bakabon manga license.

5.7




J

## Heracles no Eikō: Ugokidashita Kamigami







| | |
|---|---|
| **Developer** | SAS Sakata |
| **Publisher** | Data East |
| **Release date** | (jp) December 27, 1992 |
| **Genre** | Role-playing |

Glory of Heracles is a Japanese role-playing game series based in the world of Greek mythology, with the Greek hero Heracles as the title character of each game.

Ugokidashita Kamigami - The Snap-Story is the fourth game of the series and is the only spinoff of the series. It is the only other game in the series that features Heracles as the main playable character. The story is set shortly after the events of the first game.

6.6




J

## Hercules

Super GAME BOY







| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | THQ |
| **Release date** | (us) July 1997<br>(eu) 1997 |
| **Genre** | Platformer |

Disney's Hercules is based on the animated movie of the same name. Besides the source material, there is no connection to the movie-based games on other platforms.

The player takes the role of Hercules who has to travel through nine levels in order to prove himself a worthy son of Zeus. Regarding gameplay, this is a standard side-scrolling platformer.

*"mobygames.com"*

5.1




N P

Rarity US: 4

8.5



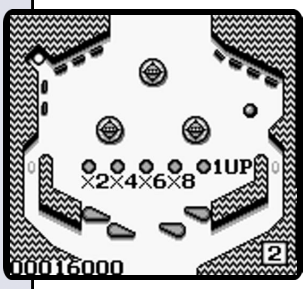

J

## Hero Shugo!! Pinball Party

**Developer** n/a
**Publisher** Jaleco
**Release date** (jp) January 12, 1990
**Genre** Pinball

Hero Shuugou!! Pinball Party is a pinball game, published by Jaleco Entertainment, which was released in Japan in 1990.




8.6



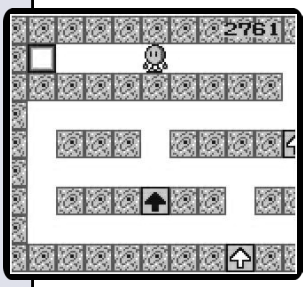

J

## Hiden Inyo Kikoho: Ca Da

**Developer** n/a
**Publisher** Yonezawa PR21
**Release date** (jp) November 22, 1991
**Genre** Puzzle

Hiden Inyou Kikouhou: Ca Da is a puzzle game, developed by Outback and published by Yonezawa PR21, which was released in Japan in 1991.




7.4



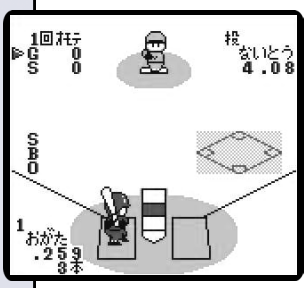

J

## Higashio Osamu Kanshuu Pro Yakyuu Stadium '91

**Developer** n/a
**Publisher** Tokuma Shoten
**Release date** (jp) August 9, 1991
**Genre** Sports

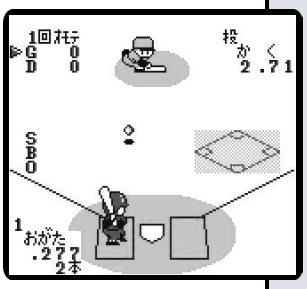
Higashio Osamu Kanshuu Pro Yakyuu Stadium '91 is a baseball game sponsored by Japanese Baseball Hall of Famer Osamu Higashio. The game was published by Tokuma Shoten, which was released in Japan in 1991.



## Higashio Osamu Kanshuu Pro Yakyuu Stadium '92



**Developer** n/a
**Publisher** Tokuma Shoten
**Release date** (jp) July 17, 1992
**Genre** Sports

Higashio Osamu Kanshuu Pro Yakyuu Stadium '92 is another baseball game sponsored by Osamu Higashio. The game was published by Tokuma Shoten and released in Japan in 1992.

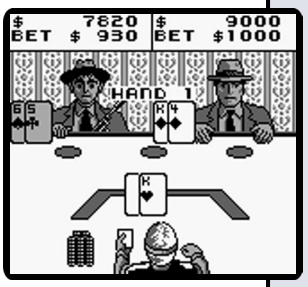
7.4




J

## High Stakes Gambling




**Developer** Sculptured Software
**Publisher** Electro Brain
**Release date** (us) June 1992
**Genre** Gambling

The player, as an secret agent named Pete Rosetti, go undercover as an inteprid gambler. He must turn the Mafia from filthy rich to dirt poor in a series of gambling games in order to arrest them.

The initial rounds of the game involve blackjack, poker and slot machines; with the final confrontation being done on five-card draw poker. For a price, players can also buy special cheating tools.

7.4




N

Rarity US: 3

## Hit the Ice







**Developer** Williams
**Publisher** Taito Corporation
**Release date** (us) October 1992
**Genre** Sports

Hit the Ice is a hockey video game originally released by Williams to arcades in 1990. The game can be played by one or two players. There are three game modes: Championship, VS. Play and Shot Race. Championship is a tournament against the other teams. VS. Play is an exhibition game. The player is the Reds and the computer is the Blues. Finally, Shot Race is different from the other two options. A maximum number of goals is set and the player to score that many goals first is the winner.

7.9




N P

Rarity US: 6

7.9




J

## Hitori de Dekirumon! Cooking Densetsu

**Developer** Jorudan
**Publisher** VAP
**Release date** (jp) December 18, 1992
**Genre** Role-playing

Cooking Densetsu is a cooking based RPG for the GameBoy. It's a short and simple game with a fun premise. Battles are done quiz-style, so if players don't speak Japanese they will struggle with that aspect a bit. The overall difficulty is very low, especially since some of the recipes (spells) will basically give players infinite HP, and some battle options will tell them the correct answers to the quiz questions.

*"neoseeker.com"*







5.3




J N P

Rarity US: 2

## Home Alone

**Developer** Imagineering
**Publisher** THQ, (jp) Altron
**Release date** (us) November 1991
(eu) 1991
**Genre** Action-platformer

The Game Boy version of the game, similar to the SNES and NES versions, require for the player to evade confrontation with the Wet Bandits. Similar to the SNES version, the player has to gather up various items in the game and then dump them into a laundry chute to deposit them into a safe. There are four levels in all, each taking place in a different area of the house, as well as each having a different item that the player must recover.







5.0




N P

Rarity US: 2

## Home Alone 2: Lost in New York

**Developer** Imagineering
**Publisher** THQ
**Release date** (us) October 1992
(eu) 1992
**Genre** Action-platformer

Home Alone 2: Lost in New York is a game based loosely on the 1992 film of the same name. The game was released in late 1992 for all three Nintendo's consoles available at the time. Mechanically the three versions are identically, with the Game Boy version being virtually identical to the NES version aside from the monochrome graphics and lowered resolution.

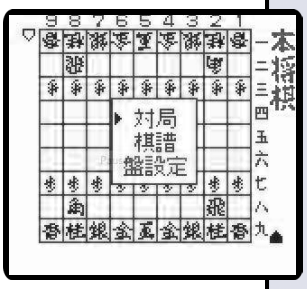





## Hon Shogi

Super GAME BOY




| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Imagineer |
| **Release date** | (jp) November 25, 1994 |
| **Genre** | Board game |

Hon Shogi is a board game based on shogi gameplay. It was published by Imagineer, which was released in Japan in 1994.

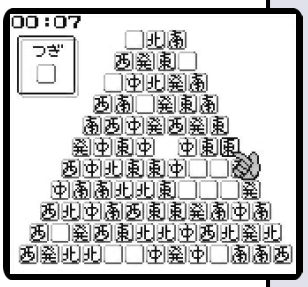
6.5




J

## Hong Kong



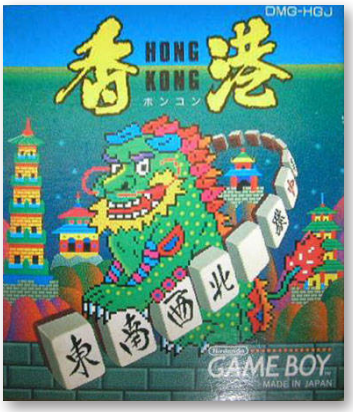

| | |
|---|---|
| **Developer** | Onion Software |
| **Publisher** | Tokuma Shoten |
| **Release date** | (jp) August 11, 1990 |
| **Genre** | Puzzle |

Hong Kong is a Shanghai variant in which players must remove specified tiles from a pattern. The player can select which pattern from which to draw tiles as well as inputting a three letter code which offers several thousand possible combinations of the tiles within that pattern.

Because the game is not a true version of Shanghai it is named after another Chinese city - Hong Kong - instead.

*"giantbomb.com"*

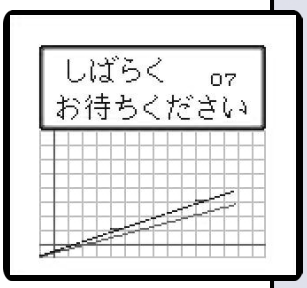
7.4




J

## Honmei Boy

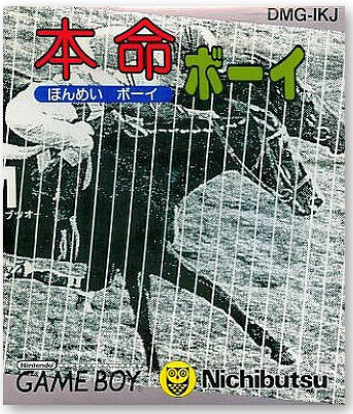



| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) October 7, 1994 |
| **Genre** | Sports |

Honmei Boy is a horse racing game, published by Nichibutsu, which was released in Japan in 1994.

8.4




J

7.7



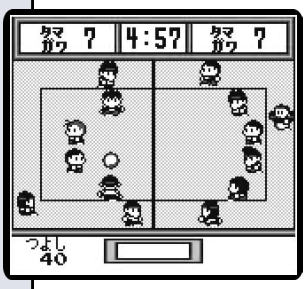

J

## Honō no Dōkyūji: Dodge Danpei

**Developer** n/a
**Publisher** Hudson Soft
**Release date** (jp) April 24, 1992
**Genre** Sports

Honō no Dōkyūji: Dodge Danpei is a dodgeball game that is based on a shounen serialized manga about a highschool dodgeball team. The game was published by Hudson and released in Japan in 1992.




5.6




J N P

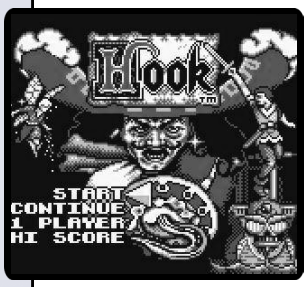
Rarity US: 3

## Hook

**Developer** Painting by Numbers
**Publisher** Sony Imagesoft, (eu) Ocean
**Release date** (us) April 1992
(eu) 1992
**Genre** Platformer

In Hook, based on the 1991 film by Steven Spielberg, the player controls Peter Pan who is trying to rescue his children from Captain James Hook. This version differs from the version of the game by Ukiyotei. While also a platformer, the title by Painting by Numbers also includes flying levels as well as one-on-one fight scenes.

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5.4




J N

Rarity US: 4

## Hudson Hawk

**Developer** Ocean
**Publisher** Sony Imagesoft, (jp) Epic/Sony Records
**Release date** (us) December 1991
**Genre** Platformer

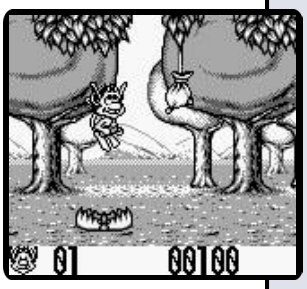
In this platformer based on the 1991 comedy/action film of the same name, the player takes on the role of Eddie Hawkins, known as "Hudson Hawk," the world's greatest cat burglar. He is sent on a mission to steal three Da Vinci artifacts. Walking through various levels in this platform game, the player must avoid sounding alarms. In addition, security guards and dogs show up to hamper the mission. Hudson Hawk can pacify the enemies by punching them or throwing a "ball" at them.






## Hugo 2



| | |
|---|---|
| **Developer** | Bit Managers |
| **Publisher** | Laguna |
| **Release date** | (eu) 1997 |
| **Genre** | Action |

Hugo 2 is based on early episodes of Interactive Television Entertainment's TV show Hugo, part of the international Hugo franchise. The player guides the titular protagonist (a small, friendly troll named Hugo) to save his wife and children from the evil witch Scylla.

The game includes five levels which are directly based on mini games from the TV show; Underwater snorkeling, Snowboarding, Forest and Ice cave. The fifth level is unlocked after beating the other four.

4.5




P

## The Humans






| | |
|---|---|
| **Developer** | Imagitec Design |
| **Publisher** | GameTek |
| **Release date** | (us) December 1992<br>(eu) 1993 |
| **Genre** | Puzzle |

The goal of The Humans varies per level, but is usually to bring at least one of the player-controlled humans to the designated end area, marked by a red tile. To do this, the player must take advantage of the humans' ability to build a human ladder and use tools, such as spears, torches, wheels, ropes, in later levels, a witch doctor.

5.3



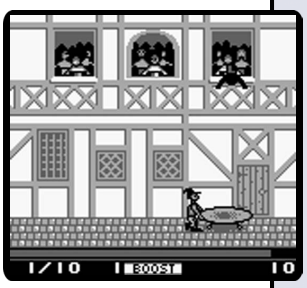

N P

Rarity US: 5

## The Hunchback of Notre Dame

Super GAME BOY



| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | THQ |
| **Release date** | (us) March 1997<br>(eu) 1997 |
| **Genre** | Mini-games |

Disney's The Hunchback of Notre Dame is essentially the same game as the PC version, but features two new mini games ("Catch the Fool" and "Picture Puzzle"). In turn, the mini games "Le Food Fight" and "Inside Outwords" were removed.

The mini games are: Chiseler, Djali Bowling, Catch the Fool, Upsy Daisy, Picture Puzzle, and Wheel of Fortune.

8.1




N P

Rarity US: 4

6.8




J N P

Rarity US: 3

OFFICIAL GAME LINK GAME PAK

## The Hunt for Red October

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Hi Tech Expressions, (jp) Altron |
| **Release date** | (us) May 1991<br>(eu) June 11, 1992 |
| **Genre** | Shooter |

Based on the movie of the same name, players control the Red October during its run for freedom. The game plays as an underwater sidescroller. The Red October submarine can move in any of four directions. The A button fires torpedoes horizontally towards the right and the B button fires missiles vertically, upwards. Additionally, the Caterpillar drive (invisibility) may be activated for short periods of time.

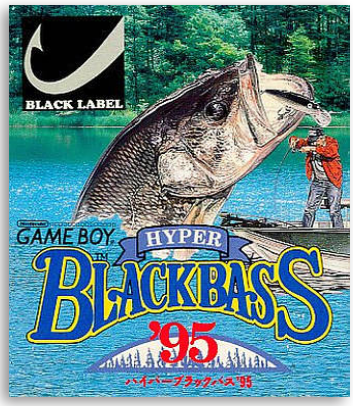
*“mobygames.com”*







8.6




J

## Hyper Black Bass ‘95

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Black Label Games |
| **Release date** | (jp) October 20, 1995 |
| **Genre** | Sports |

Hyper Black Bass ‘95 is a fishing game in the famous “Black Bass” series. The game was published by Black Label Games and released in Japan in 1995.







5.9




J N P

Rarity US: 3

OFFICIAL GAME LINK GAME PAK

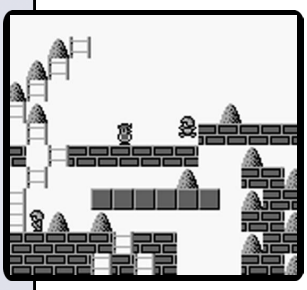
## Hyper Lode Runner: The Labyrinth of Doom

| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Bandai |
| **Release date** | (us) February 1990<br>(eu) 1990 |
| **Genre** | Puzzle, Platformer |

Hyper Lode Runner is based on Lode Runner, a very popular computer game, which was released in 1983 by Broderbund.

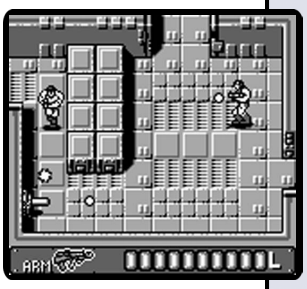
The graphics are updated from the original, and have bigger sprites with a Japanese anime feel compare to the original. As a result, the visible playing area is limited and the game has to scroll.



## Ikari no Yousai 2



| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Jaleco |
| **Release date** | (jp) February 21, 1992 |
| **Genre** | Shooter |

Ikari no Yōsai 2 is set after the happenings of Fortified Zone. The two special agents Masato Kanzaki and Mizuki Makimura receive a new important mission: destroying the ultimate weapon the enemy is developing in its secret base.

While the basic gameplay concept is unchanged from the predecessor, there are two major differences: the characters can be moved diagonally and, besides health pick-ups, there are no power-ups anymore.

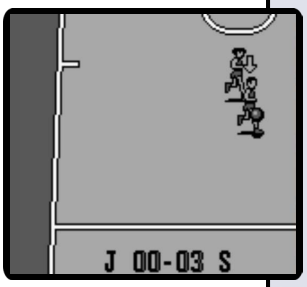
7.1




J

## In Your Face



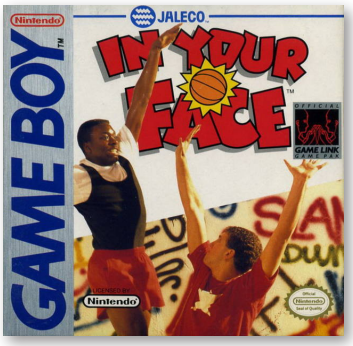

| | |
|---|---|
| **Developer** | Jaleco |
| **Publisher** | Jaleco |
| **Release date** | (us) December 1990 |
| **Genre** | Sports |

In Your Face, a basketball game, allows one or two players mode. Each mode consists of two different game modes: “1 on 1” or “2 on 2”.

Each of the modes allow: Character selection: four characters available. Rules selection: Losers Out (if the opponent scores players get the ball) and Winners Out (if players score they keep the ball). Time or Score: Minutes (1, 3, 5 or 10 minutes); Points (10, 15, 20 or 25 points).

*“mobygames.com”*

8.0




N

Rarity US: 4

## The Incredible Crash Dummies






| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | LJN |
| **Release date** | (us) November 1992<br>(eu) 1992 |
| **Genre** | Action |

Although it shares the same name, this game greatly differs from the NES version and other platforms. Players take the role of crash dummy Slick, trying to earn money. The better they do, the more money they earn. If they don’t earn enough, they must redo the level. The levels vary with events like diving off a building as a movie stunt, driving a car to test air-bags, skiing down a mountain, etc. Up to two players can play, alternating.

5.0




N P

Rarity US: 5

5.6




J N P

Rarity US: 5

## Indiana Jones and the Last Crusade

**Developer** NMS Software
**Publisher** Ubisoft, (jp) Coconuts Japan
**Release date** (us) July 1994
(eu) 1994
**Genre** Platformer

As in the movie (and the more famous graphic adventure), the task is to find the Holy Grail. Before this can be done Indy must find the Cross of Coronado, a shield and a diary.

This makes for a four-level arcade adventure combining climbs, exploration (with several routes through each level, and some traps) and puzzles.






5.7




N

Rarity US: 4

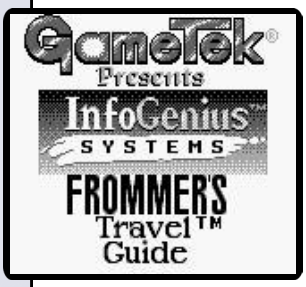
## InfoGenius Productivity Pak: Frommer's Travel Guide

**Developer** NovaLogic
**Publisher** GameTek
**Release date** (us) September 1991
**Genre** non-game

Frommer's Travel Guide is a travel guide developed and published by Gametek for the Game Boy platform.

There are two functions that map out locations once users put in an address. Emergency: Maps out local police stations, hospitals and fire departments. Streets and Avenues: Maps out surrounding streets.

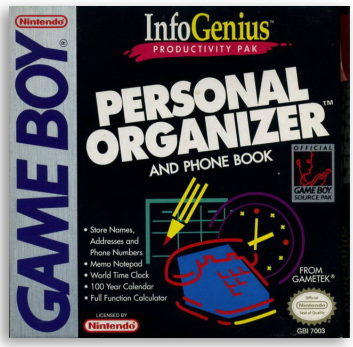
*"giantbomb.com"*







7.3




N P

Rarity US: 4

## InfoGenius Productivity Pak: Personal Organizer and Phone Book

**Developer** Imagineering
**Publisher** GameTek
**Release date** (us) September 1991
(eu) 1991
**Genre** non-game

InfoGenius Productivity Pak: Personal Organizer and Phone Book is a personal organizer for the Game Boy. It also has a phone book that users can add phone numbers and addresses into.

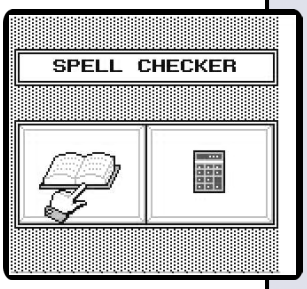
*"giantbomb.com"*






## InfoGenius Productivity Pak: Spell Checker and Calculator




**Developer** Imagineering
**Publisher** GameTek
**Release date** (us) September 1991
**Genre** non-game

InfoGenius Productivity Pak: Spell Checker and Calculator is a spell checker for the Game Boy. It also has a calculator.

4.1




Rarity US: 4

## Initial D Gaiden

Super GAME BOY







**Developer** MTO
**Publisher** Kodansha
**Release date** (jp) March 6, 1998
**Genre** Racing

Initial D Gaiden is the first video game in the Initial D series based on the Japanese sports manga series written and illustrated by Shuichi Shigeno. The game was developed by MTO and published by Kodansha, which was released in Japan in 1998.

8.1




## International Superstar Soccer

Super GAME BOY







**Developer** KCE Nagoya
**Publisher** Konami
**Release date** (us) October 1998
(eu) 1998
**Genre** Sports

International Superstar Soccer for the Game Boy brings the popular console soccer series to the hand-held systems. In the game players can play any of 36 national teams in an International Cup.

Players can choose various formations and stances for their team and switch players before the match starts and during half-time.

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8.0




Rarity US: 6

7.7




J

## Ippatsu Gyakuten: DX Bakenou

| | |
|---|---|
| **Developer** | Graphic Research |
| **Publisher** | Asmik Ace Entertainment |
| **Release date** | (jp) May 17, 1991 |
| **Genre** | Gambling |

Ippatsu Gyakuten: DX Bakenou is a gambling game based around horse racing. It was developed by Graphic Research and published by Asmik Ace Entertainment, Inc, which was released in Japan in 1991.







5.5




N

Rarity US: 6

## Iron Man and X-O Manowar in Heavy Metal

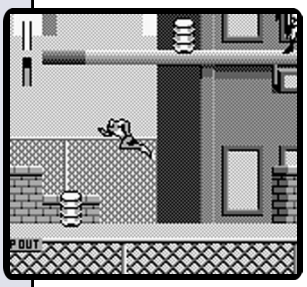
Super GAME BOY

| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | Acclaim |
| **Release date** | (us) August 1996 |
| **Genre** | Action |

This game is a linear beat 'em up Final Fight type game with the choice to play as one of two comic book heroes: Iron Man or X-O Manowar. The game follows the pattern of sidescrolling action in each level with a comic book boss at the end of each.

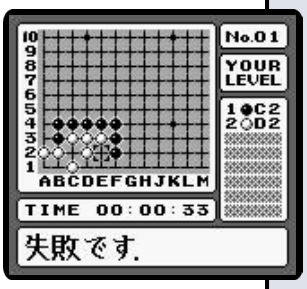
The video game was also adapted into a 2-issue comic book crossover featuring the two heroes teaming up to save the world.



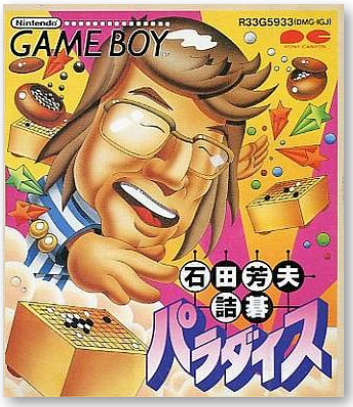





## Ishida Masao no Tsumego Paradise

8.3

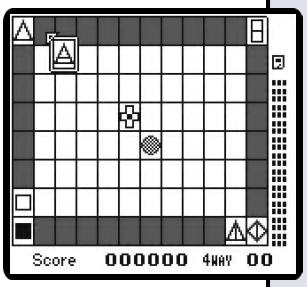



J

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Pony Canyon |
| **Release date** | (jp) December 21, 1990 |
| **Genre** | Board game |

Ishida Masao no Tsumego Paradise is a board game, published by Pony Canyon, which was released in Japan in 1990.




## Ishido: The Way of Stones

7.8




J N

Rarity US: 4

| | |
|---|---|
| **Developer** | Nexoft |
| **Publisher** | Nexoft, (jp) ASCII Corporation |
| **Release date** | (us) November 1990 |
| **Genre** | Puzzle |

Ishido is a solitaire board game played with tiles, similar to Shanghai. The objective is to place all of the tiles onto the board and obtain the highest possible score by following specific rules of play. There are ways to play that can dramatically increase the score, which makes the game very strategic in nature. Additionally, when desired, the player can get an oracle reading by asking a question, which is answered when the player makes a very elegant play (four-way match).

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## Itsudemo! Nyan to Wonderful

Super GAME BOY

8.8




J

| | |
|---|---|
| **Developer** | Yoshidayama Workshop |
| **Publisher** | Banpresto |
| **Release date** | (jp) June 26, 1998 |
| **Genre** | Strategy |

Itsudemo! Nyan to Wonderful is a Strategy game, developed by Yoshidayama Workshop and published by Banpresto, which was released in Japan in 1998.

8.5



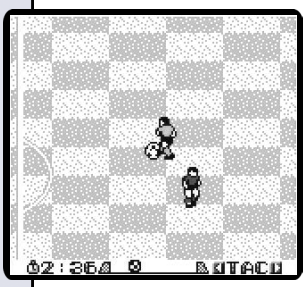

## J-League Fighting Soccer: The King of Ace Strikers

| | |
|---|---|
| **Developer** | Graphic Research |
| **Publisher** | IGS |
| **Release date** | (jp) December 27, 1992 |
| **Genre** | Sports |

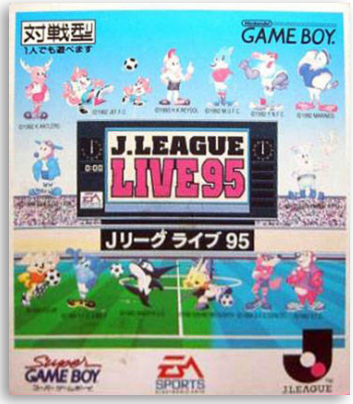
J-League Fighting Soccer: The King of Ace Strikers is a Japan-exclusive soccer simulation video game for the Game Boy and FamiCom.

The Game Boy version (released almost 5 months before the start of the inaugural season of the J. League) was the first title officially licensed by the J. League.



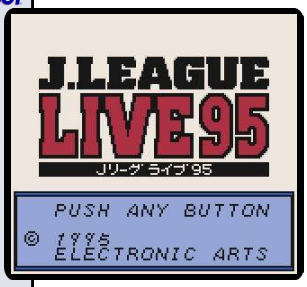
7.5

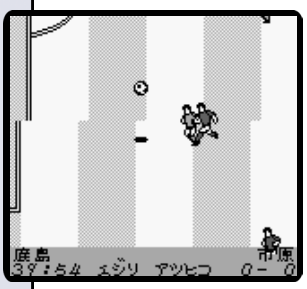



## J-League Live ‘95

| | |
|---|---|
| **Developer** | Graphic Research |
| **Publisher** | Electronic Arts Victor |
| **Release date** | (jp) April 21, 1995 |
| **Genre** | Sports |

J-League Live ‘95, licensed by/based on the Japan Professional Football League, is a soccer game, developed by Graphic Research and published by Electronic Arts Victor, which was released in Japan in 1995.



8.2

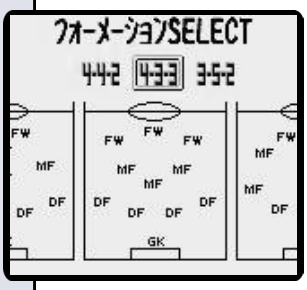



## J-League Supporter Soccer

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | J-Wing |
| **Release date** | (jp) June 26, 1998 |
| **Genre** | Sports |

J.League Supporter Soccer is a Sports game, published by J-Wing, which was released during the 1998 FIFA World Cup. The game features all the national teams that took part in the 1998 World Cup, including J.League clubs.



## J-League Winning Goal







| | |
|---|---|
| **Developer** | Graphic Research |
| **Publisher** | Electronic Arts Victor |
| **Release date** | (jp) April 2, 1994 |
| **Genre** | Sports |

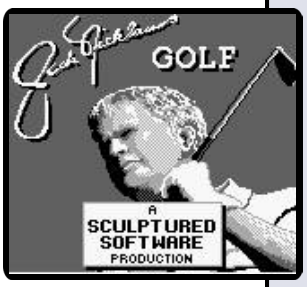
J-League Winning Goal is a soccer game released for the Game Boy and FamiCom that revolves around the J-League. There is an exhibition, a season mode, a playoff mode, and a practice mode. The object in the game is to win the championship so that the player's chosen team can be called the greatest team in all of Japan.

6.0




J

## Jack Nicklaus Golf







| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Tradewest |
| **Release date** | (us) May 1992<br>(eu) 1992 |
| **Genre** | Sports |

Jack Nicklaus Golf brings Accolade's golf series to the Game Boy with a selection of courses from the computer versions and most features and options also present.

Four courses are available: Jack's Greatest, Castle Pines and Desert Mountain as previously seen in Greatest 18 Holes and Muirfield Village from Unlimited. Gameplay modes are skins (for two to four players) and stroke play (for one to four players).

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7.7



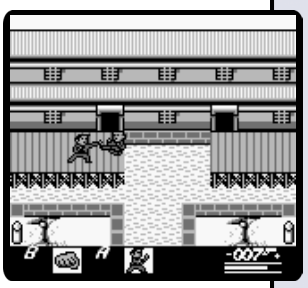

N P

Rarity US: 4

## James Bond 007

Super GAME BOY



| | |
|---|---|
| **Developer** | Saffire |
| **Publisher** | Nintendo |
| **Release date** | (us) February 9, 1998<br>(eu) January 29, 1998 |
| **Genre** | Action-adventure |

The gameplay of James Bond 007 is presented from a top-down perspective. As James Bond, the player controls an arsenal of weapons and items. Bond must use items at the appropriate place and time to either sneak past impossible odds or to solve a mission.

The player can perform fist and karate moves. The game is played across 11 levels, and also incorporates gambling minigames, such as Baccarat and Blackjack.

7.0




N P

Rarity US: 3

7.8




J

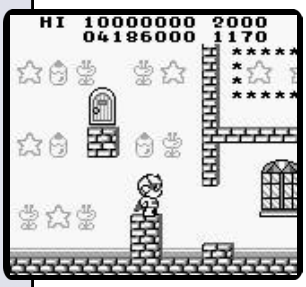
## Janken Man

**Developer** n/a
**Publisher** NCS
**Release date** (jp) December 27, 1991
**Genre** Action

Janken Man is an Action game, published by NCS, which was released in Japan in 1991.

The theme of the game is Janken, the Japanese equivalent of Rock Paper Scissors.




8.3



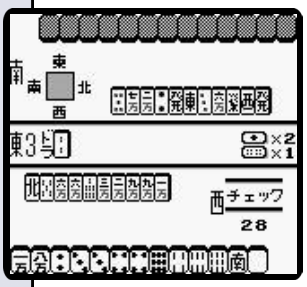

J

## Janshirou

**Developer** n/a
**Publisher** Sammy Corporation
**Release date** (jp) March 27, 1992
**Genre** Board game

Janshirou is a mahjong game, published by Sammy Studios, which was released in Japan in 1992.




8.0



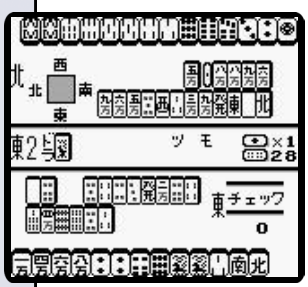

J

## Janshirou II: Sekai Saikyou no Janshi

**Developer** n/a
**Publisher** Sammy Corporation
**Release date** (jp) March 18, 1994
**Genre** Board game

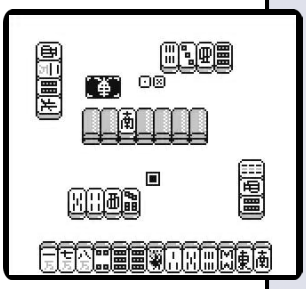
Janshirou II: Sekai Saikyou no Janshi is another mahjong game in the Janshiour series for the Game Boy. The game was published by Sammy Studios, which was released in Japan in 1994.



## Jantaku Boy



**Developer** n/a
**Publisher** Namco
**Release date** (jp) January 24, 1992
**Genre** Board game

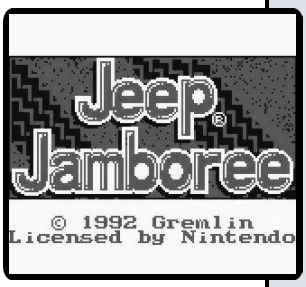
Jantaku Boy is a mahjong game, published by Namco, which was released in Japan in 1992.

8.7




J

## Jeep Jamboree: Off Road Adventure







**Developer** Gremlin Graphics
**Publisher** Virgin Interactive
**Release date** (us) July 1992
**Genre** Racing

Jeep Jamboree: Off Road Adventure involves Jeep Wrangler vehicles. The object is to race laps around a muddy race track while trying to get first place. There are twenty tracks to race in; each with a timer that forces the player to race fast.

The game was later recycled for use in the video game Race Days.

7.4

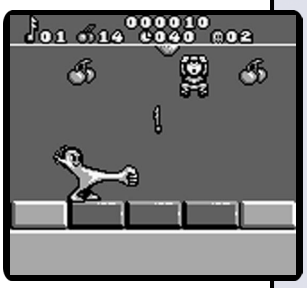



N

Rarity US: 6

## Jelly Boy



**Developer** Probe Entertainment Limited
**Publisher** Ocean
**Release date** (eu) 1994
**Genre** Platformer

Jelly Boy is a platformer in which the player controls a pink blob with transformation abilities. In comparison to the SNES version, the Game Boy version has a different level design.

The gameplay mechanics are the same, though: the blob has the standard abilities to jump and punch enemies. Collecting power-ups transform him into other forms with different abilities, e.g. a balloon which allows him to float.

5.8




P

8.1




N

Rarity US: 3

OFFICIAL GAME LINK GAME PAK

## Jeopardy!

| | |
|---|---|
| **Developer** | Data Design Interactive |
| **Publisher** | GameTek |
| **Release date** | (us) March 1991 |
| **Genre** | Game show |

Jeopardy! is a conversion of the TV quiz show, the first of several versions released for the Game Boy. It features an accurate representation of the game's rules and a reservoir of more than 1500 answers and questions in around 300 categories.

The answer categories include history, geography, arts, sciences, politics, pop culture, and more, most with a heavy US focus.

*"mobygames.com"*







5.9




N

## Jeopardy! Platinum Edition

Super GAME BOY

| | |
|---|---|
| **Developer** | Data Design Interactive |
| **Publisher** | GameTek |
| **Release date** | (us) December 1996 |
| **Genre** | Game show |

Jeopardy! Platinum Edition is another Jeopardy game, but with Super Game Boy features. Aesthetically, the game looks like the previous entry in the series. Many of the contestant (there are about a dozen to choose from) are the exact same ones from the 1991 version.

The main game is exactly like one would expect, with the game board sporting 6 columns of 5 questions each. There's also a "double jeopardy" round after the first round and a "final jeopardy" question after that.







5.9




N

Rarity US: 4

OFFICIAL GAME LINK GAME PAK

## Jeopardy! Sports Edition

| | |
|---|---|
| **Developer** | Data Design Interactive |
| **Publisher** | GameTek |
| **Release date** | (us) May 1994 |
| **Genre** | Game show |

This handheld version differs from its Game Gear version though it does run along the same lines. While it does feature sports related questions ranging from football to baseball and soccer, it does not feature any digitized voices or likeness of either contestants or Alex Trebek, instead opting for generic cartoon-like characters instead.

*"mobygames.com"*






## Jeopardy! Teen Tournament







| | |
|---|---|
| **Developer** | Data Design Interactive |
| **Publisher** | GameTek |
| **Release date** | (us) December 1996 |
| **Genre** | Game show |

This game is based on the Teen Tournament version that would occasionally run on television.

The same rules apply as in normal Jeopardy!: Pick a question, answer correctly, get money, repeat until victory (or defeat). There are just more teen-friendly questions. Although the answers may be difficult for todays teens.

*"mobygames.com"*

8.0

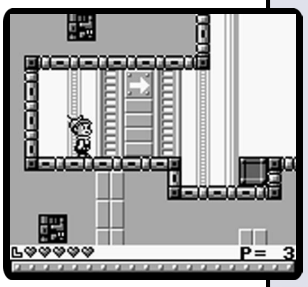



N

Rarity US: 5

## The Jetsons: Robot Panic




| | |
|---|---|
| **Developer** | Act Japan |
| **Publisher** | Taito Corporation |
| **Release date** | (us) October 1992<br>(eu) April 29, 1993 |
| **Genre** | Platformer |

This is a multi-character platformer based on The Jetsons cartoon. Players can choose from either Elroy, Judy, Jane, and finally George in the final level. Each character has their own special tool to help them advance through their level. The robots have gone berserk, and are making a mess all over town. George is called in to help, but the rest of the cast have to deal with the robots at each of their own locations first.

*"mobygames.com"*

6.5

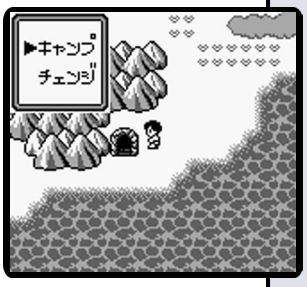



N P

Rarity US: 7

## Jikuu Senki Mu



| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) September 13, 1991 |
| **Genre** | Role-playing |

Jikuu Senki Mu is a role-playing game, published by Hudson, which was released in Japan in 1991.

7.2




J

7.0




J N P

Rarity US: 7

OFFICIAL GAME LINK GAME PAK

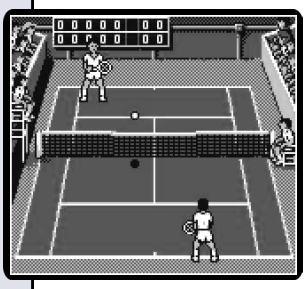
## Jimmy Connors Tennis

**Developer** NMS Software
**Publisher** Ubisoft, (jp) Misawa
**Release date** (us) May 1998
(eu) 1993
**Genre** Sports

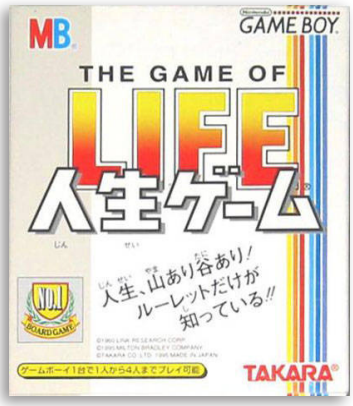
Jimmy Connors Tennis, released as Yannick Noah Tennis in Europe, features the name and likeness of American world-number-one tennis champion Jimmy Connors.

The player can compete in an ATP World Tour at one of three difficulty levels, or just practice hitting tennis balls. The 1998 Game Boy version of the game allows two-player competitive play over a Game Link Cable.



9.0




J

## Jinsei Game

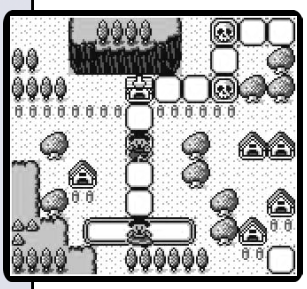
Super GAME BOY

**Developer** n/a
**Publisher** Takara
**Release date** (jp) June 23, 1995
**Genre** Board game

A Jinsei Game is the Japanese equivalent of The Game of Life, a board game that allows multiple players to compete to get the best life (as measured by monetary gain).

This version of a Jinsei Game was published by Takara, which was released in Japan in 1995.



9.0



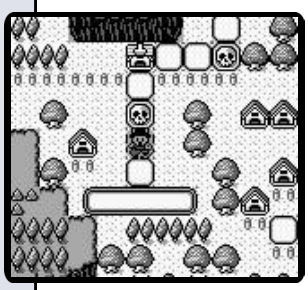

J

## Jinsei Game Densetsu

**Developer** n/a
**Publisher** Takara
**Release date** (jp) June 28, 1991
**Genre** Board game

Jinsei Game Densetsu is a Jinsei/Game of Life game, developed by Advance Communication Company and published by Takara, which was released in Japan in 1991.



## Joe & Mac






| | |
|---|---|
| **Developer** | MotiveTime |
| **Publisher** | Data East, (eu) Elite Systems |
| **Release date** | (us) June 1993<br>(eu) 1993 |
| **Genre** | Platformer |

Joe & Mac, also known as Caveman Ninja, was originally released as a 1991 platform game for the arcades by Data East. The NES and Game Box versions are much downgraded versions of the original arcade version, and lack the option of choosing levels.

The objective of the game is to rescue a group of women who were kidnapped by a rival tribe of cavemen.

6.2




N P

Rarity US: 7

## Jordan vs. Bird: One on One







| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | Electronic Arts, (jp) Electronic Arts Victor |
| **Release date** | (us) February 1992<br>(eu) 1992 |
| **Genre** | Sports |

Jordan vs. Bird: One on One is a basketball game by Electronic Arts first released in 1988.

Michael Jordan of the Chicago Bulls and Larry Bird of the Boston Celtics were the only two players in the game, which allowed the player to participate in a one-on-one basketball game. Mini-games included a slam dunk contest (utilizing Jordan) and a three-point contest (utilizing Bird).

5.0




J N P

Rarity US: 6

## Judge Dredd







| | |
|---|---|
| **Developer** | Probe Entertainment Limited |
| **Publisher** | Acclaim, (jp) Acclaim Japan |
| **Release date** | (us) June 1995<br>(eu) 1995 |
| **Genre** | Action-platformer |

Judge Dredd is loosely based on the 1995 film Judge Dredd, which was a spin off from the Judge Dredd strip from 2000AD. The game was a multi system release so it fits the standard console jump/shoot/duck formula although it does add some unique twists such as wounding enemies so that they surrender and can be arrested.

3.6




J N P

Rarity US: 5

6.2



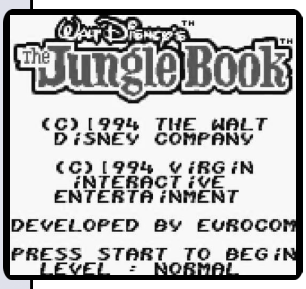

Rarity US: 2

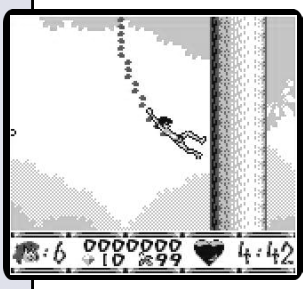
## The Jungle Book

| | |
|---|---|
| **Developer** | Eurocom |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) August 1994<br>(eu) 1994 |
| **Genre** | Platformer |

One of several games released in 1994 based on the Disney film The Jungle Book, the version is similar in design to the Genesis version, but has a unique set of levels.

In each of the 10 platforming stages, jungle boy Mowgli has to collect a certain number of jewels to advance. Most of them are scattered over the level, but some are dropped by killed enemies.



3.7




J

## Jungle no Ouja Tar-chan

Super GAME BOY

| | |
|---|---|
| **Developer** | Sun L |
| **Publisher** | Bandai |
| **Release date** | (jp) July 29, 1994 |
| **Genre** | Action |

Jungle no Ouja Tar-chan is a 1994 action game based on the Jungle no Ouja Tar-chan manga and anime, featuring a comedic take on Edgar Rice Burroughs's Tarzan character. It was released in the middle of the manga's anime TV series adaptation. A game was also released on the Super Famicom.






6.9




Rarity US: 4

## Jungle Strike

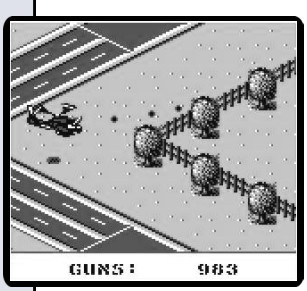
Super GAME BOY

| | |
|---|---|
| **Developer** | Ocean |
| **Publisher** | Malibu Games, (eu) Ocean |
| **Release date** | (us) June 1995<br>(eu) 1995 |
| **Genre** | Shooter |

Jungle Strike is the direct sequel to Desert Strike: Return to the Gulf and is the second instalment in the Strike series. The game is a helicopter based shoot 'em up, mixing action and strategy.

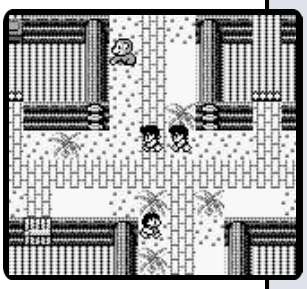
The plot concerns two villains intent on destroying Washington, D.C.. The player must use the helicopter and occasionally other vehicles to thwart their plans.



## Jungle Wars



| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | Pony Canyon |
| **Release date** | (jp) June 21, 1991 |
| **Genre** | Role-playing |

Jungle Wars is an unconventional role-playing game starring intelligent animals, rather than humans. The game was developed by Atelier Double and published by Pony Canyon, which was released in Japan in 1991.

It got a sequel on the Super Famicom titled Jungle Wars 2: Kodai Mahou Atimos no Nazo.

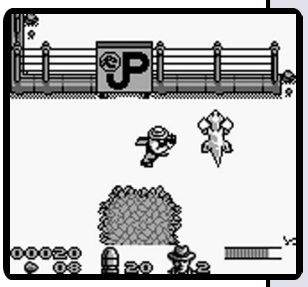
4.8




J

## Jurassic Park



| | |
|---|---|
| **Developer** | Ocean |
| **Publisher** | Ocean |
| **Release date** | (us) August 1993<br>(eu) 1993 |
| **Genre** | Action adventure |

Jurassic Park, a port of the NES game of the same title, is a 1993 video game based on the film and novel of the same name. Much like the movie and novel which it is based on, Dr. Alan Grant is trapped at Jurassic Park located on Isla Nublar. The park's power has been cut out because of a computer malfunction, and the dinosaurs are roaming free. Grant must complete a series of missions that will eventually lead to him escaping the island without being killed by the dinosaurs.

6.7




N P

Rarity US: 3

## Jurassic Park Part 2: The Chaos Continues






| | |
|---|---|
| **Developer** | Ocean |
| **Publisher** | Ocean |
| **Release date** | (us) December 1994<br>(eu) 1995 |
| **Genre** | Run and gun |

Jurassic Park 2: The Chaos Continues is a 1995 video game and a non-canonical continuation of the Jurassic Park series. The player controls Grant, whose vehicle at Jurassic Park has stopped functioning as the result of an intentional power outage. The game is played across four zones on different parts of the island. Enemies include raptors and pterosaurs.

7.2




N P

Rarity US: 4

8.1




J

## Kaeru no Tame ni Kane wa Naru

Super GAME BOY

**Developer** Intelligent Systems
**Publisher** Nintendo
**Release date** (jp) September 14, 1992
**Genre** Action role-playing

This obscure Japan-only action RPG was the basis for several key gameplay elements in Link's Awakening. The player takes on the roll of Prince of Sabure who, along with his childhood rival, Prince Richard, embark on their quest to rescue the Princess of Mille-Feuille, whose kingdom has been invaded by the Croakian army led by King Delarin.

The game received an English fan translation in 2011.







5.3




J

## Kaijū-ō Godzilla

**Developer** n/a
**Publisher** Bandai
**Release date** (jp) December 17, 1993
**Genre** Action

Kaijū-ō Godzilla is a fighting/adventure/action game by Bandai. In the game, hundreds of monsters have arisen in the land of Japan and it is up to Godzilla to fend them off. The player must maneuver the nuclear giant through the stages and wage a cataclysmic war. Stamping out the human machines that sought to block the player's path, Godzilla must fight the endless hordes of demons. Fighting one after another, almost in succession.







7.9




J

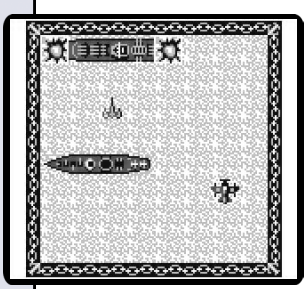
## Kaisen Game: Navy Blue 90

**Developer** Use Corporation
**Publisher** Use Corporation
**Release date** (jp) December 7, 1990
**Genre** Strategy

NavyBlue '90, just like its predecessor, uses the classic Battleship playing principle: two players place ships on a 8x8 grid and then, in turns, guess a position on the opponent's grid. The goal is to hit all ship parts first. There are a few extra weapons available which allow to scout enemy grids or hit multiple grids at once.

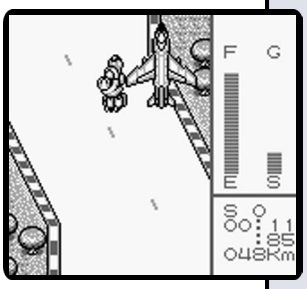
The main difference to the predecessor is that players have to choose their equipment before the match starts: three ships and which/how many extra weapons.



## Kamen Rider SD: Hashire! Mighty Riders




**Developer** n/a
**Publisher** Yutaka
**Release date** (jp) August 20, 1993
**Genre** Racing

Kamen Rider SD: Hashire! Mighty Riders is a racing game based on the Kamen Rider SD anime series. The game wa published by Yutaka, which was released in Japan in 1993.

7.9




J

## Kandume Monsters

Super GAME BOY





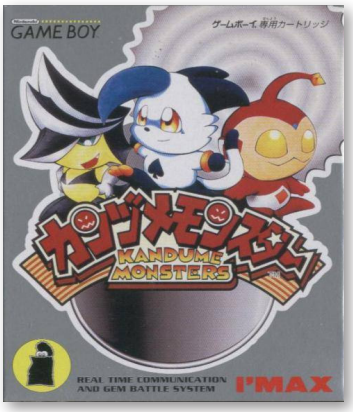


**Developer** n/a
**Publisher** I'Max
**Release date** (jp) March 27, 1998
**Genre** Stategy

Kandume Monster is the prequel to Li'l Monster, an obscure Game Boy Color RPG. Inspired by Pokemon, players make a monster beat up other monsters with a "deck" of attacks chosen at random, in the vein of Mega Man Battle Network.

The game was published by I'Max, which was released in Japan in 1998.

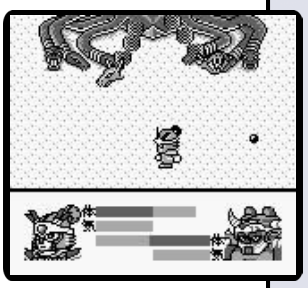
6.8




J

## Karakuri Kengou Den Musashi Lord



**Developer** TOSE
**Publisher** Yutaka
**Release date** (jp) April 27, 1991
**Genre** Action-adventure

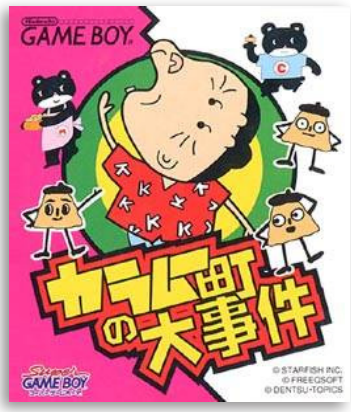
Karakuri Kengou Den Musashi Lord, based on an an anime series by Studio Pierrot, is an action/adventure game developed by TOSE and published by Yutaka for Game Boy and FamiCom platforms.

7.0




J

7.0




J

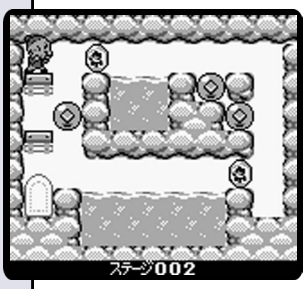
## Karamuchou no Daijiken

Super GAME BOY

**Developer** Freeqsoft
**Publisher** Starfish
**Release date** (jp) December 19, 1997
**Genre** Action

Karamuchou no Daijiken is an Action game, developed by Freeqsoft and published by Starfish, which was released in Japan in 1997.




8.2




J

## Kaseki Sousei Reborn

Super GAME BOY

**Developer** Freeqsoft
**Publisher** Starfish
**Release date** (jp) July 17, 1998
**Genre** Role-playing

Kaseki Sousei Reborn is a role-playing game, developed by Freeqsoft and published by Starfish, which was released in Japan in 1998.







9.0



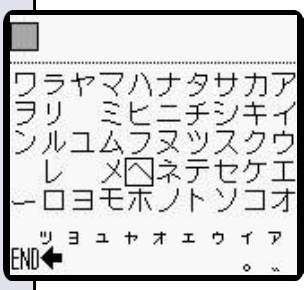

J

## Katsuba Yosou Keiba Kizoku

**Developer** n/a
**Publisher** King Records
**Release date** (jp) August 27, 1993
**Genre** Sports

Katsuba Yosou Keiba Kizoku is a horse racing game, published by King Records, which was released in Japan in 1993.







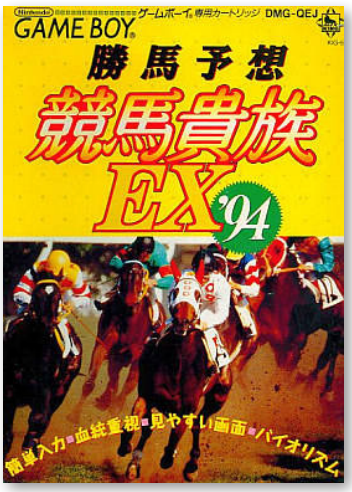


## Katsuba Yosou Keiba Kizoku EX '94

7.5

**Developer** n/a
**Publisher** King Records
**Release date** (jp) July 29, 1994
**Genre** Sports

Katsuba Yosou Keiba Kizoku EX '94 is a horse racing game, published by King Records, which was released in Japan in 1994.




J





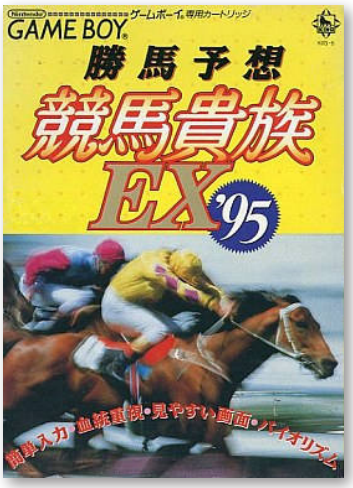


## Katsuba Yosou Keiba Kizoku EX '95

6.8

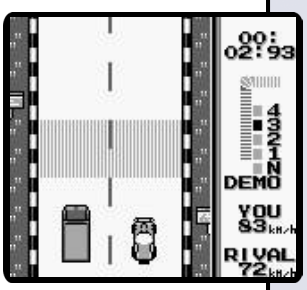
**Developer** n/a
**Publisher** King Records
**Release date** (jp) April 14, 1995
**Genre** Sports

Katsuba Yosou Keiba Kizoku EX '95 is a Sports game, published by King Records, which was released in Japan in 1995.




J




## Kattobi Road

6.9

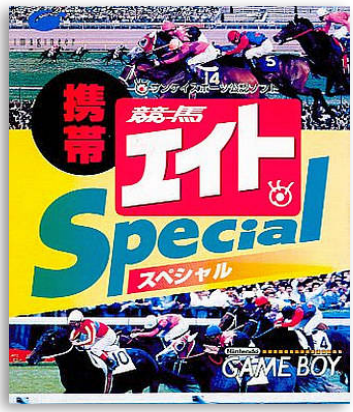
**Developer** Now Production
**Publisher** Namco
**Release date** (jp) October 8, 1993
**Genre** Racing

Kattobi Road is a racing game, developed by Now Production and published by Namco, which was released in Japan in 1993.




J

8.6




J

## Keitai Keiba Eight Special

**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) November 18, 1994
**Genre** Sports

Keitai Keiba Eight Special is a horse racing game, published by Imagineer, which was released in Japan in 1994.







7.3




N P

Rarity US: 3

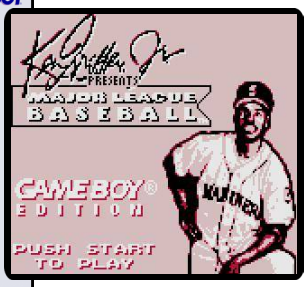
OFFICIAL GAME LINK GAME PAK

## Ken Griffey, Jr. Presents Major League Baseball

Super GAME BOY

**Developer** Software Creations
**Publisher** Nintendo
**Release date** (us) July 17, 1997
(eu) 1997
**Genre** Sports

Ken Griffey Jr. Presents Major League Baseball was first released as a 1994 SNES baseball game. Due to cartridge space, there is only one stadium. Unlike its predecessor, the Game Boy port's players have stats from the 1996 season, but they play in the 1997 season. It also has both a Major League Baseball and a Major League Baseball Players Association license- a first for a Ken Griffey Jr. game on a Nintendo console.







8.5




J

## Kenyuu Densetsu Yaiba

**Developer** n/a
**Publisher** Banpresto
**Release date** (jp) March 25, 1994
**Genre** Role-playing

Kenyuu Densetsu Yaiba is a A JRPG based on the manga and anime of the same name about a young samurai in a modern city.

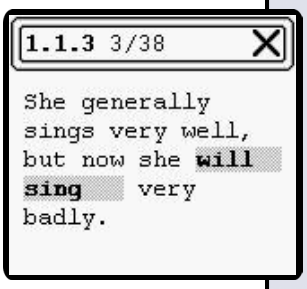
Banpresto published Kenyuu Densetsu Yaiba for the Super Famicom, Game Boy and Sega Game Gear in 1994. The portable versions are side-scrolling action games, whereas the Super Famicom action RPG uses a top-down perspective.












## Kibihara Hinshutsu Eibunpou: Gohou Mondai 1000

9.5




**Developer** Sun-Tec
**Publisher** Imagineer
**Release date** (jp) April 22, 1998
**Genre** Edutainment

Kibihara Hinshutsu Eibunpou: Gohou Mondai 1000 is a edutainment game, developed by Sun-Tec and published by Imagineer, which was released in Japan in 1998. The game teaches the english language for Japanese people.

J






## Kid Dracula

7.8




**Developer** Konami
**Publisher** Konami
**Release date** (us) March 1993
(eu) 1993
**Genre** Platformer

Kid Dracula is a comical gothic-themed platformer, and a spinoff to Castlevania. It is simultaneously a remake and a sequel to the 1990 FamiCom game Akumajō Special: Boku Dracula-kun.

This game is a sequel to the events of the original Boku Dracula-Kun. Galamoth (called Garamoth in the game) has returned and it is up to Kid Dracula to stop him once again.

J N P

Rarity US: 6







## Kid Icarus: Of Myths and Monsters

Super GAME BOY

7.3




**Developer** TOSE
**Publisher** Nintendo
**Release date** (us) November 5, 1991
(eu) May 21, 1992
**Genre** Action-platformer

Kid Icarus: Of Myths and Monsters is the sequel to Kid Icarus on the NES. The game features the core gameplay mechanics of its predecessor. Players explore two-dimensional environments while collecting items and fighting monsters. The objective is to reach the end of three stages – the underworld tower, the overworld and the sky world tower – each of which is separated into three areas and a labyrinthine fortress.

N P

Rarity US: 5

7.2




J

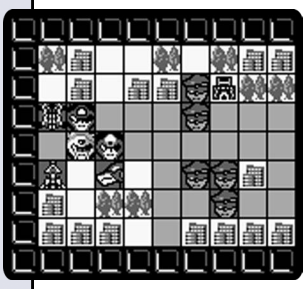
## Kikou Keisatsu Metal Jack

**Developer** KID
**Publisher** Takara
**Release date** (jp) January 8, 1992
**Genre** Strategy

Kikou Keisatsu ("Armored Police") Metal Jack is based on the sci-fi anime of the same name, which focuses on a mecha-enhanced police force of the future, similar to Patlabor.

The game, released by Takara, is a war simulation game that loosely follows the series' storyline.



6.3




N P

Rarity US: 3

OFFICIAL GAME LINK GAME PAK

## Killer Instinct

Super GAME BOY

**Developer** Rare
**Publisher** Nintendo
**Release date** (us) November 1995
(eu) November 1995
**Genre** Fighting

Initially released to arcades in 1994, the Game Boy port was made with cuts that were necessary due to the system's limitations. As a result, neither Cinder nor Riptor are featured and the moves were severely altered due to the more limited controls of the portable. The game supports some colouring when played in a Super Game Boy, which also allowed for a two player versus match to be played by inserting a second controller.







6.6




J N P

Rarity US: 5

OFFICIAL GAME LINK GAME PAK

## The King of Fighters '95

Super GAME BOY

**Developer** SNK
**Publisher** Nintendo, (eu) Laguna, (jp) Takara
**Release date** (us) February 1997
(eu) 1997
**Genre** Fighting

The Game Boy version of The King of Fighters '95 is a port of the Neo Geo fighting game, with a special guest appearance by Nakoruru of the Samurai Shodown series.

The game received a 62.00%, based on only one review on GameRankings.






## The King of Fighters: Heat of Battle







| | |
|---|---|
| **Developer** | SNK |
| **Publisher** | Laguna, (jp) Takara |
| **Release date** | (eu) 1998 |
| **Genre** | Fighting |

This version only includes 17 of the 29 characters in the original version. Characters exclusive to the Game Boy version includes Orochi Iori and Orochi Leona from The King of Fighters '97, a stronger version of Chizuru Kagura, the final boss of the game, Goenitz, and Mr. Karate (Takuma's persona in the original Art of Fighting).

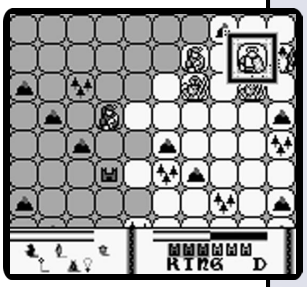
7.4




J P

## Kingdom Crusade




| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Electro Brain, (eu) Ocean |
| **Release date** | (us) November 1992<br>(eu) 1991 |
| **Genre** | Strategy |

Kingdom Crusade, known as The Legend of Prince Valiant in Europe, takes places during a hypothetical apocalyptic battle between a dark, evil army and a light, good army. Players can take either side and both kingdom's units are of equal strength to each other. Each player must either destroy all of the opponent's units or capture all the castles in order to win the game and to defeat his or her opponent.

8.1




N P

Rarity US: 6

## Kingyo Chuuihou! 2 Gyopichan o Sagase!






| | |
|---|---|
| **Developer** | KID |
| **Publisher** | B-AI |
| **Release date** | (jp) November 27, 1992 |
| **Genre** | Board game |

Kingyo Chuuihou! 2 Gyopichan o Sagase!, based on Goldfish Warning!, a shōjo manga by Neko Nekobe, is a board game, developed by Kid and published by B.I., which was released in Japan in 1992.

8.2




J

6.7




J

## Kingyo Chuuihou! Wapiko no Waku Waku Stamp Rally!

**Developer** Tom Create
**Publisher** Yutaka
**Release date** (jp) December 14, 1991
**Genre** Board game

Kingyo Chuuihou! is a board game, developed by Tom Create and published by Yutaka, which was released in Japan in 1991.







7.8




J

## Kininkou Maroku Oni

**Developer** Winkysoft
**Publisher** Banpresto
**Release date** (jp) December 8, 1990
**Genre** Role-playing

Kininkou Maroku Oni is the first installment in the long-running Oni RPG series. The game spawned four sequels on the Game Boy, two for the Super Famicom, and at least one more for the PlayStation.

The game was later fan translated into English by ai-shasha and Stardust Crusaders with help from Spot Translations.






5.4



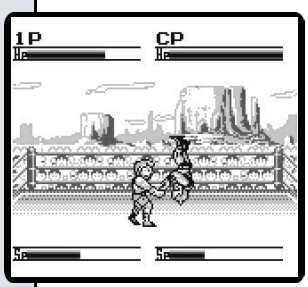

J

## Kinnikuman: The Dream Match

**Developer** n/a
**Publisher** Yutaka
**Release date** (jp) September 12, 1992
**Genre** Fighting

Kinnikuman: The Dream Match, based on a manga series created by the duo Yoshinori Nakai and Takashi Shimada, known as Yudetamago, is a fighting game for Game Boy and released only in Japan. It was published by Yutaka, which was released in Japan in 1992.

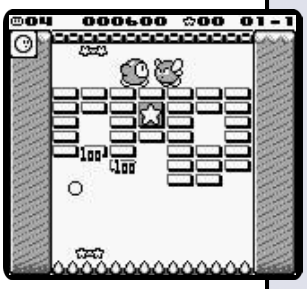


## Kirby's Block Ball

Super Game Boy



**Developer** HAL Laboratory
**Publisher** Nintendo
**Release date** (us) August 1, 1992
(eu) 1995
**Genre** Breakout

Kirby's Block Ball, a spin-off from the Kirby series, is a Breakout clone; the player controls paddles along the screen's edge to knock a bouncing ball, Kirby, into destructible bricks. The game's 55 levels include power-ups, bonus rounds, and minigames.

The developers spent half a year revising the gameplay to match Kirby's signature characteristics.

7.5




J N P

Rarity US: 4

## Kirby's Dream Land

Super Game Boy






**Developer** HAL Laboratory
**Publisher** Nintendo
**Release date** (us) May 1, 1995
(eu) August 3, 1992
**Genre** Action-platformer

Kirby's Dream Land is both the first video game in the Kirby series and the debut of Kirby himself. Being the inaugural Kirby title, it created many conventions that would appear in later games in the series, including Kirby's basic moves. However, Kirby's trademark "copy" ability would not appear until Kirby's Adventure. The game was designed by Masahiro Sakurai, who intended it to be a simple game that could be easy to pick up and play.

7.5




J N P

Rarity US: 1

## Kirby's Dream Land 2

Super Game Boy






**Developer** HAL Laboratory
**Publisher** Nintendo
**Release date** (us) November 1993
(eu) July 31, 1995
**Genre** Action-platformer

Kirby's Dream Land 2 continues the adventures of Kirby from Kirby's Dream Land and Kirby's Adventure, adding three animal friends to aid Kirby in battle.

Like Kirby's Dream Land, Kirby's Dream Land 2 's visuals are grayscale and two-dimensional. However, when played on the Super Game Boy, there is a special border with Kirby's animal friends, and the graphics are drawn in limited color.

8.1




J N P

Rarity US: 2

7.3




J N P

Rarity US: 1

## Kirby's Pinball Land

Super GAME BOY

**Developer** HAL Laboratory
**Publisher** Nintendo
**Release date** (us) November 1993
(eu) 1993
**Genre** Pinball

The game stars Kirby as the ball, while it features three pinball tables, each owned by a classic boss of the Kirby series: Wispy Woods, Kracko, and Poppy Bros. Senior.

The game is played much like that of pinball, with two flippers used to help keep Kirby in play as he bounces off walls, bumpers and enemies, scoring points by doing so.







7.4




J N P

Rarity US: 5

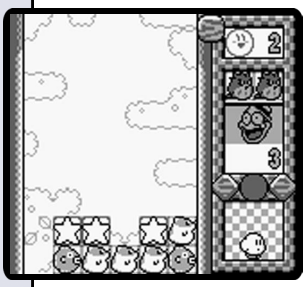
## Kirby's Star Stacker

Super GAME BOY

**Developer** HAL Laboratory
**Publisher** Nintendo
**Release date** (us) April 1997
(eu) August 28, 1997
**Genre** Puzzle

Kirby Star Stacker is similar in many respects to other puzzle games that were around at the time of its release, most notably, Dr. Mario and Tetris The goal of the game is to earn as many stars possible by matching pairs blocks, that fall from the top of the play area. There are three types of blocks, all based on Kirby's friends from Kirby's Dream Land 2: Rick the hamster, Coo the owl, and Kine the fish. Stars are scored by sandwiching the stars between two matching blocks.



3.1




J

## Kitchen Panic

**Developer** Bits Laboratory
**Publisher** Coconuts Japan
**Release date** (jp) May 10, 1991
**Genre** Action

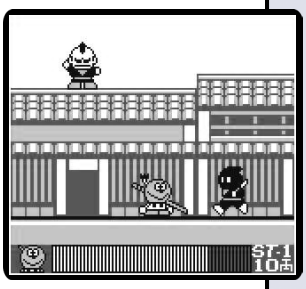
Kitchen Panic is an action game, developed by Bits Laboratory and published by Coconuts Japan, which was released in Japan in 1991.











## Kiteretsu Daihyakka: Bouken Ouedo Juraki

6.5




J

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Video System |
| **Release date** | (jp) July 15, 1994 |
| **Genre** | Action |

Kiteretsu Daihyakka: Bouken Ouedo Juraki, based on a science fiction manga series by Fujiko Fujio, is an action game, published by Video System, which was released in Japan in 1994.







## Kizuchida Quiz da Gen-San Da!

8.7



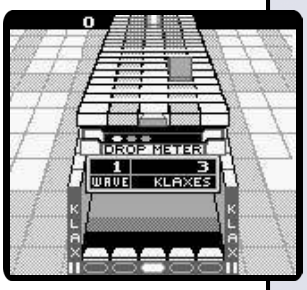

J

| | |
|---|---|
| **Developer** | Tamtex |
| **Publisher** | Irem |
| **Release date** | (jp) December 18, 1992 |
| **Genre** | Game show |

This is fairly simplistic puzzle game. As Gen (Hammerin' Harry) moves forward across the board, he needs to answer questions within a brief time limit, or risk losing HP. As players progress, they can play quick mini-games to gain extra money, and use that cash for items, which can allow them to recharge health, stop time, or pass a question they don't know.

*"hardcoregaming101.net"*




## Klax

7.2




J N P

| | |
|---|---|
| **Developer** | Tengen |
| **Publisher** | Mindscape, (jp) Hudson Soft |
| **Release date** | (us) July 1991<br>(eu) 1991 |
| **Genre** | Puzzle |

Klax, originally designed by Dave Akers and Mark Stephen Pierce, is a multi-pltform puzzle game. The object is to line up blocks into rows of similar blocks to make them disappear, to which the object of Columns is similar.

Atari Games originally released it as a coin-op follow up to Tetris, about which they were tangled in a legal dispute at the time.

Rarity US: 4

7.0




J N

Rarity US: 5

## Knight Quest

**Developer** Lenar
**Publisher** Taito Corporation
**Release date** (us) July 1992
**Genre** Role-playing

Players take control of a young man named Will who wants to become a knight. After successfully completing his first quest for the king, he is allowed to serve him as a knight and take on more quests in which he has to free the land of evil monsters and wizards.

Knight Quest is a single-person RPG with turn-based battles. Players can explore the land from a top-down perspective, enter houses, inns and shops to rest, buy equipment or receive information on their current quest.

*"mobygames.com"*







5.7



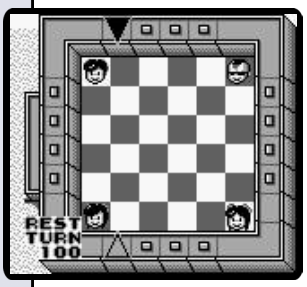

J

## Koi Wa Kakehiki

**Developer** Graphic Research
**Publisher** Pony Canyon
**Release date** (jp) July 21, 1991
**Genre** Puzzle

Koi Wa Kakehiki is a puzzle game, developed by Graphic Research and published by Pony Canyon, which was released in Japan in 1991.




8.0




J

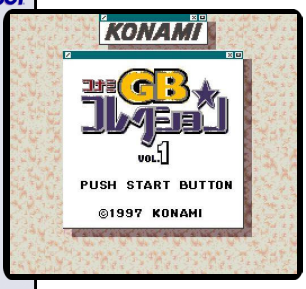
## Konami GB Collection Vol. 1

Super GAME BOY

**Developer** TOSE
**Publisher** Konami
**Release date** (jp) September 25, 1997
**Genre** Compilation

Konami GB Collection is a series of video game compilations for the Game Boy (later Game Boy Color) composed of four volumes.

Volume.1 include:
- Gradius (originally released as Nemesis)
- Dracula Densetsu (Castlevania: The Adventure)
- Konami Racing (originally released as F1 Spirit)
- Contra (released in North America as Operation C)












## Konami GB Collection Vol. 2

Super Game Boy

7.5

**Developer** TOSE
**Publisher** Konami
**Release date** (jp) December 11, 1997
**Genre** Compilation

Volume.2 include:
- Twinbee Da!! / Pop n' TwinBee
- Ganbare Goemon: Sarawareta Ebisumaru!
- Motocross Maniacs
- Guttang Gottong (Loco-Motion)




J







## Konami GB Collection Vol. 3

Super Game Boy

8.0

**Developer** TOSE
**Publisher** Konami
**Release date** (jp) February 19, 1998
**Genre** Compilation

Volume.3 include:
- Gradius II: The Return of the Hero (originally released in Japan as Nemesis II and Gradius: The Interstellar Assault in North America and Europe)
- Dracula Densetsu II (Castlevania II)
- Yie Ar Kung-Fu
- Kekkyoku Nankyoku Daibōken (Antarctic Adventure)




J







## Konami GB Collection Vol. 4

Super Game Boy

7.9

**Developer** TOSE
**Publisher** Konami
**Release date** (jp) March 19, 1998
**Genre** Compilation

Volume.4 include:
- Parodius Da! (Parodius)
- Quarth (Block Game)
- Konamic Sports (Konamic Sports in Barcelona)
- Frogger

The series features Super Game Boy palette and border support, with game descriptions and instructions provided by the girls from Tokimeki Memorial.




J

7.7




J

## Konchuu Hakase

| | |
|---|---|
| **Developer** | Ocarina System |
| **Publisher** | J-Wing |
| **Release date** | (jp) August 28, 1998 |
| **Genre** | Strategy |

Konchuu Hakase is a strategy game, developed by Ocarina System and published by J-Wing, which was released in Japan in 1998.






7.0



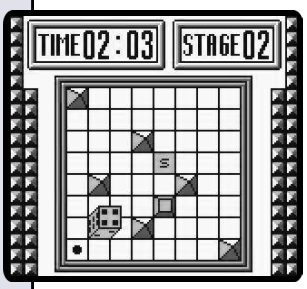

J

## Koro Dice

| | |
|---|---|
| **Developer** | A-Wave |
| **Publisher** | King Records |
| **Release date** | (jp) December 7, 1990 |
| **Genre** | Puzzle |

Koro Dice is a puzzle game, developed by A-Wave and published by King Records, which was released in Japan in 1990.




7.8



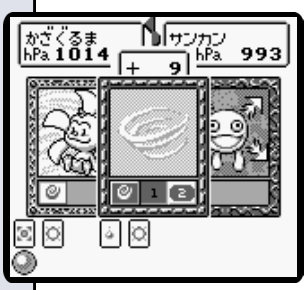

J

## Koukiatsu Boy

| | |
|---|---|
| **Developer** | KCE Shinjuku |
| **Publisher** | Konami |
| **Release date** | (jp) July 2, 1998 |
| **Genre** | Role-playing |

Koukiatsu Boy is a Role-Playing game, developed by Konami Computer Entertainment Shinjuku and published by Konami, which was released in Japan in 1998.



## Koukou Nyuushideru Jun: Chugaku Eijukugo 350







**Developer** C-Lab
**Publisher** Imagineer
**Release date** (jp) July 25, 1997
**Genre** Edutainment

Koukou Nyuushideru Jun: Chuugaku Eijukugo 350 is a edutainment game, developed by C-Lab and published by Imagineer, which was released in Japan in 1997.

8.3




J

## Koukou Nyuushideru Jun: Chugaku Eitango 1700







**Developer** C-Lab
**Publisher** Imagineer
**Release date** (jp) June 27, 1997
**Genre** Edutainment

Koukou Nyuushideru Jun: Chuugaku Eitango 1700 is a edutainment game, developed by C-Lab and published by Imagineer, which was released in Japan in 1997.

9.3




J

## Koukou Nyuushideru Jun: Kanji Mondai no Seifuku







**Developer** C-Lab
**Publisher** Imagineer
**Release date** (jp) August 29, 1997
**Genre** Edutainment

Koukou Nyuushideru Jun: Kanji Mondai no Seifuku is a edutainment game, developed by C-Lab and published by Imagineer, which was released in Japan in 1997.

8.6




J

9.3



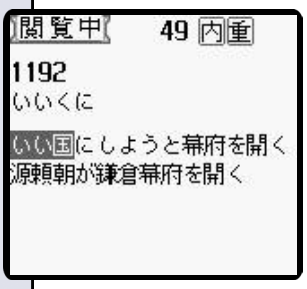

J

## Koukou Nyuushideru Jun: Rekishi Nendai Anki Point 240

**Developer** C-Lab
**Publisher** Imagineer
**Release date** (jp) September 26, 1997
**Genre** Edutainment

Koukou Nyuushideru Jun: Rekishi Nendai Anki Point 240 is a edutainment game, developed by C-Lab and published by Imagineer, which was released in Japan in 1997.




9.3



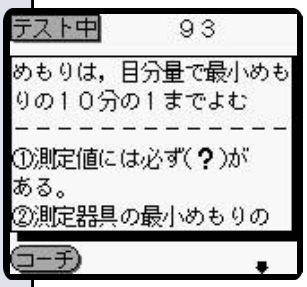

J

## Koukou Nyuushideru Jun: Rika Anki Point 250

**Developer** C-Lab
**Publisher** Imagineer
**Release date** (jp) October 1, 1997
**Genre** Edutainment

Koukou Nyuushideru Jun: Rika Anki Point 250 is a edutainment game, developed by C-Lab and published by Imagineer, which was released in Japan in 1997.




4.4




J N P

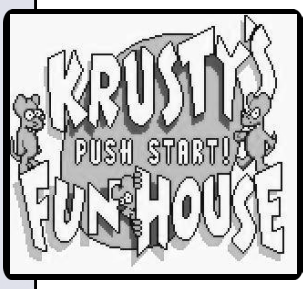
Rarity US: 4

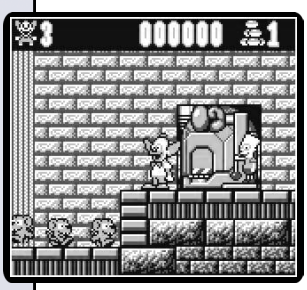
## Krusty's Fun House

**Developer** Audiogenic
**Publisher** Acclaim, (jp) Acclaim Japan
**Release date** (us) January 1993
(eu) October 27, 1994
**Genre** Puzzle

Krusty's Fun House, originally released as Rat-Trap on the Commodore Amiga, is a puzzle game based on The Simpsons.

The player directs small rats to an extermination area through complicated maze-like levels. Each level is a puzzle in which a number of rats must be exterminated. Using different objects and obstacles, Krusty must create a path for the rats to follow and guide them towards an extermination device.

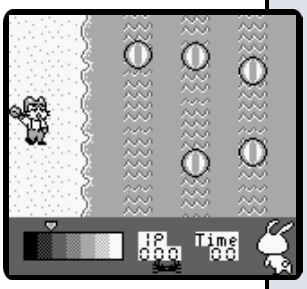


## Kuma no Puutarou: Takara Sagashi da Ooiri Game Battle!

Super GAME BOY



| | |
|---|---|
| **Developer** | Eleca |
| **Publisher** | Takara |
| **Release date** | (jp) February 29, 1996 |
| **Genre** | Action |

Kuma no Puutarou: Takara Sagashi da Ooiri Game Battle! is a action game, developed by Electronics Application and published by Takara, which was released in Japan in 1996.

9.2




J

## Kung-Fu Master






| | |
|---|---|
| **Developer** | Irem |
| **Publisher** | Irem, (eu) Nintendo |
| **Release date** | (us) February 1991<br>(eu) 1991 |
| **Genre** | Beat 'em up |

Kung-Fu Master has similar gameplay to the arcade game, but with a completely different plot, setting, set of enemies and stages. Some of Thomas's new abilities are back-flip kicks and small bombs dropped by enemies. The flat levels were modified into stages with different platforms and objects in an urban city style similar to Vigilante's. The English version was modified from the Japanese version, by changing the look of Thomas and add small enemies in the final stage.

6.1




J N P

Rarity US: 5

## Kuusou Kagaku Sekai Gulliver Boy: Kuusou Kagaku Puzzle - Puritto Pon

Super GAME BOY







| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) April 28, 1995 |
| **Genre** | Puzzle |

Kuusou Kagaku Sekai Gulliver Boy: Kuusou Kagaku Puzzle - Puritto Pon is a puzzle game adaptation of the Gulliver Boy anime series for the Game Boy.

The game was developed and published by Bandai, which was released in Japan in 1995.

7.4




J

# MORE FUN THAN ROLLIN

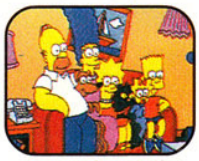
What could be more fun than rolling Homer in the snow? Lots of things, really...but these Simpsons™ video games are the closest.

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SAVE THE EARTH WITH YOUR HANDY SLINGSHOT




BART'S NIGHTMARE FOR SNES™!



GREAT BALLS OF FIRE!



BARTMAN TO THE RESCUE




BART VS. THE JUGGERNAUTS FOR GAME BOY®!




JOUSTING JUST ENTERED THE ATOMIC AGE!



ESCAPE FROM CAMP DEADLY FOR GAME BOY®!






HANG OUT WITH BART AT CAMP DEADLY

BARTMAN MEETS RADIOACTIVE MAN ON NES™!

BART VS. THE WORLD ON NES™!






"TRAP MASTER" BART SOCKS IT TO THE RAMPANT RODENTS!




KRUSTY'S FUN HOUSE ON NES™, SNES™, GAME BOY® AND GENESIS™!



BRRR... IT'S THE KRUSTY SNOWMAN



IT'S FIST AGAINST CLAW IN DR. CRAB'S LAIR!

