

Daniel T's Video Game Tapes of Madness 2008

Produced on YouTube by Cyriades

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Table of contents – list of games as they appear in this document

Note - If viewing this in a browser, press ctrl + f to open text search – copy & paste the name of the game, & press "next" until you reach the game's listing.

Shinobi

Ninja Gaiden

Ninja Gaiden II

Ninja Gaiden III

Ninja Ryukenden III

2010 Street Fighter

Super Mario Bros

Tecmo World Wrestling

WWF Wrestlemania Challenge

WWF King of the Ring

Double Dragon

Double Dragon II

Double Dragon III

Battletoads

Battletoads Double Dragon

Renegade

Target: Renegade

NARC

The Punisher

P.O.W. Prisoners of War

Yie Ar Kung-Fu

Dragon Ninja

Rocky

Mike Tyson's PUNCH-OUT!!

James "Buster" Douglas Knockout Boxing

Power Punch II

Riddick Bowe Boxing

Foreman For Real

Greatest Heavyweights

Blades of Steel

NHL 97

Nekketsu Koukou Dodgeball Bu Soccer Hen

Tennis

Chris Evert and Ivan Lendl in Top Players' Tennis

Virtual Bart

Teenage Mutant Ninja Turtles II The Arcade Game

Daniel T's Video Game Tapes of Madness 2008

Table of contents continued

Teenage Mutant Ninja Turtles III The Manhattan Project (NES) - Playthrough
Teenage Mutant Ninja Turtles Tournament Fighters (NES) – Speedrun, Compilation
Castlevania
Superstar Pro Wrestling
Alien vs. Predator
Back to the Future
Town & Country Surf Designs Wood & Water Rage
T & C II: Thrilla's Surfari
Mad City
Wolverine
Ninja Fight
WWF Wrestlemania
WWF Wrestlemania Steel Cage Challenge
Virtual Bart
Road Rash 3
Lethal Enforcers
Teenage Mutant Ninja Turtles (NES) – Deathless playthrough, Compilation
Batman Returns
Teenage Mutant Ninja Turtles III The Manhattan Project (NES) – Compilation

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Daniel T's Video Game Tapes of Madness 2008 Volume 1 Contents

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Shinobi (NES)

-Deathless play through

*Special thanks goes out to the A & C Games family for providing me with the NES console that I purchased from them, as well as a copy of Shinobi that I had rented.

They also deserve praise for being one of the few, if only, game shop preservers of classic gaming in every sense of the word. Not only can current and old school games and consoles be purchased and traded in at this store, they can also be rented!

-*From Musashi to Hayabusa*: Taking a look back at **The Revenge of Shinobi** for the Sega Genesis, a game that had an obvious influence on the cult classic Ninja Gaiden NES series.

Ninja Gaiden (NES)

-*The Power of the Dragon Sword*: Complete deathless play through while only using the Dragon Sword

*Special thanks goes out to Owen Johnston, aka "shincyriades", for requesting this game.

Thanks to Mark Camp for telling me to watch the amazing Youtube video of Iowa's Justin Johnson going "Reggie Miller vs. Indiana". The video inspired me to do some amazing things of my own, so I would like to thank Justin Johnson for his brilliance!

I would also like to thank Tecmo for producing one of my all-time favorite video games. Ninja Gaiden kicks so much ass!

Ninja Gaiden II The Dark Sword of Chaos (NES)

-*The Power of the Dragon Sword II*: Complete deathless play through while only using the Dragon Sword

*Special thanks goes out to Owen Johnston, aka "shincyriades", for requesting this game.

Ninja Gaiden III The Ancient Ship of Doom (NES)

-*The Power of the Dragon Sword III*: Complete deathless play through while only using the Dragon Sword

*Special no thanks goes out to Tecmo for making this game a lot harder than the original Japanese release. What were they thinking? Anyway, this was pay back for Tecmo's lack of judgment. Hopefully they learned a lesson, the hard way!

Ninja Ryukenden III Yomi no Hakobune (Famicom)

-Final level of the original and easier Japanese version of the game that went on to become Ninja Gaiden III, in North America, gets beaten down as it should, without taking any damage.

*Special thanks goes out to the eBay seller who sold me a Famulator console. This is a very tiny and very cool Famicom clone console that plays just about every game with absolutely no problems.

2010 Street Fighter (Famicom) vs. Street Fighter 2010 The Final Fight (NES)

-A comparison of both the original Japanese and North American versions of this very awesome futuristic fighting/platform game, with emphasis on the cut scenes. The secret underwater boss fight is also included as is the Game Over/Continue screen.

*Special thanks goes out to Owen Johhston, aka "shincyriades", for inspiring me to put this together.

Thanks to my long time friend and neighbor Phil for introducing me to the NES version of this great game.

Thanks to the eBay seller who sold me a Famulator console. This is a very tiny and very cool Famicom clone console that plays just about every game with absolutely no problems.

I would also like to thank Capcom for producing such a unique and overall cool video game. It would have likely fared a lot better had it remained 2010 Street Fighter.

Street Fighter 2010 Japanese manual and the old 500 posts topic -

http://webzoom.freewebs.com/cyriades/sf2010_manual.rar

http://webzoom.freewebs.com/cyriades/sf2010_old_gf_topic.rar

Super Mario Bros. (NES) [Performed by Nick M using an official NES]

-*No Mushrooms, Please*: Nick M blazes through this challenging game in just over six minutes time without ever picking up a single mushroom or getting hit, amazing!

*Special thanks goes out to Nick M for sending me a copy of his great speed run.

Tecmo World Wrestling (NES)

-*Burger King*: B.King gets pinned cleanly by Dr.Guildo for the world championship. All pre-match cut scenes and ending are also included.

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

WWF Wrestlemania Challenge (NES)

-Championship match vs. The Ultimate Warrior + game ending

*Special thanks goes out to the A & C Games family for providing this game via rental.

WWF King of the Ring (NES)

-Game endings for the World and King of the Ring titles

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Daniel T's Video Game Tapes of Madness 2008 Volume 2 Contents

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Double Dragon (NES)

-Deathless speed run with a special recap on how to always handle Willy the wild gunman (stay low, who would have thought?)

*Special thanks goes out to Owen Johnston, aka "shincyriades", for requesting that I challenge this game again.

I would also like to thank Phil Côté for his tool-assisted speed run. I attempted to the best of my abilities to incorporate the strategies that he used against the Green Abobos and Jimmy Lee.

Another Phil deserves a thank you, my long time friend and neighbor, for introducing me to this great game back in the day.

-*Sucks To Be You*: Deathless speed run while using a Game Genie code (PTTXXX) that I created by typing in random letters. The code generally sucks up Billy Lee and all enemies into the air for a quick death after being hit.

*Special thanks goes out to Rick L for his late site by the name of "Game Genie Code Oddities". I learned about the possibility of making homebrew Game Genie codes from this cool site. Two alternatives were given, either learn how to read a game's ROM and hack it to death, or simply type in random letters and hope for the best. I went with the latter and got extremely lucky.

Double Dragon II The Revenge (NES)

-*Sweet Revenge*: Complete deathless play through

*Special thanks goes out once again to Owen Johnston aka shincyriades for requesting this game.

I would also like to thank my long time friend and neighbor Phil for introducing me to this game.

Double Dragon III The Sacred Stones (NES)

-Compilation that combines some of my 2P A [by myself] and 1P efforts

*Special thanks goes out to my long time friend and neighbor Phil for introducing me to this game.

Battletoads (Famicom)

-Japanese version's ending

Special thanks goes out to the eBay seller who sold me a Famulator console. This is a very tiny and very cool Famicom clone console that plays just about every game with absolutely no problems.

Battletoads Double Dragon The Ultimate Team (NES)

-Highlights of a Billy Lee play through, also includes all of the cut scenes.

Renegade (NES)

-*Triple Threat*: Deathless play through on Level-3 (very frustrating!)

*Special thanks goes out to the A & C Games family for providing me with the NES console that I purchased from them, as well as a copy of Renegade that I had rented.

Target: Renegade (NES)

-*Heartless*: Deathless play through without picking up any energy hearts

*Special thanks goes out to Mark Camp for coming up with this challenge and suggesting that I take it up.

I would also like to thank my long time friend and neighbor Phil for introducing me to this cool game.

-*Double Dragon?* : Odd color change that occurred after using a continue on level 5, the park section, that might have something to do with it :)

NARC (NES)

-*SAY NO OR DIE*: Deathless speed run

The Punisher (NES)

-*Bosses Only*: Game Genie code (ISITYU) that I created by typing in random letters that warps Frank Castle directly to each boss battle! However, The Punisher won't have any powerful weapons at his disposal when using this code and his supply of energy and lives will also be limited, but never fear, there is always hope!

*Special thanks goes out to Rick L for his late site by the name of "Game Genie Code Oddities". I learned about the possibility of making homebrew Game Genie codes from this cool site. Two alternatives were given, either learn how to read a game's ROM and hack it to death, or simply type in random letters and hope for the best. I went with the latter and got extremely lucky.

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

P.O.W. Prisoners of War (NES)

-Alternate strategies and cut scenes not featured during speed run

Yie Ar Kung-Fu (Famicom) [Played on a pirated 115 in 1 Famicom cartridge]

-First loop play through of this cute and fun tournament fighting game, one of the first of its kind. It's really a shame that it was never officially released in North America.

*Special thanks goes out to the eBay seller who sold me a Famulator console. This is a very tiny and very cool Famicom clone console that plays just about every game with absolutely no problems.

Dragon Ninja (Famicom)

-Cut scenes of the game that became Bad Dudes. Why were most scenes cut out?

