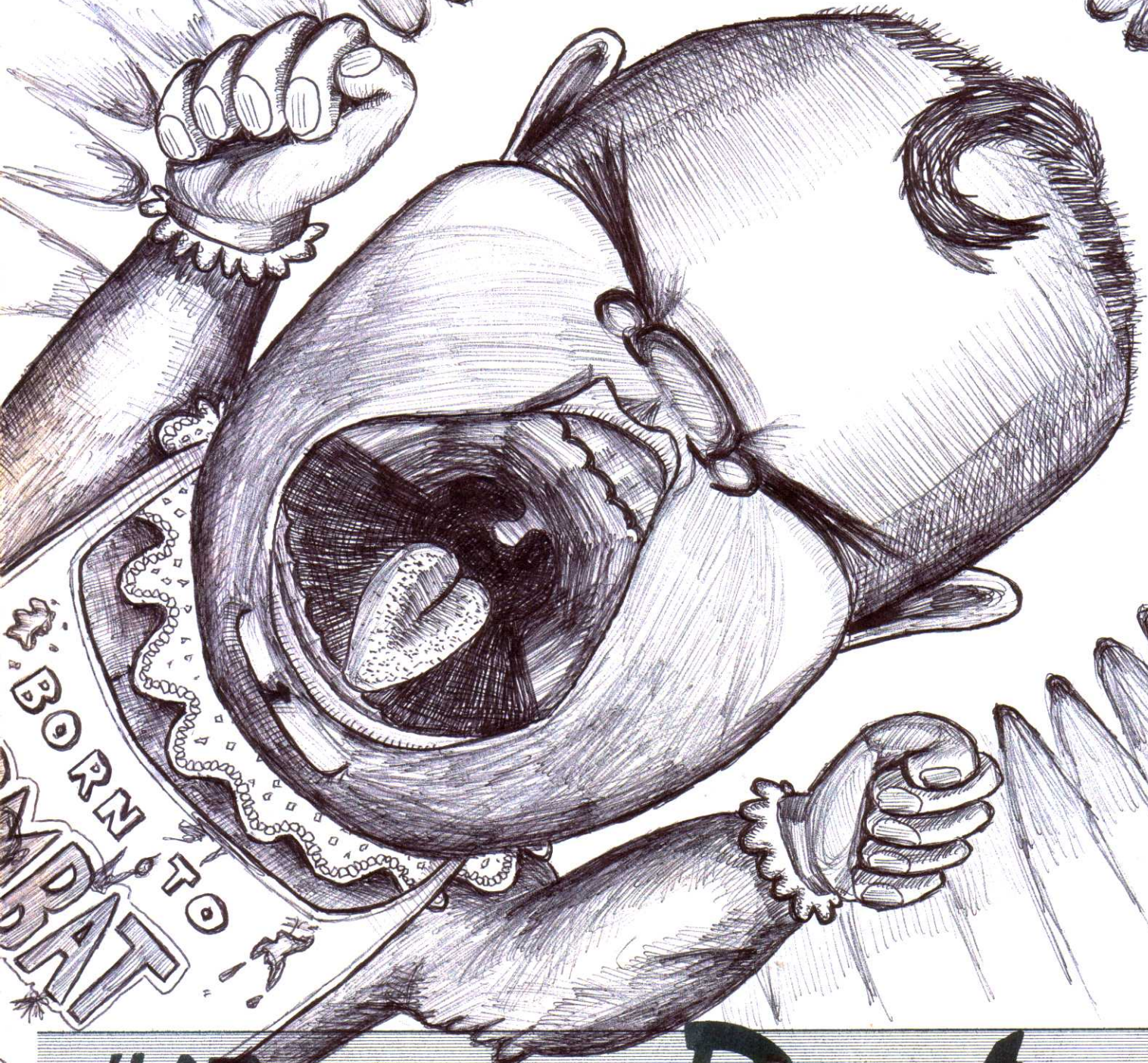


# DIGITAL DREW

THE BIO-DEGRADABLE SOURCE FOR VIDEOGAMERS

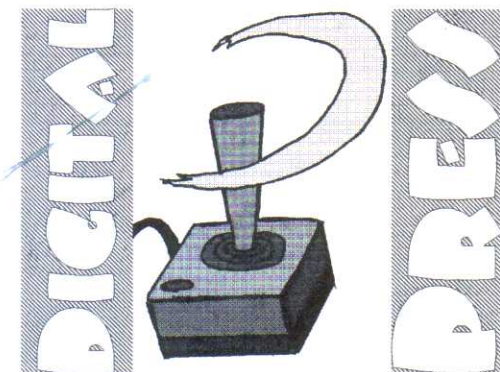


BORN TO  
BRAT

#17:

Brats.

Santulli '94



**DIGITAL PRESS #17  
MAR/APR 1994**

**EDITOR IN CHIEF**  
Joe Santulli

**SENIOR WRITERS**  
Kevin Oleniacz, Bill Schultz

**STAFF WRITERS**  
Al Backiel, Howard Hirsch, Sean Kelly,  
Kevin Oleniacz, Jess Ragan, Liz Santulli, Joe  
Santulli, Bill Schultz, Edward Villalpando, Karl  
Youngman

**GAME REVIEW PANEL**  
Joe Santulli, Karl Youngman, Bill Schultz,  
Liz Santulli, Kevin Oleniacz, Howie Hirsch

**MANAGER OF NEW BUSINESS**  
Kevin Oleniacz

**TECHNICAL CONSULTANTS**  
Al Backiel, Steve Bender, Sean Kelly,  
Edward Villalpando

**ARTISTS**  
Jess Ragan, Joe Santulli

**LOGO**  
Jess Ragan

**SUBSCRIPTION INFORMATION**  
Digital Press is published bi-monthly, six  
regular issues per year plus incidental  
specials at the editor's whim. Subscription  
rates for U.S: \$8.00, Canada: \$10.00,  
everywhere else: \$12.00 (except for Belgian  
orders - NO shipments will be made to  
Belgium). Single issue rate: \$1.50.

**BACK ISSUES**  
Available for \$1.50 each. See elsewhere in  
this issue for complete details.

Entire contents Copyright © 1994 by Joe  
Santulli. All rights reserved. Reproduction in  
whole or part without prior written permission  
by the editor in chief is prohibited. If you're  
still reading, here's this issue's hidden  
message. Joe Santulli will be writing a one-  
page "videogame collectors" column for  
Electronic Games beginning in June on  
alternate months. All game titles, pictures,  
character names and representations are  
owned by their respective companies and are  
not affiliated with Digital Press.

**BRATS.**

EDITOR'S BLURB by Joe Santulli

Now you know we're up for ANYTHING. When I asked Howie Hirsch to pitch this issue's theme to Bill Schultz & myself, I shoulda figured he'd pick something completely off the wall. "An issue devoted to children's games", he said, with a gleam in his eye. Bill and I looked at each other. WHY NOT? We probably have the most mature (Okay, OLDEST) reader base in fandom, I know of at least a dozen readers that have kids... why not?

As we sat around the television on a chilly Sunday, the staff of DP tried hard to develop ideas for the issue that's begging to be read at this moment. Kevin's part was easy - "classics" for kids. The rest of us? Well, we had to come up with something else.

Weeks had come and gone, and no one had sent me a children's-related column. Finally, I gave in, told the staff they could write on anything, and the game review staff hung out one day and played childrens games for four hours. So what you get is a "sort-of" theme issue. One thing we all learned is that the market for children's game is chock full 'o CRAP. I'd rather teach kids the significance of having your head knocked off by a movie star in a bloody fistfight than expose them to a game like "Where's Waldo" on the Super NES (a game review that was axed at the last minute). I'd prefer my kids to know how to play football, soccer... even POOL than to know that a dopey guy in a purple dinosaur suit wants to hug them. I'm not going to knock what the Barney people are trying to do, but the character is totally annoying to anyone over the age of three.

Miscellaneous topics - while my Jaguar begins to gather dust, I'm at least seeing some promising dustbusters on the horizon. Alien vs. Predator looks incredible, and one can only hope that the rumors of Mortal Kombat coming to the Jag are true. Tempest 2000 was many people's game of the show at the Winter CES! The 3DO is still slow in producing games, but the latest, Total Eclipse is a real winner. I've never played a shooter that gave me the kind of rush TE does. Good sign of things to come? I hope so. Speaking of CES, who's going to the Summer CES this June? Let's hook up!

Time to move onto project #101. Remember to drop us a line with your comments and criticisms. It's the readers that make DP fun for us to produce!

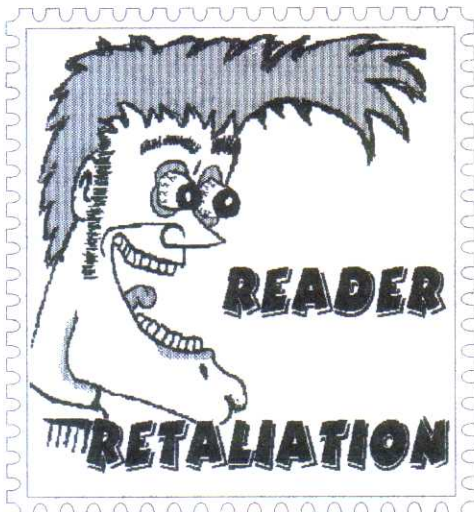
**ON THE  
COVER**

**BORN TO KOMBAT**  
by Joe Santulli

Hey, it's a self-portrait!  
Complete with snarl,  
defiantly raised fists, and  
food all over myself, I  
prepared myself for a life of  
videogaming by picking off  
the pets with a spoon and  
last night's leftovers.

**IN THIS ISSUE:..... PAGE**

Reader Retaliation.....	3
Digital Press Products.....	4
ROMpage featuring Sean Kelly.....	5
Jess Ragan's Land of Rare & Exotic Coin-Ops.....	6
Back Issue Info.....	7
FANTasmagoria Returns!.....	8
PsychOpedia, Parts S and T.....	10
The Wacky World of AL: Hollywood Looks at the Video Games, part II.....	13
Collector's Corner: Classic Kids Games.....	14
Random Reviews.....	16
Classified Section.....	22
<b>Liz Santulli: Completely NUDE!</b> .....	23
Note-Worthy.....	back



## HATE MAIL! (TYPOS RETAINED FOR FULL EFFECT)

Dear Stupid;

Your magazine blows. I feel sorry for the people that pay to read this. All you talk about is Atari and regular nintendo. So listen pal this is technology world where people have genesis, SNES, Jaguar, cd rom, and other stuff. Now I am not going to pull my Atari out just to see if your crapy review is true. Your current issue of Jan 15 really sucks not only do people don't care about 7800 atari knowbody has it knowbody will and your opinion means nothing to everyone

P.S. Me and Walt Neff are making a flyer and we will show you what people want to read (not-Atari). Write back you fag.

Ryan Gayle  
Chester Springs, PA

[THE FOLLOWING WAS RECEIVED THE  
SAME DAY]

Hey Joe,

I don't know if you remember me or not, you mailed me some stuff a couple summers ago. I just got my systems back then, and then I withdrew from the videogame world. Then I wrote some columns for Viewpoint (which sucked). So what's the point of this letter?

Just looking up an old pal. Your mag has gotten so much better since last time I saw, I can't believe it! I mean, I've always subscribed to your 'zine, I just have been away in Scotland. Boy, how things have changed!

Anyway, I'm starting my own 'zine and my co-editor Ryan Gayle seems to have gotten off on the wrong foot with you. He didn't really care for your coverage of the classic systems and wrote something to you along the lines of "you fag".

While I'm not distancing myself from Ryan, I am apologizing for him. When I start "Mr. Butehy's Flyer" (working title), I'll need all the help I can get. Sooo... if you and I can put aside our differences (namely Ryan - I like him, by now you probably don't) I can move on with my fanzine.

By the way, Ryan also pissed off that Noah Dzbiickiweahohaah guy who runs Zineophilia, but your are the one who runs the good 'zine, so I'm apologizing to you (no offense to Noah, but his liberal polities really set me off).

Walt Neff  
Chester Springs, PA

*To the readers of DP: Isn't it appropriate that a letter like this appears in the "children's" theme issue? Really, you can't make this stuff up! To Ryan: I'm looking forward to your "flyer". I just hope you learn how to spell before you finish it... Oh - and I hope your dad wasn't too upset that you stole one of his return address labels and crossed his name off. My pop always gets pissed when I do zany stuff like that. To Walt: you probably didn't want me to print this and then send it to your friend Ryan, but I thought it appropriately summarizes what I would have said - "Sorry about Ryan". More importantly, all of fandom (and a small army of voracious gamers) now knows who he is before his "flyer" even gets produced. No need to thank me - consider it FREE publicity.*

## HALLOWEEN AGAIN

Dear DP,

I am a first-time reader of your publication and I just recently received your book listing all of the Atari 2600-5200-7800 software. I am amazed at how much some of my Atari carts are worth. I was also shocked to read your entry about Wizard's Halloween for the 2600. I persistently searched flea markets, yard sales, etc. for 11 years looking for this tape. I recently came across one with the instructions only to look in your listings to read this cartidge is "somewhat rare"?