# G HOMER IN THE SNOW!




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7.0



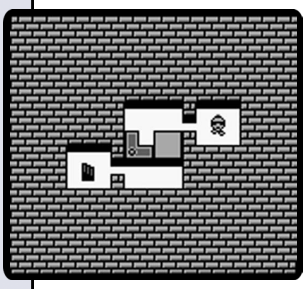

Rarity US: 2

# Kwirk

| | |
|---|---|
| **Developer** | Atlus |
| **Publisher** | Acclaim, (eu) Nintendo, (jp) Atlus |
| **Release date** | (us) March 1990<br>(eu) 1990 |
| **Genre** | Action, Puzzle |

Kwirk, known in Japan as Puzzle Boy, is an action/transport puzzle game. The game has three game modes: Going Up?, Heading Out?, and Vs. Mode, each one with its own set of rules. The object is to get from one end of the room to the staircase on the other by rotating turnstiles, moving blocks, and filling holes with blocks.










## Lamborghini American Challenge

7.4




| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software |
| **Release date** | (us) April 1994<br>(eu) 1993 |
| **Genre** | Racing |

Starting out with just a basic Lamborghini and $6000, the players aim is to rise to the top of the 4 divisions of racing through success on 60 racetracks across America. In each division there are 20 rival racers, up to 3 of which compete in each race at a time.

*"mobygames.com"*

N P

Rarity US: 6






## Last Action Hero

3.3




| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | Sony Imagesoft |
| **Release date** | (us) October 1993<br>(eu) 1993 |
| **Genre** | Action |

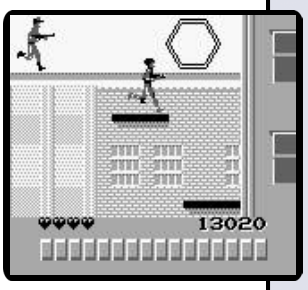
The 1993 action/comedy/fantasy film Last Action Hero received a unique adaptation for portable systems. Like other versions, the game combines side-scrolling action and driving, but has unique levels and gameplay mechanics.

The bulk of the game consists of side-scrolling platforming. The player controls action hero Jack Slater who has to find the level exit before the timer runs out.

N P

Rarity US: 5




## The Lawnmower Man

2.1




| | |
|---|---|
| **Developer** | The Sales Curve |
| **Publisher** | The Sales Curve, (jp) Coconuts Japan |
| **Release date** | (eu) November 1993 |
| **Genre** | Action |

The Lawnmower Man is based on the 1992 movie of the same name (itself loosely based on a Stephen King short story).

The player takes the role of either Pierce Brosnan's character Dr Angelo or the minor character Carla Parkette, who becomes Angelo's love interest late into the movie. The game alternates genres, having side-scrolling shooter stages that are connected by interstitial shoot 'em up sequences through cyberspace.

J P

8.6




J N

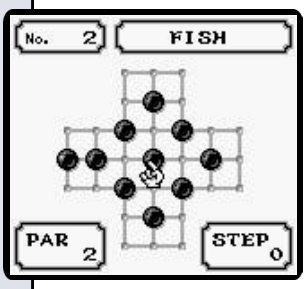
Rarity US: 5

## Lazlo's Leap

**Developer** Hect
**Publisher** DTMC, (jp) Hect
**Release date** (us) October 1992
**Genre** Puzzle

Lazlos' Leap is a puzzle game, purported to have been designed by one Professor Lazlos, a "mathematician and Game Boy player". In Japan, it was released with the simple title "Solitaire".




7.4




J

## Legend

**Developer** n/a
**Publisher** Quest
**Release date** (jp) May 31, 1991
**Genre** Role-playing

Legend is a role-playing game, published by Quest, which was released in Japan in 1991.







7.3




J N

Rarity US: 3

## Legend of the River King GB

Super GAME BOY

**Developer** TOSE
**Publisher** Natsume, (jp) Victor Interactive Software
**Release date** (us) August 1998
**Genre** Role-playing

Legend of the River King, known as Kawa no Nushi Tsuri 3 in Japan, is a unique RPG that includes basic leveling elements as well as a integral fishing component. The gameplay primarily consists of fishing; however, there are also random battles. Mostly, the protagonist performs quests involving catching fish for various NPCs.

*"giantbomb.com"*






## The Legend of Zelda: Link's Awakening

Super GAME BOY






| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) August 1993<br>(eu) November 18, 1993 |
| **Genre** | Action-adventure |

Link's Awakening began as a port of the SNES game A Link to the Past, developed after-hours by Nintendo staff. It grew into an original project under the direction of Takashi Tezuka. It is one of the few Zelda games not to take place in the land of Hyrule, and does not feature Princess Zelda or the Triforce relic. Instead, protagonist Link begins the game stranded on Koholint Island, a place guarded by a creature called the Wind Fish.

8.8

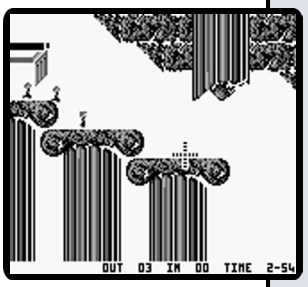



J N P

Rarity US: 1

## Lemmings




| | |
|---|---|
| **Developer** | Ocean |
| **Publisher** | Ocean, (jp) Imagineer |
| **Release date** | (us) August 1994<br>(eu) 1993 |
| **Genre** | Puzzle |

The goal is to rescue the Lemmings across 120 levels of fast-paced puzzling. These creatures simply walk blindly through the world in the hope of reaching safety at the end of the level - unfortunately these levels include steep drops, gaps in the ground, barriers and rivers amongst other hazards.

*"mobygames.com"*

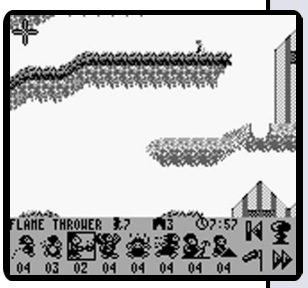
6.8




J N P

## Lemmings 2: The Tribes




| | |
|---|---|
| **Developer** | DMA Design |
| **Publisher** | Psygnosis |
| **Release date** | (eu) 1994 |
| **Genre** | Puzzle |

The sequel to Lemmings has a plot describing how the Lemmings have split into 12 distinct tribes, each of which has their own landscape and their own cultural identity - they include Egyptian, Circus and Highland. However,

The gameplay remains mostly the same as the original game, requiring the player to lead a certain number of lemmings to their exit by giving them the appropriate "skills".

7.0




P

5.1




NP

Rarity US: 5

## Lethal Weapon

| | |
|---|---|
| **Developer** | Eurocom |
| **Publisher** | Ocean |
| **Release date** | (us) April 1993<br>(eu) 1993 |
| **Genre** | Beat-'em-up |

Lethal Weapon is a side-scroller, in which the player choose one of the two police partners (Mel Gibson or Danny Glover) and battles it out with criminals around the city of Los Angeles and the surrounding area. Battles are resolved via fists, guns and grenades. It is considered by gaming enthusiasts to be extremely difficult and frustrating in the fact that punching an enemy is more effective than shooting an enemy.







8.2




P

## Lingo

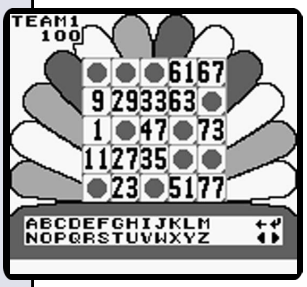
| | |
|---|---|
| **Developer** | PCSL Software |
| **Publisher** | Altron |
| **Release date** | (eu) 1994 |
| **Genre** | Game show |

Lingo appears to be based on the French version of the show (titled "Motus"), but fortunately, there is an English option in the game, which makes it very much playable for English-speakers (and changes the title to Lingo).

It was programmed by PCSL, an Irish game house, and published by Altron Corporation for the Game Boy in Europe.

*"DoorNumberFour@gameshowforum.org"*




6.2




NP

Rarity US: 3

## The Lion King

Super GAME BOY

| | |
|---|---|
| **Developer** | Dark Technologies |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) April 1995<br>(eu) December 8, 1994 |
| **Genre** | Platformer |

The 1994 Disney film The Lion King received a unique adaptation on Nintendo 8-bit systems. While based on the 16-bit version, it adapts only a few of that game's levels directly, while others are completely new or just based on the general concept.

Players control the young lion Simba through nine levels, most of which are side-scrolling platform affairs.

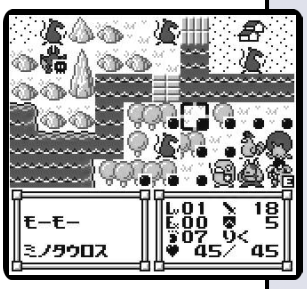
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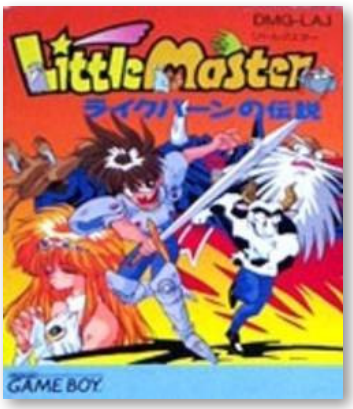

## Little Master: Likebahn no Densetsu

| | |
|---|---|
| **Developer** | Zener Works |
| **Publisher** | Tokuma Shoten |
| **Release date** | (jp) April 19, 1991 |
| **Genre** | Strategy, Role-Playing |

Little Master is a series of three tactical role playing games released on the Game Boy and Super Famicom in Japan.

Likebahn no Densetsu is, like the three others, a tactical role playing game released in Japan in 1991.

9.0




J







## Little Master 2: Raikou no Kishi

| | |
|---|---|
| **Developer** | Zener Works |
| **Publisher** | Tokuma Shoten |
| **Release date** | (jp) March 27, 1992 |
| **Genre** | Strategy, Role-Playing |

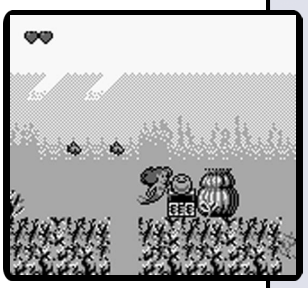
Little Master 2: Raikou no Kishi, the second in the series, is a tactical role playing game, developed by Zener Works and published by Tokuma Shoten, which was released in Japan in 1992.

9.0




J



## The Little Mermaid

| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom |
| **Release date** | (us) February 1993<br>(eu) 1992 |
| **Genre** | Action-platformer |

The Little Mermaid is a single player side-scrolling action game where players control Ariel on a quest to defeat the evil Ursula, the sea witch.

The game begins underwater, where Ariel can shoot bubbles to trap her foes and throw them. She can also dig through sand to find treasure and pick up sea shells to break open treasure chests. Treasure chests contain power-ups to increase her bubbles' power and range.

6.1




N P

Rarity US: 4

7.9




J N P

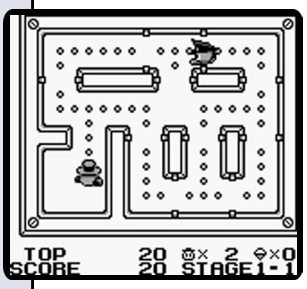
Rarity US: 5

## Lock ‘n’ Chase

**Developer** Data East
**Publisher** Data East
**Release date** (us) July 1990
(eu) 1990
**Genre** Maze

Lock ‘n’ Chase is based on the 1981 maze arcade game. The game’s main character is a thief. The object of the game is to enter a maze and collect all the coins and, if possible, any other treasure that may appear. The thief must then exit the maze (a vault) without being apprehended by the policemen. The thief can close doorways within the maze in order to temporarily trap the police and allow him to keep his distance from them. Only two doors can be closed at a time.




7.2




J N P

Rarity US: 2

## Looney Tunes

**Developer** Sunsoft
**Publisher** Sunsoft
**Release date** (us) October 1992
(eu) 1992
**Genre** Platformer

This side-scrolling game allows the player to control different Looney Tunes characters and their different abilities to advance through the levels, seven in all. The player can use Daffy Duck, Tweety Bird, Porky Pig, Taz, Speedy Gonzalez, Roadrunner and Bugs Bunny.

*“mobygames.com”*







6.6




J N P

Rarity US: 4

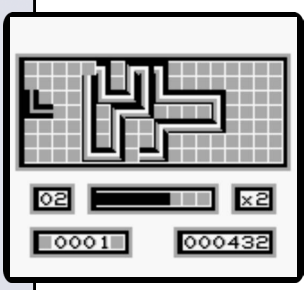
OFFICIAL GAME LINK GAME PAK

## Loopz

**Developer** Argonaut Games
**Publisher** Mindscape
**Release date** (us) March 1991
(eu) 1991
**Genre** Puzzle

Loopz is a puzzle video game originally designed and programmed created by Ian Upton for the Atari ST in 1989. The main focus is on the playing board where random pieces of different shapes are presented to the player. A shape is either a single square containing a straight line or 90° corner or a combination of multiple such squares. The player must then try to make loops out of them. Once a loop is completed, all pieces involved disappear.



## The Lost World: Jurassic Park

Super GAME BOY






| | |
|---|---|
| **Developer** | Torus Games |
| **Publisher** | THQ |
| **Release date** | (us) December 1997<br>(eu) 1997 |
| **Genre** | Action |

In The Lost World, the player's unnamed character must prevent smugglers from removing the island's dinosaurs. The game features eight levels, including jungles and a laboratory. The player's character must collect 10 objects in each level, such as dinosaur eggs, data discs, and DNA vials. The game includes a password feature, and is compatible with the Super Game Boy.

6.9

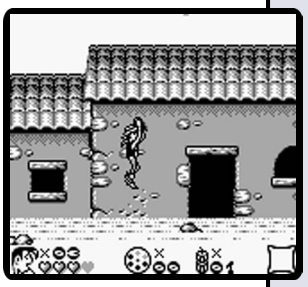



N P

Rarity US: 5

## Lucky Luke



| | |
|---|---|
| **Developer** | Bit Managers |
| **Publisher** | Infogrames |
| **Release date** | (eu) 1996 |
| **Genre** | Platformer |

Players take the role of Lucky Luke, the lonesome cowboy who draws his gun faster than his shadow. In a received telegram he read that Jesse James, Billy the Kid, Pat Poker, and The Dalton Brothers have escaped from jail. Lucky Luke, as the law keeper, have to catch them and return them back, finishing 12 levels of the game. Players guide Luke through levels by walking, jumping, climbing and ducking. There are also objects to collect such as dynamite (which can be used to reveal hidden paths), revolver barrels, and other items.

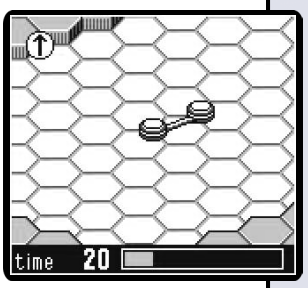
6.1




P

## Lucle




| | |
|---|---|
| **Developer** | Vic Tokai |
| **Publisher** | Nintendo, (jp) Vic Tokai |
| **Release date** | (eu) 1995 |
| **Genre** | Puzzle |

In LUCLE, players controls a space ship which is stranded on a foreign planet. In order to leave it, they needs to find one energy field per level. The biggest problem is how the ship is built: two round cockpits connected with a stiff rod. One of the cockpits is always fixed while the other one can be rotated around it. By alternating between the two cockpits the ship moves around the level, but this makes it harder to navigate tight passages. Each level has to be solved within a time limit and there is no number of lives.

8.1




J P

7.4




J

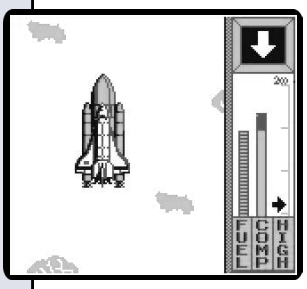
## Lunar Lander

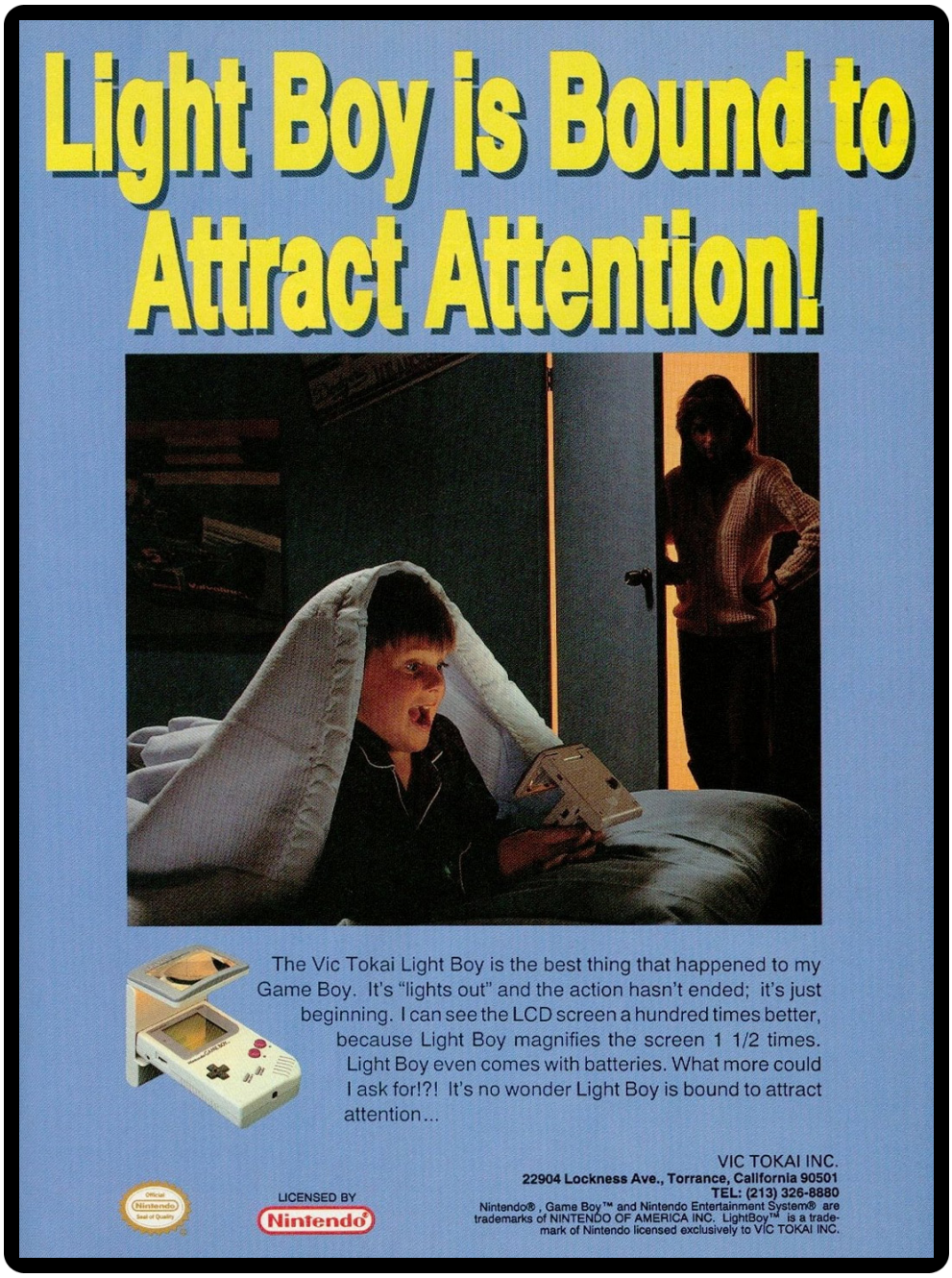
**Developer** n/a
**Publisher** Pack-In-Video
**Release date** (jp) September 21, 1990
**Genre** Action

Lunar Lander is a space exploration game based around three separate stages; Lift-off: Players fly their space shuttle into outer space by following the guidance arrows displayed on the screen. Landing: Similar to Lunar Lander gameplay. Exploration: Once players have landed, an astronaut steps out on the surface, armed with a metal detector. The task here is to find five different kinds of metal ore and bring them to the lander before they run out of air or time.

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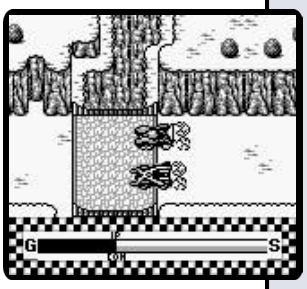



## Mach Go Go Go

Super Game Boy



| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Tomy |
| **Release date** | (jp) August 8, 1997 |
| **Genre** | Racing |

Mach Go Go Go is based on the 1997 series of Speed Racer. It was released by TOSE and Tomy for the Game Boy (with Super Game Boy support) in Japan.

7.6




J

## Madden ‘95

Super Game Boy







| | |
|---|---|
| **Developer** | Halestorm |
| **Publisher** | Malibu Games |
| **Release date** | (us) November 1994<br>(eu) 1994 |
| **Genre** | Sports |

The Madden Football series makes its debut on the Game Boy with Madden 95. Unlike most games in the series since 1993, this one does not include a NFL license, and thus features generic team names. The included teams, stats and schedules are however based on the 1994 NFL season.

Gameplay during a game is seen from the top, with the field scrolling vertically.

*“mobygames.com”*

7.2




N P

Rarity US: 3

## Madden ‘96

Super Game Boy






| | |
|---|---|
| **Developer** | Halestorm |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) October 1995<br>(eu) 1995 |
| **Genre** | Sports |

The game is closely based on its immediate predecessor. Like the earlier game, this one is not licensed from the NFL, and features generic team names, but with teams, stats and schedules based on the 1995 NFL season. Both the new expansion teams Carolina and Jacksonville as well as rule changes like the two-point conversion are incorporated.

*“mobygames.com”*

6.6




N P

Rarity US: 3

8.0




N

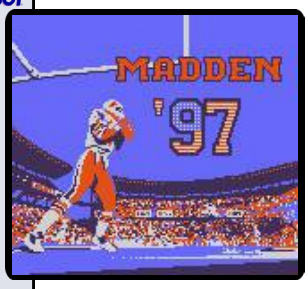
Rarity US: 3

## Madden '97

Super GAME BOY

**Developer** Tiertex Design Studios
**Publisher** Black Pearl Software
**Release date** (us) November 1996
**Genre** Sports

Madden 97 is the last appearance of the series on the original Game Boy. Coming from developer Tiertex, it is based closely on their Madden 96 for Game Gear, with similar menus and options, but with platform-appropriate graphics and no digitized speech. Like earlier Game Boy titles in the franchise, Madden 97 does not feature an NFL license, so offers only generic team names. Still, teams and stats are based on the 1996 NFL season.







7.5




J

## Magical Taluluto-kun

**Developer** TOSE
**Publisher** Bandai
**Release date** (jp) June 15, 1991
**Genre** Platformer

Magical Tarurūto-kun is a side-scrolling platformer based on the anime series of the same name. The player takes the role of Edojou Honmaru, a kid who can summon the hero Tarurūto in his quest of fighting evil. During gameplay he needs to pick up an power-ups; this causes Tarurūto to walk behind Edojou and grant him an extra hit before dying. Other than that if offers the traditional platforming experience: jumping over gaps,a voiding obstacles and killing enemies by punching them.







8.0




J

## Magical Taluluto-kun 2: Raiba Zone Panic!!

**Developer** Tom Create
**Publisher** Bandai
**Release date** (jp) July 10, 1992
**Genre** Platformer

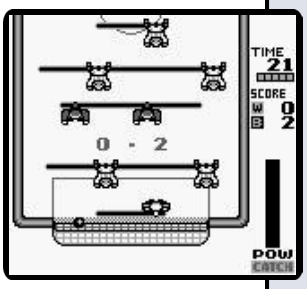
Magical * Taruruuto-kun 2: Raiba Zone Panic!! is another action game based on the anime series of the same name. The game was developed by Tom Create and published by Bandai, which was released in Japan in 1992.






## Magnetic Soccer




**Developer** Nintendo
**Publisher** Nintendo
**Release date** (eu) 1992
**Genre** Sports

Magnetic Soccer is a European-exclusive Game Boy game released in 1992. The concept of the game is based on the board game of table soccer.

Each team has eight players (one goalkeeper, two attackers/defenders, and three midfielders). When the player moves a row, all of them are moved at once unlike on an actual table soccer set. Stopping the ball and performing powerful shots is only one aspect of the game.

5.1




P

OFFICIAL GAME LINK GAME PAK

## Mahou Kishi Rayearth

Super GAME BOY







**Developer** Pandora Box
**Publisher** Tomy
**Release date** (jp) June 2, 1995
**Genre** Role-playing

Mahou Kishi Rayearth is a turn-based RPG that is based on the manga/anime of the same name, featuring three schoolgirls who are transported from modern day Tokyo to the magical world of Cephiro. Magic Knight Rayearth saw multiple games released in the mid-90s during the height of the anime adaptation's popularity and each is entirely distinct. This is one of the games released based on the series.

7.7




J

## Mahou Kishi Rayearth 2nd: The Missing Colors

Super GAME BOY







**Developer** Pandora Box
**Publisher** Tomy
**Release date** (jp) October 27, 1995
**Genre** Role-playing

Mahou Kishi Rayearth 2nd: The Missing Colors is another role-playing game based on the Magic Knight Rayearth series. The game was developed by Pandora Box and published by Tomy Corporation, which was released in Japan in 1995.

8.0




J

8.0




J

## Mahoujin GuruGuru: Yuusha to Kukuri no Daibouken

Super GAME BOY

**Developer** KID
**Publisher** Takara
**Release date** (jp) April 28, 1995
**Genre** Role-playing

Mahoujin GuruGuru: Yuusha to Kukuri no Daibouken is a role-playing game based on the anime Mahoujin GuruGuru, a parody of JRPGs. It was developed by Kid and published by Takara, which was released in Japan in 1995.







3.7



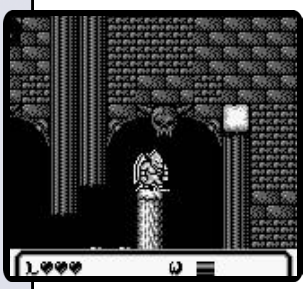

J

## Makai-Mura Gaiden: The Demon Darkness

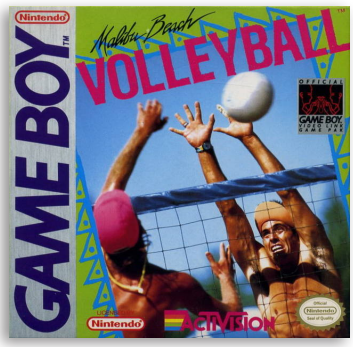
**Developer** Sun L
**Publisher** Capcom
**Release date** (jp) April 16, 1993
**Genre** Adventure, Platformer

The NES game, Gargoyle's Quest II, was ported to the Game Boy in 1993 in Japan only, under the name Makaimura Gaiden: The Demon Darkness. This port was an enhanced version of the original title containing two new levels. It was scheduled to be released in North America in July 1993 but was later canceled.



6.1




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Rarity US: 3

OFFICIAL GAME LINK GAME PAK

## Malibu Beach Volleyball

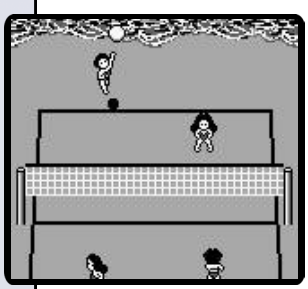
**Developer** TOSE
**Publisher** Activision, (jp) Tonkin House
**Release date** (us) March 1990
**Genre** Sports

Malibu Beach Volleyball lets players compete in two on two beach volleyball matches. Players can choose to play as either the men or woman's team of four different countries which are the United States of America, Japan, Italy, and Brazil.

The gameplay involves the typical set of rules for volleyball. Players try to score points by getting the ball to land on their opponents side of the court.

*"mobygames.com"*

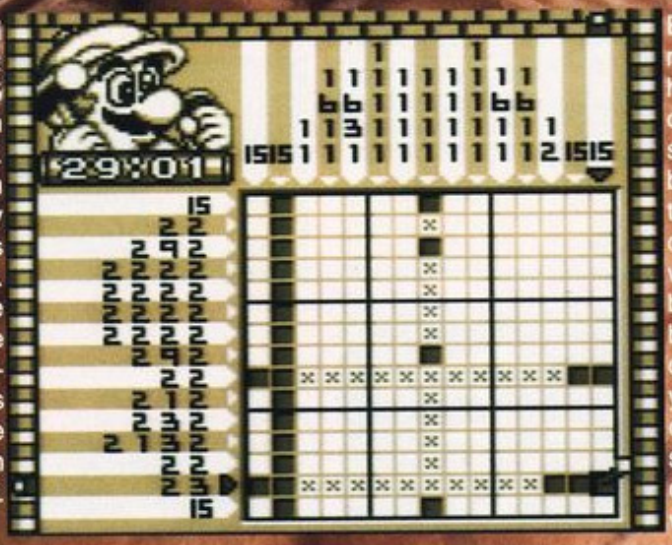


# Requires Great Skull.

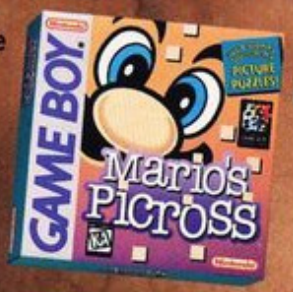
## Try Mario's Picross.

How to reveal the hidden picture: There are 15 blocks on each row and column. Determine which block to darken by figuring out clues from the numbers. Numbers above the column are read from top-to-bottom. Numbers to the left of the rows are read from left-to-right.



Each individual number tells you how many consecutive squares need to be darkened. If there is more than one number, there will be at least one blank square between each darkened area. If you have figured out that a square should not be darkened, mark it with an "x."

See if you have the head for Mario's Picross™*.
The unique new puzzle game that's as challenging as Tetris®**.
Use clues and numbers to uncover the hidden picture.
It's the ultimate exercise for your brain.
This is one of over 250 puzzles you'll find on Game Boy®. Mario's Picross. Do you have what it takes?






Nintendo




Play it Loud SM

KIDS TO ADULTS AGES 6+

©1995 Nintendo of America Inc. ©1995 Nintendo, Kyoto, Japan/Intelligent Systems Co., Ltd. **©1987 Elorg. Tetris licensed to Bullet Proof Software and sublicensed to Nintendo.

6.4




N P

Rarity US: 3

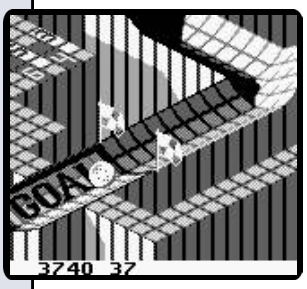
OFFICIAL GAME LINK GAME PAK

## Marble Madness

| | |
|---|---|
| **Developer** | Tengen |
| **Publisher** | Mindscape |
| **Release date** | (us) May 1991 |
| | (eu) May 21, 1992 |
| **Genre** | Action, Puzzle |

The idea of this arcade game is deceptively simple: Players guide a marble down a path without hitting any obstacles or straying off the course. The game is viewed from an isometric perspective, which makes it harder to stay focused on the direction the ball is to follow. There are tight corridors to follow and enemies to avoid. There is a 2-player mode in which players must race to the finish; otherwise they race against the clock.




8.5



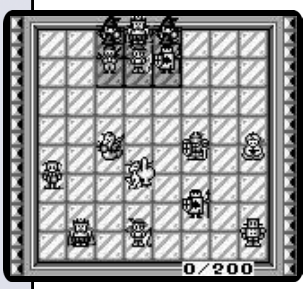

J

## Marchen Club

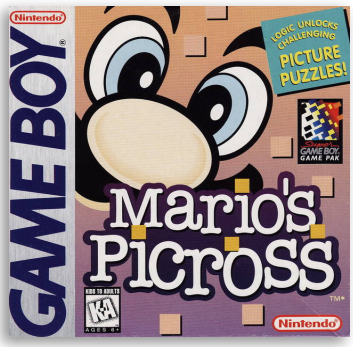
| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Naxat Soft |
| **Release date** | (jp) September 25, 1992 |
| **Genre** | Strategy |

Marchen Club is a Strategy game, published by Naxat Soft, which was released in Japan in 1992.




7.8




J N P

Rarity US: 5

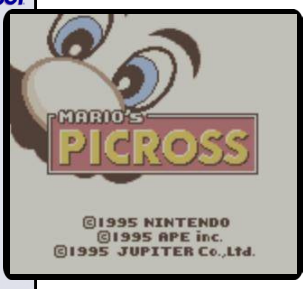
## Mario's Picross

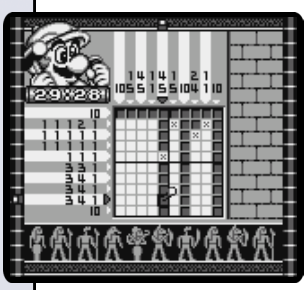
Super GAME BOY

| | |
|---|---|
| **Developer** | Jupiter |
| **Publisher** | Nintendo |
| **Release date** | (us) March 1995 |
| | (eu) July 27, 1995 |
| **Genre** | Puzzle |

Mario's Picross is the first in a series of Mario themed Picross titles. It is a collection of nonogram logic puzzles featuring Mario as an archaeologist.

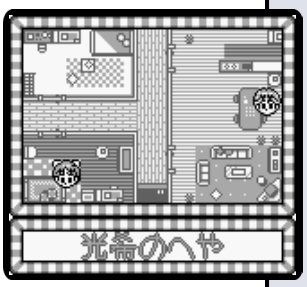
Nonograms are number puzzles where logic is used to find the solution. Clues are provided along the sides of the playfield grid, telling the player how many squares to fill in each row and column. With logic the player can figure out exactly which squares of the grid to fill.



## Marmalade Boy




**Developer** Tom Create
**Publisher** Bandai
**Release date** (jp) January 27, 1995
**Genre** Strategy

Marmalade Boy is a dating sim game that was released only in Japan and based on a popular anime of the same name. The game was originally released on the Game Boy system, and later released on the Super FamiCom. The player assumes the role of Miki. As Miki the player must try and win the affections of one of three characters: Yuu, Ginta, and Kei.

*"giantbomb.com"*

8.3




J

## Maru's Mission







**Developer** TOSE
**Publisher** Jaleco
**Release date** (us) March 1991
**Genre** Action-platformer

Maru's Mission, known in Japan as Oira JaJaMaru! Sekai Daibouken, is the first game from the Jajamaru series, aside from the loosely related Ninja Taro, to be released in North America, until the release of Ninja JaJaMaru-kun through the Virtual Console. The soundtrack, as well as many sprites and some cut-scenes of the North American version are different from the original Japanese.

6.5

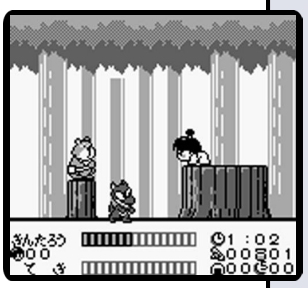



J N

Rarity US: 4

## Masakari Densetsu: Kintarou Action-Hen



**Developer** TOSE
**Publisher** Tonkin House
**Release date** (jp) August 7, 1992
**Genre** Action

Masakari Densetsu: Kintarou Action-Hen is an action game, developed by TOSE and published by Tonkin House, which was released in Japan in 1992.

7.3




J

8.8




J

## Masakari Densetsu: Kintaro RPG-Hen

Super GAME BOY

**Developer** Tomcat System
**Publisher** Tonkin House
**Release date** (jp) October 28, 1994
**Genre** Role-playing

Masakari Densetsu: Kintarou Role-Playing-Hen is a role-playing game, developed by Tomcat System and published by Tonkin House, which was released in Japan in 1994.







3.1




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## Master Karateka

**Developer** TOSE
**Publisher** Bandai Shinsei
**Release date** (jp) December 28, 1989
**Genre** Action

Master Karateka is an enhanced port of Karateka, in which players take the role of a Karate hero as he scrolls across several screens fighting each one of Akuma's henchmen in succession until he reach Akuma.

The GameBoy version replaces all graphics and cramps the action into smaller screens, featuring different enemies and challenges. Furthermore, players can customize their hero's stats at the beginning of the game to better suit their fighting style.

*"mobygames.com"*







6.4




J P

## Matthias Sammer Soccer

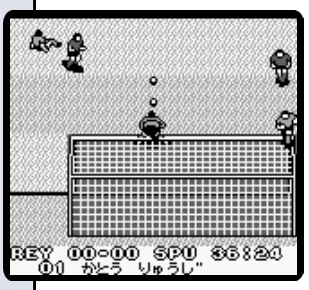
Super GAME BOY

**Developer** Jupiter
**Publisher** Laguna, (jp) Tomy
**Release date** (eu) 1997
**Genre** Sports

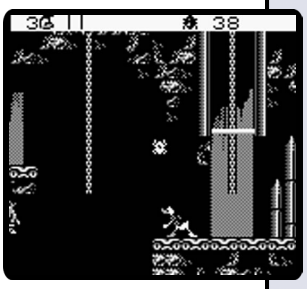
J League: Big Wave Soccer, Matthias Sammer Soccer in Europe, is a soccer game featuring the Japanese soccer league with its 14 teams, including the specialty of a penalty shootout in case of a draw result. The player directly controls the athletes on the field; either the one in ball possession or, if the opponent has it, the one nearest. There is the possibility to participate in the league, a training match or an all-star match where the athletes of the different teams can be switched around.

*"mobygames.com"*





## Maui Mallard in Cold Shadow

Super GAME BOY

7.0




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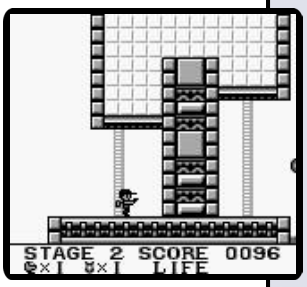
Rarity US: 4

**Developer** Bonsai Entertainment
**Publisher** Sunsoft
**Release date** (us) August 1998
**Genre** Action-platformer

This is a port of Donald in Maui Mallard, first released for the Sega Genesis in 1995. As the detective Maui Mallard, Donald Duck on the trail of a long lost Idol, which has recently vanished. Early on, Maui can also switch between his normal self and Ninja Maui, and with all the creepy voodoo enemies he'll encounter throughout his adventure, he's going to need all the help he can get.

*"mobygames.com"*




## Max

7.2




J P

**Developer** A-Wave
**Publisher** Infogrames, (jp) King Records
**Release date** (eu) 1992
**Genre** Platformer

In Max, sequel to The Adventures of Star Saver, the player takes control over Max and has to save the galaxy from the evil Draco. He has to free seven planets which equal seven side-scrolling platforming levels. Besides the ability to shoot and jump, he also has a climbing rope which can be shot vertically upwards, clings into the level architecture and pulls Max up. After the third contact with the numerous enemies or their bullets, Max dies. Power-ups consist of two upgrades for the gun.







## Medarot: Kabuto Version

Super GAME BOY

9.0




J

**Developer** Natsume
**Publisher** Imagineer
**Release date** (jp) November 28, 1997
**Genre** Role-playing

Medabots is a series of collect-em-all RPGs. In true collect-em-all fashion, each game has two versions that are named after the first Medal that the player receives: Kabuto and Kuwagata. The games involve creating robots from several parts and pitting them against the opponent's in 3-on-3 combat.

*"giantbomb.com"*

7.8




J

## Medarot: Kuwagata Version

Super GAME BOY

**Developer** Natsume
**Publisher** Imagineer
**Release date** (jp) November 28, 1997
**Genre** Role-playing

The second version of the Medarot games on Game Boy. The games follows Hikaru Agata in his early teens. One day when Hikaru takes his dog, Bonaparte, for a walk in the park, the dog scares off a member of the Roborobo Gang who drops a Medal in the process. Hikaru receieves a Tinpet and set of Parts from his father, which then becomes his first Medabot.

*"medabots.wikia.com"*






8.8




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OFFICIAL GAME LINK GAME PAK

## Medarot Parts Collection

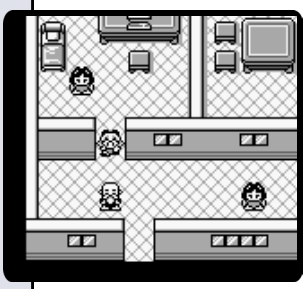
Super GAME BOY

**Developer** Natsume
**Publisher** Imagineer
**Release date** (jp) March 20, 1998
**Genre** Role-playing

Medarot Parts Collection is a series of complementary Medabots games that are mainly focused on Robattles and obtaining Medaparts and Medals for Medabots. Each game contains all parts and Medals that appeared in separated versions of their related titles and can be traded between the main games, helping to complete collections. In this game, the main character is in a setting that appears to be a dream.

*"medabots.wikia.com"*



9.0




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OFFICIAL GAME LINK GAME PAK

## Medarot Parts Collection 2

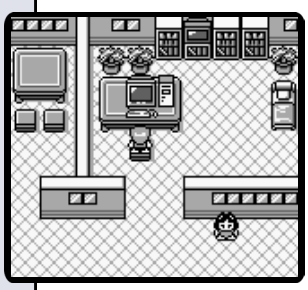
Super GAME BOY

**Developer** Natsume
**Publisher** Imagineer
**Release date** (jp) May 29, 1998
**Genre** Role-playing

Medarot Parts Collection 2 was released for Game Boy in 1998. It is basically the same as the first Medarot Parts Collection, but with a different main character and the story looking more like it is real instead of a dream.

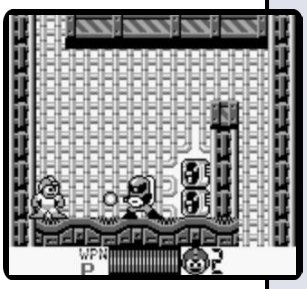
*"medabots.wikia.com"*



## Mega Man: Dr. Wily's Revenge



**Developer** Capcom
**Publisher** Capcom, (eu) Nintendo
**Release date** (us) December 1991
(eu) 1992
**Genre** Action-platformer

Dr. Wily's Revenge is an action and platform game in same vein as the NES Mega Man games. The player is tasked with completing a series of four stages in any order desired. Beating a stage's boss will earn the player a special weapon that can be selected at will and used throughout the rest of the game. Dr. Wily's Revenge specifically takes components of the original Mega Man and Mega Man 2, including their enemies, stage aesthetics, and Robot Masters.

6.9

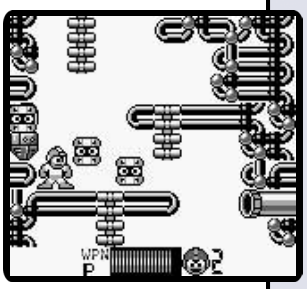



J N P

Rarity US: 3

## Mega Man II



**Developer** Capcom
**Publisher** Capcom, (eu) Nintendo
**Release date** (us) February 1992
(eu) 1992
**Genre** Action-platformer

Mega Man II follows Mega Man as he pursues his arch enemy Dr. Wily, whose most recent ploy for world domination involves the theft of an experimental time machine. Mega Man confronts both Wily and a number of enemies from his past, not to mention a new and mysterious robot named Quint. Just like other Game Boy games in the series, Mega Man II marries the features of two consecutive NES titles, in this case, Mega Man 2 and Mega Man 3.

7.0

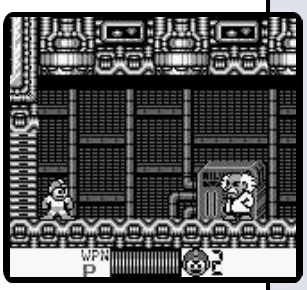



J N P

Rarity US: 3

## Mega Man III



**Developer** Capcom
**Publisher** Capcom, (eu) Nintendo
**Release date** (us) December 1992
(eu) 1993
**Genre** Action-platformer

Mega Man III follows the title character Mega Man as he fights the evil Dr. Wily, whose latest attempt to conquer the world involves sucking energy from the Earth's core to power a new machine. Along with foes from his past, Mega Man must contend with the next robot in Wily's line of "Mega Man Killers", Punk. Like its two consecutive predecessors on the Game Boy, the game combines elements from two previously released NES titles: Mega Man 3 and Mega Man 4.

7.4




J N P

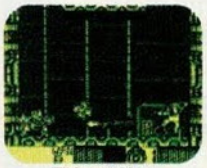
Rarity US: 4



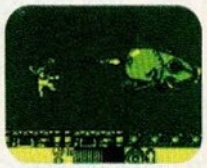

# Now Mega Man must Really save the Earth.

What in the world is Dr. Wily up to now? He's drilling through the earth's crust to tap its energy and create his most powerful robot of all. And eight of his most famous robots are back in commission. The danger comes in waves for you and Rush on the way to Wily's underwater headquarters. Do you have what it takes to send Wily to an oily end?



*With your Mega Buster you can turn Punk into junk.*



*Use your Mega Buster to turn this whale into a pile of useless blubber.*

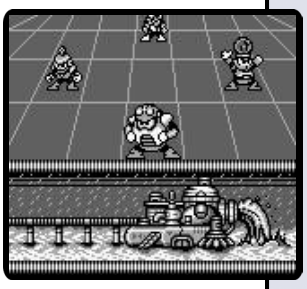
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CAPCOM

## Mega Man IV



| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom, (eu) Laguna |
| **Release date** | (us) December 1993<br>(eu) 1994 |
| **Genre** | Action-platformer |

Mega Man IV continues the quest of the protagonist Mega Man in a never-ending struggle with his long-time nemesis Dr. Wily, who sends out a disruptive radio signal to cause a rampage, city-wide destruction from dormant robots. Mega Man IV features the traditional action platforming gameplay of the prior games while introducing one new feature, the ability to purchase items with power-ups found throughout each stage.

7.8



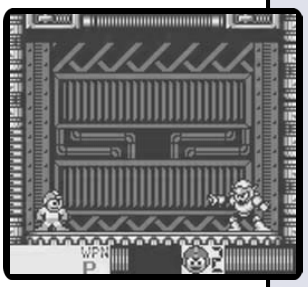

J N P

Rarity US: 5

## Mega Man V

Super GAME BOY



| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom, (eu) Laguna |
| **Release date** | (us) September 10, 1994<br>(eu) 1994 |
| **Genre** | Action-platformer |

Mega Man V is the fifth and final game in the Game Boy version of the original Mega Man series. The game follows the adventures of the protagonist Mega Man as he must defend the Earth from a group of powerful robots from outer space called the “Stardroids”. Mega Man V was also unique from the previous Game Boy Mega Man games as it features original and unique bosses rather than recycling those from the original NES Mega Man games.

8.3

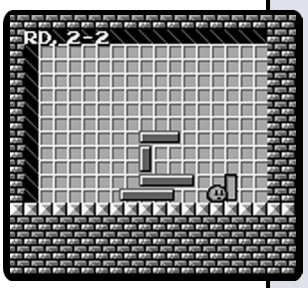



J N P

Rarity US: 5

## Megalit




| | |
|---|---|
| **Developer** | ASCII Corporation |
| **Publisher** | Takara, (jp) ASCII Corporation |
| **Release date** | (us) December 1992<br>(eu) 1992 |
| **Genre** | Strategy, Puzzle |

The object of Megalit is to solve a series of increasingly difficult puzzles through six rounds. Each round is divided into five stages. Controlling the hero who has been turned into a round stone, players must reposition a stacked mound of oblong blocks so that each individual piece can freely touch the ground. The blocks may only fall one level at a time, otherwise they will break upon impact and the player will automatically lose the stage.

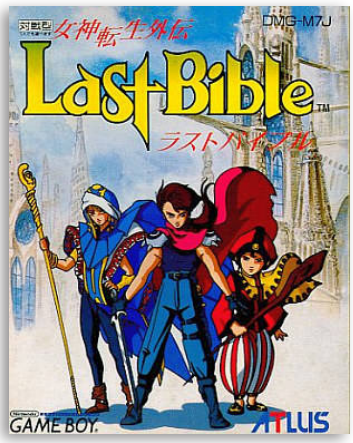
8.8




J N P

Rarity US: 5

4.1




J

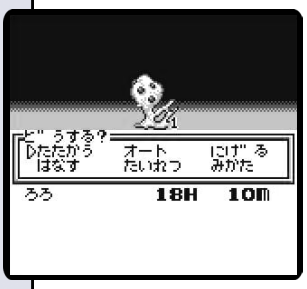
## Megami Tensei Gaiden: Last Bible

**Developer** Multimedia Intelligence Transfer
**Publisher** Atlus
**Release date** (jp) December 25, 1992
**Genre** Role-playing

Revelations: The Demon Slayer is a side-game (gaiden) of the Megami Tensei (Megaten) universe. Unlike all other Megaten games, this game is not set in modern-day or futuristic Japan. On a distant planet, a race resembling humans possess the ability to call upon a power called Gaia. The player takes the role of a young boy who learns the arts of Gaia. However, the land is in danger - an evil force is approaching.

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5.1




J

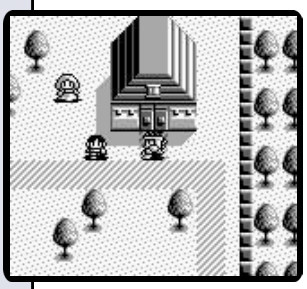
## Megami Tensei Gaiden: Last Bible II

**Developer** Multimedia Intelligence Transfer
**Publisher** Atlus
**Release date** (jp) November 19, 1993
**Genre** Role-playing

Unlike most Megaten games, Last Bible II is set in a fantasy world, on a planet Gaia with a medieval culture. Players can recruit demons they encounter in random battles and then summon them to fight for them. The moon phase influences the conversations with the demons, and players have to choose the correct answers to their questions in order to recruit them.

*"mobygames.com"*



9.1




J

## Meitantei Conan: Chika Yuuenchi Satsujin Jiken

Super GAME BOY

**Developer** Act Japan
**Publisher** Bandai
**Release date** (jp) December 27, 1996
**Genre** Adventure

Meitantei Conan: Chika Yūenchi Satsujin Jiken is the first game based on the manga Detective Conan. It is an original story, although the amusement park theme is constantly revisited in the franchise, especially in anime and game form. The game has three different murder cases, each corresponding to one of the attractions in the amusement park: the roller coaster, the horror house and the huge maze.

*"mobygames.com"*






## Meitantei Conan: Giwaku no Gouka Ressha







**Developer** n/a
**Publisher** Bandai
**Release date** (jp) August 7, 1998
**Genre** Adventure

Meitantei Conan: Giwaku no Gouka Ressha is another adventure/detective game based on the anime Detective Conan. The game was published by Bandai, which was released in Japan in 1998.

9.4




J

## Mercenary Force







**Developer** Lenar
**Publisher** Meldac, (eu) Nintendo
**Release date** (us) October 1990
(eu) 1990
**Genre** Shooter

Mercenary Force is an unconventional shoot'em up set in Japan's Edo period and inspired by Japanese history and mythology. When Japan is invaded by the minions of a dark lord, the shogun sets out to hire the best warriors in the land to combat the enemy.

The game consists of six levels, seen from an angled top-down/side-view perspective, with the screen scrolling automatically to the right.

*"mobygames.com"*

6.4




J N P

Rarity US: 5

## Metal Masters







**Developer** Bit Managers
**Publisher** Electro Brain
**Release date** (us) December 1993
**Genre** Fighting

The player controls a robot, the starting robot is a very basic model, to which the player can add "improvements" with credits earned during gameplay. There are four areas that each robot is graded on, body, left arm, right arm, and legs. There are several different combinations of various parts that can be added to the player's robot for optimum fighting status. During a fight, each area mentioned above is represented by its own health meter. The objective of the player is to deplete the health meters of each area.

6.9




N

Rarity US: 6

7.6




J N P

Rarity US: 3

## Metroid II: Return of Samus

Super GAME BOY

**Developer** Nintendo
**Publisher** Nintendo
**Release date** (us) November 1991
(eu) May 21, 1992
**Genre** Action-adventure

Metroid II: Return of Samus is the second installment and the first handheld title in the Metroid series. The story follows the protagonist and playable character Samus Aran, who is sent on a mission to exterminate the Metroid creatures from their home planet SR388 before the antagonistic Space Pirates obtain and use them. The gameplay involves killing a fixed number of Metroids before the player can advance deeper through the planet's tunnels.







7.6




J N P

Rarity US: 4

## Mickey Mouse: Magic Wands!

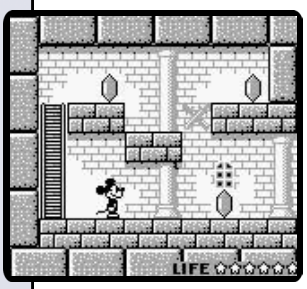
Super GAME BOY US RELEASE

**Developer** Kotobuki Systems
**Publisher** Nintendo, (jp) Kemco
**Release date** (us) May 1998
(eu) 1998
**Genre** Puzzle, Action

Mickey Mouse: Magic Wands! is a puzzle/action game hybrid. It is the sixth game in the Mickey Mouse-based games on their Crazy Castle series and the only title to be released in North America under its original title.

To save his friends, Mickey has to collect puzzle pieces that completes images of his Disney friends. To do this, Mickey has to wave his wand over crystals which conceal not only pieces of the image, but also items and even an occasional enemy.




6.5




J N P

Rarity US: 2

## Mickey's Dangerous Chase

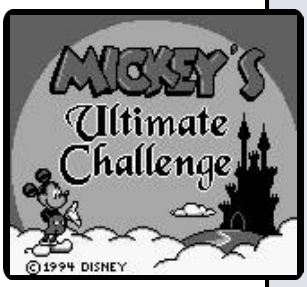
**Developer** Now Production
**Publisher** Capcom, (jp) Kemco
**Release date** (us) May 1991
(eu) 1992
**Genre** Action-platformer

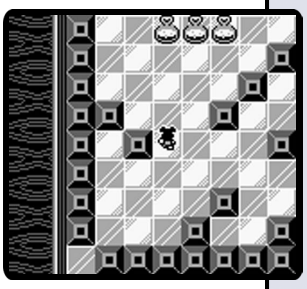
The player takes the role of either Mickey Mouse or his girlfriend Minnie. On the way to deliver a present, Pete came along and stole it. The gameplay is a general side-scrolling action game where players destroy enemies with Super Mario World-like blocks. However, the gameplay deviates from the standard Super Mario type of platforming by not allowing Mickey/Minnie to stomp on the enemy's head.






## Mickey's Ultimate Challenge



| | |
|---|---|
| **Developer** | Designer Software |
| **Publisher** | Hi Tech Expressions |
| **Release date** | (us) May 1994 |
| | (eu) 1994 |
| **Genre** | Platformer, Puzzle |

Mickey's Ultimate Challenge is a puzzle game where players must complete challenges to beat the game. Players must go through a series of challenges in various rooms of the castle in order to collect magic beans and items.

Each task is a different puzzle, given by a specific character. Daisy, for instance, will ask help to clean the castle's paintings hanging on a wall. The task is in fact a memory game, where Mickey or Minnie must clean the pictures matching pairs.

7.6

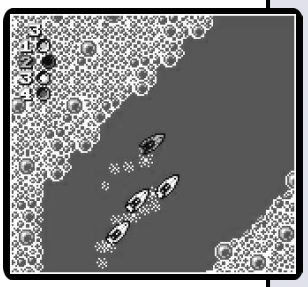



J N P

Rarity US: 4

## Micro Machines



| | |
|---|---|
| **Developer** | Mindscape |
| **Publisher** | Ocean |
| **Release date** | (us) January 1995 |
| | (eu) 1995 |
| **Genre** | Racing |

Micro Machines, originally released in 1991 on NES, is the first game in the series laid the foundation of the gameplay: a top-down racing game with miniature vehicles. The race tracks are unconventionally themed. For example, some races take place on a billiard table while others occur in a garden.

7.6



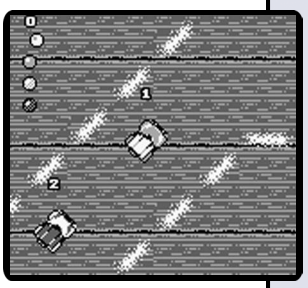

N P

Rarity US: 4

OFFICIAL GAME LINK GAME PAK

## Micro Machines 2: Turbo Tournament



| | |
|---|---|
| **Developer** | Codemasters |
| **Publisher** | Ocean |
| **Release date** | (eu) 1996 |
| **Genre** | Racing |

Micro Machines 2: Turbo Tournament is the second game in the Micro Machines series. Like its predecessor, it puts the player behind the steering wheel of an extremely small car. The races take place in locations such as a table, a treehouse, and more.

8.6




P

OFFICIAL GAME LINK GAME PAK

8.2




J

## Midori no Makibaō

Super Game Boy

| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Tomy |
| **Release date** | (jp) December 21, 1996 |
| **Genre** | Racing |

Midori no Makibao is a racing game based on Green Meadow King, a manga and anieme series by Tsunomaru. The game was developed by TOSE and published by Tomy Corporation, which was released in Japan in 1996.







5.1




N P

Rarity US: 3

## Mighty Morphin Power Rangers

Super Game Boy

| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Bandai |
| **Release date** | (us) August 1994<br>(eu) 1994 |
| **Genre** | Action |

Mighty Morphin Power Rangers is a side-scrolling action game with five levels, each consisting of two segments. In the first segment, the player will control one of the five original Power Rangers as they fight the Putty Patrollers throughout the stage in order to reach their goal. When the player reaches the end of the level, they will control the Megazord and fight a giant monster.







6.3




N P

Rarity US: 6

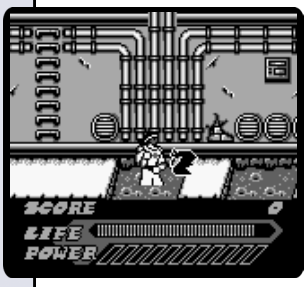
## Mighty Morphin Power Rangers: The Movie

Super Game Boy

| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Bandai |
| **Release date** | (us) August 1995<br>(eu) 1995 |
| **Genre** | Beat-'em-up |

The Game Boy version is a single-player side-scrolling action game similar to the SNES version. The player can choose to play as any of the six rangers, who will start off each stage as a Ninja Ranger. By defeating enemies throughout each stage, mainly Putty Patrols, and accumulating enough Thunderbolt items to fill up the power gauge, the player can transform their character into a Power Ranger.



## Mikineko Holmes no Kishi Michi







**Developer** n/a
**Publisher** ASK Kodansha
**Release date** (jp) February 15, 1991
**Genre** Adventure

Mikineko Holmes no Kishi Michi is an adventure game, published by ASK, which was released in Japan in 1991.

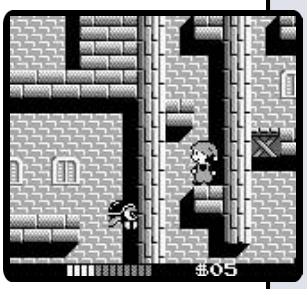
7.8




J

## Milon's Secret Castle



**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (us) March 1993
(eu) 1993
**Genre** Action-adventure

The Game Boy version is mostly identical to the NES version. There are some obvious differences between the Game Boy and NES versions. The room sizes are smaller, likely due in part to the smaller available screen size. As a result, many hidden items and platforms are not in the same absolute position, but can be found in roughly the same relative position. Also, every item costs a little less money than in the NES version.

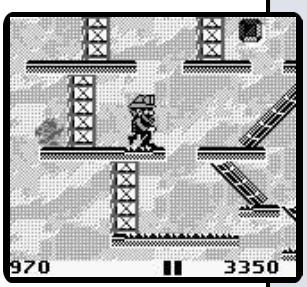
7.0




J N P

## Miner 2049er




**Developer** Big Five Software
**Publisher** Mindscape
**Release date** (us) October 1992
**Genre** Platformer

Miner 2049er is a port of a 1982 Atari 8-bit game by Bill Hogue. As Bounty Bob, the player's goal is to inspect every section of each mine in search of the evil Yukon Yohan while avoiding the various radioactive creatures that inhabit the mine. As Bounty Bob walks over a section of flooring, it fills in. To complete the level, every section of flooring must be filled in. Each level is timed and must be completed before the player runs out of oxygen.

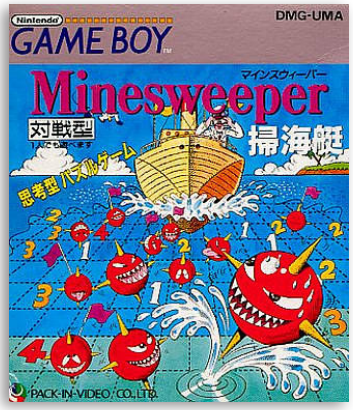
7.3




N

Rarity US: 6

5.7




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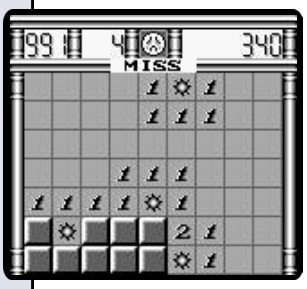
## Minesweeper

| | |
|---|---|
| **Developer** | Arc System Works |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) December 13, 1991 |
| **Genre** | Puzzle |

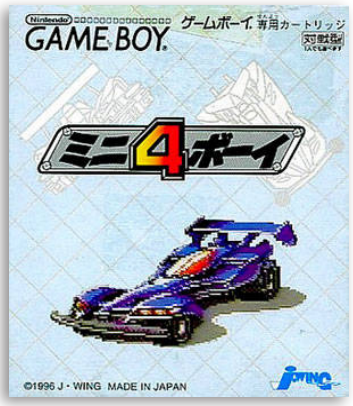
The objective of Minesweeper is to clear a rectangular board containing hidden "mines" without detonating any of them, with help from clues about the number of neighboring mines in each field. The game originates from the 1960s, and has been written for many computing platforms in use today.

Three main game modes are available, differentiated by the size of the minefield: 9x7, 12x12 and 18x14. Clearing a minefield takes the player to another one of the same size, but with more bombs to clear.




8.3




J

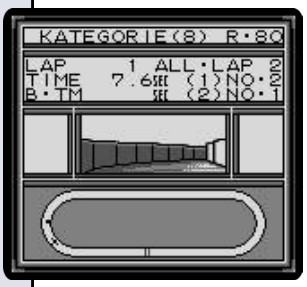
## Mini 4 Boy

Super GAME BOY

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | J-Wing |
| **Release date** | (jp) December 27, 1996 |
| **Genre** | Strategy |

Mini-4 Boy is a strategy game, published by J-Wing, which was released in Japan in 1996.




8.3



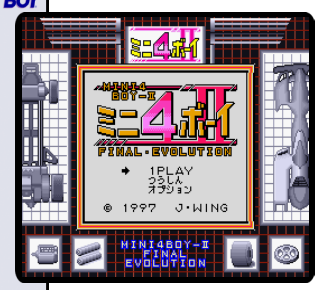

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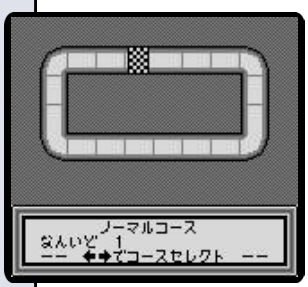
## Mini 4 Boy II

Super GAME BOY

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | J-Wing |
| **Release date** | (jp) September 26, 1997 |
| **Genre** | Strategy |

Mini-4 Boy II is a strategy game, published by J-Wing, which was released in Japan in 1997.



## Mini-Putt





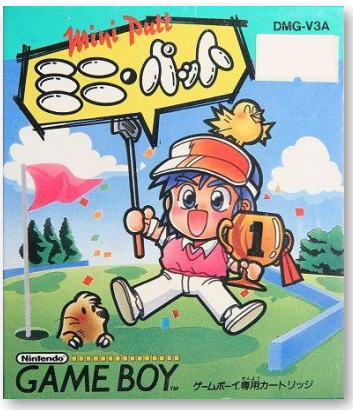


**Developer** n/a
**Publisher** A-Wave
**Release date** (jp) April 26, 1991
**Genre** Sports

Mini Putt is a miniature golf game that offers 4 courses, Deluxe, Classic, Traditional and Challenge. Up to 4 players can either play a game or practice any hole on any course. Each course offers its own difficulty level. Deluxe and Challenge have difficult hills and course layouts. The Challenge being the more difficult course. The Classic offers animated bridges and other obstacles. The traditional is the standard miniature golf course which requires well placed bank shots.

*"mobygames.com"*

7.2

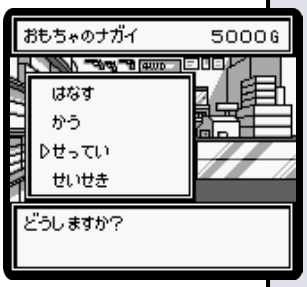



J

## Mini-Yonku GB: Let's & Go!!

Super GAME BOY




**Developer** Jupiter
**Publisher** ASCII Corporation
**Release date** (jp) May 23, 1997
**Genre** Strategy

Mini-Yonku GB: Let's & Go!! is a strategy game, developed by Jupiter Multimedia and published by ASCII Entertainment, which was released in Japan in 1997.

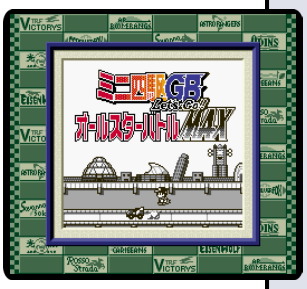
6.6




J

## Mini-Yonku GB: Let's & Go!! All-Star Battle MAX

Super GAME BOY







**Developer** Jupiter
**Publisher** ASCII Corporation
**Release date** (jp) June 19, 1998
**Genre** Strategy

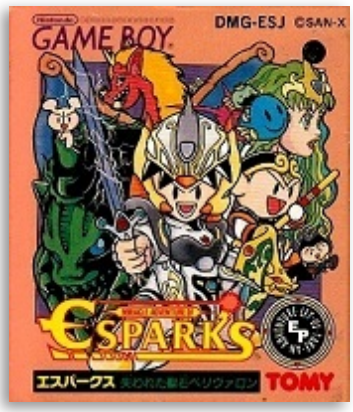
Mini-Yonku GB: Let's & Go!! All-Star Battle MAX is a strategy game, developed by Jupiter Multimedia and published by ASCII Entertainment, which was released in Japan in 1998.

7.5




J

6.8




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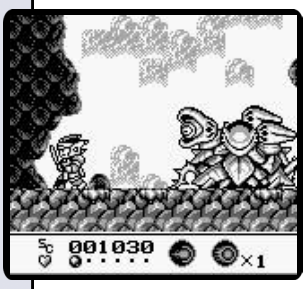
## Miracle Adventure of Esparks

**Developer** Sun L
**Publisher** Tomy
**Release date** (jp) December 11, 1992
**Genre** Action-platformer

The Miracle Adventure of Esparks is a side scrolling action platformer. Players take the role of the title hero who must run and jump his way through six different stages. Players begin the game with only a sword, but the beams fired from it with each thrust represent their primary method of attack. They have two different projectile trajectories; one that shoots a single burst forward at a fast rate, and a slower triple shot that also fires diagonally.

*"Jeremy Jeffers@retropowergaming.com"*




6.8




N P

Rarity US: 5

## Missile Command

**Developer** The Code Monkeys
**Publisher** Accolade
**Release date** (us) March 1992
(eu) 1992
**Genre** Shooter

This game is based on the original arcade game Missile Command, in which aliens are attacking the Earth.

In this version of the game players control two anti-missile silos and have to shoot down the incoming enemy firepower in order to defend several different major cities (such as Cairo or Moscow) that have come under siege. Cities consist of six different buildings, which the player has to try and prevent their destruction.







9.3




J

## Mogu Mogu Gombo: Harukanaru Chou Ryouri Densetsu

Super GAME BOY

**Developer** n/a
**Publisher** Bandai
**Release date** (jp) June 16, 1995
**Genre** Role-playing

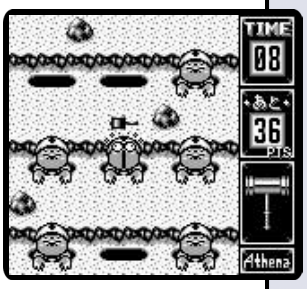
MoguMogu Gombo: Harukanaru Chou Ryouri Densetsu is a role-playing game, published by Bandai, which was released in Japan in 1995.






## Mogura de Pon!




**Developer** n/a
**Publisher** Athena
**Release date** (jp) April 15, 1994
**Genre** Action

Mogura de Pon! (“Pong in the Mole”) is a whac-a-mole game, published by Athena, which was released in Japan in 1994.

8.6

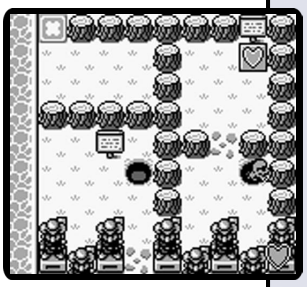



J

## Mole Mania

Super GAME BOY



**Developer** Pax Softonica
**Publisher** Nintendo
**Release date** (us) February 1997
(eu) 1997
**Genre** Puzzle

Mole Mania, one of the least known works of Shigeru Miyamoto, is a puzzle game. In the game, Muddy Mole has to move a black ball to a gate at the end of the screen in order to get to the next screen. He can push, pull, and throw the black ball. Muddy can also dig into soft ground to find underground paths around obstacles. Choosing where to dig is a crucial element of the game’s various puzzles, as creating holes in the wrong areas could hinder the player’s efforts.

7.8




J N P

Rarity US: 3

## Momotaro Collection

Super GAME BOY



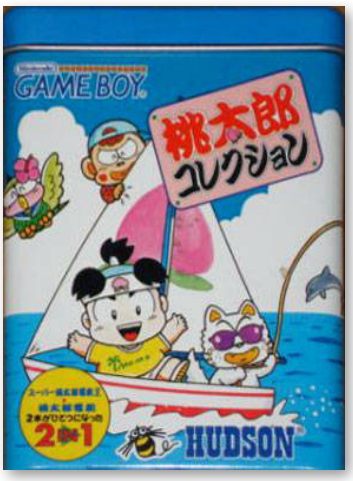




**Developer** n/a
**Publisher** Hudson Soft
**Release date** (jp) August 9, 1996
**Genre** Compilation

Momotaro Collection is a compilation cartridge. The game consists of Super Momotaro Dentetsu II and Momotaro Thunderbolt. The game was published by Hudson and released in Japan in 1996.

8.0




J

9.0




J

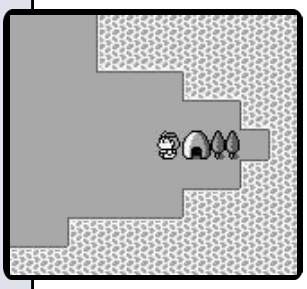
## Momotaro Collection 2

Super GAME BOY

**Developer** n/a
**Publisher** Hudson Soft
**Release date** (jp) December 6, 1996
**Genre** Compilation

Momotaro Collection 2 feature two more classic Momotaro games on one cartridge. The compilation consists of Momotaro Densetsu Gaiden and Momotaro Thunderbolt 2. The game was published by Hudson and released in Japan in 1996.



8.5




J

## Momotaro Dengeki: Momotaro Thunderbolt

**Developer** n/a
**Publisher** Hudson Soft
**Release date** (jp) December 16, 1994
**Genre** Action

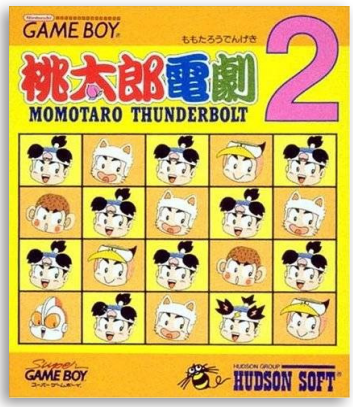
Momotarou Dengeki: Momotaro Thunderbolt is a action game starring Momotaro. It was published by Hudson, which was released in Japan in 1993.







8.6




J

## Momotaro Dengeki 2: Momotaro Thunderbolt

Super GAME BOY

**Developer** n/a
**Publisher** Hudson Soft
**Release date** (jp) December 16, 1994
**Genre** Action

Momotarou Dengeki 2 is the sequel to Momotaro Thunderbolt. The game was published by Hudson, which was released in Japan in 1994. The game has Super Game Boy features.






## Momotaro Densetsu Gaiden






**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (jp) December 26, 1991
**Genre** Role-playing

This game is based on famous Japanese folk tales. Momotarō is a boy who was found in a huge peach. In this game, players don't play directly the story of Momotarō, but control three other popular characters from Japanese folklore, playing three separate stories. Despite being primarily a game for kids, this is a full-fledged Japanese-style RPG with levels, party management, world map traveling, dungeons, towns, weapons and armors, and turn-based combat against randomly appearing enemies.

8.4

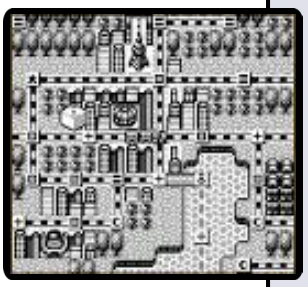



J

## Momotarou Dentetsu Jr.: Zenkoku Ramen Meguri no Maki

Super GAME BOY

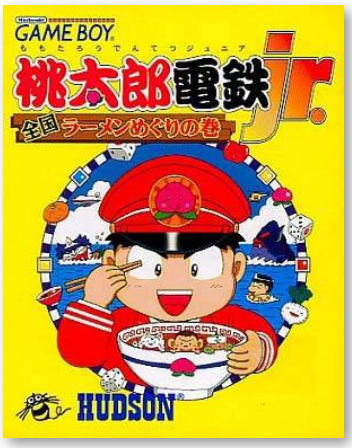


**Developer** Make Software
**Publisher** Hudson Soft
**Release date** (jp) July 31, 1998
**Genre** Board game

Momotarou Dentetsu Jr. - Zenkoku Ramen Meguri no Maki is part of the huge Japanese Momotaro Dentetsu (Momotarō Electric Railway) series of board game-style video games; in which players travel by rail, ship, and airplane; attempting to acquire wealth through business transactions buying properties; and dealing with rival entrepreneurs and nemeses such as the God of Poverty.

7.5

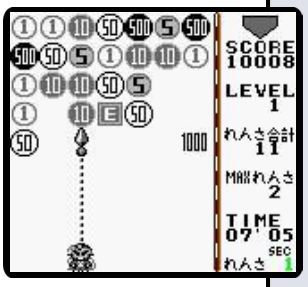



J

## Money Idol Exchanger

Super GAME BOY




**Developer** Face
**Publisher** Athena
**Release date** (jp) August 29, 1997
**Genre** Puzzle

Money Idol Exchanger (known as Money Puzzle Exchanger in the USA) is a puzzle game created in 1997 by Japanese video game developer Face for the Neo Geo MVS arcade system. Athena Co. Ltd. ported it to the Game Boy that same year.

The game is a stacking game similar to the Magical Drop, Astro Pop, and Puzzle Bobble series whereby players race to prevent a perpetually falling array of coins in different values from filling up the screen.

7.5




J

7.2




J N P

Rarity US: 2

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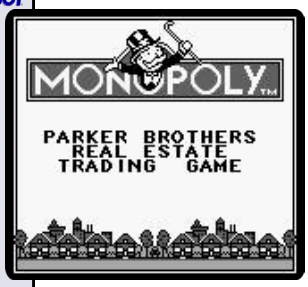
## Monopoly

Super GAME BOY

| | |
|---|---|
| **Developer** | Sculptured Software |
| **Publisher** | Parker Brothers, (eu) Konami, (jp) Tomy |
| **Release date** | (us) December 1991<br>(eu) 1992 |
| **Genre** | Board game |

This is an adaptation of the classic board game Monopoly. The game can be played by up to four players. Any number of positions can be taken over by computer opponents. The game comes with eight different opponents, which are selected from a portrait gallery. During gameplay, the board is seen from the top. Moving tokens are displayed in a special animation in the center of the board, as is a hand throwing the dice.

*"mobygames.com"*







8.2




J

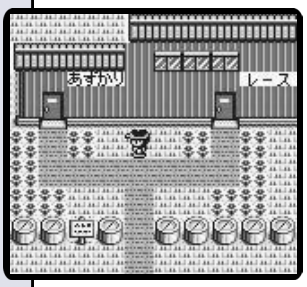
## Monster * Race

Super GAME BOY

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Koei |
| **Release date** | (jp) March 6, 1998 |
| **Genre** | Role-playing, Racing |

Monster Race is a Koei published monster collecting and racing game in the vein of Pokémon. It was released in Japan on both the Playstation and Gameboy.




9.2




J

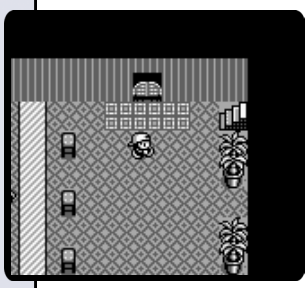
## Monster * Race Okawari

Super GAME BOY

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Koei |
| **Release date** | (jp) October 2, 1998 |
| **Genre** | Role-playing |

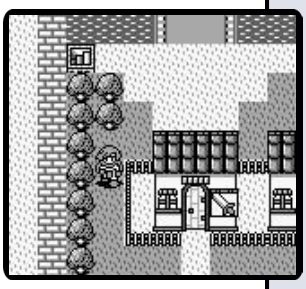
Monster Race Okawari is the second game in the Monster Race series, exclusively released for Game Boy in 1998.



## Monster Maker



**Developer** n/a
**Publisher** SOFEL
**Release date** (jp) December 22, 1990
**Genre** Role-playing

Monster Maker is the first video game adaptation based on the popular CCG in Japan. The SOFEL games, Monster Maker and Monster Maker II for the Game Boy, is RPGs that used cards for their combat system.

8.8




J

## Monster Maker 2: Uru no Hiten






**Developer** n/a
**Publisher** SOFEL
**Release date** (jp) March 19, 1993
**Genre** Role-playing

Monster Maker 2 is another role-playing game, and the second in the series. The game wa published by Sofel and released in Japan in 1993.

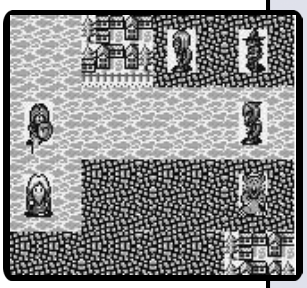
9.0




J

## Monster Maker: Barcode Saga



**Developer** Jorudan
**Publisher** Namco
**Release date** (jp) August 10, 1993
**Genre** Strategy

Monster Maker: Barcode Saga is a strategy video game for the Game Boy released only in Japan in 1993. It is preceded by Monster Maker and Monster Maker 2.

The game was one of the few games compatible with the Game Boy accessory Barcode Boy. Scanning game cards and other barcodes would allow the player different features in the game.

*"nintendo.wikia.com"*

8.7




J

7.5

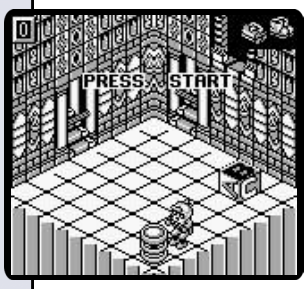



NP

## Monster Max

**Developer** Rare
**Publisher** Titus Software
**Release date** (us) January 1995
(eu) December 1994
**Genre** Action-adventure

Monster Max is a single-player adventure game that is presented from an isometric perspective, similar to Ultimate's Knight Lore. Players control the player character and guitarist Max as he attempts to defeat evil villain Krond, who threatens to ban all music from the world. The game is split into 29 levels in which the player must complete a number of challenges in order to progress, such as solving puzzles, jumping over obstacles, gathering objects, and defeating opponents.






8.3




J

## Monster Truck

**Developer** Another
**Publisher** Varie
**Release date** (jp) October 19, 1990
**Genre** Racing

Monster Truck is a racing game, developed by Another and published by Varie, which was released in Japan in 1990.







6.5




NP

Rarity US: 6

## Monster Truck Wars

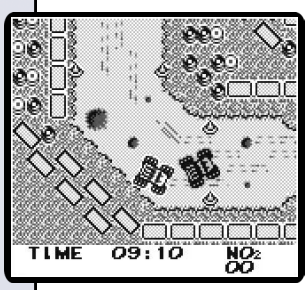
**Developer** Gremlin Graphics
**Publisher** Acclaim
**Release date** (us) November 1994
(eu) 1994
**Genre** Action, Racing

Monster Truck Wars is a top-down racing game with the vehicle of choice being monster trucks. The player can choose from six unique trucks each with their own unique traits and race on several different winding track - providing the player can qualify for the race.

The better the player does in races, the more money they can accumulate to buy upgrades and repair their monster truck.

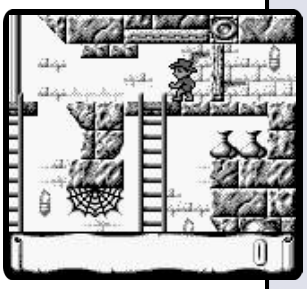
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## Montezuma's Return



| | |
|---|---|
| **Developer** | Utopia Technologies |
| **Publisher** | Take-Two Interactive |
| **Release date** | (eu) 1998 |
| **Genre** | Platformer |

Montezuma's Return is, in contrast to to the PC game of the same name, not a completely new adventure but closely based on the design of the original Montezuma's Revenge. While some of the 150 levels are directly ported over, the majority are new. Another major difference is that the camera is closer to the action, i.e. the levels scroll instead of fitting into a single screen.

The premise is the same as always: The player takes the role of an adventurer who explores a pyramid in order to steal all its treasures.

5.0




P

## Mortal Kombat






| | |
|---|---|
| **Developer** | Probe Entertainment Limited |
| **Publisher** | Acclaim, (jp) Acclaim Japan |
| **Release date** | (us) September 13, 1993<br>(eu) 1994 |
| **Genre** | Fighting |

Mortal Kombat, originally released as a 2-player arcade title, is a side-scrolling fighting game. Fighting is set as one-on-one combat, allowing each player to perform a variety of punches, kicks, and special moves in order to defeat their opponent. When the opponent faces their second round loss, the winner can perform a finishing move called a "Fatality" on the loser. The Fatality is a move unique to each fighter that graphically kills the loser in a blood-soaked finale.

4.5




J N P

Rarity US: 2

## Mortal Kombat II

Super GAME BOY







| | |
|---|---|
| **Developer** | Probe Entertainment Limited |
| **Publisher** | Acclaim, (jp) Acclaim Japan |
| **Release date** | (us) September 1994<br>(eu) October 27, 1994 |
| **Genre** | Fighting |

The Mortal Kombat fighters, plus several new ones, return for a tournament held by the evil Shang Tsung of the Outworld.

To win the main tournament, the player must beat each of the other human players, before taking on Shang Tsung, Kintaro and finally Shao Kahn. Players have a range of punches and kicks available, as well as flying kicks, uppercuts, roundhouses, and the special moves, which vary for each player.

6.3




J N P

Rarity US: 2

6.5




J N P

Rarity US: 7

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## Mortal Kombat & Mortal Kombat II

**Developer** Probe Entertainment Limited
**Publisher** Acclaim, (jp) Starfish
**Release date** (us) November 1997
(eu) 1997
**Genre** Compilation

This compilation combines the Game Boy versions of: Mortal Kombat and Mortal Kombat II.