*Special thanks goes out to the eBay seller who sold me a Famulator console. This is a very tiny and very cool Famicom clone console that plays just about every game with absolutely no problems.

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Daniel T's Video Game Tapes of Madness 2008 Volume 3 Contents

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Rocky (Sega Master System) – many accomplishments!

-*"Speed, speed, speed!"* : Fastest victories against all three opponents

*Special thanks goes out to the A & C Games family for providing me with a Sega Master System via rental.

Thanks to Drakan (Ben Kirsten) for his Rocky FAQ, since I wouldn't have otherwise known about the importance of scoring 7 hits per second during the second training session.

I would also like to thank Eric "Above Average" Feliciano for inspiring me to beat the crap out of Ivan Drago as he was working on his Rocky FAQ. I hope that you're doing well these days!

-*"Flying High Now" part II*: Ultimate speed run in less than five minutes time

Note: I realized that the only training session that matters is the second one. The first and third can be skipped and Rocky will still rock, because of the 7 hits per second!

*Overall special thanks goes out to Sylvester Stallone and all of the people who brought the legendary Rocky series to life.

Thanks to the A & C Games family for providing me with a Sega Master System via rental.

I would also like to thank James Rolfe, aka "The Angry Video Game Nerd", for his unforgettable review of this game. Now, I am aware of the fact that he was only joking around, but there are actually people out there who feel that this game is impossible, and so I wanted to prove otherwise.

-*"Never Gonna Stop Now"*: All 1st Round victories speed run while skipping training

Note: Default energy is given when skipping the training sessions, as if Rocky had done a little bit better than qualify.

*Overall special thanks goes out to Sylvester Stallone and all of the people who brought the legendary Rocky series to life.

Thanks to the A & C Games family for providing me with a Sega Master System via rental.

I would also like to thank James Rolfe, aka "The Angry Video Game Nerd", for his unforgettable review of this game. Now, I am aware of the fact that he was only joking around, but there are actually people out there who feel that this game is impossible, and so I wanted to prove otherwise.

-"From Zero to Hero": 0% Rocky play through while choosing the training option but not throwing any punches. This is the toughest way to beat the game. The reason for this is because Rocky's punching power and speed will be at their worst if no punches are registered during training.

Skipping the training sessions altogether actually provides Rocky with default power and speed, as if he had done a little bit better than qualify, so the only way of fighting as a 0% Rocky is to train but not actually train/throw punches oddly enough.

*Overall special thanks goes out to Sylvester Stallone and all of the people who brought the legendary Rocky series to life.

Thanks to the A & C Games family for providing me with a Sega Master System via rental.

Thanks to James Rolfe, aka "The Angry Video Game Nerd", for his unforgettable review of this game. Now, I am aware of the fact that he was only joking around, but there are actually people out there who feel that this game is impossible, and so I wanted to prove otherwise.

I would also like to thank Daniel Brown, aka "kareshi", for inspiring me with his Ghosts 'N Goblins deathless speed run on the NES. I discovered his remarkable video here while I was attempting the 0% Rocky challenge and struggling against Ivan Drago. I felt like giving up, but kareshi's inspirational speed run got me believing that I could realize my goal through sustained effort.

-Death of Drago: Ivan Drago gets knocked out cold with a single knockdown, just like in Rocky IV, however this time around it takes place in the opening round! That's what he gets for killing Apollo! It was supposed to be an exhibition bout damn it!

The only way of having a chance to beat Drago with one knockdown is to drain all of his energy with mostly jabs, before finally knocking him down with a power punch. Even then it will be random whether Drago actually stays down for the count or not. Rocky can use his power punches from the start to bring Drago's energy level to about the halfway point, but any power punch thrown afterwards will instantly send the Russian crashing to the canvas.

*Overall special thanks goes out to Sylvester Stallone and all of the people who brought the legendary Rocky series to life.

Thanks to the A & C Games family for providing me with a Sega Master System via rental.

I would also like to thank James Rolfe, aka "The Angry Video Game Nerd", for his unforgettable review of this game. Now, I am aware of the fact that he was only joking around, but there are actually people out there who feel that this game is impossible, and so I wanted to prove otherwise.

Mike Tyson's **PUNCH-OUT!!** (NES)

"Now You're Playing with Power!" : Mike gets TKO'd in Round 1 the harder way because of a delay in his opening 1:30 uppercut barrage.

*The Footage shown prior to the actual game play was taken from a Mike Tyson documentary entitled "Mike Tyson The Inside Story", as well as the Mike Tyson's Punch-Out!! commercial. Thank you to Brian Cooper for providing the footage of the classic commercial!

*Special thanks goes out to Mike Tyson and Nintendo for having joined forces to produce my all-time favorite video game. The Dream Fight is likely my most played final boss fight, hence my Youtube username.

