Subject: turbo-digest digest, Volume 08, Issue 24 Posted by Anonymous on Fri, 27 Jul 2012 05:14:35 GMT

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Originally posted by:

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In this issue:
Re: Rarity List

Re: Rarity List

From: Eivuu202@aol.com

Date: Sat Jan 26 12:39:39 EST 2002

Subject: Re: Rarity List

I would have to agree that Dungeon Explorer II is a tough US Turbo game to get. You can usually find it on the bay of E, but you're usually not paying less than \$80 for it. Cotton seems tough to get nowadays as well, though not nearly as tough to get as Panorama Cotton for the MD, but I digress. Tough to find Japanese Duo games are usually like Sapphire, Legend of Xanadu II and in some respects Dracula X--though the demand for that one will prolly wane dramatically when and if it does show up on the PSX.

As far as rarity goes, that's kinda hard to gauge unless you have a specific number to deal with as to how many copies of the were made in its print run. You can try to gauge it by the price that is demanded for the game. You usually don't see Sapphire or Xanadu II go for less than 3 digits, but that doesn't necessarily mean that the game is rare; could be just high in demand and out of print.

I really shouldn't say too much on this matter for I'm not much of a collector, I'm more of a gamer first. I'll track down a rare game if it is a good game. I won't care if the rare game is crap. So I'll shut up now.

Dustin (AKA:Yuushi)

"I only want your happiness Knowing I can never be yours to share it" --from Clover by CLAMP \_\_\_\_\_

From: davidc@umail.ucsb.edu

Date: Sat Jan 26 13:48:57 EST 2002

Subject: Re: Rarity List

"You usually don't see Sapphire or Xanadu II go for less than 3 digits"

Would you beleive that I found Xanadu II for \$42. Now that was a nice find. Do you think maybe the demand is dropping for the game? Ehh, I kind of think it was just a fluke. Either way, I'm happy with it. =P David C

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From: Wedgerog1@aol.com

Date: Sat Jan 26 13:52:54 EST 2002

Subject: Re: Rarity List

In a message dated 1/26/02 10:50:53 AM Pacific Standard Time, davidc@umail.ucsb.edu writes: