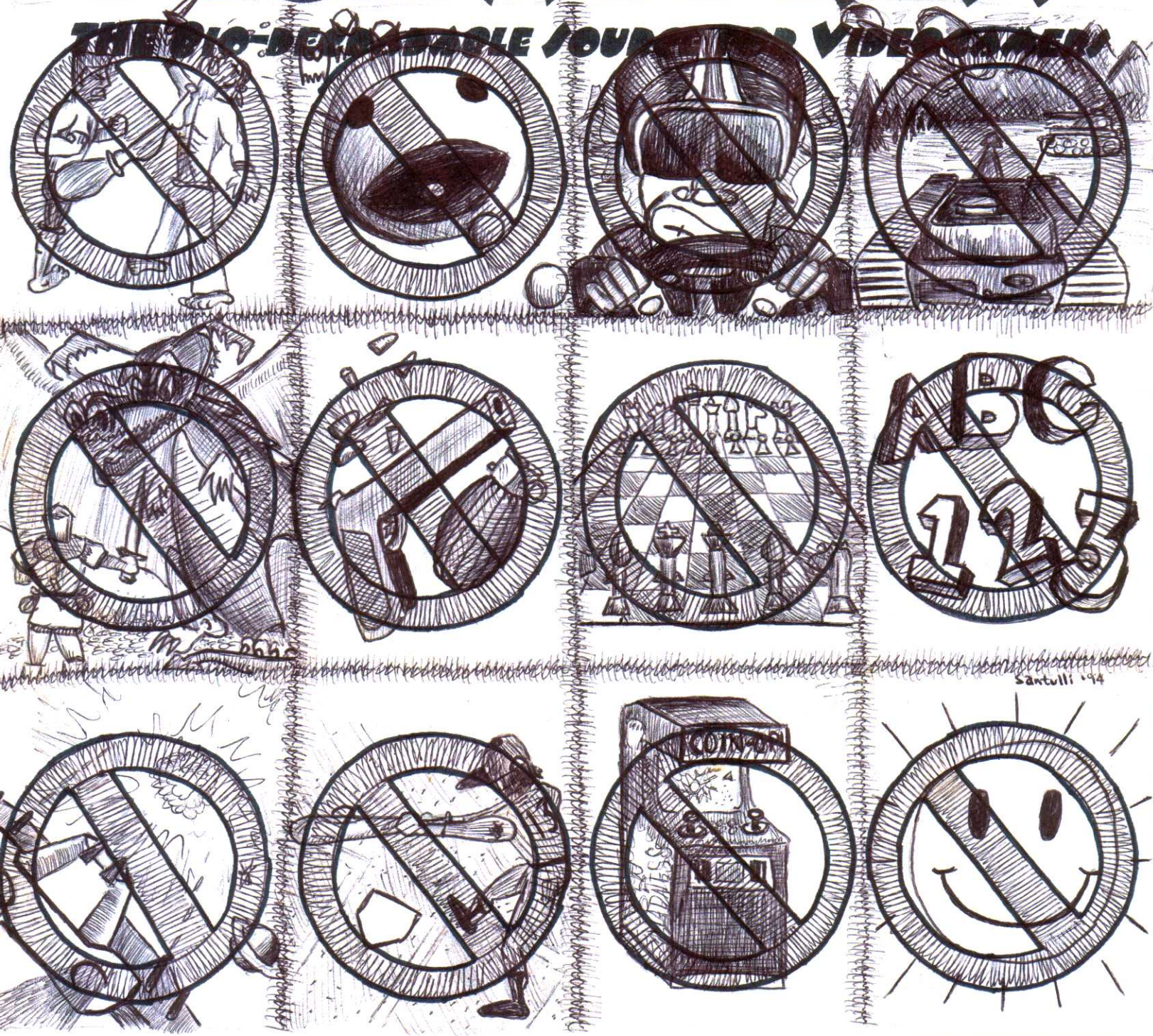


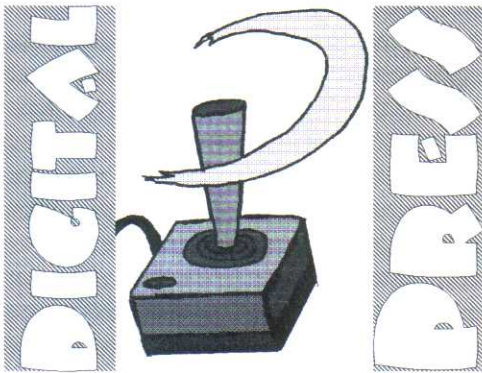
# DIGITAL PRESS

THE DIGITIZABLE JOURNAL OF VIDEO GAMES



#20:

Alternatives.



**DIGITAL PRESS #20  
JULY/AUGUST 1994**

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**ALTERNATIVES.**  
EDITOR'S BLURB by Joe Santulli

If you're like any of the staff on Team DP, you're always on the hunt for something different. We like to think that a person *subscribes* to DP for just that very reason... whether it be because you enjoy the "older" games that no one seems to care about anymore or you just want a different perspective on gaming that the newsstand mags won't give you. We're "different" people (although some of us border on just plain "eccentric", myself included!), and here's our tribute to "different".

First, you'll notice that there is only one page of game reviews. I didn't want to do any at all, but then we ran across a few games that belong here. They're so unusual that they defy a category - so we put them in. We've also spent the last two months researching the "unplugged" arenas of video gaming - board games with video game themes, for example. Trading cards about your favorite video games. Movies based on video games. Shows devoted to video games. It turns out that there was so much to research that we're adding two new columns, Bill Schultz' "Alternate Currents", where he will explore such phenomena on an on-going basis, and "Hunters and Collectors", an entire column devoted to finding the best games cheap.

There's more, though. We've finally decided to put an end to the "Name This Game" mystery by sponsoring our own contest to put a title - once and for all - on the classic US Games cartridge for the Atari 2600. See inside for the details.

There was also this thing called the Summer Consumer Electronics Show in June. I took a few days out of my busy DP schedule to fly to Chicago and see what's what for the next six months in gaming. I'll highlight a few games to look out for and some that you should just plain avoid.

Our first "Live From Your Home" video is complete! A dozen collectors submitted video of themselves in their natural habitat, showing off their collections. It was fun putting it all together and adding in some of our own visual treats. Will there be a "Live From Your Home 2"? I hope so, but that's for you to decide. Let me know if you're interested. In the meantime, you can purchase the tape for \$15 (the gang that contributed the video got theirs for free).

Finally, thanks to all who've written to me about the "Relics" column in Electronic Games. This issue is yours, free of charge! Alllll rightee then. We've got a lot of material to cover!

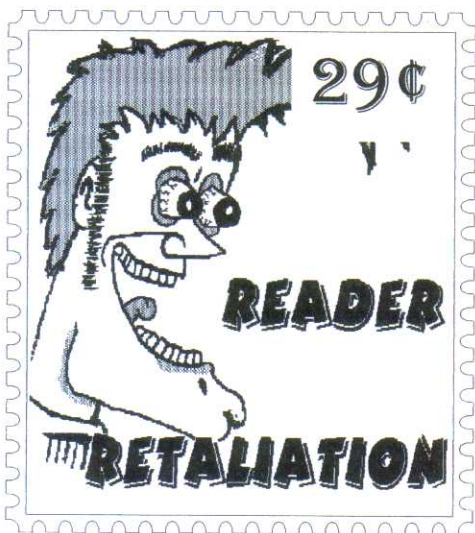
**ON THE  
COVER**

**THEMELESS**  
by Joe Santulli

The odds and ends of videogaming are just as interesting - if not more so - than the tried and true genres we've all come to know and love. Look inside and you'll see why.

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## WHAZZAT GAME?

Dear Joe,

Hi, nice to meet you! Read your "Relics" column in *Electronic Games* and I like it a lot. There's this game I'm desperate to find, but first a little background:

I was born in 1974, so when the Atari 2600 hit the stores I was absolutely amazed. My half-a-decade old brain couldn't believe the technology! I collected every free brochure I could, and finally convinced my dad to get us a 2600 for Christmas. We got the full set, complete with *Pac-Man*, and my brother and I had never been so happy!

From then on it was gaming heaven. Everything from Imagic's *Atlantis to He-Man & the Masters of the Universe* by M Network; if it looked good we had to have it! We still have almost all of them, too... except for one...

We were in the mall one day and decided to get a game. We found these strange double-cartridges. You could pull the game out, turn it around, and play a whole other game! Needless to say we bought one. On one side there was *Artillery Duel* for my dad, and on the other side there was a game for me, a martial arts game.

Here's the problem: I can't remember the name of the game! It was endorsed I think, either by Bruce Lee or Chuck Norris (I think it was Norris). Anyway, in the game, some guy has been kidnapped and you have to go through a map in order to get to the final temple where he is being held. As you advance in the game, different characters will attack you. Every time you defeat an enemy you gain a belt from them. You start out with a white belt and advance all the way to black. Also, when you win a belt you are awarded a new karate move or flip as well. It was a GREAT game! Towards the end, you even have to fight invisible and blinking ninjas!

This was my all-time favorite 2600 game!! Unfortunately, just days after getting it, the lousy *Artillery Duel* game broke and my dad took the game back to Kay-Bee! Arrgggh! I was devastated. I have never seen the game again, nor have I found anyone who remembers it. I will do anything to get my hands on a copy of this game. Please, please, please have you any idea what I'm talking about? Help!

Timothy Hulsizer  
Keene, NH

*Timothy, the game you're pining for is Xonox' Chuck Norris Superkicks, which was combined with just about every other Xonox title ever made on a "double-ender" and released as a standalone as well. Just because I'm a decent fellow, I've included my cartridge with this issue (now if anyone wants to sell me another one, get in touch!). Enjoy it - just don't ask me about a game you remember where this guy climbs up the side of a building and things drop on him. I'm a decent fellow up to a certain point, then I'm a right bleeding bastard. Let us know how your reunion with Chuck Norris Superkicks turns out - is it as good as you remember?*

## DO! RUN RUN

Dear Sir or Madam,

The Final Mr. Do! game may have been called *Do! Run Run*. If you have any more info about it, please let me know! Also, I think it would be cool if you would do a whole article covering all of the games (*Mr. Do!*, *Mr. Do!'s Castle*, *Mr. Do!'s Wild Ride*, and *Do! Run Run*) in this series.

Tony Bueno  
San Antonio, TX

*Thanks for the info, Tony... several readers knew the game's title Jess was referring to, so I'm sure you're correct. Mr. Do! is one of my favorite characters, too. It's really interesting that a videogame character like this appears in four games that have nothing in common (similar to the Mario appearances in games like Dr. Mario and Super Mario Kart). Keep your eyes out for Mr. Do! in future issues of DP!*

## ACROSS THE POND

Hello El Presidente,

Muchas gracias for the last DP issue #19. I would like to answer some questions concerning Kyle Snyder's letter.

1. I own *Jungle Hunt* and *Ms. Pac-Man* for the C-64 on cart from Atarisoft, further I have *Defender* on 5 1/4" for the IBM, also from

Atarisoft, all copyrighted 1984. Some Atarisoft stuff did make it to the stores. Actually, I bought *War of the Lance* from SSI for my stupid IBM system, upon opening the box I found not only the SSI game inside, but also *Defender* from Atarisoft (secret goings-on between Atari and SSI in the olden days??). Mind you it plays as bad as it looks.

2. The *Atari Touch Tablet* is a bit like the old *Koala Pad* and was designed for the Classic 800 XL system. It came packed with a stylus type pen and the *Atari Artist* cart. The *Touch Tablet* itself can also be used with *Blazing Paddles*, *RAMbrandt* and surely some other programs, I just can't think of any more.

Other subjects:

1. Dan Adams inquired about SMS carts. I can supply any new Master System cart, but the price is a hefty \$50. New SMS carts like *Sonic Chaos* or *Aliens 3* cost £35 in the shops so I cannot do it any cheaper, sorry. Further, a lot of shops do not re-stock SMS carts anymore, I do have to look around for many titles. The Lynx, on the other hand, is alive and well here in GB, again, high prices vary between \$25 and \$40.

