

## Mail Plane

Value: \$200  
 Platform: MSN Web browser  
 Version: Windows  
 Original release: 1999  
 Developer/publisher: Microsoft



## Virtual Bowling

Value: \$500-800  
 Platform: Nintendo Virtual Boy  
 Version: Japanese  
 Original release: 20/12/1995

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 Version: Japanese  
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 Developer/publisher: Athena/Nintendo

Athena's only game for the Virtual Boy is exceptionally rare and highly sought after. Like Gundam Dimension Battle the game was made and sold in very small quantities and as the platform steadily increases in popularity, more and more collectors push the price up. Incidentally the price here would pale into significance should prototypes such as *VB Waro Land* and *Mario Adventure*, which were never released, appear on the market.



## Snatcher

Value: \$200-350  
 Platform: Sega Mega-CD  
 Version: UK  
 Original release: 14/10/91  
 Developer/publisher: Square

One Square's earliest prodigal PlayStation transplant to any English language release on the Mega-CD. Going, extremely sought after especially in UK guise, the plot goes more than a little mad in the 300+ hour run. This is a Raven/Kalishan collector's must-have, and alongside Lunar, the most reason to hold in the native hardware.



## Dragon Ball GT: Final Bout

Value: \$100-150  
 Platform: Sega Saturn  
 Version: UK  
 Original release: 1997 (Japan)  
 Developer/publisher: Banpresto

Incidentally the final game continues to remain in the series and consistently commands very high prices. A sealed copy sold for \$400 recently. Limited to 10,000 copies the game is a cult classic due to the entire team's support Japanese popularity. Besides that, very poor games will sell well above their gameplay's worth if the conditions are right. The Japanese version is worth a factor of this version.