Thanks to RedTom for providing his brilliant strategy to defeat Mike Tyson/Mr. Dream in the first round. This can be found on his cool Punch-Out!! website at <http://freenet-homepage.de/tomspunchout/>

Thanks to FirebrandX and MKM, two former staff members that made up the Twin Galaxies staff, for inspiring me to record gaming footage. At first they didn't believe in me and thought that I was a cheater/liar, almost demanding that I prove them wrong by sending them proof of Mike Tyson getting beaten in the opening round in Mike Tyson's Punch-Out!! (back in 2002). Once the tape was received, they realized that I was, and always have been, for real. Virtually anything is possible!

I would also like to thank Brian Sulpher, the video gaming FAQ machine himself, who taught me how to record video gaming footage while using a VCR.

-Compilation of Game Genie codes that I created for this game for fun by typing in random letters (I'm no code hacker, I simply got lucky). Featured codes include:

- 1.PGAAPG= Maximum Point Outburst vs. Glass Joe code (Mac just keeps going and going and going...)
- 2.TZLOSS= Instant TKO victory code
- 3.EANALL= Phantom Punch Knockdown code (most opponents go down immediately without being seemingly hit, however, the punch buttons must still be used of course)
- 4.OXOULU= Ultimate KO! code (all opponents stay down for the count after being knocked down)

- 5.KOAUTO= Alternate KO! code (most opponents change color, are unable to block punches and stay down for the count after being knocked down)
- 6.PGTZZZ= Green Screen code
- 7.OGTZZZ= Blue Screen code
- 8.OLTZZZ= Purple Screen code
- 9.PTTZZZ= Game Boy Screen code
- 10.STTZZZ= Classic Screen code
- 11.ANIELT= No Time code
- 12.TYOUULU= No Three Knockdown Rule in Most Fights code

(Codes #11 and 12 are combined here to produce the "Ultimate Dream Fight!!" vs. Mike Tyson, as he throws nothing but dynamite uppercuts the whole way through! There is also no bell to save either fighter and so the winner must win via knockout!)

*Special thanks goes out to Rick L for his late site by the name of "Game Genie Code Oddities". I learned about the possibility of making homebrew Game Genie codes from this cool site. Two alternatives were given, either learn how to read a game's ROM and hack it to death, or simply type in random letters and hope for the best. I went with the latter and got extremely lucky.

James "Buster" Douglas **Knockout Boxing** (Sega Genesis)

-*"Busted"*: James Douglas shocks the world with the biggest upset in boxing history over Mike Tyson in Tokyo, Japan. It's a shame that the Sega Genesis game in his name failed to do the same. This compilation features quick victories, all of the different types of knockdowns, the game's ending, as well as the game over screen.

*The Footage shown prior to the actual game play was taken from the Mike Tyson vs. Buster Douglas video entitled "Two Faces of a Champion", as well as the Mike Tyson "Beyond the Glory" documentary. Thank you to HBO, FOX and Nick Rioux for providing the footage!

*Special thanks goes out to James "Buster" Douglas for his inspirational victory over Mike Tyson, hands down the greatest upset in boxing history. Even though I am much more of a Mike Tyson fan, I am glad that James was able to win big like that in memory of his mother.

Special no thanks goes out to the creators of this rushed game, that is really only a slightly altered version of "Final Blow", a game released exclusively for the Mega Drive in Japan.

I would also like to thank the A & C Games Family for providing me with an RF switch, as well as this game.

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Power Punch II (NES)

-*From Mike Tyson to Mark Tyler*: A quick look at the punch, words and events that first inspired and later altered the release of the supposed sequel to Mike Tyson's Punch-Out!! entitled "Mike Tyson's Intergalactic Power Punch".

With Mike on his way to prison in late 1991, a replacement was needed to salvage this oddball futuristic boxing game, and so in came a pink boxing trunks wearing, Olympic gold medal winning, unbeaten heavyweight boxing champion by the name of Mark Tyler to the rescue (notice how the name contains the same initials and same amount of letters as Mike Tyson, a brilliant cover up job by Nintendo!).

Mark "Tough Guy" Tyler of course failed to draw in major crowds and so Power Punch II quickly faded into oblivion, or "bolivion" as Mike once said, only to be played and somewhat enjoyed by die-hard Mike Tyson fans such as yours truly, who wanted to somehow be able to play as Mike on the NES.

* The Footage shown prior to the actual game play was taken from "Mike Tyson the Inside Story", from the post-fight interview between Mike Tyson and Larry Merchant following his 7/21/1989 title defense against Carl "The Truth" Williams, as well as the Mike Tyson "Beyond the Glory" documentary. Thank you to HBO, FOX and Nick Rioux for providing most of the footage!

-*On the Road Again?* : Mark Tyler tastes defeat, but he isn't ruling out a comeback just yet! Bad ending is also included.