2. The "not so rare" 7800 *Sentinel* (CX 7869) is also available for a mere \$10 and I can sell 7800 PAL systems (w/ *Asteroids* built in) for \$15 plus shipping (probably expensive).

3. The 32-in-1 VCS cart was never available on its own, so the cost is around \$50 (that includes a PAL VCS, 1 CX78 plus the 32-in-1 cart) plus shipping. Yes, the 7800 is being sold for over half the VCS price in GB (7800=£9.95, VCS=£39.95).

Question: if you include the tape games for the VCS (Starpath, etc.) in your listings/guides, will you in future include the tape games for the ColecoVision (add-on module #3)? I think you should. Finally, I'm glad you got around to liking the Jagwa, I recently played *Total Eclipse* on the 3DO and I was not impressed (well, a little). The 3DO hardware cost around \$800/import so I do expect more for the price. The built in CD player option is nice (look at it and listen to early Pink Floyd, no need for E., great stuff!!)

Thomas Holzer  
Great Britain

*Thanks for filling in some of the gaps for Kyle, Tom. It's probably really obvious that I'm not nearly as savvy with computer games as I am with cartridges. Funny, too - because for at least three years I was joined at the hip with a Commodore 64 (my hip, not the Commodore's). As for adding disk software for the ADAM computer in future issues of the Guide, I say "why not?". It's been a nightmare trying to get Guide #3 out the door (see Note-Worthy), so Guide #4 is surely a long way off. But when the time comes, ADAM titles and*

label/cartridge variations - which some very avid collectors have been asking for, will be included. Finally, as for the Jaguar, I'm back on the "dislike it" side. Based on what I saw at the CES, Atari and crew seem to be sitting on their collective butts. I can't believe it's seven months since I bought my Jaguar and only one new title has come out since its release! How can even the most die-hard Atari fan justify this?

## RULE, BRITANIA

Dear Joe,

Thanks for another impressive Digital Press. Your team's collective knowledge of gaming history is so vast that it scares us, quite frankly. My colleague Tony Mott has just been skimreading the latest issue, pausing occasionally to utter mystic phrases like "Ah, Worm Whomper...".

However, I would like to pull you up on just one little incy-wincy pointette. When you refer to your Ninty machine sittle idle and the "U.S. console" being constantly in use with *Tempest 2000*, it carries just a hint of jingoism that we couldn't help but notice ("we" being damned foreigners with a dark colonial imperialist past to forget, ahem). Let's not forget that the Jaguar's meaty specs were made possible with British development. Furthermore, the game you've been raving about - the game that has finally made the Jag look like a worthy purchase - was created by our very own Jeff Minter. Our not-so-illustrious editor once had the dubious pleasure of vomiting in Mr. Minter's house in the Welsh hills, after the inventor of *Llamatron* rolled some especially potent spillfage.

Perhaps we're feeling a bit touchy because we've just seen *The Guru*, where Brian Goss described the poor Jag games available as "typical European programming really". Ouch. I'd best drop him a line about Jeff Minter, Tim Follin, Jon Ritman, Bernie Drummond, Sensible Software, The Bitmap Brothers, Delphine - ooh, and would I be cruel enough to mention THQ or Datam?

But Atari, eh? We've got an import Jaguar downstairs, and you should have seen the dust that was shaken off it when *Tempest 2000* came in. I remember my Atari VCS with a sense of pride - Atari's UK branch was based in my home town at the time - and I had great fun with a borrowed ST for a couple of years at University. Nevertheless, I don't trust their corporate strategies one micrometre and I saw this software problem coming when Atari oohed and aahed and stood about doing sod all except say how great it will be. It's no goot telling the games industry what miracles your machine will perform and then just hoping that some software developer will come along and prove it for you.

Ah, I'm rambling, and you've caught me.

Sorry, it always gets like this just after deadline. I shall pop this in a 'lope and make for the pub, where a large pint of Irish stout will solve my immediate problems. Keep up the excellent work, because your journal has humbled some of our finest game experts. Oh, and you should stick with the theme issues because so far you've been coming up with some excellent themes. There are people here who will swear that *Deathchase 2000* on the Sinclair Spectrum held fifty times more adrenalin than any platformer.

Zy Nicholson  
Super Play  
Great Britain

*Well, first let me explain why I called the Jag a "U.S. console". It's because I don't honor the Declaration of Independence or any of the directives of the original so-called Constitutional Congress and therefore view England and the U.S. as one entity. Now that that's all been neatly explained, I'd also like to apologize if you viewed my "idle SNES" comment too literally. For a month or so, I hadn't seen any interesting titles for the Nintendo console, and it so happened to coincide perfectly with the release of *Tempest 2000*. Since that time, I've been re-assured that this period was but a temporary lull, further justified at the Summer CES a few weeks ago. No, my Super NES isn't going anywhere. So SEND ME ANOTHER ISSUE OF SUPER PLAY! I really enjoy your mag but cannot afford a subscription with the outrageous tariffs your king imposes. Geez, it's as if Common Sense had never been written!*

## INSTANT GRATIFICATION

Dear Joe,

Just dropping a line to interject some of my ever-rambling thoughts after reading yet another fine issue of DP. Pac-Man Fever? Ouch! It's drivin' me crazy! Where are Buekner and Garcia today? Still, I guess it's much better than a *SFII* album, or that *MK* techno CD!! Sean's ROMpage was great, especially the part about the fun factor, and the comic/baseball card analogy. Next thing you know, we'll all be trading videotaped reruns of "The Golden Girls" and "Cooking with Wok"!

I know exactly what you mean when referring to "instant gratification" gaming; I consider myself an IG gamer as well. Don't you hate it when you see a 16-bit game that says, "A big, mean badguy approaches with a really, really nasty look on his face! Command?!", along with a still picture of some zany alien?! Geez, if I wanted to play a game so light on action, I'd power up my *Odyssey*! If it takes more than a few seconds to plug the game in, figure out the plot, and get moving, forget it! Sega can keep making *Phantasy Star*

DEAD  
TECH  
DEAD

Elizabeth  
"Lizmeister" Santulli



**GAMING TASTES:** Ooh, if you don't know by now! Liz got hooked on fighting games a few years ago when *Street Fighter II* was just a new thing. She does not like games that take a long time to play.

**WHAT SHE DOES FOR A LIVING:** Her company calls her an "Administrative Assistant". You may call her a secretary.

**SOMETHING YOU DIDN'T KNOW:** Her favorite television show used to be "Falcon Crest", but she's adapted to "Melrose Place". Liz works in the same building as Digital Press Team members Bill Schultz, Karl Youngman, Howie Hirsch, and hubby Joe Santulli.

Karl  
"ACE" Youngman



**GAMING TASTES:** Primarily a sports-game player (to coincide with his manly sports lifestyle), but on occasion can be found playing a "thinking game" like *SimCity 2000*. Hopelessly addicted to golf video games, especially *Links 386* for the IBM. Definitely anti-platform games.

**WHAT HE DOES FOR A LIVING:** His company calls him a "Technical Analyst". Basically, he's an expert at reading input computer files and translating them to the company standard.

**SOMETHING YOU DIDN'T KNOW:** Karl is a Lea Thompson fan, A Jimmy Buffet fan, and a New York Knicks fan. An unlikely combination, indeed.

sequels, but won't give us the "Classic Arcade Hit" multi cart/CD that I've heard of on and off over the past few years?? What's wrong with this picture?

Finally, the theme issues are a great idea, as is the personal info, stories, anecdotes, and other witticisms. I dunno, it just makes the whole thing more interesting, more fun, and more convivial in general. The guy who just wanted information and facts gave you the Dagnet spiel, huh? Tough! If it's the facts he wants, tell him to call the 1-800 number on the Encyclopedia Britannica commercial with that blonde version of "Skippy" from Family Ties! I think the main reason your 'zine is so successful is because it's not just facts - it's a slice of life that pretty much all of us die-hard gamers can relate to. I wouldn't change a thing, just keep doin' as you have been. Until next time, "I used to bulls-eye warprats in my T-16 back home, they're not much bigger than two meters!"

Dave Giarrusso  
Liverpool, NY

*I've gotta go along with you, although I've played a few RPG's that I really enjoyed (the original Phantasy Star, Bard's Tale on C-64, and Final Fantasy II on SNES). Still, I'd much rather play ten different games that I can always go back*

*to than one that I can only enjoy once in the same amount of time (er, I think that's what I meant)! Give me Robocop Vs. Terminator, Tempest 2000, NBA Jam, Punch Out!, or any of the classics over time-consuming quests like Lufia, Paladin's Quest, Lunar, or Lord of the Rings any day. Not that RPG's don't have their place (because I'm sure Kevin Oleniacz is fire-engine red after reading this), they just don't pack the same wallop for me personally. By the way, the overwhelming response to the DP Profiles was "keep them". Thanks for letting us know!*

## WANTS A TG-16 LIST

Dear Digital Press,  
I really enjoy reading your fanzine. I'm 17 years old and I am a collector. I was wondering if you knew anyone who was working on a Game Boy or Turbo Duo price list? Also, is there anyone out there who owns a Turbo Duo or Turbograft-16 and still plays it? Please, I need a sign that people still like this system! Thank you!

Shawn Surmick  
25 Truman Court  
Boyertown, PA 19512

*I know there's at least one reader out there who's compiled a Turbograft-16/Duo listing (now that*

*there is an official "end" to that list). I've printed your complete address for anyone who'd like to forward this list to you (please forward the list to Digital Press, too please?!). As for prices, you can get that pretty easily at FuncoLand for the Game Boy, but I'm not so sure they carry TG-16 software. It's not in their monthly circular.*

## CALLING ROB FULOP

Dear Joe,  
I saw your article in Electronic Games about Cubicolor and would like to know how to contact Mr. Fulop about purchasing one.

Robert Burt  
Annandale, VA

*Send \$125.00 to Rob Fulop at PF Magic, c/o Rob Fulop, 501 Second St, Suite 120, San Francisco, CA 94107. Tell him where you heard about Cubicolor!*

Comments? Questions? Answers? Denials? Referrals? Ramblings? BRING THEM ON! If it's legible, we'll respond to it! Write us or drop us a line on America On-Line (DigitPress) or through the InterNet at digitpress@aol.com!

# "NAME THIS GAME" CONTEST!

## NAME THIS GAME CONTEST ENTRY FORM

**They never really got around to it at US Games, probably because they went broke on the videogame side of business and decided to concentrate their efforts on oatmeal (US Games was a subsidiary of Quaker Oats!). Almost every classic gamer owns or has played this game and all of us really want to call it something. What should the name be? Send us your entry by August 15th, 1994 and if our judges think it's the best, you'll get a lifetime subscription to Digital Press - not to mention the envy and admiration of every classic gamer in the universe. Once the title has been selected, we'll use it in all of our references to *Name This Game* (that includes a note in the DP Guide with your name included). So whattaya say? Break out the VCS today, pop in US Games' hit, and get inspired!**

DEAR DP,

YES, I KNOW WHAT THE GAME SHOULD BE CALLED, DAMMIT!

" \_\_\_\_\_  
\_\_\_\_\_ "

YOU KNOW ME AS:

\_\_\_\_\_  
(NAME)

\_\_\_\_\_  
(ADDRESS)

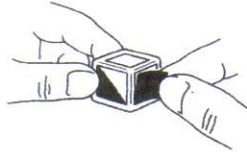
# "Board Stiff"

## A LOOK AT BOARD GAMES BASED ON VIDEO GAMES

by Joe Santulli

Although there aren't many situations anymore where you "can't take it with you", voracious videogamers like us are always looking for a game that will fit any situation. There are three

FIGURE 2



situations where such a gamer might want to have a few board games handy: 1) when there are kids around and you don't want them anywhere near your television set. 2) when video gaming is out of the question and more than one person wants to play - like in a hotel room. 3) when you just want them so they look good in your collection. If any of these situations have ever applied to you, read on. I'm about to embark on a perilous gaming quest where there are no joysticks and no on/off switches, yet Mario lurks at every turn. I'm talking of course about videogame-related board games.