On an unrelated note, Saturn version was planned under the title “Mortal Kombat I & II Duo”, but ultimately unreleased.







4.7




J N P

Rarity US: 4

## Mortal Kombat 3

Super GAME BOY

**Developer** Software Creations
**Publisher** Williams
**Release date** (us) November 1995
(eu) 1995
**Genre** Fighting

Mortal Kombat 3 on the Game Boy, only nine of the original 15 fighters (Kano, Sonya, Sub-Zero, Cyrax, Sektor, Sheeva, Sindel, Kabal and Smoke) are available, only five stages exist, there are no button-link combos, and no finishers outside of Fatalities and Babalities. The sole Game Boy game to be rated Rated M by the ESRB, this version does not include much of the gore seen in its parent systems but kept some of the “burning” Fatalities.







6.8




J N P

Rarity US: 2

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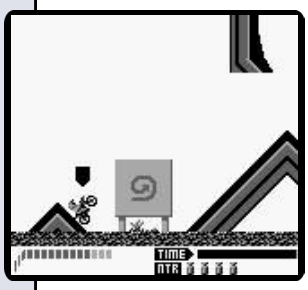
## Motocross Maniacs

**Developer** Konami
**Publisher** Ultra Games, (eu) Palcom Software, (jp) Konami
**Release date** (us) January 1990
(eu) 1990
**Genre** Racing, Platformer

The game’s concept is quite simple; the player controls a motorcycle moving one way horizontally, much like in a platform game. When a level has been completed within its time limit, the player starts on the next.

With only eight different levels and fairly simple gameplay, the game’s complexity is not too different from other Game Boy games released during the introduction of the system. Despite this, Motocross Maniacs requires quite some skill to master.









## Mouse Trap Hotel

| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | Electro Brain |
| **Release date** | (us) October 1992 |
| **Genre** | Action |

The object of this game is to take Maxie the Mouse as he tries to visit his girlfriend. Unfortunately, she is located in a penthouse while Maxie dwells in the basement. By finding the exit in each level, he draws closer to being with his girlfriend. Side-scrolling segments with some vertical elements are an expected part of the game. Getting hit by mousetraps and enemies causes Maxie to lose his energy. Maxie's tail comes in handy when it comes to destroying enemies.

6.7




Rarity US: 4



7.4




Rarity US: 4

## Mr. Chin's Gourmet Paradise

**Developer** Romstar
**Publisher** Romstar
**Release date** (us) October 1990
**Genre** Platformer

Mr. Chin's Gourmet Paradise is a side-scrolling platformer where players take the role of Mr. Chin, who is on a mission to feed his Momos to turn them into peaches.

The goal of each levels is to turn all of the enemies into walking peaches and then eat them. Mr. Chin can drop bowls on the ground. If he place one bowl on the left and one on the right, a laser will fire between the two bowls, and any enemies will be caught between, transforming into peaches.







8.2




Rarity US: 6

## Mr. Do!

**Developer** Ocean
**Publisher** Ocean
**Release date** (us) November 1992
(eu) 1992
**Genre** Action

The Game Boy version includes the original arcade version, as well as an enhanced mode with new levels, power-ups and graphics.

The object of Mr. Do! is to dig tunnels through the ground and collecting cherries. The title character, Mr. Do, is constantly chased by monsters and the player loses a life if Mr. Do is caught by one. A level is complete when all cherries are removed, all monsters are destroyed, "EXTRA" is spelled, or a diamond is found.







8.6

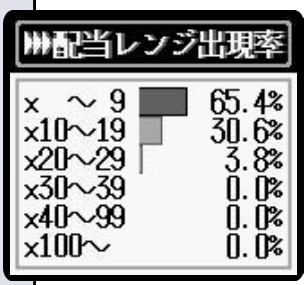



## Mr. Go no Baken Tekichuu Sube

**Developer** n/a
**Publisher** Taito Corporation
**Release date** (jp) April 1, 1994
**Genre** Strategy

Mr. Go no Baken Tekichuu Sube is a strategy game, published by Taito Corporation, which was released in Japan in 1994.



## Mr. Nutz






| | |
|---|---|
| **Developer** | Ocean |
| **Publisher** | Ocean |
| **Release date** | (eu) 1994 |
| **Genre** | Platformer |

Mr. Nutz is a side scrolling, 2D platformer, first released for the SNES in late 1993. The player controls Mr. Nutz, an anthropomorphic red squirrel, through six themed levels. The end goal is to stop Mr. Blizzard, a yeti, who is the final boss and is trying to take over the world by using his magic powers to turn it into a mass of ice. Ammunition, in the form of nuts, can be collected and thrown at enemies.

7.3




P

## Ms. Pac-Man







| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (us) October 1993<br>(eu) 1993 |
| **Genre** | Maze |

Ms. Pac-Man, a port of the 1982 arcade game from the Golden Age, introduced a female protagonist, new maze designs, and several other improved gameplay changes over the original Pac-Man.

The gameplay of Ms. Pac-Man is very similar to that of the original Pac-Man. The player earns points by eating pellets and avoiding ghosts. Eating an energizer causes the ghosts to turn blue, allowing them to be eaten for extra points.

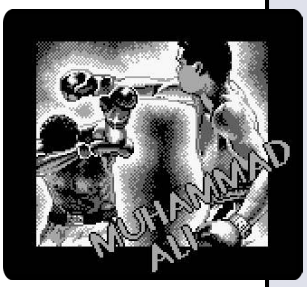
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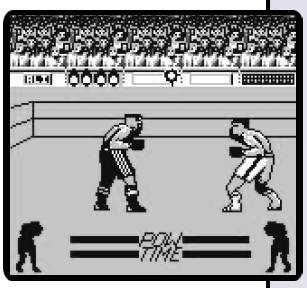



N P

Rarity US: 2

## Muhammad Ali Heavyweight Boxing



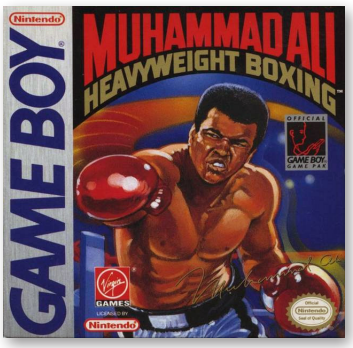



| | |
|---|---|
| **Developer** | Gremlin Graphics |
| **Publisher** | Virgin Interactive |
| **Release date** | (us) July 1993<br>(eu) 1993 |
| **Genre** | Sports |

In this boxing game, players control Muhammad Ali where they have to fight a series of opponents in an attempt to become the heavyweight champion of the world.

The game has two modes, Single Fight, standard exhibition mode, and World Title Trial, career mode.

5.5




N P

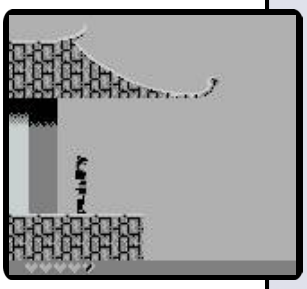
Rarity US: 4


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## Mulan

Super GAME BOY



| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | THQ |
| **Release date** | (us) October 1998<br>(eu) 1998 |
| **Genre** | Action |

As Fa Mulan players will follow the storyline of the Disney animated movie starting from army training. They will progress through other scenes, like avoiding detection, saving Shang, sneaking past the Mongol army, getting through the palace and stopping Shan Yu.

This is a scrolling game with some puzzle elements. Players can throw things at enemies to stun them but mostly, they are trying to make their way past an enemy to achieve their goal.

5.3

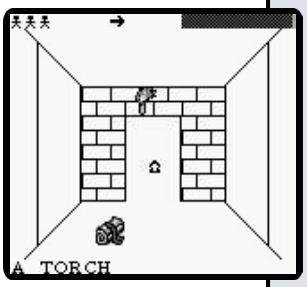



N P

Rarity US: 4

## Mysterium




| | |
|---|---|
| **Developer** | Maxis |
| **Publisher** | Asmik Corporation of America, (jp) VAP |
| **Release date** | (us) July 1991 |
| **Genre** | Role-playing, Strategy |

As a alchemist players must solve a set of mazes to prove their worth. To solve the mazes they must transform the items which are found in the maze into something more useful. For example, a piece of iron turns in a glass key when dropped in a pool of fire. Thus, if players want to pass a glass door, they have to find a pool of fire and a piece of iron. These transformations are not random, but sometimes require multiple stages. If they keep good notes, they'll find out all possible transformations.

6.7



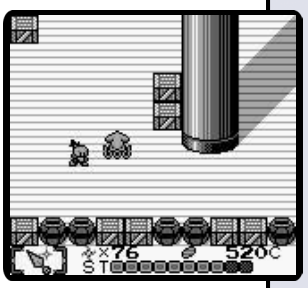

J N

Rarity US: 3

## Mystical Ninja Starring Goemon

Super GAME BOY



| | |
|---|---|
| **Developer** | KCE Nagoya |
| **Publisher** | Konami |
| **Release date** | (us) April 1998<br>(eu) 1998 |
| **Genre** | Action-adventure |

Featuring gameplay similar to the Super Famicom title Ganbare Goemon 3: Shishijūrokubē no Karakuri Manji Gatame, the game presents a new story in which Yae has been kidnapped by the Black Ship Gang.

The game feature three characters—Goemon, Sasuke, and Ebisumaru—who can walk, jump, attack, and throw weapons throughout five stages of play.

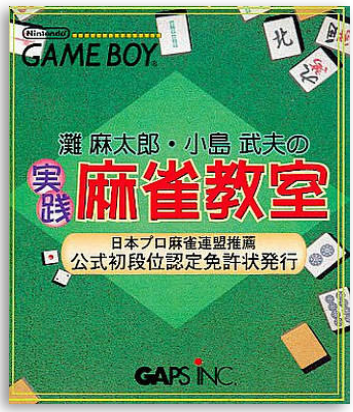
6.5




J N P

Rarity US: 5

7.5




J

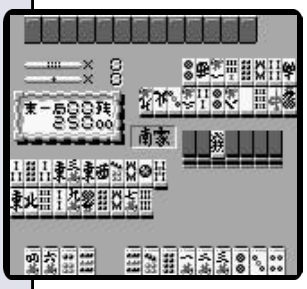
## Nada Asatarou & Kojima Takeo no Jissen Mahjong Kyoushitsu

Super GAME BOY

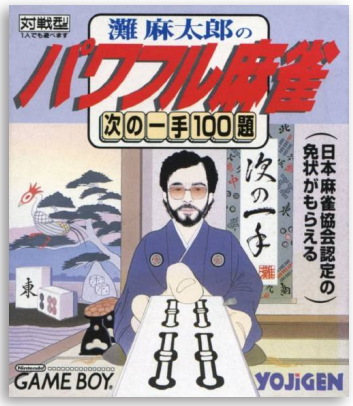
| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Gaps |
| **Release date** | (jp) December 25, 1998 |
| **Genre** | Board game |

Nada Asatarou & Kojima Takeo no Jissen Mahjong Kyoushitsu is a mahjong board game, published by Gaps, which was released in Japan in 1998.



8.7




J

## Nada Asatarou no Powerful Mahjong: Tsugi no Itte 100 Dai

| | |
|---|---|
| **Developer** | Affect |
| **Publisher** | Yojigen |
| **Release date** | (jp) December 23, 1994 |
| **Genre** | Board game |

Nada Asatarou no Powerful Mahjong: Tsugi no Itte 100 Dai is a mahjong board game, developed by Affect and published by Yojigen, which was released in Japan in 1994.







5.9




J N P

Rarity US: 6

OFFICIAL GAME LINK GAME PAK

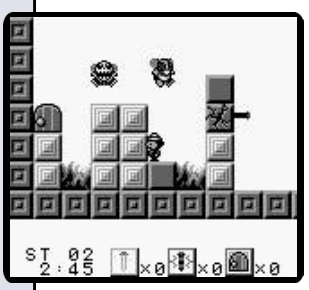
## Nail 'n' Scale

| | |
|---|---|
| **Developer** | I'Max |
| **Publisher** | Data East, (jp) I'Max |
| **Release date** | (us) April 1992<br>(eu) 1992 |
| **Genre** | Action, Puzzle |

In Nail 'n' Scale, the player controls Spike, a skilled climber. In each level, the player uses climbing spikes to navigate through the level to the door at the end of each level. The climbing spikes are also used to break bricks that block the path. There are 51 levels in all, with a boss on every tenth level.

Each boss has his own unique weakness that must be exposed by the players before he can be defeated.



## Namco Classic







**Developer** TOSE
**Publisher** Namco
**Release date** (jp) December 3, 1991
**Genre** Sports

Namco Classic is a golf game released only in Japan for the Famicom and Game Boy. The game takes the then-standard golf game template and stays the course, changing very little to the formula.

The game is different in that the player can customize their own golfer character, or choose from a selection of odd-looking pre-generated characters, including a robot.

*"giantbomb.com"*

8.1




J

## Namco Gallery Vol. 1

Super GAME BOY







**Developer** TOSE
**Publisher** Namco
**Release date** (jp) July 21, 1996
**Genre** Compilation

Namco Gallery is a series of three compilations for Game Boy containing Game Boy versions of Namco's arcade and console games. It is split into three volumes and they are all enhanced when played on a Super Game Boy.

Vol-1 includes four different games: Battle City. Galaga, previously only available for the Game Boy in Galaga & Galaxian. Mappy, ported to the Game Boy for the first time. And Namco Classic.

8.0




J

## Namco Gallery Vol. 2

Super GAME BOY







**Developer** TOSE
**Publisher** Namco
**Release date** (jp) November 29, 1996
**Genre** Compilation

Namco Gallery Vol. 2 is the second in a series of classic game compilations for the Game Boy.

It includes four different games, all enhanced for the Super Game Boy, one of which is an all-new title: Galaxian, previously only available for the Game Boy in Galaga & Galaxian. Dig Dug. The Tower of Druaga. And Famista 4, an exclusive entry in Namco's baseball series.

*"mobygames.com"*

7.6




J

8.0




J

## Namco Gallery Vol. 3

Super GAME BOY







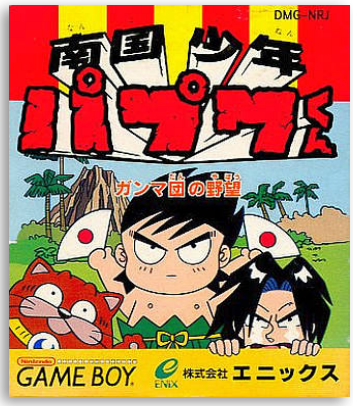
| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Namco |
| **Release date** | (jp) July 25, 1997 |
| **Genre** | Compilation |

Namco Gallery Vol. 3 is the last in a series of classic game compilations for the Game Boy. It includes four different games. Only one of them appeared on the Game Boy before, the other being new ports from the Famicom. Sky Kid (new port). Babel no Tō (new port). Family Tennis (new port). And Jantaku Boy.

The cartridge, and the previous in the series, includes in-game instructions and high scores for all games that are saved via password.

*"mobygames.com"*

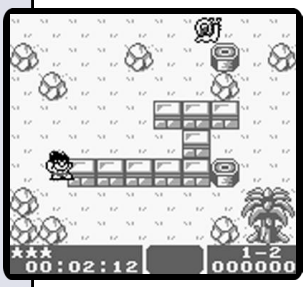
9.1




J

## Nangoku Shounen Papuwa-kun: Ganmadan no Yabou




| | |
|---|---|
| **Developer** | Daft |
| **Publisher** | Enix |
| **Release date** | (jp) March 25, 1994 |
| **Genre** | Beat 'em up, Platformer |

Nangoku Shounen Papuwa-kun: Ganmadan no Yabou is a brawler platformer released in 1994 for both the Game Boy and Super FamiCom. It is based on the first arc of the Nangoku Shounen Papuwa-kun manga and anime.

The game is a mix of brawling and platforming. The player character, Shintaro, has a quick punch move and a charged-up beam attack, and fights various sub-bosses as he makes his way through levels.

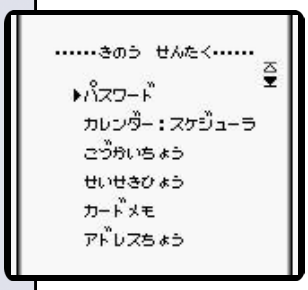
8.7




J

## Nanonote



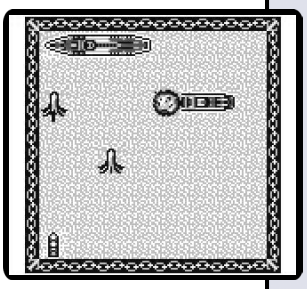




| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Konami |
| **Release date** | (jp) August 7, 1992 |
| **Genre** | non-game |

Nanonote is a electronic organizer, published by Konami, which was released in Japan in 1992.

## Navy Blue 98



**Developer** Use Corporation
**Publisher** Shouei System
**Release date** (jp) February 20, 1998
**Genre** Strategy

Navy Blue 98 is the fourth and last game in the series of Japan-exclusive battleship-based video games. The game was developed by Use and published by Shouei, which was released in Japan in 1998.

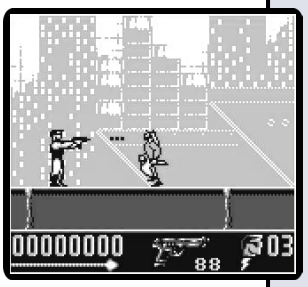
8.0




J

## Navy SEALs




**Developer** Ocean
**Publisher** Ocean
**Release date** (us) September 1991
(eu) 1991
**Genre** Action-platformer

Players control a succession of the USA's elite fighters with the aim of destroying missiles held by terrorists.

The Game Boy version of this game differs from the home computer version released around the same time. The level layout is different, there are no ladders ladders or ropes and players don't have to place bombs. This is possibly due to technical or game pack memory limitations of the Game Boy.

*"mobygames.com"*

5.2




N P

Rarity US: 5

## NBA All-Star Challenge







**Developer** Beam Software
**Publisher** LJN
**Release date** (us) February 1991
(eu) 1991
**Genre** Sports

NBA All-Star Challenge is the first game in the series of the same name, offering one-on-one basketball featuring licensed NBA players. The game features five different mini-games based on real-life one-on-one playing modes. All can be played by two players via the link cable.

The modes are: One On One, Free Throws, Horse, Accuracy Shootout and Tournament.

*"mobygames.com"*

6.3



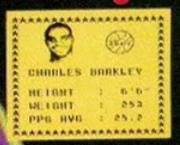

N P

Rarity US: 2

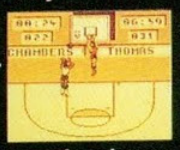
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# THE NBA'S JAMMIN' ON GAME BOY!

## Take the NBA® All-Star Challenge™ on Game Boy™




Hooked on Pro Basketball? Your best shot is LJN™'s NBA® All-Star Challenge™ for Game Boy™ with 27 (not a misprint) of the NBA's greatest stars (one from every team) in five action-packed events.




This is Game Boy™ action for real basketball fans...the players look real...their moves look real, the sounds are real. So, what are you waiting for? The 24-second clock is running and the action's FAN-TASTIC!




HORSE AROUND WITH CHARLES BARKLEY.

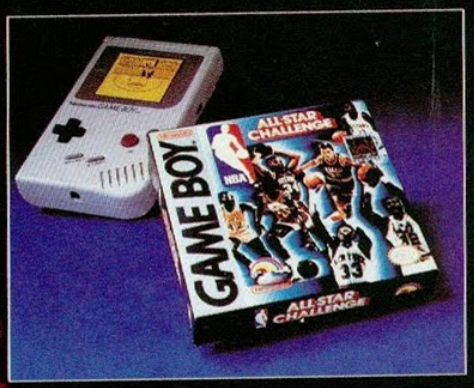
GO ONE-ON-ONE WITH ISIAH THOMAS.

SHOOT OUT WITH PATRICK EWING.

STAR IN YOUR OWN NBA ALL-STAR TOURNAMENT.

MATCH FREE THROWS WITH CHRIS MULLIN.

PLAY ALONE OR HEAD-TO-HEAD AGAINST A FRIEND.




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## NBA All-Star Challenge 2







**Developer** Beam Software
**Publisher** LJN, (jp) Acclaim Japan
**Release date** (us) May 1992
(eu) 1992
**Genre** Sports

The sequel, NBA All-Star Challenge 2, was released exclusively for the Game Boy. The gameplay is largely the same, the main change being the graphical enhancements from the original Game Boy game.

Before each game, the player can choose between 27 real-life athletes, one from each NBA team's 1991 roster. All games can be played by two players via the Game Boy link cable.

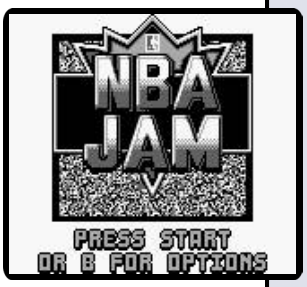
5.2

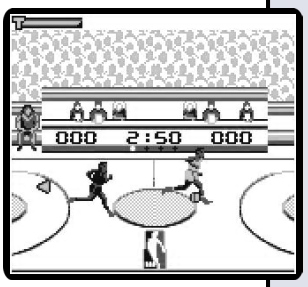



J N P

Rarity US: 2

## NBA Jam



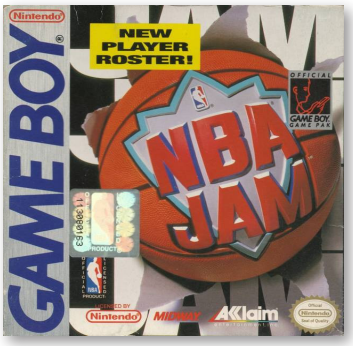




**Developer** Beam Software
**Publisher** Acclaim
**Release date** (us) November 1994
(eu) November 24, 1994
**Genre** Sports

NBA Jam is a two-on-two basketball game. The original arcade version of NBA Jam features team rosters from the 1992-93 NBA season. More up-to-date rosters were available in port released for the Game Boy in 1994.

GamePro commented of the Game Boy version, "Obviously the GB is far too limited a system to capture more than a fraction of what made NBA Jam an arcade smash, but at least it has that fraction."

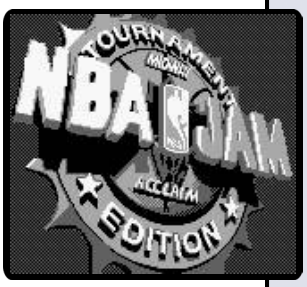
6.7




N P

Rarity US: 2

## NBA Jam: Tournament Edition







**Developer** Torus Games
**Publisher** Acclaim, (jp) Acclaim Japan
**Release date** (us) June 1995
(eu) 1995
**Genre** Sports

The update named NBA Jam Tournament Edition (commonly referred to as NBA Jam T.E.) feature updated rosters, new features and easter eggs combined with the same gameplay of the original. The GameBoy version offers a complete roster of teams and players, though players can only pick two line ups, not the 8 that is featured in the other conversions.

6.3




J N P

Rarity US: 3

6.6



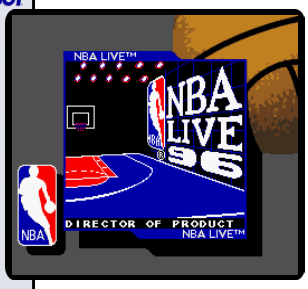

## NBA Live 96

Super GAME BOY

| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) March 1996<br>(eu) January 22, 1996 |
| **Genre** | Sports |

This handheld version of its console cousins differs in graphics and gameplay. While it does feature the full NBA license including team names and logos, it doesn't feature any real players names, but instead authentic numbers instead. There are also only two default colors for teams (black & white) and features a limited set of offensive and defensive plays that can be selected.

*"mobygames.com"*






Rarity US: 3

OFFICIAL GAME LINK GAME PAK

8.6



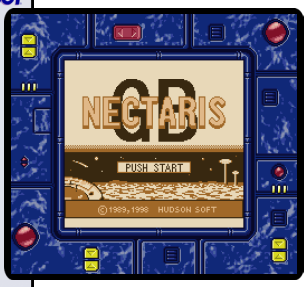

## Nectaris GB

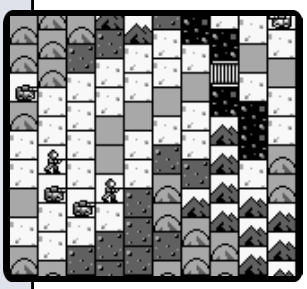
Super GAME BOY

| | |
|---|---|
| **Developer** | Tam Tam |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) February 27, 1998 |
| **Genre** | Strategy |

Nectaris GB is part of the Nectaris series, occasionally released as Military Madness. The series is sci-fi-themed, hex map turn-based strategy games for a variety of systems.

Nectaris GB was one of the few games to support Hudson's GB KISS LINK infrared modem.



8.6




## Nekketsu Kōkō Dodgeball Bu: Kyōteki! Dodge Soldier no Maki

| | |
|---|---|
| **Developer** | Million Corp. |
| **Publisher** | Technōs Japan |
| **Release date** | (jp) November 8, 1991 |
| **Genre** | Sports |

This is a GameBoy sequel of the classic Super Dodge Ball game for the NES.

The basic gameplay is the same as in other Dodge Ball games in the Nekketsu Kunio Kun series, with 3-on-3 side-scrolling matches of dodge ball in which the characters can use special moves and other abilities according to their stats in order to defeat the other team.

*"mobygames.com"*





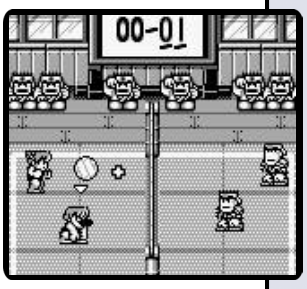


OFFICIAL GAME LINK GAME PAK

## Nekketsu! Beach Volley dayo Kunio-Kun

Super GAME BOY




**Developer** Million Corp.
**Publisher** Technōs Japan
**Release date** (jp) July 29, 1994
**Genre** Sports

The Nekketsu gang hits the sands for a grand tournament of beach volleyball. As usual the game mechanics have been somewhat modified from other volleyball games in order to include the classic gameplay elements from the Nekketsu series that involve adding beat 'em up elements to each sport. Players can perform special throws and bomb shots as well as collect special power-ups that increase their team's abilities.

8.4




J

## Nekojara Monogatari







**Developer** n/a
**Publisher** Kemco
**Release date** (jp) December 14, 1990
**Genre** Role-playing

Nekojara Monogatari is a dungeon crawling RPG. Players take control of a boy who woke up one day to find himself transformed into a cat. He learns that the royal heirloom of Cat Land has been stolen. He reluctantly goes on an adventure to retrieve it, as it is the only way to turn back.

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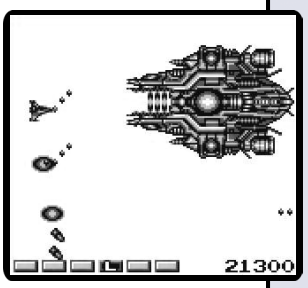
8.8




J

## Nemesis




**Developer** Konami
**Publisher** Konami, (us) Ultra Games
**Release date** (us) April 1990
(eu) 1991
**Genre** Shooter

Nemesis is the first entry in the long-running Gradius series on the Game Boy. Its side-scrolling shoot'em up gameplay follows the series template closely. Players control the Vic Viper through five levels, most based on levels in earlier entries, for a kind of 'greatest hits' of the series. There is a cave level, the mandatory Moai stage, a Gigeresque organic level, a graveyard and a high-tech base. Besides the classic core ship in the first level, all boss enemies are entirely new.

7.5




J N P

Rarity US: 4

6.3




J

## Nettou Garou Densetsu 2: Aratanaru Tatakai

Super GAME BOY







**Developer** Sun L
**Publisher** Takara
**Release date** (jp) July 29, 1994
**Genre** Fighting

The Game Boy version of Fatal Fury 2 features “super deformed” style graphics and, like the SNES ports, allows the player to use the four boss characters. However, due to the Game Boy’s limited hardware, all voices have been removed, but in their place the characters have speech bubbles when performing a special attack or Desperation Move. The text in the intro, post match dialogue, and character endings are in Japanese, while the character names, credits, and menus are in English.

7.3




J

## Nettou Real Bout Garou Densetsu Special

Super GAME BOY







**Developer** Gaibrain
**Publisher** Takara
**Release date** (jp) March 27, 1998
**Genre** Fighting

The Game Boy version of Real Bout Fatal Fury Special was released only in Japan. The game feature simplified graphics and two-button gameplay. This version features only 12 playable characters: a roster which consists of Terry, Andy, Joe, Mai, Blue Mary, Duck King, Kim, Jin Chonrei, Billy, Yamazaki, Laurence, and Krauser. Geese Howard appears as a hidden character, as well as Iori Yagami from The King of Fighters series.

7.2




J

## Nettou Samurai Spirits: Zankuro Musouken

Super GAME BOY



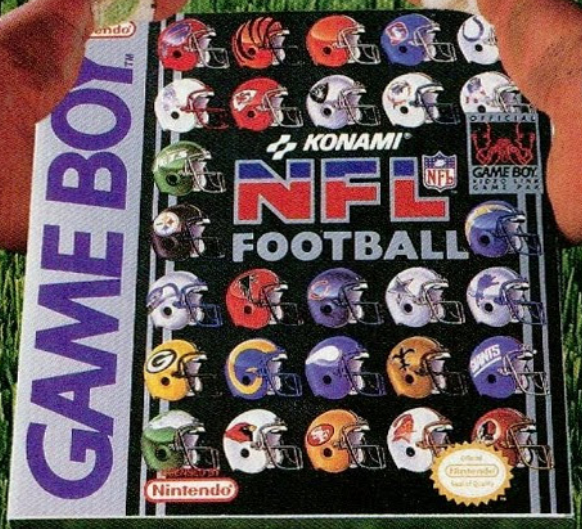




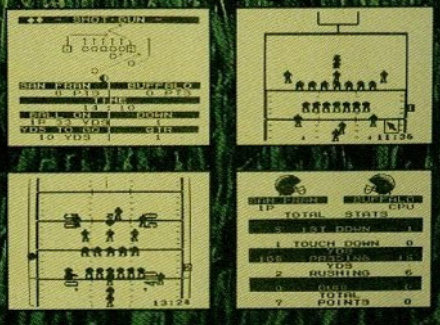
**Developer** Betop
**Publisher** Takara
**Release date** (jp) August 23, 1996
**Genre** Fighting

The Game Boy port of Samurai Shodown III: Blades of Blood feature Super Game Boy support capabilities. Unlike the arcade and console versions, the Game Boy port lacks Kyoshiro Senryo and Gaira Caffeine but adds Jubei Yagyu back to the roster as a hidden final boss exclusively for the game. The port also builds on adding three exclusive Samurai Shodown III borders for Super Game Boy users.

# HUT HUT HUT




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Here's your chance to prove once and for all whether you've got the agility, strength and brain power to play in the NFL.

Sanctioned by the National Football League, all 28 of your favorite teams are here for you to captain, including the Forty-Niners, Bears and Dolphins. And 13 of the most famous pro-style plays are here for you to call—from the shotgun attack on offense, to the goal line stand on defense.

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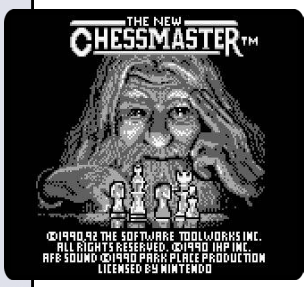

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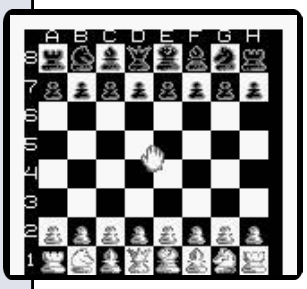
Rarity US: 4

## The New Chessmaster

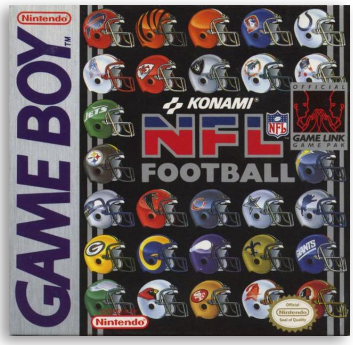
| | |
|---|---|
| **Developer** | Park Place Productions |
| **Publisher** | Hi Tech Expressions, (jp) Altron |
| **Release date** | (us) April 1993 |
| **Genre** | Board game |

The New Chessmaster is a board game, developed by Park Place Productions and published by Hi Tech Expressions, which was released in 1993. The game lets players play in one of 16 different skill levels from Newcomer to Grandmaster. A Teaching mode allows them to examine all possible moves more easily, letting them play out then reverse any scenario.




3.6




N

Rarity US: 2

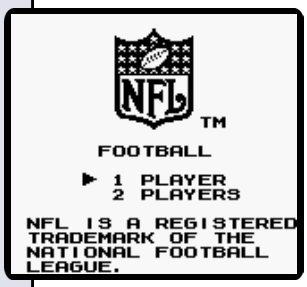
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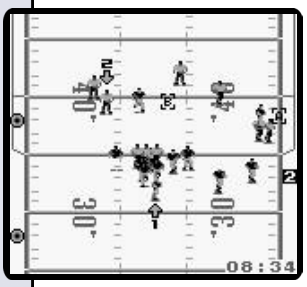
## NFL Football

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) April 1990 |
| **Genre** | Sports |

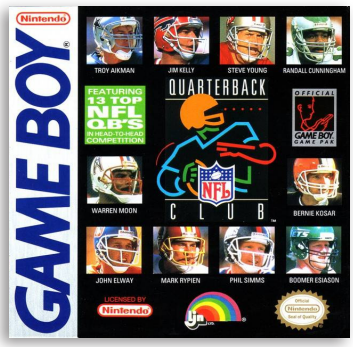
NFL Football is a football game based on the American NFL. The player can only participate in exhibition matches and has the choice between 28 teams which differ slightly in speed. Before a play, the player has the option between several tactical approaches and then the player directly controls the active athlete who is marked with an arrow. After a ball throw the control switches to the receiving athlete and the player has to catch it. Punts and kickoffs are automated.

*"mobygames.com"*




5.9



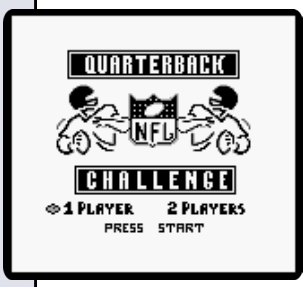

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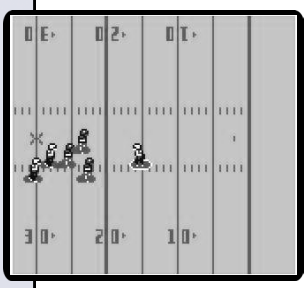
Rarity US: 3

## NFL Quarterback Club

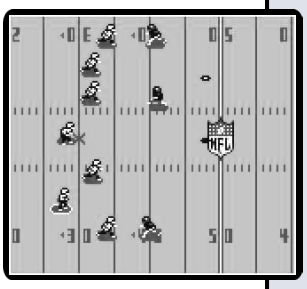
| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | LJN |
| **Release date** | (us) November 1993<br>(eu) 1993 |
| **Genre** | Sports |

NFL Quarterback Club is an American football game for multiple platforms that features quarterbacks from the NFL. The Game Boy version simulate the NFL Quarterback Challenge and feature 13 quarterbacks, including Troy Aikman, Warren Moon, Jim Kelly and John Elway. Players select one of them and compete in four different events representing different quarterback skills: Speed and Mobility, Accuracy, Distance and Read and Recognition.





## NFL Quarterback Club II

6.7



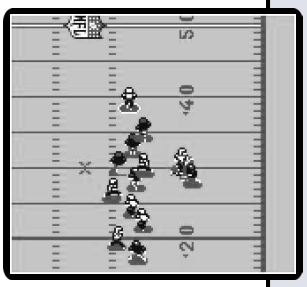

J N P

| | |
|---|---|
| **Developer** | Condor |
| **Publisher** | LJN, (jp) Acclaim Japan |
| **Release date** | (us) March 1995<br>(eu) 1995 |
| **Genre** | Sports |

This version of NFL Quarterback Club ‘95 is a take of Acclaim’s other 16-bit versions, with the same amount of teams, 28 in all, and has pre-season, playoffs and a season mode as well, but is missing the simulation mode, QB challenge and the “Build you own” QB mode that the console versions feature. It also has only 20 different running and passing plays per team.

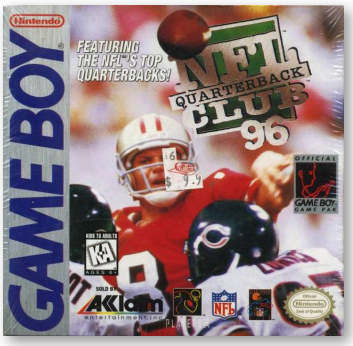
*“mobygames.com”*



## NFL Quarterback Club 96

6.8



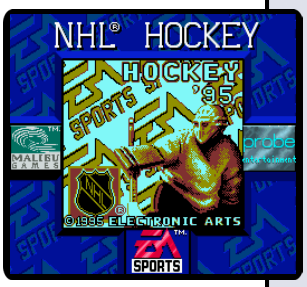

N P

Rarity US: 2

| | |
|---|---|
| **Developer** | Condor |
| **Publisher** | Acclaim |
| **Release date** | (us) October 1995<br>(eu) 1995 |
| **Genre** | Sports |

The handheld version of NFL Quarterback Club 96 differs from it’s console versions not only in terms of graphics, but also gameplay. While this version does still feature a full NFL license and a full season mode, the number of plays that can be called have been reduced compared to it’s console cousins and there are only seven players per team on the field as well as the absence of Practice mode.

*“mobygames.com”*



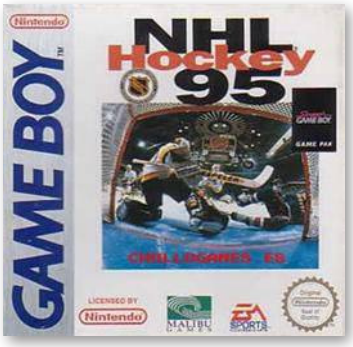




## NHL Hockey 95

Super GAME BOY

6.6




N P

| | |
|---|---|
| **Developer** | Malibu Games |
| **Publisher** | Malibu Games |
| **Release date** | (us) June 1995<br>(eu) 1995 |
| **Genre** | Sports |

NHL 95, also known as NHL Hockey 95, was EA Sports’ third licensed ice hockey game, promising the fastest action in the series to date.

When GamePro reviewed the GameBoy version they said that the impressive graphics and selection of modes are outweighed by the frustration generated by the limited two-button control.

3.3




## NHL 96

Super GAME BOY

| | |
|---|---|
| **Developer** | Probe Entertainment Limited |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) July 1996 |
| | (eu) 1996 |
| **Genre** | Sports |

NHL 96 is a hockey game and part of EA Sports' annual series licensed by the National Hockey League. This iteration of EA's NHL franchise had fighting return to the gameplay in addition to adding double minor penalties. It features all the rosters and teams from the 1995-96 season.

The cover features Detroit Red Wings captain Steve Yzerman and New Jersey Devils captain Scott Stevens battling for a puck.







8.0




## Nichibutsu Mahjong: Yoshimoto Gekijou

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) November 18, 1994 |
| **Genre** | Board game |

Nichibutsu Mahjong: Yoshimoto Gekijou is part of the Nichibutsu Mahjong game series.






7.3



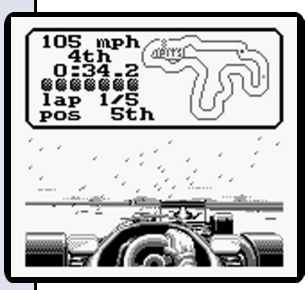

## Nigel Mansell's World Championship Racing

| | |
|---|---|
| **Developer** | Gremlin Graphics |
| **Publisher** | GameTek, (eu) Nintendo |
| **Release date** | (us) August 1993 |
| | (eu) 1992 |
| **Genre** | Racing |

The game was pitched somewhere in between a full-blown simulation like F1 GP and action games like Continental Circus. Only 12 cars were in each race, which could last from between 3 and 20 laps.

Before each race players can customize wing downforce, gear ratio, tyre selection and fuel load choices – pitstops are a standard feature of the longer races.



## Nihonshi Target 201







| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Imagineer |
| **Release date** | (jp) December 13, 1996 |
| **Genre** | Edutainment |

Nihonshi Target 201 is a edutainment game, developed by C-Lab and published by Imagineer, which was released in Japan in 1996.

7.2




J

## Nikkan Berutomo Club







| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | I'Max |
| **Release date** | (jp) June 26, 1998 |
| **Genre** | Simulation |

Nikkan Berutomo Club is a simulation game, published by I'Max, which was released in Japan in 1998.

The game is one of a handful that has a real-time clock. It use the MBC3 mapper and a crystal oscillator to keep an accurate clock even with the game boy off.

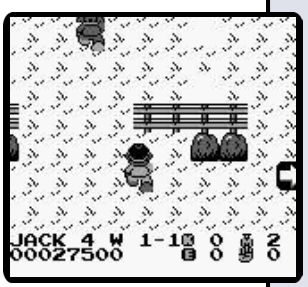
7.5




J

## Ninja Boy




| | |
|---|---|
| **Developer** | Culture Brain |
| **Publisher** | Culture Brain |
| **Release date** | (us) November 1990<br>(eu) 1990 |
| **Genre** | Action |

Ninja Boy, known in Japan as Super Chinese Land, is the first game in the handheld series of Culture Brain's Super Chinese series. The game's hero is Jack, a ninja who wants to save a princess.

Ninja Boy uses the gameplay formula of Kung Fu Heroes. The player must fight through a number of enemies to unlock a door, which allows the player to advance to the next stage.

5.7




J N P

Rarity US: 4

7.3




J N P

Rarity US: 6

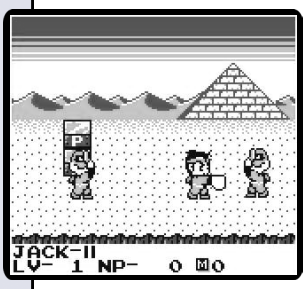
## Ninja Boy 2

| | |
|---|---|
| **Developer** | Culture Brain |
| **Publisher** | Culture Brain |
| **Release date** | (us) April 1993 |
| | (eu) 1993 |
| **Genre** | Action role-playing |

Ninja Boy II is the second game for the Game Boy in the Super Chinese series. Unlike the first Ninja Boy, Ninja Boy II features role-playing video game elements, similar to Super Chinese 2.

In the previous game, the world has been saved and an intergalactic conference has been called. Alien invaders came in and kidnapped all the dignitaries. Ninja warriors Jack and Ryu must help the people of Futureland defeat the alien overlords.




8.0




J N P

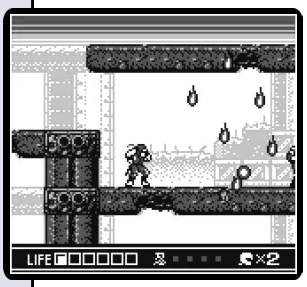
## Ninja Gaiden Shadow

| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Tecmo |
| **Release date** | (us) December 1991 |
| | (eu) 1992 |
| **Genre** | Action-platformer |

Ninja Gaiden Shadow, a spinoff of the Ninja Gaiden series, is set three years before the events of the first Ninja Gaiden, the player controls Ryu Hayabusa, who must save New York City from the forces of Garuda.

The game features simplified play mechanics compared to those used in the NES trilogy. In contrast to the variety of ninja arts and power-ups available in the NES games, Ryu only has a basic sword attack and a Fire Wheel attack.




7.7




J N

Rarity US: 7

## Ninja Taro

| | |
|---|---|
| **Developer** | NMK |
| **Publisher** | American Sammy, (jp) UPL |
| **Release date** | (us) September 1992 |
| **Genre** | Action-adventure |

Ninja Taro it is part of the Ninja Jajamaru-kun series. Players explore the world map, do quests for the people who live in the towns, find treasure chests in order to become stronger instead of earning experience points and hunt inside caves to destroy major enemies. There is no puzzle solving or currency used in the game; making it more straightforward than the games in The Legend of Zelda series. Most weapons are obtained by killing enemies.






## Ninku







**Developer** TOSE
**Publisher** Tomy
**Release date** (jp) July 14, 1995
**Genre** Action

Ninku is an action game based on the Japanese manga series written and illustrated by Kōji Kiriyama. The game was developed by TOSE and published by Tomy Corporation, which was released in Japan in 1995.

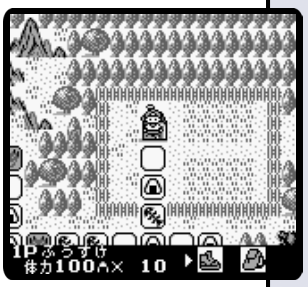
8.4




J

## Ninku Dai-2-Tama: Ninku Sensouhen




**Developer** TOSE
**Publisher** Tomy
**Release date** (jp) November 24, 1995
**Genre** Action

Ninku Dai-2-Tama: Ninku Sensouhen is another action game based on the Ninku mange. The game was developed by TOSE and published by Tomy Corporation, which was released in Japan in 1995.

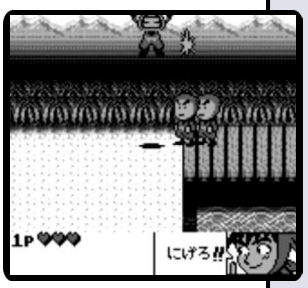
7.7




J

## Nintama Rantarō GB




**Developer** n/a
**Publisher** Culture Brain
**Release date** (jp) December 27, 1995
**Genre** Role-playing

Nintama Rantarou GB is a role-playing game, published by Culture Brain, which was released in Japan in 1995.

8.0




J

7.6




J

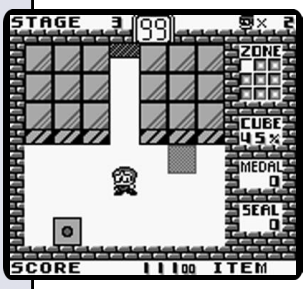
## Nintama Rantarō GB: Eawase Challenge Puzzle

Super GAME BOY

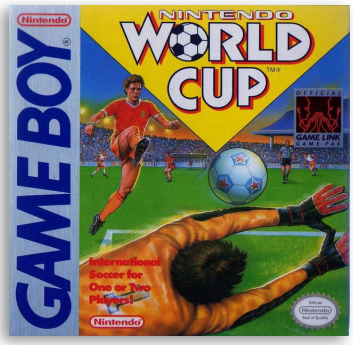
| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Culture Brain |
| **Release date** | (jp) June 19, 1998 |
| **Genre** | Puzzle |

Nintama Rantarou GB: Eawase Challenge Puzzle is a puzzle game in the Nintama Rantarō series. The game was published by Culture Brain and released in Japan in 1998.




7.6




J N P

OFFICIAL GAME LINK GAME PAK

## Nintendo World Cup

| | |
|---|---|
| **Developer** | Technōs Japan |
| **Publisher** | Nintendo, (jp) Technōs Japan |
| **Release date** | (us) June 1991<br>(eu) 1991 |
| **Genre** | Sports |

Nintendo World Cup is a port of the NES game released in North America and Europe under the same name. The game was released as Nekketsu High School Soccer Club: World Cup in Japan.

In the game players always steer only one character, which they choose before the match starts. They can then give simple orders to their team-mates, like pass, tackle and shoot.







9.0




J

## Nippon Daihyou Team: Eikou no Eleven

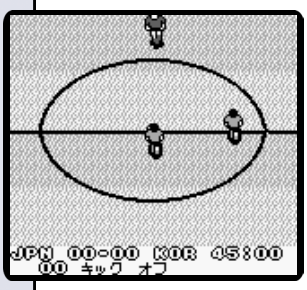
Super GAME BOY

| | |
|---|---|
| **Developer** | Jupiter |
| **Publisher** | Tomy |
| **Release date** | (jp) May 22, 1998 |
| **Genre** | Sports |

Nippon Daihyō Team: Eikō no Eleven is a soccer sport simulation with main focus on Japanese National team and their participation in World Cup 1998 which was in France. It features the real names of all 32 players representing the Japanese National team. This game can be considered as a re-release of J League: Big Wave Soccer (released almost three years earlier).

*"mobygames.com"*



## Nobunaga's Ambition







**Developer** Koei
**Publisher** Koei
**Release date** (us) March 1991
**Genre** Strategy

Nobunaga's Ambition, loosely based on Nobunaga no Yabō and Nobunaga's Ambition II, is a turn-based strategy game which can be played in different modes. Gameplay is similar to Koei's better known Romance of the Three Kingdoms game.

The game takes place during the Japanese Warring States period. As the title suggests, the player is tasked with achieving Oda Nobunaga's ultimate goal: the conquest and unification of Japan.

6.6

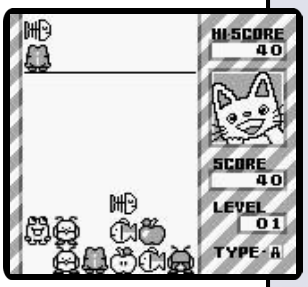



J N

Rarity US: 4

## Nontan no Issho: Kuru Kuru Puzzle



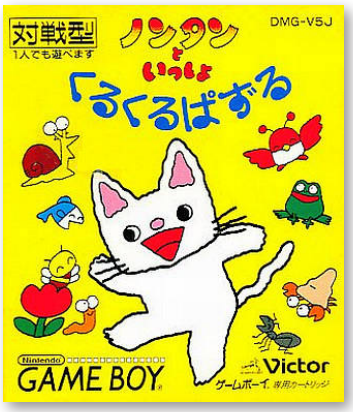




**Developer** Access
**Publisher** Victor Interactive Software
**Release date** (jp) April 28, 1994
**Genre** Puzzle

Nontan to Issho: KuruKuru Puzzle was released exclusively in Japan and is based on the Nontan books for younger children that follows the eponymous mischievous kitten and his animal friends on their adventures. The game is a twist on the standard block-stacking puzzle game.

*"giantbomb.com"*

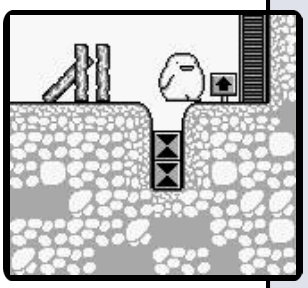
8.6




J

## Noobow



**Developer** n/a
**Publisher** Irem
**Release date** (jp) December 11, 1992
**Genre** Action-platformer

Noobow is a Game Boy game based on a license of the eponymous Noobow, a mascot for a line of cute merchandise. In the game, various items are littered around the world, and it's the players job to waddle Noobow over and use the item, either for obvious means, like creating a platform, or more trickier ones, all in the interests of completing a rather adorable goal at the end of a stage.

*"scroll.vg/blog/noobow-gb.html"*

7.2




J

5.3




N P

Rarity US: 3

## Oddworld Adventures

Super GAME BOY

| | |
|---|---|
| **Developer** | Saffire |
| **Publisher** | GT Interactive Software |
| **Release date** | (us) December 1998 |
| | (eu) 1998 |
| **Genre** | Action-adventure |

Oddworld Adventures is a port of the PlayStation game, Oddworld: Abe's Oddysee. The game is a significantly cut-down version of Abe's Oddysee, with only a few similar levels and a condensed plot (Abe starts out as a native Mudokon, so the opening levels in RuptureFarms are absent from this version).

The game is essentially a side-scrolling, puzzle-solving game. Players need to get to get all the temple lights lit then get through the temple to save the paramites.






7.9




N P

## Olympic Summer Games: Atlanta 1996

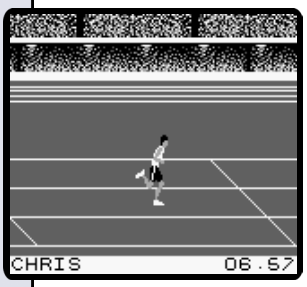
Super GAME BOY

| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) June 1996 |
| | (eu) 1996 |
| **Genre** | Sports |

The Olympic Summer Games was released on the Genesis, SNES and Gameboy in 1996 to tie in with the centennial Olympic Games being held in Atlanta, USA.

The gameplay of Olympic Summer Games is mostly all button mashing in style, with the exception of the Skeet and Archery events.




4.5




J

## Oni II: Innin Densetsu

| | |
|---|---|
| **Developer** | Pandora Box |
| **Publisher** | Banpresto |
| **Release date** | (jp) February 28, 1992 |
| **Genre** | Role-playing |

Oni II: Innin Densetsu is part of a series of games set in Feudal Japan, mostly RPGs. In this role-playing game, Takanomaru is asked to get rid of an evil demon that has struck Kyoto castle.

The game was developed by Pandora Box and published by Banpresto, which was released in Japan in 1992.






## Oni III: Kuro no Hakaishin






**Developer** Pandora Box
**Publisher** Banpresto
**Release date** (jp) February 26, 1993
**Genre** Role-playing

In the third Oni game on the GameBoy, the hero, Tokiwa Maru, open a storehouse out of curiosity and awake the God of Destruction which has been sealed away.

The game was developed by Pandora Box and published by Banpresto, which was released in Japan in 1993.

7.2




J

## Oni IV: Kishin no Ketsuzoku







**Developer** Pandora Box
**Publisher** Banpresto
**Release date** (jp) March 11, 1994
**Genre** Role-playing

The hero of Oni IV: Kishin no Ketsuzoku is a boy who lives in the village of  Sound Onimaru. One day he notice a strange voice and his quest begins.

The game was developed by Pandora Box and published by Banpresto, which was released in Japan in 1994.

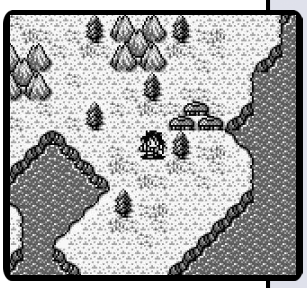
7.9




J

## Oni V: Innin no Tsugumono



**Developer** Pandora Box
**Publisher** Banpresto
**Release date** (jp) March 24, 1995
**Genre** Role-playing

Oni V: Innin no Tsugumono is the final Game Boy release in the Oni series.

The game was developed by Pandora Box and published by Banpresto, which was released in Japan in 1995.

8.6




J

8.4



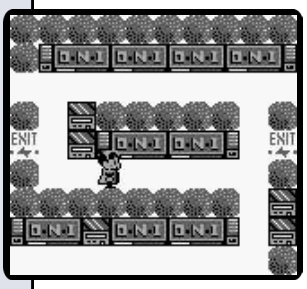

J

## Onigashima Pachinko-Ten

| | |
|---|---|
| **Developer** | Marionette |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) February 8, 1991 |
| **Genre** | Gambling |

Onigashima Pachinko-Ten is a gambling game, developed by Marionette and published by Coconuts Japan, which was released in Japan in 1991.



7.7




J N P

Rarity US: 4

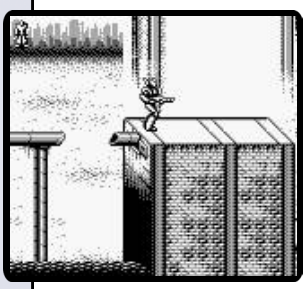
## Operation C

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Ultra Games, (eu) Palcom Software, (jp) Konami |
| **Release date** | (us) February 1991<br>(eu) May 21, 1991 |
| **Genre** | Run and gun |

Operation C is the first portable installment in the Contra series and features gameplay and graphics similar to the NES versions of Contra and Super C.

The game has a total of five stages, many of which share design similarities to Super C (the NES version of Super Contra). The three odd-numbered stages (1, 3, and 5) are played from a side-view perspective, while the two even-numbered ones (2 and 4) are top-view.

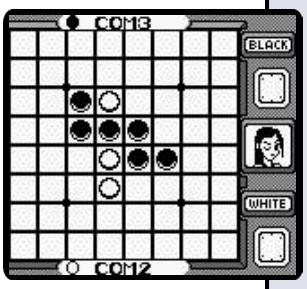




## Othello




**Developer** n/a
**Publisher** Nintendo, (jp) Kawada
**Release date** (eu) 1990
**Genre** Board game

Othello is a conversion of the board game. Each player tries to fill the game board with as many discs of his color as possible. On each turn the player places a disc on the board by selecting a location where the opponents discs will become trapped between two of his discs. The trapped discs are flipped over to the players color. The game ends when the board is filled or time runs out, and the player with the greatest number of his color discs on the board wins.

*"mobygames.com"*

6.1

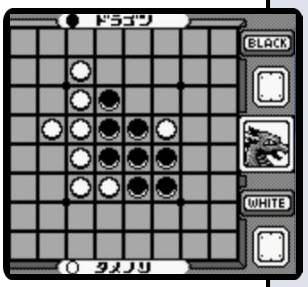



J P

## Othello World

Super GAME BOY



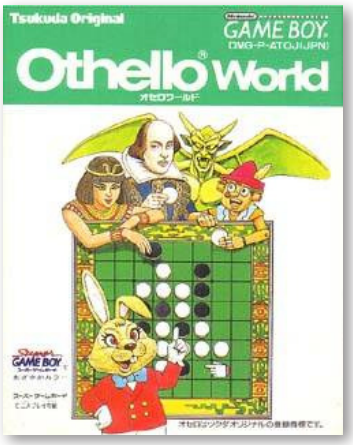




**Developer** Dice
**Publisher** Tsukuda Original
**Release date** (jp) September 30, 1994
**Genre** Board game

Othello World, also released for Super FamiCom, is an Othello/Reversi board game simulation from Dice Creative and Tsukuda Original. The game has a fairy-tale literature theme to it as characters as diverse as Lewis Carroll's Cheshire Cat and The White Rabbit, as well as traditional characters like Little Red Riding Hood and the seven Dwarves, challenge the player to Othello duels before they are allowed to proceed onwards.

*"giantbomb.com"*

8.5




J

## Otogi Banashi Taisen

Super GAME BOY







**Developer** Sun L
**Publisher** Yojigen
**Release date** (jp) August 4, 1995
**Genre** Role-playing

Otogi Banashi Taisen is a role-playing game, developed by Sun L and published by Yojigen, which was released in Japan in 1995.

The game has Super GameBoy features.

9.2




J

7.0




P

## Ottos Ottifanten: Baby Brunos's Nightmare

**Developer** Bit Managers
**Publisher** Infogrames
**Release date** (eu) 1998
**Genre** Action

Ottos Ottifanten: Baby Brunos Alptraum is an action game with puzzle elements based on the Ottifants franchise. As the title suggests, the game is set in one of Baby Bruno's nightmares. An evil magician kidnaps Bruno's beloved teddy bear Honk and now Bruno has to cross 128 levels in order to get Honk back. To beat those isometric levels, Bruno needs to meet conditions like solving puzzles or collecting items.

*"mobygames.com"*






6.5




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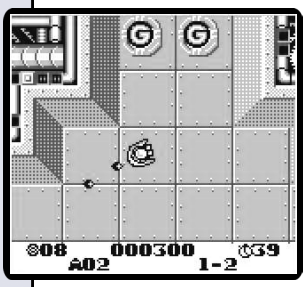
Rarity US: 7

## Out of Gas

**Developer** Realtime Associates
**Publisher** FCI
**Release date** (us) August 1992
**Genre** Action

In this video game, the player's spaceship is out of gas. Eric and his unnamed girlfriend need to stop on certain tiles in order to refuel so they can return home from their date in outer space. This gas allows the celestial cruise to regain full power. However, these gas tanks must be collected in the proper numerical order or they cannot be used, similar to the gameplay found on the NES version of Fun House.




7.3




J

## Oyatsu Quiz Mogumogu Q

Super GAME BOY

**Developer** n/a
**Publisher** Starfish
**Release date** (jp) September 26, 1997
**Genre** Game show

Oyatsu Quiz Mogumogu Q is a trivia/game show game, published by Starfish, which was released in Japan in 1997.

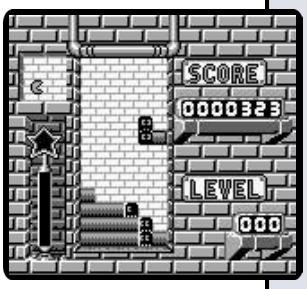





## Pac-Attack

Super GAME BOY




| | |
|---|---|
| **Developer** | Now Production |
| **Publisher** | Namco |
| **Release date** | (us) December 1994 |
| | (eu) 1995 |
| **Genre** | Puzzle |

Pac-Attack is a puzzle game in the vein of Columns and Dr. Mario. It was adapted from Cosmo Gang the Puzzle, an arcade game released in the previous year.

The original releases on the SNES, Genesis/Mega Drive, Game Gear, and Game Boy all share a similar interface and graphics (although these vary slightly due to different console's technical limitations) and they all have the same soundtrack (except for puzzle mode on SNES version).

7.4

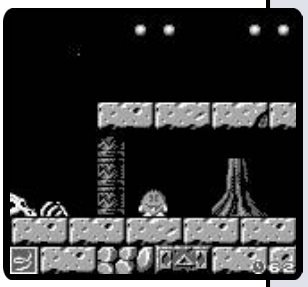



J N P

## Pac-In-Time

Super GAME BOY



| | |
|---|---|
| **Developer** | Kalisto Entertainment |
| **Publisher** | Namco |
| **Release date** | (us) February 1995 |
| | (eu) 1995 |
| **Genre** | Platformer |

Pac-In-Time is an offshoot from the normal variety of Pac-Man games, in that it does not confine Pac-Man to a maze-like board. Rather, the player controls Pac-Man through various side-scrolling levels, obtaining many different items along the way; the plot does take elements from the earlier Pac-Man games, such as the objective to collect a certain number of pellets before exiting a level.

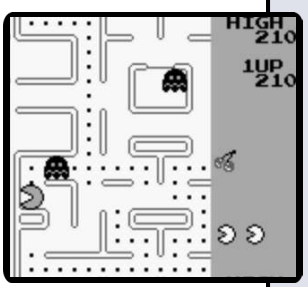
6.0




J N P

## Pac-Man




| | |
|---|---|
| **Developer** | Namco |
| **Publisher** | Namco |
| **Release date** | (us) April 1991 |
| | (eu) 1991 |
| **Genre** | Maze |

Pac-Man is a port of the immensely popular 1980 arcade game. The player controls Pac-Man through a maze, eating pac-dots. When all pac-dots are eaten, Pac-Man is taken to the next stage. Four enemies (Blinky, Pinky, Inky and Clyde) roam the maze, trying to catch Pac-Man. If an enemy touches Pac-Man, he loses a life. Near the corners of the maze are four larger, flashing dots known as power pellets that provide Pac-Man with the temporary ability to eat the enemies.

6.7




J N P

OFFICIAL GAME LINK GAME PAK

8.8




J

## Pachi-Slot Hisshou Guide GB

Super GAME BOY

**Developer** n/a
**Publisher** Magifact
**Release date** (jp) January 27, 1995
**Genre** Gambling

Pachi-Slot Hisshou Guide GB is a pachinko game, published by Magifact, which was released in Japan in 1995.

Pachinko is a type of mechanical game originating in Japan and is used as both a form of recreational arcade game and much more frequently as a gambling device, filling a Japanese gambling niche comparable to that of the slot machine in Western gaming.






7.4




J

## Pachi-Slot Kids

**Developer** n/a
**Publisher** Coconuts Japan
**Release date** (jp) June 18, 1993
**Genre** Gambling

Pachi-Slot Kids is a pachinko game, published by Coconuts Japan, which was released in Japan in 1993.







7.6



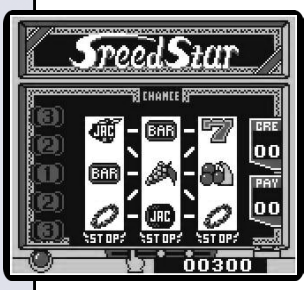

J

## Pachi-Slot Kids 2

**Developer** Aisystem Tokyo
**Publisher** Coconuts Japan
**Release date** (jp) June 10, 1994
**Genre** Gambling

Pachi-Slot Kids 2 is a pachinko game, developed by Aisystem Tokyo and published by Coconuts Japan, which was released in Japan in 1994.



## Pachi-Slot Kids 3







**Developer** Aisystem Tokyo
**Publisher** Coconuts Japan
**Release date** (jp) March 24, 1995
**Genre** Gambling

Pachi-Slot Kids 3 is a pachinko game, developed by Aisystem Tokyo and published by Coconuts Japan, which was released in Japan in 1995.

7.7




J

## Pachi-Slot World Cup ‘94







**Developer** n/a
**Publisher** I’Max
**Release date** (jp) July 29, 1994
**Genre** Gambling

Pachi-Slot World Cup ‘94 is a pachinko game, published by I’Max, which was released in Japan in 1994.

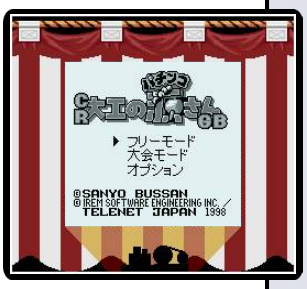
7.4

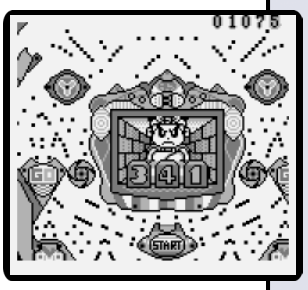



J

## Pachinko CR Daiku no Gen-San GB

Super GAME BOY




**Developer** n/a
**Publisher** Telenet Japan
**Release date** (jp) March 13, 1998
**Genre** Gambling

Pachinko CR Daiku no Gen-San GB is a pachinko game based on the Hammerin` Harry series. The character, Gen, gained quite a bit of popularity as a pachinko mascot for Sanyo Bussan Co. There are several different releases, including several on home platforms, including Pachinko CR Daiku no Gen-San GB for the Game Boy, Sanyo Pachinko Paradise 4 for the PlayStation, and Sanyo Pachinko Paradise 7 and 10 for the PlayStation 2.

7.8




J

6.1




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## Pachinko Data Card: Chou Ataru-kun

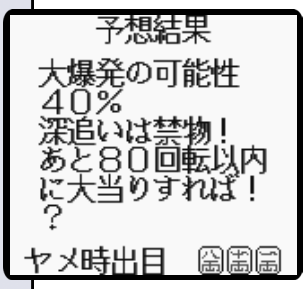
Super GAME BOY

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Boss Communications |
| **Release date** | (jp) January 28, 1999 |
| **Genre** | non-game |

Pachinko Data Card: Chou Ataru-kun can apparently calculate the the results of a pachinko machine and is supposed to be used in cooperation with the pachinko machine.

The game was published by Boss Communications and released in Japan in 1999.




7.5



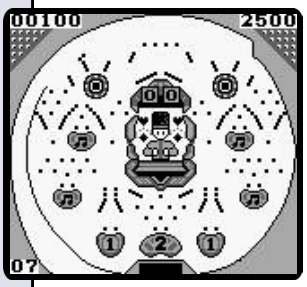

J

## Pachinko Kaguya Hime

| | |
|---|---|
| **Developer** | Marionette |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) October 9, 1992 |
| **Genre** | Gambling |

Pachinko Kaguya Hime is a pachinko game, developed by Marionette and published by Coconuts Japan, which was released in Japan in 1992.




8.6




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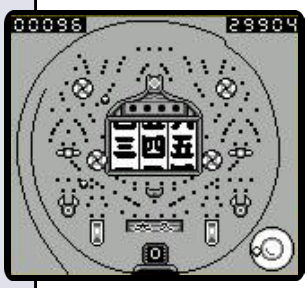
## Pachinko Monogatari Gaiden

Super GAME BOY

| | |
|---|---|
| **Developer** | Atelier Double |
| **Publisher** | KSS |
| **Release date** | (jp) June 23, 1995 |
| **Genre** | Gambling |

Pachinko Monogatari Gaiden is a pachinko game, developed by Atelier Double and published by KSS, which was released in Japan in 1995.



## Pachinko Seiyuuki







**Developer** Marionette
**Publisher** Coconuts Japan
**Release date** (jp) December 13, 1991
**Genre** Gambling

Pachinko Seiyuuki is a pachinko game, developed by Marionette and published by Coconuts Japan, which was released in Japan in 1991.

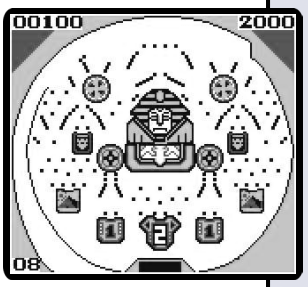
7.7




J

## Pachinko Time




**Developer** Marionette
**Publisher** Coconuts Japan
**Release date** (jp) December 8, 1989
**Genre** Gambling

Pachinko Time is the first of many, many Game Boy pachinko titles. And it, in turn, appears to be a spiritual follow-up to Mezase Pachi Pro: Pachio-kun, a Fami-Com game previously published by Coconuts Japan.

Pachinko Time offer up more than 100 different imaginary pachinko machines. The rules are simple: Players have two numbers to work with. One is their finite number of balls, and the second is the score they have to whittle down by hitting targets.

*"gameboyworld.com"*

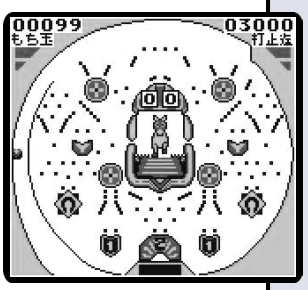
5.1




J

## Pachiokun




**Developer** Soft Machine
**Publisher** Coconuts Japan
**Release date** (jp) November 19, 1993
**Genre** Gambling

Pachiokun is the first in the Pachiokun Game Boy series, starring Pachio-kun, the star of many games created by Coconuts Japan.

The game was developed by Soft Machine and published by Coconuts Japan, which was released in Japan in 1993.

6.9




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8.0




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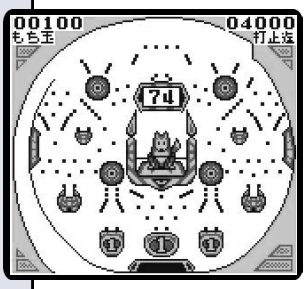
## Pachiokun 2

**Developer** Aisystem Tokyo
**Publisher** Coconuts Japan
**Release date** (jp) November 25, 1994
**Genre** Gambling

The second Pachio-kun game on the Game Boy, about a sentient pachinko ball that loves playing pachinko.

The game was developed by Aisystem Tokyo and published by Coconuts Japan, which was released in Japan in 1994.




7.3



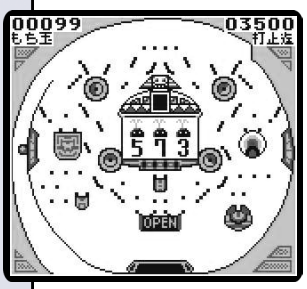

J

## Pachiokun 3

**Developer** Aisystem Tokyo
**Publisher** Coconuts Japan
**Release date** (jp) April 28, 1995
**Genre** Gambling

The final entry in the Game Boy Pachiokun subseries. The game was developed by Aisystem Tokyo and published by Coconuts Japan, which was released in Japan in 1995.




9.0




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## Pachiokun Game Gallery

**Developer** n/a
**Publisher** Coconuts Japan
**Release date** (jp) November 29, 1996
**Genre** Compilation

Pachiokun Game Gallery collects all previous Pachiokun games for Game Boy into one cartridge.

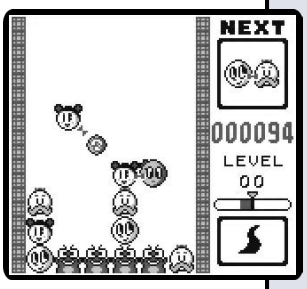
Included on this cartridge: GB Pachiokun, GB Pachiokun 2, GB Pachiokun 3, and Pachiokun Puzzle Castle.






## Pachiokun Puzzle Castle




| | |
|---|---|
| **Developer** | Marionette |
| **Publisher** | Coconuts Japan |
| **Release date** | (jp) April 22, 1994 |
| **Genre** | Puzzle |

Pachiokun Puzzle Castle is a puzzle game set in the Pachio-kun series. The game was developed by Marionette and published by Coconuts Japan, which was released in Japan in 1994.

8.5




J

## The Pagemaster

Super GAME BOY






| | |
|---|---|
| **Developer** | Probe Entertainment Limited |
| **Publisher** | Fox Interactive, (eu) Virgin Interactive |
| **Release date** | (us) November 1994<br>(eu) 1994 |
| **Genre** | Action-platformer |

The Pagemaster was released in conjunction with the 1994 film of the same name. The player guide the character through a selection of literature genre-themed levels, ranging from horror to adventure and fantasy worlds. Players can use magic or stomp enemies to death by jumping on their heads.

GamePro praised the diverse gameplay, detailed graphics, and atmospheric music, but remarked that the poor control ruins the entire experience.

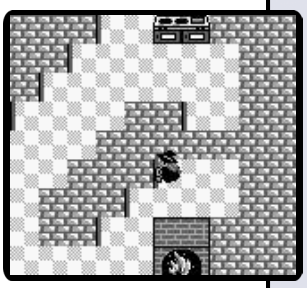
5.6




N P

## Painter Momopie



| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Sigma Enterprises |
| **Release date** | (jp) December 7, 1990 |
| **Genre** | Action |

In Painter Momopie the player has the important task to wipe all the castle floors. The castle is divided into several rooms which have to be finished within a time limit one after another. Those rooms have varying layouts with more open spaces, tight gangways or dead ends - but every field is dirty. Cleaning is the simple matter of walking over a tile and if everything is clean, the level is done. However, there are also ghosts walking around the rooms which kill the player at touch.

*"mobygames.com"*

7.8




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6.1




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OFFICIAL GAME LINK GAME PAK

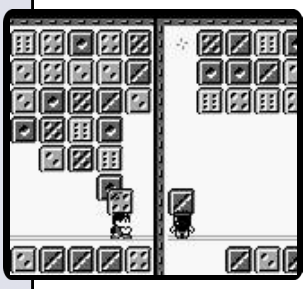
## Palamedes

**Developer** Natsu System
**Publisher** Takara, (jp) Hot B
**Release date** (eu) 1991
**Genre** Puzzle

Palamedes is a puzzle game requiring players to match the dice they are holding to the dice at the top of the screen. Using the “B” button, players can change the number on their dice, then throw the dice using the “A” button when it matches the dice at the top of the screen, which wipes the target dice off the screen.

There are three modes of play: The standard single player mode, a tournament mode in which players duel a number of CPU-controlled opponents, and a two player mode.



7.3




N

OFFICIAL GAME LINK GAME PAK

## Panel Action Bingo

**Developer** Locus
**Publisher** FCI
**Release date** (us) November 1993
**Genre** Strategy

The player’s goal is to compete with a cat to navigate and claim squares on a Bingo card, with either numbers or letters pseudorandomly arranged in 1 to 25 or A to Z. This directly contradicts the number order of real Bingo where the numbers range from 1 to 75. Also contrary to standard Bingo, the card is shared by both the cat and bird, and the squares are claimed by moving to the next square of numerical/alphabetical order and pressing the A button. The game is more about planning and strategy than flat out luck of ordinary Bingo.







8.7



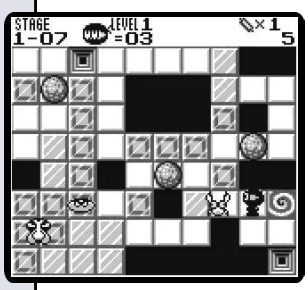

J

## Panel no Ninja Kesamaru

**Developer** SAS Sakata
**Publisher** Epoch
**Release date** (jp) May 2, 1992
**Genre** Puzzle

Panel no Ninja Kesamaru is a puzzle game, developed by SAS Sakata and published by Epoch, which was released in Japan in 1992.



## Paperboy






| | |
|---|---|
| **Developer** | Tengen |
| **Publisher** | Mindscape |
| **Release date** | (us) July 1990<br>(eu) 1990 |
| **Genre** | Action |

Paperboy is a port of the 1985 arcade game by Atari. The object of the game is to deliver papers to the customers while inflicting as much damage as possible to the houses of the non-customers. To make things more difficult, numerous obstacles get in the way including construction workers, rogue tires, skateboarders, dogs and cats, cars, and even the occasional tornado.

*"mobygames.com"*

6.1

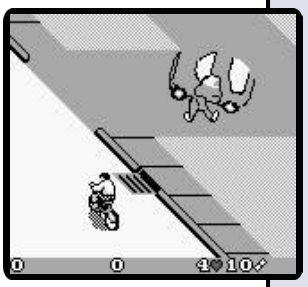



N P

Rarity US: 3

## Paperboy 2



| | |
|---|---|
| **Developer** | Tengen |
| **Publisher** | Mindscape |
| **Release date** | (us) April 1992<br>(eu) 1992 |
| **Genre** | Action |

While Paperboy debuted in arcades and was subsequently ported to home systems, this game was only released for consumer systems. The game is much like the original: the player controls a paperboy (or papergirl) who must navigate a bizarre series of obstacles, or strange houses like a haunted house, while trying to deliver the morning paper to various customers on a street (though unlike its predecessor, papers had to be delivered to houses on both sides of the street).

5.7




N P

Rarity US: 3

## Parasol Henbee






| | |
|---|---|
| **Developer** | SAS Sakata |
| **Publisher** | Epoch |
| **Release date** | (jp) November 16, 1990 |
| **Genre** | Action |

Parasol Henbee is an action game based on the a Japanese anime series of the same name. The game was developed by SAS Sakata and published by Epoch, which was released in Japan in 1990.

7.4




J

6.4




P

## Parasol Stars: Rainbow Islands II

**Developer** Taito Corporation
**Publisher** Ocean
**Release date** (eu) 1991
**Genre** Platformer

Parasol Stars is a sequel to Rainbow Islands and technically the third game in the Bubble Bobble series. Unlike many other games in the series, Parasol Stars was never released to arcades - it was first released on the TurboGrafx-16, and has been ported to a number of other home systems.

The game is more of a take on Bubble Bobble than it is on Rainbow Islands.






8.2




J P

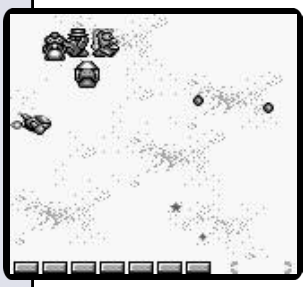
## Parodius

**Developer** Konami
**Publisher** Palcom Software, (jp) Konami
**Release date** (eu) 1992
**Genre** Shooter

Parodius is a shoot'em up and is the second title in the Parodius series produced by Konami. The Game Boy port shows the ages of the playable characters, and only has 8 stages, which include stages 1–6, and 10 from the arcade game. Stage 3 was moved to Stage 4. The Game Boy version of stage 3 also has a hidden stage.

The game was re-released in color as part of the Konami GB Collection Vol. 2.



7.0




J

## Patlabor: The Mobile Police

**Developer** n/a
**Publisher** Yutaka
**Release date** (jp) August 25, 1990
**Genre** Adventure

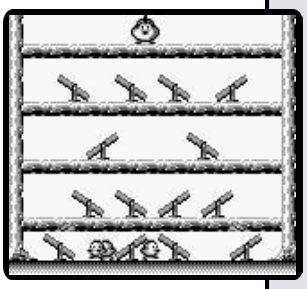
Patlabor: The Mobile Police is an adventure game based on the anime and manga franchise, known in North America as Mobile Police Patlabor. The game was published by Yutaka, which was released in Japan in 1990.






## Peetan



**Developer** Inter State
**Publisher** Kaneko
**Release date** (jp) December 27, 1991
**Genre** Puzzle

The games' protagonist finds herself laying as many eggs as she can, in hope to propel her hatch-lings back to safety from a hungry wolf. By carefully laying the eggs above from the see-saws, they slowly work their way down the level and depending where they land, changing the angle of the see-saws or launching the chicks higher. If the wolf manages to get hold of a chick, a quick lay of the egg on his head will release it, otherwise it's swallowed up.

*"Cauterize@retrocollect.com"*

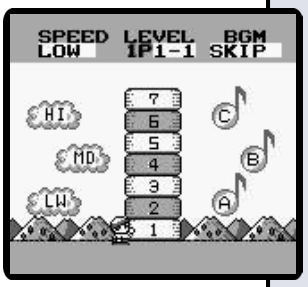
8.1




J

## Peke to Poko no Daruman Busters




**Developer** Birthday
**Publisher** Banpresto
**Release date** (jp) August 3, 1991
**Genre** Puzzle

Peke to Poko no Daruman Busters is a puzzle game, developed by Birthday and published by Banpresto, which was released in Japan in 1991.

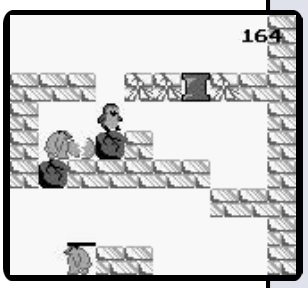
7.6




J

## Penguin Land

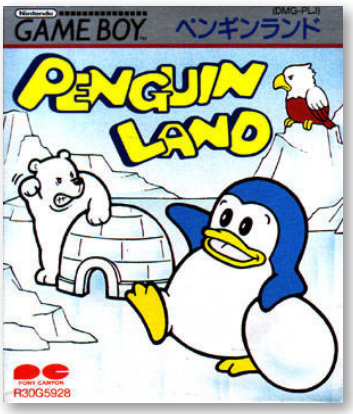



**Developer** Atelier Double
**Publisher** Pony Canyon
**Release date** (jp) March 21, 1990
**Genre** Puzzle

Penguin Land, originally released in 1985 for the SG-1000 and MSX, is part of the Doki Doki Penguin Land series of puzzle platform games. All games in the series feature a very similar formula whereby players guide an egg to the bottom of a level by moving or destroying blocks. The egg cannot fall more than a certain distance, nor can it come into contact with an enemy or it will break and the player will lose a life.