-*"Stronger, Quicker and Better Than Ever"*: Tyler comes back strong and exposes the ways in which to obtain and use power punches against the opponents that were beaten far too quickly during the speed run, since he had been fully powered. Featured opponents include:

1. Lex Lumpblocker (first fight)
2. Pugly Positronic
3. Super Borg DLX
4. Grathnox 4B

-*The Powerful Five*: Tyler's top five performances, excluding the speed run. Featured fights include:

1. Annihilation of Derec Nodden at the 20-second mark of Round 1
2. First round destruction of Lex Lumplocker (first fight) at the 25-second mark
3. 43-second 1st round pounding of the legless freak of nature Pugly Positronic
4. Fly-Mo's quickest defeat (twenty-five seconds faster than the speed run!)
5. Fly-Mo becomes a Mo-Fo for life, as Mark Tyler does the "impossible" reaching the highest possible Final Rating of 200, with a perfect record of 13-0.

*Special thanks goes out to Mike Tyson who inspired me to beat the crap out of this game. Nintendo tried to make a fool of him with this game, so I did my best to make Mark Tyler fight like Mike Tyson at his best, in order to give Power Punch II the beating that it truly deserved.

I would also like to thank the video gaming FAQ machine himself, Brian Sulpher, for playing a pivotal role in getting me back into competitive gaming. This was the first game that I challenged during my "comeback" bid.

Riddick Bowe Boxing (Super Nintendo)

-From "Big Daddy" to Big Mac: It's 1993 and Riddick "Big Daddy" Bowe is the current world heavyweight boxing champion. Six years following the feel good story of 1987, Little Mac stages a video gaming boxing comeback. He beefs up on steroids and becomes Big Mac, but is he really big enough to pose a serious threat to "Big Daddy"? Only time will tell in this speed run for video game boxing supremacy.

*The Footage shown prior to the actual game play was taken from the classic title bout between Riddick Bowe and Evander Holyfield on 11/13/1992. Thank you to HBO and Nick Rioux for providing the footage!

*Special thanks goes out to the A & C Games family for providing me with a Super Nintendo as well as this game via rental.

-Rebirth of Drago: Ivan Drago's son, Drago Jr, joins the heavyweight ranks to break Riddick "Big Daddy" Bowe down to size and claim the title inside the opening round.

-Riddick Bowe gets KO'd in the first round during an exhibition bout against 2nd ranked heavyweight Steve Thompson (my fastest ever victory over "Big Daddy")

*Special thanks goes out to the A & C Games family for providing me with a Super Nintendo as well as this game via rental.

Foreman For Real (Super Nintendo)

-Foreman For Real? : Big George" Foreman makes heavyweight boxing history by defeating Michael Moorer to become the oldest champion at the age of 45. His success inspires yet another game in his name but the question is, is it really for real?

This compilation highlights the winning formula to use against all of the opponents, especially when using a power puncher such as Yuri "Fabulous" Fadiman. All of George's losing/rematch speeches are also included, as is the game's ending.

*The Footage shown prior to the actual game play was taken from the historical heavyweight title bout between George Foreman and Michael Moorer on 11/5/1994. Thank you to HBO and Brian Cooper for providing the footage!

*Special thanks goes out to the A & C Games family for providing me with a Super Nintendo as well as this game via rental.

Greatest Heavyweights (Sega Genesis)

-*All Heart*: Evander "Real Deal" Holyfield is widely considered as one of the most courageous heavyweight fighters in boxing history. He is generally able to overcome great adversity and in this particular game he must do the same if the player hopes to win the Tournament while playing as him.

Not only has Evander been designed with the weakest chin out of the eight Greatest Heavyweights, but he also possesses the weakest punch. That is not a problem however, as long as the player is able to match Evander's warrior spirit, which is achieved in this compilation.

* The Footage shown prior to the actual game play was taken from the classic title bout between Evander Holyfield and "Smokin'" Bert Cooper on 11/23/1991. Thank you to HBO and Brian Cooper for providing the footage!

*Special thanks goes out to Evander Holyfield for his will power and overall positive outlook on life.

-Tournament endings for the rest of the Greatest Heavyweights are also included

Blades of Steel (Game Boy) [Played on a Super Nintendo using the Super Game Boy cartridge connection]

-Compilation featuring the best ways to score at the Pro level, along with some penalty shots, a fight, an icing call, the intermissions and the game's best ending.

*Special thanks goes out to the A & C Games family for providing me with a Super Nintendo, Super Game Boy, as well as this game all via rental.

NHL 97 (Sega Genesis)

-Compilation featuring different/best ways to score at the All-Star level, along with some bloopers/player injuries, fights and the game's ending. My goal was mostly to recreate some of the memorable moments from the 1996-97 NHL season.

*Special thanks goes out to the A & C Games family for selling this awesome hockey game, it's my all-time favorite!

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Nekketsu Koukou Dodgeball Bu Soccer Hen (Famicom)

-Compilation of the original Japanese version of the highly entertaining game that went on to become Nintendo World Cup in North America. Includes all of the cut scenes, some spectacular and funny goals, bloopers, as well as the bad and good endings.