Between 1981 and 1983, Parker Bros. and Milton Bradley produced a number of these games, how many we're still not certain. We've collected sixteen board games and two card games and suspect that there are many more. For the purposes of this column, I'll briefly describe a dozen of these games and how they fare at satisfying the three situations listed above. Before I do this, let me explain a few things about the list.

"**Aesthetics**" applies to how good the game looks: it's pieces, board, cards, and any other component contained in, and including the box. "**Rules**" refers to the clarity of the rules after reading through them once. If we didn't have to go back to them during the game, they received a "10". Mind you, these games are listed "for ages 7 to 14". "**Luck**" rating is higher if the game relies heavily on luck. Most players would prefer a low number here, but as board games of this nature generally require dice, luck plays a great deal on the outcome of all games listed. Finally, "**Similarity**" refers to the likeness to the video game. OK? Let's go.

**BERZERK** (Milton Bradley) - Object: Take turns as the humanoid with the opponent playing the robots and Evil Otto. Shoot as many robots as you can for points, then escape the maze to do it again, up to three rounds. Unlike the video game, you cannot fry yourself or the robots on the walls, although there are walls printed on the board. Evil Otto has taken a more humanoid form (the grinning, bouncing head was missed). We had to

FIGURE 3A

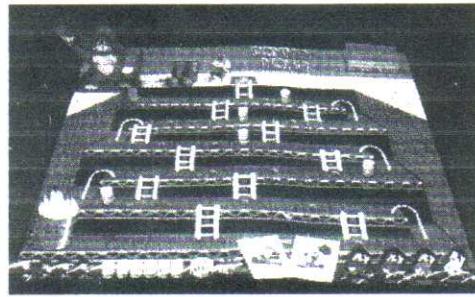


The arms should move up and down freely if properly assembled.

refer back to the rules several times. This was by far the most complicated of the games, and we had to keep score on a pad. AESTHETICS: 5, RULES: 4, GAME PLAY: 4, LUCK: 9, SIMILARITY: 6.

**CENTIPEDE** (Milton Bradley) - Object: Get your centipede to your opponent's end of the board while he or she tries to do the same. You can shoot the centipede, but that's a second objective - very much unlike the video game. A few other dissimilarities include indestructible mushrooms, no flea, and a mechanized super-gun replaces the whimsical wand. Somewhat complicated, too but the rules are adequate. The mushroom field never looked better, with excellent artwork along the borders and interesting tokens. More of a "big kid" game. AESTHETICS: 9, RULES: 7, GAME PLAY: 8, LUCK: 6, SIMILARITY: 6.

**DONKEY KONG** (Milton Bradley) - Object: Race against



Game board for Milton Bradley's Donkey Kong

other Mario's to reach Pauline at the top of Kong's structure. Jump, hammer, or avoid barrels and fireballs. The winner is the player with the most points (100-300 point "cards" for hammering and jumping, and 500 for getting to the top first). The

board looks terrific, much like the first screen of the arcade classic. You assemble a large plastic Donkey Kong that drops a little plastic barrel at the end of each turn. The real downside is that the game relies heavily on luck. AESTHETICS: 9, RULES: 8, GAME PLAY: 8, LUCK: 9, SIMILARITY: 7.

**FROGGER** (Milton Bradley) - Object: Get three frogs across the playfield littered with cars and logs before your opponent does. The simplest of all of these board games, yet surprisingly dull. The problem is that it's too easy to send the opponent's frog back to start, resulting in a tedious dice-rolling contest. The board is a flimsy square (not the folding kind) with a plastic insert that's supposed to mark out the game spaces. I thought it would have

been better done if it were printed directly on the game board. AESTHETICS: 5, RULES: 10, GAME PLAY: 5, LUCK: 8, SIMILARITY: 2.

**JUNGLE HUNT** (Milton Bradley) - Object: Use swinging

ropes to get from start to finish before the other adventurers. A mad monkey can knock you off of a rope, sending you back. The video game's original features are all drawn on the board but only the vine-swinging is intact. The board is beautifully

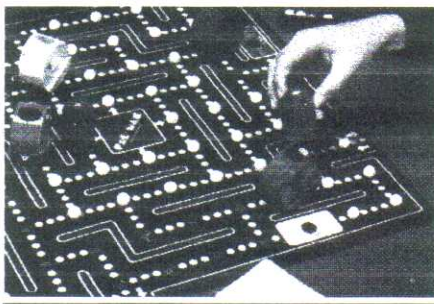


**Jungle Hunt has the best-drawn game board.**

drawn, the best looking of all the games listed here. The play mechanic is much different than the others, too and plays better with three or four than with two. Plays quickly. AESTHETICS: 10, RULES: 8, GAME PLAY: 6, LUCK: 5, SIMILARITY: 2.

**PAC-MAN** (Milton Bradley) - Object: Collect the most

white marbles and you win. We agreed that this was the best of the board games when more than two were playing - easy to learn, fun to play, and allows the player a lot of control (note the low "luck" rating). All of the game elements are here, but the frequent traffic jams of Pac-Men removes the feel of the video game. Still, it's a great game and one that really lets the player control his/her own fortune. AESTHETICS: 9, RULES: 9, GAME PLAY: 10, LUCK: 5, SIMILARITY: 7.



**Milton Bradley's Pac-Man is one of our favorites.**

**PITFALL!** (Milton Bradley) - Object: Travel around the board avoiding obstacles and collect three different treasures, then race to the diamond before the other players. This home video game classic really loses a lot here. The game forces you into situations where you cannot move on a turn - something Pitfall Harry would never have to do. There are also no real "dangers", only blockades. This one took a long time to play, and we wanted to pack it in before finishing the quest. Good looking board, although Harry looks a bit overweight. AESTHETICS: 8, RULES: 9, GAME PLAY: 3, LUCK: 7, SIMILARITY: 6.

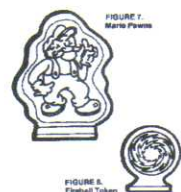
**POPEYE** (Parker Bros.) - Object: Taking turns as Popeye, Brutus, and Olive, try to collect the most hearts as Popeye and prevent the others from doing the same on their turn. The board replicates the first stage of the video

game. There are some design problems here - although the board looks fine, it's too easy to be killed as Popeye. If you roll one low number, the game could end. All of the elements are here, though, including the spinach, the sea-hag, the punching bag, and the "thru" way that takes you off of one edge of the play field and onto the other. AESTHETICS: 7, RULES: 8, GAME PLAY: 5, LUCK: 9, SIMILARITY: 8.

**Q\*BERT** (Parker Bros.) - Object: Take turns as Q\*Bert with the opponent playing all of the baddies. Whoever collects the most pegs from the pyramid on their turn wins. This was about as close to the video game as you can get, except some of the bad guys are suddenly intelligent (Ugg, Wrong-Way, and the red ball are usually pretty random). The board is nicely organized and looks just like the pyramid from the video game. According to the rules, Coily can jump off the edge without being tricked by the flying disc... and that was the only exception to the video game we could find! AESTHETICS: 7, RULES: 8, GAME PLAY: 9, LUCK: 6, SIMILARITY: 9.

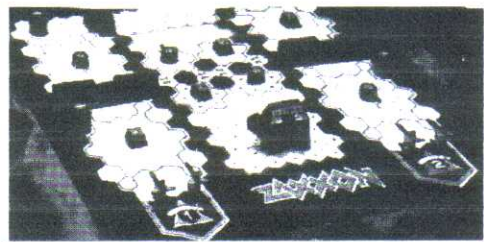
**SUPER MARIO BROS.** (Milton Bradley) -

Object: Be the player to guide a single Mario past Bowser at the end of the game. Along the way, collect coins for extra lives and avoid obstacles placed by your opponents. Take turns moving Mario through the four worlds. The game board is broken into four cardboard strips that look very much like sections of the video game, but we would've liked them attached to one another. In a strange twist, the youngest player goes first here. The real downside to this game is that controlling Mario is a second objective - killing Mario is more beneficial to win the game. Also, there are no hidden worlds which really makes the video game fun. AESTHETICS: 8, RULES: 9, GAME PLAY: 7, LUCK: 8, SIMILARITY: 7.



**TURBO** (Milton Bradley) - Object: Race around the track with your opponents and an ambulance. First to the finish line wins. There are only two real challenges on the course - a bottleneck and an ice field. Otherwise, it's just a race. There are immobile cars printed on the track as well. The game is fun and easy to learn but bears little resemblance to it's videogame brethren which challenges you to pass cars, not reach a finish line. AESTHETICS: 5, RULES: 10, GAME PLAY: 7, LUCK: 7, SIMILARITY: 3.

**ZAXXON** (Milton Bradley) - Object: Guide two planes through the outer and inner fortress, shooting down targets along the way. If you can get each plane to hit Zaxxon once before your opponent does, you win. This was second only



**Milton Bradley's Zaxxon is the most high-tech of the group. The best game for two players in the lot.**

to Pac-Man, and even better if there's just two players. The layout is very high-tech but understandable. The pieces are well-designed. Many situations can occur, including dog-fights with the opponent (in an area where their paths cross). Luck doesn't play a big factor here, so you have more control of the outcome than most of the games listed here. Could take awhile to play due to Zaxxon's incredible advantage, but you can "bend" the rules a bit to shorten the game. We did, and still loved it. AESTHETICS: 10, RULES: 9, GAME PLAY: 10, LUCK: 4, SIMILARITY: 8.

# Psychophile

## PART ONE: SOMETHING DIFFERENT

by Joe Santulli

*Continuing in the "classic" tradition of PsychOpedia, PsychOphile brings you a little piece of the history of classic video games, one genre at a time. Listed on these pages are the games for each of the classic systems (Atari 2600, 5200, 7800, Astrocade, Arcadia 2001, ColecoVision, Intellivision, Channel F, Odyssey2 and Vectrex) that pertain to this issues' theme...*

**2010 Action Game** (Coleco, for ColecoVision) - Somewhat based on the movie, you have to rescue your failing spacecraft before it crashes into the flaming planet below. Three games in one. A strategy game - which sections do you repair first? A maze game - guide the spark through the electronic flow. A reflex game - move the repair module from circuit to circuit before HAL zaps you. [Gr: 8, So: 10, Ga: 7, Ov: 8]

**3-D Crazy Coaster** (GCE, for Vectrex) - A real roller-coaster simulation? Not exactly, but you can do stuff like stick your hands out of the cart for extra points. Trying to keep the cart on the rails is the real challenge. Interesting 3-D effects provided by the Imager. [Gr: 6, So: 5, Ga: 5, Ov: 5]

**Airlock** (Data Age, for Atari 2600) - Your sub is sinking, and you've got to find the hatch key! Well, there it is, all you have to do now is leap over obstacles (wonder how they got in the sub in the first place?) and get to the door before the water rises. A strange game that you can play for 40 seconds, after which you've seen it all. [Gr: 3, So: 3, Ga: 4, Ov: 4]

**B.C. II: Grog's Revenge** (Coleco, for ColecoVision) - Even more unusual than the first B.C. game, you must collect coins scattered around a mountain while the crazed Grog chases you. Superb graphics. [Gr: 9, So: 8, Ga: 8, Ov: 8]

**B.C.' Quest For Tires** (Sierra OnLine, for ColecoVision) - Get B.C. from one end of the level to the other, jumping, ducking, climbing, and timing. Non-stop, but unlike any side-

scroller we've seen. [Gr: 9, So: 8, Ga: 8, Ov: 8]

**Ballblazer** (Atari, for Atari 5200 & 7800) - Sort of a 3-D soccer game. One on one. With spaceships instead of people. on a big checkerboard. Oh yeah, with moving goalposts. Er, and no out of bounds. On second thought, maybe it's not like soccer at all. But the music is dynamite, and the special first-person effects are incredible. [Gr: 8, So: 8, Ga: 5, Ov: 6]

**BioRhythm** (Bally, for Astrocade) - So you're feeling low. Why not check your mental, physical, and emotional state on the chart today? It could just be that your emotional is low (or, like me, your mental never seems to rise above normal). In this unusual program, you can chart yourself for any day of any year, past, present, or future. About to make a big decision? Better check with BioRhythm first. [Gr: 2, So: 2, Ga: 1, Ov: 2]

**Blueprint** (CBS Games, for Atari 2600 & 5200) - In order for you to stop a crazed villain from molesting your gal, you've got to construct a super-weapon to nuke him back to the stone age. The pieces of the weapon are scattered amongst a suburban neighborhood where a noisy monster will chase you around and bad memory results in possible self-destruction. Mostly a memorization game, but there's a dose of action. [Gr: 7, So: 6, Ga: 6, Ov: 6]

**Bomb Squad** (Mattel, for Intellivision) - Disarm a mad bomber's sinister plan to destroy a section of a downtown metropolis. Using a variety of tools (one of which, unfortunately for me, is your wits), you disable each bomb before time runs out or - Kablooeie! All of this, and voice synthesis too! [Gr: 6, So: 10, Ga: 7, Ov: 7]

**Campaign '84** (Sunrise, for ColecoVision) - Here's your chance to run for President. Garner votes in each state by shaking hands (in a maze-type game), determine which issues you'll campaign for, and avoid nasty events. Capture the majority from the computer and you become prez. Slow-moving but worth a try. [Gr: 6, So: 5, Ga: 8, Ov: 7]

**Cathouse Blues** (Playaround, for Atari 2600) - An X-rated game where you have to find a "John" to "score" with. A prisoner from the

local jail will kill you if you're not careful. Police chase you around. Shades of CBS' *Blueprint* abound. A very complex game that even has a male version (*Gigolo*)! [Gr: 7, So: 6, Ga: 8, Ov: 7]

**China Syndrome** (Spectravision, for Atari 2600) - Tiny nuclear particles all over! Got to grab them all! This is a fast-paced action game that doesn't really deliver. Even at its frantic best it's still a dull game. Sort of like catching a greased pig - it's fun at first, but when you start thinking you're in love with the pig you get out of there. [Gr: 5, So: 4, Ga: 3, Ov: 3]

**Crazy Climber** (Atari, for Atari 2600) - Ever get that urge to just climb up a building? The main character of this game has, and once he reaches the top, it's off to a tougher one. This rare Atari cart (only offered to Atari Club members) is based on the coin-op of the same name. Expect opening and closing windows, birds, flowerpots, and various other nasties to come at you from above. A bit lacking in the control department, but still a fine game. [Gr: 7, So: 6, Ga: 8, Ov: 7]

**Dancing Plates** (Puzzy/Bit, for Atari 2600) - See *Dishaster*.

**Diner** (INTV, for Intellivision) - A really cool sequel to *Burgertime* with hardly any real connection other than the fact that food is still chasing down your chef. This 3-D challenge has loads of mazes (we still haven't seen 'em all), bonus rounds, and surprises waiting on each screen. Kick balls! ...onto the attacking food creatures, that is. [Gr: 9, So: 7, Ga: 9, Ov: 9]

**Dishaster** (Zimag, for Atari 2600) - In a simulation of the enormously popular sideshow event, you must keep eight plates spinning atop long stilt-like towers. As each one slows down, you must run over and start it up again. You lose when a plate falls. Great fun for the whole family if you're completely dysfunctional. [Gr: 7, So: 2, Ga: 3, Ov: 4]

**Dolphin** (Activision, for Atari 2600) - The dolphin you control is being chased by an evil squid. You have to use sound cues to figure where your next break in the seaweed will be. Get tangled and you slow down. Highly innovative, addictive game. [Gr: 8, So: 7, Ga:



, Ov: 8]

**Dracula** (Imagic, for Intellivision) - One of many original titles from Imagic, you play the count, who must bite the necks of a specified number of London residents before sunrise. You can turn 'em into zombies, too and in turn they can pulverize the cops. [Gr: 8, So: 8, Ga: 6, Ov: 7]

**Fathom** (Imagic, for Atari 2600, Intellivision, & ColecoVision) - Part quest, part arcade game where you play a concerned fish attempting to save mermaids from a prison at the bottom of the sea. Bright, colorful graphics are the highlight - the levels also get larger with each mermaid you save. [Gr: 9, So: 8, Ga: 7, Ov: 7]

**Final Approach** (Apollo, for Atari 2600) - Here, you can play the role of Air Traffic Controller and try to guide planes onto the runway. For loads of fun, set the skill level as high as possible and watch the tension mount. Burn, baby, burn! Actually more fun than it sounds. [Gr: 6, So: 7, Ga: 6, Ov: 6]

**Forest** (Sancho, for Atari 2600) - This overseas release would really tick off the environmentalists - you have to get through a clearing swarming with unhappy mammals just so you can chop down a tree at the end. Knocking off the animals in the process is NOT against the rules. Hey, they're blocking industrialism... nothing can get in the way of that! [Gr: 8, So: 6, Ga: 6, Ov: 7]

**Frog Bog** (Mattel, for Intellivision) - Unusual title where two frogs race to see which can catch the most flies in the allotted time. Very addictive, with some interesting effects like a slow nightfall effect and a fly that buzzes by after the match with a little "The End" sign attached to it (ever try to tie one of those to a fly? Now that's entertainment!). Gr: 9, So: 9, Ga: 7, Ov: 8]

**Frogs 'N Flies** (M Network, for Atari 2600) - See *Frog Bog*.

**Gigolo** (Playaround, for Atari 2600) - See *Cathouse Blues*.

**Gust Buster** (Sunrise, for ColecoVision) - You're hanging on to some very powerful balloons - they even let you fly above the landscape, so try to keep afloat. Many obstacles will try to knock you out of the sky. You can land at will and get new balloons if you're skillful. [Gr: 7, So: 6, Ga: 7, Ov: 7]

**Halloween** - (Wizard Video, for Atari 2600) - Based on the movie, rescue children from Michael Myers by guiding them to a safe room. Blood, decapitation, dark rooms... no wonder it's staffer Bill Schultz' favorite 2600 game! Unusual play mechanics. Interesting sound effects and music. [Gr: 5, So: 7, Ga: 4, Ov: 5]

**Ice Trek** (Imagic, for Intellivision) - Guide yer viking across the frozen tundra, construct a bridge made of ice, then melt away the evil ice fortress. Sounds like fun, don't it? It is. You can even chop down defenseless caribou (at the risk of being shot by a divine spirit). Three games in one, all unique. [Gr: 8, So: 9, Ga: 7, Ov: 8]

**Illusions** (Coleco, for ColecoVision) - In this one, you maneuver some weird-looking blobs across an Escher-like background in an effort to combine the blobs into one. Step through a mirror and do it all over again. The backgrounds are fascinating, and the gameplay is very unique though not for all tastes. [Gr: 8, So: 6, Ga: 6, Ov: 6]

**It's Only Rock 'N Roll** (Xonox, for ColecoVision) - A mess of a game done entirely in text. Defies definition, but the idea is to start up a band and make a million dollars. [Gr: 1, So: 1, Ga: 2, Ov: 1]

**Jinks** (Atari, for Atari 7800) - Bounce a ball off of various objects to reach the goal in four unique levels of play. There's a temptation to call this a pong variant, but you don't lose anything for letting the ball get past you. You can also rotate the paddle and move it up, down, left, and right. [Gr: 6, So: 8, Ga: 6, Ov: 6]

**London Blitz** (Avalon Hill, for Atari 2600) - Some might call this a maze game, but I don't think it's meant to be. You're Sherlock Holmes and you've got to disarm a bomb. Scour the maze-like streets of London for clues. One false move and bammo! Kind of a dud, really, but definitely different. [Gr: 5, So: 3, Ga: 4, Ov: 4]

**Looping** (Coleco, for ColecoVision) - An arcade conversion of an equally unusual game. Can you imagine a game that looks like a plane dog-fight, but instead turns out to be an obstacle course? That's what we have here. You can also shoot some of the obstacles, but the goal is definitely to get to the end. [Gr: 7, So: 7, Ga: 6, Ov: 6]

**M\*A\*S\*H** (20th Century Fox, for Atari 2600 & ColecoVision) - Bears no real likeness to the TV show. Rescue patients from the far end of the screen without getting shot down by the enemy (are they allowed to shoot at hospital transports?), then perform the actual operation on a patient that looks a bit like the Pillsbury Dough Boy. [Gr: 7, So: 7, Ga: 7, Ov: 7]

**Mangia** (Spectravision, for Atari 2600) - It's a shame this game is so rare, because it's undoubtedly one of the most unusual titles of all time. Mom keeps feeding you, you have to get rid of the food. Sure, you can eat some... but you know what happens when you eat too much. Get the dog in on the action or dump some of it - just get rid of it all. Weird! [Gr: 6, So: 7, Ga: 5, Ov: 6]

**Master Builder** (Spectravision, for Atari 2600) - In this game, you have to build a skyscraper, brick by brick. Yes, it's as dull as it sounds, and you have to match the blueprint that flashed up on the screen for about a half a second. Watch out for trouble on the construction site. [Gr: 6, So: 4, Ga: 4, Ov: 5]

**Microsurgeon** (Imagic, for Intellivision) - There's that Imagic name again, this time with the only game whose playfield is a gigantic biological chart of the human body (from the waist up). You're in a "Fantastic Voyage" situation where you must eliminate diseases and parasites from the inside of a human body. Incredibly detailed graphics and eerie sounds. [Gr: 9, So: 8, Ga: 9, Ov: 9]

**Mr. Do!'s Castle** (Parker Bros., for Atari 2600, 5200, and ColecoVision) - It would be hard to classify this as a maze game or even a platform game, although there are elements of both in this coin-op conversion. Bop tiles on the castle floor and hopefully knock out the attacking unicorns. You can also hammer them through the floor, and there's a bonus waiting at the top of the screen that lets you - in *Pac-Man* fashion - turn the tides on the baddies. [Gr: 8, So: 8, Ga: 9, Ov: 8]

**Name This Game** (US Games, for Atari

2600) - What do you want to call it? How long can you hold your breath underwater? A giant octopus and his pals are trying to drown you, you just want to collect the gold. Features the hugest character ever to grace an Atari 2600 game. Cool. [Gr: 8, So: 7, Ga: 8, Ov: 8]

**Nightmare** (Sancho, for Atari 2600) - It's a nightmare, alright - just trying to climb up mysterious hovering ropes and slashing at attacking balloons on your way to the rescue vehicle at the top of the screen. Everything is moving in this game! It's enough to make you lose your lunch. [Gr: 6, So: 4, Ga: 5, Ov: 5]

**Pooyan** (Konami, for Atari 2600) - You can tell just by the name that it's unusual. An arcade conversion, you have to prevent some sly foxes (descending and ascending on balloons!) from reaching your young piglets. Two different screens with pretty good graphics. Would've been great on a higher-end system like the ColecoVision. [Gr: 7, So: 5, Ga: 7, Ov: 7]

**Qix** (Atari, for Atari 5200) - Highly addictive game where you must capture a certain percent of each screen from the Qix, an electrical entity in the center of the playfield. If the Qix touches you while you're capturing an area, you die. If any of the little sparks that patrol the area touch you, you die. Exclusive to the 5200, and based on a sleeper coin-op. [Gr: 7, So: 5, Ga: 8, Ov: 8]

**Raft Rider** (US Games, for Atari 2600) - Guide your little raft down a river littered with jagged rocks, tree stumps, and silver bars. Silver bars!?! Yes, young raft rider, that is your goal. Collect them for points and also to stay alive. [Gr: 8, So: 6, Ga: 6, Ov: 7]

**Rampage** (Activision, for Atari 2600 & 7800) - Giant monsters tear up the town in this arcade conversion. You can eat people, jump from building to building, and even engage in fisticuffs with another player-rival. A good job for both systems. [Gr: 8, So: 9, Ga: 8, Ov: 8]

**Reactor** (Parker Bros., for Atari 2600) - A coin-op conversion of an equally strange game where you must guide unstable nuclear particles to a safe zone for points. Be careful, the playfield is ever-shrinking, making the task quite difficult. Very cool sound and (?) music. [Gr: 4, So: 10, Ga: 8, Ov: 8]