Rick Hoy Jr.  
Reading, PA

*Both of Wizard's games (the other being Texas Chainsaw Massacre) will see a slight rise in price in the next guide, I'm certain. Still, "somewhat rare" means that you WON'T find it in most collector's "For Sale" lists. You'll either have to trade for it or get lucky and stumble into it, which is probably what wasn't happening for you. I've seen both of these games pop up once or twice a year - in fact, I just sold my Halloween without the box when I ran across a minty, in-the-box cart. There are definitely more rare games than this one.*

## BOUTIQUIAN

Dear Joe,

Thanks for the sample issue of DP. I like the way your publication covers both new and old systems and games. I'm definitely more into the newer stuff but for the past year or so, I've been hitting the flea markets and reliving my childhood buying older systems and games. An Atari 7800 here, a ColecoVision there. Before I knew it, I amassed a big collection - not on purpose mind you, but you know how it is when the vendor says "they're a dollar apiece but I'll sell all 27 of 'em for ten bucks". Who can resist? So what if I end up with four 7800 Pole Positions?!

It's interesting to know that you work part-time at an Electronics Boutique, or used to that is. I also work at an EB at the Coventry Mall here in PA. I've been working there since 1991. I know what you mean about not having patience with those customers. That's why I don't work there full-time anymore. Hey, you forgot a few popular questions on your piece about EB. What about, "What's the difference between THIS Sega and THAT Sega?" or the self-answering question "What's the difference between the Sonic 2 system and the Streets of Rage 2 system?". I swear, one woman came up to me and asked "What's 4-Play?", and then there's those people who ask for Night Trap by saying "Do you have that game where the girl from Different Strokes gets raped by those monsters?".

Thanks for your time.

Toni Tuski  
Royersford, PA

*Here's another little Boutique story, about a bone-headed salesman that we'll call "Mr. JS". A blind customer walks into the store with another person helping her along. They pick out a game, bring it to the register where "Mr. JS" is still fumbling around with the receipts from the last customer. They hand him the game and a credit card, which prompts him to ask (the EB standard) "Do you have another ID with that credit card..." and the not-so-standard, "perhaps, a driver's license?". The blind woman's helper stares daggers. "Mr. JS" suddenly realizes what he's just said. A driver's license? She's blind, you idiot! So you see, Toni, ignorance is not limited to a few customers. I... er, "Mr. JS" is guilty, too.*

## LET'S MAKE A GAME

Dear Joe,

I own an Atari 2600, Intellivision, Turbo Duo (and Express), NES, SNES, Game Boy, and Game Gear. I have over 500 carts including more than

# Digital Press Products

**YOU CAN'T AFFORD NOT TO OWN THESE ITEMS!**

## RETURN OF CHEATER'S COMPENDIUM

Back by popular demand is our huge "Cheater's Compendium", a compilation of game tricks, tips, and cheats for everything from the Atari 2600 to the Jaguar! At 30 pages, you can't afford not to own one. \$4.00!

## VIDEO FANZINE #15

Our best yet! In the continuing anthology from 44 Hunter Place, see the winning entry from Scavenger Hunt '93! See Pink Panther for the Atari 2600 and the man who discovered it! Witness, very live, a walk through the "Room of Doom" - a room devoted entirely to videogames! Get a look at the 300 as it would appear on your own TV! All of this, plus as many game previews as we could possibly cram onto this hour-long tape! Yours for only \$8.00!

## CLASSIC VIDEOGAMES COLLECTOR'S GUIDE, SECOND EDITION

What? You mean you still haven't got one? This 60+ page extravaganza lists every cartridge for every pre-NES system from 1976 through 1985. Find out what your collection is worth from the experts in this hobby. Color cover. Spiral binding. Only \$8.95!

## ATARI 2600 VIDEO REVIEW, VOLUME I

The first in what looks to be an extensive series of Atari 2600 game reviews. Volume I includes the games of Avalon Hill, TigerVision, Data Age, Imagic, MNetwork, Coleco, CBS, and Froggip. Includes many rarities, like TigerVision's River Patrol and Avalon Hill's Out of Control. Check it out for just \$8.00!

## OTHER STUFF!

We got a whole lotta tapes, \$8.00 each: Atari 5200 Video Review, Atari 7800 Video Review, ColecoVision Video Review, and Video Fanzines 5, 6, 7, 8, 9, and 10! 1 to 2 hours each.

200 for my Atari. I really enjoyed reading your latest edition of DP. I've considered writing an Atari only fanzine in the past but haven't found the time to do what I consider to be a good job. I especially enjoyed your article on "The Six Intangibles of Videogames". In fact, I feel that simultaneous multi-player games (especially those in the sports category) will make great strides in the upcoming months. I rented a copy of Bomberman for the TG-16 once because "I couldn't find an interesting game" and it has been one of my all-time favorite games since the first time I played it.

Have you (or anyone you know) ever created an actual 2600 game? Do you know of any existing products that will let you do this? It doesn't seem like it would be extremely difficult to program. Wouldn't it be great to trade your own personal 2600 games for games from others? I would think that a small company could make some money producing games for independent programmers.

Chuck Bremer  
Hilliard, OH

*I'll let you in on something. Programming a 2600 may seem easy, but it's not. It's very, very, difficult. Even if you know assembler, the code is very raw and requires an awful lot of skill to work with. Here's a little secret. I know of someone currently working on a sequel to a classic Atari 2600 game as you read this. It's going slowly, but I've been prodding him along. What Atari 2600 owner wouldn't love a new game? At this rate, though, you might end up seeing the game finalized on the Lynx or Jaguar (even Tempest 2000 will have its "classic" original version on the cartridge as well). If I can spill any more information in the upcoming months about this project, I'll keep you updated.*

## HAPPY R.O.B

Dear Joe,

I have good news about a repair problem that was taken care of reasonably, courteously, and very speedily. I speak of no other than Nintendo of America. As you are aware, over the Christmas holidays my R.O.B. controller for the NES broke down in the middle of gameplay. Purely as a shot in the dark, I took a chance and wrote a letter to the Big N describing what had happened and if it was possible to have R.O.B. repaired, as well as how much it would cost.

Last week I received a two page letter from them with a repair authorization number enclosed for shipping. With a description of my problem and a check for \$21.64 attached to R.O.B., I shipped him off on Monday, January 24th via UPS. I received him back and fully repaired on Friday,

January 28!!! I think this is absolutely incredible, especially when you consider that R.O.B. was there a maximum of two days and plus the fact that obviously I'm not the only repair waiting to be fixed.

Please reprint this in "Reader Retaliation" so that any others will not hesitate in sending anything for repair to Nintendo. Of course, I would recommend calling their 800 customer service number first, or writing a letter as I did, so you can get the authorization to ship number (VERY IMPORTANT).

BJ Major  
Tacoma, WA

*Thanks for passing that experience on, BJ. Now I know of one part of Nintendo that delivers everything they promise!*

## WHERE'S ADAM STUFF?

Dear Sirs,

I recently acquired an ADAM computer system made by Coleco. It is in good working condition. This letter was composed with the word processor. I have 20 ColecoVision game cartridges plus the Roller Controller, Driving module, and the Super Controllers. All of these work perfectly. The problem is this:

I and my children were enjoying writing programs in the SmartBasic which came with the system. This came to an end one day when the tape holding the SmartBasic interpreter became tangled up inside the cassette. It will no longer work. I wonder if you would have any information on how or if I can get another tape. I tried writing to Coleco at three different addresses but I guess they don't exist anymore. I was told by the person who gave me the system that there is a place that still handles supplies and accessories for it but she did not know the address or phone number. I thought maybe you would be able to provide me with this information. Or maybe you could tell me of someone who could. I would really appreciate any help you could give me.

Donald C. Henderson  
N. Ft. Myers, FL

*Donald, there are TWO very good distributors and service centers for ColecoVision that I know of. The first (and very reputable) is R&R Software, P.O. Box 2081, Hanover, MA 02339. I can guarantee that they have what you need for the ADAM. If you're looking for more, there's always ADAM'S House, Rt 2 Box 2756, 1829 County Rd #130, Pearland, TX 77581. Good luck with your new computer!*

The  
ALL-NEW

# ROMPAGE!

featuring  
Sean Kelly

## JUMPING TO CONCLUSIONS (A JAGUAR REVIEW IN DISGUISE)

Recently videogamers in what was supposed to be two cities in the country saw the Atari Jaguar hit the stores. There was very little hype and no TV advertising except in the test cities - it basically just snuck onto the scene. There was a reason for this, however, IT'S ONLY SUPPOSED TO BE AVAILABLE IN THE TEST MARKET!!

Since its release, I've read a mess of reviews of the Jag with opinions that ranged from "it's pure garbage" to "it's totally awesome". The one important factor practically everyone seems to be forgetting is that the damn thing might not even be finished yet. We've got people criticizing the games, criticizing the console and controllers, the sound, the graphics, and everything else when, unless they live in San Francisco or New York, they shouldn't even have one yet. The system was released in only two cities for a very specific reason which is basically to find out what's right or wrong with it and already we have people who seem to be ready to burn little flags with the Atari logo in the middle of Time Square.

Just after Christmas, I went on vacation to San Francisco. Naturally, while I was there I just HAD to check out the Jaguar since it's not available here in Chicago. To my surprise, it was very easy to find. All three of the Toys R Us stores within 20 minutes of where I was staying had tons of them, but only one had any cartridges left. Two of the three electronics-type stores I visited had them and one even had one on clearance for \$199 that someone had returned for some reason. It was kind of disheartening to see three kids standing around watching another kid play *Street Fighter II* on the Genesis while the Jaguar sat there with its controller hanging down to the floor.

I decided to talk to some of the salespeople and find out how the system had been selling. At Toys R Us, the guy told me the systems were selling "Pretty good", but due to the lack of cartridges available (both the number of titles AND the availability of the titles that have been released)

sales of the Jaguar had been slowing down. I could see a pretty decent-sized stack of systems behind the glass in the security booth, but there wasn't a cartridge in sight. It was kind of ironic, though, to see the Jaguar sitting there in all its glory and in the very next aisle the Lynx software marked down to clearance prices. Toys R Us, for one,

isn't gonna give the Jaguar much of a chance in my opinion. They got burned big-time with all the 2600 software they had to sell off at a buck or two after the crash, and then again with the 7800 stuff, and then again as a result of whatever idiot got talked into selling the Intv system at their stores. Actually, I have to shoo that guy away from scrounging old lettuce and stuff out of the garbage cans behind my store from time to time. I guess he's not with the company anymore. Toys R Us will be extremely cautious with any new system - especially something from Atari. They sure dropped the Lynx like a hot potato.

At "The Good Guys", one of the electronics stores I visited, their inventory was kept in the back room so I couldn't see for myself how many they had, but the salesman told me they had quite a few. They also had three games available hanging in the case and each appeared to be in good supply. When asked about the sales of the system, the salesman told me they were selling "OK", but he also added that a lot of people are asking just what the hell it is.

I was able to play *Cybermorph* on the display system at "The Good Guys" and can't say that I thought it was a great game or anything, but the impression I got was that the game was designed to show off what the system could do more than to be fun to play. By playing the game, you could see plain as day that the Jaguar is a very capable system. I also saw a poster there depicting about fifteen games labeled as "Available Soon" and many of them looked pretty cool.

My objective here isn't to rattle off my opinions on the



---

**Hold off on the criticisms! The Jaguar hasn't done its best stuff yet...**

**Could Aliens Vs. Predator be the first game that shows what the Jag is capable of?**

---



controllers or console or whatever, but rather to wake up the people that have been bitching and moaning about the problems with the system and it's games. Test markets are used for exactly what their name implies. Whether Atari acts on negative or positive feedback they get from the test market is another issue, hopefully they will. Joe's observation about the cartridge port being a "funnel for dust" may be very well-founded, but since the system is only in it's test (there's that T-word again) stages, Atari could easily add a dust cover similar to that on the Genesis or SNES. If they don't act on the problems, then we'll have something to complain about. As things stand right now, why not leave them alone and see what happens at the time of the national roll-out.

Complaining about the games currently available is something that's beyond comprehension to me. How many of you still have *Altered Beast* laying around from when you bought your Genesis way back when? Why not whip it out and plug it in for old time's sake? Notice the difference between the graphics, sound, gameplay, etc. in *Altered Beast* and say *Sonic 2*? How about an example that classic collectors out there can relate to. Take a look at your Atari *Home Run* and then maybe plug in

*RealSports Baseball* or even *Pete Rose Baseball*. It takes programmers some time to get used to the system in the case of virtually every videogame system. Here again, this is another reason for a test market.


To those of you living in areas that weren't supposed to get the Jaguar and are bitching about it : Ahhh shut up! You could have just waited for it to be available in your area and you may not have had anything to complain about but noooooooo. To those of you that do live in the test market and have problems with the system : LET ATARI KNOW ABOUT IT! Those of us waiting on Atari to release it nationwide would like the system to be as bug-free as possible when it shows up in our area.

Here's the bottom line if I haven't beat it to death already. Let's see what happens. Let's wait until it's "done". Let's wait and see if Atari gets a decent advertising campaign together. Let's stop all the grumbling until Atari releases it nationwide at which point it will be complete. If, at that time, the system still has big problems and programmers haven't started to take advantage of what's available "under the hood", I'll be right out there in Time Square with you guys.




Jess Ragan's

# Land of Rare and Exotic Coin-Ops



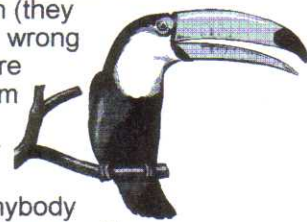
As you boys and girls in DP's audience know, we rarely get into the arcade scene. Quite frankly, we've got plenty of games at HOME to keep us occupied. However, being that this is the kids' issue, we thought that we'd delve back into every enthusiastic gamer's past, in Cheese", with crude perverts in rat suits swatting you with their tails... and games galore. Somehow, there's always one of these oddball coin-ops that plants itself firmly into your mind despite its obscurity and haunts you for the rest of your life (since that game was either gutted for yet another SF2 machine or is impossible to find again). These are some of those games.