*Special thanks goes out to the eBay seller who sold me a Famulator console. This is a very tiny and very cool Famicom clone console that plays just about every game with absolutely no problems.

I would also like to thank Gokuma for providing the translation of this game in his Nintendo World Cup NES FAQ.

Tennis (NES) [Played on a pirated 110 in 1 NES cartridge]

-Compilation highlighting the winning strategies to use against the Level 5 player/opponent. Also includes game's ending.

Chris Evert and Ivan Lendl in Top Players' Tennis (NES)

-Compilation highlighting the winning strategies to use against Ivan Lendl while playing as Chris Evert. Also includes some of Ivan's mostly sexist advice between points, the Wimbledon and US Open victory celebrations, as well as the game's bizarre ending. (Talk about shameless product advertising!)

Virtual Bart (Sega Genesis)

-One of my all-time favorite levels (Tomato Throwing), one of my least favorite (Water slide) and the Baby level all get the speed run treatment for a change.

*Special thanks goes out to my friend Eddy for introducing me to this game.

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Daniel T's Video Game Tapes of Madness 2008 Volume 4 Contents

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Teenage Mutant Ninja Turtles II The Arcade Game (NES)

-*Turtle Power!* : Deathless play through while using Raph

*Special thanks goes out to Owen Johnston, aka "shincyriades" for inspiring me to play as Raph.

I would also like to thank my friend Eddy for introducing me to this cool game.

Teenage Mutant Ninja Turtles III The Manhattan Project (NES) - Playthrough

-*Heavy Shredding*: Deathless play through while using Leo

Teenage Mutant Ninja Turtles Tournament Fighters (NES)

-*Cowabunga!* : No losses speed run while using Mike on Hard mode

*Special thanks goes out to nintendoage.com for providing the instruction manual for this game. The manual lists all of the turtles' special moves, making things a lot easier. Nintendoage.com specializes in scanned NES cartridges, boxes and instruction manuals. I highly recommend this site!

Teenage Mutant Ninja Turtles Tournament Fighters (NES)

-Compilation featuring:

- 1.Bad ending
- 2.Hard mode battle between Don and Mike (to show Don's victory stance)
- 3.Hard mode battle between Leo and Hothead (to show Hothead's victory stance and how to beat him without taking any damage)
- 4.Hard mode battle between Raph and Casey Jones (to show Raph's victory stance and how to maul Casey to death without taking any damage)
- 5.Hard mode battle between Casey Jones and Shredder (tried to make things more dramatic by giving Shredder a lead and then finishing him off in style: Fore!)

*Special thanks goes out to nintendoage.com for providing the instruction manual for this game. The manual lists all of the turtles' special moves, making things a lot easier. Nintendoage.com specializes in scanned NES cartridges, boxes and instruction manuals. I highly recommend this site!

Castlevania (NES)

-*"Whip it good!"* : Deathless speed run while only using the extended whip. Also features my "Big Bird Brain" strategy on how to beat Count Dracula's second form with relative ease.

*Special thanks goes out to Owen Johnston, aka "shincyriades", for requesting this game.
<http://www.multiupload.com/0BZS236V0K>

-Regular whip walkthrough that highlights some of the ways to beat the toughest stages and bosses while only using this weapon. Also includes bloopers such as the evil Frankenstein boss glitch, an accidental whip upgrade pick-up vs. the Grim Reaper and finally a rematch where Death meets his maker using the extended whip.

*Special thanks goes out to Owen Johnston, aka "shincyriades", for requesting this game.
<http://www.multiupload.com/YRYROGX9PW>

Superstar Pro Wrestling (Famicom)

-Championship match between Big Van Vader and Andre the Giant + game ending. I tried my best to beat Andre with at least two minutes remaining, but still ended up with a solid performance overall. (Notice how the Giant is masked in the North American version entitled World Championship Wrestling)

*Special thanks goes out to the eBay seller who sold me a Famulator console. This is a very tiny and very cool Famicom clone console that plays just about every game with absolutely no problems.

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Daniel T's Video Game Tapes of Madness 2008 Volume 5 Contents

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Alien vs. Predator (Super Nintendo)

-Complete deathless play through on Expert mode

*Special thanks goes out to the A & C Games family for providing me with a Super Nintendo, as well as this game all via rental.

Back to the Future (NES)

-*"Some Serious Shit"*: Complete play through of this crappy game

*Special thanks goes out to everyone who worked on the original highly enjoyable movie.

Thanks to my friend Phil for introducing me to this game.

Special no thanks goes out to the creators of this game.

Town & Country Surf Designs Wood & Water Rage (NES)

-Compilation that includes all four characters with special emphasis on the Big Wave Encounter, as all 99 plus Rounds were looped over while using Thrilla Gorilla.

*Special thanks goes out to the A & C Games family for providing this game via rental.