5.4




J

6.5



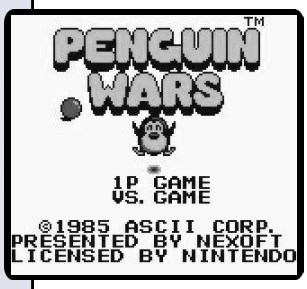

J N P

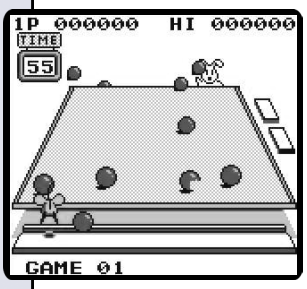
OFFICIAL GAME LINK GAME PAK

## Penguin Wars

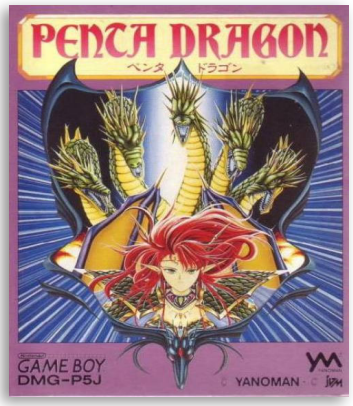
**Developer** ASCII Corporation
**Publisher** Nexoft, (eu) Nintendo, (jp) ASCII Corporation
**Release date** (us) July 1990
(eu) 1990
**Genre** Action

Penguin Wars is a port of an 1985 arcade game by UPL. The player controls one of five animals and plays games against all the other animals. The participating animals find each other on opposite sides of a square table with five balls on each side. The object of the game is to roll those balls over the table. As soon as all ten balls are on one player's side, that player loses the game.




5.7




J

## Penta Dragon

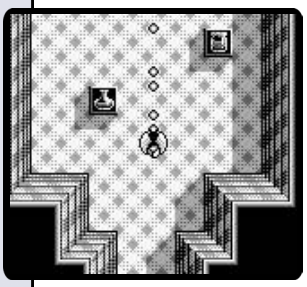
**Developer** Japan Art Media
**Publisher** Yanoman
**Release date** (jp) July 31, 1992
**Genre** Shooter

Penta Dragon is an action shooter that plays similar to the Pocky & Rocky games in which players control a character on foot. Unlike other shooters Penta Dragon does not scroll on its own and is guided by the player.

There are a total of 7 stages with a final boss fight at the end. Stages are laid out in a maze like manner with players being able to explore.

*"giantbomb.com"*



7.9




N P

Rarity US: 3

## PGA European Tour

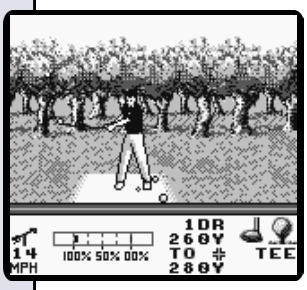
Super GAME BOY

**Developer** Unexpected Development
**Publisher** Malibu Games
**Release date** (us) April 1995
(eu) 1995
**Genre** Sports

European Tour is best thought of as a remake of the original game, rather than a sequel as such.

GamePro gave it a rave review, saying that it "delivers almost everything that made its 16-bit relative the best." They applauded the selection of courses, effective controls, strong realism, and the graphics, going so far as to state that when played on the Super Game Boy the game looks "almost as good as the Genesis version."

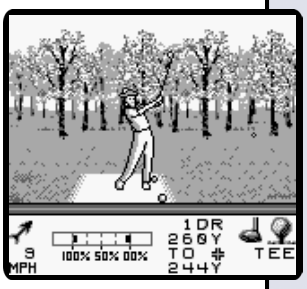


## PGA Tour 96

Super GAME BOY



| | |
|---|---|
| **Developer** | Unexpected Development |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) November 1995 |
| | (eu) 1995 |
| **Genre** | Sports |

PGA Tour 96 for the Game Boy is the second and last entry in the EA Sports golf series on Nintendo's handheld, following on from PGA European Tour. Compared to other versions, it offers a different selection of playing modes, licensed golfers and courses, and also has its own style of graphical presentation.

The game includes five licensed courses: Avenel, Woodlands, Scottsdale, Summerlin and Sawgrass.

*"mobygames.com"*

7.5

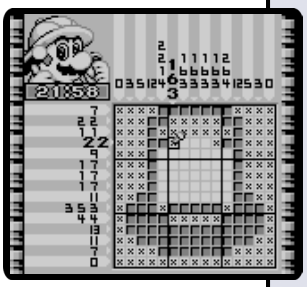



N P

## Picross 2

Super GAME BOY



| | |
|---|---|
| **Developer** | Jupiter |
| **Publisher** | Nintendo |
| **Release date** | (jp) October 19, 1996 |
| **Genre** | Puzzle |

Picross 2 for the Game Boy is a Japan-exclusive collection of nonogram logic puzzles. Unlike Mario's Picross, Picross 2 contains a world map. Also, the pictures are larger, consisting of four 15x15 picross boards. Also exclusive to Japan, Nintendo released eight volumes of Nintendo Power branded Picross games known as Picross NP that were only available via the Nintendo Power service.

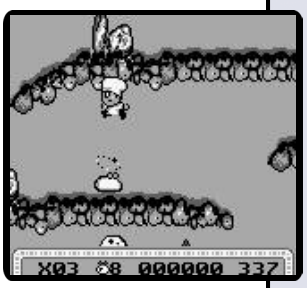
7.8




J

## Pierre le Chef is... Out to Lunch



| | |
|---|---|
| **Developer** | Mindscape |
| **Publisher** | Mindscape |
| **Release date** | (eu) 1993 |
| **Genre** | Action-platformer |

Out to Lunch is a side-scrolling platformer that revolves around a French chef who has to try to collect ingredients for his dishes by going to different countries to catch them as they have escaped.

The objective is to capture a set number of ingredients before time runs out. Ingredients must be caught in a net and emptied into the level's cage.

5.2




P

9.0




P

## Pinball Deluxe

**Developer** Spidersoft
**Publisher** GameTek
**Release date** (eu) 1995
**Genre** Compilation

Pinball Deluxe is a compilation of the following games: Pinball Dreams and Pinball Fantasies.

The game was developed by Spidersoft and published by GameTek, which was released in Europe in 1995.







6.4




N P

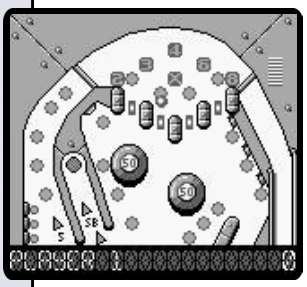
## Pinball Dreams

**Developer** Spidersoft
**Publisher** GameTek
**Release date** (us) August 1993
(eu) 1993
**Genre** Pinball

Pinball Dreams is a pinball simulation game originally released for the Amiga in 1992. The game's four tables (three in this version) each had a theme, as do most real life pinball & Panchinko machines.

Boards include; "Ignition", themed around space exploration. "Steel Wheel", themed around steam trains and the Old West. And "Nightmare", themed around a graveyard, ghosts, demons, nightmares and generally evil things.



7.0




N P

Rarity US: 4

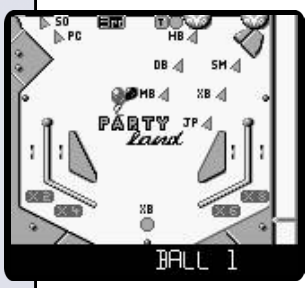
## Pinball Fantasies

**Developer** Spidersoft
**Publisher** GameTek
**Release date** (us) February 1995
(eu) 1995
**Genre** Pinball

After the success of Pinball Dreams on several systems, a sequel featuring four new tables was created. The gameplay is much the same as the first game, with realistic physics, multi-player options and a high score table to aim for.

The four reviewers of Electronic Gaming Monthly gave the Game Boy version a 4 out of 10, citing a lack of excitement in any of the tables, overly simplistic graphics, and annoying sound effects.



## Pinball Mania







**Developer** Spidersoft
**Publisher** GameTek
**Release date** (eu) 1995
**Genre** Pinball

Pinball Mania is a port of the DOS/Amiga original. All four tables are present and clearly based on the original ones, but with lower graphical and audio presentation. However, there are also major and minor differences in the table design, most notably almost the whole center part of the Jailbreak table was removed. Other examples are one missing center paddle on the Kick-Off and Jackpot tables.

*“mobygames.com”*

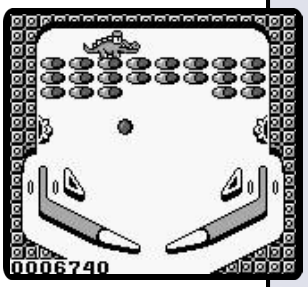



P

## Pinball: Revenge of the ‘Gator

7.6




**Developer** HAL Laboratory
**Publisher** HAL Laboratory
**Release date** (us) March 1990
(eu) 1990
**Genre** Pinball

The theme of Revenge of the ‘Gator is to score as many points as possible without having the player’s pinball eaten by the gator.

The player launches the ball from the Shooter Lane and with the flippers that he uses to hit the ball around screen hitting targets and rolling through lanes to score points.




J N P

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## Pingu: Sekai de Ichiban Genki na Penguin

8.0

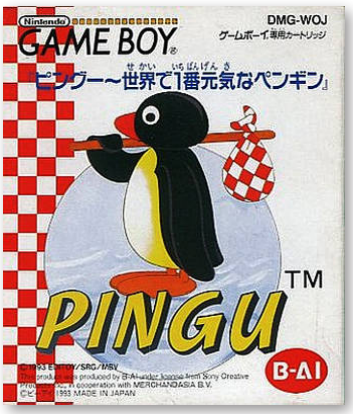





**Developer** Tom Create
**Publisher** B-AI
**Release date** (jp) December 10, 1993
**Genre** Action

Pingu: Sekai de Ichiban Genki na Penguin is an action game based on the British-Swiss stop-motion clay animated children’s television series.

The game was developed by Tom Create and published by B.I., which was released in Japan in 1993.




J

5.4




Rarity US: 3

## Pinocchio

**Developer** NMS Software
**Publisher** Black Pearl Software, (eu) Virgin Interactive
**Release date** (us) October 1996
(eu) 1996
**Genre** Puzzle, Adventure

Disney's Pinocchio is a platform puzzle adventure game based on Walt Disney's animated feature film Pinocchio. The game uses intertitles between levels to convey the story, in the form of a children's storybook. Pinocchio travels from home and must choose to go to School or Easy Street. He then travels from Stromboli's marionette show to Pleasure Island and then into the sea, where he saves Geppetto from inside Monstro and they escape.







7.6



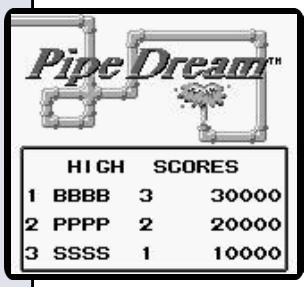

Rarity US: 4

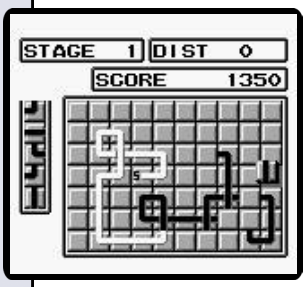
OFFICIAL GAME LINK GAME PAK

## Pipe Dream

**Developer** Bullet-Proof Software
**Publisher** Bullet-Proof Software
**Release date** (us) September 1990
**Genre** Puzzle

Pipe Mania is a puzzle game developed in 1989 by The Assembly Line for the Amiga. It was ported to several other platforms and got the name Pipe Dream. In the game, players must connect randomly appearing pieces of pipe on a grid to a given length within a limited time. The pieces are offered in random order, and there are seven different types - straight lines going horizontally or vertically, corners rotating in each of the four directions, and cross-over pieces which carry the flooz straight across horizontally and vertically.




2.0




Rarity US: 4

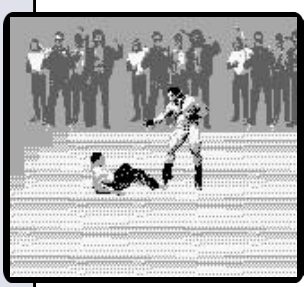
## Pit-Fighter

**Developer** Tengen
**Publisher** THQ
**Release date** (us) June 1992
(eu) 1992
**Genre** Fighting

Pit-Fighter was originally released as a 1990 arcade game by Atari, notable for its early use of digitized live actors.

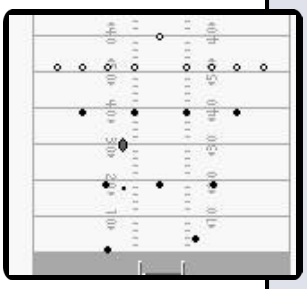
Players select one of three fighters (Buzz, Ty or Kato) to take on anyone who dares. At the conclusion of a match, players are individually awarded a Knockout Bonus, Brutality Bonus, and a Fight Purse.



## Play Action Football



| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Nintendo |
| **Release date** | (us) December 1990 |
| **Genre** | Sports |

Play Action Football was released exclusively in America. The game is based off of NES Play Action Football. The game is an American football game, and is seen through a vertical perspective. The goal of the game is to get a higher score then the opponent. Scores are accumulated by thinking strategically and getting the ball to the field goal at the other side of the field. The opposing team will do all they can to stop players from following through with their goal.

*"nintendo.wikia.com"*

5.0

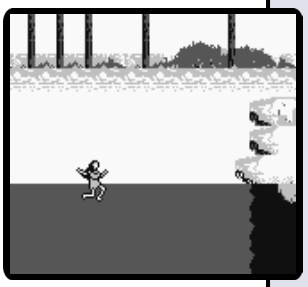



N

## Pocahontas

Super GAME BOY



| | |
|---|---|
| **Developer** | Black Pearl Software |
| **Publisher** | THQ |
| **Release date** | (us) April 1996<br>(eu) 1996 |
| **Genre** | Platformer |

In this incarnation of the Disney cartoon; Pocahontas, along with a tag team partner in her raccoon friend, Meeko, she goes about her homeland, helping her animal friends. As so is done, she will acquire animal spirits which will help her become stronger and bless her with new abilities. But soon enough she meets John Smith, and as an inevitable consequence has to prevent a war between his and John's people.

*"mobygames.com"*

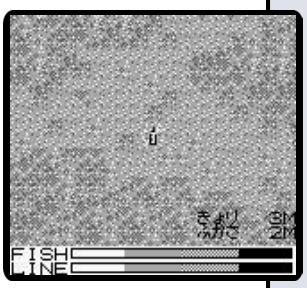
5.0




N P

## Pocket Bass Fishing

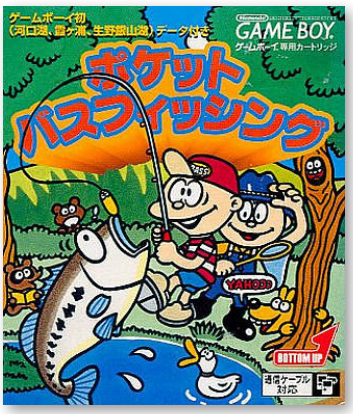



| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Bottom Up |
| **Release date** | (jp) April 24, 1998 |
| **Genre** | Sports |

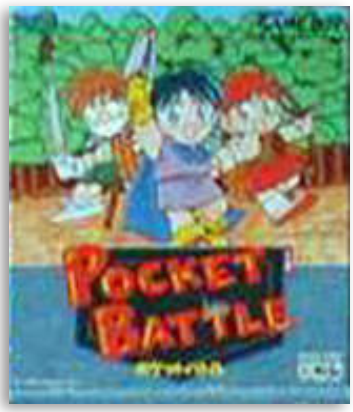
Pocket Bass Fishing is a fishing game, published by Bottom Up, which was released in Japan in 1998.

9.0




J

8.0




J

## Pocket Battle

**Developer** n/a
**Publisher** Sigma Enterprises
**Release date** (jp) April 28, 1992
**Genre** Strategy

Pocket Battle is a strategy game, published by Sigma Ent. Inc., which was released in Japan in 1992.







7.3




J P

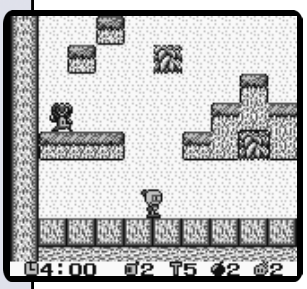
## Pocket Bomberman

Super GAME BOY

**Developer** Hudson Soft
**Publisher** Hudson Soft
**Release date** (eu) 1998
**Genre** Platformer

Unlike most Bomberman titles, Pocket Bomberman features sidescrolling platformer gameplay that revolves around using bombs to box in enemies and blow them to bits. Once all enemies are defeated, Bomberman has to go to the door at the end of the stage to complete the level. There is a total of 5 worlds and 25 levels. These worlds include a jungle world, an ocean world, a wind world, a cloud world, and a world with the name of “Evil”.




7.5




J

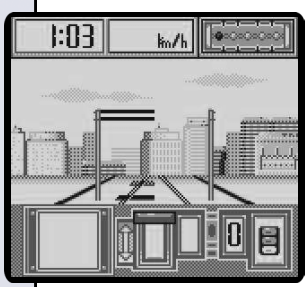
## Pocket Densha

Super GAME BOY

**Developer** n/a
**Publisher** Coconuts Japan
**Release date** (jp) October 30, 1998
**Genre** Simulation

Pocket Densha is a part of the Densha de Go! series of arcade train simulation games. The game was published by Coconuts Japan, which was released in Japan in 1998.

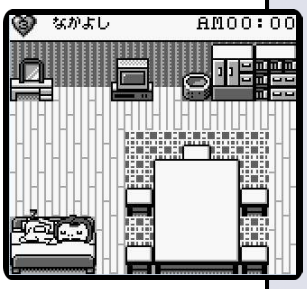


## Pocket Family GB

Super GAME BOY

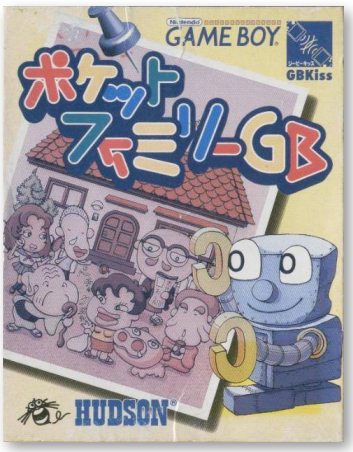



**Developer** Outback
**Publisher** Hudson Soft
**Release date** (jp) August 9, 1998
**Genre** Strategy

Pocket Family GB is a strategy game, developed by Outback and published by Hudson, which was released in Japan in 1998.

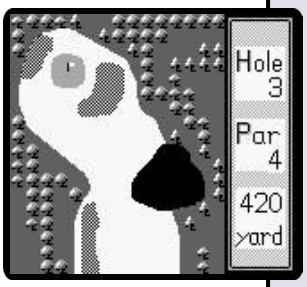
8.6




J

## Pocket Golf




**Developer** n/a
**Publisher** Bottom Up
**Release date** (jp) September 25, 1998
**Genre** Sports

Pocket Golf is a golf game which uses only top-down perspective for both long distance strikes and puttings. The game supports single-player mode which lets players test their skills against an AI player in a 1-on-1 match or a tournament, and two-player mode via link cable which lets them compete in match play or stroke play mode. While the golf course terrain is taking majority of the screen, the right side shows the character and power meter players use to strike the ball, as well as overview of the current hole, or wind direction.

6.0




J

## Pocket Kanjirou

Super GAME BOY







**Developer** Jupiter
**Publisher** Shingakusha
**Release date** (jp) January 10, 1998
**Genre** Edutainment

Pocket Kanjirou let Japanese players learn Chinese for use in elementary school. Players can also connect with another player to battle on who knows most Chinese.

The game was developed by Jupiter Corporation and published by Shingakusha, which was released in Japan in 1998.

5.5




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6.0




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## Pocket Kyorochan

Super GAME BOY

**Developer** Jupiter
**Publisher** Tomy
**Release date** (jp) February 27, 1998
**Genre** Action-adventure

Pocket Kyorochan, developed by Jupiter Multimedia and published by Tomy Corporation, is based on the a Japanese cartoon bird/parrot that serves as a mascot for a brand of Morinaga chocolate known as Choco-Ball. In the game, players explore the town, play mini-games, and have their own personal Kyorochan to direct via a cursor and suggestions. That's about it...

*"CGR Undertow"*






9.0




J

## Pocket Love

Super GAME BOY

**Developer** KID
**Publisher** KID
**Release date** (jp) July 18, 1997
**Genre** Simulation

Pocket Love is a bishoujo game for the Game Boy. Starting the second year of high school, the players are the protagonist. Their new life starts from the first day of school (April 14th) and ends when they confess their love to one of the heroines on Christmas (December 25th). At the beginning of each week, players select two activities to "work on" and "try your best at" for each day of the week. The activity selected will raise the appropriate stat (studying raises "knowledge", personal grooming raises "looks").







8.6




J

## Pocket Love 2

Super GAME BOY

**Developer** KID
**Publisher** KID
**Release date** (jp) March 13, 1998
**Genre** Simulation

Pocket Love 2 is another entry in the simulation game series. The game was developed and published by Kid, which was released in Japan in 1998.

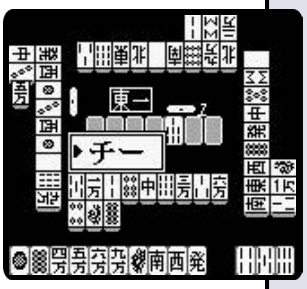
The special edition of both Pocket Love and Pocket Love 2 came in a bigger box with a music CD.






## Pocket Mahjong



| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Bottom Up |
| **Release date** | (jp) July 25, 1997 |
| **Genre** | Board game |

Pocket Mahjong is a mahjong game, published by Bottom Up, which was released in Japan in 1997.

8.2




J

## Pocket Monsters Midori

Super GAME BOY






| | |
|---|---|
| **Developer** | Game Freak |
| **Publisher** | Nintendo |
| **Release date** | (jp) February 27, 1996 |
| **Genre** | Role-playing |

Although it is commonly believed that the first releases in the Pokémon series were Pokémon Red and Pokémon Blue, the Blue version of the game actually made its debut under a different title and was known as Pokémon Green. The games were originally released in Japan as “Pocket Monsters Red” and “Pocket Monsters Green”. Due to numerous glitches and bugs in these original versions of the game they were amended and re-released as the more commonly known Red and Blue versions.

8.1



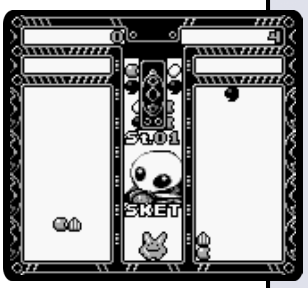

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## Pocket Puyo Puyo Tsu

Super GAME BOY



| | |
|---|---|
| **Developer** | Compile |
| **Publisher** | Compile |
| **Release date** | (jp) December 13, 1996 |
| **Genre** | Puzzle |

The follow-up to Puyo Puyo is, like its predecessor, a falling block game in which the goal is to combine four or more blocks (Puyos) of the same type, which then disappear. The remaining Puyos will then fall down and can produce combos which can cause special blocks (Nuisance Puyos, that can only be destroyed by eliminating adjacent Puyos) to appear on the enemy’s field.

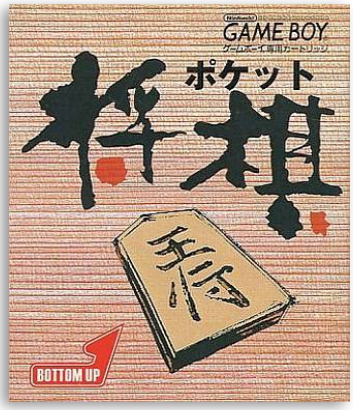
*“mobygames.com”*

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8.3




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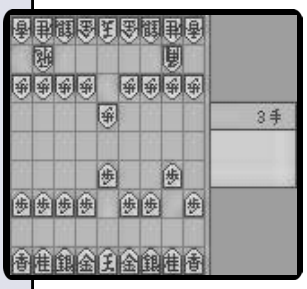
## Pocket Shogi

Super GAME BOY

**Developer** n/a
**Publisher** Bottom Up
**Release date** (jp) September 11, 1998
**Genre** Board game

Pocket Shogi is a board game, published by Bottom Up, which was released in Japan in 1998.



7.7



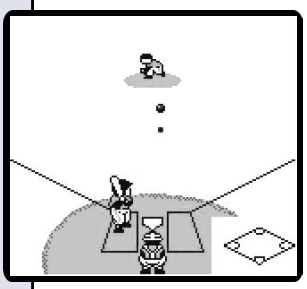

J

## Pocket Stadium

**Developer** n/a
**Publisher** Atlus
**Release date** (jp) December 14, 1990
**Genre** Sports

Pocket Stadium is a baseball game, published by Atlus, which was released in Japan in 1990.



7.5




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## Pokonyan! Yume no Daibouken

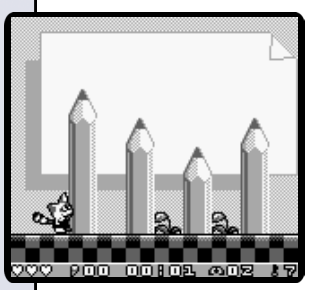
Super GAME BOY

**Developer** n/a
**Publisher** Toho
**Release date** (jp) August 5, 1994
**Genre** Action

Pokonyan! Yume no Daibouken, or Pokonyan! Big Dream Adventure, didn't sell too well because the game had a small print run, was aimed exclusively at very young children, and is fairly difficult.

The game is one of the three Japanese exclusive Game Boy games to have custom soundtracks tailored to the Super Game Boy when used. It may also be one of the rarest Game Boy games produced.






# Got Ya!

Presenting Pokémon for Game Boy. To become a Pokémon master trainer, capture all 150 of them. It won't be easy. To train them, you have to capture them. To capture them, you have to fight them. To fight them, you have to find them.

They're waiting for you now in two Game Boy cartridges. One red. One blue. Here's a tip! Use your Game Boy link cable and hook up with a friend to become a master trainer. Good luck.



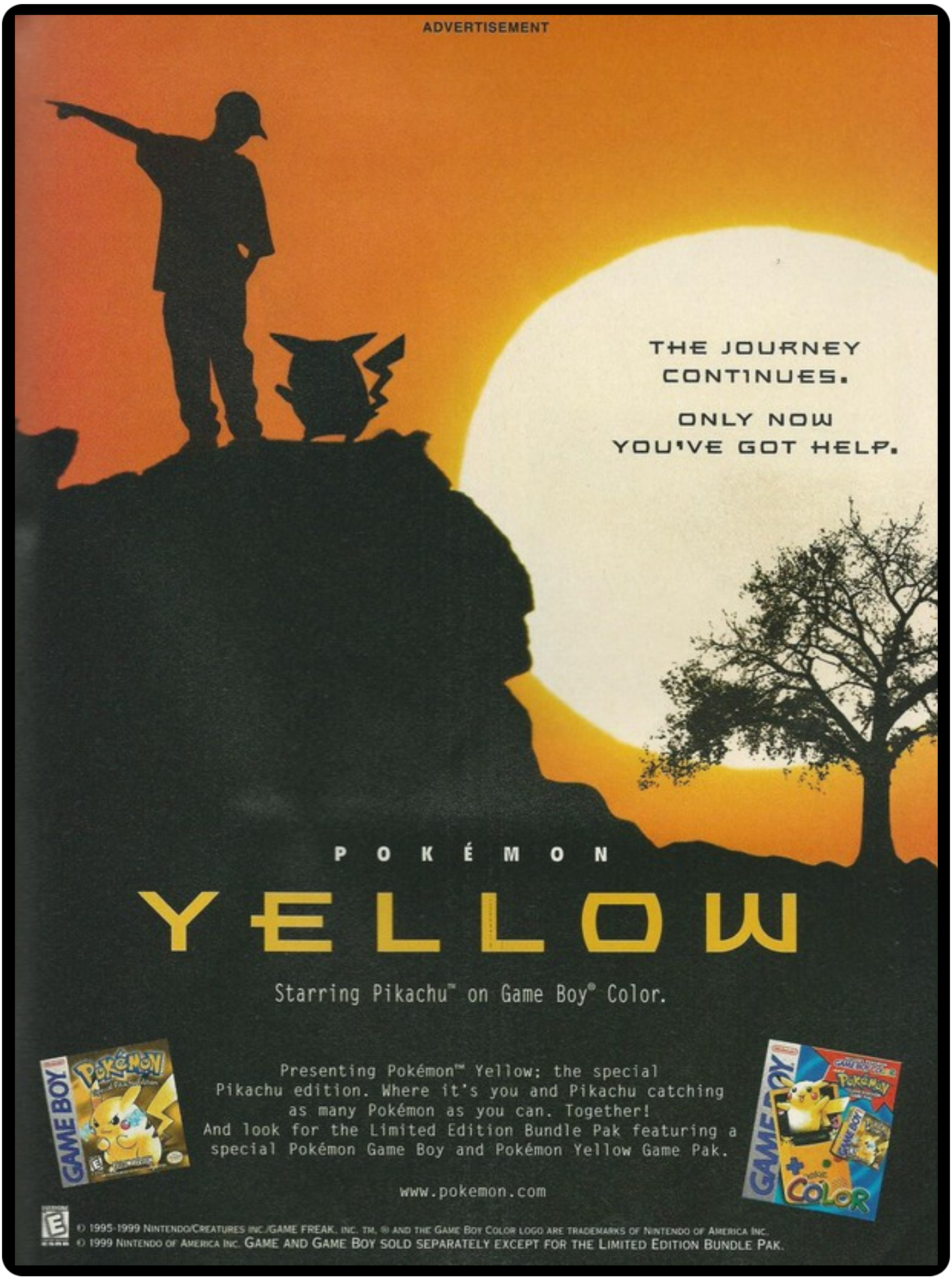

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www.pokemon.com

Color illustration - not actual screen.

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## Pokémon Blue Version

Super Game Boy







**Developer** Game Freak
**Publisher** Nintendo
**Release date** (us) September 28, 1998
(eu) October 5, 1999
**Genre** Role-playing

Pokémon Red and Blue are the first installments of the (overseas) Pokémon series. The player controls the protagonist from an overhead perspective and navigates him throughout the fictional region of Kanto in a quest to master Pokémon battling. The goal of the games is to become the champion of the Pokémon League. Another objective is to complete the Pokédex, an in-game encyclopedia, by obtaining the 150 available Pokémon.

8.6




J N P

Rarity US: 1

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## Pokémon Red Version

Super Game Boy







**Developer** Game Freak
**Publisher** Nintendo
**Release date** (us) September 28, 1998
(eu) October 5, 1999
**Genre** Role-playing

Red and Blue are mostly identical. The most apparent difference are the five-six exclusive Pokèmon found only on the different version of each game. Splitting the game into two versions apparently came from the game designer, Satoshi Tajiri, long-time friend, role model, mentor, and fellow Nintendo developer; Shigeru Miyamoto. Miyamoto suggested creating multiple cartridges with different Pokémon in each, noting it would assist the trading aspect.

8.6



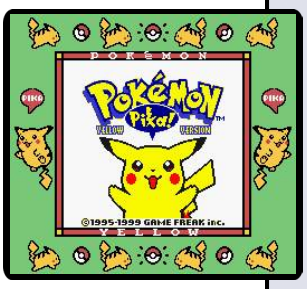

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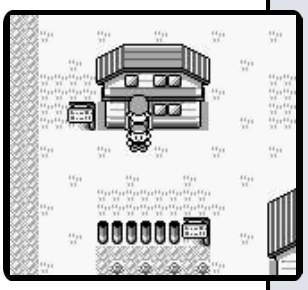
Rarity US: 1

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## Pokémon Yellow Version: Special Pikachu Edition

Super Game Boy



**Developer** Game Freak
**Publisher** Nintendo
**Release date** (us) October 19, 1999
(eu) June 16, 2000
**Genre** Role-playing

Pokémon Yellow Version is an enhanced version of Pokémon Red and Blue. Like Pokémon Red and Blue, Yellow takes place in the region of Kanto, which features habitats for 151 Pokémon species. The objectives remain the same as well, though some differences exist along the way. The most notable is the inclusion of Pikachu as the only available Pokémon to start with.

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Rarity US: 1

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## Ponta to Hinako no Chindouchuu: Yuutou Hen

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Naxat Soft |
| **Release date** | (jp) December 20, 1990 |
| **Genre** | Action-platformer |

Ponta to Hinako no Chindouchuu is an Action-platformer set in Japanese mythology. The game was published by Naxat Soft, which was released in Japan in 1990.







7.7




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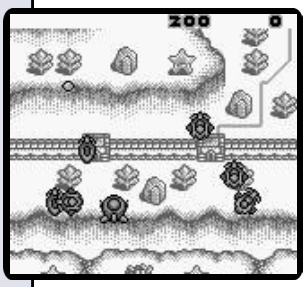
## Pop'n TwinBee

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (eu) 1994 |
| **Genre** | Shooter |

Pop'n TwinBee is a remake of the classic top-down shooter TwinBee. The game uses the classic gameplay mechanics for the genre, with players controlling their craft as the background scrolls vertically towards the end of the stage and trying to survive and destroy all enemies with their laser shots. Twinbee features a selectable power-up system in which players must shoot the bell power-ups to select which type of upgradethey want depending on the shade of grey they take.

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6.2



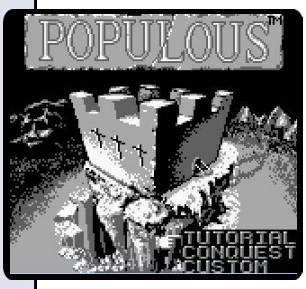

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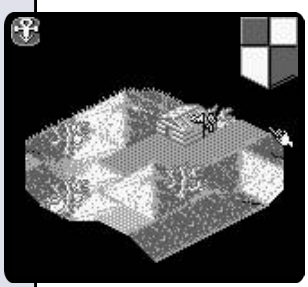
## Populous

| | |
|---|---|
| **Developer** | Enigma Variations |
| **Publisher** | Imagineer |
| **Release date** | (eu) 1993 |
| **Genre** | Strategy |

Populous is designed by Peter Molyneux and released originally for the Amiga in 1989. It is regarded by many as the first god game.

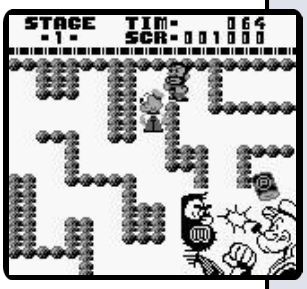
Played from an isometric perspective, each level being a piece of land which contains the player's followers and the enemy followers. Player need to defeat the enemy followers and increase their followers population using a series of divine powers before moving on into the next level.



## Popeye



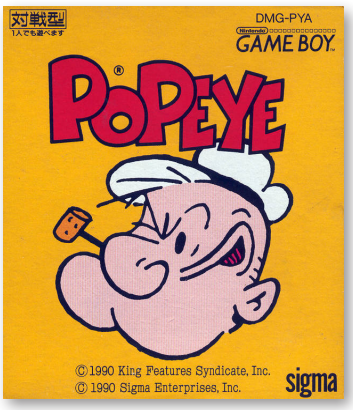




**Developer** Sigma Enterprises
**Publisher** Sigma Enterprises
**Release date** (jp) April 20, 1990
**Genre** Action, Maze

Popeye is a Japan-exclusive Game Boy game based on the Popeye cartoon characters. The scenario is a maze and the player controls Popeye who has a time limit to collect some hearts, find Olive Oyl and save Swee'Pea which only appears somewhere to be saved after the hearts were collected and Olive found.

Bluto is a playable character in the multiplayer-mode.

5.5

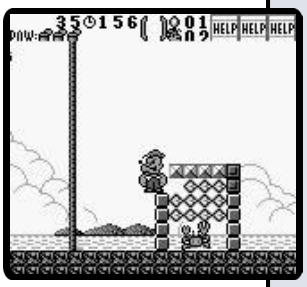



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## Popeye 2




**Developer** Copya Systems
**Publisher** Activision, (jp) Sigma Enterprises
**Release date** (us) October 1993
(eu) 1994
**Genre** Action-platformer

Popeye 2 is a side-scrolling platform game in which the player plays as Popeye. The player can walk in all directions, punch, duck and jump. Using the punch attack the player can destroy bricks. When destroyed, some bricks will reveal spinach which can be collected. The number of collected spinach determines the size of Popeyes fist. When Popeye is hit by an enemy the size of his fist decreases again. Each series of levels is concluded with a level boss.

6.8



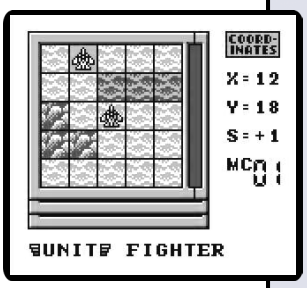

J N P

Rarity US: 5

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## Power Mission




**Developer** Graphic Research
**Publisher** NTVIC, (jp) VAP
**Release date** (us) January 1991
**Genre** Strategy

Power Mission is a turn-based strategy game set at sea. Both players choose one of five fleets which consist of combinations of eight different units. Different kinds of units have varying attributes like attack strength or range. At the start of a battle, both opponents place their units on their own half of the battlefield. Then, in each turn, they have a certain amount of moves available which can be used to move the units, scout ahead or attack. The goal is to completely destroy the enemy fleet.

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Rarity US: 6

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## Power Pro GB

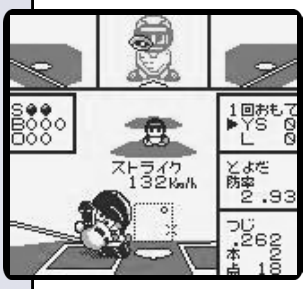
Super GAME BOY

| | |
|---|---|
| **Developer** | KCE Nagoya |
| **Publisher** | Konami |
| **Release date** | (jp) March 26, 1998 |
| **Genre** | Sports |

Power Pro GB is part of the sub-series of the Jikkyō Powerful Pro Yakyū baseball series. The series, Power Pro Kun Pocket series, is released only on the Nintendo's hand held platform.

Although the series nearly retains everything, including the feature of Power Pro series mascot and using nearly the same game system as the main series, the sub-series is completely different from its mother series in other aspects. It uses a more simple system in baseball than their main series.





6.8




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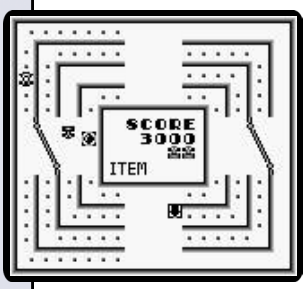
## Power Racer

| | |
|---|---|
| **Developer** | Graphic Research |
| **Publisher** | Tecmo |
| **Release date** | (us) December 1990<br>(eu) 1991 |
| **Genre** | Action, Maze |

Power Racer is a port of Head On, an arcade game released in 1979 by Sega. The game is considered a precursor to Namco's Pac-Man.

In the game, cars continuously drive forward through rectangular channels in a simple maze. At the four cardinal directions are gaps where a car can change lanes. The goal is to collect dots in the maze while avoiding collisions with the computer-controlled car that is also collecting dots.




4.6



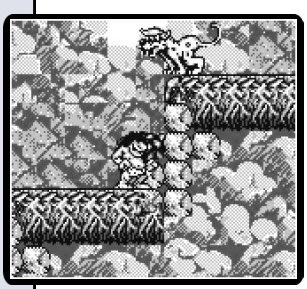

J N P

## Prehistorik Man

| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software, (jp) Kemco |
| **Release date** | (us) January 1996<br>(eu) 1996 |
| **Genre** | Platformer |

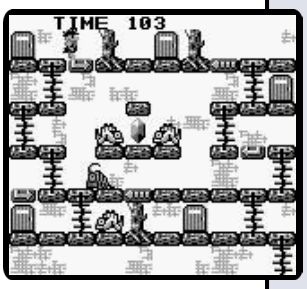
Prehistorik Man is a port of Prehistorik 2, originally released in 1993 for DOS and Amstrad CPC. As the hungry Sam the caveman, players travel through various levels, defeating enemies, to gain themself enough to eat. Unlike the other game, the levels and controls differ in this version, due to the limitations of the Game Boy. There are ten levels and after every second level, there is a boss fight. Also, there are only two buttons, jump and attack.



## Pri Pri: Primitive Princess!




| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Sunsoft |
| **Release date** | (jp) December 12, 1990 |
| **Genre** | Puzzle, Platformer |

This is an action puzzle game where players control a caveman climbing a tower. The tower is filled with monsters and traps. Monsters can be defeating by pounding the hammer on the floor tile above them, causing it to fall and crush them. The same process can be used to enter rooms that cannot be accessed any other way. The hammer can also be used to make floor tiles appear in order to cross a gap. However, the hammer has a limited number of uses.

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7.9




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## Primal Rage

Super GAME BOY







| | |
|---|---|
| **Developer** | Probe Entertainment Limited |
| **Publisher** | Time Warner |
| **Release date** | (us) July 1995<br>(eu) 1995 |
| **Genre** | Fighting |

Primal Rage, originally released by Atari to arcades in 1994, takes place in a post-apocalyptic version of Earth called "Urth". Players control large beasts that battle each other to determine the fate of the planet.

The Game Boy port removed Vertigo and the humans. Every character has two attacks, four specials, and one fatality. Chaos' Golden Shower fatality has been added back, but the urine is replaced with vomit. The music also has been cut down to three tracks.

5.0




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## Prince of Persia







| | |
|---|---|
| **Developer** | Brøderbund |
| **Publisher** | Virgin Interactive, (eu) Mindscape, (jp) NCS |
| **Release date** | (us) January 1992<br>(eu) January 28, 1993 |
| **Genre** | Platformer |

Prince of Persia, originally a 1989 Apple II game designed by Jordan Mechner, is a fantasy cinematic platformer. Players control an unnamed protagonist who must venture through a series of dungeons to defeat the Grand Vizier Jaffar and save an imprisoned princess.

The protagonist must avoid deadly traps, solve some simple jumping and environmental puzzles (such as stepping on pressure plates to raise portcullis), and engage in sword fights with the guards.

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Rarity US: 4

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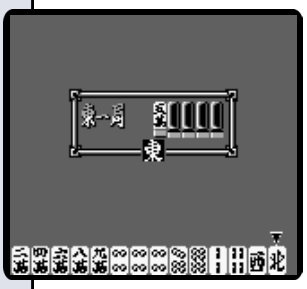
## Pro Mahjong Kiwame GB

Super GAME BOY

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Athena |
| **Release date** | (jp) December 23, 1994 |
| **Genre** | Board game |

Pro Mahjong Kiwame GB is a mahjong game published by Athena Co. and released in Japan in 1994.



5.6




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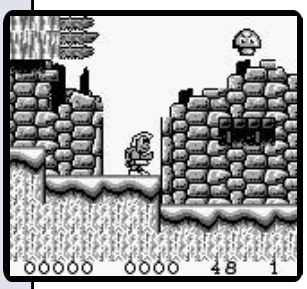
## Prophecy: The Viking Child

| | |
|---|---|
| **Developer** | Imagitec Design |
| **Publisher** | GameTek |
| **Release date** | (us) July 1992<br>(eu) October 1993 |
| **Genre** | Action-platformer |

Prophecy: The Viking Child closely resembled Sega's Wonder Boy in Monster Land, as certain elements like collecting hidden gold, upgrading the character's weapons and visiting shops were practically identical, despite the difference in release times.

Players fight their way through 16 levels with diverse scenarios, including medieval castles and mountains.



4.8




J N P

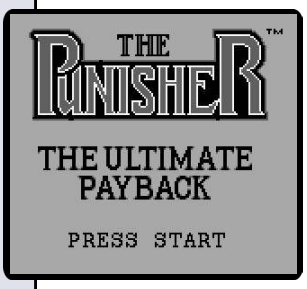
## The Punisher: The Ultimate Payback

| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Acclaim |
| **Release date** | (us) July 1991 |
| **Genre** | Shooter |

The Punisher: Ultimate Payback is essentially a light-gun game, though obviously, players can't actually use a lightgun on Game Boy. Missions are played from a first-person view. Players control a targeting reticule to aim as the background constantly scrolls left-to-right.

The object is to kill the bad guys who either are walking around or hiding in the environment while also picking up ammo, grenades and health by shooting them.

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# Purikura Pocket: Fukanzen Joshikousei Manual

Super GAME BOY

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Atlus |
| **Release date** | (jp) October 17, 1997 |
| **Genre** | Adventure |

Purikura Pocket is an adventure game, published by Atlus, which was released in Japan in 1997.

Atlus released a Japanese Game Boy Pocket model that was given as a memorial gift to Atlus staff when the game came out.

7.6




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8.8




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## Purikura Pocket 2: Kareshi Kaizou Daisakusen

Super GAME BOY

**Developer** n/a
**Publisher** Atlus
**Release date** (jp) November 29, 1997
**Genre** Adventure

Purikura Pocket 2 is an adventure game, published by Atlus, which was released in Japan in 1997.







7.9




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## Purikura Pocket 3: Talent Debut Daisakusen

Super GAME BOY

**Developer** Avit
**Publisher** Atlus
**Release date** (jp) December 18, 1998
**Genre** Adventure

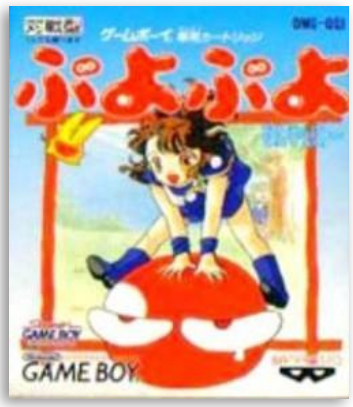
Purikura Pocket 3 is an adventure game, developed by Avit and published by Atlus, which was released in Japan in 1998.







6.6




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OFFICIAL GAME LINK GAME PAK

## Puyo Puyo

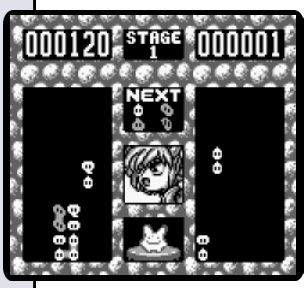
Super GAME BOY

**Developer** Winkysoft
**Publisher** Banpresto
**Release date** (jp) July 31, 1994
**Genre** Puzzle

Puyo Puyo is a puzzle game first released in 1991 by Compile for the MSX2. Being that puzzle games are some of the best titles to play on the go, Compile ported all of the Puyo Puyos to various platforms.

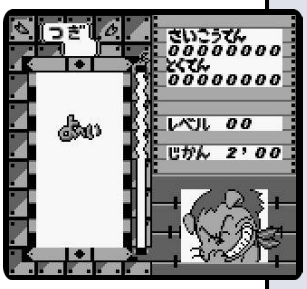
During a match, pairs of puyos fall down from the top of the screen into each player's field. They can be moved left or right, rotated in either direction and made to drop faster. The goal is to arrange puyos of the same color into patterns of at least four, with horizontal or vertical (but no diagonal) connections.



## Puzzle Nintama Rantarō GB





| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Culture Brain |
| **Release date** | (jp) November 1, 1996 |
| **Genre** | Puzzle |

Puzzle Nintama Rantarou GB is a Puzzle game in the Nintama Rantarō series. The game was published by Culture Brain, which was released in Japan in 1996.

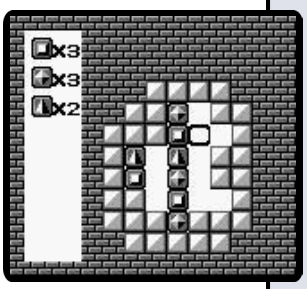
7.3



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## Puzznic



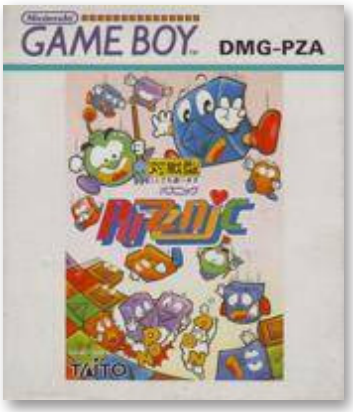



| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Taito Corporation |
| **Release date** | (jp) July 31, 1990 |
| **Genre** | Puzzle |

Puzznic is a tile-matching puzzle. The challenge in each level is to manoeuvre a selection of blocks into place so as to clear them all, by making them make contact with blocks of the same design. Players control a cross-hair, which can move a block left or right, which can cause it to fall if there is no block under the space it would occupy.

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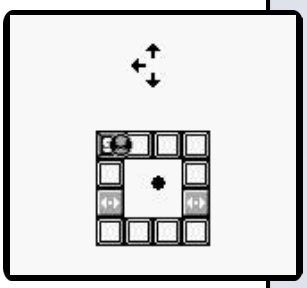
7.8



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## Pyramids of Ra





| | |
|---|---|
| **Developer** | MICROS |
| **Publisher** | Matchbox |
| **Release date** | (us) April 1993 |
| **Genre** | Puzzle |

In this game players control an adventuring archaeologist who they navigate through a maze of tombs. Each level consists of tiles which must all be broken to proceed to the next level. In order to break the tiles players must first land on the tile, then jump off causing it to crumble. The tricky part of this game is that they need to first break all the tiles and then return to the start tile before advancing.

*"mobygames.com"*

8.0



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Rarity US: 7

6.0




J N

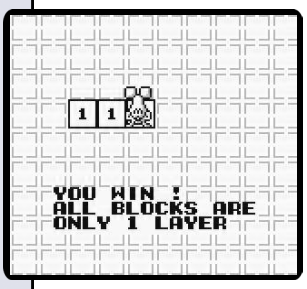
OFFICIAL GAME LINK GAME PAK

## QBillion

| | |
|---|---|
| **Developer** | SETA Corporation |
| **Publisher** | SETA Corporation |
| **Release date** | (us) April 1990 |
| **Genre** | Puzzle |

In QBillion players control a mouse that, for reasons that are left unclear, has to reduce stacks of blocks to units one block high. This is represented by a grid in which several squares have numbers, representing how many blocks are there. Players can move a single block around, or push a block down off a stack. However, to push a block players must be standing on a block one level lower than the block - i.e. to push a block off the top of a three-block stack, the player must be standing on a two-block stack.




7.0




J N P

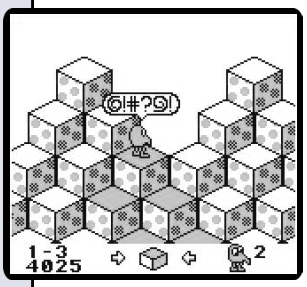
## Q*bert for Game Boy

| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | Jaleco |
| **Release date** | (us) February 1992 |
| | (eu) 1992 |
| **Genre** | Action, Puzzle |

The goal of Q*bert is to change all of the tiles on a pyramid to the target color. To do this players guide Q*bert around the pyramid, and every tile he hops on will change a shade of gray. On early levels, a single hop will change the tile to the desired color, but on later levels players may need to hop on a tile multiple times or even avoid hopping on a tile multiple times.

The Game Boy port features 64 boards in different shapes.




7.2




J N P

Rarity US: 4

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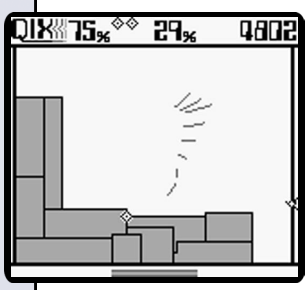
## Qix

Super GAME BOY

| | |
|---|---|
| **Developer** | Minakuchi Engineering |
| **Publisher** | Nintendo |
| **Release date** | (us) May 24, 1990 |
| | (eu) September 28, 1990 |
| **Genre** | Puzzle |

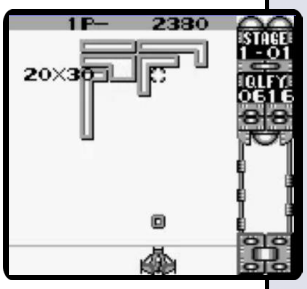
Qix (pronounced “kicks”) is a port of a 1981 arcade game by Taito. The objective of Qix is to fence off, or claim, a supermajority of the playfield. At the start of each level, the playing field is a large, empty rectangle, containing the Qix—a stick-like entity that performs graceful but unpredictable motions within the confines of the rectangle.



## Quarth




**Developer** Ultra Games
**Publisher** Konami
**Release date** (us) December 1990
**Genre** Puzzle

Quarth is a typical puzzle/arcade game. Quarth can be moved from right to left while the screen scrolls down. The playing field is filled with different blocks and the aim is to fill them in so they form complete rectangles or squares. Only when players succeed in their mission, the concerned blocks will disappear. New 'unformed' blocks appear while the playing field scrolls down making them play into full action at all times.

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7.3




J N

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## Quiz Nihon Mukashi Banashi: Athena no Hatena







**Developer** n/a
**Publisher** Athena
**Release date** (jp) December 18, 1992
**Genre** Game Show

Quiz Nihon Mukashi Banashi: Athena no Hatena is a trivia game, published by Athena, which was released in Japan in 1992.

8.0




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## Quiz Sekai wa Show by Shoubai!!







**Developer** Sun L
**Publisher** Takara
**Release date** (jp) August 7, 1992
**Genre** Game Show

Quiz Sekai wa Show by Shoubai!! is a trivia game based on the game show of the same title that was broadcasted on Nippon Television. The game was developed by Sun L (Taito for the arcade version) and published by Takara for Game Boy and Arcade platforms.

*"giantbomb.com"*

5.6




J

7.1



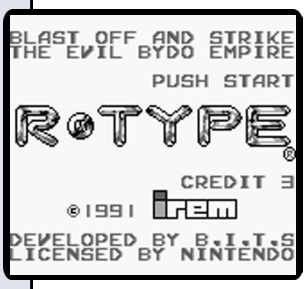

J N P

## R-Type

| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | Irem |
| **Release date** | (us) May 1991 |
| | (eu) 1991 |
| **Genre** | Shooter |

R-Type is a side scrolling shoot-em-up originally released as a 1987 arcade game produced by Irem. The player controls a space fighter named the R-9 to defend humanity against a mysterious powerful alien life-form known as the “Bydo”.

The game is made up of several sequential levels, with a boss enemy at the end of each. The player controls a small spacecraft and must navigate terrain and fight enemies using the various ship weapons.







7.5




J P

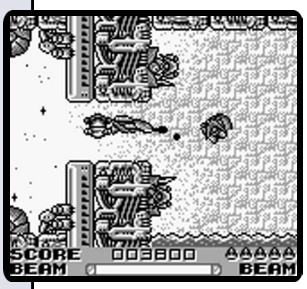
## R-Type II

| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | Irem |
| **Release date** | (eu) 1992 |
| **Genre** | Shooter |

The game is the sequel to R-Type, which was first released as an arcade game in 1987 and profoundly influenced later shooting games with its charge shots, unique weaponry, and grotesque enemies.

The limitations of the Game Boy hardware caused the content to be changed around considerably. The game contains only 5 levels, and some of the boss names were changed around as well.




6.1




N P

Rarity US: 5

## Race Days

| | |
|---|---|
| **Developer** | Gremlin Graphics |
| **Publisher** | GameTek |
| **Release date** | (us) November 1994 |
| | (eu) 1994 |
| **Genre** | Compilation |

Race Days is a 1994 racing video game for the Game Boy, which is essentially a compilation of the video games Dirty Racing (Japan-exclusive) and Jeep Jamboree: Off Road Adventure (North America-exclusive); albeit with a different name for the Jeep Jamboree game.

GamePro’s review criticized the game as having boring tracks, drab graphics, irritatingly droning engine sounds, difficult controls, and poor gameplay design.






## Race Drivin'







| | |
|---|---|
| **Developer** | Argonaut Games |
| **Publisher** | THQ |
| **Release date** | (us) January 1993<br>(eu) 1993 |
| **Genre** | Racing |

Race Drivin' is a sequel to the driving simulator Hard Drivin'. Gameplay is similar to the first game. Players must complete laps around the race track before a timer expires. There are several checkpoints around the track which increase the players time as they passes.

The game has three courses, one of which is the track from Hard Drivin'. There is a new super-stunt track, and an autocross course.

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7.2




N P

Rarity US: 5

## Racing Damashii



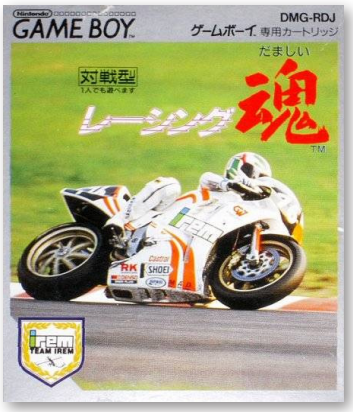




| | |
|---|---|
| **Developer** | Irem |
| **Publisher** | Irem |
| **Release date** | (jp) February 28, 1991 |
| **Genre** | Racing |

Racing Damashii is a motorcycle racing game with six courses. It is basically action-oriented, but the player needs to watch the damage of the motorcycle (decreases with crashes) and the tire condition (decreases when leaving the road). If one of the two bars runs out, the race is over, but repairs are conducted during pit stops. The two playing modes for single-player are training races and a championship in which points are awarded for good end positions. Those can be reinvested into motorcycle upgrades.

8.1

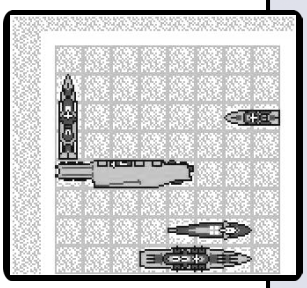



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## Radar Mission

Super GAME BOY



| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) February 1991<br>(eu) 1991 |
| **Genre** | Strategy |

Radar Mission was one of the earliest Game Boy titles, and was the first military-based game released for the Game Boy. This title has two different modes for one or two players.

Game-A is very similar to the pencil and paper game, Battleship, however, there is a storyline to it. Game-B allows the player to set up his submarine with extra Prop Speed, shoot Twin Shots, and/or equip a Power Sonar, before battling against other ships.

7.1




J N P

Rarity US: 2

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4.9




J N P

Rarity US: 4

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## Raging Fighter

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) June 1993<br>(eu) 1993 |
| **Genre** | Fighting |

Raging Fighter plays similarly to other 2D versus fighting games during its release, which the player's character fights against his or her opponent in best two-out-of-three matches. However, unlike most modern-fighting games released at the time, instead of three to six buttons like in most other modern-fighting games, there are two buttons: one for punching, the other for kicking.







6.3




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OFFICIAL GAME LINK GAME PAK

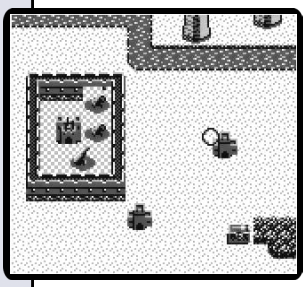
## Rampart

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Jaleco |
| **Release date** | (eu) 1993 |
| **Genre** | Strategy |

Rampart may be seen as Tetris meets shoot-'em-up. In it, players build their castle from Tetris-style pieces, place their cannons, bombard the enemy, try to repair, and do it all over again.

Rampart influenced the first tower defense games around a decade later. Gameplay similarities include defending a territory by erecting defensive structures, and making repairs between multiple rounds of attacks.



6.8



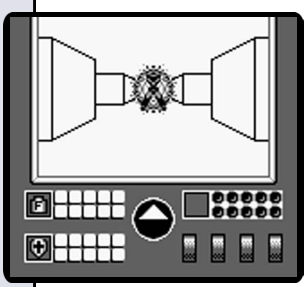

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## Ray-Thunder

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Nichibutsu |
| **Release date** | (jp) February 8, 1991 |
| **Genre** | Shooter |

Ray-Thunder is a shooter published by Nichibutsu for the Game Boy platform. The game was released exclusively in Japan.









## Ranma ½: Kakugeki Mondou!!

**Developer** Sun L
**Publisher** Banpresto
**Release date** (jp) August 6, 1993
**Genre** Action role-playing

Ranma 1/2 Kakugeki Mundou!! is a cross between a top down RPG and a strategic fighting game starring Ranma. Each round in a fight is decided before hand, and strategically planning out moves feels like rock, paper, scissors.

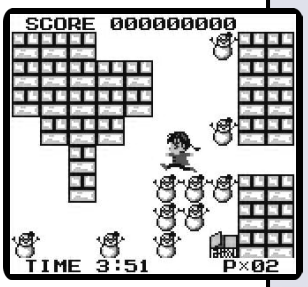
*"giantbomb.com"*

8.2




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## Rama ½: Kakuren Bodesu Match

**Developer** n/a
**Publisher** Banpresto
**Release date** (jp) July 28, 1990
**Genre** Puzzle

Similar to the Adventures of Lolo, this game featured Ranma pushing and breaking blocks around a maze-like environment. Players can change gender in order to move blocks greater or shorter distances as needed.

7.5




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## Ranma ½: Netsuretsu Kakutouhen

**Developer** n/a
**Publisher** Banpresto
**Release date** (jp) July 17, 1992
**Genre** Action-adventure

Ranma ½: Netsuretsu Kakutouhen is an RPG with fighting game elements. The game immerses players in a day in Ranma's life, traveling to various locations in the series and fighting various characters. The story revolves around a possible cure for Ranma's curse.

7.6




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5.7




J N P

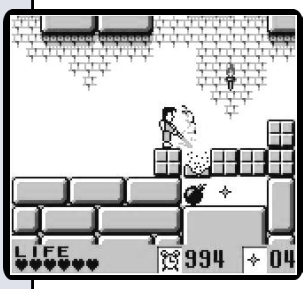
Rarity US: 5

## The Real Ghostbusters

**Developer** Kotobuki Systems
**Publisher** Kemco, (us) Activision
**Release date** (us) October 1993
(eu) 1993
**Genre** Action-platformer

The Japanese version is based on Walt Disney's Mickey Mouse, which is part of the Mickey Mouse side of Kemco's Crazy Castle series, while the European version is based on Jim Davis's Garfield comic strips and the animated series Garfield and Friends. The North American version is based on the animated series The Real Ghostbusters and contains ten more stages than the previous incarnations.




9.5

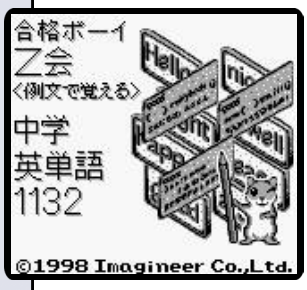



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## Reibun de Oboeru: Chuugaku Eitango 1132

**Developer** Tomcat System
**Publisher** Imagineer
**Release date** (jp) March 20, 1998
**Genre** Edutainment

Reibun de Oboeru: Chuugaku Eitango 1132 is a edutainment game, developed by Tomcat System and published by Imagineer, which was released in Japan in 1998.







5.0




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## Reibun de Oboeru: Kyuukyoku no Kobun Tango

**Developer** Tomcat System
**Publisher** Imagineer
**Release date** (jp) December 25, 1998
**Genre** Edutainment

Reibun de Oboeru: Kyuukyoku no Kobun Tango is another edutainment game, developed by Tomcat System and published by Imagineer, which was released in Japan in 1998.












## The Ren & Stimpy Show: Space Cadet Adventure

4.6



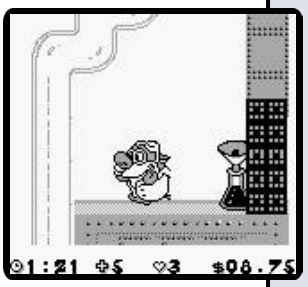

N

| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | THQ |
| **Release date** | (us) November 1992 |
| **Genre** | Action-platformer |

Space Cadet Adventures was the first in a series of Ren & Stimpy games released.

The four levels has players alternate as Ren or Stimpy and all involve jumping across large gaps while dodging bouncing hazards, shooting hazards, falling hazards and the occasional monster. Stimpy can vomit a projectile furball across the screen, but Ren can only slap his foes.



## The Ren & Stimpy Show: Veediots!

4.2

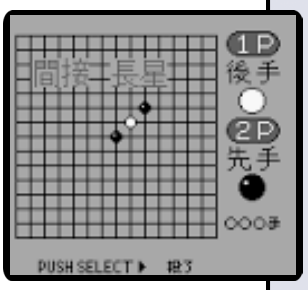



N P

| | |
|---|---|
| **Developer** | THQ |
| **Publisher** | THQ |
| **Release date** | (us) October 1993<br>(eu) 1993 |
| **Genre** | Action-platformer |

Ren & Stimpy Show: Veediots! for the Game Boy is slightly different from its big brother on the SNES. Gameplay remains the same with the player alternatively controlling Ren and Stimpy through a series of side-scrolling platform levels. There's a number of changes made to the original game due to technical constraints. The order of the levels has been changed around and some parts of some levels are missing.




## Renju Club: Gomoku Narabe

Super GAME BOY

6.1

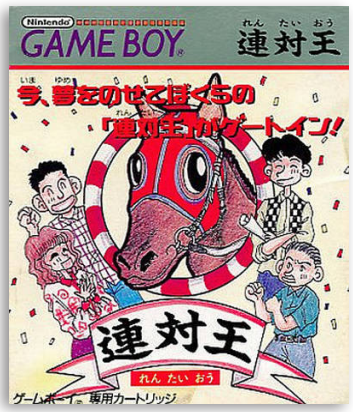



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| | |
|---|---|
| **Developer** | Natsu System |
| **Publisher** | Hect |
| **Release date** | (jp) May 17, 1996 |
| **Genre** | Board game |

Renju Club: Gomoku Narabe is a board game, developed by Natsu System and published by Hect, which was released in Japan in 1996.

8.5




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## Rentaiou

**Developer** n/a
**Publisher** Visit
**Release date** (jp) September 16, 1994
**Genre** Strategy

Rentaiou is a strategy game revolving around horse racing. The game was published by Visit, which was released in Japan in 1994.







5.3




P

## Reservoir Rat

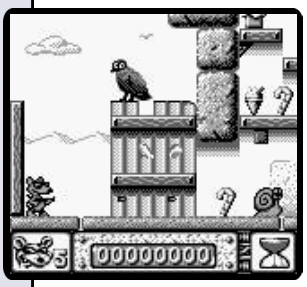
**Developer** Tarantula Studios
**Publisher** Take-Two Interactive
**Release date** (eu) 1999
**Genre** Action-platformer

Reservoir Rat is a 2D platforming game in which players try and collect a set amount of food that is scattered throughout each stage. Once the number of food items has been hit, the player can locate the exit and go through it to move on to the next.

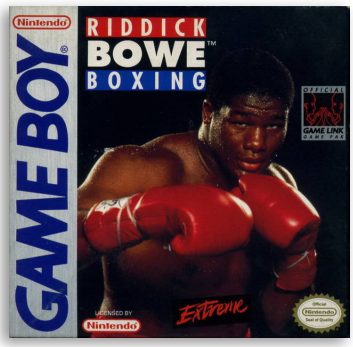
There are five "worlds" in the game, each containing 15 individual stages. There are enemies such as snails and foxes that must be avoided or shot. There are also various objects in the stages that can hurt the player.

*"giantbomb.com"*



4.6




N P

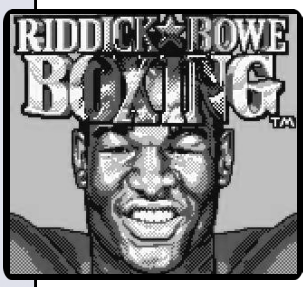
Rarity US: 4

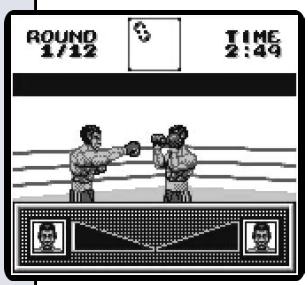
## Riddick Bowe Boxing

**Developer** Equilibrium
**Publisher** Extreme Entertainment Group, (eu) GameTek
**Release date** (us) January 1994
(eu) 1994
**Genre** Sports

Riddick Bowe Boxing is a multiplatform boxing game. It is based heavily on the 1992 Sega Genesis licensed boxing game Evander Holyfield's "Real Deal Boxing and includes many of the same systems as well as the horizontal perspective that shows both boxers, though the title boxer has been changed and the graphics have become more cartoonish and light.

*"giantbomb.com"*



## Ring Rage







**Developer** Taito Corporation
**Publisher** Natsume, (jp) Taito Corporation
**Release date** (us) April 1998
**Genre** Sports

Ring Rage is a standard wrestling game, just without the glitz and glamour of licensed games. There are six wrestlers total, but only five are playable.

There are only three modes, 1P v. CPU, 1P v. 2P (which is achieved through a cable link and an extra cartridge) and a tournament which players compete to go for the TWF (Taito Wrestling Federation) championship.

*"mobygames.com"*

5.6




J N

Rarity US: 4

OFFICIAL GAME LINK GAME PAK

## Road Rash







**Developer** The Code Monkeys
**Publisher** Ocean
**Release date** (us) October 1996
(eu) 1996
**Genre** Action, Racing

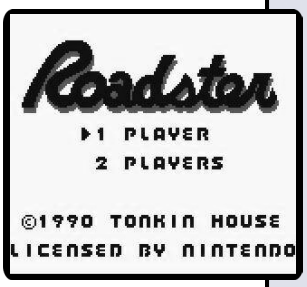
Road Rash is a vehicular combat racing game originally released by Electronic Arts in 1991. Basic gameplay is similar to Sega's Hang-On and Tatsumi's Cycle Warriors. What Road Rash really brings to the table is "brawling"; the player can fight other bikers with a variety of hand weapons or simple punches and kicks. The player initially starts off with just those basics, but can grab a weapon from another rider by timing a punch correctly.

7.3




N P

## Roadster







**Developer** TOSE
**Publisher** Tonkin House
**Release date** (jp) October 19, 1990
**Genre** Racing

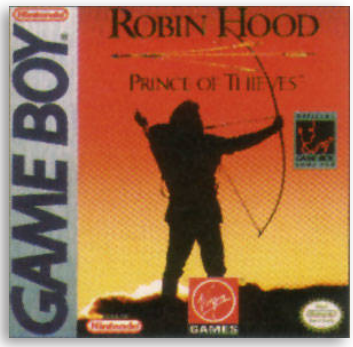
Roadster is a top-down racing game only released in Japan. The game was developed by TOSE and published by Tonkin House, which was in 1990.

7.6




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5.3




N P

Rarity US: 4

## Robin Hood: Prince of Thieves

**Developer** Bits Studios
**Publisher** Virgin Interactive
**Release date** (us) June 1993
(eu) May 19, 1993
**Genre** Action-adventure

Robin Hood: Prince of Thieves is based on the film of the same name. The game was notable for featuring several modes of gameplay. The standard adventuring mode depicted the action from an overhead perspective as the player guided Robin through the environment, battling enemies. A second mode used for one-on-one duels depicted the action from the side. The third mode, a melee mode, featured action taking place from an extreme overhead perspective.







6.4




J N P

## RoboCop

**Developer** n/a
**Publisher** Ocean, (jp) Epic/Sony Records
**Release date** (us) December 1990
(eu) 1990
**Genre** Action

Robocop loosely adapts the Data East arcade game, with stages inspired by those from the coin-op, but also entirely new gameplay elements.

The title theme of the Game Boy ports has become well known for its serene, calm tune, which heavily contrasted the tone of the actual game. Additionally, the tune was used as the music in a series of TV adverts by European kitchen appliance company Ariston.







5.1




J N

Rarity US: 3

## RoboCop 2

**Developer** Painting by Numbers
**Publisher** Ocean, (jp) Epic/Sony Records
**Release date** (us) November 1991
**Genre** Action-platformer

RoboCop 2 is based on the 1990 movie of the same name. The majority of the game is a side scrolling run and gun game, in which RoboCop is required to collect/destroy at least two-thirds of the drug "nuke" in each level and arrest two-thirds of the suspects by running into them (in contrast to shooting them). If RoboCop does not manage to attain the required amounts of nuke or number of arrests then he has two chances in the game to prove his efficiency at a shooting range.






## RoboCop Versus The Terminator






| | |
|---|---|
| **Developer** | Unexpected Development |
| **Publisher** | Interplay |
| **Release date** | (us) August 1994<br>(eu) 1994 |
| **Genre** | Action-platformer |

RoboCop Versus The Terminator is loosely based on the 1992 four-issue comic book mini-series of the same name.

The player controls RoboCop, who, while taking care of law & order in Detroit, discovers some unusual troublemakers: Terminators sent from the future.

*“mobygames.com”*

5.3



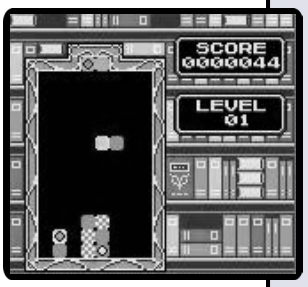

J N

Rarity US: 6

## Rock’n! Monster!!

Super GAME BOY




| | |
|---|---|
| **Developer** | Eleca |
| **Publisher** | Hori |
| **Release date** | (jp) July 1, 1994 |
| **Genre** | Puzzle |

Rock’n! Monster!! is a puzzle game, developed by Electronics Application and published by Hori, which was released in Japan in 1994.

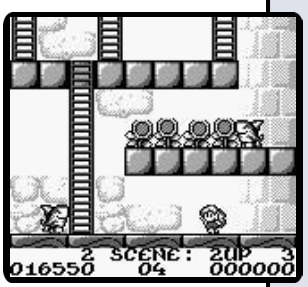
8.3




J

## Rod Land




| | |
|---|---|
| **Developer** | Eurocom |
| **Publisher** | Storm, (jp) Jaleco |
| **Release date** | (eu) 1993 |
| **Genre** | Action-platformer |

Players control one or two fairies called Tam and Rit armed with a magic rod. Following the concept of Taito’s Bubble Bobble, the rod doesn’t kill the monsters directly, but only leaves them immobilized, crying. To kill them, the rod can grasp them in a magic force-field and the player can smash them down over her head until they disappear and leave a power-up behind.

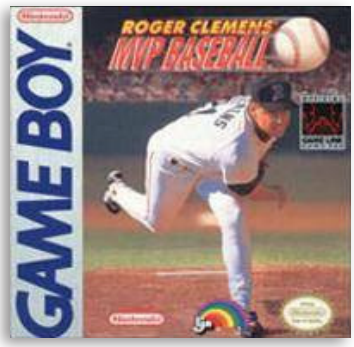
In the Game Boy version specifically, the player can strike enemies with the wand even while climbing a ladder, making the game slightly easier to play.

7.0




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6.3




J N P

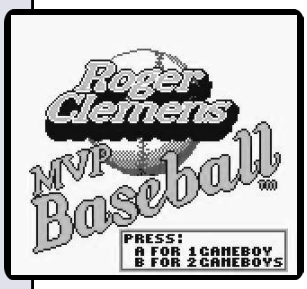
Rarity US: 3

OFFICIAL GAME LINK GAME PAK

## Roger Clemens' MVP Baseball

**Developer** Sculptured Software
**Publisher** LJN, (jp) Acclaim Japan
**Release date** (us) September 1992
**Genre** Sports

Roger Clemens' MVP Baseball is a multi-platform baseball game. All of the ballplayers have the likenesses and abilities of the 1991 Major League Baseball players they represent. However, since the game is not licensed by the Major League Baseball Players Association, the only player whose name appears in the game is AL Cy Young Award Winner Roger Clemens. The 26 teams featured in the game correspond to the 1991 MLB teams as well, though team nicknames have been changed due to the lack of an MLB license as well.







6.8




J N

OFFICIAL GAME LINK GAME PAK

## Rolan's Curse

**Developer** NMK
**Publisher** American Sammy, (jp) Sammy Corporation
**Release date** (us) January 1991
**Genre** Action-adventure

Rolan's Curse is shown in an overhead perspective. Like Nintendo's Zelda adventure series, the player goes from screen to screen and defeats enemies with a sword while finding items from monsters and treasure chests. The player is allowed two items at a time: one weapon and one sub-item; picking up a different weapon or sub will switch out the current one.

The game can be played with another player if the two individuals link their Game Boys together while the game is inserted.






8.7




J N

Rarity US: 5

## Rolan's Curse 2

**Developer** NMK
**Publisher** American Sammy, (jp) Sammy Corporation
**Release date** (us) October 1992
**Genre** Action-adventure

The game is shown in an overhead perspective. The player starts out with one character, Ray, but later picks up seven more characters. Only three of them can be in the party at once, and so not all of them can be taken along. Each character has a unique skill, so choosing who is in the party can greatly alter the gameplay experience. Stats are not raised by defeating enemies, as in most RPGs, but rather by finding chests that contain powerup points.












## The Rugrats Movie

Super GAME BOY

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | THQ |
| **Release date** | (us) December 1998 |
| **Genre** | Adventure, Platformer |

The Rugrats Movie is a traditional 8-bit 2D platform video game based on the movie of the same name from the Nickelodeon animated series, Rugrats.

The game features eight levels including the Pickles' house, the hospital, woods, and ancient ruins. There are two levels in which the player drives the Reptar Wagon in a top-down perspective, but the rest features standard side-scrolling platform gameplay. In each level the player has to collect specific items and get to the exit before time runs out.

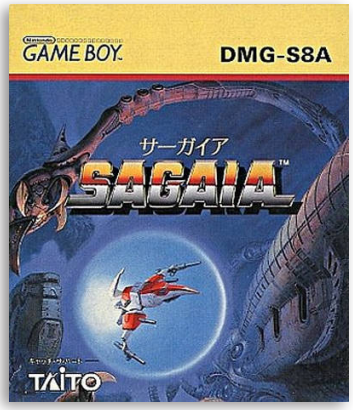
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Rarity US: 3



7.9



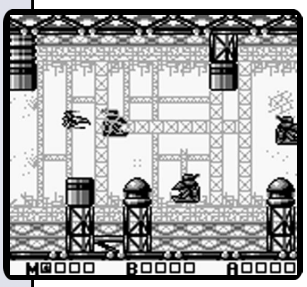

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## Sagaia

| | |
|---|---|
| **Developer** | Act Japan |
| **Publisher** | Taito Corporation |
| **Release date** | (jp) December 13, 1991 |
| **Genre** | Shooter |

Sagaia is a port of the 1989 arcade game Darius II. What sets Darius apart from other shoot'em-ups of the time is its way of letting players choose their path with a certain amount of freedom. At the end of each area (level), they are able to choose between one of two worlds which the area branches into. This renders a higher replay value, since there are many paths to reach the end of the game by. Apart from this, the gameplay is on the simplistic side, both due to unimaginative attack waves and little interaction with the surroundings.



7.3




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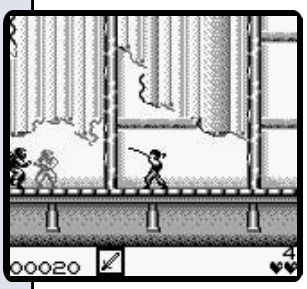
## Saigo no Nindou: Ninja Spirit

| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | Irem |
| **Release date** | (jp) December 18, 1993 |
| **Genre** | Action-platformer |

Ninja Spirit is a ninja-based action game that has the player leading Moonlight through numerous enemy-riddled levels on a quest to exact revenge against his father's murderer. To accomplish this task Moonlight is armed with a katana, shurikens, bombs, and a sickle and chain weapon.

The game's coin-op origins are evident in the fact that that the home versions do not have passwords or saves. To compensate for this, however, adjustable difficulty settings were added.



7.5




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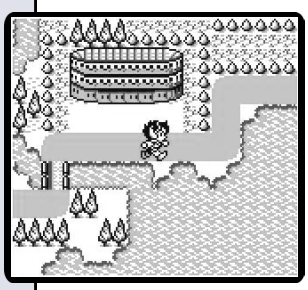
## Saint Paradise

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Bandai |
| **Release date** | (jp) November 13, 1992 |
| **Genre** | Role-playing |

Saint Seiya Paradise: Saikyou No Senshitachi is a role-playing game published by Bandai, which was released in Japan in 1992.

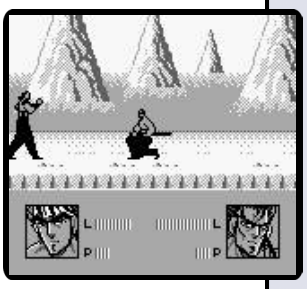
The game is an adaptation of the Saint Seiya anime series, counting from the Galactic War to the Saga of Poseidon.



## Sakigake!! Otokojuku: Meikoushima Kessen



**Developer** n/a
**Publisher** Yutaka
**Release date** (jp) August 4, 1990
**Genre** Fighting

Sakigake!! Otokojuku: Meikoushima Kessen is a fighting game developed and published by Yutaka for the Game Boy platform.

Based on the manga of the same name, the game puts players in the shoes of a newcomer to the Otoko Jyuku school. A special boarding school for unruly teenagers that instills discipline by pitting its students against each other in constant duels.

7.3



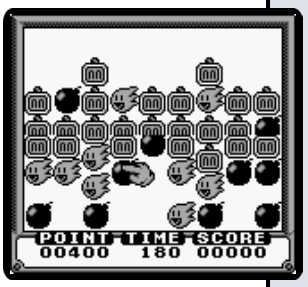

J

OFFICIAL GAME LINK GAME PAK

## SameGame

Super GAME BOY




**Developer** Shimada Kikaku
**Publisher** Hudson Soft
**Release date** (jp) April 25, 1997
**Genre** Puzzle

SameGame is a tile-matching puzzle video game originally released under the name Chain Shot!' ' in 1985. SameGame is played on a rectangular field, typically initially filled with four or five kinds of blocks placed at random. By selecting a group of adjoining blocks of the same color, a player may remove them from the screen.

The Game Boy port include recognizable characters from Hudson`s other games.

6.6




J

## Samurai Shodown

Super GAME BOY







**Developer** Takara
**Publisher** Takara
**Release date** (us) November 1994
(eu) 1994
**Genre** Fighting

Samurai Shodown, known as Samurai Spirits in Japan, is a competitive fighting game originally developed and published by SNK for their Neo Geo arcade and home platform.

The Game Boy version includes all the characters, stages, and most of the special moves, but has no combos, fatalities, or voices. All the music tracks are included, albeit in scaled-down form.

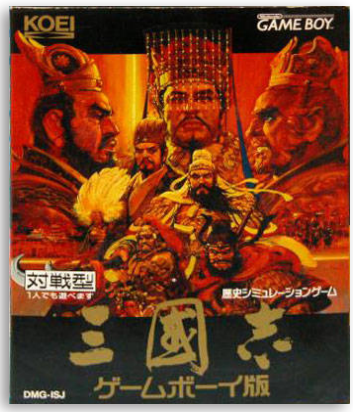
7.4




J N P

OFFICIAL GAME LINK GAME PAK

8.0




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## Sangokushi Game Boy Han

**Developer** Koei
**Publisher** Koei
**Release date** (jp) September 30, 1992
**Genre** Strategy

Sangokushi Game Boy Han is part of the Romance of the Three Kingdoms video game series. The games are turn-based tactical role-playing simulation grand strategy wargames by Koei.

Gameplay revolves around managing numerical statistics, each representing an attribute of a city or a character. A city is described by statistics such as stored grain supplies, vulnerability to disasters such as floods and earthquakes, treasury funds, domestic affairs and populace loyalty.