**Road Runner** (Atari, for Atari 2600) - Keep away from Wile E. Coyote on several interesting (and different) game screens. Terrific scrolling game with some of the best graphics ever seen on the VCS. Remarkable stretch of the 2600's abilities, excels on every level. [Gr: 10, So: 9, Ga: 9, Ov: 9]

**Serpents** (Taiwan product, for Atari 2600) - See *Yar's Revenge*.

**Shark! Shark!** (Mattel, for Intellivision) - Go from littlest fish in the sea to biggest just by eating sea creatures smaller than yourself. Beware of the shark, however - he's always bigger than you. Extraordinarily unique game that literally looks like a fishtank. [Gr: 7, So: 7, Ga: 9, Ov: 9]

**Shuttle Orbiter** (Avalon Hill, for Atari 2600) - You might call this a simulation, but it really isn't... it's more like a combination of several arcade games that also requires some thinking. Super graphics, but not much fun overall. [Gr: 8, So: 8, Ga: 6, Ov: 7]

**Sky Scraper** (Taiwan product, for Atari 2600) - See *Master Builder*.

**Spider Man** (Parker Bros., for Atari 2600) - Very original game based on the superhero, it's as close to *Crazy Climber* as you can get without calling it that. In this one, Spidey must reach the top of each building while being nagged by pesky villains, closing windows, and limited web stuff. Ahead of its time! [Gr: 8, So: 8, Ga: 9, Ov: 9]

**Stuntman** (Panda, for Atari 2600) - See *Nightmare*.

**Tarzan** (Coleco, for ColecoVision) - Tarzan's fighting mad! You can punch apes and hunters, stomp on poisonous snakes, and leap onto unsuspecting crocodiles. Oh yeah, and you can rescue some "nice apes", too. Lots of different screens, with vine-swinging, pits, and the famous Tarzan battle-cry. [Gr: 10, So: 9, Ga: 9, Ov: 9]

**Tax Avoiders** (American Videogames, for Atari 2600) - You can tell by the packaging that this isn't your ordinary video game. Completely tongue-in-cheek, you have to avoid the IRS, capture items like money bags and write-offs - all in a Donkey Kong-like setting. Unusual indeed, but also a lot of fun, especially if you have the manual which explains everything as well as provides some additional humor. [Gr: 7, So: 6, Ga: 8, Ov: 7]

**Texas Chainsaw Massacre** (Wizard Video, for Atari 2600) - Wherever you see *Halloween* categorized, you're likely to see *Texas Chainsaw Massacre* there as well. In this one

you have to catch up to frenzied pedestrians and then carve them up with your chainsaw. Obstacles block your way, and gasoline for the chainsaw is in limited supply. Some guts, but no glory. [Gr: 7, So: 7, Ga: 4, Ov: 5]

**Tower Toppler** (Atari, for Atari 7800) - Try to get your two-legged creature to the top of each three-dimensional tower, avoiding odd enemies like bouncing eyeballs and mutant birds. If you get there, you take a submarine through some seriously polluted water to the next, more difficult tower. Fantastic graphics in this game that you'll either love or hate. [Gr: 10, So: 8, Ga: 9, Ov: 9]

**Towering Inferno** (US Games, for Atari 2600) - A favorite here at DP, you have to put out fires on each level of a skyscraper in a short amount of time and rescue the people trapped inside. Great "panic" game, there's nothing quite like it. Some neat variations, too. [Gr: 7, So: 6, Ga: 9, Ov: 9]

**Tropical Trouble** (Imagic, for Intellivision) - Chase down the creep who's got your gal across lush island landscapes littered with clams. You have to watch out for a fist that's following you around, as well as lava blobs raining down from the volcano above. Finally, cross the bridge (avoiding boulders thrown at you) and get the gal. Very strange, and loses a few points because of the Intellivision controller. [Gr: 7, So: 7, Ga: 6, Ov: 7]

**Tuby Bird** (Rainbow Vision, for Atari 2600) -

An overseas variation of *Dolphin*.

**Video Jogger** (Exus, for Atari 2600) - This is a specialized cartridge geared for those who wanted to use their Atari 2600 as an exercise tool. Upstarts! Plug it in with the "Foot Craz" (a huge floor mat with circles that you plug into the controller port), and you're off - stepping in time on the appropriate circles and following the onscreen program, you could be the next Jack LaLanne! *Video Reflex* is another exercise program for the "Foot Craz" controller.

**Video Life** (CommaVid, for Atari 2600) - Based on an ancient computer simulation, you can develop a life-form composed of dots and blocky things, then watch it develop. There's some sort of science going on here... and you know how we hate that! [Gr: 2, So: 1, Ga: 2, Ov: 2]

**Video Reflex** (Exus, for Atari 2600) - See *Video Jogger*.

**Yar's Revenge** (Atari, for Atari 2600) - Similar in some ways to *Star Castle*, you are an alien housefly defending your universe against a machine called the Qotile. To do this, you can either eat away at his shield (little bug bites), or shoot chunks out of it. When you've got an opening, fire the big gun at him! Ha, ha, take that, fascist! Excellent original idea. [Gr: 8, So: 8, Ga: 8, Ov: 8]

# Summer CES '94

## (OR HOW I SPENT MY SUMMER VACATION)

by Joe Santulli

After last year's romp through Chicago (which happened to include the CES - see issue #12), I kind of figured that this year couldn't possibly duplicate the experience. I went solo this year, hoping to spend more time at the show playing games and less time with the distractions of Chicago itself. Well, I was right: Chicago is as cool as ever, but the future (at least up until Christmas), look bleak. There wasn't nearly as impressive an array of games as last year's show provided. Let me walk you through the CES, with my interpretation of what we have in store for the next six months...

I'll begin with one very important observation that fellow Jaguar owners will not be happy to hear: It's going to be a long, boring six months for all of us. Despite the fact that Atari had a decent-sized area right smack in the front and center of the showroom floor, what I saw

there was nothing to get your panties in a bunch over. DP readers have seen my roller-coaster emotions about the Jaguar. I want Atari to succeed and at least *Tempest 2000* is a sign that they can. So where is the follow-up? There are three "Wolfenstein" style games in the near future: *Aliens Vs. Predator*, *Doom*, and the original *Wolfenstein 3D*. *AVP* looks and plays great, and will likely be in every Jaguar owners' home at least by the end of August. *Wolfenstein 3D* is, well, *Wolfenstein*. There's no need to own this game with the other two being improved variations of the same game. I didn't even see *Doom*, which does not bode well, because of the three it's easily the best game.

The only other game that impressed me at the Jaguar area was *Iron Soldier*, which is sort of a virtual reality shooter where you (a king-sized robot)



**Mortal Kombat II was a big hit at the show, surprise surprise.**

romp through a city with a variety of weapons at your disposal. The explosions of buildings in glorious polygon animation are pretty good, as is the 360-degree view - tracking pesky helicopters was one of the coolest features. *Iron Soldier* is a game to look out for. Other future releases weren't as interesting: *Katsume Ninja*, which everyone seemed to be really excited about, played very sluggishly. The graphics are terrific, but in a fighting game of the '90's, you should at least play better than *Mortal Kombat*. This one does not. Let's assume that Atari has a long way to go with this one. That would be better than rushing *Katsume Ninja* out in its present state. Other disappointing titles: *Bubsy*, *Ray Man* (another platform game), *Double Dragon V*, *Checkedered Flag* (not even as good as *Virtua Racing!*), and *Space War* (a split-screen variation of the classic). *Club Drive* looks to have potential, and seemed much more interesting than *Checkedered Flag*. One level allows you to drive through a gigantic living room complete with tables, chairs, television set, fireplace, and sleeping dog. The many camera angles were very impressive.

On the flip-side (and literally in a separate building), the 3DO display was marvelous! Their fighting game, *Way of the Warrior* surely won some people over. The crowd around the game was never less than a dozen. In contrast to Atari's offering, *WOTW* is fast, features scaling similar to SNK's *Samurai Shodown* (zooms in when fighters are up close), contains over 70 moves per character, and utilizes some of the features that made *Mortal Kombat* and *Eternal Champions* interesting including fatalities, hidden moves, and area-specific overkills. The voice and action in *WOTW* is the best I've experienced in a fighter. One of my favorite games at this year's show.

As good as *WOTW* is, Electronic Arts' *Road Rash* for the 3DO is better. Personally, this was the "Game of the Show" for me. If you've played the Genesis version, I can tell you that the excellent control and feeling of going airborne or skidding across a mile of highway is more than perfectly intact. The graphics are completely photo-realistic. Not just the backgrounds, but the obstacles at the

and the soundtrack, which sounds like a "best of" hard rock CD. I can't say enough about *Road Rash*... It's due out this month and I'm taking a day off of work when its released. Pure heaven for Genesis Rashers.

Nintendo SNES owners have plenty to look forward to. Not only did Nintendo rule the show with a massive display including a gigantic *Donkey Kong Country* tour, but there were



**The largest display at the show was for Nintendo's *Donkey Kong Country*.**

some surprises that would make even rabid Genesis fans green with envy. The biggest surprise was Nintendo's *Super Punch-Out!*, that I would venture to say is even better than either of the arcade games. Call this one "Second-Best Game of the Show". Many of the familiar characters from the arcade and 8-bit version are back, including Bald Bull, Piston Hurricane and Mr. Sandman. Dragon Chan and Bear Hugger make their first appearances on a home screen. There are some new characters, too - an old-timer "Gabby Jay" takes the place of Glass Joe as the human punching bag this time, and there's even a boxer in dreadlocks. The game plays superbly and includes the



***Way of the Warrior* for 3DO rocked the house.**

ducking action from *Super Punch-Out!*'s arcade counterpart. For a game that won't be released until October, what's there already is a "must-have" for any SNES owner.

Classic game players who've stepped up to SNES won't be disappointed either. Recently, Nintendo released the Super Game Boy and the first of the color Game Boy titles... *Donkey Kong!* The Game Boy version plays just like the arcade for the first four levels, then has 96 new ones! *Donkey Kong Country*, Nintendo's "Most Hyped of the Show" was pretty good - the graphics have a spectacular 3D rendered look about them. Unfortunately, however, *DK Country* is another platform game that didn't show me much with regards to innovative game play. Still, a good pick-up for *DK* fans. Look for it on the Game Boy, too.

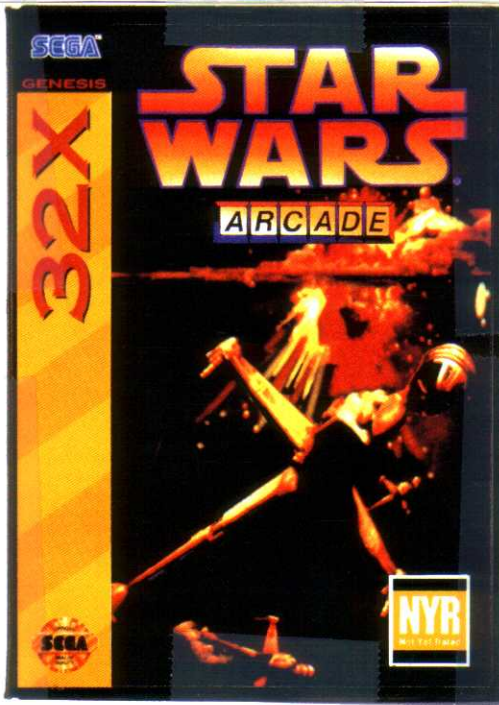
Other Nintendo products due for late 1994 include *Tin Star* (a super-scope or mouse compatible shooter with an *Operation: Wolf* perspective), *Tetris 2*, *Uniracers* (a split-screen unicycle race), *Wario's Woods* (looks like another *Tetris*-style game), and *Stunt Race FX* (last year's *FX Traxx* - I didn't like it then, and I don't like it now) which utilizes the FX chip found in *StarFox*.



**Nintendo's got a winner with *Super Punch-Out!* due in October.**

side of the road, the vehicles, people, and other landmarks as well. There were some real surprises in this edition, like the reaction of some rather slow-moving pedestrians when you smash into 'em (yeah!)