Nihon Bussan, creator of the acclaimed oldie *Crazy Climber*, has to be the undisputed king of rare coin-ops. After *CC*, Nihon released a tepid *Dig Dug* clone named *Rug Rats* (not associated in any way to the Nicktoon) where your protagonist must capture dust bunnies by rolling them into carpets. An original idea, yes; but the flat terrain gave your enemies ample opportunity to flatten you, and the rug attack (as well as most of the game mechanics) was confusing and inaccurate. Luckily, this failure led Nihon to dip their hand into the shooter genre

with more success.

Their first shooter, *Moon Cresta*, was a *Galaxian* style contest in which wings were added to your craft as a reward for successful attacks. *Terra Cresta*, one of the most brilliant shooters yet to come down the pipe, added this innovation to a *Xevious* style blaster with inventive graphics, awe-inspiring power-ups (which you now fly over and dock with) and great play, making for an excellent uncommon release which became a lackluster NES cart by Vic Tokai. Unfortunately, *MagMax* and *Seicross* came with them, the former starring a ridiculous-looking robot which you had to assemble to increase your odds of winning, and the latter...? Imagine *Road Rash* in a horrible future where *Pong* is considered the crowning achievement in technology! Both were transformed into NES carts worthy of their despicable heritage by FCI and Pony Canyon (they spelled their own company name wrong in the game - honest!). Even more obscure games were to come from NB, mostly with similar themes.

Bally/Midway/Williams had their own share of reptiles hidden amidst the jungle of coin-ops. Anybody who remember's Steve Perry's Journey will



# Land of Rare and Exotic Coin-Ops

Who Says "You Can't Go Back"?  
DP Back Issues.  
\$1.50 Each.

also remember the horrid Data Age home video game. Thankfully, there was an arcade version infinitely more fun. Designed with a game engine similar to *TRON*, this game was more light-hearted and - thankfully - easier. The most memorable part of Bally's *Journey* was that digitized monochrome faces of the band were attached to anemic stick-figures, not unlike T\*HQ's *Wayne's World*, although its dual-faceted play (grab the member's instrument of choice in a dodge-fest, then use it as a weapon to escape) and outright kooky scenes (bouncing groupies from Herb the bodyguard's sizable belly, for instance) come close. On a less enthusiastic note, Bally tried to capture the four-staged "feel" of *Gorf* with the play of *Asteroids* and succeeded only marginally with *Lazarian*, a frustrating hybrid of the two games. *Kickman* was another mix of themes, starring a clown who had to catch falling balloons and Pac-Men. Finally, *Blueprint* was an odd maze game which forced players to run through a suburbia to collect parts of a machine to kill a beastie after your girlfriend (not that stupid plot again!). All three games were converted to the Commodore 64 format.

Konami has made a name for themselves in gaming, most recently in trying singlehandedly to deep-six the Genesis with horrid titles like *TMNT Tournament Fighters*, but their first titles weren't all that well known. Take *Kicker*, for instance. Oolong from *Yie-Ar Kung Fu* was pitted here in a unique challenge which hasn't been duplicated since - it was definitely worth that quarter. *Goonies* was created only for the NES quarter muncher of the late 80's, which is too bad, especially since it is a far more enjoyable and straightforward quest than its sequel, which became a reality on the home console. *Dark Adventure* was Konami's take on the *Gauntlet* craze of the mid 80's, but not a very good one. Many of its elements came off as stiff and outright irritating. *LifeForce* was actually a coin-op before its migration to the NES, albeit with some very necessary changes (the slowdown was horrendous in the 'cades), but *Haunted Castle* was actually a new rendition of the *Castlevania* series, with much more regimented play and a large Simon, ala the SNES. *Rush N Attack* actually produced a sequel in *MIA*, which was basically a re-do with audiovisual steroids but little else. *Juno First* was a HUGE disappointment. This was a game that attempted to steal much of what made Dave Rolfe's *Beamrider* famous, but failed miserably. *Vendetta* was a little-seen *Double Dragon* rip-off which delivered audiovisually but was lacking somewhat in regards to play mechanics. *Moo Mesa* was a coin-op meant to play on the success of the cancelled cartoon (smoooooth, guys!) but basically ended up showing its true colors as a stiff *Sunset Riders* wannabe. *Devastators* took a 3-D approach to the combat theme but the look was contrived and the game itself was very boring. Finally, *Time Pilot '84* looked, sounded, and felt uncannily like a NES title and a pretty mediocre one at best. Seems the Kon-heads tried to give it a high-tech look but only managed to make the game repetitive (nauseatingly so) as a result, with control that stands as even worse than its ancestor.

**MUCH MORE TO BE CONTINUED NEXT ISSUE!**

- #1: Neo-Geo: Worth It's Weight?, Atari 7800 Checklist, Worst of Atari 2600 pt I, Genesis Golf Side-by-Side.
- #2: Whither ColecoVision?, ColecoVision Checklist pt I, Family Tree: Shooters, Worst of Atari 2600 pt II.
- #3: How to Train a Non-Gamer, Genesis Football Side-by-Side, Worst of Atari 2600 pt III, ColecoVision Checklist pt II, Streets of Rage Strategy.
- #4: Whatever Happened To....?, Vectrex Checklist, Worst of Intellivision, Videogame Mags Side-by-Side, Atari 2600 Rarities pt I.
- #5: Life of the Party Videogames, Channel F Checklist, Atari 2600 Rarities pt II, Gamepro TV Review, Scavenger Hunt '92.
- #6: Weird Games, Summer CES '92, Buyer's Guide to Classic Systems, SNES Golf Side-by-Side, Astrocade Checklist, Atari 2600 Rarities pt III.
- #7: What If....?, Worst of Genesis pt I, Atari 5200 Checklist, Atari 5200 Vs. ColecoVision Side-by-Side, Atari 2600 Rarities pt IV.
- #8: The Darker Side of Gaming, Odyssey2 Checklist, SuperCharger pt I, PsychOpedia begins.
- #9: Ups & Downs of '92, Night Trap Solution, SuperCharger pt II, Intellivision Checklist pt I.
- #10: Sequels, DP Style, Atari 2600 Rip-offs pt I, Intellivision Checklist pt II, ColecoVision A/V Inputs, New 5200 Prototypes Discovered!, Coleco Adam Feature.
- #11: DP Interviews Daniel Bass - Intellivision Programmer, Worst of ColecoVision, Atari 2600 Rip-offs pt II.
- #12: Best & Worst of SCES '93, DragonStomper Adventurer's Guide, Atari 2600 Rip-offs pt III, DP Interviews Ray Kaestner - Intellivision Programmer, Scavenger Hunt '93.
- #13: PERSPECTIVE: Videogame Trading Cards, Puzzy/Bit Corp, Real Videogame Madness, Genesis Baseball Side-by-Side.
- #14: SCAVENGERS: Scavenger Hunt '93 Contest Special.
- #15: SCARY: Creepy Classic Carts, Horror Games We'll Never See, Rare 'Ware: Compu-Mate, Fanzine X-ing with VG Experience.
- #16: BRAWL: Six Intangibles of Videogames, Tournament Fighting Games Side-by-Side, The Perfect Fighting Game, Atari Jaguar First Impressions, Upgrading your Genesis, Fanzine X-ing with Zineophilia, Worst of Neo-Geo, pt I.

# FANTASMAGORIA

## FANZINE REVIEWS BY JOE SANTULLI

Well, it's back! I've gotten so many requests and have heard so much criticism about the absence of this column that I was finally convinced to give it another shot. Where to begin? From the top... let me just state that I'm more of an avid gamer than an avid fanzine editor. I produce *Digital Press* because I love video gaming and interacting with people who play them. I've been bashed (sometimes personally) for not being "in the loop". I don't even know how to respond to that. I guess I never really felt I had to be in the loop. I've always been supportive of fandom and especially to well-written 'zines, and I've been offering "Fanzine X-ing" for over a year.



**IMPRESSIVE NEWCOMER:**  
*Metropolis* provides the best of "multi-platform" 'zines.

One thing I've learned, though. I prefer reading fanzines to reviewing them. I always hear that it's better to trash the guys that produce crap material, but every time I've done that (and YES, I'm doing it again here), I've made waves. One time, the offended faned wrote to another member of my staff telling him to tell me to "kiss his ass". Great, eh? This is really what I want - turning a person who's obviously trying their damndest to have a little fun with this hobby into a bitter old man. Think about what it takes to produce an issue. There's research, writing, typing, editing, stapling, stamping, and sending - all done "free of charge", and suddenly - BANG - "Your fanzine sucks. Give it up". Well, that's the message many seem to get, anyway. The truth is, no matter how badly your 'zine is reviewed, you gotta stick with it. What's the point in doing a fanzine at all if a negative comment inclines you to give up? Do you give up when you lose match one to M. Bison? Do you walk away from the console when Joe Montana's computer players cheat to get a touchdown? No. In fact, negative criticism should inspire the budding faned.

I still have a letter received after *Digital Press* #1 was produced - from Erik Schimek stating that my fanzine wasn't very good and that there were too many fanzines out there as it was. Did I wage all-out war against Erik? No. I (still) think he's an important voice in fandom. His words (as well as many others after the less-than-extraordinary DP #1) inspired me to improve. I hope

someday we can all be as honest with each other as we want to be without being misconstrued. Fully appreciating what everyone who's ever put out a fanzine has to do, and that it's work with no pay, this disclaimer ends.

Hey, can we "Stop the Hate", already? It's incredible what we've been seeing in fanzines lately. I remember when "system bashing" was a no-no, but it's gone far beyond that now. Now, we're "people-bashing", too! Dis-Arn (Arnie Katz) fandom? What the...? Whole pages devoted to slandering faneds? I can't believe what I'm seeing! Y'know, I usually skip past stuff that looks like it has nothing to do with gaming, but here again, I'm reviewing the whole fanzine and there's just no avoiding it. Dudes! Before you put it on paper, think about the message you're giving to "readers" - the people who are interested in your 'zine because they're interested in video gaming. VIDEO GAMING. Isn't that supposed to be a "fun" thing? I'm not going to go on about this because it's not going to help anyway (I'm sure I'm next on the list of faneds wanted dead), but I'm ignoring fanzines that continue this policy. I just can't stomach it anymore. And now, the reviews...



**ALWAYS A WINNER:**  
Pat Reynolds: The most talented man in fandom?

Okay, I'm not completely down on fandom. Not while **THE GREATEST CARTOONIST IN ALL FANDOM AWARD** winner MJ Lesnick lives. MJ's best stuff appeared everywhere last month, my fave being the "artist" cartoon on pg. 19 of *Zineophilia*. Man, you are the goods! Hey, will you and Jess Ragan appease my **MOST WANTED TEAM-UP** and do a cartoon together? Remember, like Marvel and DC used to? I'd pay good money for a whole 'zine with you guys combining your drawing talents. Maybe 3/5ths Man meets Joshbo? Think about it! While we're talking about Jess, let's give him the **PASSION SUPREME AWARD**. Is there anyone more devoted to that one pound piece of plastic and technology that we call the Genesis? In *Project: Ignition*, Jess slams everyone who slams the Genesis, from Gamepro reviewer Slasher Quan to software giant Konami. Incidentally, Jess also gets **BEST LIL**



**ANECDOTE IN MICHIGAN**, for the tiny but humorous "notes on an SF2CE rental's manual". Anyone remember that? I'd like to see more of these real-life stories. Keep 'em comin'... On the opposite side of the originality spectrum (here comes a negative criticism - brace yourself), the **PLEASE DO SOMETHING I HAVENT SEEN 100 TIMES IN EGM PLAQUE** goes hands down to *Entry Level* this month. While Best of/Worst of the year columns are always welcome, game "tips" and moves for *Mortal Kombat II* are just paper-

---

**"Alas, I am not a woman - I don't have that honor - so I can only speculate; however, I am a human and I know what is insulting."**  
**- N. Dziobecki, *Zineophilia***