T & C II: Thrilla's Surfari (NES)

-*Coconuts???* *I don't need any coconuts, dude!* : Complete deathless play through

*Special thanks goes out to my long time friend and neighbor Phil for introducing me to this fun game.

The Adventures of Bayou Billy (NES)

-Complete deathless play through on Game B [controller only, no Zapper]

*Special thanks goes out to my friend Michael for introducing me to this game.

Special no thanks goes out to Konami for making this game a lot more challenging than the original Japanese release.

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Mad City (Famicom)

-Compilation of the original and far less challenging Japanese version of the game that went on to become The Adventures of Bayou Billy in North America. All of the major differences are featured, including:

- 1.**Fewer enemies, easier enemies and bosses
- 2.**A much more formal looking damsel in distress (Annabelle has more class)
- 3.**A less "high" Godfather Gordon (He never laughs in this game and even frowns!)
- 4.**An extremely short Stage 3
- 5.**Easier driving stages (Controls and roads are much smoother, jeep has a life bar and can even absorb the impact of missiles!)
- 6.**Godfather Gordon appears during the driving stages (Gordon's jeep will not always appear at the same time, but will remain on the screen until the end of the stage. Gordon will sometimes throw packs of dynamite from his jeep that do very little damage. The jeep itself cannot be destroyed and if Billy makes contact with it, he will instantly die!)
- 7.**A Cajun Cut Throat enemy (backstabber) leaves a gun in Stage 6 rather than a chunk of meat
- 8.**A heartbreaking alternate ending (Unlike The Adventures of Bayou Billy, the player is given the opportunity to decide on Billy's fate with his beloved Annabelle. Billy can embrace her as usual, but where is the fun in that? If the player can get Billy to avoid Annabelle's grasp for a certain period of time, the alternate ending will be unlocked. Sweet! Now, if someone could only make out the words...)
- 9.**The absence of the infamous audio recorded ending message (Remember how Konami tried to keep us guessing with that atrocious bit of voice dubbing that played over "The End" screen in The Adventures of Bayou Billy (hiffff)? Well, there's no sign of it in Mad City, thank God!)

*Special thanks goes out to the eBay seller who sold me a Famulator console. This is a very tiny and very cool Famicom clone console that plays just about every game with absolutely no problems.

Wolverine (NES)

-*Snikt!* : Compilation highlighting many key strategies such as where to acquire Havok, the extra air supply device and how to deal with some of the most intense/ nail biting levels. The boss battles and game ending are also featured.

*Special thanks goes out to Marvel Comics for creating one of my all-time favorite comic book characters and to a LNJ for making a fun game.

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Ninja Fight (Famicom) [Played on a pirated 115 in 1 Famicom cartridge]

-Play through of the first loop of this cute, but tough, little ninja game that was never officially released to the North American gaming public.

*Special thanks goes out to the eBay seller who sold me a Famulator console. This is a very tiny and very cool Famicom clone console that plays just about every game with absolutely no problems.

WWF Wrestlemania (NES)

-End of world championship match between the Macho Man Randy Savage and the Immortal Hulk Hogan + game ending

*Special thanks goes out to my long time friend and neighbor Phil for introducing me to this game.

WWF Wrestlemania Steel Cage Challenge (NES)

-End of world championship steel cage match between Sid Justice and the Immortal Hulk Hogan + ending

-End of world tag-team championship match between the team of the Undertaker and Jake the Snake Roberts vs. the Immortal Hulk Hogan and Roddy Piper + ending

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Daniel T's Video Game Tapes of Madness 2008 Volume 6 Contents

Virtual Bart (Sega Genesis)

-*Virtually anything is possible*: Complete deathless play through

*Special thanks goes out to my friend Eddy for introducing me to this cool game.

-Compilation featuring bloopers, deaths, as well as all of the bad endings

*Special thanks goes out to my friend Eddy for introducing me to this cool game.

Road Rash 3 (Sega Genesis)

-*Rashing Mania*: All 5 Level 5 tracks get beaten down to size!

-Compilation featuring:

1. "Stone Cold" opens up a can (okay, a few) of whupass on the competition, including a hapless police officer!
2. "The Ping-pong U.K. Play of the Day!"
3. "Triple play"
4. "Zapped in Brazil"
5. "Jack Ass" ass crash
6. The Worst player motorcycle glitch Ever!
7. The Worst CPU rasher glitch Ever!
9. "Super Dave" finishes things off in style

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Daniel T's Video Game Tapes of Madness 2008 Volume 7 Contents

[Click here to view the 2008 YouTube Playlist](#)

[Click to visit our Video Games page](#)

Lethal Enforcers (Sega Genesis)

-Complete play through on Hard mode

*Special thanks goes out to my friend Benj for encouraging me to rent this game back in the day. You were right, it's awesome!

I would also like to thank Clint Eastwood for his portrayal of Dirty Harry Callahan, which inspired me to play this game, as well as any other game where a magnum gun can be used for that matter, with greater intensity. Do I feel lucky? You bet!