Sega didn't have a booth at the show, nor did Electronic Arts and Tengen. It seems Sega had their own little show elsewhere. They still made their presence known to us press-types, though. There was a separate room for us to demo their new products. The 32X looks hot - it will increase Genesis power to 32-bit - and for only \$150, it's not out of the question for many Genesis owners. I didn't see too much software being previewed, but had a chance to play *Super Virtua Racing*

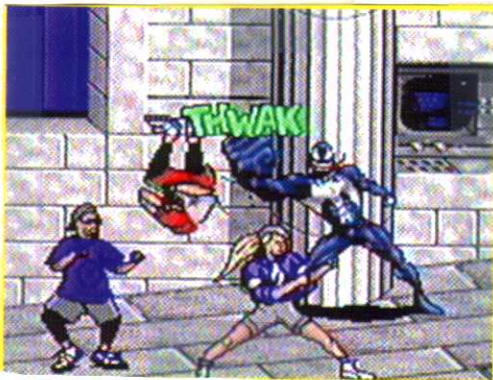


**Sega's 32-bit upgrade for the Genesis was their only standout.**

(slightly better than the \$90 Genesis game) and *Star Wars: The Arcade Game* (yes, classic game players, it's a bit like the original). Obviously, polygons are really "in", but I'm still not sold on them. There are 13 games in development for the 32X, including *Doom*, *Super Afterburner*, *Super Space Harrier*, and *Cyber Brawl*. Alas, none of these were anywhere to be seen. The 32X is due in the fall.

Sega was also showing off *Taz in Escape from Mars* (plays much like *Taz-mania*), *Dynamite Headdy* (weird platformer), *Ecco: The Tides of Time* (impressive follow-up), *Jurassic Park Rampage Edition* (another sequel!), and a CD version of *Formula One: World Championship* (so-so). Nothing incredibly mind-blowing, but a solid line-up that will tide most Genesis owners over until 32X lights their fires.

Of course, there was a plethora of third-party developers on hand to display their wares for all of the major systems. The largest booths were those of Acclaim (sharing front and center with Jaguar), Konami, Capcom, and Sunsoft who each owned sizeable displays. Acclaim wasn't nearly as impressive this year as they were last, but *Mortal Kombat II* looks fantastic on all formats! As sucky as I am at this game, I found the



**Acclaim is promoting heavily for *Maximum Carnage*. Looks OK.**

graphics and sound to be very close to the arcade for both the Genesis and the SNES. Unlike the original *MK*, it appears this release will be identical for both systems (no more "it doesn't have blood", or "the sound is horrible"). Acclaim is taking their time with it and it shows. Even the Game Gear version is spectacular, with eight of the twelve fighters and all of the fatalities! Following up their hype prior to the original "Prepare Yourself", the new slogan is "Nothing, Nothing Can Prepare You". Well, OK. It's good, but not THAT good. *Maximum Carnage* is the Spider-Man/Venom offering, with *Streets of Rage* mechanics (there was a lot of that this year!), and some vertical scrolling levels to keep it fresh. Again, nothing earth-shattering, but fun to play. I wasn't as impressed with *Raw*, the next WWF game. Although it features four player capability, the graphics are much the same as previous WWF games. When are we gonna see something different? Oh yeah, the chair is back outside of the ring, as are some other foreign objects. Acclaim is also releasing a few Simpsons games, including *Itchy & Scratchy* and *Virtual Bart*. The former is a platform game (snore) and the latter a multi-level mish mosh of various action sequences, a la *Bart's Nightmare* (better). *NFL Quarterback Club* is "on the way" for the second straight year... what's going on? And there's some driving games, a soccer game, and a few more Arnold Schwarzenegger games that aren't really worth mentioning.

Sunsoft is making their presence known this year with a ton of "cute" games. Most of these are based on Looney Toons characters: *Looney Tunes Hoop It Up* (a very interesting NBA Jam-style game), *Acme Animation Factory*, *Sylvester and Tweety*, *Porky Pig's Haunted Holiday*, and *Speedy Gonzales Los Gatos Bandidos*, ALL of these for SNES only! They all look and sound terrific, the quality is much like *Rabbit Rampage* and *Death Valley Rally* from last year. Sunsoft is also releasing a few superhero games, the best of which is *The Death and Return of Superman - a Streets of Rage* (told you so) style game. Not missing out on the *Street Fighter II* craze, there's a version for DC comics fans called *Justice League*, where you battle one-on-one with Batman, Superman, Wonder Woman, Green Arrow, the Flash and others. I guess we haven't seen the last of the *SFII* clones! *Justice League* will also appear in Genesis format. *Aero the Acrobat 2* and *Zero, the Kamikazee Squirrel* are two more platformers we'll see for both systems. Neither is my cup of tea, but the graphics are quite good and should challenge even the best action game fans.

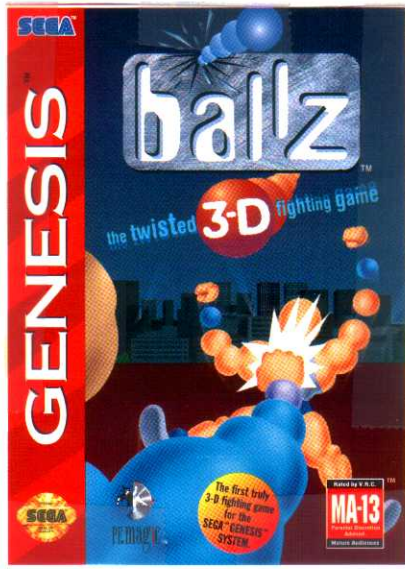
As usual, not all of the best games are coming from the biggest companies. I was very impressed with Taito's *Sonic*



**Sunsoft's *Porky Pig's Haunted Holiday* (above) and *Justice League* (below).**



*Blast Man 2* (a *Streets of Rage*-style game - HA!), and *Ballz* by Rob Fulop's PF Magic. If you're into the classics, Rob is the same guy who designed Imagic's *Demon Attack*, *Cosmic Ark*, and *Fathom* and is also the guy who brought *Missile Command* to the 2600. *Ballz* is a unique one on one fighter, but I wouldn't compare it to anything else. It's a 3D rotoscoped contest with unusual characters made entirely of spheres... yet each has its own personality and attack style. Takara has several fighting games in their upcoming arsenal, including the eagerly awaited *Samurai Shodown* and *World*



**Watch for Rob Fulop's *Ballz*. No, wait... that's not what I meant.**

*Heroes 2* for SNES. I played both of them, and I can honestly say they come damn close to the Neo-Geo versions. You hear that all of the time, but (especially in the case of *WH2*) it's true. The SNES cannot do the superb scaling seen in *Samurai Shodown* on the Neo-Geo, but the "zoomed out" camera angle works just fine. The graphics need some smoothing out, but the mechanics are there.

You want to see something totally weird? Wait until you get a load of *Duelin' Firemen* for the 3DO! This is the most bizarre game I've seen in years! Hillbilly music, odd characters like "The Dancin' Gremlin", and the strangest concept of all. In this game, a huge fire erupts in Chicago (!), and two feuding fire brigades decide to abandon their posts and instead compete in dancing competitions across the city (taken place in those buildings that are NOT on fire!). A FMV game, not for all tastes... er, come to think of it, not for many tastes at all. But

what a riot! The people look like escapees from a mental institution, and there's fire all over the place. *Duelin' Firemen* comes from Rundandgun! Inc, a new 3DO licensee.

I also wouldn't want to forget *Earthworm Jim* by Playmates. This game is getting huge publicity from all of the mags by now, so I won't bore you with the details, but trust me when I tell you that it's the real thing. The hype is well-founded, as *Earthworm Jim* provides some tough action with genuinely hilarious characters and situations. I'd categorize this one as a turbocharged "*Battletoads* with weapons". Square Soft finally seems to be serious about releasing *Final Fantasy III* for SNES, too. That's really good news to RPG fans, because there wasn't much else to look forward to in that category.

And that, as they say, is that. Not as promising as last year, but there are a few goodies to look forward to. Next year, the CES will be held in Philadelphia, although I wonder just how "big" it will be if other companies decide to go the way of Sega and

Electronic Arts.

Their presence was missed (at least by me), and the show just wasn't the same without them.

That's all for now, and if you've been paying

attention, you should be on the lookout for *Road Rash* and *Way of the Warrior* for 3DO, *Super Punch Out!* and *Mortal Kombat II* for SNES, the 32X peripheral and *Earthworm Jim* for Genesis, and *Iron Soldier* for Jaguar. That's my pick of the litter, thank you, and goodnight.



**Both Playmates and Game Fan magazine were gushing over *Earthworm Jim*. Deservedly so, I say.**

Back Issues: \$1.75/ea

#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.

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#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.

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#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, The Puzzy/Bit Corp,

Real Videogame Madness, Genesis Baseball Games Side-by-Side.

#14: SCAVENGERS: Scavenger Hunt '93 Contest Special.

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#17: BRATS: Jess Ragan's Land of Rare & Exotic Coin-Ops, Hollywood Looks at Videogames II, Classic Kids' Games, Jaguar Rebuttal.

#18: FOOLISH: April Fools' 1994 - purely for laughs.

#19: RUSH: Collectors: hobbyists or biddies?, Jess Ragan's Land of Rare & Exotic Coin-Ops pt 2, The GameLine System, Classic "Panic Games".



# Videogame Trading Cards, Part 2

BY KEVIN OLENIACZ

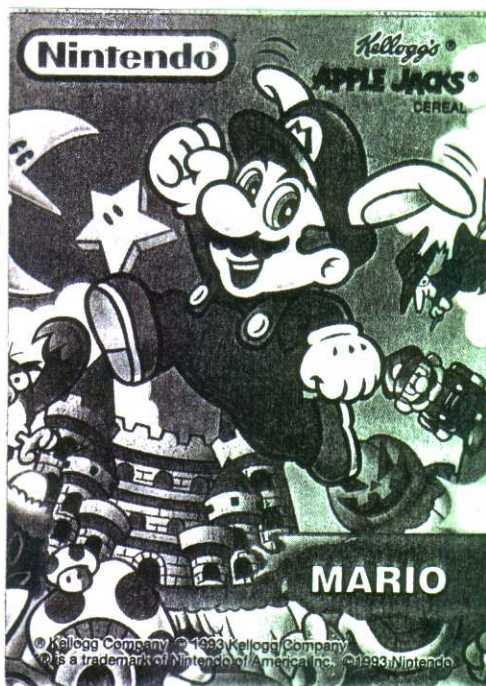
In issue #13 I discussed the relatively unexplored medium of videogame promotions on bubble gum cards. Recently a new crop of VG cards has sprung up and I will detail each of these below. The first five items were produced in large quantities, while the others were very limited sets or promo cards.

**1. Mortal Kombat** (1994, Classic Games) - This glossy 100 card set depicts cartoonish action scenes or close-ups, as well as actual screen shots. Character profiles, tips, and a story line are inscribed on the backs. Several randomly inserted "Limited Edition" or MK II Arcade preview cards offer more of the same. The game screens are blurry but overall the set captures the essence of the game (blood 'n guts excluded). Set: \$8-10, Card: \$0.10, Special Card: \$0.50.

**2. Sonic the Hedgehog** (1993, Topps) - 33 cards depict a faithful artist's rendition of videogame screens from *Sonic* and *Sonic 2*. The flip side offers tips and abbreviated bios of a slew of characters from the game. 33 stickers display stills of Sonic, Tails, and/or Dr. Robotnik. The backs unfold a detailed text story, while flipping the sticker backs (while in an ordered stack) will create an illusion of Sonic running. Six randomly packaged prism cards also display Sonic. A well-drawn set. Set: \$8-10; card: \$0.15, sticker: \$0.15, prism card: \$5-6.

**3. Street Fighter II** (1993, Topps) - This attractive set is comprised of eleven stickers featuring characters from the enormously popular game, and a puzzle on the backs. 88 cards depict these characters either in action or "posing down". The backs either display tips or character profiles. Four randomly inserted holofoil cards display a character surrounded by a shining red brick background. A well-rounded, visually appealing set. Set: \$6-8, card: \$0.10, sticker: \$0.20, holofoil: \$4-6.

