Subject: turbo-digest digest, Volume 11, Issue 14
Posted by Anonymous on Fri, 27 Jul 2012 05:23:37 GMT
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Originally posted by:

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In this issue:
the $4,200 pc engine game
Re: the $4,200 pc engine game
#pcengine debuts on Internet Relay Chat's EFNET

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From: duo16@mindspring.com
Date: Tue Apr 12 21:59:35 EDT 2005
Subject: the $4,200 pc engine game

this is my second time trying to send this to the list. i hope it gets through this time because i have not included a picture. anyway, i have found the ultimate in rarity and incredulity. i was at trader last week in akihabara doing some price shopping for those of you who were interested and sent me lists in time. there is a game in a dvd sized case for the pc engine. i couldn't read the whole title but i did catch the part that said "indo no honou". folks, $4,200 US. can you believe it? can you explain it?! i've never heard of this nor have i ever seen a price like this for any game. to give you some basis for comparison:
darius alpha- $680
dracula x- $115

what's going on? please explain. thanks, george

From: bt@joyce.eng.yale.edu
Date: Tue Apr 12 22:24:06 EDT 2005
Subject: Re: the $4,200 pc engine game

#> there is a game in a dvd sized case for the pc engine. i
#> couldn't read the whole title but i did catch the part that
#> said "indo no honou". folks, $4,200 US. can you believe it?
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#> seen a price like this for any game.

This is undoubtedly:

Akiyamajin no Suugaku Mystery- Hihou Indo no Honoo wo Sisyu Seyo
(NHCD4001)

I was a promotional only sort of title, very few copies of it
were made (hence the extreme rarity and high price that it fetches).
Last I heard it was getting $1,500 per copy.

It has 2 parts, one is an interactive comic, the other is a quiz
sort of game. Both parts appears to have math problems in them.
Of course they are completely in Japanese, so soem knowledge is
needed to get anywhere in them.

As far as I have been able to get in them with my limited Japanese
language skills, it is rather well done. Certainly not going
to unseat DracX for gameplay, but the style and animation used in the
game beat a lot of the "less advanced" PCE games that hit the markets.

(I would love to see any images, if you can email them to me
I can put them up on pcecp.com -- I do have a copy of this title,
it came in a jewel case with no manual, only backing art, so I
do not know if it is 'compelte' or truly missing the manual since
I have no idea how it was actually distributed. It is included
on PCECP, but I have not had a chance to uplaod images for it yet)

Anyone else care to chime in and fill in the missing details ?

-bt

From: gsg81@msn.com
Date: Wed Apr 13 01:08:10 EDT 2005
Subject: #pcengine debuts on Internet Relay Chat's EFNET

I am proud to announce the debut of #pcengine on the EFNET IRC network.

Gabe is the bot for this channel, and I am usually known as gabex. Feel
free to discuss the NEC Turbo/PCE systems, games, and programming scene (or
any other games and systems), but try to avoid religion or politics (unless
no one's talking!). People who speak all languages are welcome. Basic
rule: Don't ask where to get copyrighted software. You may discuss using
your own backups of copyrighted software but not where to obtain software
you do not own.

If you are unfamiliar with IRC, check out the following programs:

Windows: http://www.mirc.com
Mac: http://www.ircle.com
Unix/Linux: http://www.xchat.org

A good server to use is irc.easynews.com. Once connected, choose your handle by typing /nick YourHandle at the prompt, and then /join #pcengine.

There are plenty of IRC primers on the Internet. Remember, Google is your friend!

Look forward to seeing you there,

Gabe Green