---

munchers. I'd rather read it in color, a month earlier. How about your own personal strategies, if you must include this stuff? I'd read that. Speaking of stale columns, the winner of the **I LOVE SFII CAN YOU TELL TROPHY** is *Video Universe*. "D'oh!", I say whenever I see a *SFII* anything column these days, but a color scheme? Why would I care what the name of the skin color on Zangief's chest is? Well, actually... er... uh... onto something else. Speaking of chests, theres a **NAKED BREAST** on pg 13 of *Metropolis*, a newcomer to the videogaming fanzine realm. *Metropolis* is one of those "multi-platform" 'zines like Noah Dziobecki's *Zineophilia*, and Nathan Hauke's *Sensory Overload*. The jury's still out on these 'zines. I think when they find a groove, any of them could be real winners. *Metropolis* is the best of the three as it stands, with an interest in just about everything including classic games. I quote this **CLASSIC GAMER'S QUOTE OF THE YEAR** from *Metropolis*: "Keep your Street Fighter II and Mortal Kombat - I'll take the classics over them any day!" Interesting. All of classic gaming is not well, however (uh oh, another bash) - the **DON'T TELL ME ABOUT HISTORY MEDAL** gets pinned to the backside of *Video Universe* this go 'round. Guys - the Atari 2600 was not the first home programmable cartridge system. They weren't even second. Research a little into systems like the Fairchild Channel F, the RCA Studio II, or even the original Odyssey, circa 1972. While I'm "criticizing", might I mention that winning the **LONGEST SELF HOMAGE IN THE HISTORY OF FANDOM WREATH** isn't such a good thing? I mean... four pages about seven issues we've

already read? What's up with that? I prefer the 'zines that open your eyes to other fanzines. Take for example Sean Pettibone, **MIND EXPANDING WITHOUT DRUGS AWARD** winner. In *Fantazine*, Sean clues us in on a few non-gaming fanzines. This is great for those of us who don't eat and crap games (I think there's one or two of you). On the subject of *Fantazine*, what's this? Pat, you're leaving fandom? Say it isn't so! The further adventures of globe trotting fanned Noah Dziobecki lead him to **QUOTE OF THE MONTH**: "Alas, I am not a woman - I don't have that honor - so I can only speculate; however, I am a human and I know what is insulting." Nothing further to add there. Let me instead switch to "Who will win the **EG FANZINE OF THE YEAR AWARD**" mode: Personally, I think the best fanzine of the year will not be chosen, because *Video Apocalypse* is that fanzine. Second choice for me would be *In Between the Lines*, and that's not there either. Then there's *Fantazine* - um, not there... Well, if I have to choose from EG's nominations, I pick *Video Views*. I also think *Paradox* is a good 'zine. I wouldn't pick *Spectrum* only because I haven't seen enough of it to vote it in. *Digital Press* is about my seventh choice. By the way, Ulrich, I really dig **PHONE CALL OF THE MONTH** column "As I See It" in *Video Views*. I'd like to see more fanneds contacting the game developers and marketing types like you guys did. Fandom is the true mouth of the industry. I'm sure they want to hear more from all of us. Whoa, don't let me forget a few FANTasmagoric staples like **BEST COVER ART**, won by *Paradox* this month. I'm into those "wrap around" covers, dudes - I want more! Credit artist Justin Schuh for that one. Finally, the **EDITOR'S CHOICE**, if you haven't guessed it, is MJ Lesnick's *Video Apocalypse*. Man, what a great job! For just \$1.50 you get incredibly wild cartoons, videogame commentary, and a sense of humor that's unbeatable. Vote MJ's *Video Apocalypse* as a write-in for fanzine of the year! I have! Over and out.




---

**EDITOR'S CHOICE:**  
**MJ's *Video Apocalypse* rules supreme!**

---

**This issue's caricatures come courtesy of Jess Ragan**



**Jess Ragan, age five:**  
**Censored by DP.**

**Lil Kevin:**  
**Helpin' Dad out with the pesky IRS.**



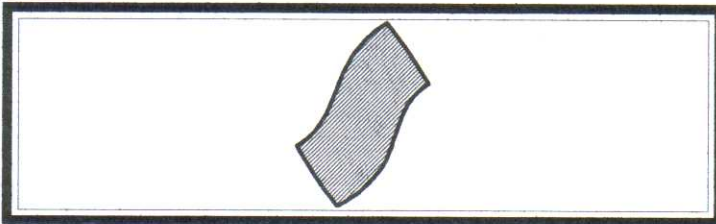
**Betty Ann Nardella:**  
**unmarried, seeking sparring partner.**



# Psychopedia

## THE (ABRIDGED) ENCYCLOPEDIA TO THE PRE-NINTENDO ERA PARTS S AND T

By Joe Santulli



**Sears** - Sears was "in business" with Atari during the heyday of classic systems. Producing titles to parallel the Atari releases for the 2600, if you didn't know there was such a company as Atari, you might think Sears was an incredible videogaming success. Their system, the Sears Video Arcade, is just an Atari 2600 with a modified shell design. They were able to release games whose license agreements were owned by Atari under their own name, in their own box, and had the option to use the title (which in the case of blockbuster games like Space Invaders and Asteroids they did), or use their own. What a deal! And all they had to do was give Atari a little cash.

A year or two later, when Mattel entered the field with their Intellivision, Sears smelled revenue and went after a similar contract. Remodeling the Mattel unit slightly, the Sears Super Video Arcade was available in Sears chains across the nation.

Surprisingly, only three original titles ever came out with the Sears name, and all of them on the non-super Video Arcade (Steeplechase, Stellar Track, and Submarine Chase). While none of these were ever likely to win an award, they were not bad games. Many speculate that these were early Atari "throwaways", that Sears decided to release regardless.

### SOFTWARE INFORMATION:

**# OF TITLES:** 57 for Atari 2600/Sears Video Arcade, 21 for Intellivision/Sears Super Video Arcade.

**TITLE LIST:** For Sears Video Arcade: 3D Tic-Tac-Toe, Adventure, Arcade Golf, Arcade Pinball, Asteroids, Backgammon, Baseball, Basketball, Berzerk, Blackjack, Bowling, Brain Games, Breakaway IV, Cannon Man, Canyon Bomber, Capture, Chase, Checkers, Chess, Circus, Codebreaker, Dare Diver, Defender, Demons to Diamonds, Dodger Cars, Football, Golf, Gunslinger, Math, Math Gran Prix, Maze, Maze Mania, Memory Match, Missile Command, Night Driver, Othello, Outer Space, Pac-Man, Poker Plus, Pong Sports, Race, Slots, Soccer, Space Combat, Space Invaders, Speedway II, Spelling, Star Raiders, Steeplechase, Stellar Track, Submarine Commander, Super Breakout, Superman, Tank Plus, Target Fun, Warlords, Yar's Revenge.

For Sears Super Video Arcade: Armor Battle, Auto Racing, Backgammon, Baseball, Basketball, Bowling, Boxing, Checkers, Football, Golf, Hockey, Horse Racing, Las Vegas Poker & Blackjack, Las Vegas Roulette, Sea Battle, Skiing, Soccer, Space Battle, Space Hawk, Tennis, Utopia.

**DIGITAL PRESS FAVORITE:** Adventure. **DIGITAL PRESS DUD:** Cannon Man.

**Sears Video Arcade** - In terms of performance and hardware specs, the Sears Video Arcade is identical to the Atari 2600. Only the controllers, which had combination joystick/paddle capability, were markedly different. Sears also produced cartridges for this system, most of which were renamed titles from the Atari line. Only Steeplechase (a horse racing game with hurdles), Stellar Track (a PC-like outer space strategy game), and Submarine Commander (reminiscent of early "depth charge" games) were not in any way associated with the people from Atari.

**Sears Super Video Arcade** - In terms of performance and hardware specs, the Sears Super Video Arcade is identical to the Mattel Intellivision. Sears also produced cartridges for this system, all of which were renamed titles from the Mattel line (i.e. no "originals" like those they produced for the Sears Video Arcade).

**Sega** - One of the few companies that had an impact on both the pre-Nintendo and post-Nintendo era, Sega produced quality games for the Atari 2600, 5200, and Intellivision systems. Concentrating on arcade titles that were conducive to home gaming, Sega even managed to bag a few blockbusters (Spy Hunter and Star Trek were enormously popular in the early '80's, and Sega had the rights to the Atari 5200 version of Zaxxon).

Most players feel that Sega was a minor player in the videogame field during this era. Their home games were very well produced, however, featuring smooth gameplay and colorful graphics. They excelled in packing a big game into a small cart, evidenced by Tapper (with the full palette of screens from the arcade), Up N Down with its many different levels, and Spy Hunter, a game that creates the illusion of being thousands of miles of grueling road survival.

### SOFTWARE INFORMATION:

**# OF TITLES:** 8 for the Atari 2600, 4 for the Atari 5200, 2 for the ColecoVision, 1 for Intellivision.

**TITLE LIST:** Buck Rogers Planet of Zoom (2600, 5200), Congo Bongo (2600, 5200, INTV), Spy Hunter (2600), Star Trek (2600, 5200), Sub Scan (2600), Tac Scan (2600), Tapper (2600, CLCO), Thunderground (2600), Up 'N Down (2600, CLCO), Zaxxon (5200). **DIGITAL PRESS FAVORITE:** Tapper. **DIGITAL PRESS DUD:** Sub Scan.

**Shaw, Carole** - The programmer best known for River Raid, one of the best selling games of the pre-Nintendo era. River Raid has spawned countless imitators - perhaps even an entire genre - that includes mega hits like Xevious and Afterburner.

Carole's work at Activision will be long remembered by classic system players. She's also responsible for the incredibly addictive Happy Trails

**Space Invaders** - (by Atari for 2600, 5200; by Bally for Bally Home Arcade). An arcade game by Taito that marked a new era in home entertainment when Atari bought the rights to translate it to their home 2600 system. Almost overnight, Atari became a household name, and their home version has over 100 variations. The game itself is a simplistic shooting game that has spawned myriad imitations. 2600 version: Graphics: 4, Sound: 5, Gameplay: 8, Overall: 7. 5200 version: Graphics: 5, Sound: 5, Gameplay: 7, Overall: 6. Astrocade version: Graphics: 6, Sound: 4, Gameplay: 8, Overall: 7.

**Spectravision** - A semi-popular videogame developer from the Santa Fe area, despite the fact that there wasn't a blockbuster in their catalog. In fact, Spectravision had big plans in the software business, a life cut short by the shake-out of 1984. Press releases and catalogs produced in the latter half on 1983 contain a bunch of cartridges that were never released (Cave-In and Galactic Tactic are among the missing, presumed dead).

Hooking up with the multimedia conglomerate CBS, Spectravision had a few games that were only available through the Columbia House Video Game Club - a short-lived venture that simply never found its niche. Too bad, because the decision to end the club makes the acquisition of several Spectravision games - Bumper Bash, Gas Hog, Mangia, and Master Builder - incredibly rare finds.

A company obviously into original game design, there are some ideas here that still haven't been reproduced. How about this one: get rid of all the food on your plate. Give it to the dog if you have to, just don't let mom see you! That's their game aptly titled Mangia. How about pinball with curved flippers? That's Flipper Slipper. And my favorite - you're a frankfurter with legs rescuing cats from a burning building (a nightmare after one too many Nathan's foot-longs? No!), that's Frantic Freddy.

Spectravision also has the dubious honor of producing what may be the best-known Atari 2600 rarity. The game titled Chase the Chuckwagon was available only through a special offer from dog food company Ralston-Purina.

#### SOFTWARE INFORMATION:

# OF TITLES: 11 for Atari 2600, 5 for ColecoVision. TITLE LIST: Bumper Bash (2600), Chase the Chuckwagon (2600), China Syndrome (2600), Cross Force (2600), Flipper Slipper (CLCO), Frantic Freddy (CLCO), Gangster Alley (2600), Gas Hog (2600), Mangia (2600), Master Builder (2600), The Challenge of Nexar (2600), Planet Patrol (2600), Sector Alpha (CLCO), Super Crossforce (CLCO), Tape Worm (2600). DIGITAL PRESS FAVORITE: Planet Patrol. DIGITAL PRESS DUD: Frantic Freddy.

**Ssnake** - (by Data Age for 2600) We like to include Ssnake in any publication of the golden age of videogaming simply because it represents everything that most cutting-edge players feel about the classics. It's a barrage of blocks and dots with very few colors, horrible controls, and sound effects that consist of little more than beeps and white noise. It could be, quite possibly, the worst videogame ever produced by anyone in the whole world. Ever.

**Starpath** - Starpath was, unquestionably, the most "cutting edge"

company of the classic era. Their vision far surpassed anything that cartridge developers had in mind for the puny Atari 2600. 2K you say? Not at Starpath... and even though some of the giants of the industry had managed to squeeze twice that out of the 2600 with extra memory chips in the game carts themselves, no one ever came close to the level Starpath pushed the 2600.

That is because they were the developers of the Supercharger. The Supercharger is a piece of hardware that connects an ordinary cassette player to the Atari 2600 and allows you to load games from the tape. In effect, this blew the gaskets off of any memory limitation the 2600 may have suffered up until that point. An inexpensive investment, the Supercharger was packaged with Phaser Patrol. A Star Raiders clone that just didn't look like Atari 2600 graphics, didn't sound like Atari 2600 sound, and played better than most Atari 5200 games. In all its glory, Phaser Patrol was just a taste of what Supercharger owners had in store.

First, Starpath went after the arcade classics with their own versions. New names could not hide the uncanny similarities - Communist Mutants From Space was a Galaxian clone with tons of options, Fireball was a big improvement over Breakout, and Suicide Mission is an Asteroids-like challenge that takes place in the body against viruses rather than in space battling rocks. Later, the company moved into more complex games. Escape from the Mindmaster is a five-level maze game from a first-person perspective, peppered with little arcade challenges along the way. Dragonstomper is a terrific first-wave RPG. All together, a dozen games by Starpath and not a dud among them.

A side-note on this company. They were originally called Arcadia, but ran into some problems as another company (Emerson) threatened to sue. Their home videogame system of the same name was around just long enough to overlap Starpath's venture. Better for Starpath that it worked out that way - they probably wouldn't have wanted to become associated with the miserable Emerson Arcadia anyway.

#### SOFTWARE INFORMATION:

# OF TITLES: 12 for Atari 2600 with the Supercharger. TITLE LIST: Communist Mutants from Space, Dragonstomper, Escape from the Mindmaster, Fireball, (The Original) Frogger, Killer Satellites, Party Mix, Phaser Patrol, Rabbit Transit, Suicide Mission, Survival Island, Sword of Saros. DIGITAL PRESS FAVORITE: Dragonstomper. DIGITAL PRESS DUD: Killer Satellites.

**Sunrise** - A small-time player in the big game of electronic entertainment. Sunrise promoted heavily but didn't have the product to make them a force. Still, they did have the talent to produce for three different systems.