**4. Team Blockbuster** (1993, Blockbuster Entertainment Corp.) - Fifty cards showing Sega Genesis box covers along with a game screen and either tips or tricks that can be accessed by manipulating the control buttons. One of the more enlightening concepts (due to the tricks) in the realm of videogame cards. I've only seen this sold for \$70 as a complete set.



One of the cards from the Kellogg's set, sure to be worth mucho dinero someday.

**5. Zap Pax** (1993, Skybox) - 110 multicolored cards featuring Nintendo characters and monsters, along with profiles and game tips. Random hologram inserts are also included in the set. Set: \$15, card: \$0.10, hologram: \$4-6.

**6. Nintendo** (1994, Kellogg Co.) - One of four popular Nintendo characters (Fox McCloud from *StarFox*, as well as Mario, Megaman, and Link) were sticker inserts within boxes of Apple Jacks cereal. Tips, character profiles, and blank high score logs are imprinted on the back. The sticker front can be peeled back to reveal a helpful hint. A good deal of artwork is packed onto each card.

**7. Nintendo Game Boy** (1993, Amuro!) - Sticks of gum along with five miniature cards from a set of twelve are enclosed within a plastic container resembling a Game Boy unit. Tips are on the flip-side of pictured game boxes. The packaging is a novelty but the set itself is too limited to effectively promote Game Boy.

**8. Nintendo Power Super Power Club** (1992, Nintendo) - An undetermined number of flimsy cards were inserted in Nintendo Power magazine in 1992. Basic information is inscribed on the back of artistic drawings (i.e. Gargoyle's Quest, Super R-Type).

**9. Trading Card Treats** (1991, Impel) - during Halloween, six different packets were sold displaying animated characters, of which one is *Super Mario Bros*.



(in other words, this set barely meets the requirement of a video game set). Very colorful and well-drawn artwork complement mini bios or adventures.

Miscellaneous cards have also surfaced, such as SNES *Teenage Mutant Ninja Turtles* by Farley's, a *Dragonball Z* set by Bandai, and a *Worlds of Power* paper back insert. Finally, I'd like to thank dedicated gamers Al Backiel and Dale Curtis for helping out with this material.

**These tiny cards are packed in with Game Boy gum packs.**

# CLASSIC

# KNICK-KNACK

**BY KEVIN OLENIACZ & JOE SANTULLI**

Within our "classic" video game collection are some unusual non-cartridge oddities. Below are a few of the more obscure items that we've obtained through the years.

### 1. MINDSCAPE (Data Age)

Data Age initiated a little-known promotion for their first five Atari 2600 releases by issuing a record entitled "Mindscape". During the early '80's I'd written to many Atari software manufacturers requesting information about their games. This record was included among their packet of instructions, screen shots and promotional hoopla. Rather than explaining the theme and/or object behind their games, the listener is entertained by frantic screams, desperate pleas for help, and bizarre music and sound effects. This cardboard and plastic record is a fine addition but it should be experienced with an open mind. This could be compared to the old cult movie classics in that it's so bad, it's good. The acting and directing is so weak that it's very amusing - even humorous. Mindscape's most memorable line: "The hatch key! Got.. to... find... the... hatch key!"

### 2. PITFALL POUCH (Activision)

I obtained this at a local store which sold an assortment of items, including electronics. This was a free bonus to the first 100 customers who purchased 2600 Pitfall!. It's a thin green polyester knapsack with the words "Pitfall Pouch Activision" written in yellow. Since this was the only store giving it away in my area, I don't know how rare it is, or if it was part of a national promotion.

### 3. STAMPEDE BELT BUCKLE (Activision)

Amidst the assortment of awards sponsored by Activision for obtaining high scores, there was also a contest for 2600 Stampede. All you had to do was mail in an entry form along with a proof of purchase. A drawing was held which awarded several prizes, including Stampede belt buckles for third place winners. It is a large brass-colored buckle with the words "Stampede by Activision" engraved on it. In the center is a cowboy whipping a lasso while mounted atop a horse rearing on its hind legs. The grand prize was \$20,000.

### 4. VIDEO SURVIVAL KIT (Koplow Games)

This was packaged like a normal 2600 cartridge box and pokes fun at gamers by claiming this first-aid kit eases "Red Eye Attack", "Blisters and Bruises", and "Video



**BY KEVIN OLENIACZ**

The displayed order form is the source of a rumored Atari 2600 game. Not even a prototype cartridge has surfaced for this little-known mail-order offer, which presumably is a football contest. Approximately one month after I mailed by proof-of-purchase, I received CBS' *Solar Fox*, hot off the presses, and a letter stating that *Maddeness* would arrive shortly. A few weeks later, I received a joystick stand and reassurance that *Maddeness* would be shipped out soon. After several more grueling weeks, CBS mailed a letter stating that *Maddeness* would not be produced, but the items I previously received were of great value and exceeded the value of the proposed game. Although the joystick stand is a bit tough to find, *Solar Fox* is a very common title. I wouldn't hesitate for a second to trade both in for a *Maddeness* prototype! Thanks for nothing, CBS!

**\*To get your FREE Maddeness™ Video Game,**

just send proof-of-purchase Fun Vouchers from WIZARD OF WOR™\* and GORF™\*\* two great challenging games from CBS Video Games, together with your dated cash register receipt and your complete name and address printed on this form or a plain sheet of paper to:

MADDENESS™  
1400 North Fruitridge Avenue  
P.O. Box 1155  
Terre Haute, IN 47811

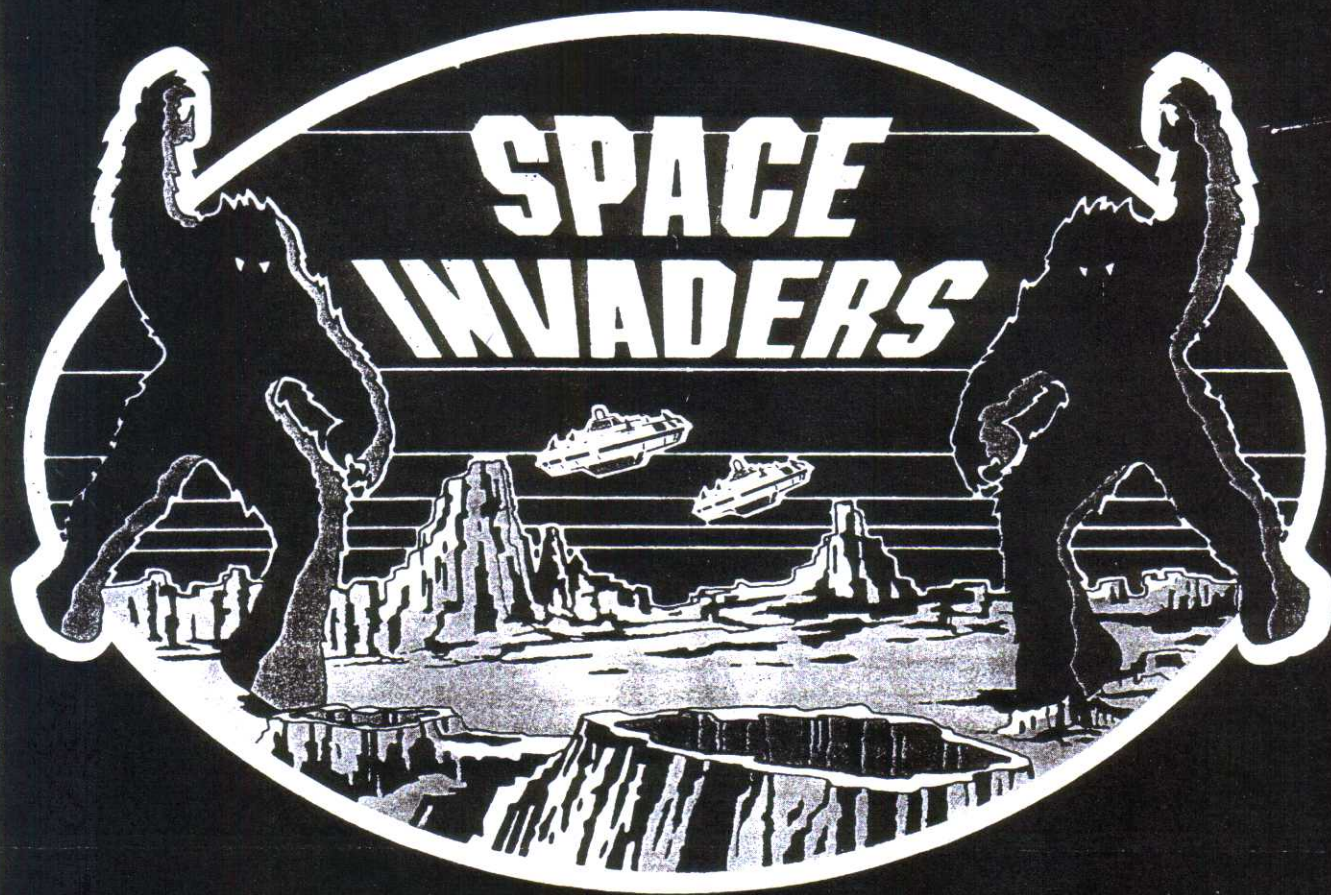
Name (Print) _____
Address _____
City _____ State _____ ZIP _____

and we'll send you the game so tough, they named it after me.

—John Madden

We cannot guarantee delivery without address including ZIP code. Offer good in U.S.A. on purchases made through February 28, 1983. Void where prohibited.

PLAYER [1]



SPACE INVADERS b/w A MENACING GLOW IN THE SKY

wea

LC 4281

Made in Germany by WEA Musik GmbH A Warner Communications Company

APR. '80

Headache". Inside is a pair of T-shirt iron-ons, nine stickers, a Vidiot pin, and a manual which includes a crossword puzzle and satirical coming attractions among other stuff. Also enclosed is a cardboard page of punchouts. This is comprised of survival glasses complete with bloodshot eyes, finger splints with rubber bands, a video quarter holder, eight cards with game-related quips, and a membership card. This package is just another gimmick which serves no purpose, but it is a good find from a collector's standpoint.

##### 5. PAC-MAN FEVER (Columbia Records)

We pictured the album and advertisement on the last page of DP#19. Recorded by Buckner and Garcia, Pac-Man fever was the first of the video game related soundtracks. It also features musical anthems for Frogger, Centipede, Asteroids, Donkey Kong, Defender,

Mouse Trap, and Berzerk. Of these, only the title song and Defender are listenable. It's much more interesting to display it near your videogame collection than to actually listen to this tripe!

##### 6. SPACE INVADERS 45 (WEA Musik)

This is a 45 rpm phonograph record (a relic in itself) that features a rock 'n roll single called "Space Invaders". The artist is "Player [1]". Besides the title song (which is actually pretty good - much better than Pac-Man Fever!), another song "A Menacing Glow in the Sky" is on the flip-side. This was mailed to us by a reader in Austria, but the lyrics are in english. German is scrawled across the back, which looks like an advertisement for the Atari 2600 game and system. The record sleeve is pictured above.



Bill Schultz'

# ALTERNATE CURRENTS

## FATAL FURY AND FATAL FURY II ANIME MOVIES

Welcome one and all to the first installment of Alternate Currents. In this regular (hopefully) column, I hope to bring you gamers some alternatives to your regular take on video games and maybe add to some of the other more bizarre obsessions you may already have acquired over the years. Alternate Currents may deal with movies, toys, books, comics, and a lot of other stuff that I can't think of right now. But the underlying theme is that it will all tie into video games.

Alternatives....Alternate Currents, get it? Got it? Good. This time out I'm going to take to the Land of the Rising Sun for some Anime action based on one of the most popular fighter games on the market, SNK/Neo-Geo's *Fatal Fury* and *Fatal Fury 2*.

Let me tell you, these are two way cool video cassettes. The animation is as good as any anime I have seen, but the really cool thing about *FF* and *FF2* is that they give life to a bunch of characters that before all you wanted to do was kick the S\*#&T out of as quickly as possible.