7.6

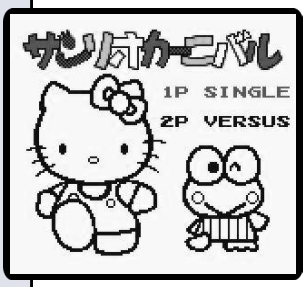


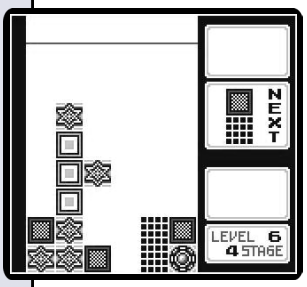

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## Sanrio Carnival

**Developer** Scitron & Art
**Publisher** Character Soft
**Release date** (jp) May 11, 1991
**Genre** Puzzle

Sanrio Carnival is a puzzle game featuring different Sanrio characters, like Hello Kitty. The game was developed by Scitron & Art and published by Character Soft, which was released in Japan in 1991.




8.5



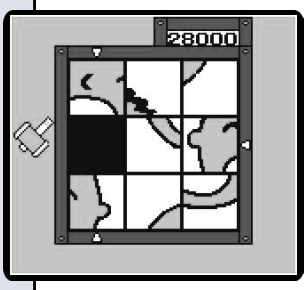

J

## Sanrio Carnival 2

**Developer** n/a
**Publisher** Character Soft
**Release date** (jp) March 19, 1993
**Genre** Puzzle

Sanrio Carnival 2 is a puzzle game, published by Character Soft, which was released in Japan in 1993.



## Sanrio Uranai Party







**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) December 5, 1997
**Genre** Simulation

Sanrio Uranai Party is a 1997 simulation game from Imagineer featuring Hello Kitty and other characters from the Sanrio universe.

8.2




J

## Satoru Nakajima F-1 Hero GB World Championship ‘91







**Developer** Natsu System
**Publisher** Varie
**Release date** (jp) December 27, 1991
**Genre** Racing

Satoru Nakajima F-1 Hero GB World Championship ‘91 is a 1991 Japan-exclusive Game Boy Formula One video game, endorsed by Satoru Nakajima, who was the first full-time Japanese racer in the history of Formula One. Apart from Nakajima, the actual names of the drivers are not used due to licensing arrangements.

There are sixteen rounds and eight difficulty levels. Each level has a special rival to beat.

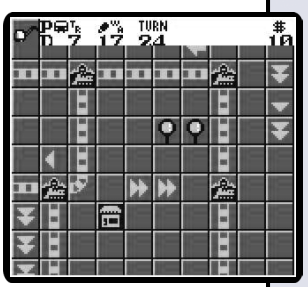
8.2




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## Scotland Yard




**Developer** Shouei System
**Publisher** Toei Animation
**Release date** (jp) December 7, 1990
**Genre** Board game

Scotland Yard is a board game, developed by Shouei and published by Toei Animation, which was released in Japan in 1990.

7.0




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8.6




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## SD Gundam Gaiden: Lacroan Heroes

**Developer** Human Entertainment
**Publisher** Bandai
**Release date** (jp) October 6, 1990
**Genre** Role-playing

Lacroan Heroes is set in the Japanese anime meta-series Mobile Suit Gundam. For fans of the series, the plot seems to be based around some series mythos, and there are a number of Gundam from the series. Players can have, for example, a hero from the anime show up to give advice, and the main enemy is the Devil Gundam – one of the most "evil" Gundam from the series.

*"retrojrpg.thefannish.org"*






8.0




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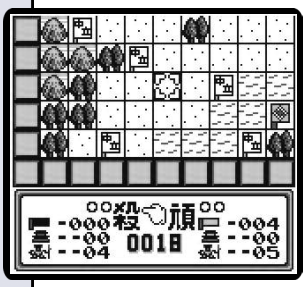
## SD Gundam: SD Sengokuden: Kunitori Monogatari

**Developer** n/a
**Publisher** Bandai
**Release date** (jp) March 24, 1990
**Genre** Strategy

SD Gundam: SD Sengokuden: Kunitori Monogatari is the first of several Gundam games to appear on Game Boy. The game is based on a spin-off of a spin-off of Gundam and set in the warring states period in Japan.

The game was published by Bandai, which was released in Japan in 1990.



9.3



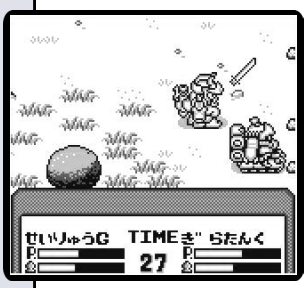

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## SD Gundam: SD Sengokuden 3: Chijou Saikyouhen

**Developer** n/a
**Publisher** Bandai
**Release date** (jp) September 4, 1992
**Genre** Strategy

SD Gundam: SD Sengokuden 3: Chijou Saikyouhen is another game in the Sengokuden series. The game was published by Bandai, which was released in Japan in 1992.



## SD Hiryū no Ken Gaiden







**Developer** n/a
**Publisher** Culture Brain
**Release date** (jp) April 14, 1995
**Genre** Fighting

SD Hiryū no Ken Gaiden is part of the Hiryū no Ken series and a port of the Super FamiCom game SD Hiryuu no Ken.

The game was published by Culture Brain, which was released in Japan in 1996.

8.0




J

## SD Hiryū no Ken Gaiden 2







**Developer** n/a
**Publisher** Culture Brain
**Release date** (jp) September 27, 1996
**Genre** Fighting

SD Hiryu no Ken Gaiden 2 is the sequel to the first SD Hiryu no Ken Gaiden (and is, by proxy, a sequel to the Super Famicom SD Hiryu no Ken). Gaiden 2 adds four new characters, but is otherwise identical to the previous game.

Both games have a special border if they are used with a Super Game Boy; additionally, Vs. Mode can be played using two SFC/SNES controllers.

*"giantbomb.com"*

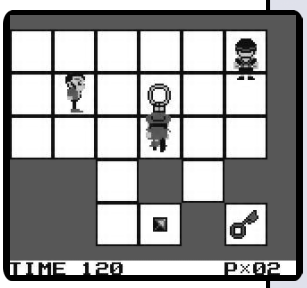
7.8




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## SD Lupin Sansei: Kinko Yaburi Daisakusen




**Developer** Nova Games
**Publisher** Banpresto
**Release date** (jp) April 13, 1990
**Genre** Puzzle

SD Lupin Sansei: Kinko Yaburi Daisakusen is a puzzle game based the Japanese media franchise Lupin III.

In the game, players run around on a grid a look for a key which they use to open a safe and complete the level.

7.6




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7.8



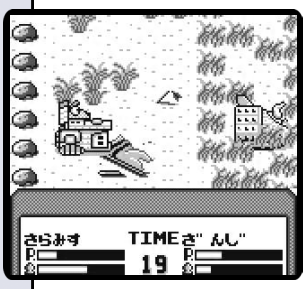

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## SD Sengokuden 2: Tenka Touitsuhen

**Developer** n/a
**Publisher** Bandai
**Release date** (jp) January 18, 1992
**Genre** Strategy

SD Sengokuden 2 - Tenka Touitsuhen is the second game in the Sengokuden strategy series. The game was published by Bandai, which was released in Japan in 1992.




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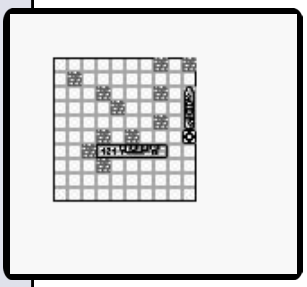
## Sea Battle

**Developer** Bit Managers
**Publisher** Infogrames
**Release date** (eu) 1998
**Genre** Strategy

Sea Battle is an adaptation of the pen-and-paper game “Battleship”/”Sea Battle”. The player is a fleet commander and must guess where enemy’s ships are on board, and “destroy” them. Enemy hunts for player’s ships, the better commander wins. Game has several modes: player can customize many things, like the size of the board, the number of vessels and the use of special weapons.

*“mobygames.com”*



6.1




N P

Rarity US: 5

## seaQuest DSV

Super GAME BOY

**Developer** Unexpected Development
**Publisher** Malibu Games
**Release date** (us) November 1994
(eu) 1995
**Genre** Action

SeaQuest DSV is a licensed tie-in video game for the NBC sci-fi TV show of the same name, about the near-future adventures of a state-of-the-art submarine. The game is a action-oriented side-scroller with shoot ‘em up sections.

Threats tend to include pirates and terrorists as well as natural disasters and the risk of oxygen deprivation.

*“giantbomb.com”*






## Selection I & II: Erabareshi Mono & Ankoku no Fuuin

Super GAME BOY







**Developer** n/a
**Publisher** Kemco
**Release date** (jp) May 1, 1998
**Genre** Compilation

Selection I & II: Erabareshi Mono & Ankoku no Fuuin is a compilation of two first-person role-playing games; The Sword of Hope and The Sword of Hope II.

The first game has players assume the role of Prince Theo whose father, King Hennessy has become corrupt and maniacal with power. In the second game, players must retrieve the Sword of Hope and find the evil Zakdos who has been set free.




J

## Sensible Soccer: European Champions

7.0






**Developer** Sensible Software
**Publisher** Sony Imagesoft
**Release date** (eu) 1993
**Genre** Sports

With the original Sensible Soccer having sold hugely, an updated version was released some months later (and then used as the basis for the later console versions). The teams are updated, with the sides present in the 92-93 European tournaments included, and the player names updated to take transfers into account.

*"mobygames.com"*




P

## Serpent

6.8






**Developer** Dual
**Publisher** Taxan, (jp) Naxat Soft
**Release date** (us) November 1990
**Genre** Action

In the distant future, the most popular one-on-one sport is Serpent. In this two player game, both players control their vehicles, in the shape of snakes. To win the players must cut each other off by surrounding them with their tail.

The game borrows elements from the classical game Snake but converts it to a multiplayer game. When players form enclosed areas with their tails they spawn power-ups such as rockets which can be fired upon the opponent.

*"mobygames.com"*




J N

Rarity US: 5



7.0




J N

## Shanghai

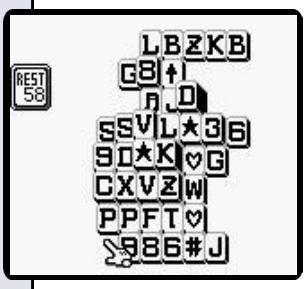
**Developer** HAL Laboratory
**Publisher** HAL Laboratory
**Release date** (us) June 1990
**Genre** Board game

Shanghai is a tile-based game based on the ancient Chinese game of Mah-Jong.

This version of Shanghai was licensed from Activision by Hal Laboratory for release on the Game Boy. Unlike the Shanghai series published under Activision, this port contains only a single game layout, that of the standard setup sometimes referred to as "The Turtle" or "The Pyramid."

*"mobygames.com"*



7.0




J

OFFICIAL GAME LINK GAME PAK

## Shanghai Pocket

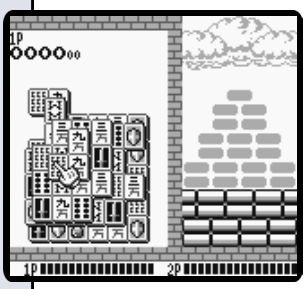
Super GAME BOY

**Developer** Sunsoft
**Publisher** Sunsoft
**Release date** (jp) August 6, 1998
**Genre** Board game

This portable edition of the solitaire game Shanghai, uses traditional Mah Jong tiles. The aim of the game is to match tiles. Four of each type will be put on the playing field. When two tiles are matched they are removed. When none remain, the player win. Only tiles that can be moved freely to the left or right may be matched. A wrong move may result in players not being able to clear the field.

*"mobygames.com"*



3.8




N

Rarity US: 6

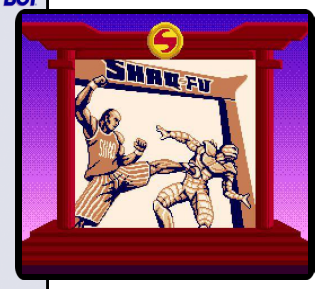
## Shaq Fu

Super GAME BOY

**Developer** Unexpected Development
**Publisher** Black Pearl Software
**Release date** (us) October 1995
**Genre** Fighting

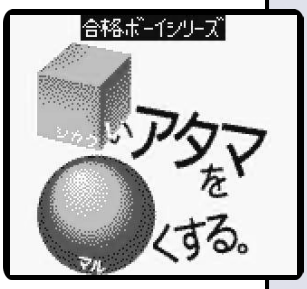
Shaq Fu is a 2D fighting game initially released for the Genesis and SNES. It features former professional basketball player Shaquille O'Neal as a playable character.

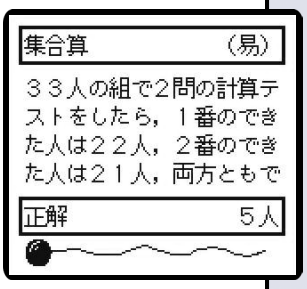
The Game Boy version has the same seven characters as the SNES version, but it lack a tournament mode and in-game voices. Due to the Game Boy's monochrome screen, the Game Boy version is not in color.






## Shikakei Atama o Kore Kusuru




**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) June 26, 1998
**Genre** Edutainment

Shikakei Atama o Kore Kusuru is the first Game Boy game in the giant edutainment series. The series later continued on Game Boy Advance and Nintendo DS. The Game Boy games usually came in two versions. One standard and on Special Edition.

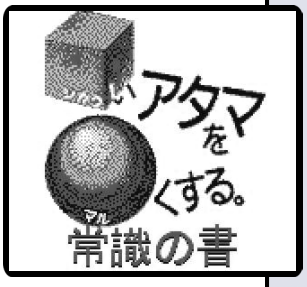
The game was published by Imagineer, which was released in Japan in 1998.

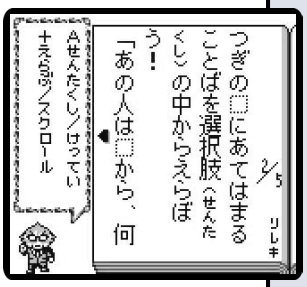
8.0




J

## Shikakei Atama o Kore Kusuru: Joushiki no Ka




**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) March 17, 2000
**Genre** Edutainment

Shikakui Atama o Maru Kusuru: Joushiki no Ka is a edutainment game, published by Imagineer, which was released in Japan in 2000.

8.0




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## Shikakei Atama o Kore Kusuru: Kanji no Tatsujin







**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) March 30, 2001
**Genre** Edutainment

Shikakui Atama o Maru Kusuru: Kanji no Tatsujin is a edutainment game, published by Imagineer, which was released in Japan in 2001.

8.0




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## Shikakei Atama o Kore Kusuru: Keisan no Tatsujin

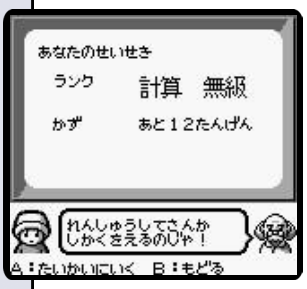



J

**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) March 30, 2001
**Genre** Edutainment

Shikakui Atama o Maru Kusuru: Keisan no Tatsujin is a edutainment game, published by Imagineer, which was released in Japan in 2001.




6.0

## Shikakei Atama o Kore Kusuru: Kokugo Battle-Hen




J

**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) September 24, 1999
**Genre** Edutainment

Shikakui Atama o Maru Kusuru: Kokugo Battle-Hen is a edutainment game, published by Imagineer, which was released in Japan in 1999.







## Shikakei Atama o Kore Kusuru: Nanmon no Ka




J

**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) March 17, 2000
**Genre** Edutainment

Shikakui Atama o Maru Kusuru: Nanmon no Ka is a edutainment game, developed and published by Imagineer, which was released in Japan in 2000.











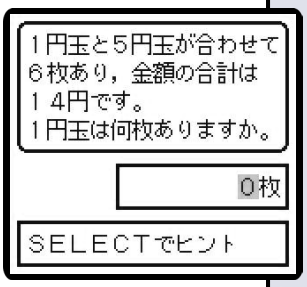

## Shikakei Atama o Kore Kusuru: Rika Battle-Hen

**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) November 5, 1999
**Genre** Edutainment

Shikakui Atama o Maru Kusuru: Rika Battle-Hen is a edutainment game, published by Imagineer, which was released in Japan in 1999.




J




## Shikakei Atama o Kore Kusuru: Sansuu Battle-Hen

**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) March 12, 1999
**Genre** Edutainment

Shikakui Atama o Maru Kusuru: Sansuu Battle-Hen is a edutainment game, published by Imagineer, which was released in Japan in 1999.




J




## Shikakei Atama o Kore Kusuru: Shakai Battle-Hen

**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) July 16, 1999
**Genre** Edutainment

Shikakui Atama o Maru Kusuru: Shakai Battle-Hen is a edutainment game, published by Imagineer, which was released in Japan in 1999.




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7.0




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## Shikakei Atama o Kore Kusuru: Zukei no Tatsujin

**Developer** n/a
**Publisher** Imagineer
**Release date** (jp) October 27, 2000
**Genre** Edutainment

Shikakui Atama o Maru Kusuru: Zukei no Tatsujin is a edutainment game, published by Imagineer, which was released in Japan in 2000.







9.0




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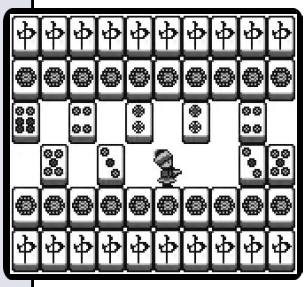
OFFICIAL GAME LINK GAME PAK

## Shikinjou

**Developer** Shouei System
**Publisher** Toei Animation
**Release date** (jp) July 16, 1991
**Genre** Puzzle

Shikinjou is a puzzle game, developed by Shouei and published by Toei Animation, which was released in Japan in 1991.



7.5




J

## Shin Keiba Kizoku Pocket Jockey

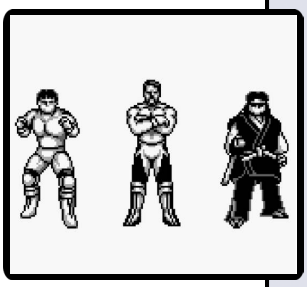
**Developer** Graphic Research
**Publisher** King Records
**Release date** (jp) October 16, 1998
**Genre** Sports

Shin Keiba Kizoku Pocket Jockey is a horse racing game, developed by Graphic Research and published by Kotobuki Systems, which was released in Japan in 1998.






## Shin Nippon Pro Wrestling: Toukon Sanjushi






**Developer** n/a
**Publisher** Varie
**Release date** (jp) June 28, 1991
**Genre** Sports

Shin Nippon Pro Wrestling: Toukon Sanjushi is a wrestling game for Game Boy. The game was published by Varie, which was released in Japan in 1991.

7.0




J

## Shin SD Gundam Gaiden: Knight Gundam Monogatari

Super GAME BOY







**Developer** Tom Create
**Publisher** Bandai
**Release date** (jp) September 9, 1994
**Genre** Role-playing

Shin SD Gundam Gaiden: Knight Gundam Monogatari is a role-playing game developed by Tom Create and published by Bandai Co. for the Game Boy platform.

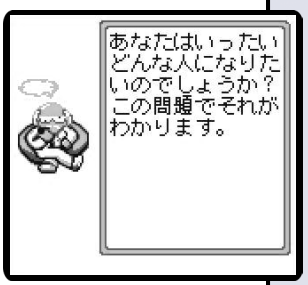
7.3




J

## The Shinri Game




**Developer** n/a
**Publisher** Visit
**Release date** (jp) June 10, 1994
**Genre** Adventure

The Shinri Game is part of a large quiz game series that confronts the player with personality-determining dilemmas.

The game was published by Visit, which was released in Japan in 1994.

8.0




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## The Shinri Game 2: Osaka-Hen

**Developer** n/a
**Publisher** Visit
**Release date** (jp) October 14, 1994
**Genre** Adventure

The Shinri Game 2: Osaka-Hen is another game in the series, published by Visit, which was released in Japan in 1994.







6.6




J

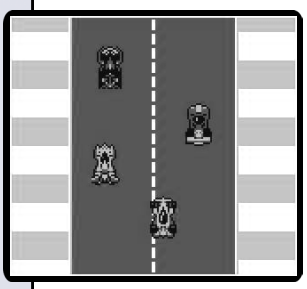
## Shinseiki GPX Cyber Formula

**Developer** n/a
**Publisher** Varie
**Release date** (jp) February 28, 1992
**Genre** Action

The game is based on a 37-episode anime television series about Formula racing in the future. One could expect a futuristic racing game with the license and title, but instead, this is a tabletop dice game. Players roll the die to advance on the track and then choose to defend their position or attack the next one.

*"ShiryuGL@youtube.com"*



7.0



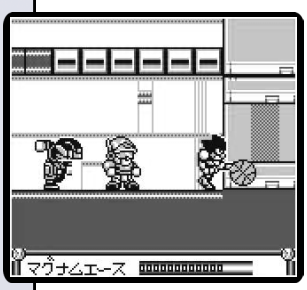

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## Shippū! Iron Leaguer

**Developer** Sun L
**Publisher** Bandai
**Release date** (jp) March 11, 1994
**Genre** Action

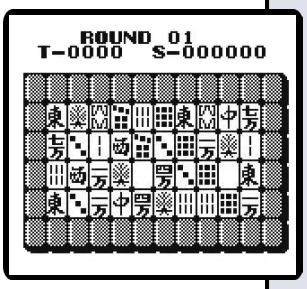
Shippuu! Iron Leaguer is an action game based on the 1990s Sunrise sports robot anime. The game was developed by Sun L and published by Bandai, which was released in Japan in 1994.



## Shisenshou: Match-Mania




**Developer** Tamtex
**Publisher** Irem
**Release date** (jp) July 13, 1990
**Genre** Puzzle

Match Mania is a conversion of the Mahjong solitaire variant Shisen-Sho. The mahjong tiles lie next to each other on a grid field. The goal is to remove all stones, but only two identical tiles can be removed. Since that alone would be too easy, they are viable if they could be connected with up to three horizontal or vertical lines which do not pass through other tiles or over the playfield border. This version features a normal mode with 50 puzzles and a challenge mode where the player races against the clock.

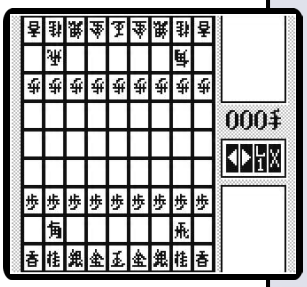
5.8




J

## Shogi



**Developer** Pony Canyon
**Publisher** Pony Canyon
**Release date** (jp) December 19, 1989
**Genre** Board game

Shogi was the third Game Boy release to revolve around the Japanese pastime, Shogi. The game feature a standard game, where it allows solo or competitive play. A second mode allows players to try to solve dozens of different play scenarios. Players can "rewind" the game to step back through their moves and try for other outcomes if they screw up.

*"gameboyworld.com"*

8.4




J

## Shogi Saikyou

Super GAME BOY







**Developer** n/a
**Publisher** Magical Company
**Release date** (jp) December 23, 1994
**Genre** Board game

Shogi Saikyou is a board game, published by Magical Company (Mahou), which was released in Japan in 1994.

7.0




J

8.4




J

## Shounen Ashibe: Yuuenchi Panic

**Developer** n/a
**Publisher** Takara
**Release date** (jp) September 27, 1991
**Genre** Role-playing

Shounen Ashibe is a role-playing game based on a 90s slice of life manga and anime about the adventures of a boy (Ashibe) and a seal (Goma-chan). In the game, the boy and his seal travel through five sections of an amusement park at the behest of his grandfather while shouting at hamburgers.







8.2




J

## Shuyaku Sentai Irem Fighter

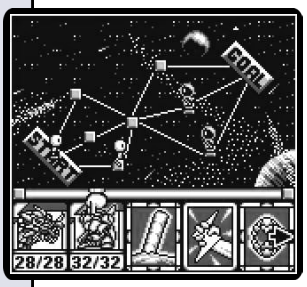
**Developer** n/a
**Publisher** Irem
**Release date** (jp) July 30, 1993
**Genre** Strategy

Shuyaku Sentai Irem Fighter features characters from four of Irem's franchises: R-Type, Mr. Heli, Ninja Spirit, and Hammerin' Harry.

Players begin by choosing six cards from a deck, including character and option cards. They then place the cards on a grid/map. There are multiple paths, but they all ultimately lead to the stage boss. The goal is to get to the boss square and defeat the boss. However, this is also the goal of the computer.

*"digitalmonkeybox.com"*




6.7




J N P

Rarity US: 3

## Side Pocket

**Developer** Data East
**Publisher** Data East
**Release date** (us) November 1990
(eu) 1990
**Genre** Sports

Side Pocket is a pocket billiards video game originally released into arcades in 1986. The main objective is to cross different USA cities and reach the predetermined scores to go ahead.

The game also comes with modes for 2 players with two variants: 2P Pocket Game (the traditional mode) and 2P 9-Ball Game, where the premise is to sink 9 balls before the other player makes them first.

*"digitalmonkeybox.com"*






## The Simpsons: Bart & the Beanstalk






| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Acclaim, (jp) Acclaim Japan |
| **Release date** | (us) February 1994<br>(eu) 1994 |
| **Genre** | Action-platformer |

The game merges the existing universe of The Simpsons television series with the fairy tale of Jack and the Beanstalk. The player of the game controls Bart in a total of seven levels. In order to complete a level, the player must collect a certain amount of gold coins. Bart is faced with a number of enemies on every level, and he can use his slingshot to fend them off, or blow them all with a dynamite.

3.5




J N P

Rarity US: 6

## The Simpsons: Bart vs. The Juggernauts







| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | Acclaim |
| **Release date** | (us) September 1992<br>(eu) 1992 |
| **Genre** | Action |

In The Simpsons: Bart vs. the Juggernauts, the player controls Bart Simpson participating in a weekly game show called Juggernauts USA, in which he has to run through obstacle courses, battle huge muscle-bound juggernauts, and do various other challenges. There are a total of seven challenges that change from week to week. To make it onto the next week's episode, Bart must collect a certain amount of money from the challenges.

5.0



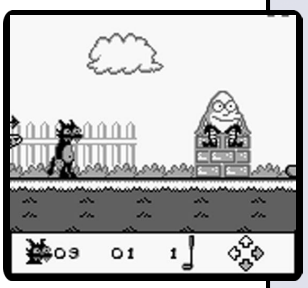

N P

Rarity US: 5

OFFICIAL GAME LINK GAME PAK

## The Simpsons: Itchy & Scratchy in Miniature Golf Madness



| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | Acclaim |
| **Release date** | (us) November 1994<br>(eu) 1994 |
| **Genre** | Sports |

Itchy & Scratchy in Miniature Golf Madness is a miniature golf game featuring the cat and mouse pair Itchy & Scratchy from the television series The Simpsons.

In the game, the player controls Scratchy as he plays through a miniature golf course of nine holes while at the same time avoiding Itchy's attacks. It received generally mixed to positive reviews from critics.

6.3




J N P

Rarity US: 6

6.9




N P

Rarity US: 5

## Skate or Die: Bad 'n' Rad

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) September 1990 |
| | (eu) 1990 |
| **Genre** | Action |

Skate Or Die: Bad'N Rad is a jump'n run that consists of 7 levels, three of which are viewed from a top-down perspective. The side-scrolling levels play similar to other jump'n runs, as players have to avoid obstacles and kill enemies by jumping on them. However, since they are on a skateboard, speed plays an important role, meaning that players cannot immediately stop and sometimes need to drive at full speed to manage wider jumps.







6.2




N

## Skate or Die: Tour de Thrash

| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | EA Sports |
| **Release date** | (us) June 1991 |
| **Genre** | Sports |

There are two possible gaming modes; one allows players to skate across a half-pipe and perform a series of skateboarding stunts. The second mode requires players to compete in global skateboarding tournaments trying to navigate through a half-pipe race in less than three minutes. Sometimes, rival skaters can get in the way of the player's performance. Concrete walls can be collided with; causing the player to lose time on his already strict time limit.







8.0




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## Slam Dunk: Gakeppuchi no Kesshou League

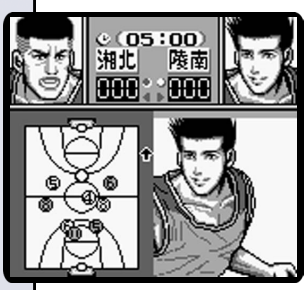
Super GAME BOY

| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) August 11, 1994 |
| **Genre** | Sports |

Slam Dunk: Gakeppuchi no Kesshou League is a Game Boy basketball game based on the anime Slam Dunk.

The game was developed and published by Bandai, which was released in Japan in 1994.





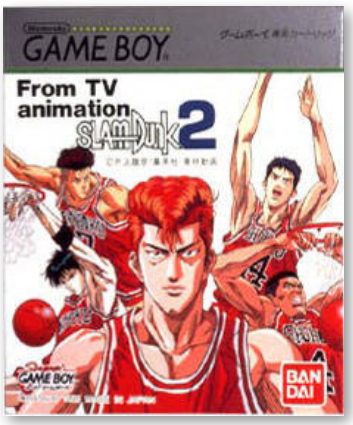




## Slam Dunk 2: Zenkoku e no Tip Off

Super GAME BOY

8.3



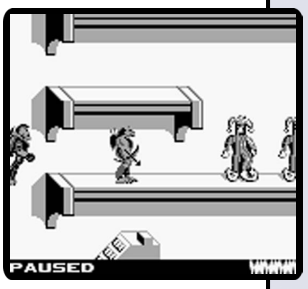

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| | |
|---|---|
| **Developer** | Bandai |
| **Publisher** | Bandai |
| **Release date** | (jp) March 17, 1995 |
| **Genre** | Sports |

Slam Dunk 2: Zenkoku e no Tip Off is the second game based on the basketball manga and anime series.

The game was developed and published by Bandai, which was released in Japan in 1995.




## Small Soldiers

Super GAME BOY

5.7




N P

Rarity US: 5

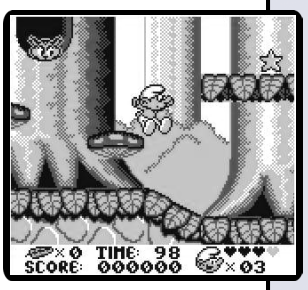
| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | THQ |
| **Release date** | (us) November 1998<br>(eu) 1998 |
| **Genre** | Action-platformer |

Small Soldiers is a platformer based on the movie of the same name. The plot revolves around a war between two factions of toy soldiers, the Gorgonites and the the Commando Elite. The player takes the role of Archer, the leader of the Gorgonites, who has to cross five levels while facing the Commando Elite's soldiers.

The goal is simply to find the goal without dying; in one instance within a hidden time limit.

*"mobygames.com"*




## The Smurfs

Super GAME BOY

6.3




N P

Rarity US (Pl.Choice): 4

| | |
|---|---|
| **Developer** | Bit Managers |
| **Publisher** | Infogrames |
| **Release date** | (us) 1994<br>(eu) 1994 |
| **Genre** | Platformer |

The Smurfs is a platform game based on the popular series. In the game, the evil Gargamel has captured three of the smurfs, so that he can have them for dinner. One of the smurfs must go out on a dangerous journey and rescue the captured smurfs. Players must beat the first two bosses to rescue the first two smurfs, then they can take on Gargamel. They must make their way through forests, swamps, mountains, mines, etc.

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5.9




P

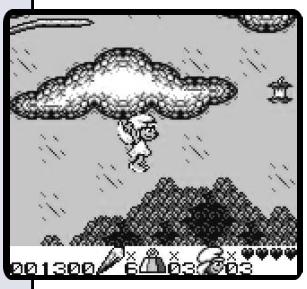
## The Smurfs 2: The Smurfs Travel The World

**Developer** Infogrames
**Publisher** Infogrames
**Release date** (eu) 1995
**Genre** Platformer

The magic crystal has broken. And so inquisitive Smurf and Smurfette are teleported through time and all around the world. Sadly they discover that the whole world suffers from pollution. They set off to find the 21 crystals in each area and smurf the world's rubbish in order to get back to their village.

*"mobygames.com"*




6.0




P

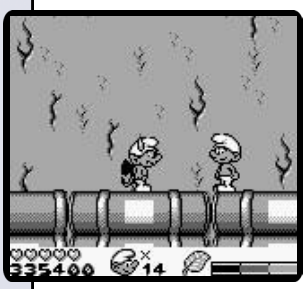
## The Smurfs 3: The Smurfs' Nightmare

**Developer** Infogrames
**Publisher** Infogrames
**Release date** (eu) 1997
**Genre** Platformer

This time evil Gargamel casts an evil spell on the Smurf village. All the sleeping Smurfs are trapped inside horrible nightmares. And the players, as brave Smurf, must go into their houses and rescue them. To enter the house players will have to get a key for it. Each house represents a different environment as well as different monsters and goals.

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6.0




N P

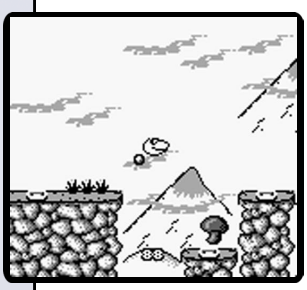
OFFICIAL GAME LINK GAME PAK

## Sneaky Snakes

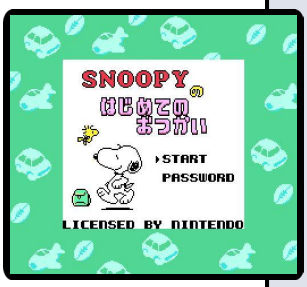
**Developer** Rare
**Publisher** Tradewest
**Release date** (us) June 1991
(eu) 1991
**Genre** Platformer

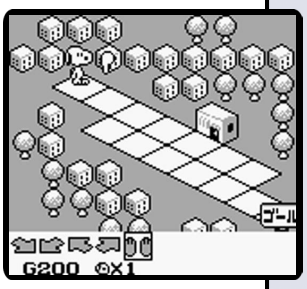
In the ending of the NES game, Snake Rattle 'n' Roll, the game hints at a sequel titled Snakes in Space, but the game would never be released. However, Rare developed a follow-up on the Game Boy titled Sneaky Snakes. The game features two Snakes who must save Sonia Snake from the Nasty Nibbler. The game features identical gameplay to Snake Rattle 'n' Roll but in a 2D side-scrolling platforming mode instead of the 3D isometric mode.



## Snoopy no Hajimete no Otsukai



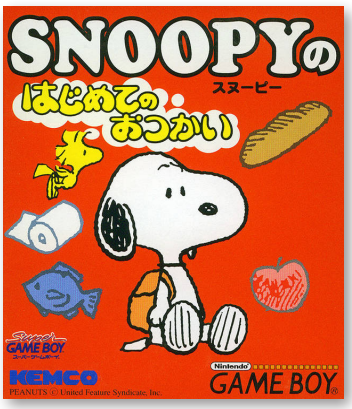

| | |
|---|---|
| **Developer** | Kotobuki Systems |
| **Publisher** | Kemco |
| **Release date** | (jp) December 21, 1996 |
| **Genre** | Puzzle |

Snoopy no Hajimete no Otsukai is the Japan-only sequel to Snoopy's Magic Show where Snoopy walks around in an isometric world doing Charlie Brown's shopping.

The game was developed by Kotobuki Systems and published by Kemco, which was released in Japan in 1996.

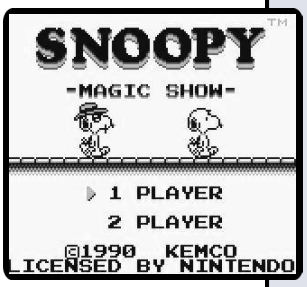
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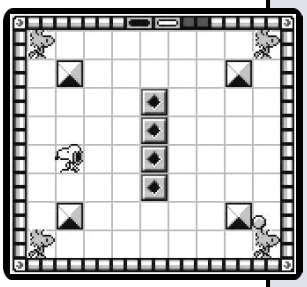
8.2




J

## Snoopy's Magic Show



| | |
|---|---|
| **Developer** | Kemco |
| **Publisher** | Kemco |
| **Release date** | (us) October 1990<br>(eu) 1990 |
| **Genre** | Puzzle |

In this game, players controls Snoopy who has to save four Woodstocks, within a fixed amount of time, by dodging bouncing balls, pushing blocks, using warp zones and power-ups.

There are 120 levels with a unique password to access each. In the multiplayer mode, one player is Spike while the other is Snoopy.

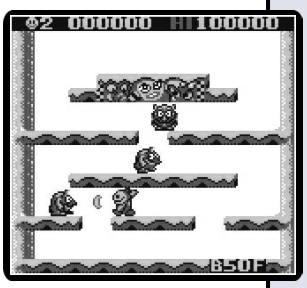
6.7




J N P

## Snow Bros. Jr.



| | |
|---|---|
| **Developer** | Toaplan |
| **Publisher** | Capcom, (jp) Naxat Soft |
| **Release date** | (us) January 1992<br>(eu) 1992 |
| **Genre** | Platformer |

The gameplay of Snow Bros. is similar to Bubble Bobble. Players must throw snow at each enemy until it is completely covered the shattering it against a wall.

The Game Boy is one-player only and changes the story to compensate for this by having one of the titular Snow Brothers be kidnapped. Several other aspects of the game were changed due to the technical restrictions of the Game Boy, such as bosses that originally fought in pairs in the arcade version now fight alone.

7.5




J N P

5.8




J N

Rarity US: 6

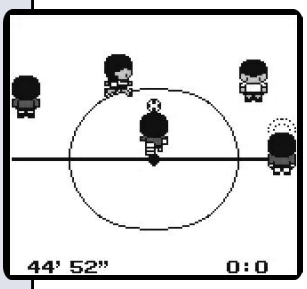
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## Soccer Mania

**Developer** Kitty Group
**Publisher** Sony Imagesoft, (jp) Epic/Sony Records
**Release date** (us) February 1992
**Genre** Sports

Soccer Mania, known in Japan as Soccer Boy, is a soccer-themed sports simulation game. While only six teams exist in this game (Japan, USA, Brazil, Great Britain, Germany and France), players must win the championship by defeating the other five teams that they didn't choose to play as. In Soccer Boy version the player plays with Japan team and in Soccer Mania version plays with USA team. Once the player has completed the final match against an all-star team, the game is truly won.




7.3




J N P

Rarity US: 2

## SolarStriker

Super GAME BOY

**Developer** Minakuchi Engineering
**Publisher** Nintendo
**Release date** (us) February 1990
(eu) September 28, 1990
**Genre** Shooter

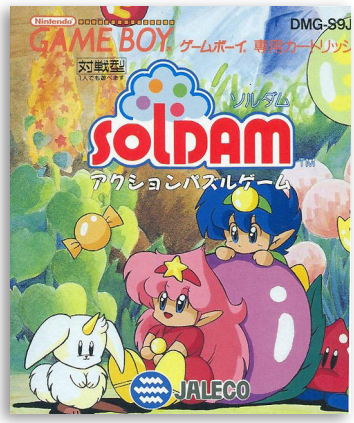
Solar Striker was designed by Gunpei Yokoi and Keisuke Terasaki. As a game that only has single player mode, the player controls the advanced space fighter, code-named Solar Striker. There are six levels of play against enemies known as the forces of Reticulon. These enemies appear from the top of the screen. Special ships can be shot and power-ups can be obtained. There are also a variety of enemies as well as sub-bosses in the later levels.







8.6



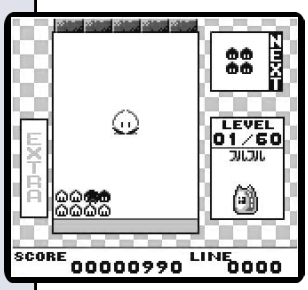

J

## Soldam

**Developer** n/a
**Publisher** Jaleco
**Release date** (jp) August 6, 1993
**Genre** Puzzle

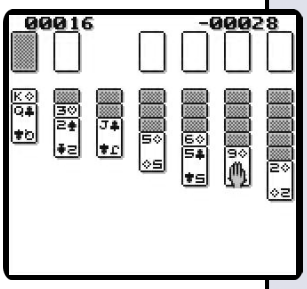
Soldam is a puzzle spin-off game featuring the characters from Rodland. The game was published by Jaleco Entertainment, which was released in Japan in 1993.



## Solitaire FunPak




**Developer** Beam Software
**Publisher** Interplay
**Release date** (us) November 1994
(eu) 1994
**Genre** Cards

Solitaire FunPak is a handheld solitaire game. There are 12 different forms of solitaire to play (Klondike, Tripeaks, Pyramid, Cruel, Freecell, Golf, Canfield, Aces Up, Scorpion, Poker, Stonewall and Florentine). It also has a tournament mode where players can go for standard games, a full championship, a custom game or a custom game with a time limit. The best scores are stored in the hall of fame.

*"mobygames.com"*

6.8




N P

## Solomon's Club






**Developer** Graphic Research
**Publisher** Tecmo
**Release date** (us) April 1991
(eu) 1991
**Genre** Puzzle

Solomon's Club is a sequel to Solomon's Key, which has similar gameplay combining platform gaming with puzzle elements. There are five levels, each with ten rooms. In each room players must retrieve the key and go to the exit.

Players collect bells to release fairies from the exit as bonus points, and collect coins for money to spend in shops. Some rooms have a shop where they can buy items, such as fire balls or hammers.

7.2

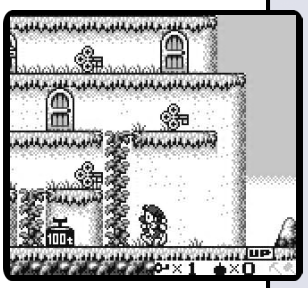



J N P

Rarity US: 4

## Soreyuke!! Kid



**Developer** Kotobuki Systems
**Publisher** Kemco
**Release date** (jp) July 18, 1997
**Genre** Action

Soreyuke!! Kid is similar to the earlier Bugs Bunny in Crazy Castle/Mickey Mouse video game. In the game, players walk into doors, pick up the key, and go out again. There are enemies to avoid, and a one-shot gun players can use.

The game was developed by Kemco and published by Kotobuki Systems, which was released in Japan in 1997.

*"japanspel.blogspot.no"*

8.6




J

5.7



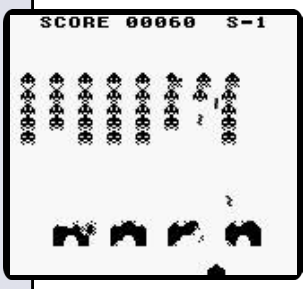

J

## Space Invaders

| | |
|---|---|
| **Developer** | Taito Corporation |
| **Publisher** | Taito Corporation |
| **Release date** | (jp) March 30, 1990 |
| **Genre** | Shooter |

The Japanese release of Space Invaders is a port of Space Invaders Part II. The game was developed and published by Taito Corporation, which was released in Japan in 1990.




6.6




N P

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## Space Invaders

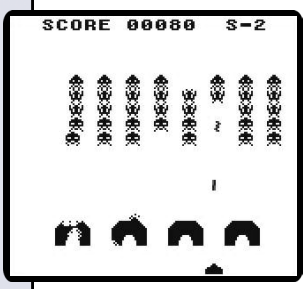
Super GAME BOY

| | |
|---|---|
| **Developer** | Taito Corporation |
| **Publisher** | Nintendo |
| **Release date** | (us) October 1994<br>(eu) 1994 |
| **Genre** | Shooter |

This version of Space Invaders is based on the 1994 arcade game Space Invaders DX but lacks the parody mode of that game. The game has both one- and two-player modes using the usual Game Boy tones (black and grey). However, plugging the cart into a Super Game Boy allows playing the game in all four cabinet types of the SNES version.

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6.5




J N P

Rarity US: 7

## Spanky's Quest

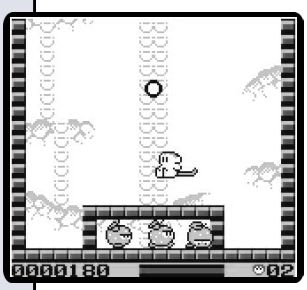
| | |
|---|---|
| **Developer** | Natsume |
| **Publisher** | Natsume |
| **Release date** | (us) July 1992<br>(eu) 1992 |
| **Genre** | Action |

The main character of the game is Spanky the monkey who is locked in a tower filled with enemies. He must get to the top of four different towers, which can be chosen between when beginning the game. When the four towers have been climbed, the fifth tower remains.

To get through the door and on to the next floor in the towers, Spanky must collect keys, which are sometimes held by the enemies.

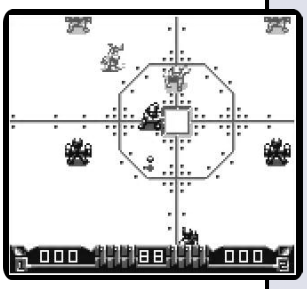
*"mobygames.com"*



## Speedball 2: Brutal Deluxe



| | |
|---|---|
| **Developer** | Spidersoft |
| **Publisher** | Mindscape |
| **Release date** | (us) October 1992<br>(eu) 1992 |
| **Genre** | Sports |

Speedball 2 is a 1990 video game based on a violent futuristic cyberpunk sport that draws on elements of handball and ice hockey, and rewards violent play as well as goals. The original game was developed by Bitmap Brothers, with various remakes for many platforms since being published.

4.4




Rarity US: 6

## Speedy Gonzales







| | |
|---|---|
| **Developer** | Sunsoft |
| **Publisher** | Sunsoft |
| **Release date** | (us) July 1993<br>(eu) 1993 |
| **Genre** | Platformer |

Speedy Gonzales is a platform game in which players controls the Looney Tunes character Speedy Gonzales.

The aim is to reach the exit without running out of lives. Lives are lost when Speedy comes into contact with dangers such as enemies, pit traps and sharp spikes. The game also borrows elements from Sonic. Speedy can run faster and even upside down in loops after running into bumpers.

*"mobygames.com"*

5.7




## Spider-Man 3: Invasion of the Spider-Slayers






| | |
|---|---|
| **Developer** | Bits Studios |
| **Publisher** | LJN |
| **Release date** | (us) July 1993<br>(eu) 1993 |
| **Genre** | Action-platformer |

Spider-Man 3: Invasion of the Spider-Slayers is the third and final video game released by LJN for the original Game Boy. The game is similar in style and format to The Amazing Spider-Man 2 Game Boy title.

The storyline of the game follows the contemporary comic book storyline; Spider-Man is being attacked by an assortment of high-tech robot Spider-Slayers.

4.2




Rarity US: 6

5.9




N P

## Spider-Man and the X-Men in Arcade's Revenge

**Developer** Unexpected Development
**Publisher** LJN
**Release date** (us) December 1993
(eu) 1994
**Genre** Action-platformer

Spider-Man and the X-Men in Arcade's Revenge, first released for the SNES in 1992, features Marvel Comics characters Spider-Man and the X-Men as they battle their captor, the villainous Arcade. The player, as Spider-Man, must successfully complete each character's level (Storm, Cyclops, Wolverine and Gambit) in order to get to control Spider-Man in a final battle with Arcade.







8.3




P

## Spirou

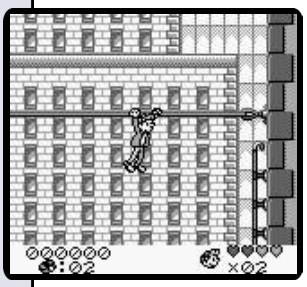
Super GAME BOY

**Developer** Bit Managers
**Publisher** Infogrames
**Release date** (eu) 1996
**Genre** Platformer

Spirou is a platform side-scroller based on popular Franco-Belgian comic strip Spirou et Fantasio. It features the adventure of Spirou trying to save his kidnapped friend Count Champignac and stop his arch-enemy Cyanida from making robots rule the earth.

The player controls Spirou. He is able to jump, duck, climb ladders and cliffs and run fast if the player holds down the action button. In the fourth level Spirou gets a gun to stand a chance against the increasing numbers of Cyanida's minions.



7.6

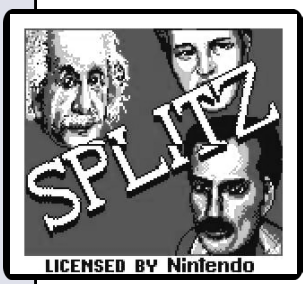


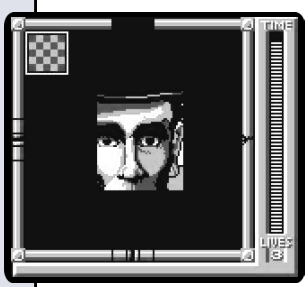

J P

## Splitz

**Developer** Enigma Variations
**Publisher** Imagineer
**Release date** (eu) 1993
**Genre** Puzzle

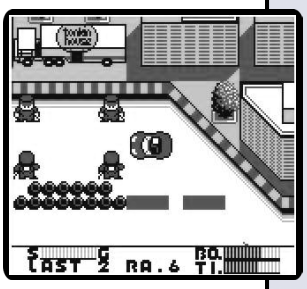
Splitz, known as Splitz: Nigaoe 15 Game in Japan, is a puzzle game, developed by Enigma Variations and published by Imagineer, which was released in Japan in 1993.



## Sports Collection



**Developer** TOSE
**Publisher** Tonkin House
**Release date** (jp) September 27, 1996
**Genre** Compilation

Sports Collection is a collection of the following games: Dodge Boy, Football International, Heavyweight Championship Boxing, Malibu Beach Volleyball, and Roadster.

The game was developed by TOSE and published by Tonkin House, which was released in Japan in 1996.

8.0

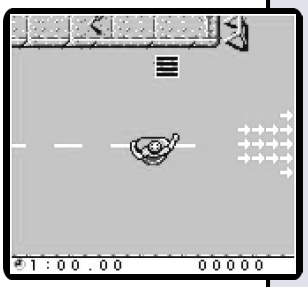



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## Sports Illustrated for Kids: The Ultimate Triple Dare!



**Developer** Halestorm
**Publisher** Malibu Games
**Release date** (us) April 1994
**Genre** Sports

Sports Illustrated for Kids: The Ultimate Triple Dare lets the player compete in three different sports. Players can either choose from snowboarding, skateboarding or bicycling and pick from five different characters (3 males and 2 females, neither of which have any discerning stats and are equal). The goal of each game is to make it to the end of the stage in the time allotted while avoiding obstacles in order to receive points and advance to the next track.

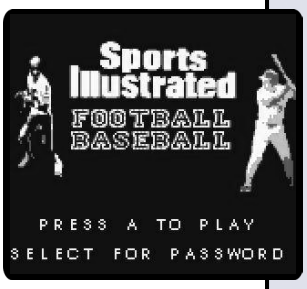
6.4

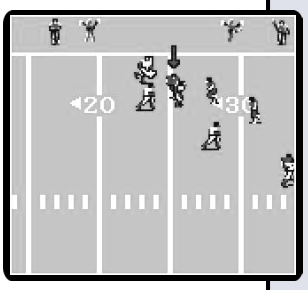



N

Rarity US: 4

## Sports Illustrated: Championship Football & Baseball



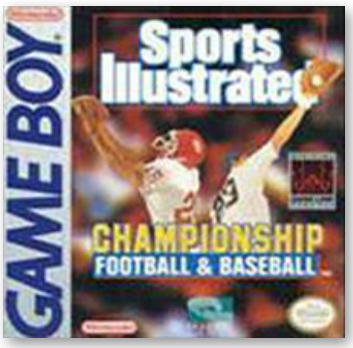



**Developer** Halestorm
**Publisher** Malibu Games
**Release date** (us) October 1993
**Genre** Sports

Sports Illustrated: Championship Football & Baseball is a Sports Illustrated themed game featuring isometric football with playcalling and a traditional baseball simulation.

In the American football mode, players can play a complete season of 16 games plus playoffs with 90 different players for both teams. Baseball mode gives the players 28 unlicensed teams.

8.6




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OFFICIAL GAME LINK GAME PAK

7.6




N P

## Sports Illustrated: Golf Classic

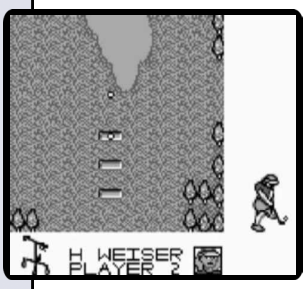
Super GAME BOY

| | |
|---|---|
| **Developer** | Unexpected Development |
| **Publisher** | Malibu Games |
| **Release date** | (us) October 1994<br>(eu) 1993 |
| **Genre** | Sports |

Sports Illustrated Golf Classic is a generic golf game with four different golfers to choose from, two amateur and two pros, each with their own degree of skill and difficulty and two 18-course holes to choose from.

Like many other golf games the player uses the d-pad to plot their trajectory and using the main buttons for the power meter.




4.2




J N P

Rarity US: 7

## Spot: The Cool Adventure

| | |
|---|---|
| **Developer** | Visual Concepts |
| **Publisher** | Virgin Interactive, (eu) Ocean |
| **Release date** | (us) January 1993<br>(eu) 1992 |
| **Genre** | Platformer |

Spot: The Cool Adventure is a platformer originally released in Europe as McDonaldland. The Europe release is a port of the NES game of the same name.

In Spot: The Cool Adventure the player takes on the role of the 7UP mascot. The player is tasked to help Spot get home. Players will find themself in the Carbonated Forest on a map screen much like that of Super Mario Bros. 3.

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4.7




J N P

Rarity US: 3

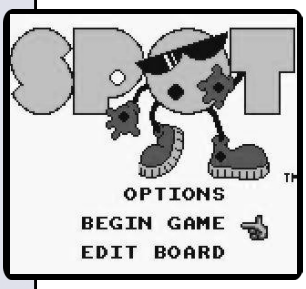
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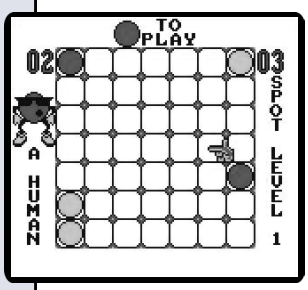
## Spot: The Video Game

| | |
|---|---|
| **Developer** | Software Creations |
| **Publisher** | Virgin, (eu) Hi Tech Expr., (jp) Bullet-Proof Soft. |
| **Release date** | (us) September 1991<br>(eu) 1992 |
| **Genre** | Puzzle |

Spot is a puzzle game loosely featuring licensing from the 7Up soft drink. The gameplay involves players taking on spots of a particular shade of gray. Starting from opposite corners, players take it in turns to move, either by 'reproducing' one of their spots to form another one in an adjacent square, or by making a jump, losing the square they did have but taking one two spaces away.

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# Spud's Adventure

| | |
|---|---|
| **Developer** | Atlus |
| **Publisher** | Atlus |
| **Release date** | (us) June 1991 |
| **Genre** | Action-adventure |

Spud's Adventure is an adventure game with role-playing elements. The game stars a cast of mostly vegetables; Spud, a cap-wearing potato, is the hero and must save Princess Mato from the evil clutches of Devi.

Spud must ascend Far Tower. As Spud fights enemies with his projectile weapon, he gains experience points, and for every 100 points, he gains a level and additional health. Each floor of the tower houses either a maze-like area, enemies, puzzles, cinema scenes, characters, or a combination.

4.3



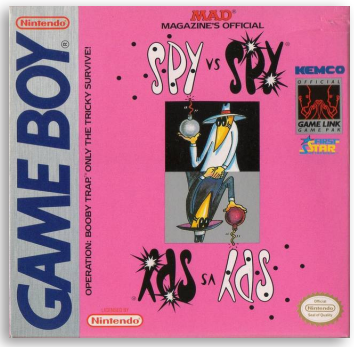

J N

Rarity US: 8






6.4




J N P

Rarity US: 7

## Spy vs. Spy: Operation Boobytrap

**Developer** First Star Softwre
**Publisher** Kemco
**Release date** (us) September 1992
(eu) 1992
**Genre** Action, Strategy

This entry in the game series based on the Spy vs Spy comic strip series has a similar gameplay premise as the other games of the series, but a different set of levels (overall 20) and scenarios. Another apparent difference is the missing split-screen. The player either takes control of the black or white spy who both have the same goal: finding the five hidden items and reach the exit within the time limit.







7.8




J N

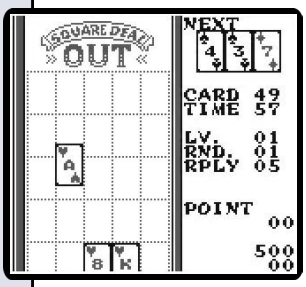
Rarity US: 6

## Square Deal: The Game of Two Dimensional Poker

**Developer** Hect
**Publisher** DTMC, (jp) Hect
**Release date** (us) April 1992
**Genre** Strategy

Square Deal: The Game of Two Dimensional Poker serves as the sequel to the FamiCom game Cadillac. The game uses cards to create hands based on poker. A full deck of 52 playing cards are shuffled and the top four cards are shown to the player. Each card drops down one at a time to a grid of 25 potential playing spaces. A winning poker hand must be made in order to eliminate the cards (i.e., royal flush, straight flush, full house).




9.0




J

## Star Sweep

Super GAME BOY

**Developer** Fupac
**Publisher** Axela
**Release date** (jp) December 19, 1997
**Genre** Puzzle

In this vaguely Tetris-like game, players score points by eliminating "star blocks." A star block is a "colored" rectangle with a star on one end of it, and blocks are eliminated when the stars of two like-colored blocks touch each other. While the game is being played, star blocks and obstacles rise from the bottom of the screen while the player moves and rotates a cursor which determines where additional star blocks will be thrown into play from off-screen.






## Star Trek Generations: Beyond the Nexus

Super GAME BOY







**Developer** Imagineering
**Publisher** Absolute Entertainment, (eu) GameTek
**Release date** (us) November 1994
(eu) 1995
**Genre** Action

Star Trek Generations is a first person shooter with adventure game and strategy game elements, based on Star Trek Generations, the seventh film in the Star Trek film franchise. The plot basically is the same as the film: Captains Kirk and Picard must team up to stop a mad scientist from destroying an inhabited planet so that he might reenter the mysterious Nexus energy ribbon.

6.3




J N P

## Star Trek: 25th Anniversary







**Developer** Visual Concepts
**Publisher** Ultra Games, (eu) Palcom Software
**Release date** (us) February 1992
(eu) 1992
**Genre** Action

Star Trek: 25th Anniversary chronicles a mission of James T. Kirk and his crew of the USS Enterprise. Despite having the same name, the Game Boy version is not a port of the NES game or computer versions, and is in fact a completely different game.

In the game, it is up to the crew of the Enterprise to travel to 3 planets, recover all 12 pieces of the weapon, and stop the Doomsday Machine.

7.1

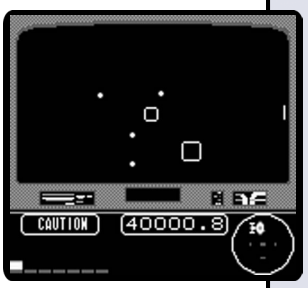



N P

Rarity US: 4

## Star Trek: The Next Generation




**Developer** Imagineering
**Publisher** Absolute Entertainment, (eu) GameTek
**Release date** (us) June 1993
(eu) 1993
**Genre** Action

In Star Trek: TNG - AHT, the player will partake in a holodeck simulation on the U.S.S. Enterprise as the player must make life or death situations in order to graduate the Starfleet Academy and become a full-fledged officer. The missions are based off of actual Star Trek episodes and range from saving planets inhabitants to fighting against enemy ships.

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6.6




N P

5.7




N P

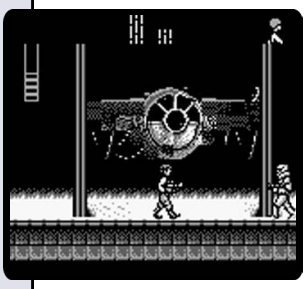
Rarity US: 1

## Star Wars

**Developer** NMS Software
**Publisher** Capcom, (eu) Ubisoft
**Release date** (us) November 1992
(eu) June 17, 1993
**Genre** Action-platformer

The object of the game is close to the storyline of Star Wars, where the player, as Luke, has to pilot a landspeeder around Tatooine, collect R2-D2 from the Sandcrawler, Obi-Wan Kenobi from a cave, and Han Solo from the Mos Eisley bar, while fighting storm-troopers, sand people, etc. After assembling all the characters, the user navigates the Millennium Falcon (in a first-person perspective) through an asteroid field to the Death Star.



5.6




N P

Rarity US: 2

## Star Wars:
## The Empire Strikes Back

**Developer** NMS Software
**Publisher** Capcom, (eu) Ubisoft
**Release date** (us) January 1993
(eu) 1992
**Genre** Action-platformer

The object of the game is to destroy an Imperial Probe Droid, escape a Wampa-infested ice cavern, fight during the Battle of Hoth, meet Master Yoda on Dagobah to train with him, and attempt to rescue friendly characters in Cloud City from Darth Vader.

Players controls Luke, who can fight with a blaster pistol or a lightsaber.






5.7




N P

OFFICIAL GAME LINK GAME PAK

## Stargate

**Developer** Probe Entertainment Limited
**Publisher** Acclaim
**Release date** (us) December 1994
(eu) 1995
**Genre** Puzzle

The handheld version of Stargate is a matching puzzle game, similar to a 3-D Tetris. Players drop tiles into a Stargate, and try to stack three identical symbols. Doing so clears those tiles. Mismatched tiles simply build stacks higher and higher, and the player loses if the tiles reach the top of the gate. Stacking three copies of a symbol listed in the address will clear the stack and counts toward completing the address.

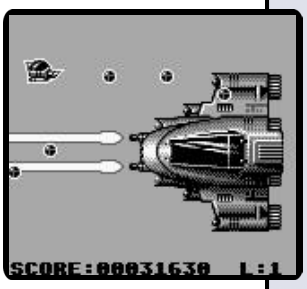
*"mobygames.com"*






## StarHawk




**Developer** NMS Software
**Publisher** Accolade
**Release date** (us) June 1993
(eu) June 1993
**Genre** Shooter

The story of StarHawk is about an evil alien race which wants to conquer everything. Players controls a space ship in the all-important quest to kill them all. This is horizontally scrolling shooter in which the space ship moves from left to right while facing enemy formations. Power ups either upgrade the weapon system or give an extra life. There are five levels with one boss each and two difficulty levels.

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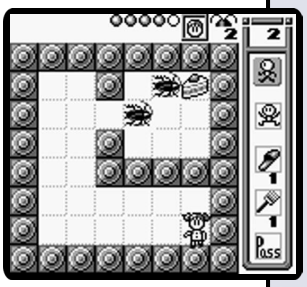
6.8




N P

## Stop That Roach!




**Developer** Koei
**Publisher** Koei
**Release date** (us) June 1994
**Genre** Puzzle, Strategy

Stop That Roach! revolves around an insect exterminator who must kill roaches by any means possible. It is a 1994 video game remake of Koei's 1983 game Hoi Hoi for the NEC PC-8801 and Fujitsu FM-7.

Similar in style to later tower defense games, the ultimate goal for all 100 levels is to protect confectionaries from the invading cockroaches. Each level is played out in a turn-based strategy manner.

6.1




J N

Rarity US: 7

## Street Fighter II

Super GAME BOY







**Developer** Sun L
**Publisher** Nintendo, (jp) Capcom
**Release date** (us) September 1995
(eu) 1995
**Genre** Fighting

The Game Boy version of Street Fighter II is missing three of the original characters (Dhalsim, E. Honda, and Vega), although the remaining nine are playable. The graphics, character portraits, and stages are based on Super Street Fighter II, although some moves (such as Blanka's Amazon River Run) from Super Street Fighter II Turbo are included as well. The strength of a player's punches and kicks are determined by how long the player hold either button.

6.4




J N P

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6.6




J N P

Rarity US: 5

## Street Racer

**Developer** Vivid Image
**Publisher** Ubisoft
**Release date** (us) December 1996
(eu) 1996
**Genre** Racing

Inspired by Mario Kart, the go-kart themed game combined racing with comedy and beat ‘em up influenced violence.

The game features the ability to race various championships beginning with the Bronze Championship and moving on to progressively more difficult competitions. The game awards points for final race positions, with bonus points given for accolades such as fastest lap.







6.5




J N

Rarity US: 6

## Sumo Fighter

**Developer** KID
**Publisher** DTMC, (jp) I’Max
**Release date** (us) March 1993
**Genre** Beat ‘em up

The main character named Bontaro Heiseiyama goes to Kyoto to save Kayo. “Tōkaidō” is an eastern sea road, connecting Edo to Kyoto, in Japan.

The player can get experience and grow a sumo wrestler. Heiseiyama can perform four special techniques: harite, shiko, buchikamashi and nage. There are five areas, each area has three stages and a boss. In each area, the player has access once to a bonus stage.







5.7



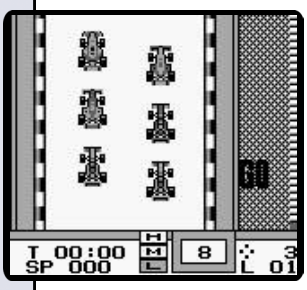

J P

## Sunsoft Grand Prix

**Developer** Lenar
**Publisher** Sunsoft, (jp) ASK Kodansha
**Release date** (eu) 1992
**Genre** Racing

Sunsoft Grand Prix, released as F1 Boy in Japan, is a top-down racing game, developed by Lenar and published by ASK, which was released in Japan in 1990.



## Super B-Daman: Fighting Phoenix







| | |
|---|---|
| **Developer** | Amble |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) July 11, 1997 |
| **Genre** | Action |

Super B-Daman: Fighting Phoenix is a Game Boy entry in the B-Daman video game series based on the Burst Ball Barrage!! Super B-Daman manga.

The game was developed by Amble and published by Hudson, which was released in Japan in 1997.

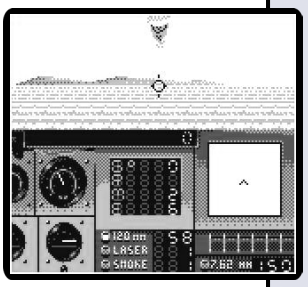
9.1




J

## Super Battletank: War in the Gulf



| | |
|---|---|
| **Developer** | Imagineering |
| **Publisher** | Absolute Entertainment, (jp) GameTek |
| **Release date** | (us) April 1994<br>(eu) 1994 |
| **Genre** | Simulation, Action |

Super Battletank: War in the Gulf is a 1st person tank simulation. Players sit in the cockpit of a M1 Abrams tank. Controls allow the player to accelerate forward, decelerate, rotate the tank's trajectory left and right, move the tank's cannon left and right, fire the weapon and check the map. The goal of the player is to travel to the location of enemy targets, line them up with the Abrams cannon and fire upon them until destroyed.

8.6




N P

Rarity US: 3

## Super BikkuriMan: Densetsu no Sekiban






| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Yutaka |
| **Release date** | (jp) December 11, 1992 |
| **Genre** | Action |

Super BikkuriMan is a side-scrolling action game, developed by Tom Create and published by Yutaka, which was released in Japan in 1992.

6.2




J

7.7




Rarity US: 4

## Super Black Bass

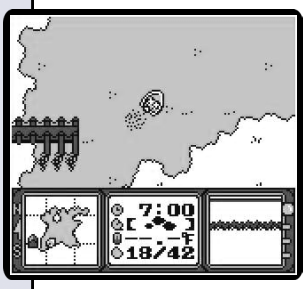
Super GAME BOY JAPAN

| | |
|---|---|
| **Developer** | Starfish |
| **Publisher** | Hot B, (jp) Starfish |
| **Release date** | (us) November 1998 |
| **Genre** | Sports |

Super Black Bass, released in Japan as Super Black Bass Pocket, is part of the Black Bass fishing game series. The game was developed and published by Starfish, which was released in Japan in 1996.

The Japanese version has Super Game Boy features that support multiple borders.




7.5



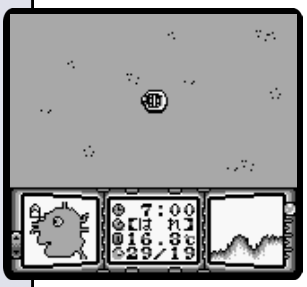

## Super Black Bass Pocket 2

Super GAME BOY

| | |
|---|---|
| **Developer** | Starfish |
| **Publisher** | Starfish |
| **Release date** | (jp) June 20, 1997 |
| **Genre** | Sports |

Super Black Bass Pocket 2 is the second game in the Black Bass series on the Game Boy. It was published by Starfish, which was released in Japan in 1997.




7.7




## Super Chase H.Q.

| | |
|---|---|
| **Developer** | ITL |
| **Publisher** | Taito Corporation |
| **Release date** | (us) January 1994<br>(eu) 1994 |
| **Genre** | Racing, Action |

Super Chase H.Q. is an action-oriented racing game and has - besides the franchise it belongs to - no direct connection to the SNES game of the same name. The player takes control over a police car which has to track down a villain in each of the seven levels.

In each level, the goal is to reach the end within the time limit. After beating a level, points are awarded for all accomplishments, which can be invested into car upgrades or turbo boosts.






## Super Chinese Fighter GB

Super GAME BOY







**Developer** n/a
**Publisher** Culture Brain
**Release date** (jp) December 28, 1996
**Genre** Fighting

Super Chinese Fighter GB is part of the Super Chinese series. Like Super Chinese Fighter for the SNES, Fighter GB allows players to participate in fighting game battles using characters from the Super Chinese games, including Jack and Ryu. The game has 12 different fighters. Players can use "super techniques" for their special attacks and block them using their "super defense." The game has a high level of animation and combat moves for a Game Box game and it is possible to deliver combos that do more than 10 hits of damage.

5.1

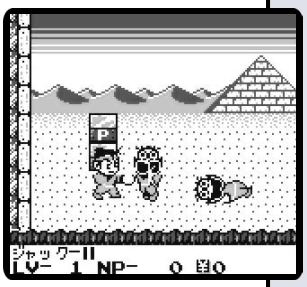



J

## Super Chinese Land 1-2-3 Dash

Super GAME BOY



**Developer** n/a
**Publisher** Culture Brain
**Release date** (jp) September 13, 1996
**Genre** Compilation

Super Chinese Land 1-2-3 is a compilation of Super Chinese Land, Super Chinese Land 2, and Super Chinese Land 3 released in 1996 by Culture Brain. Super Chinese Land 1-2-3 was not released in North America, but the first two games on it were, released as Ninja Boy and Ninja Boy II, respectively. The games included are direct ports, as opposed to remakes.

5.0

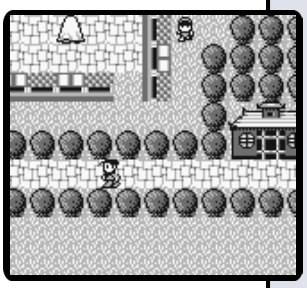



J

## Super Chinese Land 3

Super GAME BOY



**Developer** n/a
**Publisher** Culture Brain
**Release date** (jp) January 13, 1995
**Genre** Role-playing

Super Chinese Land 3 is a Japanese-only action RPG released in 1995 by Culture Brain. This game is part of the Super Chinese series and is the third game in the series to appear on the Game Boy.

4.3




J

6.6




J N P

## Super Hunchback

**Developer** n/a
**Publisher** Ocean, (jp) Imagineer
**Release date** (us) April 1992
(eu) 1992
**Genre** Action-platformer

Super Hunchback is a sequel to the 1984 conversion of the 1983 Century Electronics arcade machine Hunchback and features many similar obstacles. It is notable for its high level of technical accomplishment.

The game featured a series of nine levels, each divided into five sections. The player, as Quasimodo, can advance from one section to the next by locating and ringing a giant bell.







5.4




P

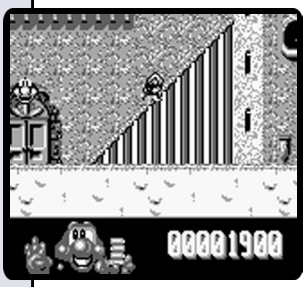
## Super James Pond

**Developer** Millenium Interactive
**Publisher** Ocean
**Release date** (eu) 1992
**Genre** Platformer

Super James Pond, a port of James Pond 2, was originally released on the Amiga, Atari ST and Sega Genesis. The game takes place immediately after its predecessor, James Pond. Although Acme Oil Co. has been destroyed by James Pond, Pond's arch enemy Dr. Maybe survived and has retreated to the North Pole where he has taken over Santa's workshop.

The gameplay takes place across worlds themed around particular types of toys, such as sporting goods, candy and aircraft.




4.2




J P

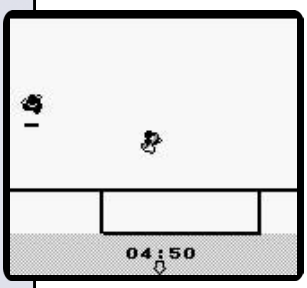
## Super Kick Off

**Developer** Enigma Variations
**Publisher** Imagineer
**Release date** (eu) 1991
**Genre** Sports

Super Kick Off is one of the follow-ups of Kick Off and Kick Off 2 for Game Boy, SEGA and SNES. Super Kick Off was slower than the original games.

The original release of the game was one of the most popular of the time, featuring a top-down view with the ball not sticking to the players' feet being the most prominent gameplay feature.



## Super Mario Land







| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) July 31, 1989<br>(eu) September 28, 1990 |
| **Genre** | Platformer |

In gameplay similar to that of the 1985 Super Mario Bros., but resized for the smaller device's screen, the player advances Mario to the end of 12 levels by moving to the right and jumping across platforms to avoid enemies and pitfalls. Unlike other Mario games, Super Mario Land is set in Sarasaland, a new environment depicted in line art, and Mario pursues Princess Daisy. The game introduces two Gradius-style shooter levels.

7.4

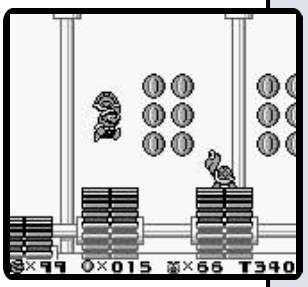



J N P

Rarity US: 1

## Super Mario Land 2: 6 Golden Coins



| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) November 2, 1992<br>(eu) January 28, 1993 |
| **Genre** | Platformer |

In Super Mario Land 2, the player assumes the role of the protagonist Mario, whose main objective is to reclaim his castle, stolen by the antagonist Wario. However, the magical seal that Wario placed on the castle entrance can only be undone by collecting the six Golden Coins, which are guarded by Wario's henchmen in various locales of Mario Land.

8.1

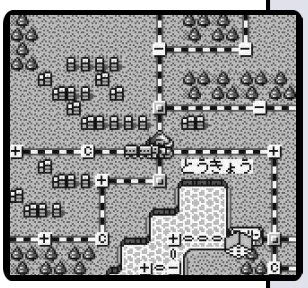



J N P

Rarity US: 1

## Super Momotaro Dentetsu



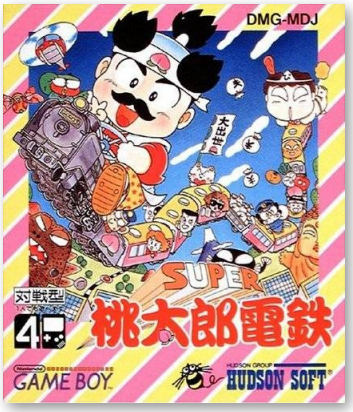
| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) March 8, 1991 |
| **Genre** | Board game |

Super Momotarou Dentetsu is a train and conveyance-based board game with financial elements that features Hudson's Momotarou character, based on the Japanese folklore hero of the same name.

The goal of the game is to travel the map and acquire territory through business deals, similar to Monopoly or Itadaki Street. Players have to contend with other platers for limited resources, as well as CPU threats like the God of Poverty.

*"giantbomb.com"*

8.0




J

OFFICIAL GAME LINK GAME PAK

7.6




J

## Super Momotaro Dentetsu II

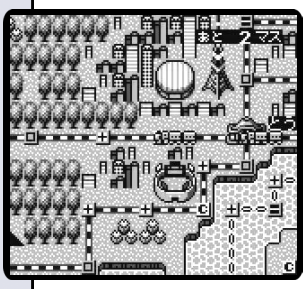
| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Hudson Soft |
| **Release date** | (jp) February 18, 1994 |
| **Genre** | Board game |

Super Momotarou Dentetsu II is the second "Super" game in the long-running Momotarou Dentetsu series and the third overall.

The games focus on each player's burgeoning real estate corporation, allowing the players to take turns and move their trains around the board to buy properties and trade resources. It plays similarly to the Parker Brothers board game Monopoly or the Itadaki Street games.

*"giantbomb.com"*



6.2




N

## Super Off Road

| | |
|---|---|
| **Developer** | NMS Software |
| **Publisher** | Tradewest |
| **Release date** | (us) November 1992 |
| **Genre** | Racing |

Super Off Road is a port of the 1989 arcade game, Ivan "Ironman" Stewart's Super Off Road. The Game Boy port removed Ivan Stewart's name from the title due to licensing issues and are known simply as Super Off Road.

The goal is to reach the end of the season with the most money earned. First place results earn the player points to continue in the championship and money with which to upgrade their truck or buy more nitro.






7.0




J

## Super Pachinko Taisen

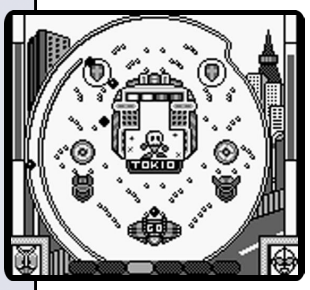
| | |
|---|---|
| **Developer** | Kan's |
| **Publisher** | Banpresto |
| **Release date** | (jp) June 30, 1995 |
| **Genre** | Gambling |

Super Pachinko Taisen ("Super Pachinko Wars") is a pachinko game featuring SD Gundam, Ultraman and Kamen Rider characters as part of Banpresto's crossover Compati Hero Series. It was released on both the Super FamiCom and Game Boy.

Players needs to adjust the strength of the pachinko ball launcher in order to get the balls into a special holder that rolls the slots in the middle of the screen.

*"giantbomb.com"*



## Super R.C. Pro-Am






**Developer** Rare
**Publisher** Nintendo
**Release date** (us) October 1991
(eu) April 23, 1992
**Genre** Racing

Super R.C. Pro-Am is a racing video game that is similar to its predecessor, R.C. Pro-Am, for the NES. In the game, players race remote control cars on a series of tracks. It can be played solo, with two-players via the Game Link Cable, or with three or four players via the Four Player Adapter. The game features 24 different tracks of increasing difficulty, and the object is to finish in the top three in order to qualify to race in the next track.

6.9

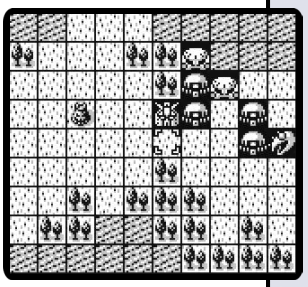



N P




## Super Robot Taisen



**Developer** Winkysoft
**Publisher** Banpresto
**Release date** (jp) April 20, 1991
**Genre** Strategy

The very first installment of the Super Robot Taisen series is quite different from all of its successors; most notably, the robots are treated as sentient organisms, and all pilots are absent from the game.

The basic interface is like every other SRT game. All robots are licensed from two parties only – Sunrise and Dynamic – and when starting the game you may choose to start with the Gundam team, the Mazinger team or the Getter Robo team.

*"mobygames.com"*

7.1

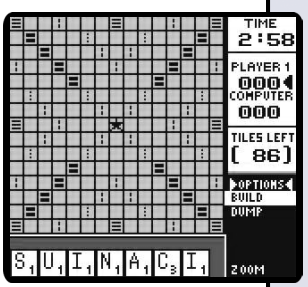



J




## Super Scrabble




**Developer** Imagineering
**Publisher** Milton Bradley
**Release date** (us) March 1991
**Genre** Board game

Super Scrabble is based on the board game Scrabble. The game was developed by Imagineering and published by Miltion Bradely.

7.3




N

Rarity US: 4



6.7



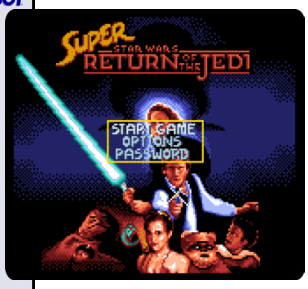

Rarity US: 3

## Super Star Wars: Return of the Jedi

Super GAME BOY

| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) November 1995<br>(eu) 1995 |
| **Genre** | Run and gun |

Super Star Wars: Return of the Jedi is a simplified version of the SNES game. It loosely follows the plot of Return of the Jedi, although some of the levels aren't seen in the film at all, such as Luke Skywalker having to fight through the Death Star to get to Emperor Palpatine. In addition to the standard Luke Skywalker, Han Solo, and Chewbacca, playable characters include Princess Leia Organa and Wicket the Ewok.

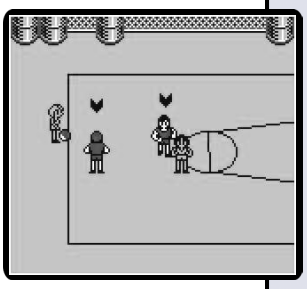







## Super Street Basketball

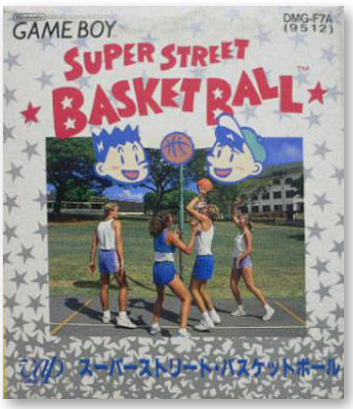


**Developer** C-Lab
**Publisher** VAP
**Release date** (jp) March 19, 1992
**Genre** Sports

Super Street Basketball is a sports game, developed by C-Lab and published by Vap, which was released in Japan in 1992.

7.5




J

## Super Street Basketball 2

Super GAME BOY



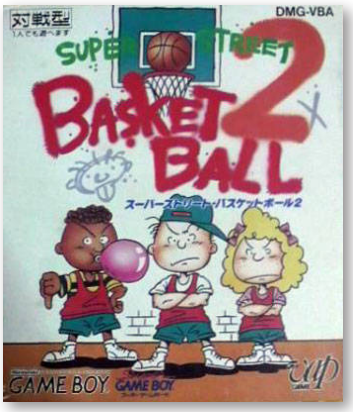




**Developer** Arcadia
**Publisher** VAP
**Release date** (jp) September 16, 1994
**Genre** Sports

Super Street Basketball 2 is a Sports game, developed by Arcadia (Japan) and published by Vap, which was released in Japan in 1994.