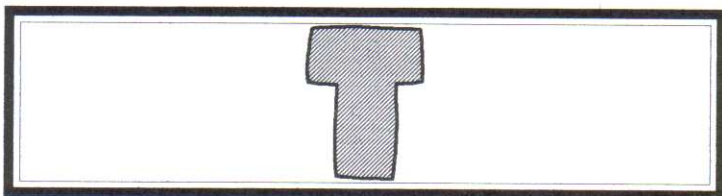
Sunrise is best known for the multi-platform Quest for Quintana Roo, an adventure where you must explore pyramids, solve puzzles, and occasionally slay a mummy with an open vial of acid. Cool! This was a pretty deep game for its time and probably kept Sunrise in business long enough for them to produce the rest of their games, none of which are really memorable at all. Unless you were enticed by the game called Campaign '84, where you make a bid for the presidency by literally wading through crowds of people, choosing sides on silly issues like whether or not water pistols should be banned, and racing against the clock for every campaign dollar you can get.

#### SOFTWARE INFORMATION:

# OF TITLES: 3 for Atari 2600 including 1 prototype, 1 for Atari 5200, 4 for ColecoVision. TITLE LIST: Campaign '84 (CLCO), Glacier Patrol (2600), Gust Buster (CLCO), Mountain King

(CLCO), Quest for Quintana Roo (2600, 5200, CLCO), Rolloverture (CLCO), Snowplow (2600 prototype). DIGITAL PRESS FAVORITE: Campaign '84. DIGITAL PRESS DUD: Glacier Patrol.

Supercharger - See Starpath.



**Telegames** - An England-based company that to this day produces Atari software (Lynx and Jaguar). Telegames is also well-respected for keeping the ColecoVision alive, offering new titles in the mid to late 1980's and continuing support and software sales through both the England shop as well as in Lancaster, Texas.

Besides an in-house programming staff, Telegames was able to gain the rights to software from companies that left the market. Previous releases from M Network, Sunrise, and Xonox appeared with new boxes for the 2600 and ColecoVision. The only two originals for the Atari unit - Glacier Patrol and Universal Chaos - were disasters. The originals on the ColecoVision were much better, as they had been "ported over" from popular 8-bit computer games (Alcazar, Boulder Dash, and Rock N Bolt were big hits on the Commodore 64).

Telegames is still in operation today, although you're more likely to find these classic carts in the England location than in the Texas store.

#### SOFTWARE INFORMATION:

# OF TITLES: 12 for Atari 2600, 10 for ColecoVision. Of these, 2 Atari 2600 originals and 9 ColecoVision originals. TITLE LIST: Adventures of GX-12 (2600), Alcazar: The Forgotten Fortress (CLCO), Amazing Bumpman (CLCO), Bogey Blaster (2600), Boulder Dash (CLCO), Bump N Jump (2600), Cosmic Crisis (CLCO), Deadly Discs (2600), Glacier Patrol (2600), International Soccer (2600), Kung Fu Superkicks (2600, CLCO), Meteoric Shower (TELE), Night Stalker (2600), Quest for Quintana Roo (2600), Rock N Bolt (CLCO), Super Challenge Baseball (2600), Super Challenge Football (2600), Skiing (CLCO), Strike It (CLCO), Tank Wars (CLCO), Universal Chaos (2600). DIGITAL PRESS FAVORITE: Bump N Jump. DIGITAL PRESS DUD: Universal Chaos.

**Telesys** - A minor player in the Atari 2600 development game, but a memorable one to most collectors for a few reasons.

Telesys is responsible for two of the worst games in history! The first is Coconuts, where you must try to avoid a blocky chimp's attack by covering up with an umbrella. It sounds better than it plays. The other is Stargunner, quite possibly the most boring game ever made. Stargunner is a shooter - tantamount to action and thrills - but simply doesn't have enough going on at any one time to warrant a challenge. Players would compete to see how long they could stay in one place before an alien ship could "find them" and "accidentally" shoot them down.

That's not all Telesys did, however. They also had a few gems in Demolition Herby (a maze game similar to Exidy's Pepper II) and Fast Food (a unique reflex game where you must move lips around a screen and eat the fattening foods). Good or bad, their ideas were

fresh - a quality that many companies were lacking at this time.

#### SOFTWARE INFORMATION:

# OF TITLES: 6 for Atari 2600. TITLE LIST: Coconuts, Cosmic Creeps, Demolition Herby, Fast Food, Ram It, Stargunner. DIGITAL PRESS FAVORITE: Fast Food. DIGITAL PRESS DUD: Stargunner.

**Tigervision** - The guys that make handheld video games even dabbled in the Atari 2600 field for awhile. Their cartridges are instantly recognizable by their wide-grip edge and colorful plastic shells (for example, the Threshold cart is orange!). The games themselves weren't bad overall, comprised of arcade-style games and the mass-marketed Miner 2049'er.

Several of Tiger's games include obscure coin-op conversions like the shooter Espial and submarine classic Polaris. There's also a few "clone" games: King Kong is a poorly made Donkey Kong clone, Springer plays a bit like Atari's Kangaroo, and Threshold is similar to the really really old Astro Fighter.

Of particular interest to the collector's sect is the title River Patrol, one of the rarest games for this system. It inhabited store shelves for such a short time that even frustrated owners that wanted the game couldn't find it for long. Springer is almost as rare, but it spent a goodly amount of time in the bargain bins for \$4.99.

#### SOFTWARE INFORMATION:

# OF TITLES: 10 for Atari 2600. TITLE LIST: Espial, Jawbreaker, King Kong, Marauder, Miner 2049'er, Miner 2049'er Vol. II, Polaris, River Patrol, Springer, Threshold. DIGITAL PRESS FAVORITE: Marauder. DIGITAL PRESS DUD: King Kong.

**20th Century Fox** - To get an idea just how popular the Atari 2600 was at one time, imagine this. Giant-sized multimedia conglomerate 20th Century Fox even wanted a share! This wasn't just a passing fancy, either. Fox obviously was looking for a hit on the 2600, and after seventeen tries, they finally gave up. Remember, this was long before the Simpsons or In Living Color.

One of the most interesting lineups of any manufacturer for the 2600, Fox produced seven games based on movies (Alien, Fantastic Voyage, Flash Gordon, MASH, Megaforce, Porky's, and Spacemaster X-7) - eight if you include Revenge of the Beefsteak Tomatoes, based on the movie Attack of the Killer Tomatoes. Some of these games were actually pretty good. Spacemaster X-7 is a favorite with shooter fans and Fantastic Voyage and Alien provide decent arcade-style challenges. The non-movie titles are equally hit-or-miss, with games as good as Turmoil - an incredibly fast-paced actioner, and as bad as The Earth Dies Screaming - an incredibly slow-paced space game.

Fox also teamed up with computer developer Sirius Software to create four titles of little significance. They lacked the packaging flair of the 20th Century Fox titles but the games were as good, if not better, than their high-glitz brothers.

Fox was about to enter the ColecoVision market when they realized that Coleco wasn't going to be around for much longer. MASH would have come out for the doomed console around the same time the ADAM computer was being recalled. As a result, three highly sought (and highly pirated) games can be played in their unfinished, prototype form.

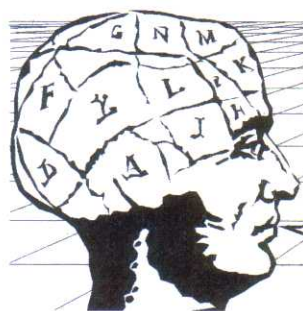
#### SOFTWARE INFORMATION:

# OF TITLES: 17 for Atari 2600, 3 prototypes for ColecoVision. TITLE LIST: Alien (2600), Bank Heist (2600), Beany Bopper (Sirius - 2600), Crash Dive (2600), Crypts of Chaos (2600), Deadly Duck (Sirius - 2600), Earth Dies Screaming (2600), The Fall Guy (CLCO

proto), *Fantastic Voyage* (2600), *Fast Eddie* (Sirius - 2600), *Flash Gordon* (2600), *MASH* (2600, CLCO proto), *Megaforce* (2600), *Porky's* (2600), *Revenge of the Beefsteak Tomatoes* (2600), *Spacemaster X-7* (2600), *Turmoil* (2600), *Worm War I* (Sirius - 2600), *Yolk's On You* (CLCO proto). DIGITAL PRESS FAVORITE: *Revenge of the Beefsteak Tomatoes*. DIGITAL PRESS DUD: *The*

*Earth Dies Screaming*.

STAY TUNED for the complete, updated *PsychOpedia*, appearing in DP's *Collector's Guide #3*, due this summer!



# The Wacky World of

# AL

## HOLLYWOOD LOOKS AT THE VIDEO GAMES

### PART II

by Al Backiel

If movies can have sequels, then why not an article about movies containing video games? Here then without further ado, I present Part Two.

In **NEVER SAY NEVER AGAIN**, James Bond is challenged to a holographic video game called *Domination* by his latest nemesis. It's a kind of shoot 'em up which you battle for global supremacy. Each time you lose a round, you are given a progressively stronger electrical charge. Now there's an incentive! Atari did the graphics. [1983, starring Sean Connery and Barbara Carrera. Maltin rates it 2 1/2 stars out of 4]

In **SCANNERS 2**, a man with telekinetic powers (who also happens to be a psychopath) wanders into an arcade and proceeds to beat the coin-op *Operation Wolf* using mind control. He speeds up the game so drastically, it overheats and is destroyed. He also manages to short circuit and trash every other machine in the place. Boy! Talk about your killjoys! By the way, the movie itself sucks. [1991, starring David Hewitt and Deborah Raffin. 2 stars]

**JOYSTICKS**, which is also known as **VIDEO MADNESS** must have been a real winner. I couldn't find a copy of it in any video store. At any rate, the reference book says the movie is about a meanie who is attempting to shut down the arcade. Boo! Hisss! [1983, starring Joe Don Baker. Unrated]

The terrific **TERMINATOR 2: JUDGMENT DAY** features two cyborgs of the Terminator series sent by opposing forces from the future. One robot's mission is to assassinate a future freedom fighter named John Connor. The other robot is sent to serve and protect. Both locate young Connor in an arcade where he is busy playing *Missile Command* and *Afterburner*. If you look closely you'll also be able to see *Trog*, *Rampage*, *Hit the Ice* and *Space Invaders*. There are additional scenes where John Connor breaks into an ATM and also the key vault at Cyberdyne using an Atari Portfolio portable computer. Nintendo was also involved in the project and is credited

for some of the graphics. [1991, starring Arnold Schwarzenegger and Linda Hamilton. Maltin says 2 1/2 stars but don't believe him here]

Then there's **THE LAWMOWER MAN**, another sci-fi film in the "mad scientist" genre. In this one the title character is a retarded landscaper who is used as a guinea pig in VR experiments. The tests begin with a VR game which vaguely resembles *Zaxxon*. It's a dazzling computer animation featuring morphing, digitized images and other outrageous effects. After brain stimulation and drugs, the test subject smartens up at an accelerated rate. He absorbs CD after CD of knowledge and turns into an intellectual Frankenstein. The Igor of the film is a company man who switches the subject's nutrient formula with one that causes aggressive behavior. The Lawnmower Man gets revenge on those who took advantage of him. His evolution reaches the point where he tries to bridge the gap between the physical and virtual worlds. The "cybersuits" and "gyrospheres" are reminiscent of those in the movie *TRON*. Watch for the surprise ending! [1992, starring Pierce Brosnan and Jeff Fahey]

In **THRILLKILL**, a police detective is trying to solve the murder of a programmer. Part of the solution to the mystery is an "easter egg" hidden inside the "state of the art" computer video game which forms the title of this Canadian flick. Sounds intriguing, but the story involves a convoluted conspiracy theme with too many plot twists. [1987, starring Robin Ward and Gina Massey]

**TOYS** is a strange movie about Leslie Zevo, who works in his father's toy factory. When his father dies, control passes on to his military brother (General Leland Zevo). Big mistake. The toy factory becomes a war factory and Leslie must try to win it back. General Zevo's research takes him to an arcade where he plays *Tail Gunner* (by Absolute). The object is to destroy the enemy vehicles. You get points for things like tanks, but are penalized if you accidentally hit a U.N. truck. Zevo is plotting to use video games in his master plan to create the ultimate

weapon [EDITOR'S NOTE: Hey! I thought of it first!]. Meanwhile, his brother Leslie is working on an innocent Virtual Reality prototype which he appropriately calls *Woozy*. The monitors at the factory's security system become a game of "intruder alert" as the film draws to a climax - *Zzzzz* [1992, starring Robin Williams and Michael Gambon. Just one star for this one.]

**SURF NINJAS** is a karate-comedy farce about two brothers who turn out to be heirs to the throne of a South Seas island kingdom. They battle a slew of ninja warriors to regain the throne. A major part of the plot hinges on the Game Gear martial arts adventure called *Surf Ninjas* (a Sega release). It magically mirrors everything that happens or is about to happen. The heroes play through the game and check it out when they get into a tight spot. [1993, starring Ernie Reyes Jr., Rob Schneider, and Leslie Nielsen.]

## BLINK AND YOU'LL MISS IT DEPT.

In *E.T.*, an Atari 2600 sits on top of the family TV. Nobody ever plays it! Now that IS strange. Trivia fact - Debra Winger was part of the voice of E.T. [1982, starring Henry Thomas and Drew Barrymore. FOUR stars!]

The sci-fi thriller **BLADE RUNNER** features an Atari "Fuji" logo which pops up in the background scenery a few times. [1982, starring Harrison Ford and Rutger Hauer. 1 1/2 stars.]