Teenage Mutant Ninja Turtles (NES) – many accomplishments!

Descriptions of the accomplishments:

Teenage Mutant Ninja Turtles (NES)

-*Slice of Pizza*: Deathless play through in approximately thirty minutes

*Special thanks goes out to the creators of the Teenage Mutant Ninja Turtles franchise, Kevin Eastman and Peter Laird, as well as Ultra Games/Konami. I love watching and being able to play as the most kick ass ninja team, the TMNT!

Thanks to Blake 'Spider-Waffle' Piepho for his impressive speed run which showcases a faster way of getting to the final boss, Shredder, by going through a section of seemingly deadly spikes. I had initially thought that that room was a trap, but clearly I was wrong!

I would also like to thank my long time friend and neighbor Phil for introducing me to this classic game.

Teenage Mutant Ninja Turtles (NES)

-Compilation featuring:

1. "Teamwork" (The way that I had intended to defeat Shredder)
2. "Strangled at Sea"
3. "I can't swim?!" (This is what happens when a turtle hits water in Area 3, um logic?)
4. "Turtling Turtle" (Mecaturtle takes a beating like a turtle)
5. "No rope, you dope!"
6. "Wholy flaming turtle, Batman!"
7. "Mr. Invincibility" (Hands down the best power-up the game has to offer, as it can easily handle all enemies, including the seemingly indestructible Multiplying Freak)
8. "To pizza, or not to pizza, that is the question;"
9. "How to rescue a turtle from the clutches of the Foot"

10. "Making it to the top" (American Gladiators Teenage Mutant Ninja Turtles style!)
11. "Dealing with the prick and twirling bastard"
12. "Droid glitch"
13. "Babality"
14. "Out of Time" (Damn, the Dam just exploded! It's Game Over, so long, folks!)

*Special thanks goes out to the creators of the Teenage Mutant Ninja Turtles franchise, Kevin Eastman and Peter Laird, as well as Ultra Games/Konami. I love watching and being able to play as the most kick ass ninja team, the TMNT!

I would also like to thank my long time friend and neighbor Phil for introducing me to this classic game.

Teenage Mutant Ninja Turtles III The Manhattan Project (NES) - Compilation
-Compilation featuring the following mismatches:

1. Raph "The Hothead" vs. Leatherhead
2. Mike vs. Rahzer
3. Don vs. Tokka
4. Leo vs. Super Shredder (Rematch using fastest fighting technique) + Game Over screen

Batman Returns (NES)
-Compilation featuring:

1. Game's Intro
2. All cut scenes/dialogue
3. Rematch vs. Final Boss (The way that I should have made Batman beat him)
4. Best ending with added feature
5. Game Over screen

[Click here to view the 2008 YouTube Playlist](#)
[Click to visit our Video Games page](#)

*Overall special thanks goes out to:

-Owen Johnston, aka "shincyriades", for finding the time in his busy schedule to upload all of these gaming videos and for continuing to inspire and entertain people in positive ways, myself included :). It's good to know that there are others out there who still believe in the power of God and allow this positive force to guide them in life.

-FirebrandX and MKM, two former staff members that made up the Twin Galaxies staff, for inspiring me to record gaming footage. At first they didn't believe in me and thought that I was a cheater/liar, almost demanding that I prove them wrong by sending them proof of Mike Tyson getting beaten in the opening round in Mike Tyson's Punch-Out!! (back in 2002). Once the tape was received, they realized that I was, and always have been, for real. Virtually anything is possible!

-Brian Sulpher, the video gaming FAQ machine himself, who taught me how to record video gaming footage while using a VCR. He also played a pivotal role in getting me back into the gaming scene, after nearly a year without play. Thanks again, Brian, I couldn't have done any of this without you!

-The A & C Games family for providing me with some of the games and consoles that were used to make some of these videos. They also deserve praise for being one of the few, if only, game shop preservers of classic gaming in every sense of the word. Not only can current and old school games and consoles be purchased and traded in at this store, they can also be rented!

-My long time friend and neighbor Phil for introducing me to video gaming, you're still cool bro :). He also introduced me to some of the NES games that I worked on such as the first three Double Dragon games, Street Fighter 2010 The Final Fight, T & C II: Thrilla's Surfari, Target: Renegade, Teenage Mutant Ninja Turtles and WWF Wrestlemania.

-My family who continue to love and support me. There is still so much to give back, but I'm working on it ;).

-Everyone who provided video games, consoles, blank VHS tapes and/or inspiration in some form. Your contributions are all greatly appreciated and I could not have done any of this without you.

-And last, but not least, to God, for continuing to share hope and love, for inspiring me to believe in myself, so that I may always strive to do my best and bring joy to others.

Our respective youtube channels:

<http://www.youtube.com/user/dtysonator>

<http://www.youtube.com/user/acgamesonline>

<http://www.youtube.com/user/shincyriades>