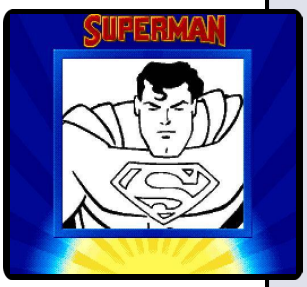
6.3




J

## Superman

Super GAME BOY






**Developer** Titus Software
**Publisher** Titus Software
**Release date** (us) December 1997
(eu) 1997
**Genre** Action-platformer

Superman is a sidescrolling action game starring DC Comics' titular Man of Steel. It features character designs based on Superman: The Animated Series. In each level, the player must collect a certain number of keys and possibly fight a boss, then step on a marked area to leave. Keys may be found around in the environment or collected from defeated enemies.

*"mobygames.com"*

4.2




N P

Rarity US: 5

1.3




N P

Rarity US: 6

## Swamp Thing

**Developer** Equilibrium
**Publisher** THQ
**Release date** (us) October 1992
(eu) 1992
**Genre** Action-platformer

Swamp Thing is a platform game based on the animated series of the same name. Released in conjunction with an NES game of the same name, the Game Boy version has a unique design and set of levels. Stages include the Arctic, the desert, and contaminated rainforests. Swamp Thing also uses tools like camouflage and thorn skin, and he must recycle scattered garbage in order to score points and gain additional powers.







6.5




J N P

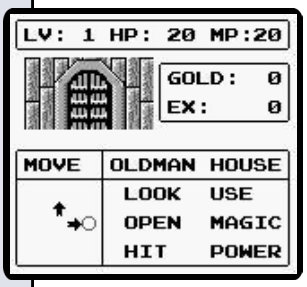
## The Sword of Hope

**Developer** Kemco
**Publisher** Kemco
**Release date** (us) June 1991
(eu) 1991
**Genre** Role-playing

Sword of Hope combines Adventure and RPG elements. Players can select commands such as “look”, “open”, “magic”, “use” etc. to interact with the game world, talk to NPCs or solve puzzles. When they encounters an enemy, the game switches to a turn based battle mode in which enemies have to be fought in typical console style RPG battles.

*“mobygames.com”*




7.3




J N

Rarity US: 6

## The Sword of Hope II

**Developer** Kemco
**Publisher** Kemco
**Release date** (us) September 1996
**Genre** Role-playing

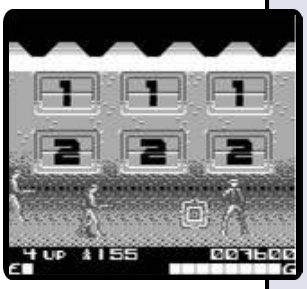
The main difference between The Sword of Hope II and its predecessor is the fact that players have control over a party of up to three characters rather than controlling only prince Theo. Apart from that, both games play very similar. The world is seen from a first person perspective and the party can be moved by selecting an arrow that points in the desired direction. Commands such as “look”, “open”, “hit” etc. can be chosen from a menu to explore and manipulate the game-world, talk to NPCs or solve puzzles.






## T2: The Arcade Game



**Developer** Beam Software
**Publisher** LJN, (jp) Acclaim Japan
**Release date** (us) November 1992
(eu) 1993
**Genre** Shooter

T2: The Arcade Game is based on the arcade game Terminator 2: Judgment Day. The game was renamed in order to avoid confusion with the numerous tie-in games also based on the movie.

The game feature levels based on specific scenes or general concepts in the film.

4.6

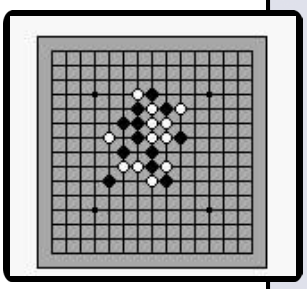



J N P

Rarity US: 3

## Taikyoku Renju



**Developer** n/a
**Publisher** Towa Chiki
**Release date** (jp) February 23, 1990
**Genre** Board game

Taikyoku Renju is a board game, published by Towa Chiki, which was released in Japan in 1990.

The game plays a lot like the American board game Connect Four, in which the goal is to line up a series of five tiles horizontally, vertically or diagonally before the other player can do the same.

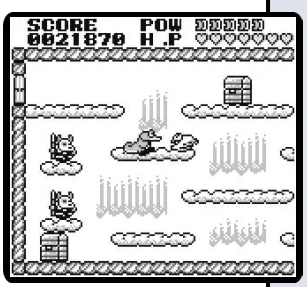
7.3




J

## Tail 'Gator




**Developer** Natsume
**Publisher** Natsume, (jp) VAP
**Release date** (us) June 1991
(eu) 1991
**Genre** Action-adventure

There are five areas in Tail 'Gator, each of them divided into four sections: Air, Land, Cave and Underwater, except for the fourth and fifth areas which are only Castle.

The player must complete all sections in order to advance to the next area, this is done by collecting all treasure chests in each level, they all contain random items except for the last chest which is always a key to unlock the door.

8.2




J N P

5.0



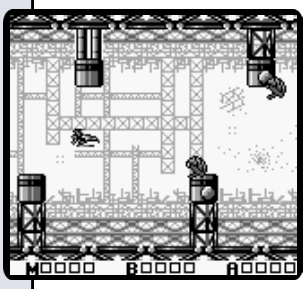

J

## Taito Variety Pack

**Developer** n/a
**Publisher** Taito Corporation
**Release date** (jp) February 28, 1997
**Genre** Compilation

Taito Variety Pack is a compilation cart, containing four Tatito games; Bubble Bobble, Elevator Action, Chase H.Q.m and Sagaia. The cart was published by Taito Corporation, which was released in Japan in 1997.



7.6




J

## Taiyou no Tenshi Marlow: O Hanabatake wa Dai-Panic

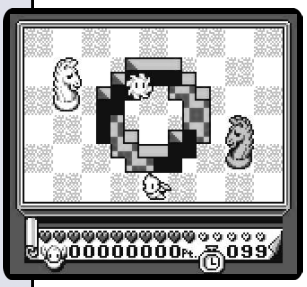
**Developer** n/a
**Publisher** Technōs Japan
**Release date** (jp) May 27, 1994
**Genre** Puzzle

Taiyou no Tenshi Marlowe: Ohanabatake wa Dai-Panic! (Sunshine Angel Marlowe: Panic in Bloomland!) or just “Angel Marlowe” is essentially a puzzle game that’s hard to categorize.

The goal of each stage is to make all the flowers bloom while avoiding enemies and preventing them from destroying the work.

*“hardcoregaming101.net”*



9.5




J

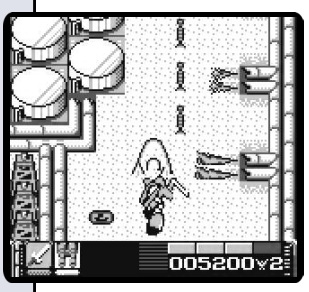
## Taiyou no Yuusha Fighbird GB

**Developer** Biox
**Publisher** Irem
**Release date** (jp) December 20, 1991
**Genre** Shooter

Taiyou no Yuusha Fighbird GB is a vertical rail shooter based on The Brave Fighter of Sun Fighbird anime series. The game featured primarily enemy tanks, VTOLs, submarines, and sea monsters with a few mecha monsters from the show serving as bosses under different names.

The game was developed by Biox and published by Irem, which was released in Japan in 1991.



## TaleSpin






| | |
|---|---|
| **Developer** | Capcom |
| **Publisher** | Capcom, (eu) Bandai |
| **Release date** | (us) December 1992<br>(eu) 1993 |
| **Genre** | Shooter |

TaleSpin is based on the Disney animated series with the same name. The game is a side-scrolling shooter, moving left to right across the screen. The Mini-Seaduck can fire projectiles and switch direction, flying right-to-left while upside-down. The money players make from recovery of these cargo items can be used to purchase upgrades at the end of each level from Wildcat, the mechanic. Many strange boss creatures and devices will guard the final areas of most levels.

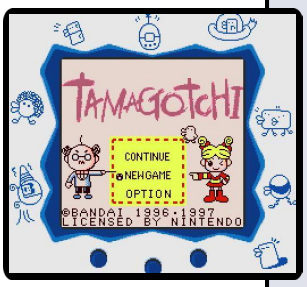
6.9

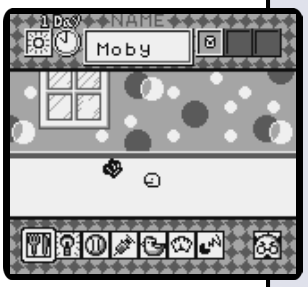



N P

## Tamagotchi

Super GAME BOY




| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Bandai |
| **Release date** | (us) October 1997<br>(eu) 1997 |
| **Genre** | Simulation |

Tamagotchi is a game based on the popular virtual pet of the same name. In it, players select an egg from the laboratory, and then it hatches in its room. From there, they are fully responsible for its care. Everything from feeding, medicine, playing with it, cleaning up its poo and scolding or praising it when appropriate.

Unlike the actual Tamagotchi toy, the Game Boy version is not in realtime - players can adjust the Tamagotchi's growth speed in the game options.

6.3

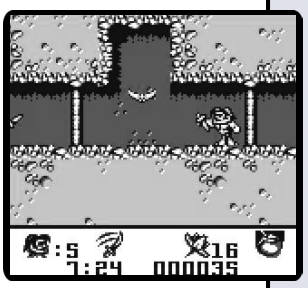



J N P

Rarity US: 3

## Tarzan: Lord of the Jungle



| | |
|---|---|
| **Developer** | Eurocom |
| **Publisher** | GameTek |
| **Release date** | (us) October 1994<br>(eu) 1994 |
| **Genre** | Action-platformer |

The player controls Tarzan (based on the novel Tarzan of the Apes) in six different missions set in Africa. These include curing the Great Ape's disease and saving his friends from the evil poachers. These poachers want to capture the wildlife and place them in their zoos. Weapons that can be utilized include: spears, knives, and arrows. Pitfalls and obstacles are to be avoided in order to collect the mandatory quest item.

3.5




N P

Rarity US: 5

5.4




J N

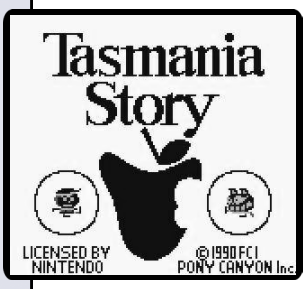
Rarity US: 5

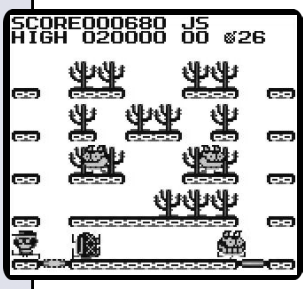
## Tasmania Story

**Developer** n/a
**Publisher** FCI, (jp) Pony Canyon
**Release date** (us) April 1991
**Genre** Action

Tasmania Story is based on the 1990 Japanese film of the same name. A divorced father is looking for a Tasmanian tiger while trying to survive in the harsh wilderness of Tasmania.

The game plays similar to the classic arcade game Mappy. All plants must be collected and animals must be cleared off the level before players can begin the next level; there are approximately ten levels in this game.




6.3




N P

Rarity US: 3

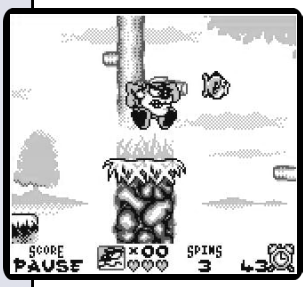
## Taz-Mania

**Developer** David A. Palmer Productions
**Publisher** Sunsoft
**Release date** (us) September 1994
(eu) 1994
**Genre** Platformer

Taz has just escaped from the Acme Zoo and is now trying to find a place to live. He has discovered five tropical islands and starts to go through each to find a suitable place. Along the way, he must fight off numerous island hazards, such as quicksand and enemies, while at the same time avoiding the Big Hat Hunter who is bent to send him back to the zoo.

*"mobygames.com"*




5.1



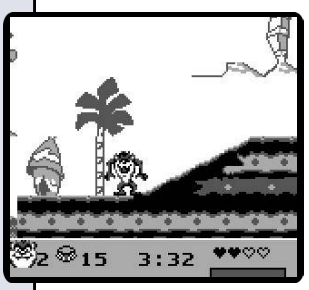

N P

## Taz-Mania 2

**Developer** Beam Software
**Publisher** THQ
**Release date** (us) January 1997
(eu) 1993
**Genre** Platformer

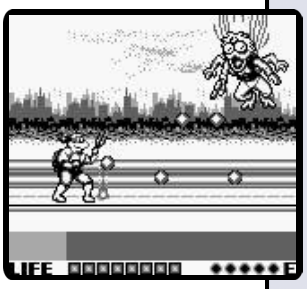
The player takes the role of Taz who has to free his family which was kidnapped by the two hunters Bull Gator and Axl. This is basically a standard platformer in which the player crosses the 16 levels, jumps over gaps and dodges enemies. However, the unique feature of the cartoon Taz was converted to the game: his ability to spin. This allows him to reach high acceleration and being invulnerable - but every second takes away a part of the associated energy bar.



## Teenage Mutant Ninja Turtles: Fall of the Foot Clan




**Developer** Konami
**Publisher** Konami, (us) Ultra Games
**Release date** (us) August 1990
(eu) 1990
**Genre** Action-platformer

The Turtles' first Game Boy game is a fairly simple platforming-style game, where Leonardo, Michaelangelo, Raphael, and Donatello must battle against Krang and Shredder and save their friend April O'Neil in the process.

The player takes control one of the Turtles through a total of five stages, battling minions along the way.

6.9




J N P

Rarity US: 2

## Teenage Mutant Ninja Turtles II: Back from the Sewers







**Developer** Konami
**Publisher** Konami
**Release date** (us) December 1, 1991
(eu) May 21, 1992
**Genre** Action-platformer

Similar to Fall of the Foot Clan, the player can switch between turtles before each stage. Each turtle has his own strengths and weaknesses. The game features several gameplay elements besides the typical beat-em-ups like dodging huge boulders in the underground levels, going around on skateboards or scaling air lifts, and the game also shifts from being typical 2D platformer to a more open area.

7.0




J N P

Rarity US: 3

## Teenage Mutant Ninja Turtles III: Radical Rescue







**Developer** Konami
**Publisher** Konami
**Release date** (us) November 25, 1993
(eu) November 27, 1993
**Genre** Action-platformer

Players begins the game by taking control of Michaelangelo, who must rescue the other turtles, along with Splinter and April O'Neil, who have been kidnapped by Shredder. Unlike other games based on the franchise, this is a scrolling action-adventure game reminiscent of the Metroid and the later Castlevania: Symphony of the Night. Each turtle has a different ability which is necessary to finish the game.

7.1




J N P

Rarity US: 6

7.2




J N

OFFICIAL GAME LINK GAME PAK

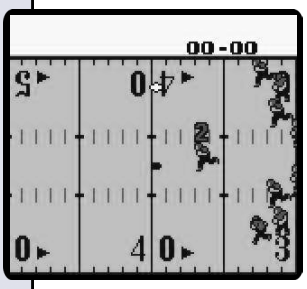
## Tecmo Bowl

**Developer** Sculptured Software
**Publisher** Tecmo
**Release date** (us) September 1991
**Genre** Sports

Tecmo Bowl is an American football arcade game developed and released by Tecmo in 1987. The game was successful in its original arcade format, and as a 1989 port for the NES.

This game is essentially the NES version of Tecmo Bowl ported to the Game Boy. Everything is nearly identical to the NES version. The game, however, was released three years later. Oddly enough it still has the same players as the NES Tecmo Bowl, which is to say it uses the 1988 rosters.




7.0




J

## Tekichuu Rush

**Developer** n/a
**Publisher** Japan Clary Business
**Release date** (jp) July 30, 1993
**Genre** Sports

Tekichuu Rush is a game based around horse racing. It was published by Nippon Clary Business, which was released in Japan in 1993.

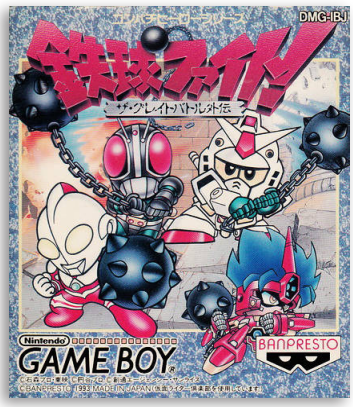
This game is some sort of software that calculate the odds on horse-race betting.







8.0




J

## Tekkyu Fight! The Great Battle Gaiden

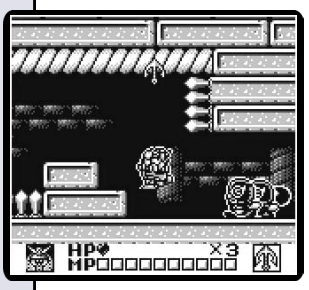
**Developer** Sun L
**Publisher** Banpresto
**Release date** (jp) July 30, 1993
**Genre** Action-platformer

Tekkyu Fight! The Great Battle Gaiden is an action platformer published by Banpresto for the Game Boy platform. The game was released exclusively in Japan.

The game features characters from Ultraman, Kamen Rider, and Gundam.

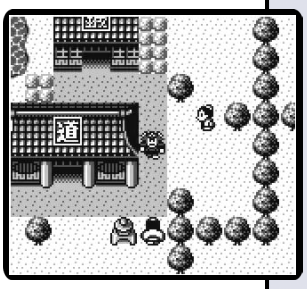
*"giantbomb.com"*



## Tenchi o Kurau



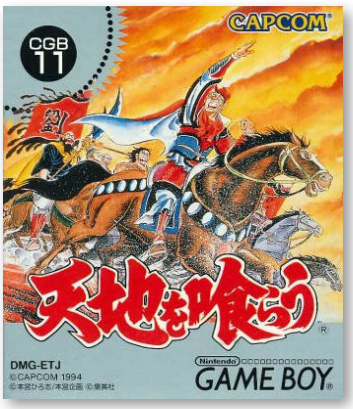
| | |
|---|---|
| **Developer** | Sun L |
| **Publisher** | Capcom |
| **Release date** | (jp) April 22, 1994 |
| **Genre** | Role-playing |

Tenchi o Kurau is based on the popular Japanese manga that depicts events from the Three Kingdoms period of Ancient China. The manga itself is loosely based on the Romance of the Three Kingdoms novel.

Despite many sources claiming that Tenchi wo Kurau for Game Boy is a port of the NES original, it's actually a totally new game. It follows a similar storyline to the previous entries, but reshuffles things in different ways.

*"hardcoregaming101.net"*

7.7




J

## Tenjin Kaisen 2: Yomihon Yumegoyomi







| | |
|---|---|
| **Developer** | KAZe |
| **Publisher** | Meldac |
| **Release date** | (jp) March 13, 1992 |
| **Genre** | Adventure |

This Japanese-only sequel to Mercenary Force ditched the side-scroller shooter stuff in favor of a visual novel-style adventure game, making it completely incomprehensible unless players know the language. The cover seems to indicate that it stars cutesy versions of the mercenaries from the first game.

*"hardcoregaming101.net"*

6.6

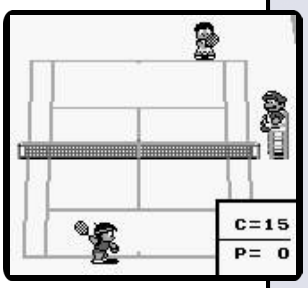



J

## Tennis

Super GAME BOY




| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (us) July 31, 1989<br>(eu) 1990 |
| **Genre** | Sports |

The Game Boy version of Tennis is pretty much a remake of the NES game: it's got the same extremely basic setup, but it has been polished it up slightly.

Just like with its predecessor, there's not really much on offer here aside from essentially playing the same match over and over. The NES game featured a singles and doubles mode with one difficulty level, whereas the Game Boy version has four different difficulty levels.

*"nintendolife.com"*

6.9




J N P

Rarity US: 2

OFFICIAL GAME LINK GAME PAK

4.9




N P

Rarity US: 3

## Terminator 2: Judgment Day

**Developer** Bits Studios
**Publisher** LJN
**Release date** (us) January 1992
(eu) 1992
**Genre** Action

Terminator 2: Judgement Day is a game based on the movie of the same name. The Game Boy version is unlike the console and computer versions of the game. In the early levels of the game, players take the role of the future John Connor - his objectives are to destroy generators to gain access to Skynet. Later players take on the role of the Terminator in 1994. It must protect John Connor while on a motorbike, and infiltrate Cyberdyne.







6.6




N P

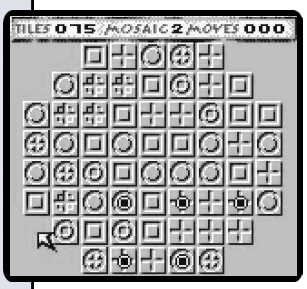
## Tesserae

**Developer** Eurocom
**Publisher** GameTek
**Release date** (us) August 1993
(eu) 1993
**Genre** Puzzle

Tesserae is a 2-d combination of Rubic's Cube and the more advanced levels of Q-Bert. Gameplay consisted of "flipping" tesserae, or tiles, from squares over adjacent squares. The result will either create a complex tile, or cancel out, resulting in the deletion of a tile. The goal is to clear the board entirely. Higher levels were designated by added tile complexity, and larger board grid sizes.

*"mobygames.com"*




8.4




J N P

Rarity US: 1




## Tetris

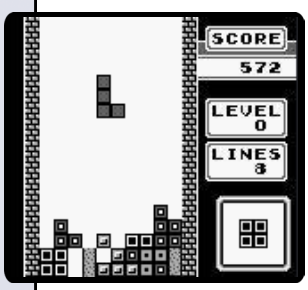
Super GAME BOY

**Developer** Bullet-Proof Software
**Publisher** Nintendo
**Release date** (us) July 31, 1989
(eu) September 28, 1990
**Genre** Puzzle

Tetris is a portable version of Alexey Pajitnov's original Tetris and it was bundled in the North American and European releases of the Game Boy itself.

The object of the game is to manipulate tetrads, by moving each one sideways and rotating it by 90-degree units, with the aim of creating a horizontal line of blocks without gaps. When one or more such lines are created, they disappear, and the blocks above (if any) move down by the number of lines cleared.

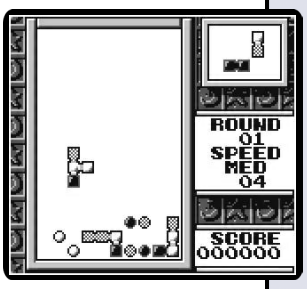


## Tetris 2

Super GAME BOY RE-RELEASE




| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Nintendo |
| **Release date** | (us) December 1993<br>(eu) October 27, 1994 |
| **Genre** | Puzzle |

As a variation of the Tetris concept, rather than having the objective of matching horizontal lines of blocks which descend from the top of the screen as tetrominos, instead the player matches the shapes of the descending blocks (which include irregular tetromino shapes) to blocks already fixed on the game board, which causes blocks to disappear from the board when three blocks of the same colour are matched, in a manner similar to the puzzle video game Dr. Mario.

6.3




J N P

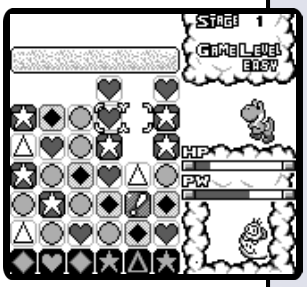
Rarity US: 2

OFFICIAL GAME LINK GAME PAK

## Tetris Attack

Super GAME BOY




| | |
|---|---|
| **Developer** | Intelligent Systems |
| **Publisher** | Nintendo |
| **Release date** | (us) August 1996<br>(eu) November 28, 1996 |
| **Genre** | Puzzle |

While it was originally known in Japan as Panel de Pon for the Super FamiCom and featured different art assets and characters, its English localization was replaced with characters from Super Mario World 2: Yoshi's Island.

A stack of blocks continually rises from the bottom of the screen, and players controls a cursor which can swap any two blocks horizontally. If they make a row or column of three or more they'll clear.

7.7




J N P

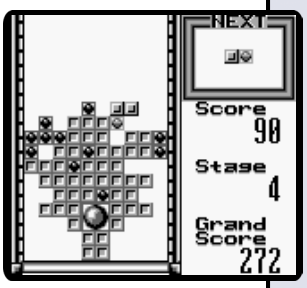
Rarity US: 3

OFFICIAL GAME LINK GAME PAK

## Tetris Blast

Super GAME BOY




| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Nintendo, (jp) Bullet-Proof Software |
| **Release date** | (us) January 1996<br>(eu) 1996 |
| **Genre** | Puzzle |

Tetris Blast is the North American version of Bombliss. It features many unique Tetris modes mainly dealing with clearing the screen of all blocks by using bombs which were both given at the start as well as in the tetrominoes. In addition to the tetrominoes of other Tetris games, Tetris Blast also uses dominoes and triminoes.

*"tetris.wikia.com"*

7.6




J N P

7.3




J N P

Rarity US: 4

OFFICIAL GAME LINK GAME PAK

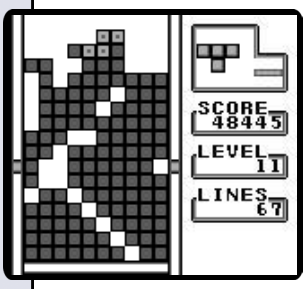
## Tetris Plus

Super GAME BOY

**Developer** Natsume
**Publisher** Nintendo, (jp) Jaleco
**Release date** (us) August 25, 1997
(eu) 1996
**Genre** Puzzle

The game consists of two main modes, Classic Mode and Puzzle Mode. Classic Mode functions like the original Tetris game for the Game Boy except with different music and visuals. However, because the cartridge has battery-powered SRAM, it also has the ability to remember high-scores, unlike the original Game Boy game. Puzzle Mode is a twist on the classic gameplay that provides a new scenario. Also included is an editor for making Puzzle levels.




6.4




P

## Tintin in Tibet

Super GAME BOY

**Developer** Bit Managers
**Publisher** Infogrames
**Release date** (eu) 1994
**Genre** Action-platformer

Tintin in Tibet is a platform game starring Tintin. It follows on the heel of Infogrames Asterix & Obelix, with the same gameplay. Although the game will prove easy for the expert gamer, there are many levels to pass, each of which features new locations, enemies, and obstacles that serve to advance the storyline.

*"mobygames.com"*







4.2




P

## Tintin: Prisoners of the Sun

**Developer** Bit Managers
**Publisher** Infogrames
**Release date** (eu) 1995
**Genre** Action-platformer

Prisoners of the Sun is based on The Seven Crystal Balls and Prisoners of the Sun from the comic series The Adventures of Tintin.

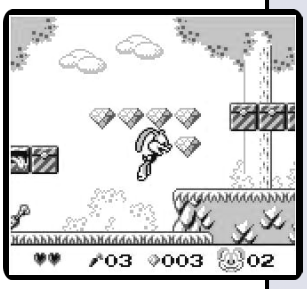
The player controls the character Tintin around obstacles and through challenges to complete the various levels of the game. The gameplay and animation of this game is similar to Infogrames previous release, Tintin in Tibet.






## Tiny Toon Adventures: Babs' Big Break



**Developer** Konami
**Publisher** Konami
**Release date** (us) February 1992
(eu) 1992
**Genre** Platformer

The player takes control of Buster Bunny, Plucky Duck, or Hamton J. Pig as they attempt to prevent Montana Max from thwarting Babs Bunny's dreams of becoming a big star. There are four stages, of which throughout, a special helper assists. Each of the three player characters has different weapons. Buster's carrots fly, Plucky throws pineapples, and Hamton throws watermelons.

7.0

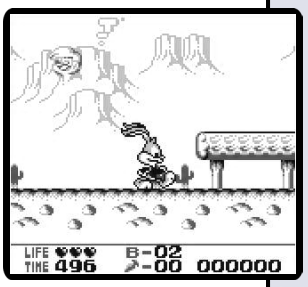



J N P

Rarity US: 2

## Tiny Toon Adventures 2: Montana's Movie Madness



**Developer** Konami
**Publisher** Konami
**Release date** (us) November 1993
(eu) 1993
**Genre** Platformer

Montana Max has opened a new theatre in Acme Acres, but the only movies he shows are ones where he's the hero, and Buster Bunny is the villain. It's up to Buster Bunny to go into the films and change the plots. Buster is assisted by the crazy Gogo Dodo, and will encounter him in each movie, where he can get assistance from each of his friends.

7.1

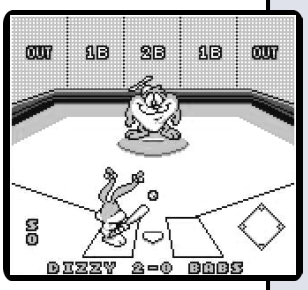



J N P

Rarity US: 3

## Tiny Toon Adventures: Wacky Sports




**Developer** Konami
**Publisher** Konami
**Release date** (us) December 1994
(eu) 1994
**Genre** Sports

In Wacky Sports, players choose to play as either Buster Bunny or Babs Bunny and participate in their choice of sports activities, including baseball, soccer, or tennis. As Buster, they can also play carnival games set up by characters such as Shirley the Loon and Fifi La Fume. Carnival games include a watergun gallery and a beat-the-clock challenge featuring Elmyra Duff.

6.7




J N P

Rarity US: 4

7.6




J P

## Tip Off

**Developer** Enigma Variations
**Publisher** Imagineer
**Release date** (eu) 1993
**Genre** Sports

This basketball game has like the Kick Off games a top down view and the action is quite pacey, a trademark for many football games of the day. The teams in the game are British but players can edit them using the built-in utilities.

The game also has a tactics designer and the option to change the kits of each team. Players can play either single matches or a full league competition.

*"mobygames.com"*






3.8




N P

OFFICIAL GAME LINK GAME PAK

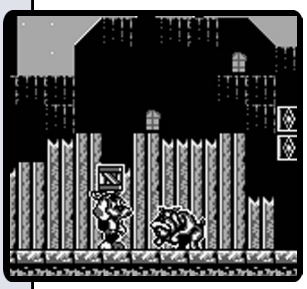
## Titus the Fox

**Developer** Aqua Pacific
**Publisher** Titus Software
**Release date** (us) June 1993
(eu) 1993
**Genre** Action-platformer

In the international edition of Lagaf: Les Aventures de Moktar - Vol 1: La Zoubida, players take the role of Titus' fox mascot. His beloved Suzy has been kidnapped on the other side of the Sahara desert, and to get her back he has to advance through 15 levels comprising of nearly 1000 screens of platform gameplay. There are secret rooms to find, and bosses at the end of each level.

*"mobygames.com"*



7.5




J

## Tokio Senki: Eiyuu Retsuden

**Developer** n/a
**Publisher** Human Entertainment
**Release date** (jp) January 10, 1992
**Genre** Strategy

Tokio Senki: Eiyuu Retsuden is a strategy game, published by Human Entertainment, which was released in Japan in 1992.

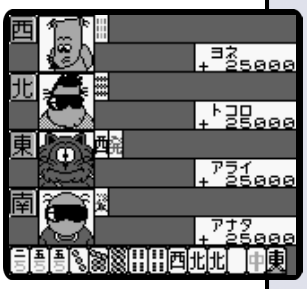





## Tokoro's Mahjong Jr.

Super GAME BOY



**Developer** n/a
**Publisher** Vic Tokai
**Release date** (jp) December 22, 1994
**Genre** Board game

Tokoro's Mahjong Jr. is a mahjong game, published by Vic Tokai, which was released in Japan in 1994.

6.4

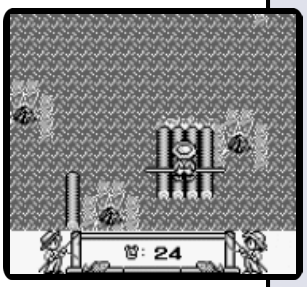



J

## Tokyo Disneyland: Fantasy Tour

Super GAME BOY



**Developer** TOSE
**Publisher** Tomy
**Release date** (jp) July 24, 1998
**Genre** Action

Tokyo Disneyland: Fantasy Tour is an action game based on the Tokyo Disneyland. The game was developed by TOSE and published by Tomy Corporation, which was released in Japan in 1998.

9.0

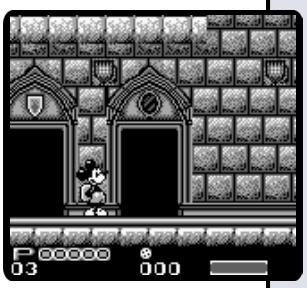



J

## Tokyo Disneyland: Mickey no Cinderella Shiro Mystery Tour

Super GAME BOY



**Developer** Graphic Research
**Publisher** Tomy
**Release date** (jp) December 22, 1995
**Genre** Action-platformer

Tokyo Disneyland: Mickey no Cinderella Shiro Mystery Tour is a horizontal scrolling platformer where Mickey goes through a castle using a balloon to activate switches or to cross pits .

The game was developed by Graphic Research and published by Tomy Corporation, which was released in Japan in 1995.

9.0




J

5.8




J N P

OFFICIAL GAME LINK GAME PAK

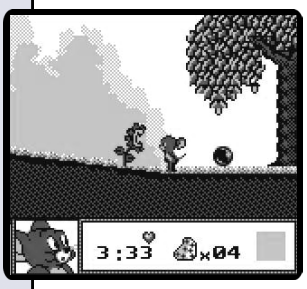
## Tom & Jerry

**Developer** Beam Software
**Publisher** Hi Tech Expressions, (jp) Altron
**Release date** (us) October 1992
(eu) 1992
**Genre** Platformer

Playing as Jerry, players have to find Tuffy before Tom does. Players move Jerry to the goal of each level to proceed, avoid enemies and obstacles (since Jerry doesn't have the ability to kill enemies) and collect cheeses and medals for points. After finishing a level, players can play through a mini game for bonuses. Players can choose to play in one player mode or two players mode.

*"mobygames.com"*




6.6




J N P

## Tom and Jerry: Frantic Antics

**Developer** Beam Software
**Publisher** Hi Tech Expressions, (jp) Altron
**Release date** (us) October 1993
(eu) 1993
**Genre** Platformer

In Frantic Antics the player can either choose from Tom or Jerry and travel through ten levels of hostile enemies and various traps and pitfalls to save a runaway by the name of Robyn from her Aunty Figg and reunite her with her father. The gameplay is the standard platformer where the player dodges various obstacles and knocks out various enemies. Various power-ups include hearts, stars to replenish their health and cheese, fish and pizza for extra bonus points.







5.3




N P

Rarity US: 4

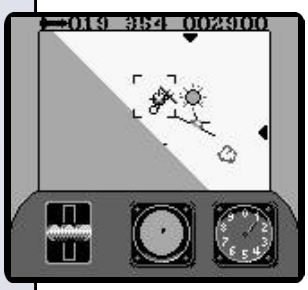
## Top Gun: Guts and Glory

**Developer** Distinctive Software
**Publisher** Konami
**Release date** (us) January 1993
(eu) 1993
**Genre** Action, Simulation

The game is loosely based on the Top Gun movie. Essentially controlling a modern U.S. Air Force jet through ten treacherous levels, players must take out enemy jet fighters in addition to intimidating battleships.

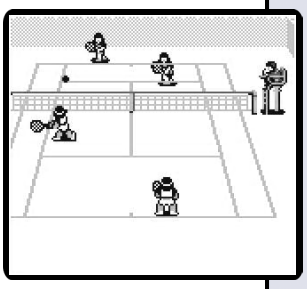
Aircraft that can be chosen are the F-14 Tomcat, the F-117A Nighthawk stealth fighter, the Soviet-made MiG-29 Fulcrum and the F-16 Fighting Falcon.



## Top Rank Tennis



| | |
|---|---|
| **Developer** | Pax Softonica |
| **Publisher** | Nintendo |
| **Release date** | (us) May 1993<br>(eu) 1993 |
| **Genre** | Sports |

Top Rank Tennis is a tennis game. Players can opt to play singles or doubles matches. There are only two game modes: Official or Practice. Normal tennis rules apply. Notably for a Game Boy title, the game's scoring is completely spoken out loud as well as other words such as "play" and "fault".

Multiplayer up to four players using the four player adapter is supported.

*"mobygames.com"*

7.5




N P

Rarity US: 3




## Torpedo Range







| | |
|---|---|
| **Developer** | SETA Corporation |
| **Publisher** | Romstar, (jp) SETA Corporation |
| **Release date** | (us) November 1996 |
| **Genre** | Shooter |

Torpedo Range is 2D shooter for Game Boy. The player controls a submarine. Game has several modes - map (player goes to next mission in top-down perspective), shooter (player hunts for planes, ships and other submarines), and FPP shooter (player fires torpedoes to enemies, and destroys all resistance). Submarine has limited ammo, and some shields.

*"mobygames.com"*

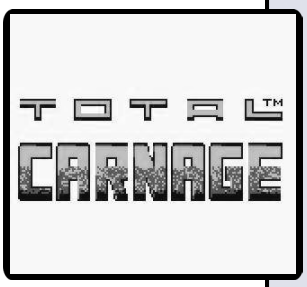
5.9




J N

Rarity US: 3

## Total Carnage






| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Malibu Games |
| **Release date** | (us) February 1994<br>(eu) 1994 |
| **Genre** | Shooter |

Total Carnage is a port of the 1992 arcade shooter by Midway. Much like Smash TV on the Game Gear, the developers took a game that maybe shouldn't belong on a handheld. The gameplay mostly just involves standing in one place, waiting for enemies to slowly waddle towards players so they can kill them. There are barely any points where they'll even be dealing with projectiles, making for a very slow game in general.

*"hardcoregaming101.net"*

3.5




N P

Rarity US: 7

7.3




J

## Tottemo! Lucky Man: Lucky Cookie Minna Daisuki!!

Super GAME BOY

**Developer** n/a
**Publisher** Bandai
**Release date** (jp) September 22, 1994
**Genre** Board Game, Game show

Tottemo! Lucky Man: Lucky Cookie Minna Daisuki!! is a Game Boy game based on the Shonen Jump manga Tottemo! Lucky Man.

The game was published by Bandai, which was released in Japan in 1994.






7.0




J

## The Tower of Druaga

**Developer** TOSE
**Publisher** Angel
**Release date** (jp) December 31, 1990
**Genre** Action role-playing, Maze

The Tower of Druaga is a port of the maze-based action role-playing arcade game released by Namco in 1984. It is the first game in the Babylonian Castle Saga series, inspired by Sumerian and Babylonian mythology, including the Epic of Gilgamesh and Tower of Babel.

The player assumes the role of the hero Gilgamesh, whose goal is to rescue the maiden Ki from the demon Druaga.







2.7




N

Rarity US: 6

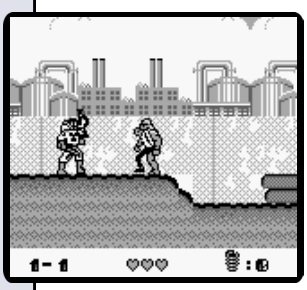
## Toxic Crusaders

**Developer** Realtime Associates
**Publisher** Bandai
**Release date** (us) September 1992
**Genre** Beat-'Em-Up

Toxic Crusaders is part of a series of multi-platform games based on the American cartoon series Toxic Crusaders.

Between each level, the player can select the Crusader they want to play as: Toxie, No-Zone, Major Disaster, Headbanger and Junkyard. The gameplay is standard for side-scrolling platform games: the player goes to the right, shoots enemies, jumps on hills and avoid obstacles. All characters have unlimited ammo.

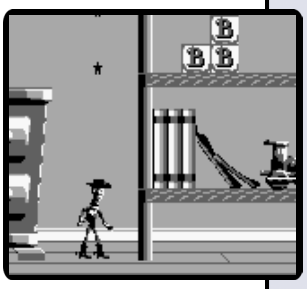


## Toy Story

Super GAME BOY



| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) May 1996 |
| | (eu) 1996 |
| **Genre** | Platformer |

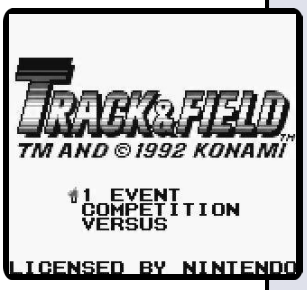
Toy Story is a side-scrolling platformer largely based on the movie of the same name. Players control Woody through 10 stages that encompass the entire plot of the film. Several obstacles lie between the player and the goal of each level, not least of which is a wide assortment of enemies. Woody is equipped with a pullstring whip, which will temporarily "tie up" opponents, letting Woody pass by unharmed. It cannot, however, kill enemies.

5.4




N P

## Track & Field







| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) September 1992 |
| | (eu) 1992 |
| **Genre** | Sports |

The Game Boy version of Track & Field features different events than the other versions of the game. There are 11 events in total: 100m Dash, Long Jump, Hammer Throw, 110m Hurdles, Javelin Throw, Weight Lifting, Archery, Triple Jump, Swimming, Discus Throw, Pole Vault. All require quick and timed arcade reflexes.

Game modes inculde 1-Event Mode (quick game), Competition ("story mode") and Versus mode (multiplayer).

6.3



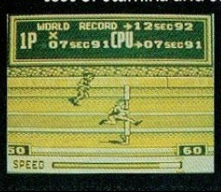

J N P

Rarity US: 4

JOCK IN THE BOX




You've played the arcade and NES™ hits. Now it's Track & Field™ for Game Boy,® a grueling eleven event test of stamina and studliness. Compete against yourself in all the events, including Weight Lifting, Hammer Throw, Pole Vault, Triple Jump and more. Pit your physical feats against a friend's by using another Game Pak, Game Boy and Game Link.™ It's the most addictive athletic challenge ever put in a box.



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Konami Game Hint and Tip Line: 1-(900)-896-HINT (4468). 70¢ per minute charge.
Minors must have parental permission before calling. Touchtone phone required.
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CIRCLE #146 ON READER SERVICE CARD.

7.1




J N P

Rarity US: 5

OFFICIAL GAME LINK GAME PAK

## Track Meet

| | |
|---|---|
| **Developer** | Interplay |
| **Publisher** | Interplay, (jp) Hiro |
| **Release date** | (us) 1991 |
| | (eu) 1992 |
| **Genre** | Sports |

Track Meet, released in Germany as Litti's Summer Sports (endorsed by Pierre Littbarski), offers seven different events in the spirit of the 1992 Summer Olympic Games in Barcelona, Spain. There are five different opponents to compete against in events like long jump, the 100-meter dash, and weightlifting. Each competitors has his own strengths and weaknesses that either help or hinder his performance on certain events.







7.6




J N P

OFFICIAL GAME LINK GAME PAK

## Trax

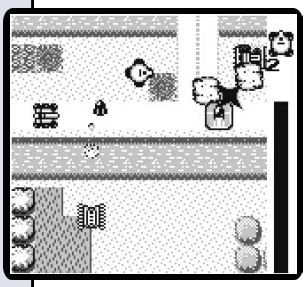
| | |
|---|---|
| **Developer** | HAL Laboratory |
| **Publisher** | Electro Brain, (jp) HAL Laboratory |
| **Release date** | (us) September 1991 |
| | (eu) 1991 |
| **Genre** | Action |

Trax is a side scrolling shoot'em up that put players in command of a tiny tank in some classic action levels. Pitting players tankmanship against a villainous tank master who is creating machine of destruction that has taken over the land.

Players can fire from multiple angles but due to the control limitations of the Game Boy, their vehicle can only turn his turret clockwise.

*"mobygames.com"*



7.6




J P

## Trip World

| | |
|---|---|
| **Developer** | Sunsoft |
| **Publisher** | Sunsoft |
| **Release date** | (eu) 1993 |
| **Genre** | Platformer |

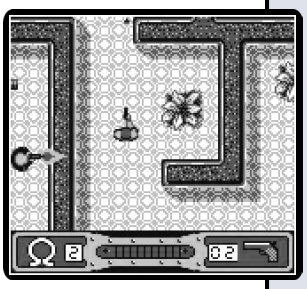
At first glance, Trip World appears to be a scaled-down version of Gimmick!, another Sunsoft game released in the same year. In Trip World, the player controls Yakopoo through five relatively large and slightly linear stages. The objective is to find the stolen flower of peace, since the inhabitants of Trip World turned mad because of its absence, acting as the enemies in the game. Yakopoo is able to shapeshift between three different primary forms at any time, these forms are manually activated by the player when desired.






## True Lies



| | |
|---|---|
| **Developer** | Beam Software |
| **Publisher** | LJN |
| **Release date** | (us) February 1995<br>(eu) 1995 |
| **Genre** | Run and gun |

The 1994 Schwarzenegger film True Lies received a unique adaptation for handheld systems. While based on the console version, it adapts only five of the nine levels, featuring a different gameplay perspective (straight top-down instead of the angled perspective on the consoles) and completely redesigned stages.

The player controls Harry Tasker, who is tasked with the duty of foiling the terrorist plot of Salim Abu Aziz.

5.8

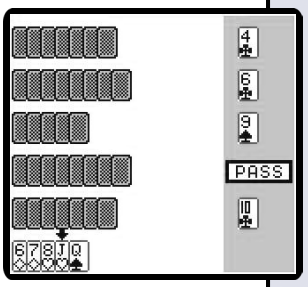



N P

Rarity US: 4

## Trump Boy




| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) March 29, 1990 |
| **Genre** | Cards |

Trump Boy is a compilation of four different real-world card games. The game feature a 2-player mode but does not feature link-caple functions. It was published by Pack-In-Video, which was released in Japan in 1990.

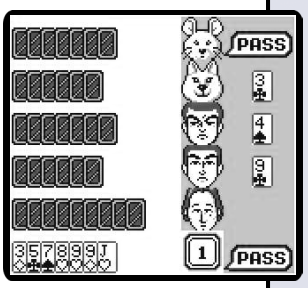
5.8




J

## Trump Boy II




| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) November 9, 1990 |
| **Genre** | Cards |

Trump Boy II is another card game in the Trump Boy series. The game was published by Pack-In-Video, which was released in Japan in 1990.

8.2




J

7.8



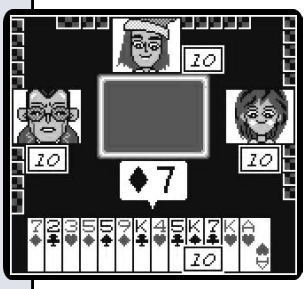

J

## Trump Collection GB

**Developer** n/a
**Publisher** Bottom Up
**Release date** (jp) November 28, 1997
**Genre** Cards

Trump Collection GB is a card game, published by Bottom Up, which was released in Japan in 1997.



5.5




J

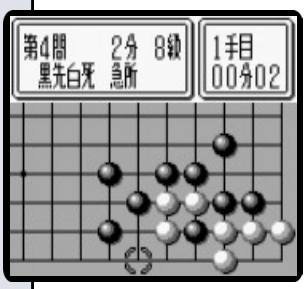
## Tsume Go Series 1: Fujisawa Hideyuki Meiyo Kisei

Super GAME BOY

**Developer** n/a
**Publisher** Magical Company
**Release date** (jp) October 19, 1994
**Genre** Puzzle

Tsume Go Series 1 is a puzzle game, published by Magical Company (Mahou), which was released in Japan in 1994. The game has Super Game Boy features.




6.5



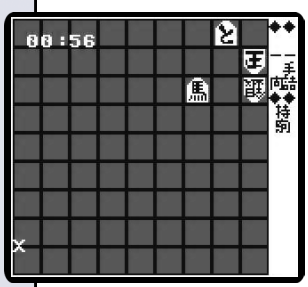

J

## Tsume Shogi Hyakuban Shoubu

**Developer** C-Lab
**Publisher** Imagineer
**Release date** (jp) April 8, 1994
**Genre** Board game

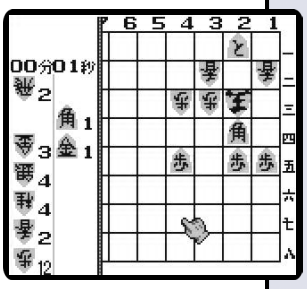
Tsume Shogi Hyakuban Shoubu is a shogi game, developed by C-Lab and published by Imagineer, which was released in Japan in 1994.



## Tsume Shogi Mondai Teikyou: Shogi Sekai



**Developer** Use Corporation
**Publisher** I'Max
**Release date** (jp) April 15, 1994
**Genre** Board game

Tsume Shogi Mondai Teikyou: Shogi Sekai is a shogi game, developed by Use and published by I'Max, which was released in Japan in 1994.

7.5

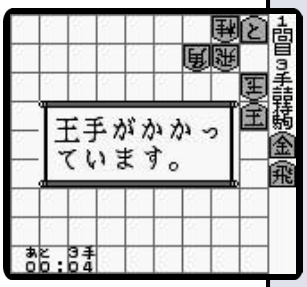



J

## Tsume Shogi: Kanki Godan

Super GAME BOY




**Developer** n/a
**Publisher** Magical Company
**Release date** (jp) October 19, 1994
**Genre** Board game

Tsume Shogi: Kanki Godan is another shogi game, published by Magical Company (Mahou), which was released in Japan in 1994.

6.0




J

## Tsuri Sensei

Super GAME BOY

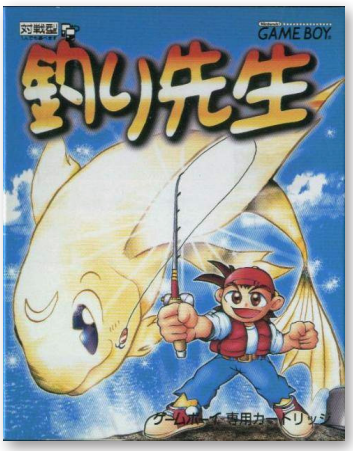





**Developer** Ocarina System
**Publisher** J-Wing
**Release date** (jp) September 11, 1998
**Genre** Sports

Tsuri Sensei is a fishing game with some Pokèmon like aspects. The game was developed by Ocarina System and published by J-Wing, which was released in Japan in 1998.

8.0




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7.2




J N

Rarity US: 4

OFFICIAL GAME LINK GAME PAK

## Tumblepop

**Developer** Data East
**Publisher** Sunsoft, (jp) Data East
**Release date** (us) March 1993
**Genre** Action

Tumblepop is a port of a 1991 arcade game by the same name. The game is similar along the lines of Bubble Bobble. Players has a vacuum cleaner attached to their backpack, and must use it to suck up enemies into the backpack and shoot them back out before they break out.

The Game Boy version incorporates a shop in which players can spend their points to buy power-ups.







4.8




N P

## Turn and Burn: The F-14 Dogfight Simulator

**Developer** Imagineering
**Publisher** Absolute Entertainment, (eu) Activision
**Release date** (us) May 1992
(eu) 1992
**Genre** Action, Simulation

In Turn and Burn: The F-14 Dogfight Simulator the player mans a F-14 combat fighter and has to solve various missions, e.g. destroying an enemy base or destroying all enemy aircraft in the area.

In Europe, the game was released as the Game Boy adaptation of Phantom Air Mission, the European version of Imagineering's Flight of the Intruder.







5.8



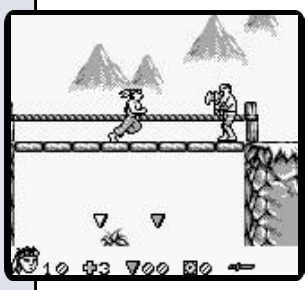

J N P

## Turok: Battle of the Bionosaurs

**Developer** Bit Managers
**Publisher** Acclaim, (jp) Starfish
**Release date** (us) December 1, 1997
(eu) 1998
**Genre** Action-platformer

Battle of the Bionosaurs is a companion to its N64 and PC counterpart Turok: Dinosaur Hunter. As Turok players are tasked with battling dinosaurs, cyborgs and ruthless mercenaries to achieve ultimate victory over evil. They get a wide variety of weapons through the eight levels of battle and objectives. But players should use the weapons carefully as different adversaries react differently to each one. They get to explore large levels and use a password system to save their progress.



## Turrican






| | |
|---|---|
| **Developer** | The Code Monkeys |
| **Publisher** | Accolade |
| **Release date** | (us) November 1991<br>(eu) 1991 |
| **Genre** | Run and gun |

Turrican started in 1989 on the Commodore 64 with a demo level of the full game which was released in 1990. Turrican became very popular due to its high technical achievements, demonstrating graphics which many did not believe to be possible on a C64. The game can be described as a cross between Metroid and Psycho-Nics Oscar. While the huge levels and the morph-ball function were inspired by Metroid, the overall graphics design and weapons were inspired by Psycho-Nics Oscar.

6.2



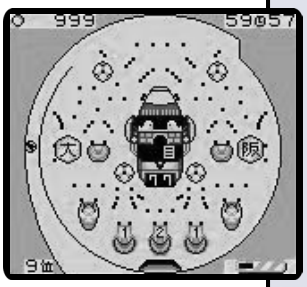

N P

Rarity US: 3

## TV Champion

Super GAME BOY



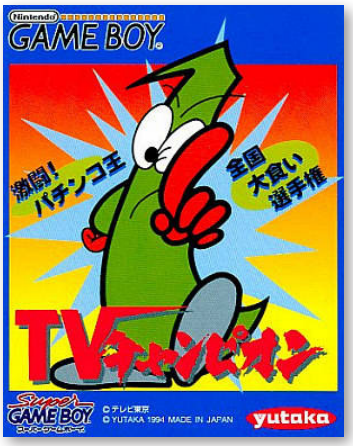



| | |
|---|---|
| **Developer** | Tom Create |
| **Publisher** | Yutaka |
| **Release date** | (jp) October 28, 1994 |
| **Genre** | Sports |

TV Champion is based on the game show of the same name, broadcast on TV Tokyo. Japanese literacy is required to understand the rules and to properly play the game. Players have the ability to collect rice in a dish, collect food items to return to their goal post, or do stunts like pachinko under a strict time limit. All players must eventually win the "Gluttony Championship."

Despite popular opinion, there are no trivia questions to be answered in the game.

6.2




J

## Twin







| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Athena |
| **Release date** | (jp) January 31, 1992 |
| **Genre** | Role-playing |

Twin came out in 1992 for the Gameboy and was published by Athena. The plot of the game revolves around a hero and some generic evil. The player, as the hero, is summoned to try to do something about it. After talking to the king, players can do the usual stocking up at the various store and head into the tower of evil. The game is a is a simple combination of grinding and exploration. Later in the game, players can start buying golems to provide more defense in battle.

*"retrojrpg.thefannish.org"*

7.2




J

6.9




J

## Uchuu no Kishi Tekkaman Blade

**Developer** Sun L
**Publisher** Yutaka
**Release date** (jp) December 18, 1992
**Genre** Shooter

Uchuu no Kishi: Tekkaman Blade is a shoot 'em up game based on the anime of the same name, which was a 1990s relaunch of the original 1970s Tekkaman anime.

The game is a traditional side-scrolling shoot 'em up for the most part, with the player controlling Tekkaman Blade as he cuts a swath through the alien forces.

*"giantbomb.com"*






7.7




J

## Uchuu Senkan Yamato

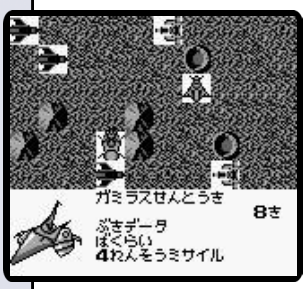
**Developer** n/a
**Publisher** Bec
**Release date** (jp) July 17, 1992
**Genre** Strategy

Uchū Senkan Yamato is an adaptation of the anime series of the same name, also known as Star Blazers. It adapts the story of the original 1974 television series.

The game presents the adventures of the Yamato and her crew as a series of turn-based battles, each based on encounters from the series. The goal in each level is usually to get the Yamato to a certain point on the map, representing an obstacle like a Gamilan base or a natural hazard.

*"mobygames.com"*



7.5




J N

OFFICIAL GAME LINK GAME PAK

## Ultima: Runes of Virtue

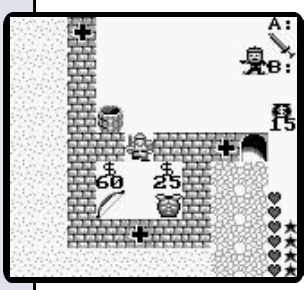
**Developer** Origin Systems
**Publisher** FCI, (jp) Pony Canyon
**Release date** (us) July 1992
**Genre** Action role-playing

Runes Of Virtue is an action-RPG specifically made for the Game Boy. Taking place in the Ultima universe, the task is to gather the eight virtue rune stones from the eight dungeons which oppose the virtues. The Black Knight has stolen the virtues from the castle of Lord British, and it is the players job to recover them.

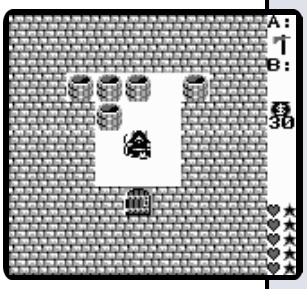
Initially, players can choose between four characters; Shamino the ranger, Dupre the swordsman, Iolo the bard, and Mariah the mage.

*"mobygames.com"*





## Ultima: Runes of Virtue II

7.1

| | |
|---|---|
| **Developer** | Origin Systems |
| **Publisher** | FCI, (jp) Pony Canyon |
| **Release date** | (us) March 1994 |
| **Genre** | Action role-playing |

Runes Of Virtue 2 is the sequel to Runes Of Virtue for the Game Boy. Released on the SNES as well as the Game Boy, Runes Of Virtue 2 maintains the action-RPG gameplay as the original. In this game, the Black Knight kidnaps Lord Tholden, simply out of boredom. Lord British sends the player, the Avatar, out to recover Tholden and return peace to Brittania.

As in the first Runes Of Virtue game players have the choice of selecting one of four characters.

*"mobygames.com"*









6.2



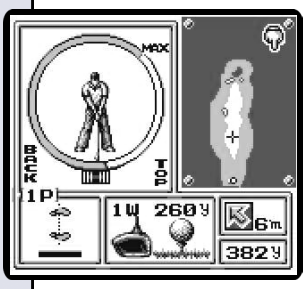

Rarity US: 3

## Ultra Golf

| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami, (us) Ultra Games |
| **Release date** | (us) March 1992<br>(eu) 1994 |
| **Genre** | Sports |

Ultra Golf, also known as Konami Golf, is a golf game for the Game Boy system. The game features two courses and a tournament mode, in which a player must win on the first course to play tournaments on the second course. It also has a practice mode which allows the player to play both courses regardless of the tournament status.






## Ultraman







**Developer** n/a
**Publisher** Bec
**Release date** (jp) December 29, 1991
**Genre** Fighting

Ultraman is a port of the Super FamiCom game of the same name. The Game Boy version is a, some would say broken, fighting game, were players, as Ultraman, fight their way through several monsters from the series. To win a fight, players beat the healt bar of the enemie down, then use a special move to finish them off.

The game was published by Bec and released in Japan in 1991.

*"CGRundertow"*

3.6

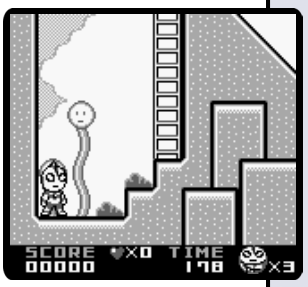



J

## Ultraman Ball

Super GAME BOY




**Developer** n/a
**Publisher** Bec
**Release date** (jp) December 22, 1994
**Genre** Platformer

Ultraman Ball, a 2D platformer, feature Ultraman and his companions. Ultraman is reimagined as a hero who is able to transform into a ball mode, and uses this new power to save his friends. The game is a re-package of a proposed Armadillo NES sequel.

In his standard bipedal form, Ultraman is able to cling onto walls and climb up them by repeatedly jumping. As the ball, Ultraman can bowl over enemies and build speed on slopes to help him reach new areas.

*"giantbomb.com"*

8.0




J

## Ultraman Chou Toushi Gekiden

Super GAME BOY





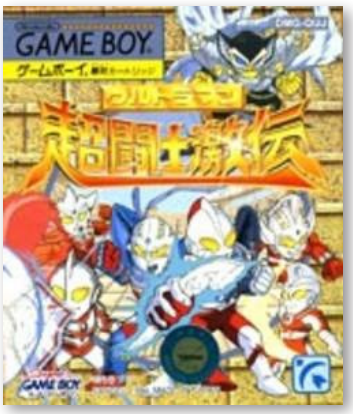


**Developer** n/a
**Publisher** Angel
**Release date** (jp) August 26, 1994
**Genre** Action

Based on the Ultraman series. this game has players do everything from platfomring to side scroll shooting

The game was published by Angel (Bandai), which was released in Japan in 1994. It has Super Game Boy compatibility and feature multiple borders.

6.7




J

7.8




J

## Ultraman Club: Teki Kaijuu o Hakken Seyo!

| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Bandai |
| **Release date** | (jp) May 26, 1990 |
| **Genre** | Strategy |

Ultraman Club: Teki Kaijuu o Hakken Seyo! is a strategy war game based on the Ultraman franchise. The game was developed by TOSE and published by Bandai, which was released in Japan in 1990.






8.3




J

## Umi no Nushi Tsuri 2

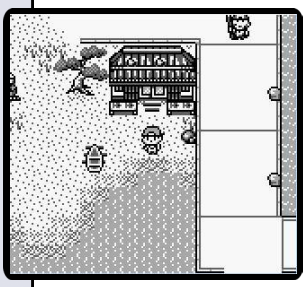
Super GAME BOY

| | |
|---|---|
| **Developer** | TOSE |
| **Publisher** | Pack-In-Video |
| **Release date** | (jp) July 10, 1998 |
| **Genre** | Role-playing |

Umi no Nushi Tsuri 2 is the portable follow-up to the SNES original. The game was developed by Pack-In-Video and published by Victor Interactive Software.

A North American release was initially planned under the title of Legend of the Sea King but was eventually cancelled.



5.1




P

## Un Indien Dans La Ville

Super GAME BOY

| | |
|---|---|
| **Developer** | Titus Software |
| **Publisher** | Titus Software |
| **Release date** | (eu) 1995 |
| **Genre** | Action-platformer |

Un indien dans la ville (An Indian in the city) is based on a 1994 French film by Hervé Palud. The plot is about a boy raised as an Amazonas Indian who moves with his father to Paris.

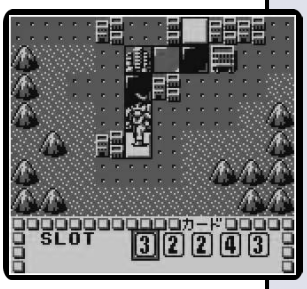
The game is an action platformer, developed and published by Titus Software, which was released in Europe in 1995.






## Undercover Cops Gaiden: Hakaishin Garumaa



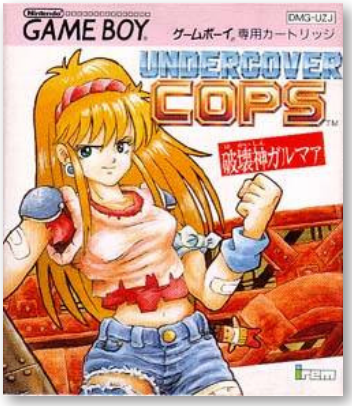




**Developer** n/a
**Publisher** Irem
**Release date** (jp) December 10, 1993
**Genre** Role-playing, Board game

Undercover Cops: Hakaishin Garumaa, a turn-based traditional game, is a spin-off of Irem's 1992 beat 'em up arcade game simply titled Undercover Cops.

Similar in design to the later Mario Party titles, players begin by choosing one of three of the undercover cops. The player begins at the start location of the board and must use one of their "numbered value tiles".

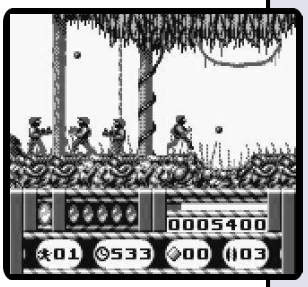
8.3




J

## Universal Soldier




**Developer** The Code Monkeys
**Publisher** Accolade
**Release date** (us) December 1992
(eu) 1993
**Genre** Action-platformer

Console conversions of Turrican II for the Mega Drive, SNES and Game Boy were produced by The Code Monkeys for Accolade, who had kept the rights for the console ports of the franchise. At a late stage in the development, Accolade also acquired rights to produce a game spin-off of the Jean-Claude Van Damme movie Universal Soldier and decided to rebrand the game as Universal Soldier. Turrican's sprite was changed into a marine and several other substitutions were made.

6.3




N P

Rarity US: 6

## Uno: Small World







**Developer** n/a
**Publisher** Tomy
**Release date** (jp) November 26, 1993
**Genre** Cards

Uno: Small World is a Japan-only Uno game for the Game Boy. It was published by Tomy Corporation, which was released in Japan in 1993.

9.0




J

8.0




J

OFFICIAL GAME LINK GAME PAK

## Uno 2: Small World

Super GAME BOY

| | |
|---|---|
| **Developer** | Jupiter |
| **Publisher** | Tomy |
| **Release date** | (jp) March 3, 1995 |
| **Genre** | Cards |

Uno 2: Small World is the sequel to Uno: Small World. The game was developed by Jupiter Corporation and published by Tomy Corporation, which was released in Japan in 1995.






5.2




N P

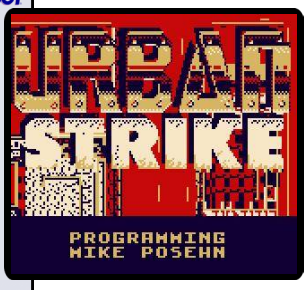
Rarity US: 4

## Urban Strike

Super GAME BOY

| | |
|---|---|
| **Developer** | Borta |
| **Publisher** | Black Pearl Software |
| **Release date** | (us) November 1996<br>(eu) 1996 |
| **Genre** | Shooter |

Urban Strike, initially released for the Genesis in 1994, is the third game in the Strike series. In the game, an evil genius named H. R. Malone has started a cult and managed to gather millions of followers. Malone is using his influence and wealth to build a super weapon with which he will overthrow the government. Players will once again suit up and take control of various types of helicopters to stop Malone's evil scheme.






7.2




J

## Urusei Yatsura: Miss Tomobiki o Sagase!

| | |
|---|---|
| **Developer** | KID |
| **Publisher** | Yanoman |
| **Release date** | (jp) July 3, 1992 |
| **Genre** | Role-playing |

Urusei Yatsura: Miss Tomobiki o Chigase! is a role-playing game developed by KID Corp. and published by Yanoman Corporation for the Game Boy platform.






## V-Rally Championship Edition






**Developer** Velez & Dubail
**Publisher** Ocean
**Release date** (eu) 1998
**Genre** Racing

The GameBoy version of the popular V-Rally series, includes 4 licensed cars and 20 racing tracks from different countries with varying weather conditions (raining on the English track, snow in Sweden etc.), and two game modes: Arcade and Championship. In Arcade mode players race against the clock, and in Championship mode they race against other cars to get to the finish line first.

*"mobygames.com"*

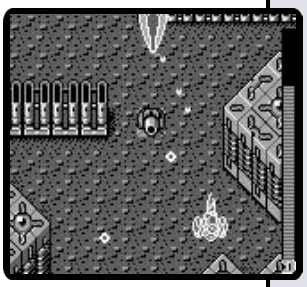
8.6




P

## Vattle Giuce



**Developer** n/a
**Publisher** IGS
**Release date** (jp) July 12, 1991
**Genre** Shooter

Vattle Giuce is a fast paced shooter for the Game Boy. It was published by IGS, which was released in Japan in 1991.

7.6

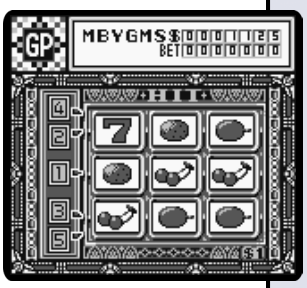



J

## Vegas Stakes

Super GAME BOY




**Developer** HAL Laboratory
**Publisher** Nintendo
**Release date** (us) December 1995
**Genre** Casino

Vegas Stakes is a handheld version of the console version and the sequel to Vegas Dream for the NES. The player starts out with $1,000 and can chose from a plethora of games like slot machines, blackjack, poker, craps and roulette.

There are four different casinos to choose from, unlocked by the players winnings, each with their own different betting structures and odds of winning.

*"mobygames.com"*

7.6




N

Rarity US: 3



8.0




J

## Versus Hero: Kakutou Ou e no Michi

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Banpresto |
| **Release date** | (jp) August 7, 1992 |
| **Genre** | Fighting |

Versus Hero: Kakutou Ou e no Michi is an early crossover fighting game for Game Boy, with characters from Kamen Rider, Ultraman, and Gundam franchises.

The game was published by Banpresto, which was released in Japan in 1992.







6.6



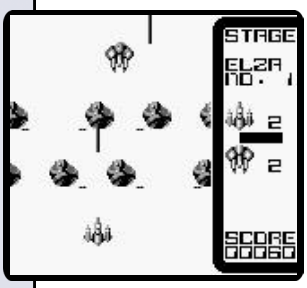

J

## Volleyfire

| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Toei Animation |
| **Release date** | (jp) June 29, 1990 |
| **Genre** | Shooter |

Volleyfire is a shooter with simple gameplay mechanics: Two space ships (in later levels up to three against the player) are placed on the lower respectively upper side of the screen, can move left or right and try to shoot each other. Between them are obstacles which obfuscate the shots and, depending on the level, may move horizontally or vertically. When the latter is the case, a collision should be avoided. Every successful shot lowers the energy bar of the opponent and when it runs out, a life is lost.

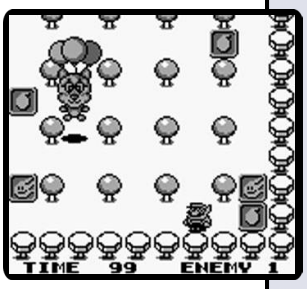


## Wario Blast: Featuring Bomberman!

Super Game Boy




**Developer** Hudson Soft
**Publisher** Nintendo, (jp) Hudson Soft
**Release date** (us) November 1994
(eu) 1994
**Genre** Action

Wario Blast: Featuring Bomberman! is the western release of Bomberman GB. It is a crossover between Nintendo's Wario franchise and Hudson's signature Bomberman franchise.

Throughout the game, the objective of the game is to blow up enemies to move on to the next stage.

7.1




J N P

## Wario Land: Super Mario Land 3

Super Game Boy






**Developer** Nintendo
**Publisher** Nintendo
**Release date** (us) February 7, 1994
(eu) May 13, 1994
**Genre** Platformer

Despite being advertised as Super Mario Land 3, Wario Land gameplay proves completely different from that of the Mario titles. There are no princesses to save, no world in peril. There is only one goal: for Wario to earn as much money as possible, in an effort to buy his own massive castle and make Mario jealous. The larger the cash total Wario has collected at the end of the game, the better house (and ending) that Wario will receive.

8.0




J N P

Rarity US: 3

## Wario Land II

Super Game Boy







**Developer** Nintendo
**Publisher** Nintendo
**Release date** (us) March 2, 1998
(eu) March 26, 1998
**Genre** Platformer

Wario Land II was the last first-party title made for the Game Boy and was later remade to take advantage of the Game Boy Color hardware. In this game, Wario has to recover his treasure from Captain Syrup and her Black Sugar Gang.

Unlike in most video games of the time, the game's challenge comes mostly through impeding player progress by implementing physical obstacles, puzzle-solving or forcing Wario back to previously-visited areas.

7.9




N P

Rarity US: 3

3.0




P

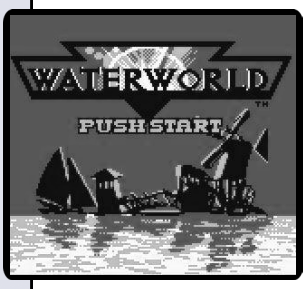
## Waterworld

**Developer** PAM Development
**Publisher** Ocean
**Release date** (eu) 1995
**Genre** Action

Waterworld is an action game based on the movie of the same name. The player takes the role of an unnamed drifter who has to fight against pirates, called Smokers, who are after a girl the drifter picked up before.

From a gameplay standpoint, this game is similar to the SNES Waterworld, but with different levels (eight divided into six stages each). There are three types of levels: sailing on a raft while shooting everything that moves, diving underwater and platforming.

*"mobygames.com"*






6.4




N P

OFFICIAL GAME LINK GAME PAK

## Wave Race

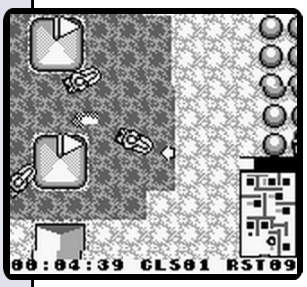
Super GAME BOY

**Developer** Pax Softnica
**Publisher** Nintendo
**Release date** (us) July 1992
(eu) June 24, 1997
**Genre** Racing

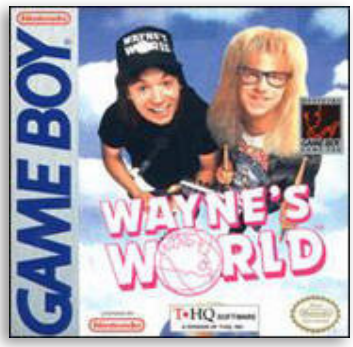
Wave Race is the first game in the personal watercraft racing series. The game is relatively simple, in that the player controls a jet skier around a track aiming to beat the computer or up to three friends using the link cable accessory.

Wave Race sold well enough to earn a Player's Choice medal and was later followed by two sequels: Wave Race 64 and Wave Race: Blue Storm.




3.5




N

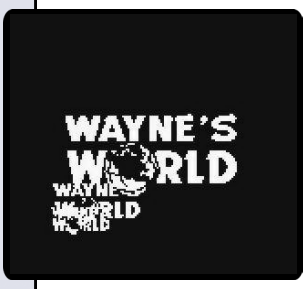
Rarity US: 7

## Wayne's World

**Developer** Radical Entertainment
**Publisher** THQ
**Release date** (us) November 1993
**Genre** Action-platformer

Wayne's World is based on the film Wayne's World and feature both protagonists Wayne and Garth as playable characters.

Player controls both Wayne and Garth in different levels. Garth's main attack is a laser gun and Wayne has a kick.












## WCW World Championship Wrestling: The Main Event

6.5



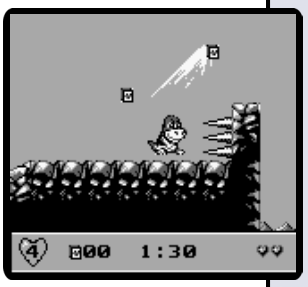

N P




**Developer** Beam Software
**Publisher** FCI
**Release date** (us) February 1994
(eu) 1994
**Genre** Sports

There are two types of matches available: a set number of falls (best of one, three, or five) and a set time limit (five, ten, or fifteen minutes). Each wrestler has his unique special move along with punch, clothesline, bodyslam, suplex, dropkick, and cross body block. One can choose between a single match and an elimination match which runs the gauntlet of the remaining wrestlers.




## We’re Back!: A Dinosaur’s Story

4.0




N P

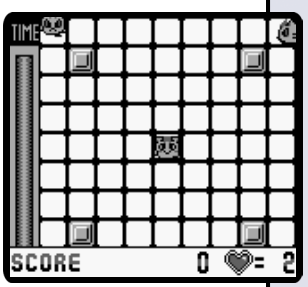



**Developer** Beam Software
**Publisher** Laser Beam Entertainment, (us) Hi Tech Expr.
**Release date** (us) October 1993
(eu) 1993
**Genre** Platformer

The Game Boy version of We’re Back is one of four different releases from Laser Beam Entertainment on the Game Boy in which all of the game play is the same with only sprites changed. The versions of this game are: (united states) We’re Back! A Dinosaur Story, (sweden) Bamse, (australia) Agro Soar, and Baby T-Rex.

*“giantbomb.com”*




## Wedding Peach: Jamapii Panic

Super GAME BOY

7.7




J

**Developer** Atelier Double
**Publisher** KSS
**Release date** (jp) December 8, 1995
**Genre** Puzzle

Wedding Peach: Jamapii Panic is a puzzle game based on the Wedding Peach shōjo manga written by Sukehiro Tomita and illustrated by Nao Yazawa. The game was developed by Atelier Double and published by KSS for the Game Boy platform. The game was only released in Japan.

7.6




J

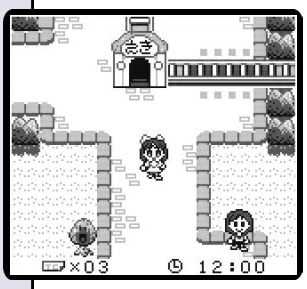
## Welcome Nakayoshi Park

**Developer** Tom Create
**Publisher** Bandai
**Release date** (jp) March 3, 1994
**Genre** Mini-games

Welcome Nakayoshi Park is a video game released for Nintendo Game Boy by Bandai in 1994. In the game, the player walks around Nakayoshi park, playing different mini-games. After they are all beaten, the player can gain access to a castle in the center of the park. This game features several other characters from Nakayoshi magazine along with Sailor Moon characters.

*"sailormoon.wikia.com"*




6.3




N P

## Wheel of Fortune

**Developer** Data Design Interactive
**Publisher** GameTek
**Release date** (us) September 1990
(eu) 1990
**Genre** Game show

Wheel of Fortune is based on the popular game show produced by Merv Griffin. The goal is the same as the game show, which is to guess missing letters to solve a puzzle which covers the same subjects as found on the show, such as place, person, thing, phrase, etc.

Game play is for up to two players taking turns, or for one player against the computer. Gameplay moves through three rounds, and a bonus round for a grand prize.







6.5




N P

## Who Framed Roger Rabbit

**Developer** Capcom
**Publisher** Capcom
**Release date** (us) November 1991
(eu) 1991
**Genre** Adventure

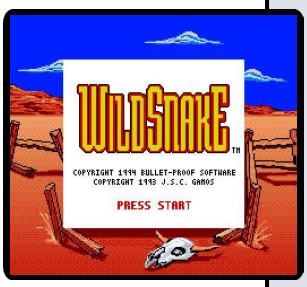
Who Framed Roger Rabbit is a 1991 overhead adventure game by Capcom. Based on the 1988 film of the same title, it was one of the earliest games designed by Shinji Mikami.

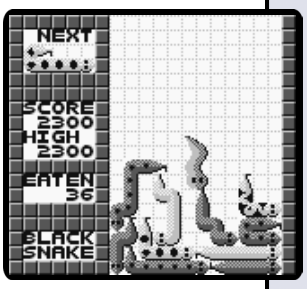
The player controls Roger Rabbit around Toontown to solve objectives to save Toontown and defeat Judge Doom. Roger simply interacts with objects and characters. There are collectible items Roger needs to access certain places and make progress.






## WildSnake




| | |
|---|---|
| **Developer** | Bullet-Proof Software |
| **Publisher** | Spectrum HoloByte, (jp) Yojigen |
| **Release date** | (us) September 1994 |
| **Genre** | Puzzle |

WildSnake, known as Super Snakey in Japan, is a puzzle video game inspired by Tetris. Snakes of varying shade of gray and lengths fall from the top of the screen and slither to the bottom. The goal is to clear out the snakes by touching two of the same color.

When two snakes of the same "color" touches they disappear. Sometimes a flashing WildSnake will appear and destroy every snake of the same color it touches.

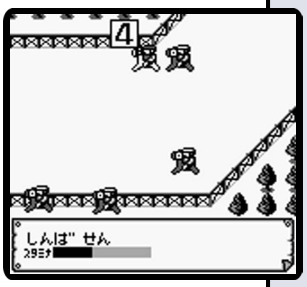
8.6




Rarity US: 4

## Winner's Horse




| | |
|---|---|
| **Developer** | NCS |
| **Publisher** | NCS |
| **Release date** | (jp) September 20, 1991 |
| **Genre** | Sports |

Winner's Horse is a horse racing game, developed and published by NCS, which was released in Japan in 1991.

8.7




## Winter Olympic Games: Lillehammer '94







| | |
|---|---|
| **Developer** | Unexpected Development |
| **Publisher** | U.S. Gold |
| **Release date** | (us) January 1994<br>(eu) 1994 |
| **Genre** | Sports |

Winter Olympic Games is the officially licensed game for the Winter Olympics tournament of 1994 in Lillehammer, Norway. The European version, released as Winter Gold, does not feature the license, but is otherwise the same game.

The player can compete for one of 20 different nations in 7 different events.

*"mobygames.com"*

7.6



8.5




J

## Wizardry Gaiden 1: Suffering of the Queen

**Developer** Sir-Tech
**Publisher** ASCII Corporation
**Release date** (jp) October 1, 1991
**Genre** Role-playing

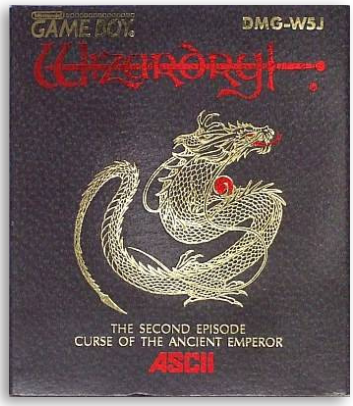
Wizardry Gaiden is a side story Wizardry game for Gameboy. It is an original, Japanese-only title, and is not a port of any computer versions. Its developer, ASCII, was also the developer that created the Wizardry 1 through 6 remakes for FamiCom and Super FamiCom, and as such Wizardry Gaiden retains much of the same look and feel of other console titles in the series. The gameplay system most closely resembles Wizardry V (released the following year for Super Famicom).







6.9




J

## Wizardry Gaiden 2: Curse of the Ancient Emperor

**Developer** Sir-Tech
**Publisher** ASCII Corporation
**Release date** (jp) December 26, 1992
**Genre** Role-playing

Wizardry Gaiden II is the second in the Japan-exclusive Wizardry Gaiden series. The scenario was written by the Japanese author Benny Matsuyama, and is not based on any Wizardry game developed by Sir-tech. Developed by ASCII, the same company that created console versions of other Wizardry games, Wizardry Gaiden II shares many similarities to other console entries in the series in style.

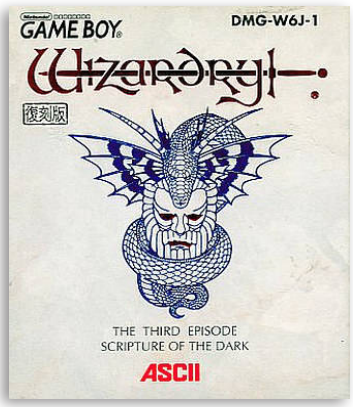
*"mobygames.com"*







8.1




J

## Wizardry Gaiden 3: Scripture of the Dark

**Developer** Sir-Tech
**Publisher** ASCII Corporation
**Release date** (jp) September 25, 1993
**Genre** Role-playing

Scripture of the Dark is the last game in the Wizardry Gaiden series on the Game Boy. The forth game continued on the Super FamiCom.