In **3 NINJAS**, *Super Mario Bros. 3* makes a brief appearance. [1992, starring V. Wong and M. Treanor. 2 stars]

In the last article, I stated that the *Super Mario Bros.* movie should be a big hit due to the popularity of the characters. NOT! This time, I am not going to make any predictions, but here are some upcoming "popular arcade game" movies: *Mortal Kombat*, *Double Dragon*, and *Street Fighter II*. Thanks to Tom Holzer and Scott Stilphen for their input!



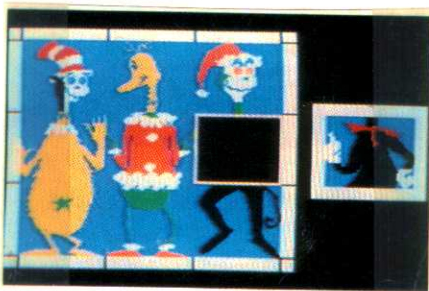
# Classic Kids' Games

BY KEVIN OLENIACZ

A wealth of educational and a mixed bag of scaled-down titles exist for many of the classic systems, especially the Atari 2600. Surprisingly, Atari left their 5200 and 7800 out in the cold when appealing to the youngest gaming sect. *Looney Tunes Hotel*, albeit a prototype which was not commercially produced, is the only non-2600 children's title designed by Atari.

Atari licensed several Sesame Street characters who starred in their own carts. Each game combines hand/eye coordination with fundamental learning skills. These involve

matching letters, catching eggs while sorting out patterns, racing against a timer within a maze, creating music, and practicing numerical and pre-reading skills. Huge overlays slide over a specially designed twelve button Kid's Controller. The Kid's Controller, manufactured by Atari, was only



compatible with their line of Sesame Street Games.

Atari is also responsible for the home videogame version of Disney's *Sorcerer's Apprentice*, a game which features Mickey Mouse in a dull two-screen action contest.

Another Disney product, known to exist in prototype form only is *Donald Duck's Speedboat Race*, where your young 'un can run an obstacle course. If water and your child don't mix, why not take to the air? They can catch

***Dr. Seuss' Fix-Up the Mix-Up (Coleco) contains a good mix of problem solving and good clean fun.***

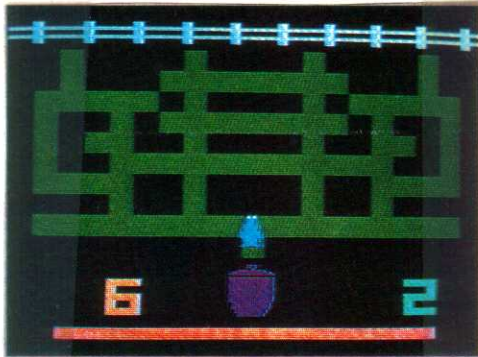
an assortment of objects in *Dumbo's Flying Circus*. Relive the legendary WWI aerial confrontation in *Snoopy and the Red Baron*. Other action

oriented games include *Demons to Diamonds* which is a plain, lone screen shooter produced by Atari. Much more fun is the Muppet character game *Pigs in Space*, a parody of favorite arcade classics.

On the educational front, let your Atari VCS help your child solve arithmetic problems with *Fun With Numbers* (formerly *Basic Math*), *Brain Games* and *Math Grand Prix*. *Hunt & Score* (Concentration), *Hangman*, and *3-D Tic Tac Toe* also serve to recreate timeless childhood games.

The 2600's third party software consists of 20th Century Fox's *Beany Bopper*, a mundane catch 'n shoot, and Vidtec's *Sneak 'n Peek*, a poorly structured hide and seek re-creation. Some of the better offerings are *Word Zapper* (Vidtec), *I Want My Mommy* (Zimag), and *Immies and Aggies* (Emag). *Smurf Rescue* (Coleco) and *Bobby Is Going Home* (CDC and Puzzy/Bit) are multi-screen jumpers. *Kool-Aid Man* (M Network) is an all-out action challenge. Coleco's *Berenstein Bears* and *Smurfs Save the Day* are on a trio of cassettes which interface with a Kid-Vid

peripheral. They teach color formation, shape recognition, and other fundamentals. Little girls can match body parts and tunes in Parker Bros.' *Strawberry Shortcake Musical Match-Ups*.



*Cabbage Patch Kids Picture Show* involve animation and scene construction. Both of these games have been mimicked recently by the Tiny Toons series appearing on the NES. Other ColecoVision titles which fall into this genre are *Alphabet Zoo*, *Brain Strainers*, *Monkey Academy*, *Super Sketch*, *Telly Turtle*, *Wiz Math*, and *Word Feud*.

The Odyssey2 offers *Matchmaker!/Buzzword!/Logix!* (they print exclamation points, so we do too), a 3-in-1 cart which translates to the classic card game of Concentration, a variation of hangman, and a numerical code brain teaser. Magnavox/N.A.P. also designed *Math A Magic!/Echo!*

**One of the best children's games of all time - Atari's *Cookie Monster Munch* - teaches counting, directional concepts, and memorization in one neat little package.**

(Simon), *I've Got You're Number!*, *Nimble Numbers Ned!*, and *Sid the Spellbinder!*, the latter two also featuring voice synthesis to guide the youngster along and offer praise when correct answers

are given. Atari's main rival, the Mattel Intellivision, also presented a number of educational titles. Construct simple words with *Word Fun* and *Jetson's Way with Words*. Other educational packages include *Math Fun* and *Learning Fun I and II*. *Kool-Aid Man* (unrelated to the 2600 version) involves mixing ingredients while being pursued by "thirsties" within a house. Unlike the Atari VCS version, most children would probably get frustrated with this *Kool-Aid-Man*.

Coleco's ColecoVision snatched up the rights to Dr. Seuss and created *Dr. Seuss' Fix-Up the Mix-Up Puzzler*. Flip and slide up to 25 squares to arrange a picture. Create and animate faces with *Facemaker* (aka *Make-a-Face*). *Memory Manor* entails remembering object placement. *Linking Logic* and *Logic Levels* involve shape coordination. *Learning with Leeper* focuses on four skills: counting, shape matching, painting and hand-eye coordination. *Smurf Paint 'N Play Workshop* and

are given.

The first home programmable system, the Fairchild Channel F had its own version of *Hangman* and *Tic-Tac-Toe*. Their educational packages include *Magic Numbers*, *Math Quiz*, and *Memory Match*. The Astrocade library contains *Tic-Tac-Toe*, *Coloring Book*, *Letter Match/Spell 'N Score/Crosswords*, and *Speed Math/Bingo Math*. The Emerson Arcadia 2001 has *Brain Quiz*, while GCE's Vectrex produced *AnimAction*, *Art Master*, and *Melody Master*. All of these games are excellent at prompting a child's hidden creativity.

Glimpse back at the roots of videogaming and you'll discover a sufficient and varied library of educational aids. They provide a welcome alternative to the boring school textbooks and children's literature. Feed your children's mind with the classics and find that not all videogames involve mindless violence.

**This issue's caricatures come courtesy of Jess Ragan**



**Little Howitzer Hirsch:**  
that nose is getting in the way again!

**Billy Schultz: the pre-reform school years.**



**Karl (really) Youngman:**  
Was Duke a school back then?



# I Want My Mommy

**Atari 2600**

**Zimag**

**Children**



BY KEVVY  
OLENIACZ

Element	Joe	Kevin	Bill	Karl	Liz	Howie	Simultaneous Multi-Play	Saves Data to Cart
Audiovisual	7	5	5	6	5	5		
Educational	3	3	5	5	5	4	Significant Game Ending	Hidden Areas
Depth	3	4	4	6	5	3	Variable Skill Levels	Non-Linear Gameplay
Overall	4	5	5	6	5	4		

Mostly noted for polluting the 2600 library with a pair of bombs entitled Dishaster and Cosmic Corridor, Zimag's production team combined their limited talents and assembled a pleasing but simplistic platform challenge: Your goal: guide Teddy through two screens and unite him with a deformed ape, which Teddy regards as his mother. Traverse across eight floors (four per screen) while propping up ladders (two per floor). Avoid the dream demons which guard each floor. If one touches Teddy, he'll begin again on the ground floor, less one life. Occasionally mommy will throw a kiss. If it's caught, Teddy can permanently knock out a demon. Complete your quest and a tune plays and the game concludes.

A big strike against this game is that

it's over after just two screens. The term "replay value" must have been Greek to the gang at Zimag. Fortunately, they somewhat comprehended the definitions of "fun" and "challenge". The underlying theme is to reach Mommy in the shortest amount of time. This provides a reason why experienced gamers would have to desire to spend some time with this one rather than bursh it off as a mager kiddie game.

The Puzzy/Bit Corp of Europe stretched this concept a bit farther. Keeping the basic gameplay intact, adding endless levels with progressively harder difficulty, and instituting minor alterations to the graphics, this foreign company produced an addictive package for the older crowd. It even blurts out the

title "Open, Sesame!" (WOW! Voice synthesis on an Atari 2600!) between levels. This is only one of the known voice games (the other being Atari's Quadrun) for the VCS.

The graphics and sounds will not impress anyone, but they're not the worst we've seen on this system. The characteristics are well-balanced, making this a pleasing but not spectacular rendition of a climbing challenge.

An OK game which is obviously derived from Nintendo's Donkey Kong. A little too slow for my taste.



Schultz



J Santulli

The graphics and sound are decent enough to keep a kid interested... but not for long. The gameplay will quickly get repetitive, even for young minds.

## Collector Notes

A decent prize in anyone's collection, simply because all Zimag cartridges are scarce. Here's a true fact: Zimag entered the videogaming industry just as it was beginning to shake out in 1983. Not too bright.

## Power Users

This is not a difficult game to win. You can calculate the quickest route to the top by observing the demons' patterns.

## Origin

It's *Donkey Kong!* But... take away the barrels, replace the fireballs with "demons", and throw in a "kiss" that moves instead of a hammer to bash with and you have *IWMM*.



# Barney's Hide & Seek

**Genesis**

**Sega**

**Children**



BY "IT'S THE  
RATS, BILLY"  
SCHULTZ

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Audiovisual	6	6	6	7	7	7
Educational	8	6	6	7	7	7
Depth	7	6	8	6	6	7
Overall	6	5	6	7	6	7

Simultaneous Multi-Play	Saves Data to Cart
Significant Game Ending	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

I know alot of people out there can't stand that sickeningly sweet purple prehistoric, Jurrassic Park wannabe, Barney the Dinosaur, myself included. Unfortunately about three billion children all over the world love this guy, so it was only a matter of time before we got to see Barney and Friends-The video game. If you know any young children who love Barney and his gang of friends, odds are they are going to love this game. The cart is designed for children between the age of three and six. This is a reasonable age limit, but I think that a six year old child may find the game a little tiresome after a few plays. Consisting of five levels, Barney and Friends just doesn't give the older child enough of variation in game play to keep him or her interested for very long. Even though you have diverse levels such as the forest and Musicland, the game play is the same on every level. Barney must find his five little friends and five presents by searching the levels and using balloons and other animals to help him on his quest. The nice thing about this cart is that it praises the child even though all the friends or the hidden presents are not

found. You can also use the A button to let Barney use his magic to pick up trash and throw it in a smiling garbage pail, hug a cute little animal in the forest or a lobster on the deep sea level, or to blow kisses and say I love you. This is a really integral part of the design of this cart , really stressing good habits and giving the child positive reinforcement. Some of the things children really need in this day and age. There are a couple of things that could really use improvement to make Barney and Friends more enjoyable for parents and children alike.

The graphics on Barney and Friends are not all that great. As a matter of fact, if you looked at the cart without knowing what system you were playing on, you would swear it was the 8-bit Nintendo System. The programmers definitely did not use any of the Genesis' color or depth capabilities. Instead we are treated to a large amount of flat, pastel backgrounds and characters. At the price of Genesis cartridges and the popularity of Barney, we should be given a little bit more than a 16-bit system playing a seemingly 8-bit game. The kids want to play it and you have to watch it so at the

least it should look good.

The sound doesn't add much to the enjoyment of the game either. Having played Barney and Friends with the rest of the DP Staff at The Santulli homestead, with the sound being pumped through Joe's state-of-the-art stereo system, it was...lame. The background music sounded decent and the musical instruments on the Musicland level played like their real life counterparts, the voice of Barney was awful and at times unintelligible. Again a case of a not using the Genesis excellent sound and stereo abilities to add to the children's enjoyment of the game. If it is a 16-bit game use those attributes to make it the best game possible.

Barney and Friends is a game that has easy controls, is easy for a child to learn how to play, and does teach the children some important lessons, but it may not be a game parents might want to buy for their kids right away. This game is a definite rental to see how your kids will like it, then it's up to you to decide if Barney and Friends will find a home next Streetfighter II on your shelf.

Plenty of moral values. Personally, I found this game to be as annoying as Barney's TV show.



Oleniacz

Some educational value here, teaching kids to identify the items Barney picks up. The kissing and "I Love You" is too repetitive. Barney's voice sounds awful, too.



L Santulli

## Collector Notes

If you don't have a kid, don't get this game. Wait, let's elaborate - if you don't have a kid that's already driven you crazy with this Barney crap, don't get this game.

## Power Users

You want a tip? You wuss!

## Origin

There's really no origin to this "game" that we could find. Actually, you can't get killed, fall, or do anything nasty. A groundbreaker in non-violent (zzzz) achievements.

# Thomas the Tank Engine & Friends

**Genesis**

**TH\*Q**

**Children**



BY HOWIE  
HIRSCH, THE  
LOLLIPOP BANDIT

Element	Joe	Kevin	Bill	Karl	Liz	Howie	Simultaneous Multi-Play	Saves Data to Cart
Audiovisual	9	7	8	8	8	9	Significant Game Ending	Hidden Areas
Educational	6	4	8	7	7	9	Variable Skill Levels	Non-Linear Gameplay
Depth	8	7	7	8	8	9		
Overall	8	7	8	8	8	9		

What child does not enjoy watching a train (sick kid if he/she doesn't)? To a youngster, they are a marvel to behold. To this day when I see one it makes me feel like a little kid. Then again, I never really grew up, which is probably why I'm partial to this cartridge. In *TTE&F*, you are an engineer of a locomotive and your job is to pick up and drop off cars in various locations along the line. Sounds easy, doesn't it? Well, it isn't really, if you set the skill level correctly. As the level increases, so does the complexity of the tasks.

*TTE&F* requires concentration, paying attention to instructions for delivery, and memorization skills. Hand to eye coordination helps too - before you even get started with the game you choose an engine and paint a full-screen picture of it with

the paintbrush tools. After this is completed, you can either name the locomotive yourself or choose a randomly generated one (you can choose either a male or female name). Next, select from easy, medium, or hard difficulty. A youngster can even arrange the controls to their liking. A voice clearly speaks out when something is chosen. Next, choose your mode of play. You can "Race", "Game" (the following-instructions portion of the game mentioned before), or "Explore". I would recommend children play with the "Explore" mode for awhile to get a feel for the layout and controls. In all games, the playfield view is from an overhead perspective.

I found practically every facet of this game to be enjoyable to both young

and old with the exception of the background music. This is unfortunately very repetitive and gets annoying after awhile. The controls were easy to work, but timing is very important in *TTE&F*. You receive spoken comments whether you do well or poorly.

Another little gripe - although it does not detract - is the voice, which sounds like it could be comedian George Carlin. *TTE&F* proves that there can be a game made for the Genesis that is not only non-violent but can be used for learning as well. I just might buy this game and play it until I get my own train set assembled.

Since the narrator is constantly telling eager young conductors that they tried hard (even if they lose), this game won't damage tender young psyches.



YOUNGMAN



L. SANTULLI

The sound and graphics are great! There's even competitiveness in the racing game. The painting option is a nice touch. I think most children would enjoy this game.

## Collector Notes

GENESIS OWNERS SHOULD ADD THIS GAME TO THEIR COLLECTION IMMEDIATELY IF CHILDREN ARE EVER PRESENT IN YOUR HOME, PRESENT COMPANY INCLUDED. WE FOUND THIS GAME TO BE INTERESTING ENOUGH TO SPEND A GOOD AMOUNT OF TIME ON IT OURSELVES.

## Power Users

MEMORIZATION WILL SERVE YOU WELL IN THE RACING GAME, SINCE THE TRACK DOESN'T CHANGE IF YOU LOSE A RACE. THE "GAME" GAME HAS AN ADVICE BUTTON - DON'T USE IT IF YOU WANT A GOOD SCORE!

## Origin

THE RACING GAME WILL REMIND CLASSIC GAME PLAYERS OF Bally's *Up 'N Down* WITH ITS FAST-PACED TRACK SWITCHING AND OBJECT GATHERING.

# Beauty & the Beast: Roar of the Beast

**Genesis**

**Sunsoft**

**Children**



REVIEWED BY A  
CHOLIC-Y BILL  
SCHULTZ

Element	Joe	Kevin	Bill	Karl	Liz	Howie	Simultaneous Multi-Play	Saves Data to Cart
Audiovisual	9	9	8	9	9	9		
Educational	3	2	2	2	4	2	Significant Game Ending	Region Access
Depth	5	7	7	8	7	8	Variable Skill Levels	Non-Linear Gameplay
Overall	7	7	7	7	7	6		

*Beauty and the Beast: Roar of the Beast* is one of two Genesis game carts based on the now classic Disney animated film of the same name. This cart is based on the Beast's quest to protect the magic glass encased rose from enchanted animals inside his castle and then roaming in the forest around his home to find and protect his beloved Belle from the enchantments found all around. This sounds like the movie and something a child might enjoy right? It's a tough call, because even though *Roar of the Beast* is supposed to be a cart aimed towards the younger 16-bit gaming crowd, it plays and looks like a game more suited for adolescents or adults for that matter.

*Roar of the Beast* is like most Disney adaptations from Sunsoft, it looks great. The Beast is highly detailed, can walk either upright or on all fours, and has a roar that can stop any attacking creature in his path. The backgrounds inside the castle are dark, with rich colors that create a very haunting atmosphere and really set the tone for the game. As far as graphics are concerned, my one big complaint is that after you have overcome all the obstacles of

the Beast's castle and you find yourself in the forest, the snow is pink?!?! The sound is average. *Roar* utilizes some of the hit songs from the film in digitized format. I think it would have been better if they tried to use actual soundtrack material that would have really complemented the stunning graphics of the cart. I liked *ROB* a lot but that doesn't mean there aren't some problems, especially if there are going to be young children trying to wrest the controller from Mom or Dad.

First off please understand that *ROB* may frighten younger children. The Beast, after all his energy is drained collapses to the ground, which some children may comprehend as dead. I don't think you want to explain the concept of death with a five year old child and maybe ruin his or her enjoyment of video games in the future.

Two things that really bothered me about *Roar* was the linear game play and the difficulty. The linear gameplay of *Roar* is fine, but after a while it got to be to repetitious. You were confronted by basically the same animals on each level inside the castle, with very few

variant animals thrown in. The same thing goes for the outside forest levels. This may be good for younger gamers to help them memorize the game and aid them in eventually finishing it. For older gamers this type of game progression eventually leads to plain old boredom.

*ROB* is an extremely difficult game to play. Veteran gamers are going to have a hard time finishing this cart. At a recent Digital Press gathering no one, including myself could get out of the first level. All of us were extremely frustrated and unanimously agreed that there should be passwords at the end of every level just in case you finished it. If it was difficult for the DP Staff imagine what this could do to the confidence of an eight year old. Devastating. We want kids to play video games not get so frustrated that they never want to touch a controller again.

Over all *ROB* is a nice looking game cart, but may not be suitable for gamers at the age that this cart might really appeal to. It is a pretty advanced game that might even have you pulling your hair out. Rent it before you buy it, but it is definitely worth trying out.

Is this a kids game? I wonder how a kid will figure out the control scheme (up, stand upright, down, go on all fours)? It's complicated and makes the game tough.



J SANTULLI



OLENIACZ

This cart has no exucational value whatsoever, but it's very challenging - even for adults.

## Collector Notes

A good value since both young and old can enjoy the game. It's a bit on the tough side, though. Probably a better game for older kids. Rent it first!

## Power Users

Stay low as often as possible since this will put you in a good position to avoid high attackers and instantly strike low ones. The collision detection isn't very good - you can usually hit enemies even when it looks like a miss, so swing away!

## Origin

Plays much like the Genesis game *FANTASIA*, complete with the 3-D foregrounds that sometimes block your vision.

## Atari 2600

## Vidtec

## Children



BY KEVIN  
OLENIACZ (PSST!  
HE'S UNDER THE  
BED!)

Element	Joe	Kevin	Bill	Karl	Liz	Howie	Simultaneous Multi-Play	Saves Data to Cart
Audiovisual	4	3	4	6	3	5		
Educational	4	2	3	4	3	5	Significant Game Ending	Random Areas
Depth	2	1	3	5	3	4		
Overall	3	2	4	5	3	4	Variable Skill Levels	Non-Linear Gameplay

Do you have fond recollections of the childhood activity "Hide and Seek"? Vidtec's recreation of this game came across as a flawed, one-dimensional, shameful excuse for entertainment.

Competing against the computer (or a friend in two-player mode), seek out your opponent by searching a trio of rooms and a yard. Within each location there are three fixed and two variable hiding spots which change from game to game. A timer counts as the first player hides and then counts down at one-quarter speed as player two seeks. Fifty seconds are allotted for hiding in solo play.

First of all I'd like to begin by discussing the most obviously disheartening aspect: the graphics. The characters are represented by

simple outlines. Each location is excessively gloomy and unfurnished. This leads to my next gripe: the gameplay. Possible hiding places include a plain bed, a colored block situated in the back of a room, and invisible spots placed in the middle of a scene! Where's the programmer's sense of imagination (or reality, for that matter)? Why not add furniture, trees, or other props to spruce up the scenery? Sometimes it's tough to tell if you've searched a hiding spot, as there is nothing to indicate this to the player.

Vidtec didn't deliver in the audio department, either. A tune repeats over and over and the underdeveloped sound effects are sparse. None of *Sneak N Peek's* attributes could even be labeled

mediocre. I can't see how anyone could be entertained for more than a few minutes, except for a young child with an abnormally long attention span. 3/2/1/2.

I wasn't a big fan of Hide & Seek when I was a kid and this didn't change my mind about it. Good game to help kids become familiar with playing videogames, but that's it.



Schulz



J Santulli

I never liked this game. I can't figure why Kevin even chose to review it. Even a child would get frustrated with it's lack of control and blocky graphics.

### Collector Notes

THE DP COLLECTOR'S GUIDE CURRENTLY LISTS THIS GAME AT \$8.00. WELL, YOU COULD SUBSCRIBE FOR ANOTHER YEAR TO DP, OR YOU COULD OWN THIS. WE DON'T NEED TO TELL YOU WHICH WE WOULD RECOMMEND.

### Power Users

USE THE INSTRUCTION MANUAL TO FIND THE EXACT LOCATION OF THE HIDING SPOTS. SOME OF THEM ARE IN THE MIDDLE OF THE ROOM! BETTER STILL, PEEK THROUGH YOUR FINGERS AS YOUR OPPONENT IS HIDING, THAT WAY, YOU WON'T HAVE TO ENDURE THE "SEEKING" ORDEAL.

### Origin

WELL, IF IT'S NOTHING ELSE, IT'S ORIGINAL. BASED ON THE CHILDREN'S GAME (DO THEY STILL PLAY THIS?) HIDE & SEEK.

## ELI'S LADDER SIMAGE, FOR ATARI 2600

Here's the lowdown on this rare classic cart. Twenty addition or subtraction problems are tossed at the gamer. Ten increasingly difficult levels can be selected. Four possible solutions are displayed. Choose incorrectly and the right answer will be revealed. Solve the problem and "Eli" climbs up one rung on a ladder. Other available options include an adjustable timer (5-15 seconds) and hidden numbers which are revealed when the joystick is positioned under them. Your reward for obtaining a high score is watching Eli jump in place and exclaim "WOW". The graphics and sound are a bare minimum as the emphasis is placed on intellect. Skill requirements are too limited to be considered a "must have" for young children.

- Kevin Oleniacz



## STIMPY'S INVENTION SEGA, FOR GENESIS

Eeeeeeee, Steeeempy! OK, I know you guys have boycotted it for its lack of Kricfalusi (or any)-style humor, but don't miss this. No, sir, you won't like yourself if you do. *R&S* retains much of the Kric stylings & humor, & *SURREALism* (yess!!!), that the new episodes lack, with near-perfect background, OK control, & hilarious scenes, like when you bleat yourself up & butt-putt across an aviary to the tune of classic *R&S* 50's commercial-ish music. *R&S* weren't really meant for kids at all ("why are you writing this, then?" Shut up, Joe...) but since *NICK DROVE A STAKE THROUGH THEIR HEARTS*, you can mourn their loss with a son or daughter & this fab cart.

- Jess Ragan



## I'VE GOT YOUR NUMBER N.A.P., FOR ODYSSEY2

Solutions to simple addition and subtraction problems are represented by both numbers and symbols which orbit the middle of the playfield. Race to the correct answer. Each problem is displayed at the bottom of the screen. Avoid selecting or contacting incorrect answers, or you'd be penalized by returning to your starting position. Tally ten correct answers and receive praise by a pat on the back and a musical salute. Once again, an educational package that suffers from restrictive fundamental instruction. Winning is a rewarding experience, but otherwise this game is just another run of the mill one dimensional quiz.

- Kevin Oleniacz



## MR. DO!'S LAST CAPER UNIVERSAL, FOR COIN-OP

That famed clown with the touch of death returned one more time to torture small children in their sleep, although not many people got a chance to see it. This rare coin-op (I don't even remember its actual name!!!) utilized play mechanics from "Pac-Man", "Crystal Castles", "Rug Rats" (Nihon Bussan's rare 'cade game), & Do!'s own games and combined them all with some success, albeit not to the point of any of the aforementioned titles. If you come across the game, LET ME KNOW THE NAME. Thanks.

- Jess Ragan



## HYDLIDE FCI, FOR NES

Did a child INVENT this? If that be the case, he should be spanked for it, because playing this is a true punishment in itself. The graphics are Colecovision-quality, the music is just there (annoying, come to think of it), & the play is so empty & mindless that I don't even want to get into it. All this proves yet again that if the cart gives you the evil (FC)eye, toss it into the nearest canyon (yes, that was a reference to PC folks). Why do people make games like this? Aren't they as excruciating to produce as they are to play? They have to work on crap like this for months on end, so I suppose that that alone is punishment enough.