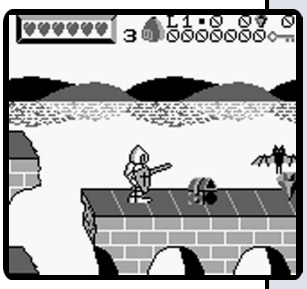
Like the two other games in the series, the third also received an english fan translation. Fan translator and ROM hacker Tangyi_Chang released a English fan translation patch for Wizardry Gaiden III on ROM-Hacking.net to sit aside his two previous efforts.






## Wizards & Warriors X: The Fortress of Fear



**Developer** Rare
**Publisher** Acclaim
**Release date** (us) January 1990
(eu) 1990
**Genre** Action-platformer

Taking place after the events in Ironsword: Wizards & Warriors II, the game features the knight warrior Kuros; he sets out to the Fortress of Fear to defeat the evil wizard Malkil, who, after 17 years of dormancy, has captured Princess Elaine and has imprisoned her there. In contrast to the previous games in the series, gameplay is more linear.

6.2

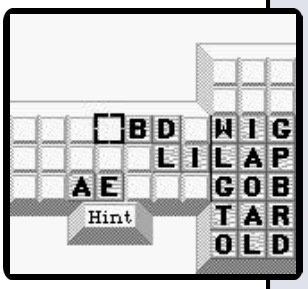



N P

Rarity US: 3

## WordZap




**Developer** Realtime Associates
**Publisher** Jaleco
**Release date** (us) September 1992
**Genre** Puzzle

WordZap is a puzzle game designed by Michael F.C. Crick, son of scientist Francis Crick. In 1991, it was included with Volume 3 of the Microsoft Entertainment Pack and was later released by Jaleco for the Game Boy in 1992. The game has been compared with Scrabble and Boggle; in WordZap players "zap" letters in order to make proper English words.

An updated version for newer editions of Windows is available on the game's official website as shareware.

7.3

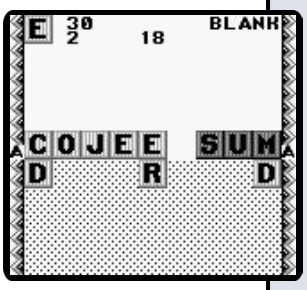



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OFFICIAL GAME LINK GAME PAK

## Wordtris




**Developer** Realtime Associates
**Publisher** Spectrum HoloByte
**Release date** (us) November 1992
**Genre** Puzzle

Wordtris is a Tetris offshoot designed by Alexey Pajitnov. The object of the game is to build words of three letters or more using the tiles that fall from the top of the playing area. Words can be constructed horizontally or vertically, and multiple words can overlap each other. If the player manages to construct the magic word at the top of the screen, the well will be cleared of all tiles and the player will receive a large bonus.

6.0




N

Rarity US: 5

OFFICIAL GAME LINK GAME PAK

6.1




J P

OFFICIAL GAME LINK GAME PAK

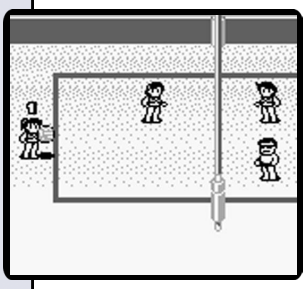
## World Beach Volley: 1992 GB Cup

**Developer** Graphic Research
**Publisher** Taito Corporation, (jp) IGS
**Release date** (eu) 1992
**Genre** Sports

World Beach Volley: 1992 GB Cup is a port Sonic Spike, a 1990 volleyball game released for the TurboGrafx-16. The game features the usual volleyball mechanics of passing and setting the ball up for spikes.

Taito was going to release it in North America as "Beach Volley" however it was canceled.



5.8




J N

Rarity US: 5

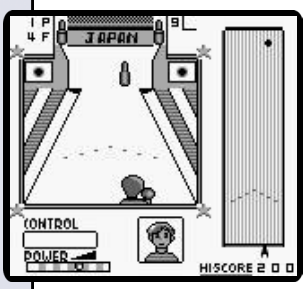
## World Bowling

**Developer** Athena
**Publisher** Romstar, (jp) Athena
**Release date** (us) April 1990
**Genre** Sports

World Bowling is a bowling game in which the player has to beat bowling alleys from six different countries (England, China, Japan, Canada, France, USA). To win the game, all alleys have to be beaten in a row with an increasing points requirement (200 to 250) - if the score is missed once, it is back to the beginning.

The throw is divided into three parts: character position on the alley, control and power. While the first is simply chosen by lining the character up, the latter two are reaction games.




7.9




J N P

Rarity US: 5

OFFICIAL GAME LINK GAME PAK

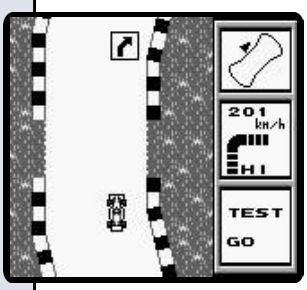
## World Circuit Series

**Developer** Konami
**Publisher** Konami, (us) Ultra Games
**Release date** (us) March 1992
(eu) 1992
**Genre** Racing

F-1 Spirit, released in North America as World Circuit Series and in Europe as The Spirit of F-1, was released for the Game Boy in 1991. It is a top-viewed racing game like the original MSX game.

Players can compete in Formula 3, Formula 3000 and Formula 1. 25 different tracks from around the world are featured, with some of them only playable on the according class.

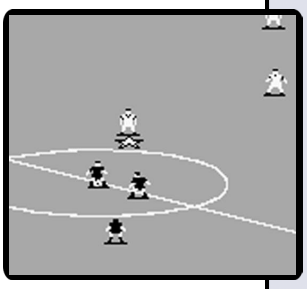


## World Cup 98

Super GAME BOY



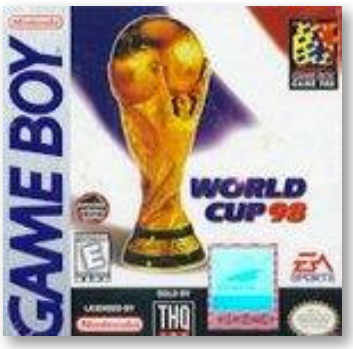



| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | THQ |
| **Release date** | (us) June 1998 |
| | (eu) June 1998 |
| **Genre** | Sports |

World Cup 98 is a licensed game of the 1998 Football World Cup held in France from June 10 to July 12. Unlike the PC and console versions of the same name, this release does not feature official player names. Also, this version of the game features a 2D isometric view instead of the 3D graphics of the previously mentioned title. It uses the same engine and most graphics from the Game Boy version of FIFA 98: Road to World Cup.

*"mobygames.com"*

6.8

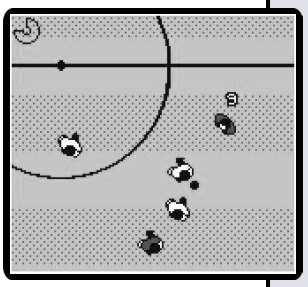



N P

Rarity US: 5

## World Cup USA '94



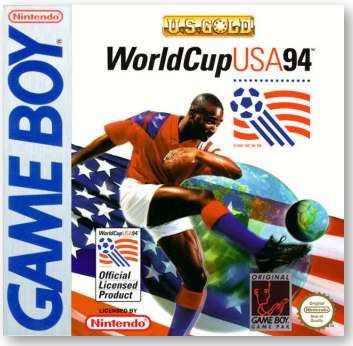



| | |
|---|---|
| **Developer** | Tiertex Design Studios |
| **Publisher** | U.S. Gold, (jp) SunSoft |
| **Release date** | (eu) 1994 |
| **Genre** | Sports |

World Cup USA 94 is a top-down soccer game recreating the namesake tournament. Beside the 24 teams who qualified for the actual World Cup, other significant footballing nations like England, France and Denmark can be drafted in. Tackling is difficult and passing is easy, making for a flowing end-to-end style of play. The presentation of the menus is largely icon-based, with the official mascot featured prominently.

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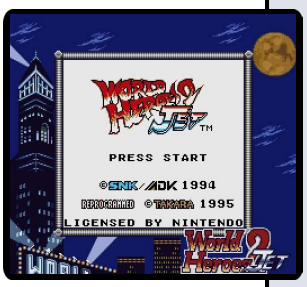
7.8




J P

## World Heroes 2 Jet

Super GAME BOY







| | |
|---|---|
| **Developer** | Takara |
| **Publisher** | Takara |
| **Release date** | (us) August 1995 |
| | (eu) 1995 |
| **Genre** | Fighting |

World Heroes 2 Jet is a port of a 1994 fighting arcade game by ADK. It became the first and only title of the series to receive a port on a handheld, with Super Game Boy features added to it, as well as characters being super deformed due to the handheld platform's screen being small. This port was first released in Japan as Nettō World Heroes 2 Jet, as part of Takara's Nettō Dead Heat Fighters series of Game Boy conversions of arcade fighting games.

7.4

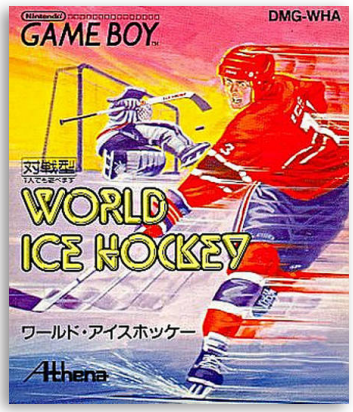



J N P

Rarity US: 5

OFFICIAL GAME LINK GAME PAK

7.6




J

## World Ice Hockey

**Developer** n/a
**Publisher** Athena
**Release date** (jp) April 12, 1991
**Genre** Sports

World Ice Hockey is a top-down ice hockey game. The player has the choice between eight national teams (URS, Canada, Finland, Germany, Czech Republic, Sweden, USA and Japan) which can be either play an exhibition match or a tournament; the latter being a series of matches which have to be won. The game feature various tactical options which can be set before and during the match. Sometimes during the matches, two players can fight each other.

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5.0




P

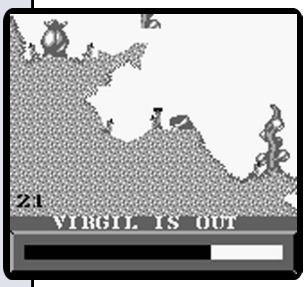
## Worms

**Developer** Team 17
**Publisher** Ocean
**Release date** (eu) 1995
**Genre** Strategy

Worms is a multi-platform turn based artillery game, similar to other early games in the genre such as Scorched Earth. The aim is to use various weapons to kill the worms on the other teams and have the last surviving worm(s).

The game was originally created by Andy Davidson as an entry for a Blitz BASIC programming competition run by the Amiga Format magazine, a cut-down version of the programming language having been cover-mounted previously.




4.8




J N P

Rarity US: 5

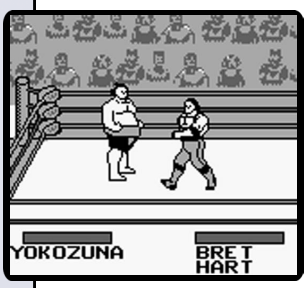
OFFICIAL GAME LINK GAME PAK

## WWF King of the Ring

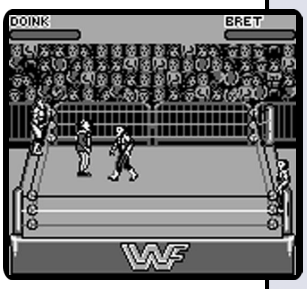
**Developer** Eastridge Technology
**Publisher** LJN, (jp) Acclaim Japan
**Release date** (us) September 1993
(eu) 1994
**Genre** Sports

WWF King of the Ring is a professional wrestling video game based on the World Wrestling Federation, released in 1993 for the NES and Game Boy. It was the final WWF game released for the NES, and third WWF game released for the Game Boy. In this game, players can vie for the title of King of the Ring by competing in an eight-man single elimination tournament. Additionally, players can battle the entire roster through a string of singles matches to become WWF Champion.



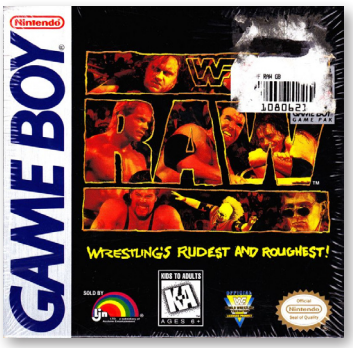






# WWF Raw

4.6



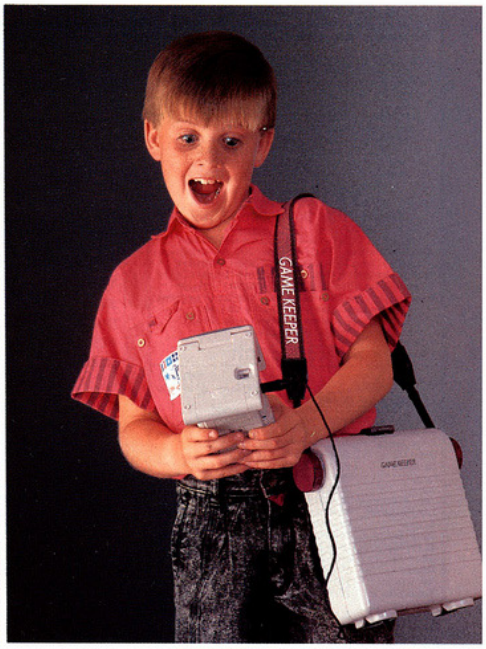

| | |
|---|---|
| **Developer** | Realtime Associates |
| **Publisher** | LJN |
| **Release date** | (us) September 1994<br>(eu) 1994 |
| **Genre** | Sports |

WWF Raw is a professional wrestling game featuring up to eight superstars from the World Wrestling Federation: Bret Hart, The Undertaker, Shawn Michaels, Razor Ramon, Yokozuna, Diesel, Doink the Clown, and Lex Luger.

Players attempt to pin the opponents to the mat by reducing their power meter until they can fight no more.


Keeping It Portable Was Tough...Until Now.









Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy ***GAME KEEPER*** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

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6.5




J N P

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## WWF Superstars

**Developer** Rare
**Publisher** LJN, (jp) Hot B
**Release date** (us) April 1991
(eu) 1991
**Genre** Sports

WWF Superstars was the first WWF/E game for the Game Boy system. Before every match, wrestlers cut promos on their opponent. Following the match, Vince McMahon comments on the action. The wrestlers each have two comments. One is a generic taunt, while the second is specific to the opponent.

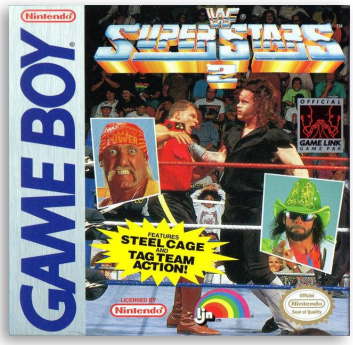
The game features five wrestlers: Hulk Hogan, "Macho Man" Randy Savage, The Ultimate Warrior, "The Million Dollar Man" Ted DiBiase, and Mr. Perfect.







5.4




J N P

Rarity US: 3

OFFICIAL GAME LINK GAME PAK

## WWF Superstars 2

**Developer** Sculptured Software
**Publisher** LJN, (jp) Acclaim Japa
**Release date** (us) August 1992
(eu) 1993
**Genre** Sports

WWF Superstars 2 features a more limited moveset than its predecessor. All wrestlers share the same moveset with no signature moves. Moves are limited to strikes (punching and kicking), grapples (headbutt, suplex, and bodyslam), ground attacks (stomp and elbow drop), Irish whip moves (clothesline and dropkick), and an aerial attack (flying elbow drop). Players can press the Select button once per match to regain strength.







5.0




N P

## WWF War Zone

Super GAME BOY

**Developer** Probe Entertainment Limited
**Publisher** Acclaim
**Release date** (us) June 1998
(eu) 1998
**Genre** Sports

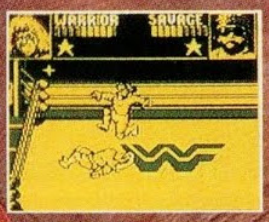
WWF War Zone is a multi-platform wrestling game. The Game Boy version was released in June 1998. Modes of play include singles, tag team and WWF Challenge. There is also an option to set the difficulty level and length of matches. The game includes some of the wrestlers from the other versions, including Shawn Michaels, Stone Cold Steve Austin, The Undertaker and Kane. All wrestlers share the same moves except for their finishing moves.



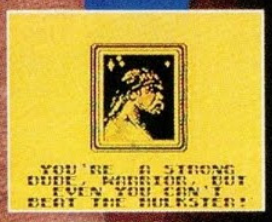



# THE ULTIMATE GAME BOY GAME.

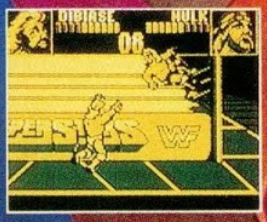



**INCREDIBLE WRESTLING ACTION!**
Take on your favorite WWF Superstars with the piledriver, suplex, dropkick and more!




**TV INTERVIEWS:**
Anybody want to take on these 24" Pythons?




**OUT-OF-THE-RING MAYHEM!**
Watch out for a powerslam!




**TURNBUCKLE TURMOIL!**
Unleash a devastating flying leap on your opponent!




Step into the ring with Ultimate Warrior™, Hulk Hogan™, Mr. Perfect™, Million Dollar Man Ted DiBiase™ and Macho King Randy Savage™!

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8.2




J

## X

Super GAME BOY

| | |
|---|---|
| **Developer** | Nintendo |
| **Publisher** | Nintendo |
| **Release date** | (jp) May 29, 1992 |
| **Genre** | Action, Simulation |

The game was influenced by the Starglider series, and was originally slated to be published by Mindscape as Eclipse or Lunar Chase, but Nintendo took over the project after becoming interested in the concept of having three-dimensional graphics on the Game Boy. Then Nintendo president Hiroshi Yamauchi renamed the game X, shortly before its release. The Japanese magazine Famitsu listed X as one of the four most influential Game Boy games released, as it was the first 3D game released for a portable system in Japan.









## Xenon 2 Megablast







**Developer** Teeny Weeny Games
**Publisher** Mindscape, (jp) PCM Complete
**Release date** (us) October 1992
(eu) 1992
**Genre** Shooter

Xenon 2 Megablast, originally produced for the Amiga and Atari ST, and later converted to the Game Boy, is a vertically scrolling shoot 'em up. Unusual for the genre at the time, the player's spaceship can reverse the scrolling of the play area for a limited distance; which is used in the game for defeating bosses, avoiding enemies and escaping dead ends.

The game is known for its theme music originally by Tim Simenon (based on the theme of Precinct 13).

6.1

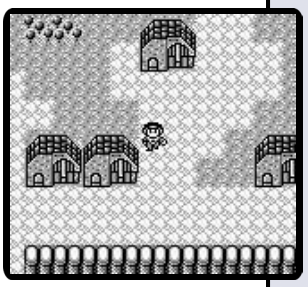



J N P

Rarity US: 5

## Xerd no Densetsu



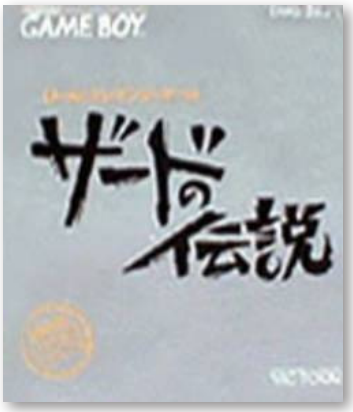



**Developer** Graphic Research
**Publisher** Vic Tokai
**Release date** (jp) October 18, 1991
**Genre** Role-playing

Xerd no Densetsu is a role-playing game, developed by Graphic Research and published by Vic Tokai, which was released in Japan in 1991.

Players take the role of a prince, who have to defeate his evil twin brother.

7.9




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## Xerd no Densetsu 2: Xerd!! Gishin no Ryouiki



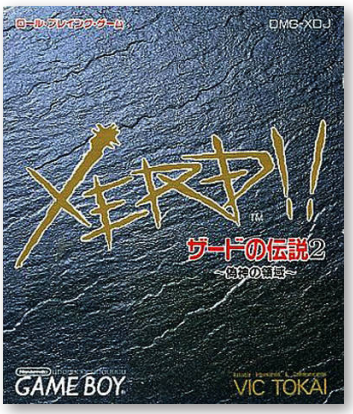




**Developer** Graphic Research
**Publisher** Vic Tokai
**Release date** (jp) February 19, 1993
**Genre** Role-playing

Xerd no Densetsu II is a role-playing game, developed by Graphic Research and published by Vic Tokai, which was released in Japan in 1993.

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6.8




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OFFICIAL GAME LINK GAME PAK

## Yakuman

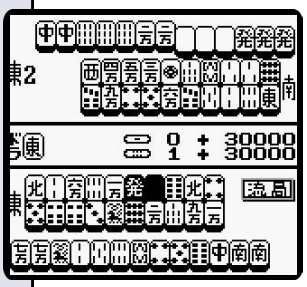
Super GAME BOY

| | |
|---|---|
| **Developer** | Intelligent Systems |
| **Publisher** | Nintendo |
| **Release date** | (jp) April 21, 1989 |
| **Genre** | Board game |

Released alongside Alleyway, Super Mario Land, and Baseball, it bears the distinction of being the only of the four Japanese Game Box launch titles never released outside Japan.

Yakuman is the name of the winning hand in the Chinese board game, mahjong. Players have to beat the opponent's hand by either matching panels of different numbers within the same family or by grouping panels that belong to the same family in different numbers.



9.0



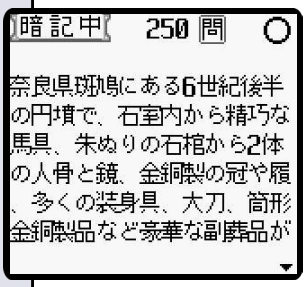

J

## Yamakawa Ichimonittou Nihonshi B Yougo Mondaishuu

| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Imagineer |
| **Release date** | (jp) April 22, 1998 |
| **Genre** | Edutainment |

Yamakawa Ichimonittou Nihonshi B Yougo Mondaishuu is a edutainment game, developed by C-Lab and published by Imagineer, which was released in Japan in 1998.




9.0



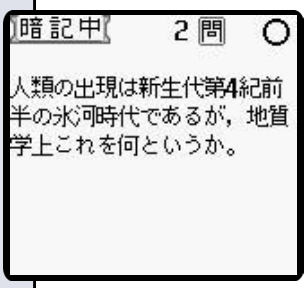

J

## Yamakawa Ichimonittou Sekaishi B Yougo Mondaishuu

| | |
|---|---|
| **Developer** | C-Lab |
| **Publisher** | Imagineer |
| **Release date** | (jp) March 20, 1998 |
| **Genre** | Edutainment |

Yamakawa Ichimonittou Sekaishi B Yougo Mondaishuu is a edutainment game, developed by C-Lab and published by Imagineer, which was released in Japan in 1998.



## Yogi Bear's Gold Rush







| | |
|---|---|
| **Developer** | Entertainment Int |
| **Publisher** | GameTek, (eu) Empire Interactive |
| **Release date** | (us) October 1994<br>(eu) November 24, 1994 |
| **Genre** | Action-platformer |

In this game, Yogi Bear has to save Jellystone National Park from an evil ghost named Jake; who stole the funds needed to keep the park operating. There are six different stages in the game that range from a large city to the Wild West.

GamePro rated the game as an inoffensive but unimpressive Super Mario clone, though they did praise the developers for creating an entirely new Yogi Bear game instead of a port of the SNES game.

7.6



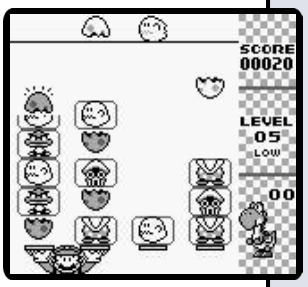

N P

Rarity US: 6

## Yoshi

Super GAME BOY




| | |
|---|---|
| **Developer** | Game Freak |
| **Publisher** | Nintendo |
| **Release date** | (us) July 1992<br>(eu) December 17, 1992 |
| **Genre** | Puzzle |

In Yoshi, also known as Yoshi's Egg and Mario & Yoshi, players is tasked with clearing monsters from the on-screen playing field. The monsters fall in from the top of the screen to build vertical stacks; the player must prevent a stack from growing too high such that it exits the play field. In order to so, the player swaps and moves the stacks about such that falling monsters collide with identical monsters stationed atop the stacks, causing them to be removed from play.

6.3




J N P

Rarity US: 2

OFFICIAL GAME LINK GAME PAK



6.9




J N P

Rarity US: 3

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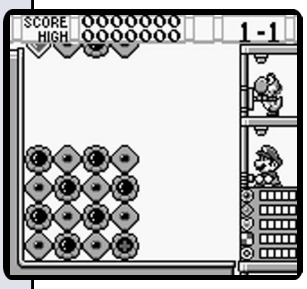
## Yoshi's Cookie

Super GAME BOY

| | |
|---|---|
| **Developer** | Bullet-Proof Software |
| **Publisher** | Nintendo |
| **Release date** | (us) April 1993 |
| | (eu) April 28, 1993 |
| **Genre** | Puzzle |

Yoshi's Cookie originally began development as a SNES game called "Hermetica" produced by game designer David Nolte. The game was first shown by Bullet-Proof Software at the 1992 Consumer Electronics Show. Nintendo obtained the licenses for the 8-bit (NES and Game Boy) versions of Hermetica, and developed the game into Yoshi's Cookie, which now featured Mario characters.




6.4




J

## Yu-Gi-Oh! Duel Monsters

Super GAME BOY

| | |
|---|---|
| **Developer** | KCE Shinjuku |
| **Publisher** | Konami |
| **Release date** | (jp) December 16, 1998 |
| **Genre** | Strategy |

Yu-Gi-Oh! Duel Monsters is the second Yu-Gi-Oh! video game, following Yu-Gi-Oh! Monster Capsule: Breed and Battle. It is the first game in the Duel Monsters series and the only Yu-Gi-Oh! game released for the Game Boy.

The game features 365 cards, with the last 15 cards being secret. The basic rules differ greatly from the card game, and are generally simpler.

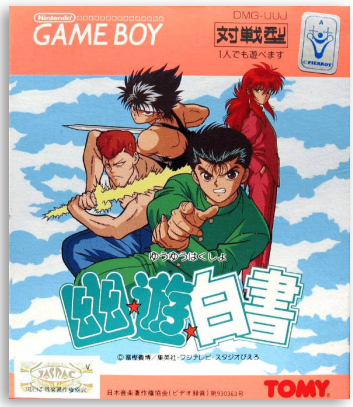
*"yugioh.wikia.com"*







7.0




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OFFICIAL GAME LINK GAME PAK

## Yū Yū Hakusho

| | |
|---|---|
| **Developer** | Tomy |
| **Publisher** | Tomy |
| **Release date** | (jp) July 23, 1993 |
| **Genre** | Action |

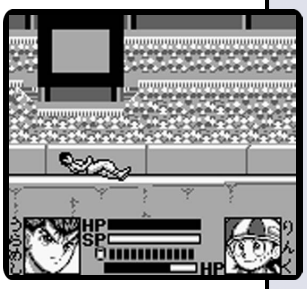
Yu Yu Hakusho is the first game based on the large anime and manga franchise for Game Boy. It was developed and published by Tomy Corporation, which was released in Japan in 1993.












## Yū Yū Hakusho Dai-Ni-Dan: Ankoku Bujutsu Kai Hen

**Developer** n/a
**Publisher** Tomy
**Release date** (jp) December 10, 1993
**Genre** Action

Yuu Yuu Hakusho Dai-Ni-Tama, the second YuYu Hakusho series for Game Boy, is an Action game, published by Tomy Corporation, which was released in Japan in 1993.

7.3




J






## Yū Yū Hakusho Dai-San-Dan: Makai no Tobira

**Developer** n/a
**Publisher** Tomy
**Release date** (jp) June 3, 1994
**Genre** Action

Makai no Tobira is the third Game Boy release in the YuYu Hakusho series. Unlike the other games in the series for the platform, it was a single-plane brawler with top-down sections.

The game was published by Tomy Corporation, which was released in Japan in 1994.

8.0




J







## Yū Yū Hakusho Dai-Yon-Dan: Makai Tōitsu Hen

Super GAME BOY

**Developer** n/a
**Publisher** Tomy
**Release date** (jp) December 9, 1994
**Genre** Action

YuYu Hakusho Dai-Yon-Dan: Makai Touitsu Hen is the fourth and final Game Boy Yu Yu Hakusho game. The game was published by Tomy Corporation, which was released in Japan in 1994.

7.5




J

6.5

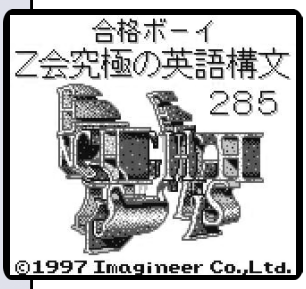



J

## Z-Kai Kyuukyoku no Eigo Koubun 285

**Developer** Tomcat System
**Publisher** Imagineer
**Release date** (jp) November 28, 1997
**Genre** Edutainment

Z-Kai Kyuukyoku no Eigo Koubun 285 is a edutainment game, developed by Tomcat System and published by Imagineer, which was released in Japan in 1997.







8.8

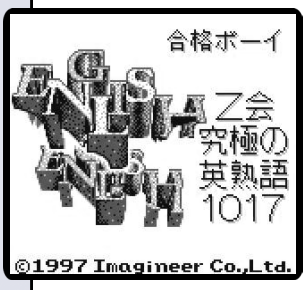



J

## Z-Kai Kyuukyoku no Eijukugo 1017

**Developer** Tomcat System
**Publisher** Imagineer
**Release date** (jp) October 1, 1997
**Genre** Edutainment

Z-Kai Kyuukyoku no Eijukugo 1017 is a edutainment game, developed by Tomcat System and published by Imagineer, which was released in Japan in 1997.







8.6




J

## Z-Kai Kyuukyoku no Eitango 1500

**Developer** Tomcat System
**Publisher** Imagineer
**Release date** (jp) July 11, 1997
**Genre** Edutainment

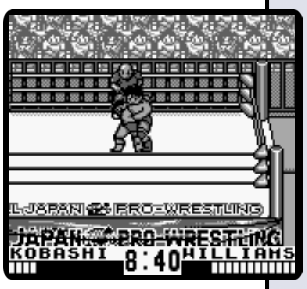
Z-Kai Kyuukyoku no Eitango 1500 is a edutainment game, developed by Tomcat System and published by Imagineer, which was released in Japan in 1997.






## Zen-Nippon Pro Wrestling Jet




| | |
|---|---|
| **Developer** | Geo Factory |
| **Publisher** | NCS |
| **Release date** | (jp) July 15, 1994 |
| **Genre** | Sports |

Zen-Nippon Pro Wrestling Jet is a professional wrestling game published by NCS Corporation and released on the Game Boy in Japan. Zen-Nippon features a password save system to continue progress. Zen-Nippon has three levels of difficulty: easy, medium, and hard.

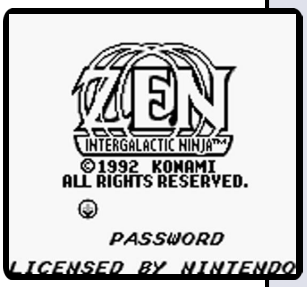
*"giantbomb.com"*

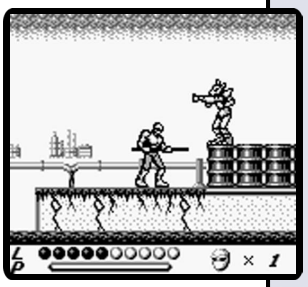
6.0




J

## Zen: Intergalactic Ninja



| | |
|---|---|
| **Developer** | Konami |
| **Publisher** | Konami |
| **Release date** | (us) 1993<br>(eu) 1993 |
| **Genre** | Platformer |

This version of Zen: Intergalactic Ninja shares some similarities with the console release; however, the stages and the visual style are different, and the gameplay is generally simpler.

Gameplay consists of Zen going through various stages in order to defeat Lord Contaminous. The stages include the oil, smog, dust, and dam areas. These stages can be tackled in any order, before the final stage opens up.

6.0




N P

Rarity US: 7

## Zettai Muteki Raijin-Oh







| | |
|---|---|
| **Developer** | n/a |
| **Publisher** | Tomy |
| **Release date** | (jp) December 28, 1991 |
| **Genre** | Fighting |

Zettai Muteki Raijin-Oh is a fighting game based on a 51 episode Japanese anime series. The game was published by Tomy Corporation, which was released in Japan in 1991.

The game has been translated into English through a fan-made patch.

5.8




J

7.4




J

OFFICIAL GAME LINK GAME PAK

## Zoids Densetsu

**Developer** Nova Games
**Publisher** Tomy
**Release date** (jp) June 15, 1990
**Genre** Shooter

Zoids Densetsu is a side-scrolling shoot-’em-up game set in the Zoids universe during Century Zero. The player has to choose a side: Helic Republic or Zenebas Empire and then plunge into battle inside a mech. The gameplay is a typical “shmup”: the players mech flies from left to right shooting enemies and confronting bosses at the end of stages. When their mech is defeated they mount another one with different looks and weapons.

*“mobygames.com”*







6.1




N P

## Zool: Ninja of the “Nth” Dimension

**Developer** Gremlin Graphics
**Publisher** GameTek, (eu) Gremlin Graphics
**Release date** (us) 1993
(eu) 1993
**Genre** Action-platformer

Zool: Ninja of the Nth Dimension is one of the several ports from the 1992 Amiga game. The game is a pure platform game, relying on smooth, fast-moving gameplay.

Zool was at first intended as a rival to Sega’s Sonic the Hedgehog.







6.6




J N P

Rarity US: 5

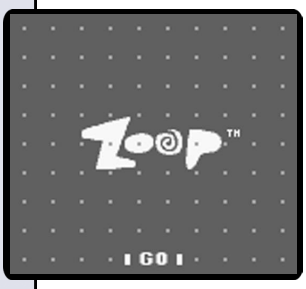
OFFICIAL GAME LINK GAME PAK

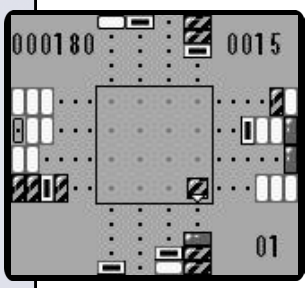
## Zoop

**Developer** Hookstone Productions
**Publisher** Viacom New Media, (jp) Yanoman
**Release date** (us) November 5, 1995
(eu) 1995
**Genre** Puzzle

Zoop is a fast-paced puzzle game in which players eliminates shapes that are approaching their alter ego, another shape, before they reach the top, somewhat similarly to Tetris.

In order to eliminate the other shapes, players must point their piece at it and ‘fire’. If the shape is the same type as the players piece, the shape is eliminated, as well as all of the shapes of the same type behind it, until their piece hits a piece of a different type.



# AMERICA'S LARGEST KILLER OF TIME™

## *ZOOP* - IF YOU START YOU MAY NEVER STOP



(Dream cycle of a normal and healthy teen)




(Dream cycle of a teen who plays *ZOOP*)

**Warning! *ZOOP* looks and plays like an innocent game, but extensive play may cause the following symptoms: loss of friends, loss of appetite, insomnia and excessive battery consumption. Whenever possible, avoid play.**

The mental anguish of playing *ZOOP* grows until one day it manifests itself on your face.

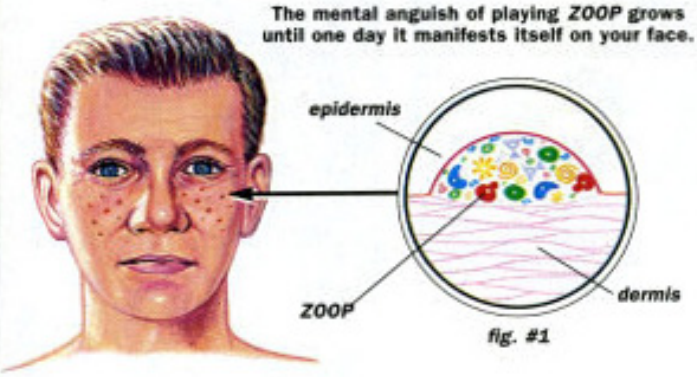
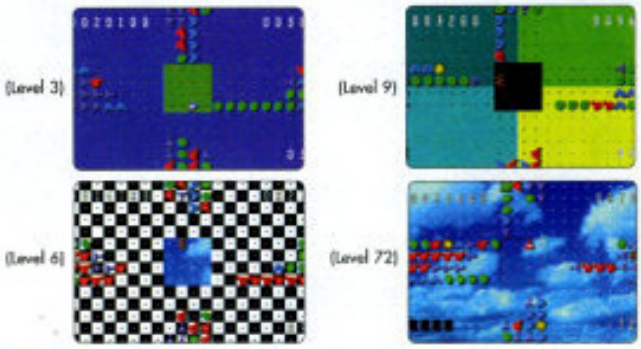
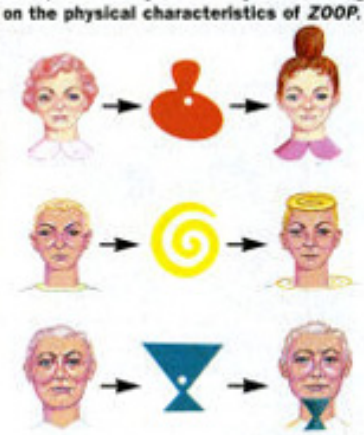



*fig. #1*

### THE DEPTHS OF *ZOOP*




Research has shown the longer you play *ZOOP*, the more you actually start taking on the physical characteristics of *ZOOP*.



(Prolonged psychological effects are still under study. )

### MONEY SPENDING PATTERNS.

**before *ZOOP*:**




**after *ZOOP*:**




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# Unlicensed Games

These pages include games for the Game Boy that were produced without the permission or knowledge of Nintendo.

For a piece of software to run on a Game Boy, it must contain a copy of Nintendo's logo identical to the one in the console's internal ROM, and that logo will be displayed at startup; this was presumably done for similar reasons as Sega's TMSS, in that it forces any unlicensed producer of cartridges (whether a pirate or an otherwise legitimate unlicensed developer) to include the Nintendo logo in their games, theoretically committing trademark infringement in the process. These measures were particularly aimed at Taiwan, which at the time had no copyright agreement with Japan but did allow Japanese companies to register trademarks; this is why you'll often see Taiwanese pirate games with company and console logos removed but everything else intact. (It's also one of the many reasons NTDEC - Nintendo Electronic Co - ended up with a massive lawsuit from Nintendo, while its competitors mostly escaped.) But, fortunately for unlicensed developers, Sega's TMSS didn't hold up in court (in the US anyway), which may have rendered Nintendo's Game Boy efforts largely pointless too.




Some companies, though, (whether they believed it legally necessary - which it may well have been in some places - or they just wanted to stick two fingers up to Nintendo) managed to replaced Nintendo's logo with their own. This works because the Game Boy reads the logo twice: once to display it, then again to check it against its own stored copy. So the cartridge provides the custom logo for the first check, then Nintendo's for the second. The Game Boy Color performs the check differently, which breaks older mono games using this method (eg Sachen's) but only checks the first half of the logo, hence why you'll sometimes see GBC games that only modify the lower half. Others still managed to replace the whole thing, though.

Now, emulator users will probably be unfamiliar with all these logo shenanigans; the GB's internal ROM was only dumped recently, and even those emulators that do make use of it (such as MESS) don't emulate the hardware trickery employed by these carts to display a custom logo, so you'll only see Nintendo's in any case. But the alternate logo is, usually, still present in the ROM at 0184h (sometimes accompanied by an entire secondary header, sometimes just the logo itself); if you use a hex editor to copy 30h bytes from that location over the real Nintendo logo at 0104, you can see the custom logo in any emulator that would otherwise display Nintendo's.

By: taizou@fuji.drillspirits.net




Sachen, aka Thin Chen Enterprises, seemingly became involved in the development of software for handheldheld gaming devices during the early 1990s, possibly in 1992. Thin Chen initially ported several of its FamiCom games to the Watara Supervision, an obscure handheld machine, which, at the time, had been hyped up to be a major competitor to Nintendo's highly-popular Game Boy. In addition to the ports from its FamiCom library, Thin Chen would also design a few new titles, which would be released on the Supervision.

By 1993, Sachen would branch out and develop games for several other portable gaming machines, including the Mega Duck and its equally obscure cousin, the Cougar Boy. It was during this time that Sachen would also begin developing games for the Game Boy, which were advertised under Sachen's alias, Commin.

During this time period, roughly forty different Game Boy games would be developed. Most of these games are strikingly similar to their counterparts for the Mega Duck/Cougar Boy machines, though the MD/CB games are not physically compatible with the GB, and vice versa. Which release came first is anyone's guess, and they could have been compatible with each other on a programming level, thus being developed and subsequently hacked or something along that lines.

The original Sachen Game Boy games were released on 4 in 1 multicarts for the black and white Game Boy machine, and were released in different boxes. These cartridges were exported across the globe, and

each pack included an English manual, as well as a localized manual in a variety of languages, such as German and Portuguese. Some of the 4 in 1 game packs were also published in Germany and distributed there by Nic Nac Electronic-Land. These cartridges are housed within special cardboard boxes, containing German text.

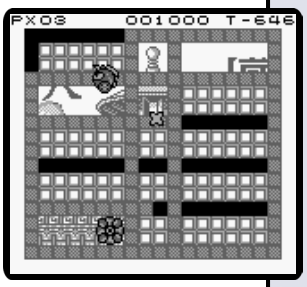
During the first few years in the 21st century, Sachen was still around, cranking out new game products. During this time they released several new Game Boy games, including Beast Fighter, Street Hero, Thunder Blast Man (aka Rocman X), Jurassic Boy 2, and 2002 Gedou Zhanlue, which would be their final game release. These games would be released for the Game Boy Color, though most of them are backwards compatible with the Game Boy.

Besides these 4 in 1 multicarts, Sachen would also try to squeeze even more money out of their cash cow by releasing a variety of other Game Boy Color multicarts, which all contain the same material as can be found on the originals. For example, Sachen teamed up with Home Entertainment Suppliers, and released four different 8 in 1 game packs for the Game Boy, which each combine the games from two of the four in one packs. Some of these carts eventually made it for sale in Germany, with German manuals.

By: fcgamer.wordpress.com

## 2nd Space



| | |
|---|---|
| **Developer** | Sachen |
| **Publisher** | Sachen |
| **Release date** | (as) 1993 |
| **Genre** | Action |

2nd Space is Amidar clone - players controls robots and must reveal the image - to do this, they travels the borders of rectangles. They must also avoid opponents.

*"mobygames.com"*




## A-Force: Armour Force







| | |
|---|---|
| **Developer** | Commin |
| **Publisher** | Commin |
| **Release date** | (as) 1993 |
| **Genre** | Shooter |

A-Force is a shooter, developed and published by Commin, which was released in Asia in 1993. The game, like many of the asian unlicensed games, was released on numerous different multi-pak carts.

4.8



2.2

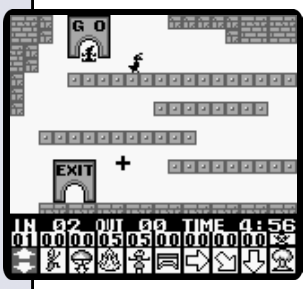



## Ant Soldiers

**Developer** Sachen
**Publisher** Sachen
**Release date** (as) 1993
**Genre** Puzzle

Ant-Soldiers is a Lemmings clone. The game was developed and published by Sachen, which was released in Asia in 1993.




3.3



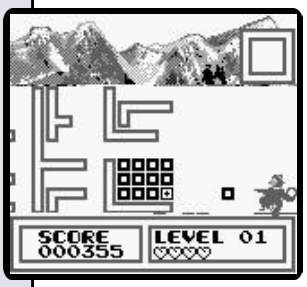

## Arctic Zone

**Developer** Commin
**Publisher** Commin
**Release date** (as) 1993
**Genre** Puzzle

Arctic Zone is a puzzle game, developed and published by Sachen, which was released in Asia in 1993.

The game was also released for the Mega Duck.




4.5

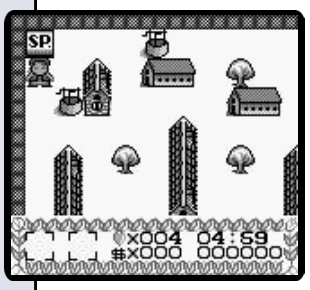



## Black Forest Tale

**Developer** Sachen
**Publisher** Sachen
**Release date** (as) 1993
**Genre** Action

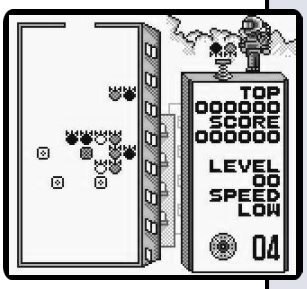
Black Forest Tale is an action game, developed and published by Sachen, which was released in Asia in 1993.



## Bomb Disposer




**Developer** Sachen
**Publisher** Sachen
**Release date** (as) 1993
**Genre** Puzzle

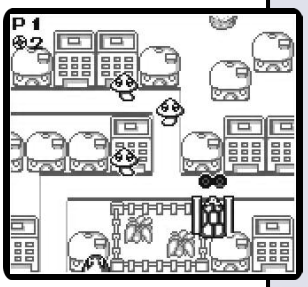
Bomb Disposer is a puzzle game, developed and published by Sachen, which was released in Asia in 1993. The game is similar to Dr.Mario, were players match three types to remove them from the board.

5.3




## Captain Knick-Knack



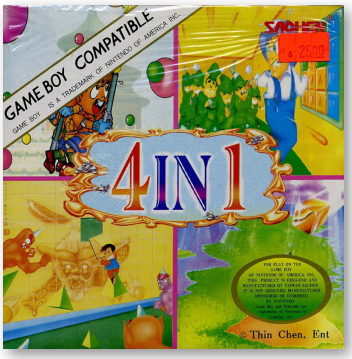




**Developer** Sachen
**Publisher** Sachen
**Release date** (as) 1999
**Genre** Shooter

Captain Knick-Knack is a top down shooter similar in look to Twinbee. It has powerups, varied enemy patterns, a shield type smartbomb and bosses.

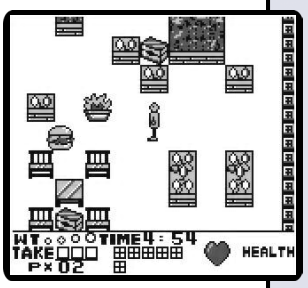
The game was developed and published by Sachen, which was released in Asia in 1999.

7.6




## Crazy Burger




**Developer** Sachen
**Publisher** Sachen
**Release date** (as) 1991
**Genre** Action

Crazy Burger is an action game, developed and published by Sachen, which was released in Asia in 1991.

5.1



4.1



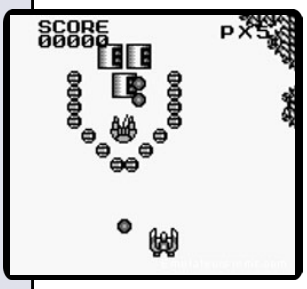

## Dan Laser

**Developer** Sachen
**Publisher** Sachen
**Release date** (as) 1990
**Genre** Shooter

Dan Laser is a Shoot-'Em-Up game, developed and published by Sachen, which was released in Asia in 1990.

To unlock the stage select, players must type at the title screen, press A + B + Select + Start. Numbers from 1 to 7 is a regular levels, number 8 is an ending, number 9 is a special credits screen, never seen an any other way in this game. Cheat itself is unlockable and is given to players by the game if they finish it once.




4.0




## Deep: Final Mission

**Developer** Commin
**Publisher** Commin
**Release date** (as) 1990
**Genre** Shooter

Deep: Final Mission is a shoot-'em-up, developed and published by Sachen, which was released in Asia in 1990.






3.6

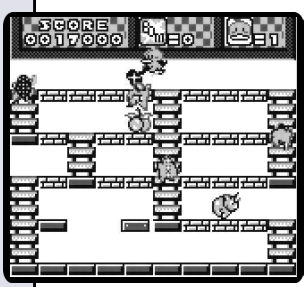



## Duck Adventures

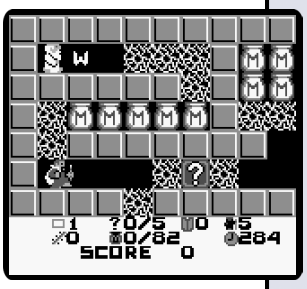
**Developer** Commin
**Publisher** Commin
**Release date** (as) 1993
**Genre** Action

Duck Adventures is an action game, developed and published by Commin, which was released in Asia in 1993.





## Exodus: Journey to the Promised Land

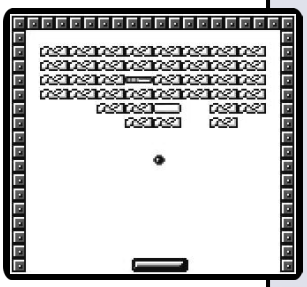
7.6




**Developer** Color Dreams
**Publisher** Wisdom Tree
**Release date** (us) 1992
**Genre** Action, Game show

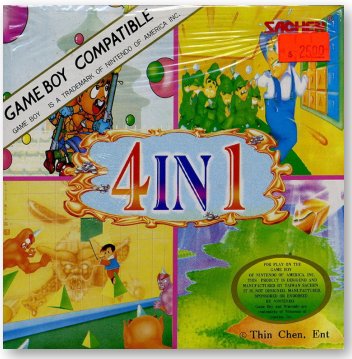
In Exodus players guide Moses through 100 different levels in order to reach the promised land. The gameplay features an action/strategy part similar to Boulder Dash, and a question part. In the action part, Moses need to collect five question marks and enough Manna to open the exit of the maze-like screens. On the question phase, players will be asked five multiple choice questions about the book of Exodus.



## Explosive Brick

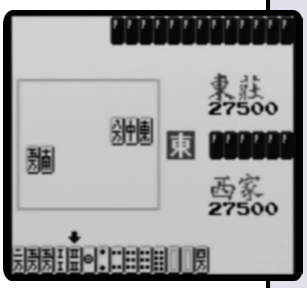
7.0




**Developer** Sachen
**Publisher** Sachen
**Release date** (as) 1994
**Genre** Breakout

Explosive Brick is a breakout clone, developed and published by Sachen, which was released in Asia in 1994.




## Hong Kong Mahjung




**Developer** Commin
**Publisher** Commin
**Release date** (as) 1993
**Genre** Board game

Hong Kong Mahjong is a mahjong game, developed by Commin and published by Commin is a mahjong game released in Asia in 1993.

## Japan's Mahjong

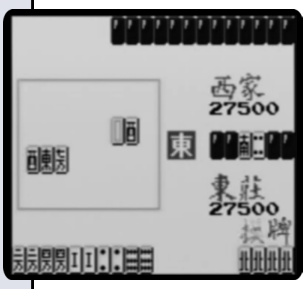



**Developer** Commin
**Publisher** Commin
**Release date** (as) 1993
**Genre** Board game

Japan`s Mahjong is a mahjong game, developed and published by Commin and released in Asia in 1993.

The game has the same style and graphic as Taiwan`s Mahjong and Hong Kong Mahjong.




7.2

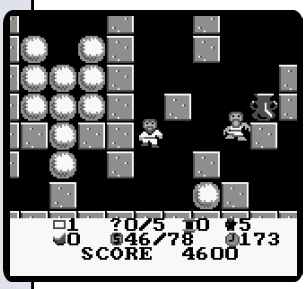
## Joshua & the Battle of Jericho




**Developer** Wisdom Tree
**Publisher** Wisdom Tree
**Release date** (us) 1992
**Genre** Puzzle, Game show

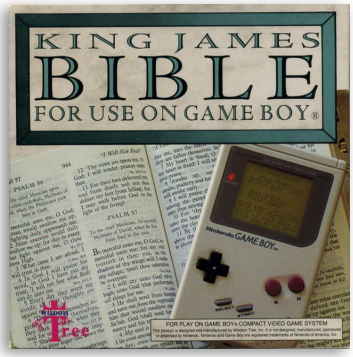
The game is a redesign of Crystal Mines (1989), a title developed by Ken Beckett for Wisdom Tree's predecessor, Color Dreams. In addition to changes in theme, graphics, and game mechanics, Joshua introduces a password feature for revisiting a game level. The game has 100 levels, 100 quizzes, and 10 bonus stages. Unlike Crystal Mines, the game has no background music.




5.3

## King James Bible




**Developer** Wisdom Tree
**Publisher** Wisdom Tree
**Release date** (us) 1994
**Genre** Edutainment

This cartridge contains the entire King James Version Bible, complete with simple or complex word search option, as well as two word games.

The first of the word games is Bible Word Match, sort of a Bible-word-themed version of the Milton Bradley board game Memory. The other word game is Bible Shepherd, a Bible-themed version of Hangman.

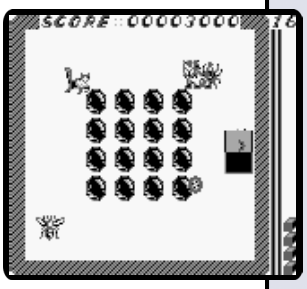
*"mobygames.com"*





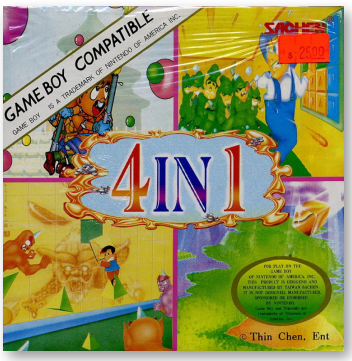

## Magic Maze



| | |
|---|---|
| **Developer** | Commin |
| **Publisher** | Commin |
| **Release date** | (as) 1993 |
| **Genre** | Puzzle |

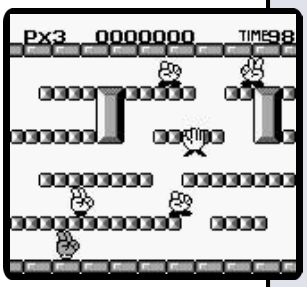
Magic Maze is a puzzle game, developed and published by Commin and released in Asia in 1993.




## Magical Tower

3.0



| | |
|---|---|
| **Developer** | Sachen |
| **Publisher** | Sachen |
| **Release date** | (as) 1993 |
| **Genre** | Action |

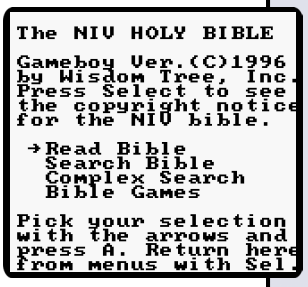
Magical Tower is an action game, developed and published by Sachen, which was released in Asia in 1993.




## NIV Bible & the 20 Lost Levels of Joshua

7.1

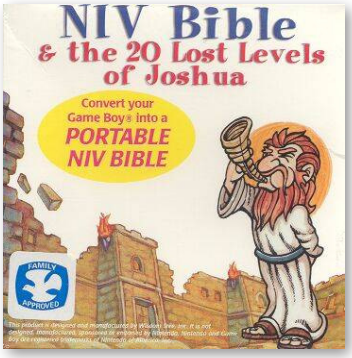



| | |
|---|---|
| **Developer** | Wisdom Tree |
| **Publisher** | Wisdom Tree |
| **Release date** | (us) 1996 |
| **Genre** | Compilation |

This cartridge contains the entire New International Version Bible, complete with simple or complex word search option, as well as two word games and a side-scrolling game.

The side scrolling game, called “Joshua: The Lost Levels” on its title screen, is, as the cartridge’s name implies, twenty new levels for the Game Boy version of Joshua & the Battle of Jericho.



## Railway

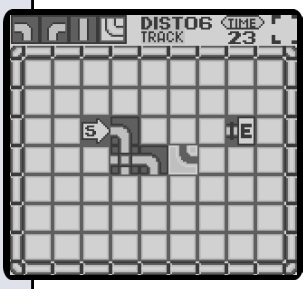



**Developer** Sachen
**Publisher** Sachen
**Release date** (as) 1993
**Genre** Puzzle

Railway is a puzzle game where players need to connect a road. Similar games is often seen with a pipe theme, where players connect pipes from one end to another.

The game was developed and published by Sachen and released in Asia in 1993.



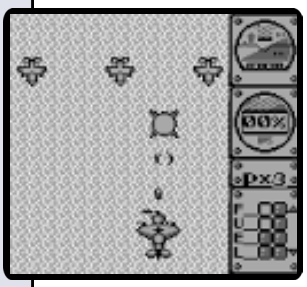

## Sky Ace




**Developer** Sachen
**Publisher** Sachen
**Release date** (as) 1993
**Genre** Shooter

Store Tris 2 is a shooter developed and published by Sachen and released in Asia in 1993.



8.4

## Spiritual Warfare

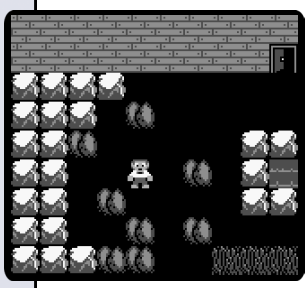



**Developer** Wisdom Tree
**Publisher** Wisdom Tree
**Release date** (us) 1992
**Genre** Action-adventure

Spiritual Warfare is a Zelda-like overhead action game where players take the role of a soldier of God, fighting the forces of darkness in various parts of a modern city to find the armor of God, each one guarded by increasingly difficult demon bosses. When players are dire need, an angel may come down and help them, if they answer Bible questions correctly. The game will take through increasingly difficult levels of play, where in the end players will face off with Satan himself.

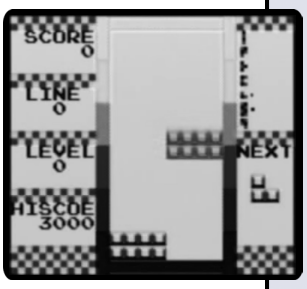
*"mobygames.com"*



## Store Tris 2



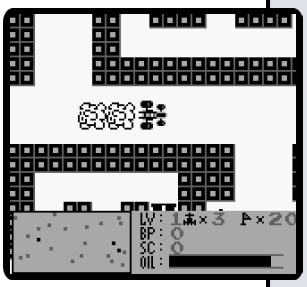

**Developer** Commin
**Publisher** Commin
**Release date** (as) 1993
**Genre** Puzzle

Store Tris 2 is a falling block game developed and published by Commin and released in Asia in 1993.




## Street Race



**Developer** Commin
**Publisher** Commin
**Release date** (as) 1993
**Genre** Action

Street Race, also known as Street Rider, is an action game developed and published by Commin and released in Asia in 1993.




## Super Mario 4






**Developer** n/a
**Publisher** n/a
**Release date** 1997
**Genre** Platformer

Super Mario 4 (aka Super Mario Land 4) is a hack of the Game Boy game Crayon Shin Chan 4, originally by Bandai. It is a very common title on multicarts, and can be difficult to obtain in stand-alone form.

The new level design is very challenging, and sometimes unfair; the game now includes many blind jumps and areas that require Mario to take damage in order to progress, making for a rather frustrating experience.

*"bootleggames.wikia.com"*



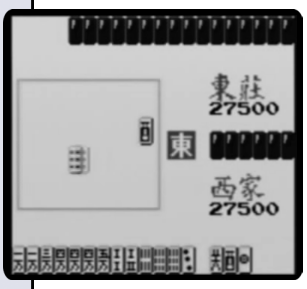
## Taiwan Mahjong




**Developer** Commin
**Publisher** Commin
**Release date** (as) 1993
**Genre** Board game

Taiwan Mahjong is a mahjong game, developed by Commin and published by Commin is a mahjong game released in Asia in 1993. The game was also released by the same company for the FamiCom in 1989.



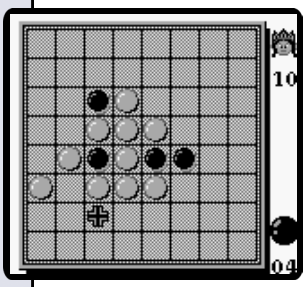

## Trap & Turn




**Developer** Commin
**Publisher** Commin
**Release date** (as) 1993
**Genre** Board game

Trap & Turn is a board game, developed and published by Commin, which was released in Asia in 1993.




## Vex Block

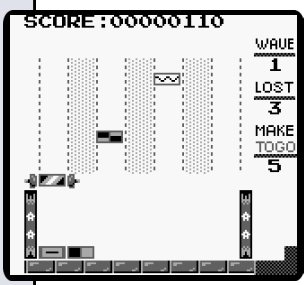



**Developer** Commin
**Publisher** Commin
**Release date** (as) 1993
**Genre** Action

Vex Block is a game by Sachen, under their moniker Commin. It is a clone of the arcade game Klax, which also received a Game Boy port, rendering this version useless. Players should beware the invisible blocks that make it impossible to complete the game.

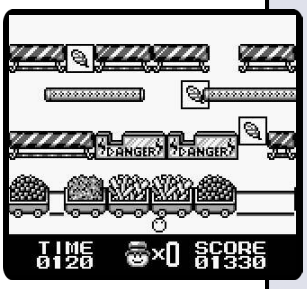
*"tcrf.net"*



## Worm Visitor




| | |
|---|---|
| **Developer** | Sachen |
| **Publisher** | Sachen |
| **Release date** | (as) 1993 |
| **Genre** | Action |

Worm Visitor is an action game developed and published by Sachen for the FamiCom in 1992 and the Game Boy in 1993.

The game features gameplay reminiscent of Frogger, with the player attempting to get their character across a busy road to the top of the screen.

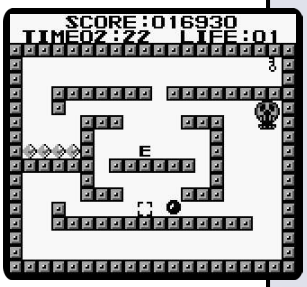
*"strategywiki.org"*

3.2




## Zipball




| | |
|---|---|
| **Developer** | Sachen |
| **Publisher** | Sachen |
| **Release date** | (as) 1993 |
| **Genre** | Action |

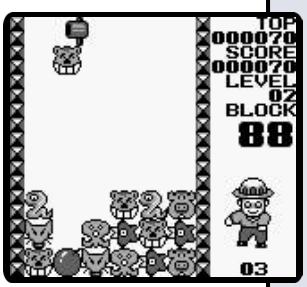
Zipball is an action game, developed and published by Sachen, which was released in Asia in 1993.

2.8




## Zoo Block




| | |
|---|---|
| **Developer** | Sachen |
| **Publisher** | Sachen |
| **Release date** | (as) 1990 |
| **Genre** | Puzzle |

Zoo Block is a puzzle game, developed and published by Sachen, which was released in Asia in 1990. The game is a standard falling block tile-matching game.

2.8



# Multicarts

Multicarts are usually a single game cartridge that has more than one game on it. Since they are very easy to make, a lot of them are made by various pirate companies. They are most commonly found for the NES/FamiCom, but they have been produced for many popular cartridge-based consoles, including the Game Boy. Almost all multicarts released on the Game Boy are unlicensed.

The general multicart has a whole bunch of pictures crammed onto the cartridge's art. Sometimes the pictures are from a more recent game (or possibly an unrelated film), or the official art has been edited. Misspellings of the game names on the cartridge and/or menu. A list on the cart (usually on the back if it's a large number of games) listing the game names in English and/or Chinese.

Many multicarts have an unusually high number like 200-in-1, 777-in-1, or even 99999999-in-1. The carts typically don't hold up their promise, meaning the last few games could be duplicates of the originals.

Most of them use a menu system, although multicarts containing 4 games or less (sometimes considerably more for Game Boy multicarts) are sometimes reset based.

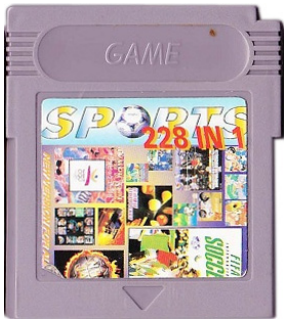
Most of the time, the lower the number of games listed, the better the cart is. Lower ones like 4-in-1 usually contain a rare game or a game made or published by the company that made it.

Some larger Game Boy multicarts are twice as tall as standard carts to accommodate the extra games.

Some Game Boy multicarts don't have a boot-up menu at all, and instead, employ a physical button on the cartridge itself which resets the system and cycles to the next one on the cartridge.

By: bootleggames.wikia.com

These multicarts was released in huge quantites and is easily found on flea markets and auction sites online for a few bucks. None of these multicarts usually holds any value.





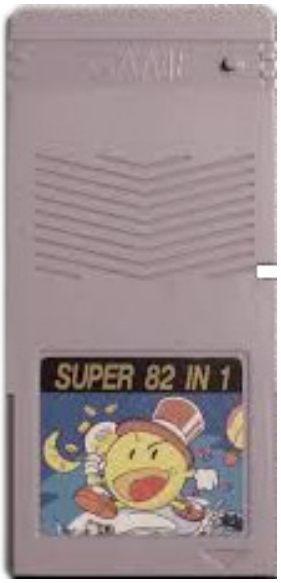






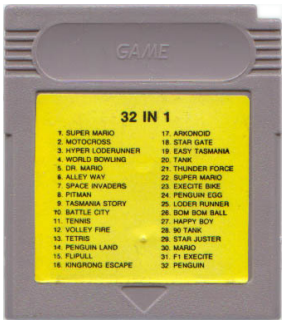















# EverDrive-GB

By: Cauterize@RetroCollect.com



The Everdrive GB is an incredibly late arrival by hardware standards, as Game Boy flash cartridges themselves have been around for as long as the Game Boy itself. During the nineties, devices such as the Bung XChanger and Doctor GB were readily available via importing from the Far East, allowing those with a parallel port enabled computer to transfer a selection of games onto cartridge.

Fast forward to today and there are also a range of modern alternatives available. The Drag N Derp cartridge serves as an easy USB ready removable drive which can store a single game for use in a Game Boy. There's also the USB Smart Card 64M, the latest import from abroad which if anything is an updated version of the cartridges available several decades ago.

All things considered though, the market for Game Boy flash cartridges has changed overnight. The Everdrive GB has pretty much rendered all other solutions obsolete by fixing all the problems they presented, and more.

Arriving in a sleek clear Color-style case with a snazzy custom label, the Everdrive GB weighs in at a mere 22g and slots into any Game Boy system around - including the later Game Boy Advance units. Although many of the later clear cased Color games were incompatible with the original Game Boy, the Everdrive GB's case has a small cut out of its top right reverse corner to allow the original system's power switch room to turn on.

Looking elsewhere and through the clear case, you'll also spot the device's SD Card slot near the top of the chipboard - with an accompanying hole cut out of the case above for the easy removal/insertion of memory cards. This slot is only compatible with MicroSD cards, however, it can read up to 32gb worth of storage space - something we'd be incredibly surprised if anyone managed to use anything near that amount.

Upon booting the cartridge up on the Nintendo Game Boy, you'll be greeted with a simple filebrowser displaying a list of what you've placed onto your MicroSD card. From here, a press of a button will have the selected game ROM written to memory and then booted up as if the original game was present.

If you already own an Everdrive cartridge for the likes of the Sega Mega Drive or SNES, you'll no doubt already be familiar with the benefits of owning such a device. The ease of use an Everdrive provides is incredible, as your existing collection of cartridges will soon end up becoming display items.

To put this into perspective, theoretically, given the size of game ROM files and the current capacity of MicroSD cards, it is possible to cram every single Nintendo Game Boy game ever made onto this one device.

Out of the box the Everdrive GB offers near perfect compatibility with the existing library of titles, including all the greats. Using the aforementioned menu, you'll be able to load up titles such as Pokemon Red/Blue, Super Mario Land, Donkey Kong and even Zelda: Link's Awakening, all flawlessly. If that wasn't enough already, these games will then also behave exactly as their physical counterparts would.

Functionality for multiple save game files is present - something prior flash cartridges struggled with - as the Everdrive GB writes the SRAM down into individual files for each game. This means that should you switch over to another game, the data from the last game you played will be safely stored on the SD Card. What makes this even better is that the standard used here is compatible with emulators. So should you already be halfway through a quest using emulators, or want to take your progress off the Everdrive GB and continue elsewhere, it's a simple case of copying your save game from the SD card and placing it wherever needed (and vice versa).

Although a lot of the terminology used here in this review relates to the classic Nintendo Game Boy, the Everdrive GB is in fact compatible with a range of devices. First and foremost, the cartridge not only works with a Game Boy Color, but also Game Boy Color game ROMs too. The likes of Tetris DX, Pokemon Gold / Silver, Super Mario Bros Deluxe and Dragon Warrior Monsters are all playable, and work exactly as you'd expect them to.

At just £64.99 - a price you could argue is equivalent to a mere fifteen Game Boy originals - you'll have access to the entire library of 8-bit portable titles, along with the many more in development and array of ROM hacks.

*Please visit retrocollect.com for the whole review.*

# System Packages

These  pages include some of the different packages and color variants the N64 went through.

The first Game Boy was released in 1989. It was large and gray, with a monochrome dot matrix screen and monaural sound. It was playable for an average of 35 hours with four AA batteries. The original Game Boy was later known as the “Off-white” or “Original Grey” version.




Listed here are a few of the different package versions the original Game Boy came in.

***Tetris Bundle***




***Tetris Bundle***



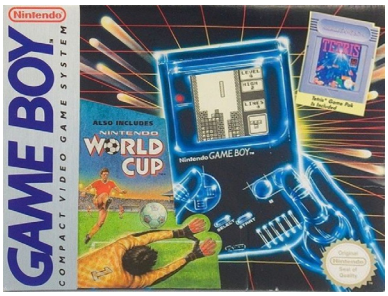

***Tetris Bundle***




***Tetris/Mario Land Bundle***




***Tetris/World Cup Bundle***




***Super-Star Set***




***Tetris/Mario Land Bundle***




***Super 3 Set***




***Tetris Prize Bundle***




***Mario Land Bundle***




***Tetris Bundle***




***Tetris/Zelda Bundle***



***Basic Set***




***Super Mario Land 2 Bundle***




***Game & Watch Gallery Bundle***




***Japan Release (1989)***




***Clamshell Release***




***Tetris/Kirby Bundle***




***Basic Set***




***Wal•Mart Arcade Set***




***Wal•Mart Killer Instinct Bundle***




***Japan Release (1994)***




***Carry Case Bundle***




***Special Offer SNES Pack***




***Basic Set***



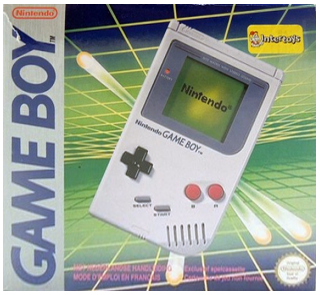

***Zelda Bundle***




***Tetris Bundle***




***Basic Set***




***Tetris/Golf Bundle***




***Tetris/Mario&Yoshi Bundle***






On January 1, 1995, Nintendo released several Game Boy models with colored cases, advertising them in the "Play It Loud!" campaign. Specifications for this unit remain exactly the same as the original Game Boy, including the monochromatic screen. This new line of colored Game Boys would set a precedent for later Nintendo handhelds; every one of them since has been available in more than one color. Play It Loud! units were manufactured in red, green, black, yellow, white, blue, and clear (transparent) or sometimes called X-Ray in the UK. Most common are the yellow, red, clear and black, Green is fairly scarce but blue and white are the rarest. Blue was a Europe and Japan only release, White was a Japanese majority release with UK Toys R Us stores also getting it as an exclusive edition to them. The white remains the rarest of all the Play it Loud colors.







*Deep Black*




*Gorgeous Green*




*Radiant Red*




*Cool Blue*




*Vibrant Yellow*




*High Tech Transparent*




*Traditional White*




*Clamshell Release*




*Clamshell Release*




*Clamshell Release*




*Clamshell Release*




*Clamshell Release*




*Clamshell Release*



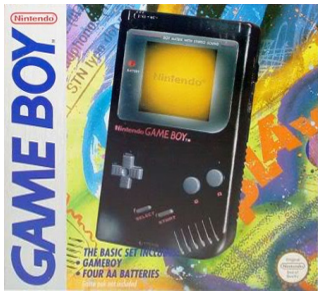

*Basic Set*



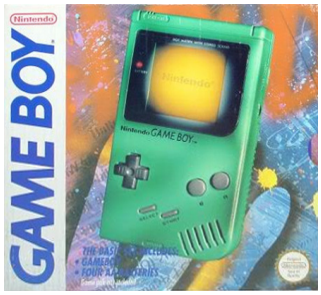

*Basic Set*




*Basic Set*




*Japan Release*




*Japan Release*




*Japan Release*




*Clamshell Release*




*Clamshell Release*




*Double Arcade Classic Bundle*












*Clamshell Release*




*Clamshell Release*

*Super Mario Land, Tetris and Golf Bundle*




*Clamshell Release*




*Clamshell Release*



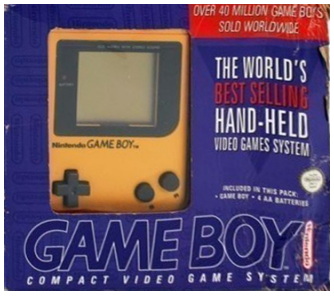

*Basic Set*




*Basic Set*



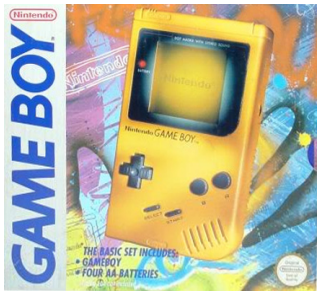

*Basic Set*




*Mario Land and Carrier Case Bundle*




*Japan Release*




*Japan Release*



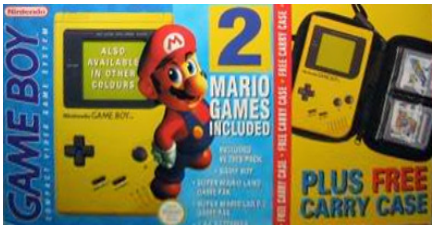

*Mario Land and Carrier Case Bundle*




*Star Wars Bundle*




*Super Mario Land Bundle*




*Donkey Kong Land Bundle*












*Basic Set*




*Basic Set*



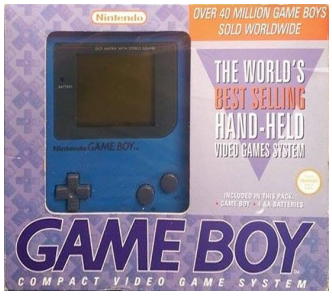
*Japan Release*




*Basic Set*



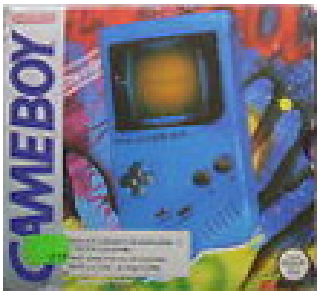

*Double Arcade Classic*




*Basic Set*




*Basic Set*




*Clamshell Release*




*Clamshell Release*













# Limited Editions / Promos / Prizes

Like the Game&Watch line, the Game Boy had a range of different limited editions. Ranging from official Nintendo releases, licensed releases to unlicensed releases. These pages include, probably not all, but a good portion of the limited editions the Game Boy had.

The pictures of the boxes may be false as some of the pictures I found are from collectors who could have just got a loose limited editon Game Boy and just put it in an empty standard box. If I did not found a picture with a box beside it, I would leave the area blank.

A lot of the information on these pages comes from the website consolevariations.com. If you want more information on other consoles, then please visit the site. It has pictures from a huge line of systems, including; Nintendo, Atari, Sony, Microsoft, and Sega.

## Manchester United FC







This is the only Game Boy to prominently display a demon on the front. The Game Boy had a U.K. only release and was released alongside the other colors as part of Nintendo's "Play It Loud!" ad campaign.

Buyers can still find these, new, for around $200 and loose for half that. They aren't that rare in the UK.

## Planet Hollywood







Planet Hollywood is a restaurant that was fairly popular back in the early to late 90's. They managed a deal with Nintendo to get Planet Hollywood-branded Game Boys. They were sold in the gift shop of the restaurant and were rumored to be a U.K.-exclusive.

Occasionally they show up on eBay and would probably fetch around $200.

## <3






This Game Boy is a game show prize. It is missing the "Nintendo GAME BOY" printed on the front but it was professionally painted and a serial number was added on after the paint job.

## Santa Clara Division

The Santa Clara Division is a Off-White Game Boy with the black Santa Clara logo, released in a limited quantity of 50 pieces.

Not much information is known about this release.




## Vivitar PMA '93

It seems pretty clear that this was probably a Vivitar employee gift or something from the PMA (Photo Marketing Association) Conference in 1993. The mark is printed in the same manner and in the exact same purple color as other text on the front of the GB.




## Kirin Beverage

The Kirin Beverage is an Off-White Game Boy with the red Kirin Beverage logo.

Not much information known about this release.

Kirin Brewery sells two of the most popular beers in Japan: Kirin Lager, one of the country's oldest beer brands which started brewing in 1888; and Ichiban Shibori.




## Mini Comboy

The Japanese and the Koreans have a somewhat tense relationship. When the Koreans were freed from Japanese rule after World War II there was a ban on Japanese cultural imports. Not wanting to lose profit, Nintendo licensed the Game Boy through Hyundai and sold it under the name Mini Comboy. Sega was licensend under Samsung and called the Genesis, "Samsung Super Gam*Boy" initially, and then renamed to "Samsung Super Aladdin Boy".



## Iveco/Ford







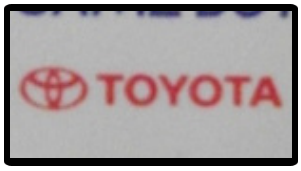



The Iveco/Ford gameboy was made for a competition giveaway in the U.K. by a trucking magazine, Commercial Motors.

There probably was 100 made for the competition. It is not considered an official release. The first prize was to drive the Big Ford Cargo 7.5 tonner for a year

## Toyota



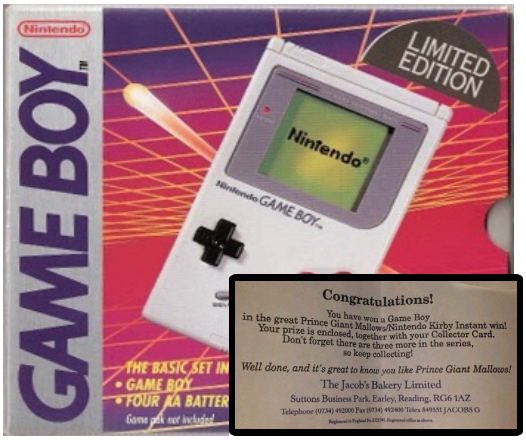




Buy a car, get a Game Boy. This was a sales strategy in Japan employed by Toyota in 1992.

It is worth around $200 but they are very hard to find, especially anywhere but Japan.

## Kirby Pinball







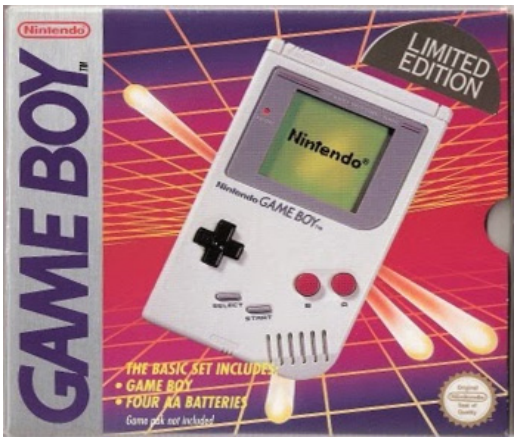


The Game Boy was part of mail in sweepstakes for a UK company called, The Jacob's Bakery Limited, and only 25 were given out.

The Game Boy came in a regular box with a "limited edition" sticker.

## Wario






The Game Boy is missing the typical "Nintendo GAME BOY" printed on the front. This was a prize given away in the UK from the show Ghost Train in the early 90's.

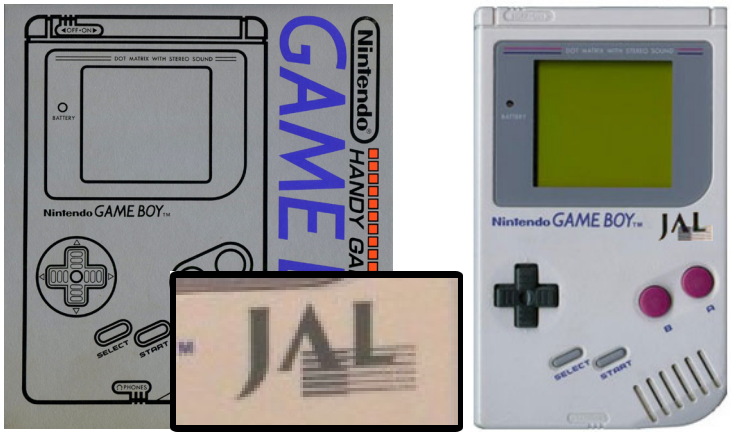
Details are scarce, but a reader won this black-painted (not black plastic) Game Boy in a U.K. radio competition. It has a white-outline picture of Wario below the screen, and came in a regular box with a "limited edition" sticker.

## JAL

The JAL versoin, a Off-White Game Boy with a “JAL” logo, was only released in Japan. “JAL” stands for Japanese Airines.

The console has it’s  own serial number. It begins with a “JALXXXX”

*“consolevariations.com”*




## Bee Ind

The Game Boy Bee Ind is an off-white Game Boy with  Bee Ind logo. The console was only released in Japan with a limited quantity of  50 pieces.

Not much is known about this vesion.

*“consolevariations.com”*




## Altus Newing

This limited white version was released in Japan in a limited quantity of 50 pieces.

Altus Newing is a Japanese manufacturer for GOLF equipments. The Console was a prize back in the 90s in Japan.

*“consolevariations.com”*




## Electronic Boutique

The Game Boy Electronic Boutique was only released in United Kingdom and sold in the EB uk stores. The Game Boy came in a package with the game Killer Instinct.

Only 350 versions were made.

*“consolevariations.com”*



## Serebrov Anniversary






In 1993 the Russian astronaut Aleksandr A. Serebrow traveled to the MIR space station, bringing with him a Game Boy that accompanied him the 196 days he spent there. In the 10th anniversary, the Memorial Museum of Cosmonautics in Moscow released classic Game Boys with a sticker that represented the emblem of the Soyuz mission that performed the assembly.

*"Game Boy Generations Book"*

## Milka







The Milka Game Boy sports a tiny, purple, Milka-branded cow on a green pasture and was a contest prize in Germany.

There are rumored to be only 50 of these in existence and they sell for more than $230.