- Jess Ragan



## AERO THE ACRO\*BAT SUNSOFT, FOR GENESIS

I'll put it to you simply-yucky. This is slow-paced, unimpressive contest just doesn't warrant any interest. So the play is solid. That's IT in this yawn-a-minute caper under the big top. THESE are good graphics? Compare ANY pic from *Chiki Chiki Boys* to EVERY one from this shameless *SMB* clone, on EITHER format and tell me that these are good graphics. Boring audiovisuals, boring play, boring boring, BORING! I could cry, & in fact this being the "Kids" issue, I will. Gwwwwwwqqqqqqhrrrrrr!!!!

- Jess Ragan



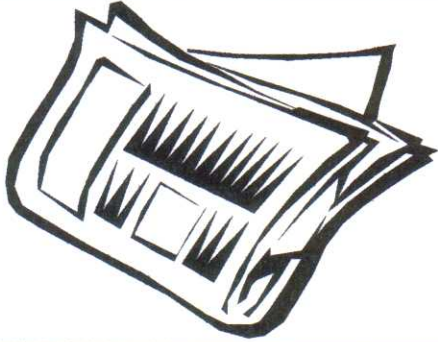
## COMMANDER KEEN APOGEE, FOR IBM P/C

The idea is cute-transport a little kid into a menacing world of aliens straight from a Hallmark card (more dopey than anything else). However, what you get isn't enough - the colors are way too garish & the play far too basic & frustrating. Fly by this one.

- Jess Ragan



# Classified



# Section

As always, Digital Press Classifieds are FREE! Take advantage of us... Send your classified ad in today!

**WANTED:** Now I'm looking for video-game related board games. I've got Pac-Man and Donkey Kong, but know of many others. If you have any to sell or see any at garage sales this spring, get in touch! **FOR SALE:** Hundreds of classic carts, below-low prices! Send SASE for list! Joe Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442.

**FOR SALE:** Many Atari 2600 carts, most \$3 - \$5 each. **WANTED:** (for Atari 5200) Battlezone, Beamrider, Xari Arena, Masterplay Interface; (for 2600): Demolition Herby, Death Trap, X-Man, Mangia, Tank Brigade, Gas Hog, Spider Kong, Top Gun, many others. Kevin Oleniacz, 96 Buena Vista Drive, Ringwood, NJ 07456.

**FOR SALE:** Cubicolor for Atari 2600. Rare, unpublished cartridge created by Rob Fulop, designer of Night Driver, Missile Command, Demon Attack, and many others. Only fifty of these games were produced, each game is numbered, signed, and comes with a signed letter from the designer. At present time, 23 cartridges remain. \$125 check or money order to Rob Fulop, PF Magic, 501 2nd St. #120, San Francisco, CA 94107.

**FOR SALE:** ColecoVision Looping, Donkey Kong, Space Fury, Turbo (no controller), Slither (no controller), Cosmic Avenger, Popeye, Pepper II, Donkey Kong Junior, Gorf, Lady Bug - \$3.25 - \$5 each. Intellivision Empire Strikes Back, Auto Racing, Basketball, Carnival, Beauty and the Beast - \$2.50 - \$4.75 each.

**WANTED:** Intellivision Ice Trek, B-17 Bomber, Dig Dug, Diner, Body Slam Wrestling, Safecracker. Walt Neff, 3806 Davis Ct, Chester Springs, PA 19425. (215) 525-1270. All who wrote me fore and got no response, please write again - I lost your addresses! Call weekdays 6:30pm - 9:00pm.

**BUY FIVE GAMES - GET ONE FREE:** Atari 2600 3-D Tic-Tac Toe, Amidar, Basic Math (61), Basic Programming, Bermuda Triangle, Blueprint, Buck Rogers, California Games, Checkers, Commando, Commando Raid, Fire Fly, Gl Joe, Hangman, Infiltrate, Journey Escape, Jr. Pac-Man, Math Gran Prix, Mega Force, Miniature Golf, Name This Game, Othello, Pitfall II, Popeye, Raquetball, Sneak N Peek, Solar Fox, Spider Man, Star Ship (03), Star Wars DSB, Taz, Towering Inferno, Video Chess, Winter Games, Word Zapper, Zaxxon - \$4 each. Shipping - \$2, free on orders \$20 and up. Dale M. Curtis, 1170 East 600 South, Salt Lake City, UT 84102-3859. (801) 583-0919.

**FOR SALE:** Atari 2600 Bump N Jump, No Escape, River Raid II, He-Man, Mega Force, Fantastic Voyage, Ram It, Klax, Double Dragon, Rampage; Atari 5200 Star Trek, Congo Bongo, Choplifter, Dreadnaught Factor, Mario Bros, Space Dungeon, Super Cobra, Astro Chase; Atari 7800 Double Dragon, Jinks, Pete Rose, Planet Smashers, Alien Brigade, Basketrawl; ColecoVision Moonsweeper, Illusions, Evolution, Star Wars, Omega Race, Brain Strainers, Artillery Duel, Spy Hunter; Intellivision Jetsons, Dragonfire, Lady Bug, Defender, Centipede, Commando, Hover Force, WS Baseball, River Raid, White Water, BL Baseball; Vectrex Spike, Spinball, Cosmic Chasm, Solar Quest, Space Wars, Star Hawk, Blitz, Hyperchase, Scramble. Many others games & systems available. **TRADE:** 2600 Gremlins, Sword of Saros, Mr. Do's Castle, Ghost Manor, Strategy X; 5200 Zaxxon, Gremlins; Intellivision Sewer Sam, Blockade Runner, Computer Adaptor, Music Synthesizer; NES Tetris by Tengen. Write for current lists. Edward Villalpando, 13525 Utica St, Whittier, CA 90605.

**WANTED:** Atari Age #1, Atari Coin Connection pre 7-7, Electronic Game Player 1-3,

Intellivision newsletter (any), Joystick Jolter (all but 3-1), Joystik 1-1 & 1-2, Nintendo Fun Club News 1-1 & 1-2, Odyssey Adventure Spr '83 and up, Turboplay 2, Video & Arcade Games 3 and up, Vidiot 1-4, 1-6 and up, any foreign mags. Russ Perry Jr, 5970 Scott St, Omro, WI 54963. (414) 685-6187.

**FOR SALE OR TRADE:** 100 Carts+ for 2600/5200/7800, INTV, Coleco including Chase the Chuckwagon. Will sell for 70% of DP Guide value or trade for carts of equal value. (Chuckwagon open for bids only - accepted thru press time of next issue). Carts include 2600 Big Bird, Blueprint, Congo Bongo, Crazy Climber, Earth Dies Screaming, DK Jr., Fathom, Miner 2049'er, Nexar, Omega Race, Rampage, Snoopy vs. Red Baron, Tunnel Runner, Chess, Zaxxon, INTV Blockade Runner, Chess, Dreadnaught Factor, Super Pro Golf, Truckin'; ColecoVision Cabbage Patch/Park, Monkey Academy, Omega Race, Popeye, War Games. Also have copies of older mags: Atari Age, Electronic Games, Videogaming Illustrated and many extra instructions. **WANTED:** 2600 Atari Cube, Frogger II, Front Line, Ladybug, Looping, Marine Wars, Obelix, Quadrun, Rubik's Cube, Spitfire Attack, Strategy X, Tapper, Texas Chainsaw, Turbo. INTV Arctic Squares, Draughts, Fathom, Squish 'Em, Turbo, Super Cobra, Tutankham, Wing War. Also early issues of older mags not listed here. Scott Williams, 717 Englehart Dr, Madison, WI 53713.

**WANTED:** 2600 carts: Beamrider, Quadrun, Gremlins, Polaris, Up N Down, Custers Revenge, Submarine Commander, Dishaster, Kool-Aid Man, Plus others. Colecovision carts needed: Evolution, Nova Blast, Sammy Lightfoot, Mr. Do's Castle, Aqua Attack, Jungle Hunt, Intellivision Carts: Tower of Doom, Super Cobra. Odyssey2: Pachinko, Killer Bees. Vectrex: Spinball, Pole Position. Atari 5200: Gyruus, Megamania, Zone Ranger. Instruction needed: 2600 Robin Hood, King Kong, Steeplechase, Subterranea, Escape From the Mindmaster. Coleco: Burgertime, Frogger II, Jumpman Jr. **FOR SALE:** 2600 systems, accessories, and over 150 different carts. Colecovision, Odyssey2, Intellivision, Vectrex, 5200, 7800 systems and carts. Also a limited supply of Atari Missile Command audio cassettes (new). Please send your want and sale/trade lists to Ron Milford, 64 B Street, Avenel, NJ 07001. (908) 636-6809.

**VIDEO MAGIC ATARI**

APPE II

Catalog \$1 00

Frank M. Polosky  
P.O. Box 9542  
Pittsburgh, PA 15223

Intellivision  
Colecovision

\* Atari \*  
2600 5200 7800

**VIDEO GAME CLOSET**

Specializing in Atari 2600 and Coleco Vision Video Games.

Many new and used carts.  
Classic Magazines

Rare finds in mint condition!

For list send SASE to:  
David Peterson  
3201 Roberts Avenue  
Culver City, CA 90232

**VIDEO 61**

22735 CONGO ST. N.E.  
STACY, MN 55079  
phone: (612) 462-2500

Your Atari dealer for new and used  
2600, 7800, 400/800/XL/XE  
cartridges

We rebuild 5200 joysticks

# LIZ SANTULLI

## COMPLETELY NUDE

YEP! It's true. Under all of those clothes, Liz is completely nude. On to other subjects [what a scam!], how would you like a FREE issue of **Digital Press**, or our *entire*, unabridged mailing list instead? Well, all you have to do is fill out the questionnaire below, send it to us, and then specify if you'd like an extra issue tacked on to your subscription or our lengthy mailing list (that's mainly for you faneds). **Do it, man!** Then send it back to us - that's part of the deal!

### FIRST, this BASIC INFORMATION:

NAME: \_\_\_\_\_  
ADDRESS: \_\_\_\_\_  
CITY/STATE/ZIP: \_\_\_\_\_  
PHONE #: \_\_\_\_\_

### ABOUT your SYSTEMS:

Which systems do you own? (Circle 'em!)

Atari 2600	Atari 5200	Atari 7800	Intellivision	ColecoVision	Odyssey2	Emerson Arcadia
Astrocade	Channel F	Vectrex	Microvision	Adventurevision	Sega Master	Nintendo 8 Bit
Genesis	Super NES	Turbografx-16	Duo	Neo-Geo	3DO	Jaguar
Game Boy	Game Gear	Lynx	IBM/PC	Apple/Mac		

How many total games - across all systems ( approximately), are in your collection? \_\_\_\_\_

Do you play primarily "CLASSIC" games, RECENT releases, or BOTH? \_\_\_\_\_

If you could have any system, RIGHT NOW, free of charge, what would it be? \_\_\_\_\_

### MORE, MORE, MORE!

How many different fanzines do you read? \_\_\_\_\_

What are your TOP 3 fanzines? \_\_\_\_\_

What video game related MAGAZINES do you read? \_\_\_\_\_

Do you own Digital Press' Classic Systems Collector's Guide #2? \_\_\_\_\_

Have you ever purchased any DP Video? \_\_\_\_\_

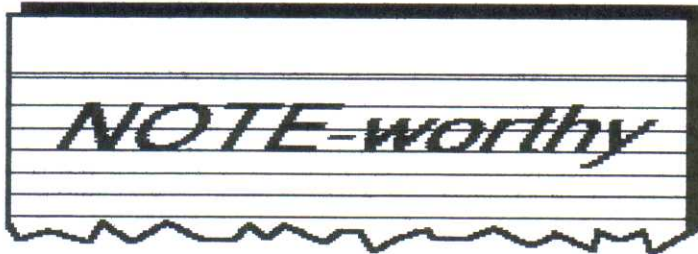
Do you own or have access to a Camcorder? \_\_\_\_\_

If you just answered YES, would you be interested in participating in an all-fans "live from your home" video compilation? \_\_\_\_\_

Name one game you've seen or heard about and would like to see reviewed: \_\_\_\_\_



**DIGITAL PRESS**  
44 HUNTER PLACE  
POMPTON LAKES, NJ 07442-2037



### LIVE FROM YOUR HOME

Our first annual "Live From Your Home" video project is underway! If you have access to a camcorder and would be interested in sending us 5-10 minutes of you and your collection, you and your favorite game, you and your philosophy about kippered herring and its importance in videogames, get in touch! If you participate, you get the final product FREE! What better way to relate to other fanatic game players? SEE who we are! SEE who you are! (?) Err... you get the idea. The final copy will be professionally titled and retail at about \$10. Stay tuned.

### JAGUAR RUMORS

Rumor has it that *Mortal Kombat* is coming to the Atari

Jaguar as early as this June! Despite statements to the contrary, design team Iguana (best known for their *NBA Jam* translation to the home systems) will produce a 64-bit version of the super-popular Midway coin-op. Also on the boards is *Double Dragon*, which should be available in May. *Double Dragon* will be produced by Telegames, the gang that also produced *DD* for the Lynx.

### NEW MAG FOR GAMERS

Good news - another US videogame magazine is out - and it's called *New Type Gaming*. It's small (roughly the size of *Game Informer*) and has room for improvement, but it shows promise. Call "The magazine for the competitive game player" at (415) 788-GAME for info.

### REACH OUT

Are we missing something? Do you have a Collector's Guide that's screaming for a correction? Do you just want to shoot the breeze? Maybe your underpants are too tight? Whatever you want to write about, you'll get a much quicker response through AMERICA ONLINE than the regular Post Office route. Reach out! Write us on AOL. Our Mailbox ID is **DigitPress**. We're looking forward to hearing your views!