## FIAT




This console was released as a contest prize in North America with a limited quantity of 100 pieces.

The console is a Deep-black Game Boy with the logo of FIAT on it.




*"consolevariations.com"*

## Caixa Edition




According to consolevariations.com, a "Caixa" Game Boy was released in Brazil. The console is a Off-White Game Boy that has a flower logo on it`s back. I could not find any pictures of the Game Boy.

# Game Boy Pocket

In 1996, Nintendo released the Game Boy Pocket: a smaller, lighter unit that required fewer batteries. It has space for two AAA batteries, which provide approximately 10 hours of game play. Additionally the unit is also fitted with a 3 volt, 2.35mm x 0.75mm DC jack which can be used to power the system. The Pocket has a smaller link port, which requires an adapter to link with the older Game Boy. The port design is used on all subsequent Game Boy models, excluding the Game Boy Micro. The screen was changed to a true black-and-white display, rather than the "pea soup" monochromatic display of the original Game Boy. Also, the Game Boy Pocket (GBP) has a larger screen than the Game Boy Color (GBC) that later superseded it. The GBP's screen has a 65 mm (2.56 in) diagonal, 48.5 mm (1.91 in) width, and 43.5 mm (1.71 in) height, compared to a 59 mm (2.32 in) dagonal for the GBC. Although, like its predecessor, the Game Boy Pocket has no backlight to allow play in a darkened area, it did notably improve visibility and pixel response-time (virtually eliminating video ghosting). The first version did not have a power LED. This was soon added due to public demand, along with new Game Boy Pocket units of different colors (released on April 28, 1997), some of them new to the Game Boy line. There were several limited-edition Game Boy Pockets including a metallic Ice Blue unit and a pink model exclusive to Japan. The Game Boy Pocket was not a new software platform and played the same software as the original Game Boy model.






# Basic colors

## Original Silver



The Original Silver, also known as Gray, GBP was released world wide at launch. This was also the first release of the system.

***European Release***




***Japan Release***




***North America Release***




## Black

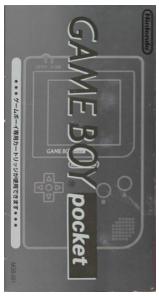


The Black GBP was released world wide at launch.

***European Release***




***Japan Release***




***North America Release***




## Green

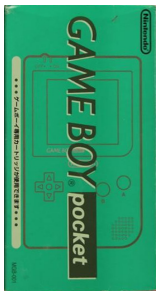


The Green GBP was released world wide at launch.

***European Release***




***Japan Release***




***North America Release***

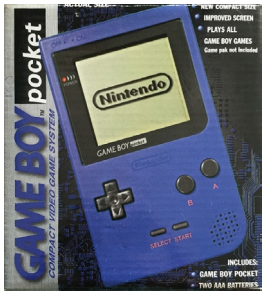



## Blue



The Blue GBP was released in North America and Europe at launch.

***European Release***




***North America Release***



## Red

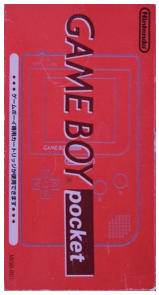
The Red GBP was released world wide at launch.



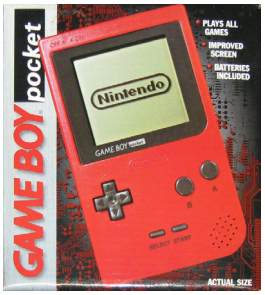
***European Release***




***Japan Release***




***North America Release***

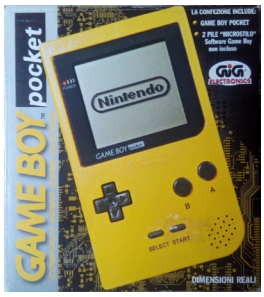



## Yellow

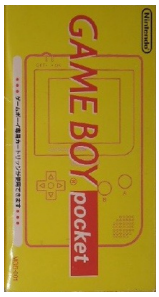
The Yellow GBP was released world wide at launch.



***European Release***




***Japan Release***




***North America Release***




## Clear

The Clear GBP was released world wide. The Japanese version was released as limited editions; Glico Limited Edition and Toys"R"Us" Japan.



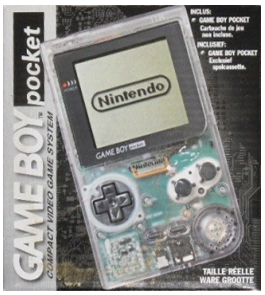
***European Release***




***Japan Release***




***North America Release***




## Pink

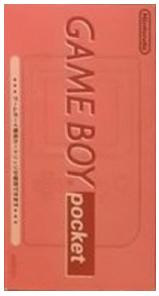
The Pink GBP was at first available only in Japan as a Tamagotchi Pack-in. It was later released World Wide.



***European Release***




***Japan Release***




***North America Release***



## Clear Purple



The Clear Purple, also known as Atomic Purple, GBP was released only in Japan at launch.

***Japan Release***







## Package Variations

***(eu) Clamshell Release***




***(us) DKL2 Bundle***




***(eu) SML2 Bundle***




***(us) TetrisAttack Bundle***




***(eu) Tetris Bundle***




***(us) Dr.Mario Bundle***




***(eu) GB Camera Bundle***



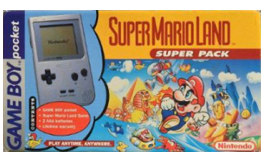

***MetroidII & Wave Race Bundle***




***(us) Bundle Pack***




***(au) SML Bundle***




***(au) 3 Games Bundle***




***(ko) Yellow Basic Set***




***(eu) Bundle Pack***




***(au) Star Wars Bundle***

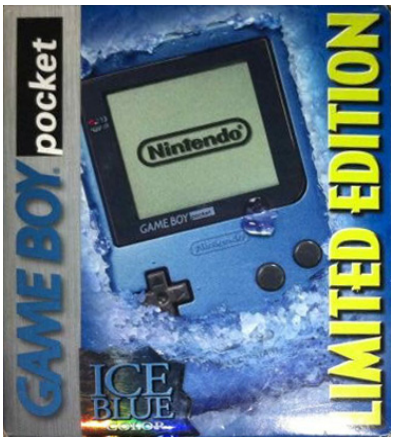


# Limited Edition

## Ice Blue

The Ice Blue Limited Edition Game Boy Pocket is a dark blue console released in North America in 1997. The console was only available at Target and Nintendo Power.

Some releases were packed with Zelda.






## Extreme Green

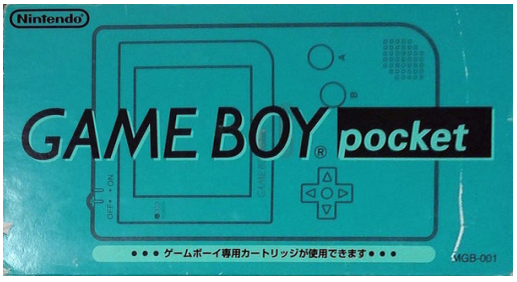
The Extreme Green Limited Edition Game Boy Pocket is a bright green/clear colored console. It was released in North America in 1997.






## Emerald Green

The Emerald Green Game Boy Pocket is a green colored console with dark red buttons. It was released in Japan in 1998 and was only available at Toys R Us.






## Ice Blue Clear

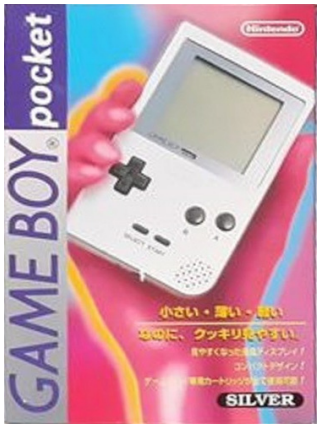
The clear version of Ice blue is a clear blue console only released in Japan and Australia in 1996.

In Japan the console only sold at Toys R Us. In Australia it only came as a bundle packed with The Little Mermaid.





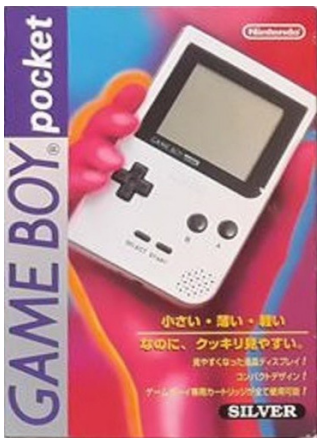



## Silver

The Silver Game Boy Pocket with a silver border was released world wide in 1997.






## Silver

The Silver Game Boy Pocket with a black border was released world wide in 1997.






## Gold

The Gold Game Boy Pocket is a gold colored console released in Japan and Australia.

In Australia the Gold GBP came packaged with Donkey Kong Land.






## Limited Swedish Edition

In 1997, Bergsala, the Nordic and Baltic agent and distributor of Nintendo products, released a Swedish Limited Edition Game Boy Pocket with a blue front and yellow back.

The console came with a certificate and a numbered sticker on the battery cover. The console came in a limited quantity of 3000(+) pieces.

## Off-white

The Off-white Game Boy Pocket was only released in Japan. The system was made in the style of the original Game Boy with Purple red-ish buttons.





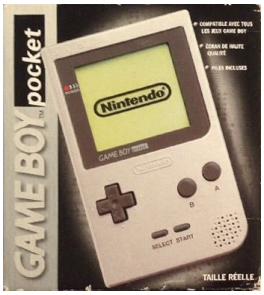


## Package Variations

*(us-Target) ZLA Bundle*




*(eu) Silver Basic Pack*




*Silver Basic Set*




*(jp) Tamagotchi Bundle*



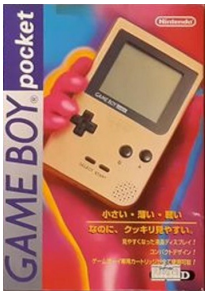

*(jp) Hello Kitty Bundle*




*Off White Basic Set*




*(jp) Gold Basic Pack*




*(jp) Clear Ice Blue*




*(au) Ariel Bundle*

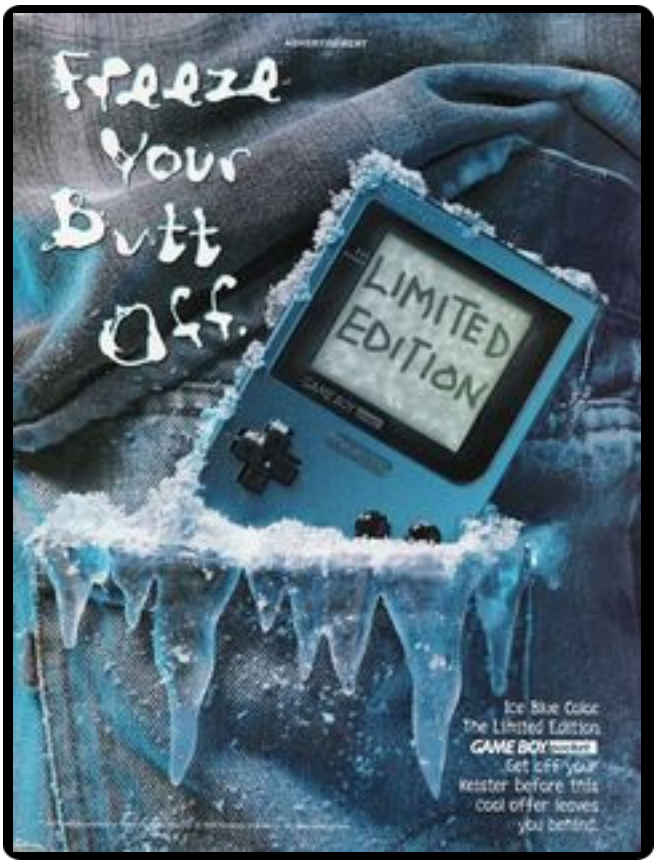



*(hk) Mani Limited*




*DKL Gold Bundle*



# Special Edition

## NP100



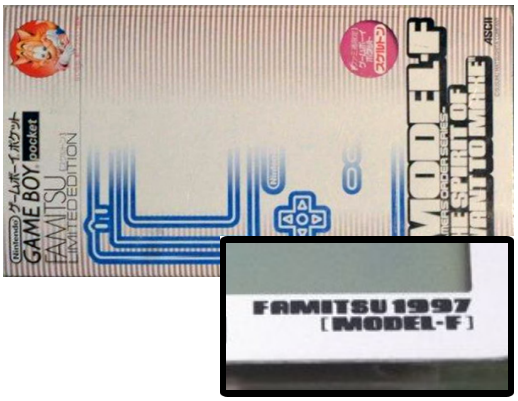

The NP100, Nintendo Power 100th Issue Edition, is a golden console with the Nintendo Power logo on it. This was available in North America for purchase by the Nintendo Power adverts or by winning their 100th issue contest (1997).




Probably around 4,000 of these were made.

## Famitsu






The Famitsu Limited Edition Game Boy Pocket is a clear console with a baby-blue border released in 1996 in Japan.

Famitsu is a line of Japanese video game magazines.

## ANA







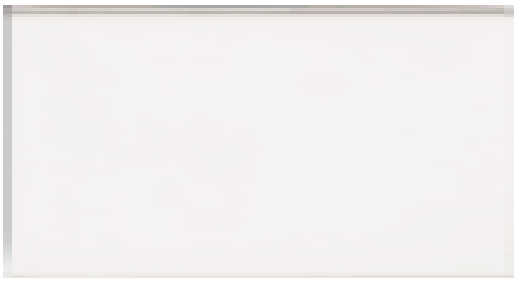
The ANA Airline Game Boy Pocket is a clear blue console with an “ANA” Logo printed on it. It was released in 1997 in Japan with a limited quantity of 5000 pieces.

People was also able to win this in a lottery with ANA. The system came with a special shipping box.

*“consolevariations.com”*

## Atlus



The Pri-cla Atlus Game Boy Pocket is a white console with a baby-blue border. The console was never sold but actually a Japanese release model that was given as a memorial gift to Atlus staff when the game Purikura Pocket came out.

## Seibu Lions

The Seibu Lions Game Boy Pocket is a blue colored console with the Seibu logo printed on it. It was released in 1997 in Japan.

The Saitama Seibu Lions are a professional baseball team in Japan's Pacific League based north of Tokyo in Tokorozawa, Saitama.







## Hello Kitty

The Hello Kitty Game Boy Pocket is a pink console with Hello Kitty artwork. The console was only released in Japan and came as a bundle with the game, Hello Kitty.

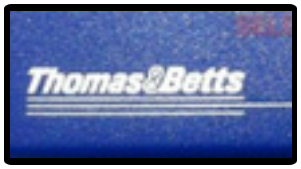





## Thomas & Betts

The Thomas & Betts Game Boy Pocket is a blue console with a Thomas & Betts logo.

The console comes from Belgium and it is believed that it was probably released as a promotional tool by the American society of electric and electronic products "Thomas & Betts".







## Toyota

The Toyota Game Boy Pocket is a clear console with Toyota printed on it. The system was only released in Japan.






## Imagineer






The Imagineer Game Boy Pocket is a green console that glows in the dark. The console was released in Japan in 1996 with a limited quantity of 2000 pieces.

The console was also a prize in Imagineers Multi Racing Championship (N64) Contest.

## A.C. Fiorentina






The A.C. Fiorentina LE Italian limited Game Boy Pocket is a silver console with prints of Mario and the A.C. Fiorentina logo. The console was released in Italy in a limited quantity of 3000 pieces.

Nintendo became the first sponsor of the Italian soccer team Fiorentina, so they had a special numbered edition of the system, made to celebrate the contract.

*"consolevariations.com"*

## V drink



The V drink Game Boy Pocket is a green console with a V drink logo. The console was released in Australia as a promo from the soft drink, V drink.

## White Marble



The White Marble Game Boy Pocket is a rare, white colored console with marble pattern. The system was only available in a certain stores in Japan.

*"consolevariations.com"*

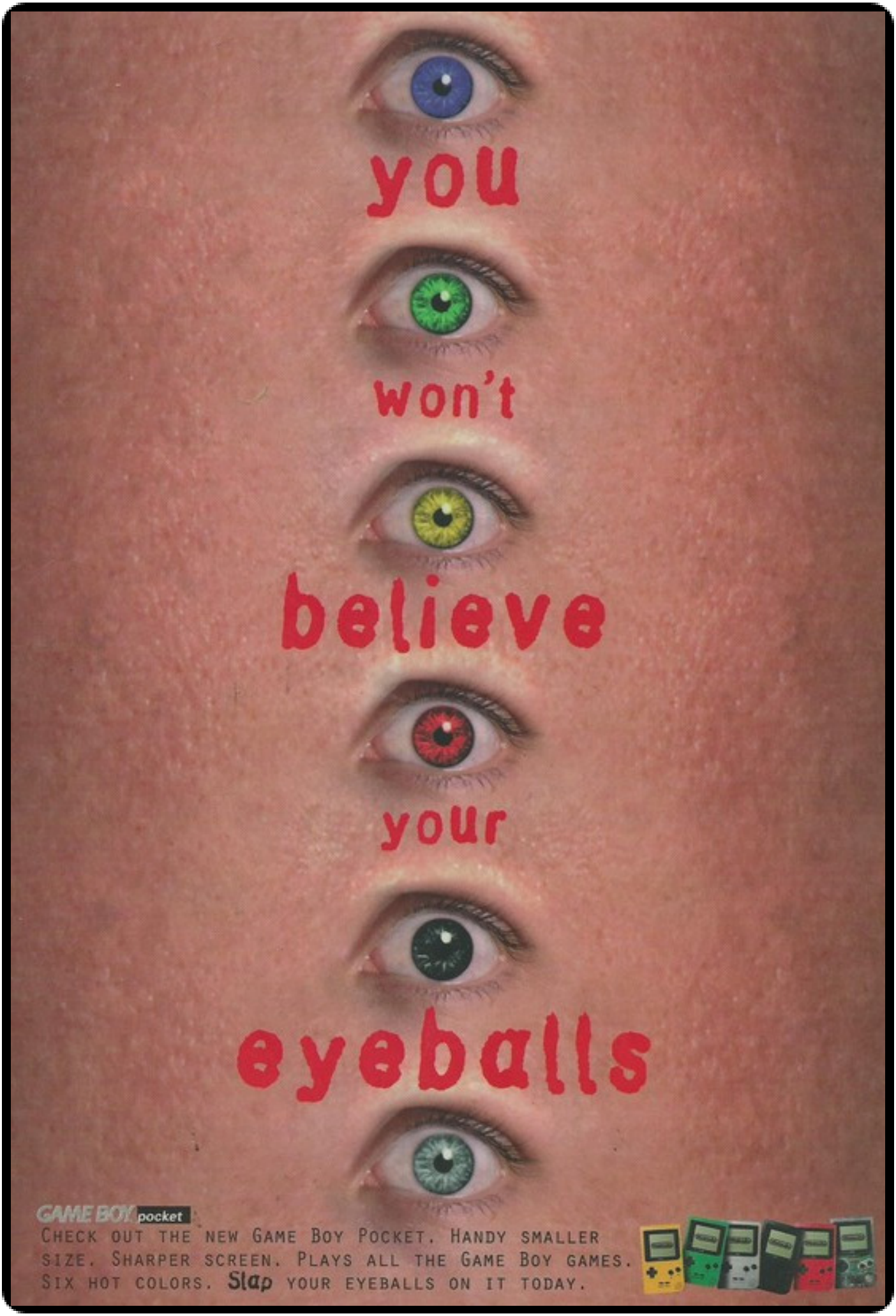
## Wood Edition

The Wood Edition, also known as Red Marble, Game Boy Pocket is a rare, red-ish brown colored console with wood pattern. The system was only available in a certain stores in Japan.



*"consolevariations.com"*




you
won't
believe
your
eyeballs
GAME BOY pocket
CHECK OUT THE NEW GAME BOY POCKET. HANDY SMALLER SIZE. SHARPER SCREEN. PLAYS ALL THE GAME BOY GAMES. SIX HOT COLORS. Slap YOUR EYEBALLS ON IT TODAY.

# Game Boy Light

The Game Boy Light is a backlit and updated version of the Game Boy Pocket exclusively released in Japan. It was first sold in stores on April 14, 1998.




The Game Boy Light only lasted a short amount of time before the Game Boy Color had a release in October 1998. The Game Boy Light resembles the Game Boy Pocket; however, the battery compartment is different in shape and the size is slightly larger. The reason it is larger is that its battery compartment requires two AA batteries, rather than two AAA batteries that was used in the Game Boy Pocket. These batteries were also AAs to support the backlit screen it had.

The Game Boy Light was available in two different colors at launch; gold and silver, then later available in translucent yellow (Toys "R" Us), translucent red (Tezuka Osamu World Shop), and clear (Astro Boy & Famitsu) as special, limited editions.

*"nintendo.wikia.com"*



## Gold







The Gold Game Boy Light was on of the two launch consoles released on April 14, 1998 in Japan.

## Silver







The Silver Game Boy Light was on of the two launch consoles released on April 14, 1998 in Japan.

## Clear Yellow







The Clear Yellow Game Boy Light has a clear yellow color released in 1998. It was only available at Toys 'R Us in Japan.

## Astro Boy







The Astro Boy Game Boy Light is a clear console with artwork of Astro Boy on it. The console was released in 1998 in Japan.

Mighty Atom is a Japanese manga series written and illustrated by Osamu Tezuka from 1952 to 1968. The manga was adapted for TV as Astro Boy, the first popular animated Japanese television series that embodied the aesthetic that later became familiar worldwide as anime.

## Osamu Tezuka World Shop

The Tezuka Osamu World Shop Game Boy Light is a red clear console with artwork of famous characters by Tezuka Osamu, creator of Astro Boy. The console was released in Japan in 1998.







## Famitsu F02 Event Version

The first Famitsu F02 Game Boy Light was released in a blister package (making it a little harder to find complete) in 1998 at a Famitsu celebration event. The console is clear blue with white border.

The event version was released in a limited quantity of 5000 pieces.







## Famitsu F02 Mail Order Version

The Mail Order and Event editions are essentially the same – though the latter is marked with a unique number on its packaging – both feature a clear shell and white buttons.

The mail order version had a significant smaller release of only 500 pieces.

*"tinycartridge.com"*







## Pokémon Center Tokyo

The Pokèmon Center Edition Game Boy Light is a yellow console with Pikachu artwork on the screen border of the system. The console was only available for a limited time at the Tokyo Pokemon Center. It included a matching Game Boy pouch, matching (pikachu) batteries and a carrier bag.






# Accessories

These pages include some of the different accessories that have been released for the Game Boy handheld console and its two successors; Game Boy Pocket and Game Boy Light.

## Game Boy Pocket Sonar

The Game Boy Pocket Sonar is a peripheral for the Nintendo Game Boy made by Bandai that used sonar to locate fish up to 20 meters (65 feet) underwater for the sport of fishing and contained a fishing mini-game. It was released in Japan in 1998, but never internationally. It holds the record for being the first sonar-enabled gaming accessory.




## Game Link Cable



The first generation Game Link Cable (model DMG-04) was released alongside the original Game Boy and has "large" connectors on both ends. It can only be used to link two original Game Boys to play Game Link-compatible games, usually denoted by a "Game Link" logo on the packaging and cartridge.

## Game Boy battery pack

The Game Boy Battery Pack sold for about $30 USD. The battery peripheral itself is roughly 3 in. long, 2 in. wide, and 0.5 in. thick. One end sprouts a thin cable that ends by being plugged into the external power jack of the Game Boy, while the other end connects to a standard mains plug. The first version of it is gray with purple lettering, to match the colors used on the Game Boy. It also features a belt clip. The battery pack was good for several hours of gameplay per charge, providing an alternative to purchasing more AA batteries once their power had exhausted. The product used nickel-cadmium batteries, lasted about 4–5 hours per charge, and could be charged roughly 1000 times before a significant loss in effectiveness. A major drawback of the battery pack is its weight, as well as the way the plug stuck out prominently from the side of the Game Boy.






## Game Boy Pocket Charger and Battery Pack

The official Game Boy Pocket Battery Pack is a rechargeable battery which can be used in the Game Boy Color (CGB-001) or Game Boy Pocket (MGB-001) or Game Boy Light (MGB-101). The battery life is about 10 hours in Game Boy Color or Game Boy Light and about 8 hours in Game Boy Pocket.




The Game Boy Pocket Charger is the charger which charges the battery pack (MGB-002). The battery charge time is about 12 hours (when The battery is empty).

The Charger and Battery Pack were released in Japan in July 21, 1996 for ¥3500, or at ¥1,900 for the Battery Pack only).

## Game Link Cable Adaptor

After the release of the Game Boy Pocket, Nintendo started using a smaller Game Link connector and released an adaptor called the Game Link Cable Adaptor (MGB-004) which could be used in conjunction with the original Game Link cable (DMG-04) to allow an original Game Boy to connect to a Game Boy Pocket/Color.




## Game Boy Four Player Adapter

A select few Game Boy games, such as F-1 Race, supported multiplayer modes for up to four players, although this requires the use of up to three additional Game Link cables and the Game Boy Four Player Adapter (model DMG-07).



## Game Boy Pocket Game Link Cable

The second generation started with the release of the Game Boy Pocket which used a much smaller Game Link connector than those used on the original Game Boy. Although the pin assignment and basic port shape remained the same, its much smaller size necessitated the release of new Game Link Cables.

The second generation Game Link Cables came in a few varieties, but each serves the same purpose. The first was called the Game Boy Pocket Game Link Cable (MGB-008), and was designed to be used with the Game Boy Pocket. The MGB-008 was the only Game Link cable to be white in color, and may have only been released in Japan. The MGB-008 features the smaller second generation connectors on both ends, allowing two Game Boy Pockets to link.




## Universal Game Link Cable

The next cable of the second generation is called the Universal Game Link Cable (MGB-010). It features the smaller second generation connector on one end, and the cable splits into both a second generation and first generation connector at the other end (although only one connector at this end can be used at any given time). This link cable was included with the Game Boy Printer in the USA and Europe but does not appear to have been available to buy separately.

After the Game Boy Pocket came the Game Boy Light, and the Game Boy Color, all share the same link cable port design, and Game Boy Color games and original Game Boy games can both use a second generation cable. Therefore, the Game Boy Color is compatible with the MGB-008 and MGB-010.



## Cleaning Kit

The official Game Boy Cleaning Kit was released in Japan and has the Nintendo model number DMG-08. The cleaning kit is similar to the NES cleaning kit and is used to clean the systems cartridge port. It includes a cleaning cart and a brush. Users first insert the the cleaning cart then use the brush on the remaining dirt inside the cartridge




## Stereo Headphones

The official Nintendo Stereo Headphones was released in most original Game Boy bundles in North America and Europe. It was also possible to buy the headphones separately. In Japan they came at a price of ¥1,000. The headphones have a red and blue tab on them to distinguish from left and right. Other than that, they are very ordinary cheap stereo headphones.



# Game Boy Camera

The Game Boy Camera, released as Pocket Camera in Japan, is an official Nintendo accessory for the Game Boy and was released on September 17, 1998 in Japan, which ceased manufacture in late 2002. It is compatible with all of the Game Boy platforms (with the exception of Game Boy Micro). The camera can take 256×224 (down scaled to half resolution on the unit with anti-aliasing), black & white digital images using the 4-color palette of the Game Boy system. It interfaced with the Game Boy Printer, which utilized thermal paper to print any saved images, making a hardcopy. Both the camera and the printer were marketed by Nintendo as light-hearted entertainment devices aimed mainly at children in all three major video game regions of the world: Japan, North America, and Europe. N64 Magazine (which has since been superseded by NGamer) dedicated a monthly section to the device.

The Game Boy Camera comes in five different standard colors: blue, green, red, yellow and clear purple (Japan only). There was also a limited edition gold The Legend of Zelda: Ocarina of Time edition, which contains different stamps from the standard versions and was available only in the United States through a mail order offer from Nintendo Power.

The device's software has numerous references to other Nintendo products. Also, there are a few differences between the North American and Japanese versions, including the unlockable B album pictures and the stamps that can be placed on pictures.

Initially, the Game Boy Camera was not well received at Nintendo. However, Kuwahara approached Creatures, Inc. President Hirokazu Tanaka regarding the development of the software for the device, which solidified the project. The camera's built-in software was co-developed by Nintendo Research & Development 1 and the Japanese company Jupiter, with Tanaka directing the project.
















The Game Boy Camera was featured in the 1999 edition of Guinness World Records for being the world's smallest digital camera, though this record has since been broken. Nintendo reportedly had plans to release a successor to the Game Boy Camera for the Game Boy Advance called the GameEye which would take color photos and feature connectivity with the Nintendo GameCube through a game titled Stage Debut, but neither the GameEye nor Stage Debut ever saw release.

The Game Boy Camera was used to take the photographs for the album cover of Neil Young's Silver & Gold. The Game Boy Camera was featured prominently in the Hong Kong zombie film Bio Zombie. In Banjo-Tooie, Chris P. Bacon uses a Game Boy Camera to take pictures.

There are three main options available on the menu screen: Shoot, View, and Play.

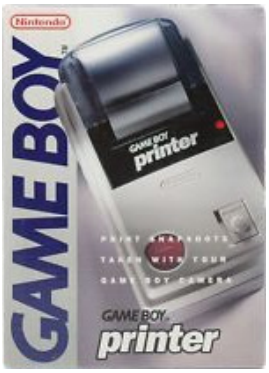
Users can make photo albums, slideshows, and custom animations of photos. Hot-Spot allows users to link pictures together by clicking on certain spots of the picture. This can be used in a number of creative ways. For example, it could be used for creating a game where a player can go from one photo of a room in a house to another by pressing certain spots on the photos. The location of the hot-spots are customizable by accessing the Special menu via the Select options and choosing "Hot-Spot". In this mode, up to five one-eyed blobs can be placed on each picture, which become invisible hot-spots during "Hot-Spot" mode. Each blob can be programmed to send the player to a different photo and include a visual transition and a sound effect. Then, in Hot-Spot mode, when the player presses one of the hot-spots, he or she will be sent to a photo of another room, where additional hot-spots will send the player to additional photos, and move him or her throughout the virtual house.

# Game Boy Printer

The Game Boy Printer, known in Japan as the Pocket Printer, is a thermal printer accessory released by Nintendo in 1998, which ceased manufacture in early 2003. The Game Boy Printer is compatible with all the Game Boy systems except the Game Boy Micro, and is designed to be used in conjunction with the Game Boy Camera. It also prints images from compatible late-generation Game Boy and Game Boy Color games. It runs on six AA batteries and uses a special 3.8 cm wide thermal paper with adhesive backing, sold in white, red, yellow and blue colors. In Japan, a bright yellow Pokémon version of the Game Boy Printer was released, featuring a feed button in the style of a Poké Ball.

Mad Catz sells a kit that enables users to connect a Game Boy to a PC and print images using the PC's printer.




Hobbyists outside the UK can also make their own cable for uploading images to their computer. A Game Boy Printer emulator is needed for the Game Boy to interface with the PC once linked via cable. The Game Boy Printer Paper has also been discontinued, and rolls of the genuine article that still produce a reliable image are becoming more difficult to find. Regular thermal paper, such as the kind used for POS terminals, can be cut to the proper width and used successfully with the Game Boy Printer.

The system will print a test message reading "Hello!" if it is turned on while the feed button is held. According to the manual, this is used to test if the printer is functioning properly. To get around using six AA batteries (1.5 volts each) for the printer, a single 9V battery can be used if wired properly, because the printer requires 9 volts DC.

## Game Boy Printer paper




A roll of the American Game Boy Printer paper came in red, blue, yellow and white, with an adhesive backing. It had a width of 38mm and a diameter of 30mm, with a 12mm cardboard spindle in the centre. A typical roll had 390–400 cm of length. When a picture printed from the Game Boy Camera, it would print with a .5 cm margin above and below the picture and print the picture at a 2.3 cm height. This would give the total of 3.3 cm height per picture. The Game Boy Printer paper refills boasted up to 180 pictures per roll. With the math the typical roll could only take 118 pictures. The paper is now hard to find; it could be substituted with a 1.5-inch-wide (38 mm) thermal paper without repercussions on the printer.

Pokémon Pinball has a glitch to where it will only print the RED high scores.

## Barcode Boy




The Barcode Boy by Namco is a Game Boy peripheral released only in Japan in December 1992. It attaches to the Game Boy and is used to scan or swipe barcodes, similar to the e-Reader.

Games such as Monster Maker: Barcode Saga were designed to be used specifically with the Barcode Boy. Scanning the game cards would give the player the ability to custmize characters and battle opponents via a link cable. The scanner is also compatible with auto and horse racing games available in Japan. Players of those games search out codes that will give the fastest car or horse.

Other barcodes found on actual store-bought merchandise could be scanned as well, giving the player different features in the games.

The Barcode Boy was featured in an article in Nintendo Power V56 in 1994.

*"nintendo.wikia.com"*




## Handy Boy

The Joyplus Handy Boy is an official "all in one accessory" for the original Game Boy. It features two amplified external speakers that are positioned on each side of the screen. The Handy Boy adds a square magnifier which has simple light for illumination. These parts can fold together for travel. Additionally, a thumb joystick can be clipped onto the Game Boy with or without the speakers and magnifier.

## Game Genie




This was the first cheat device for the Game Boy manufactured by Galoob. It is designed to nest snugly into the original Game Boy (though it will loosely fit into the Pocket and Color systems; it will fit into the Super Game Boy only if you saw off the plastic clip on the Genie's bottom.) The cartridge is inserted with the label facing inward. A compartment on the back holds the tiny code book containing codes for the system. Up to three lines of codes can be entered at a time. There is no backup, so codes have to be reentered upon each startup. Nintendo fought this accessory in Lewis Galoob Toys, Inc. v. Nintendo of America, Inc., but the court ruled that the Game Genie did not create a derivative work.

## BoosterBoy




In practice, the Game Boy is housed inside this unit, which devours four C batteries at a time. The only visible part of the handheld is the screen, with the peripheral taking over all controls, complete with an analogue stick and shaky buttons. While extra loud speakers and a magnifier may be helpful to some, this add-on takes a portable console and morphs it into a lump of plastic the size of a 1980s telephone.

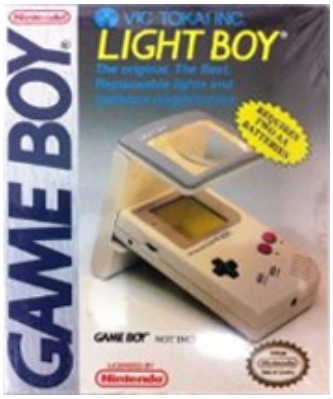
*"ThomasWhitehead@nintendolife.com"*

## Game Boy Radio




The Gameboy FM Radio by Beeshu is a third party peripheral which turns the original Game Boy into an FM radio. The radio fits into the cartridge port and use the Game Boy only as a power supply.

## Light Boy




One of the first widely distributed experience enhancers for the Game Boy was the Light Boy, a battery-powered attachment that not only lit up the screen with LEDs, but magnified it too. The Light Boy could make made late car rides and nighttime gaming sessions doable in an era where backlighting technology simply just did not exist, but with a cost of headache, nausea and blurry vision.

*"ThomasWhitehead@nintendolife.com"*

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## Nuby Amplifier

The Nuby Amplifier for Game Boy is a micro-amp that gives users greater volume control. The Amplifits snuggly into the original Game Boys headphone jack. It feature stereo sound, but when the speakers are so close, one cannot get good stereo separation. The speakers sound distorted at higher volumes.




## Game Boy Carrying Case

Several carrying cases and traveling bags were released for the Gameboy, both unlicensed and official products. Pictured here are a few of the cases/bags that were released for the system.



















## Nuby Light




The Nuby is an officially licensed 3rd-party product. It is a window attached to a battery pack. Inside the window ares two LEDs, one on each side of the screen. The battery pack takes 4xAA batteries connected in series, not parallel.

The Nuby slides over the Game Boy's screen and is held in place by two ridges at the top of the Game Boy. The fit is tight. The Nuby will not fit over a Game Boy Pocket or Color, Nuby released separate products for those systems. When users turn the switch on, the LEDs bathe the screen in white-yellowish light. The insides of the plastic window use glossy white plastic to give some reflective capability.

The Nuby and its batteries add substantially to the weight of the Game Boy. With the Nuby with its batteries, a Game Boy weighs 17.3oz. Without the Nuby, it Game Boy weighs 12.2oz.

The Nuby's bulk and its cutting off of the screen's edges makes it only useful when the ambient light is insufficient to see the screen. Users can play their Game Boy in the dark with a Nuby, but they may not play as well because of the non-uniform lighting and the glare that tends to obscure each edge of the screen.

Even though the Nuby is not a perfect product, it is still thought by many to be better than its competitors. It is sturdily built, unlike some of the magnifier units sold for the Game Boy. The Nuby's LEDs are extremely close to the Game Boy screen whereas the Light Boy and other magnifier lights are further away, significantly reducing the amount of light hitting the screen.

Nuby also bundled the light with a separately-attached magnifier and called it the Nuby Light Plus. Though, magnifiers tend to make the screen darker and the graphics more pixelated.

*"nerdlypleasures.blogspot.no"*

# Super Game Boy

The Super Game Boy is a 16-bit adapter cartridge for Nintendo's Super Nintendo Entertainment System. It was the first Game Boy-based add-on to a Nintendo console. The Super Game Boy allows game cartridges designed for use on the Game Boy to be played on a TV display using the Super NES controllers. It is the precursor to the Game Boy Player on the Nintendo GameCube, which functions in a similar manner.

The Super Game Boy is compatible with the original monochrome Game Boy cartridges, Game Boy Camera, and the black Game Boy Color cartridges although it would display the latter in their monochrome compatibility mode. The unit could map the four shades of green to various colors on the screen. Later Game Boy games that were optimized to use the Super Game Boy had additional color information and could over-ride the ability to change the on-screen colors, and the ability to display a graphical border around the screen as well as the ability to display special background sprites on the screen, as seen in the Mario's Picross title screen. Those games would have printed a small "Super Game Boy Game Pak" logo on the box and cartridge. The adaptor could support up to 64 colors for the border, and 12 colors for the screen. Static screens could display all 10 colors.




*Super Nintendo version*




*Super FamiCom version*

It is also possible for Super Game Boy games to make use of the SNES hardware for extra effects, as demonstrated in Contra: The Alien Wars, Donkey Kong, Kirby's Dream Land 2, A Bug's Life, Animaniacs and Toy Story; these games had expanded sound when used with the Super Game Boy. Wario Blast, the Game Boy version of Killer Instinct, and several other titles even allowed the second Super NES controller to be used for two-player action, and the title screen changed to show that these games had a two-player option, rather than a connection status. The original Super Game Boy does not support game link multiplayer because, according to a Nintendo spokesman, a two-player configuration would interfere with the RF signal from the television.

The Game Boy version of Space Invaders allowed players to access a Super NES version of the game as well as a coloured version of the Game Boy game.

Some black Game Boy Color cartridge games also have Super Game Boy enhancements, although there isn't any logo indicating this on the cartridge or on the front of the box as there are for original Game Boy releases. Several GBC titles do have a small Super Game Boy compatibility icon located on the back of their packaging, such as for Dragon Warrior Monsters 2: Cobi's Journey.

The Super Game Boy actually consists of the same hardware as the Game Boy; inside the cartridge is a separate CPU that processes the games while the Super NES only provided means for user-input, output of graphics to the screen, and the additional coloring, similar to the Atari 5200 version of the Atari 2600 adapter.

The original Super Game Boy is known to play the game program and its audio 2.4% faster than other Game Boy hardware. This is due to the use of the Super NES's clock speed divided by 5, which ends up being 4.295 MHz instead of 4.194 MHz. The timing issue can be rectified by adding an appropriate crystal oscillator to the Super Game Boy and disconnecting the Super NES's clock source.

The Super Game Boy is the successor to Intelligent Systems' Wide Boy 2 (which connected to the FamiCom or NES). One difference between the Wide Boy and the Super Game Boy is that the former did not use any part of the FamiCom/NES other than the video memory. Even the controller (a single Famicom controller) is hardwired directly into the Wide Boy. The Wide Boy would continue running even if the reset button is held down on the Famicom/NES. The Game Boy had twice as many tiles as could fit in the FamiCom/NES's video memory, so the Wide Boy had to refresh the FamiCom/NES's video memory halfway down the screen.

## Super Game Boy 2

The Super Game Boy 2 was released exclusively in Japan in 1998. Additions included a link port to allow a user to access two-player mode via the link cable, the green game link LED, and the red power LED indicator, and runs at the exact speed of the Game Boy (the original model runs 2.4% faster than a Game Boy). In addition, it came with eight new default borders, which replaced those in the original model (though the old borders are still accessible via a code); however, it retained the same built-in palettes and coloring tools as on the original model. Contrary to rumors, the system is unable to run Game Boy Color-exclusive games. Also, this version of the SGB does not allow one to change borders in some games that have built-in borders. Some games have features only available through the Super Game Boy 2, such as a special Tetris DX border.




## Hori's SGB Commander controller




In Japan, Hori released a special Super Game Boy controller called the SGB Commander. The controller, aside from the 4 Game Boy buttons (A, B, Start and Select), also had 4 Super Game Boy specific buttons which could enable the user to mute the sound, reduce the speed of the game, change the colors and modify the display window. An additional switch is provided to alternate between Super Game Boy mode and regular Super Famicom Mode.

## List of Super Game Boy games

On the next pages is a list of Game Boy games that make use of the enhancements, color palettes, or other features of the Super Game Boy. Or, like some of them, only feature a Super Game Boy logo on the box but has none of the features.

**Notes**

- Some games will have enhanced music tracks and voice samples if played on the Super Game Boy.
- If Tetris DX is played on the Super Game Boy 2 device, a different border will appear.
- Some games have hidden borders only available by inputting a code on the title screen or while playing the game. The games are: Balloon Fight GB, Mario's Picross, Space Invaders (GB), Picross 2, Super Black Bass, Super Black Bass Pocket 2, Tetris 2, Tetris Attack and TNN Outdoor Fishing Champ.
- TNN Outdoor Fishing Champ is missing a border found on the Japanese version's ending due to that ending being cut for the USA release.
- Some games, such as Bomberman Quest, have borders that only show by linking a Super Game Boy 2 with a Game Boy.
- The Game & Watch Gallery series will show a Super NES controller under Mode Select instead of a Game Boy system if played on the Super Game Boy. Also, when playing one of the mini-games in "Classic" mode, the Super Game Boy will display borders around the screen that mimic the original Game & Watch casing designs.
- Some games (mostly Takara fighting games, but a few others) have special two player modes using two Super NES controllers on Super Game Boy. A few of the SGB Bomberman games (such as Wario Blast) allow for four players using a Super Multitap (or any compatible multiplayer adapter) and four controllers.
- Rumble cartridges have their rumble function disabled when played on a Super Game Boy, even if they are not otherwise enhanced, such as in Hole in One Golf or Test Drive Off-Road 3.
- Several Nintendo-published Game Boy games that were released prior to the Super Game Boy are not otherwise enhanced, but do have special default palettes when played on it. Those will be noted in the list.

| Game Title | Notes | pg. |
|---|---|---|
| Adventures of Lolo | Only the UK version has SGB support | 15 |
| Akazukin Chacha | | 17 |
| Alfred Chicken | Only the Japanese version has SGB support | 18 |
| Alleyway | not enhanced, but has a special default palette | 32 |
| Animal Breeder | Multiple Borders | 25 |
| Animal Breeder 2 | Multiple Borders | 26 |
| Animaniacs | Custom SGB Music, palette changes disabled | 26 |
| Another Bible | Multiple Borders | 26 |
| Aoki Densetsu Shoot! | | 27 |
| Arcade Classic 1 | Multiple Borders | 27 |
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| Arcade Classic 3 | Multiple Borders | 28 |
| Arcade Classic 4 | Multiple Borders | 28 |
| Arcade Classic 5 | Multiple Borders | 28 |
| Asterix & Obelix | | 30 |
| Bakenou TV ‘94 | Multiple Borders | 34 |
| Bakuchou Retrieve Master | palette changes disabled | 34 |
| Bakuchou Retsuden Shou: Hyper Fishing | | 35 |
| Baseball | not enhanced, but has a special default palette | 37 |
| Battle Arena Toshinden | SGB Two Player Mode | 40 |
| Battle Crusher | | 41 |
| Beethoven’s 2nd | | 45 |
| Bomberman Collection | Multiple Borders, SGB Multiplayer up to 4 players for Bomberman GB and GB2, Custom SGB SFX | 52 |
| Bomberman GB | SGB Multiplayer up to 4 players, same game as Wario Blast, Custom SGB SFX | 52 |
| Bomberman GB 2 | Multiple Borders, SGB Multiplayer up to 4 players, same game as US Bomberman GB, Custom SGB SFX | 52 |
| Bomberman GB 3 | Multiple Borders | 54 |
| Captain Tsubasa J: Zenkoku Seiha Chousen | Multiple Borders | 64 |
| Castlevania Legends | | 66 |
| Centipede | Majesco re-release version, Box and cart show SGB logo but no enhancements | 68 |
| Centipede/Millipede | | |
| Chibi Makuro-chan: Makuro Deluxe | | 71 |
| Chousoku Spinner | | 74 |
| Collection Pocket | | 75 |
| Contra: The Alien Wars | | 76 |
| Crayon Shin-Chan: Ora Gokigen Collection | | 79 |
| Crayon Shin-Chan 4: Ora Itazura Daihenshin | | 79 |
| Daffy Duck: The Marvin Missions | Multiple Borders, originally released without enhancements. | 82 |
| Dai-2-Ji Super Robot Taisen G | | 82 |
| Daikaijuu Monogatari: The Miracle of Zone | | 83 |
| Desert Strike | | 88 |
| Dino Breeder | | 89 |

| Game Title | Notes | pg. |
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| Dino Breeder 2 | | 90 |
| Disney's Aladdin | Game Boy and Game Boy Color versions exist, but only the original Game Boy version has enhancements | 18 |
| Disney's Hercules | Custom SGB Music | 137 |
| Disney's Mulan | Custom SGB Music | 223 |
| Disney's Pocahontas | Custom SGB Music, palette and controller changes disabled | 263 |
| Disney's The Hunchback of Notre Dame | Custom SGB Music | 143 |
| Disney's Toy Story | Custom SGB Music | 355 |
| Donkey Kong | Custom SGB Music/Voice Samples | 91 |
| Donkey Kong Land | palette changes disabled | 91 |
| Donkey Kong Land 2 | except Japanese version, which was for the GBC, palette changes disabled | 91 |
| Donkey Kong Land III | not enhanced, but has a special default palette | 92 |
| Doraemon no Game Boy Asobouyo DX 10 | SGB Two Player Mode, Multiple Borders | 93 |
| Doraemon Kart | SGB Two Player Mode, Multiple Borders | 93 |
| Dr. Mario | GBC, Multiple Borders, palette changes disabled | 98 |
| Dragon Ball Z: Goku Hishouden | GBC, Multiple Borders, palette changes disabled | 98 |
| Dragon Ball Z 2: Goku Gekitouden | GBC, Multiple Borders, palette changes disabled | 98 |
| Elite Soccer | | 103 |
| F-1 Race | not enhanced, but has a special default palette | 105 |
| FIFA International Soccer | | 109 |
| FIFA Soccer 96 | palette changes disabled | 109 |
| FIFA Soccer 97 | Custom SGB Music, palette and controller changes disabled | 109 |
| FIFA Soccer 98 | Custom SGB Music | 110 |
| Frisky Tom | Box and cart show SGB logo but no enhancements | 117 |
| Frogger | | 118 |
| Slam Dunk: Gakeppuchi no Kesshou League | | 312 |
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| Fushigi no Dungeon: Fuurai no Shiren GB | palette changes disabled | 118 |
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| Game & Watch Gallery | Multiple Borders | 120 |
| Game & Watch Gallery 2 | GB and GBC versions exist, Multiple Borders, JP title: Game Boy Gallery 2 | 121 |
| Game Boy Gallery | Multiple Borders | 121 |
| Game Boy Wars | not enhanced, but has a special default palette | 121 |
| Game Boy Wars Turbo / Game Boy Wars Turbo Famitsu version | | 122 |
| Gamera: Daikaijuu Kuuchuu Kessen | Multiple Borders | 123 |
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| Gekitou Power Modeller | | 126 |
| Genjin Cottsu | | 127 |
| God Medicine Fukkoku Ban | | 131 |
| Golf | not enhanced, but has a special default palette | 132 |
| Golf Classic | | 322 |
| Go! Go! Ackman | | 129 |
| Go! Go! Hitchike | Multiple Borders | 130 |
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| James Bond 007 | | 151 |
| Jeopardy! Platinum Edition | | 154 |
| Jeopardy! Teen Tournament | | 155 |
| Jinsei Game | SGB Multiplayer up to 4 players | 156 |
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| Jungle Strike | Box and cart show SGB logo but no enhancements | 158 |
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| Kaeru no Tame ni Kane wa Naru | not enhanced, but has a special default palette | 160 |
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| Killer Instinct | SGB Two Player Mode | 166 |
| King Of Fighters ‘95 | SGB Two Player Mode, Uses SGB’s internal sounds | 166 |
| King Of Fighters - Heat of The Battle | Multiple Borders, SGB Two Player Mode, Uses SGB’s internal sounds | 167 |
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| Koukiatsu Boy | | 174 |
| Konami GB Classics Vol.1 | Japanese version only, Multiple Borders | 172 |

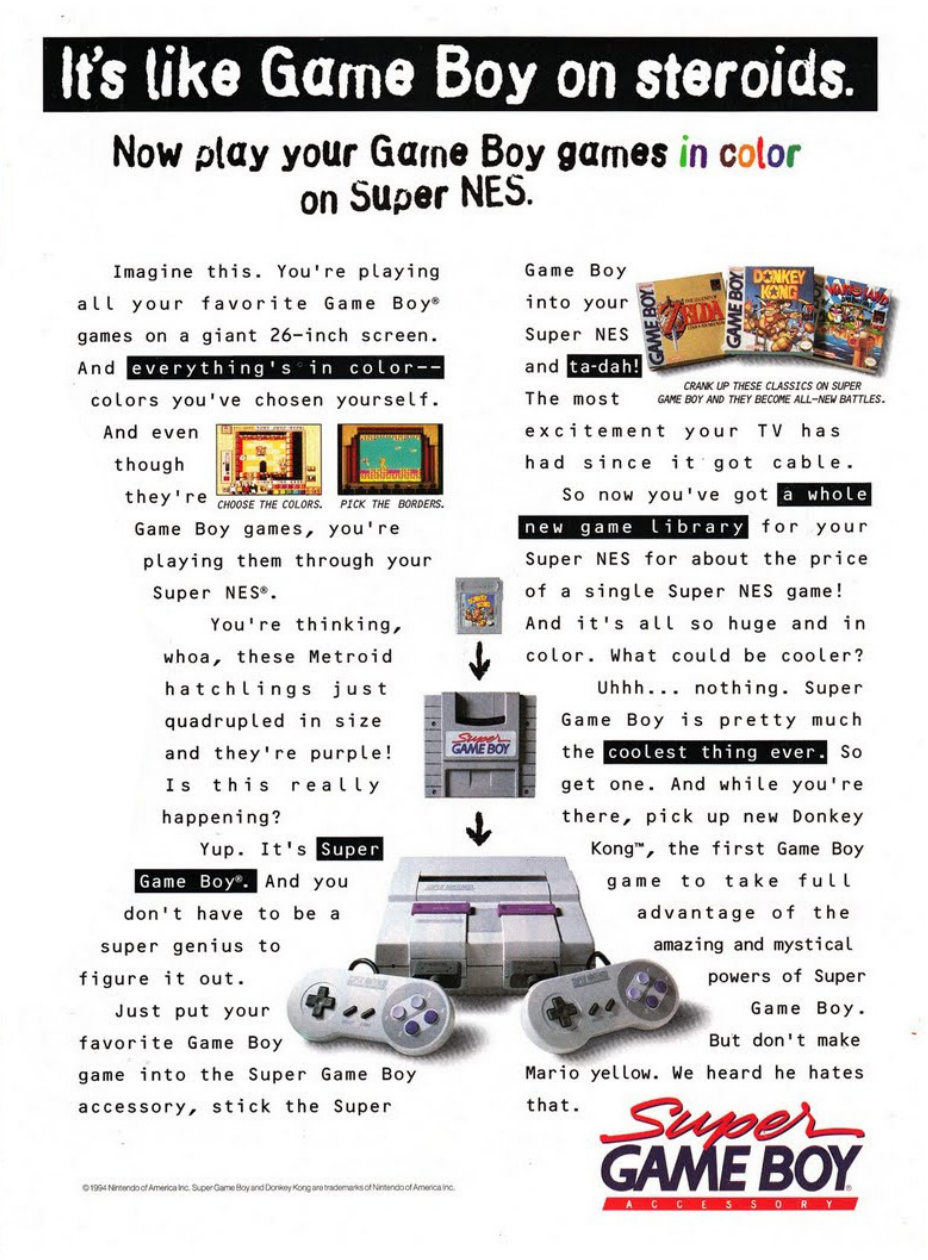
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| Konami GB Classics Vol.2 | Japanese version only, Multiple Borders | 173 |
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| Legend of the River King GB | Game Boy and Game Boy Color versions exist, Multiple Borders | 182 |
| Legend of Zelda: Link's Awakening | not enhanced, but has a special default palette | 183 |
| Little Indian In Big City | palette and controller changes disabled | 366 |
| The Lion King | Box and cart show SGB logo but no SGB enhancements | 184 |
| Mach Go Go Go | | 189 |
| Madden '95 | | 189 |
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| Meitantei Conan: Chika Yuuenchi Satsujin | | 202 |
| Meitantei Conan: Giwaku no Gouka Ressha | | 203 |
| Metroid II: Return of Samus | not enhanced, but has a special default palette | 204 |
| Mickey Mouse: Magic Wands! | Only the US version has SGB support | 204 |
| Midori No Makibaoo | Multiple Borders | 206 |
| Mighty Morphin Power Rangers | | 206 |
| Mighty Morphin Power Rangers: The Movie | | 206 |
| Mini 4 Boy | | 208 |
| Mini 4 Boy 2 | Multiple Borders, palette changes disabled | 208 |
| Mini-Yonku GB: Let's & Go!! | | 209 |
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| Mogu Mogu Gombo | | 210 |
| Mole Mania | palette changes disabled | 211 |
| Momotarou Collection | Multiple Borders | 211 |

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| Namco Gallery Vol 1 | Multiple Borders | 225 |
| Namco Gallery Vol 2 | Multiple Borders | 225 |
| Namco Gallery Vol 3 | Multiple Borders | 226 |
| NBA Live 96 | | 230 |
| Nectaris GB | | 230 |
| Nekketsu! Beach Volley dayo Kunio-kun | SGB Two Player Mode, Custom SGB Music/Voice Samples | 231 |
| Nettou Garou Densetsu 2: Aratanaru Tatakai | SGB Two Player Mode | 232 |
| Nettou Real Bout Garou Densetsu Special | SGB Two Player Mode, Uses SGB's internal sounds | 232 |
| Nettou Samurai Spirits: Zankurou Musouken | Multiple Borders, SGB Two Player Mode | 232 |
| NHL Hockey '95 | | 235 |
| NHL Hockey '96 | | 236 |
| Nihon Daihyou Team: Eikou no Eleven | | 240 |
| Ninku | | 239 |
| Ninku Dai 2 Dan: Ninkuu Sensou-hen | Multiple Borders | 239 |
| Nintama Rantarou GB | SGB Two Player Mode | 239 |
| Nintama Rantarou GB: Eawase Puzzle | Multiple Borders, SGB Two Player Mode | 240 |
| Obelix | | 30 |
| Oddworld Adventures | Box and cart show SGB logo but no SGB enhancements | 242 |
| Olympic Summer Games | Custom SGB Music, palette and controller changes disabled | 242 |
| Oni V: Oni wo Tsugumono | | 243 |
| Othello World | Multiple Borders | 245 |
| Otogi Banasi Taisen | | 245 |
| Oyatsu Quiz: Mogu Mogu Q | Multiple Borders | 246 |
| Pachinko CR Daiku no Gen-san GB | | 249 |
| Pachinko Data Card: Chou Ataru-kun | | 250 |
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| Pachi-slot Hisshou Guide GB | | 248 |
| Pac-Attack | | 247 |
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| Pac-Panic | | 247 |
| The Pagemaster | palette changes disabled | 253 |
| PGA European Tour | | 258 |
| PGA Tour 96 | | 259 |
| Picross 2 | Multiple Borders | 259 |

| Game Title | Notes | pg. |
|---|---|---|
| Pocket Bomberman | Multiple Borders, Game Boy and Game Boy Color versions exist, but only the Game Boy Color version was released in the US | 264 |
| Pocket Densha | Multiple Borders | 264 |
| Pocket Family | | 265 |
| Pocket Jockey | | 306 |
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| Pocket Love | | 266 |
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| Pocket Puyo Puyo 2 | SGB Two Player Mode | 267 |
| Pocket Shougi | | 268 |
| Pokémon: Red Version and Blue Version | International | 271 |
| Poko-nyan!: Yume no Daibouken | Multiple Borders, Custom SGB Music, palette changes disabled | 268 |
| Power Pro GB | | 274 |
| Primal Rage | Box and cart show SGB logo but no SGB enhancements | 275 |
| Pro Mahjong Kiwame GB | Custom SGB Music | 276 |
| Purikura Pocket | | 277 |
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| Purikura Pocket 3 | | 278 |
| Puyo Puyo | SGB Two Player Mode | 278 |
| Puzzle Nintama Rantarou GB | Multiple Borders, SGB Two Player Mode | 279 |
| Qix | not enhanced, but has a special default palette | 280 |
| Radar Mission | not enhanced, but has a special default palette | 283 |
| Renju Club | | 287 |
| Rock'n Monster | Multiple Borders, palette changes disabled | 291 |
| The Rugrats Movie | | 293 |
| Same Game | Multiple Borders | 295 |
| Samurai Shodown | SGB Two Player Mode, no special border | 295 |
| SD Hiryuu No Ken Gaiden | SGB Two Player Mode | 299 |
| SD Hiryuu No Ken Gaiden 2 | SGB Two Player Mode | 299 |
| SeaQuest DSV | | 300 |
| Selection I & II | Multiple Borders | 301 |
| Shaq Fu | | 302 |
| Shin SD Gundam Gaiden: Knight Gundam | | 307 |
| Shougi Saikyou | Game Boy and Game Boy Color versions exist | 309 |
| Small Soldiers | Custom SGB Music | 313 |
| The Smurfs | originally released without enhancements in Europe, palette changes disabled | 313 |
| Snoopy no Hajimete no Otsukai | | 315 |
| Soccer | European version only | 116 |
| Space Invaders | multiple borders, but also contains a fully enhanced version of the game playable only on the SNES | 318 |

| Game Title | Notes | pg. |
|---|---|---|
| Solar Striker | not enhanced, but has a special default palette | 316 |
| Spirou | | 320 |
| Star Sweep | Multiple Borders | 324 |
| Star Trek Generations: Beyond the Nexus | | 325 |
| Super Star Wars: Return of the Jedi | | 336 |
| Street Fighter II | Multiple Borders, SGB Two Player Mode | 327 |
| Super B-Daman: Fighting Phoenix | Multiple Borders | 329 |
| Super Black Bass | Japanese version only, Multiple Borders | 330 |
| Super Black Bass Pocket 2 | Multiple Borders | 330 |
| Super Bombliss | Multiple Borders | 347 |
| Super Chinese Fighter GB | SGB Two Player Mode | 331 |
| Super Chinese Land 3 | SGB Two Player Mode | 331 |
| Super Chinese Land 1.2.3’ | Multiple Borders, SGB Two Player Mode for 3’ | 331 |
| Superman | palette and controller changes disabled | 337 |
| Super Mario Land | not enhanced, but has a special default palette | 333 |
| Super Mario Land 2: 6 Golden Coins | not enhanced, but has a special default palette | 333 |
| Super Pachinko Taisen | | 334 |
| Super Snakey | Multiple Borders | 375 |
| Super Street Basketball 2 | | 337 |
| Tamagotchi | Multiple Borders | 341 |
| Tennis | not enhanced, but has a special default palette | 345 |
| Tetris | not enhanced, but has a special default palette | 346 |
| Tetris 2 | JP title: Tetris Flash, originally released without enhancements, Multiple Borders | 347 |
| Tetris Attack | Multiple Borders | 347 |
| Tetris Blast | Multiple Borders | 347 |
| Tetris Plus | | 348 |
| The Getaway: High Speed II | Box and cart show SGB logo but no SGB enhancements | 128 |
| The Lost World: Jurassic Park | | 187 |
| Tintin In Tibet | palette changes disabled | 348 |
| Tokoro's Mahjong Jr. | | 351 |
| Tokyo Disneyland: Fantasy Tour | | 351 |
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| Tottemo! Luckyman: Cookie Daisuki!! | Multiple Borders | 354 |
| Tsume Go Series 1: Fujisawa Hideyuki Kisei | | 358 |
| Tsume Shougi | | 359 |
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| Ultraman Ball | | 365 |
| Ultraman Chou Toushi Gekiden | Multiple Borders | 365 |
| Umi no Nushi Tsuri 2 | Multiple Borders, palette changes disabled | 366 |
| Uno 2: Small World | palette changes disabled | 368 |
| Urban Strike | | 368 |
| Vegas Stakes | Multiple Borders | 369 |
| Wario Blast: Featuring Bomberman! | SGB Multiplayer up to 4 players, same game as Japanese Bomberman GB, Custom SGB SFX | 371 |

| Game Title | Notes | pg. |
|---|---|---|
| Wave Race | | 372 |
| Wario Land: Super Mario Land 3 | not enhanced, but has a special default palette | 371 |
| Wario Land II | Game Boy and Game Boy Color versions exist, Multiple Borders, palette changes disabled | 371 |
| Wedding Peach: Jama-P Panic | Multiple Borders | 373 |
| Wild Snake | Multiple Borders | 375 |
| World Cup 98 | Custom SGB Music | 379 |
| World Heroes 2 Jet | SGB Two Player Mode | 379 |
| World Soccer GB | | 147 |
| WWF War Zone | Box and cart show SGB logo but no SGB enhancements | 382 |
| X | not enhanced, but has a special default palette | 384 |
| Yakuman | not enhanced, but has a special default palette | 386 |
| Yoshi | not enhanced, but has a special default palette | 387 |
| Yoshi's Cookie | not enhanced, but has a special default palette | 388 |
| Yoshi no Panepon | | 347 |
| Yu-Gi-Oh! Duel Monsters | | 388 |
| YuYu Hakusho Dai 4 Dan: Touitsu-hen | | 389 |
| Zen Nippon Pro Wrestling Jet | | 391 |



# Oddities

These pages include a few different Game Boy related oddities.

## Gulf War Game Boy

This Nintendo Game Boy belonged to a soldier in the 1990-1991 Gulf War. The Game Boy was damaged when the barracks the soldiers were staying in were bombed. The damaged Game Boy still works and is running Tetris while perpetually plugged in at the Nintendo World Store in New York City.



## Smart Boy




This accessory turns a smartphone into a Game Boy console.

The gadget from Hyperkin is currently in preorder costing $59.99 with shipments expected to start in December, 2016.

The idea actually originally saw the light of day as an April Fool's joke in 2015 — but it went down so well with technology enthusiasts that the firm has now actually made it.

The Smart Boy is currently only available for Android smartphones and works by sliding in a mobile phone and a separate Game Boy game into two separate slots.

The game from the cartridge then appears on the screen on the phone.

It works with both the standard Game Boy and Game Boy Color cartridges, and features the standard Game Boy setup with the same buttons as on the classic device.

The Hyperkin was on show at the 2016 E3 where it was demonstrated with a Samsung S7 Edge.

*"Julian Cheatle@thetechherald.com"*

## Calculator Boy

The calculator Boy is a simple pocket calculator with an original Game Boy design. The front "Game Boy" buttons does not function and is only part of the design.




The calculator is a licensed Nintendo product released in 1993.

## Radio Boy




The Radio Boy is similar in design of the Calculator Boy. The Radio Boy is a simple AM FM radio with an original Game Boy design. The Radio Boy use 2 AA batteries and has inputs for headphones.

The Radio Boy is a licensed Nintendo product released in 1992.

## Workboy




While Nintendo's Game Boy redefined handheld gaming, other companies looked to turn Nintendo's entertainment device into a productivity gizmo. InfoGenius had a line of organizer, spell check, travel guide, and other assorted game paks for the system that turned it into a semi-inconvenient pre-PDA, but it was Fabtek that wanted to go the extra mile and turn the Game Boy into a proper mobile workstation.

In 1992, Fabtek was planning on releasing the Work Boy, a keyboard peripheral that attached directly to the Game Boy. It would be used with a suite of business software that would turn the Game Boy into a PDA. Users would be able to store banking info, schedule appointments, and auto-dial your telephone (by holding the Game Boy speaker up to the phone's mouthpiece).

*"pressthebuttons.com"*

# Game Boy Music













Game Boy music is a type of chip music produced using a portable gaming device from the Game Boy line of consoles. To produce music of this genre, one needs a Game Boy and a cartridge containing appropriate tracking software, such as Little Sound DJ.

There are several pieces of software available, but most Game Boy musicians use Nanoloop, Little Sound DJ, Pixelh8 Pro Performer or Pixelh8 Music Tech. Other software includes Carillon Editor, Music Box, Pocket Music, the Game Boy Camera among others.

Nanoloop was programmed by Oliver Wittchow, a German art student. The user interface is minimalistic and distinct from conventional musical user interfaces. Little Sound DJ was programmed by Johan Kotlinski, who lives in Stockholm. Little Sound DJ is a type of four-track tracker.

**Timeline**

In 1997, Oliver Wittchow and Sebastian Burdach started to work on programming music applications for the Game Boy. During three nights, Sebastian Burdach wrote a very simple sequencer in Game Boy BASIC, probably the very first sequencer for the Game Boy, which allows the user to edit loops in real time.

In 1998, the Game Boy Camera was released. Besides incorporating the ability to take photos, the camera also incorporates gaming capabilities. One of these will lead the player to the DJ game, a sequencer known as "Trippy-H".

In 1998, Oliver Wittchow switched to programming the Game Boy in C. He performed for the first time with his newly written program "Nanoloop" at the "Liquid Sky Club", Cologne, at a lo-fi contest, which he won. He recorded a 7" single, which was released 1999 on the xxc3 label.

In 1999, Alec Empire released under the project name "Nintendo Teenage Robots" an album titled "We Punk Einheit!". The music consisted solely of Game Boy sounds, made with the dj program of the Game Boy Camera. Later Alec Empire also used Nanoloop live on stage.

In 1999, "Nanoloop 0.8" was sold on flash cartridges, in Germany only.

In 2000, "Nanoloop 1.0" was sold on ROM cartridges, made in Hong Kong. This version is marketed internationally. It was quite buggy, and was replaced later that year with the more stable version 1.1.

In 2000, the German electronic music duo "Klangstabil", consisting of Maurizio Blanco and Boris May, released two albums, "Sprite Storage Format" (12" lp), and "Gioco Bambino" (cd), consisting mainly of Game Boy music made with the Game Boy Camera, with some external effects and filtering.

In 2000, Aleksi Eeben (a.k.a. "Heatbeat", from the Commodore Amiga demoscene) released his program "Carillon". Although it was not intended for live use, one could nonetheless program one's own music, and one could (and still can) download it for free.

In 2000, Johan Kotlinski created the program Little Sound DJ. Before that, according to Johan Kotlinski, "it was

just a hack 'instrumentor.gb' that I sent to my demo group friends." At this early stage, lsdj was nowhere near finished. The first versions, which were put on cartridges and sold, came out 2001.

In 2001, Chris McCormick, from Chrism and Fenris, created the program Looper Advance. It is a looper/sequencer for the Game Boy Advance.

In 2002, Jester Interactive created Pocket Music for the Game Boy Color and Game Boy Advance which was published by Rage. They are Sample based sequencers and the Game Boy Advance version has a mild dub of Eminem's single "My Name Is."

In 2002, the now defunct label "Disco Bruit" released the various artists compilation "Nanoloop 1.0". Several in the electronic music scene established artists (like Dat politics, Merzbow, Felix Kubin, etc.) were given nanoloops. Supposedly also Aphex Twin was to contribute, but somehow it didn't happen.

In 2003, the CD "Boy Playground" was released on the Relax Beat label. Most of the tracks were created using the program Little Sound DJ and the record was gathering the best Game Boy musicians worldwide (Johan Kotlinski, Bit Shifter, Covox, Lo-Bat, Mark DeNardo, Tobiah, The Hardliner, Goto80, Nim, Handheld, Bud Melvin, Adlib Sinner Forks, Dilemma, Keichi Hirao, Puss, Teamtendo).

In 2003, Malcolm McLaren (of Sex Pistols fame) was collaborating with Relax Beat producers Jacques Fantino and Thierry Criscione who initiated him to Chip music during the studio sessions. After listening to the first Game Boy track, Malcolm McLaren's comment was : "It sounds ugly... but this music is so beautiful !". Malcolm McLaren was so excited to discover this new genre that he proposed to write a promotional article in Wired for the release of the CD "Boy Playground". He wrote an article in Wired magazine, claiming Game Boy music (or 8-bit music, or chiptunes in general) to be the new punk rock. This article was very controversial, and McLaren's effort to create a hype around the new "8-bit punk" was not welcome by very many chipmusicians, and resulted in an open letter by chipmusician gwEm (Gareth Morris). McLaren did arrange a "Fashion Beast" party in Florence, Italy, in 2004. Chinese girl group "Wild Strawberries", and Game Boy musicians Covox and Lo-bat were playing. Lately it has become a bit silent around McLaren's "8-bit punk". In 2005 he designed clothing for kids, seemingly inspired by 8-bit aesthetics.

In 2005 8 Bit Weapon played their songs "Bombs Away" & "Gameboy Rocker" off an old Game Boy using LSDJ on G4's Attack of the Show live broadcast Episode #5058.

In 2006, the CD "Glitter & Bleep : Joystick Pop" was produced by the Relax Beat label. It features original songs by the greatest talents of the European 8-bit scene. Besides Game Boys also various other 8-bit consoles were used.

In 2007, the cd "8-Bit Operators: The Music of Kraftwerk" was released on the Astralwerks label. It features cover versions of Kraftwerk songs by several prominent chiptune artists. Besides Game Boys also various other 8-bit consoles were used.

The Game Boy music scene is quite small and spread around the world, with musicians creating music in a wide range of styles. Several major signed artists have also been known to use LSDJ and Nanoloop.

In late 2007 Pixelh8 designed music software such as Music Tech for the Nintendo Game Boy which turns the Game Boy into real time synthesizer, whereby the user can design the sound and play notes by using the keys.

In 2008 the Pixelh8 designed Pro Performer for the Nintendo Game Boy Advance and Nintendo DS which was an upgraded version of the Music Tech for Game Boy.

April 15, 2009 Pixelh8 released Pixelh8 Music Tech V2.0, Pro Performer, Drum Tech and Death Ray software free for download from his official website.

In April 2009, Sony Creative Software released "8 Bit Weapon: A Chiptune Odyssey" loop and sample Library. The library contains music loops and samples made by the band using various vintage computers and video game consoles, including the original Nintendo Game Boy.

**Notable Artists**

| | |
|---|---|
| 8 Bit Weapon | Horse the Band |
| Anamanaguchi | Huoratron |
| Adil | I Fight Dragons |
| Arcane Toaster | JaredSaldonis |
| Autechre | Lukhash |
| Bubblyfish | Manhattan-DIY |
| Cinematronic | Melted Moon |
| Chipzel | Nullsleep |
| ComputeHer | PDF Format (the band) |
| Danimal Cannon | PixelPanic |
| Doctor Octoroc | Pixelh8 |
| GyroMan Band | Pornophonique |

# Popular Mods

By: BenBurge@instructables.com

Below is a list of popular mods for the Game Boy

**Backlight**
One of the most important mods for long term music writing, Backlights in DMGs, Pockets, and even GBCs have come a long way since they first originated. With a relatively simple install, and next to no space taken, a Backlight is a must have- especially when there's tons of colors to choose from!

**Prosound**
Probably the most common and easiest of mods for the DMG, Pocket, and Color, the Prosound mod helps fight gain by catching the audio before it runs though the pre-amp. This mod fits many places in the Game Boy, as it only requires and audio jack, and a tad bit of rewiring. Stereo and RCA jacks are most commonly used, but when trying to conserve space, the stereo jack already wired into the gameboy can be rewired to be 'Prosound.'

**Under Clock/Over Clock**
A bit more simple of an install, over, or under, clocking the gameboy allows users to change the speed at which it runs- but unlike the pitch mod, the clock speed one choose will not be variable. Users can use just about any ol' crystal for this, and wiring in a switch, to switch between speeds, is possible. This guy won't take up much space, and is a great star if users is a bit worried about the circuitry that goes into the Pitch Mod (because this is mostly internal there's no picture).

**Pitch Mod**
One of the most neat mods, this little guy works by cutting off the crystal oscillator that normally controls the GameBoy's speed, and replaces it with a signal from a LTC1799 that varies with the voltage supplied from a potentiometer- ergo, users can control the time their Gameboy runs at, therefore controlling the pitch (think over/under-clocking). Although the LTC is nice and tiny, the pot can get pretty big, and although it's common practice to remove the speaker and use that space for the pot, Ben like the idea of using a slide potentiometer on the side. If users want to be able to enable/disable to Pitch Mod, like in the video, plan on leaving room for a switch.

**Biversion/inversion**
A huge help in the field of contrast, and an awesome looking mod to boot, Biverting a gameboy give users the option to switch between an inverted screen, and a normal screen by inverting bits of data before they reach the screen. A pretty simple mod, only requiring one chip, this is sure to spice up any DMG!

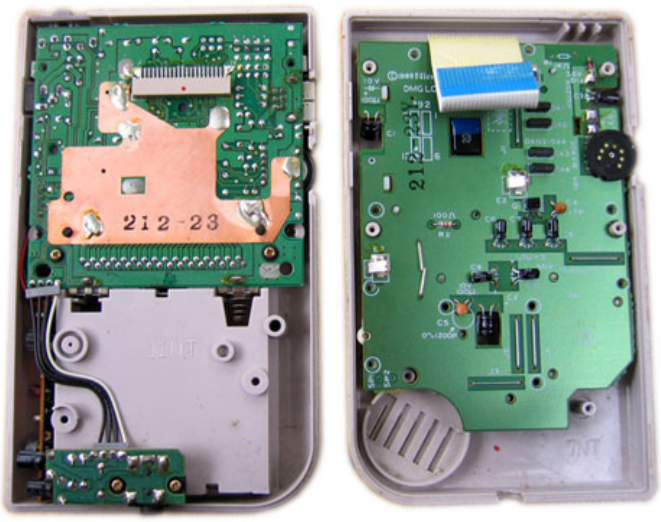
**Internal LEDs**
Nothing goes better with a clear cased gameboy than some sweet LEDs. A super simple mod, not much space will be needed for this one (users should account for a switch if they plan to add on though).

**PS/2 Keyboard**
A nice simple mod, with a couple of options: Either connected though the link port, or using an internal PS/2 jack- this mod is a perfect fit for anyone playing live.

**Arduinoboy**
One of the most interesting mods, the Arduinoboy will give the Gameboy full MIDI in, and MIDI out support. The Arduinoboy also brings with it an array of LEDs that will flash along to the tunes. Although originally designed for external use, many modders have made use of the Arduino Mini/Mini Pro to create an internal Arduinoboy. Taking up quite a bit of space, an internal Arduinoboy has a couple variations, and will be a challenging build for anyone new to electronics.

While designing, it may seem tempting to plan to add ALL THE MODS, users should keep in mind, the space they have to deal with is very minimal. Granted they shouldn't let this limit themself, but if this is their first build it may not be the worst idea to start small.

This page is a small excerpt taken from the excellent walkthrough by Ben Burge on how to mod the Game Boy.



These pages consist of checklists for your own Game Boy collection. The Checklist are made for you to cross out the games you have. “C” mean the cart. “I” is the manual/information. And “B” is the box.

The Game Boy is region free, so you can actually play games from every region. The only issue would be text based games not covering you language.

The games are listed in three categories: North-America, Europe and Japan. I mostly used the site rfgeneration.com for making these lists.

# US GB LIST

The first list is made up by (hopefully) every game released in North-America (NTSC). The NTSC version of a Game Boy game can be easily recognised on the cover by the oval shaped “seal of Nintendo” and the rating system.

For the North American launches, Super Mario Land, Alleyway, Baseball, Tetris and Tennis were featured.

| Game Title | Model Number | pg. | C | M | B |
|---|---|---|---|---|---|
| 4 in 1 Funpak: Volume II | DMG-F9-USA | 13 | | | |
| 4-in-1 Fun Pak | DMG-F4-USA | 13 | | | |
| The Addams Family | DMG-AF-USA | 14 | | | |
| The Addams Family: Pugsley's Scavenger Hunt | DMG-A8-USA | 14 | | | |
| Adventure Island II: Aliens in Paradise | DMG-GQ-USA | 15 | | | |
| *Electro Brain Rerelease* | DMG-GQ-USA-1 | 15 | | | |
| Adventure Island | DMG-T3-USA | 15 | | | |
| *Electro Brain Rerelease* | DMG-T3-USA-1 | 15 | | | |
| The Adventures of Rocky and Bullwinkle and Friends | DMG-RY-USA | 16 | | | |
| The Adventures of Star Saver | DMG-KS-USA | 16 | | | |
| Aerostar | DMG-AE-USA | 16 | | | |
| *Sunsoft Rerelease* | DMG-AE-USA-1 | 16 | | | |
| Disney’s Aladdin | DMG-ALAE-USA | 18 | | | |
| *THQ Rerelease* | DMG-ALAP-USA-1 | 18 | | | |
| Alfred Chicken | DMG-C3-USA | 18 | | | |
| Alien 3 | DMG-L3-USA | 19 | | | |
| Alien vs. Predator: The Last of His Clan | DMG-A9-USA | 19 | | | |
| All-Star Baseball '99 | DMG-AB9E-USA | 19 | | | |
| Alleyway | DMG-AW-USA | 22 | | | |
| Altered Space | DMG-AL-USA | 22 | | | |
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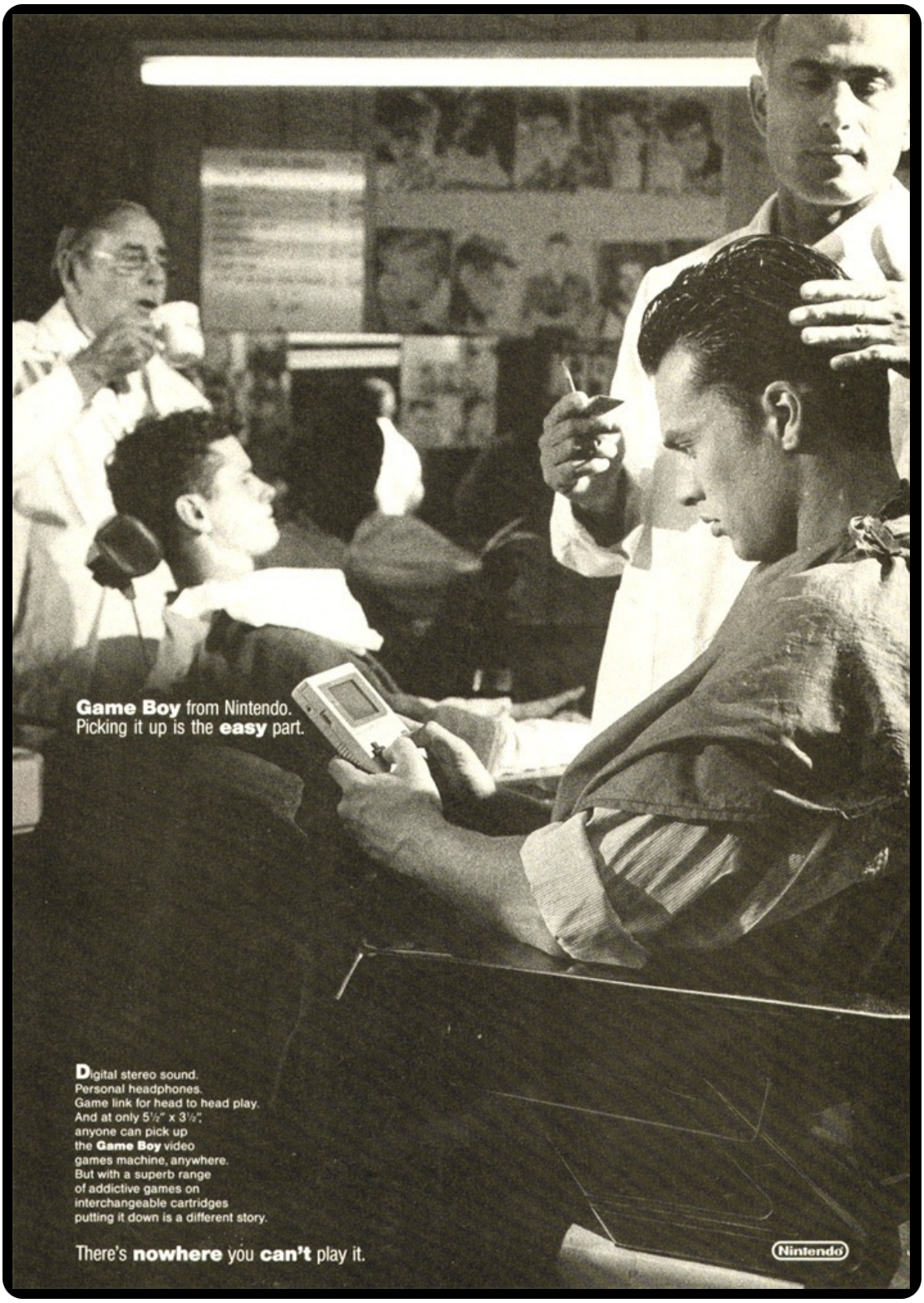
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# EU GB LIST

This list is made up by (hopefully) every game released in Europe (PAL). The PAL version of a Game Boy game can be easily recognised on the cover by the round shaped “seal of Nintendo” and the rating system.

I used a combination of rfgeneration.com and another list I have lost the link to. rfgeneration.com does not include every region variant of the game, so this list is lacking a bit. But I hope it at least cover every release at a whole.

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# JP GB LIST

This list is made up by games released in Japan (NYSC-J). The Japanese versions of a Game Boy game can be easily recognised on the completely different game box and Japanese letters.

I used rfgeneration.com to compile this list and hope it include every Japanese release.

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