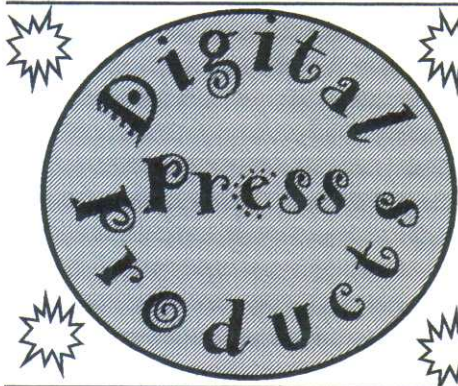
*Fatal Fury* tells the story of how a young Terry Bogard and his brother Andy, along with their teacher Master Tan, watch their father Jeff get brutally murdered so Geese can steal a scroll of ancient Martial Arts, which will make him the world's greatest Martial Artist. Ten years later after training separately, the brothers reunite with Master Tan to gain revenge on Geese. To do this they must fight in The King of Fighters Tournament. There we meet Joe Higashi, World Champion Mui Tai Kick Boxer, and Andy's best friend. They team up to take down Geese and put his corrupt ways to an end. The fighting is really good in *FF* and the special moves in animation are killer in this anime flick. Like most Japanese anime the bad guy (Geese) dies, the teacher or father figure (Master Tan) dies, and the heroes' (Terry and Andy) honor is restored. Nothing really original here but it works. It gives backgrounds to the characters of the *Fatal Fury* game other than what's inside the directions.

As good as *Fatal Fury* is, *Fatal Fury 2* is better. *FF2* clocks in at little over 90 minutes, so it is a full length video, as opposed to *FF*'s paltry 48 minutes. The plot has Terry, now retired from fighting, getting trashed by Geese's brother

Krauser. After nearly being beaten to death, Terry's life spirals into a stupor of alcohol and self pity. Andy and Joe find out about this and set out to find Terry and set things right with Krauser, who belongs to a sect of unbeatable martial artists, who for centuries have protected the royalty of Europe. This flick has a very high violence factor (what else did you expect?). One scene in particular has Joe taking an ass kicking from Krauser that makes Rocky Balboa look like Tom Cruise. This spurs Terry on to re-think his path through life and become the Champion fighter he was always meant to be. And yes, Krauser dies. Come to think of it, maybe he'll be back in *Fatal Fury 3*, because Geese shows up here and he sure looked dead at the end of *Fatal Fury*!

Aside from some of the inconsistencies from *Fatal Fury*, *FF2* is a much better flick. The extra 42 minutes allows the characters to be developed more and the animation, especially the special moves like the Whirlwind Attack, and the Power Wave are really something to see. *FF2* even has a bit of tawdry humor to it. Andy's master, Jubei, reaches out and grabs Mai's breasts while telling her how good she looks. Mai takes her staff and brains Jubei, while calling him a dirty old man. You don't see that on Bugs Bunny cartoons, now do you? All your favorites show up, like Big Bear, and even Master Tan makes a spectral appearance to help Terry regain his courage and fighting prowess. As an added bonus you get to see the live action *Street Fighter II* and *Fatal Fury* commercials previously only seen in Japan.

The only place you will be able to find *Fatal Fury* and *Fatal Fury 2* is at the big Comic Cons nearest you, or by paying BIG bucks to a mail-order house for the imports. My copies came from an S. Baldrick Productions. When I find out how this person can be contacted I'll let you guys and gals know right here. Before signing off I'd like to give a big tip of the hat to Andy (No I am not related to the Master!) Tan for his help in making this column happen. Hurry up, rush out to the nearest comic convention or shop to find these gems! So what if they're subtitled, get your mommy to read it for ya, tough guy! Until Geese stays dead... see ya next issue.



### NEW! "LIVE FROM YOUR HOME" VIDEO

Our best video yet! See a dozen gamers and their collections. See them talk about games. Watch in awe as gut wrenching rock 'n roll soundtracks and flashy graphics are superimposed over their amateur productions! Over an hour and a half

of fanatic gamers just like you in their natural habitat. A perfect gift for just \$12.00.

### NEW! CLASSIC VIDEOGAMES COLLECTOR'S GUIDE, THIRD EDITION

Our follow-up to the incredibly successful second edition. Over 120 pages of classic games listings, nostalgic essays by Jeff Cooper, Russ Perry and Tim Duarte, rarities, a new section on rumored games, label variations, catalogs, updated

Collector list, and brand new illustrations. Color cover, spiral bound. \$14.95.

### 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 Atari Jaguar! At 30+ pages, you can't afford not to own one. \$4.00!



## DP CROSSOVER WITH *THE LASER!*

*By now, you should know how Fanzine X-ing works: we aren't real good about keeping everyone in touch with the wonderful world of fanzines, but there are some really good ones out there. Fanzine editors: our doors are always open if you want to send some ORIGINAL MATERIAL to our HQ. We'll send something in return that you can print if you choose. Just let us know your deadlines! For our readers: here's a great way to sample another fanzine if you haven't seen it before.*

### CHASING THE WRONG CHUCK WAGON

by Michael Palisano, Editor of "The Laser"

The collectors market for electronic games is thriving but, I have some reservations about trends which could be damaging to the hobby. The most dangerous trend is the threat that price-gougers may come in and ruin the hobby. Other hobbies have these fast buck artists ready to rip off collectors. In my opinion, this is a very real threat.

Recently, I have discovered that there's a growing group of people who are collecting McDonald's happy meal toys. I have no problem with what these people are collecting, but what I'd like to point is what a few of the dealers are doing to the market. These dealers are going into McDonalds & other fast food restaurants and offering clerks and managers big money for their display cases and getting themselves massive quantities of these toys. Then they go and charge collectors a big hunk of change for these items. This strikes me as unfair. These people aren't collectors, they are looking for money. My fear is that people like this will move in and ruin the classic game hobby. Don't think it can happen? Ask someone who collects baseball cards or comic books.

I have a gut feeling that these people will start finding about classic video games and will take anything they can get their hands on and jack up the price to absurd levels. It's happened before and it will probably happen to this hobby. What can we do to stop these people from pricing us out of our own hobby? Well, we can't really prevent these people from entering our hobby, but we can hasten them leaving, if there's no money in it, they will leave. We can start by not selling our games at inflated prices and not paying these prices. Nothing scares off the greedy faster than red ink.

I don't know about the other dealers' motives, but the only reason I sell these games is because I have so much clogging up my house that it is necessary in order to make space. Any money I make is just plowed right back into my collection. To tell the truth, I would rather be playing classic games or writing about them in my fanzine than going through boxes and boxes of carts and shipping them off. This isn't fun, but it is necessary on my end.

Again, I don't plan on making a living doing this, to me it is just a hobby. Even though other people act like they are a business. I think that's an absurd attitude to have. I have a hard time selling even 10% of my excess games, let alone make any kind of money for the work and time I put into the

hobby. I am reluctant to pay anyone \$50.00 for a game when I can go to a Goodwill or a tag sale and maybe get lucky and find it for 50c.

Enough about money though, since the REAL reward of collecting comes when I find a 5200 joystick that works or a rare game for the ColecoVision. My first reaction is happiness because I have something new to play, as time goes on I get more stuff, and this becomes a rarer and rarer occurrence. I have been buying up lots of NES games dirt cheap, though. I think most collectors are people who like to play classic games, anyway. I'm just a little tired of everything under the sun becoming a collectible. Let's face it, most of this stuff is just garbage. I'm not gonna pay \$300 for an old lamp that will short out when I plug it in, and I'm definitely not going to pay \$100 or more for a 2600 game. No matter how "rare" it is, I'd rather spend that money on a NEW game for my Jaguar or SNES.

Recently, I got up early to go to this church tag sale. It was 8 am on a Saturday morning and, by the time I got there, there were already over a hundred people there. By the time the doors opened at 9am, there were close to 250 people waiting outside the door. You want to know what went first? The toys. Why should a video game collector care? Since games and toys are fairly closely linked, it stands to reason that in a year or two, all these people chasing after toys will be chasing after you know what. I hold them in lower esteem than I hold lawyers and politicians. These people ruin everything they touch. I don't know, it just seems that they take the fun out of collecting.

Not to bad mouth the publicity and notice that this hobby is getting but *Electronic Games* and *Video Games* magazines have already run articles on this fast growing hobby. I don't mean to bad-mouth the fine people writing for these magazines but, the thing that bugs me is the fact that they think they know what the 'big' thing about collecting is: the already astronomical prices games like "Chase the Chuckwagon" and "Cubicolor" are getting. As far as I'm concerned, they are missing the point. I think that these columns, while not inherently a bad thing, will attract the wrong kinds of people.

How much do you want to bet that some idiot is going to read those articles and start buying up these games at tag sales wholesale purely on the hope that they will find one of these titles. This kinda makes me angry. Instead of focusing on the big bucks, in my opinion, these magazines should focus

on the simple pleasure of playing these games.

I'm sure that these columns will bring a few new collectors into the classic game hobby. I will welcome them, as long as they are not dealers looking to turn this hobby into something more akin to the stock market with people looking at price guides, than a hobby of people who care about gaming. If this is what happens and classic games start selling for too much, then I say forget it. I'll just buy new games. While I hate to sound like a chicken little, I thought it would be wise to advise

my fellow collectors of the potential downside of an expanding hobby. It's better to have a false alarm than no warning.

TO RECEIVE A SAMPLE OF "THE LASER"  
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# HUNTERS AND COLLECTORS

THE OFFICIAL BARGAIN HUNTER'S GUIDE FOR VIDEOGAMERS

Everyone likes a bargain. Collectors thrive on them. Videogame players wait for them. In this column, I'll help take some of the legwork out of it all for you by highlighting what I've found to be excellent deals/bargains from the past month or so. Psst! Over here.

For this edition I'm going to use FuncoLand's June circular. If you're fortunate enough to have a FuncoLand near you, your circular is the same as mine - they assure me this is a national thing. Not all of the software is guaranteed in stock, but if you can hit a few of these, you're doing fine. Let me preface this by saying that I have no affiliation nor allegiance to Funco. In fact, the one near me is sometimes a trip of futility. The service is slow, the manager is usually playing a game while his hapless staff tends the register, and I find that they spend entirely too much time with a customer showing them all and any games they wish to preview. While this is a great feature of the store, they need to come up with a way to take care of the quick shoppers. I want in and out like a commando. I don't have to see anything most of the time except the game going into my little bag. In future installments I'll hit on Electronics Boutique (who also has a used section now), as well as other toy store chains where you can often find new games dirt cheap.

A quick note on FuncoLand. ALWAYS ASK FOR THE BOX, especially for Nintendo 8-bit games. They'll probably try to sell you the cartridge alone, but if you see the box anywhere in the store, they'll usually throw it in.

I'll start here by making this important observation. If you're a Neo-Geo owner, you can't live without Funco. I've printed out the entire list of prices here. Admit it - you can't get them cheaper (although it never hurts to check in with Game Shock first). I recently picked up Fatal Fury and Sengoku for 39.90 each. It's a steal, and these games play much better than their 16-bit counterparts at the same price.

If you're into the 8-bit NES, FuncoLand is like a slice of heaven. I've bought so many games at \$4.90 it's frightening. You can quickly build up your library and get some terrific games to boot. Here are some of the best deals in June, each of these are at least "above average" games for under \$6: Bionic Commando \$4.90, Castlevania \$5.90, Castlevania III \$5.90, Cave Man Games \$4.90, Double Dragon \$5.90, Double

Dribble \$4.99, Elevator Action \$5.49, Excitebike \$5.49, Fester's Quest \$3.90, Gauntlet 2 \$5.49, Gyruss \$5.90, Heavy Barrel \$4.99, Kings of the Beach \$4.99, Life Force \$4.99, Mario Bros. \$5.90, Ninja Gaiden \$4.99, Ninja Gaiden II \$4.99, POW \$5.90, Punch Out \$4.99, Ring King \$4.99, River City Ransom \$5.90, Snake Rattle & Roll \$5.90, Solomon's Key \$4.99, Strider \$3.99, Super Spike Volleyball \$5.90, Track N Field \$4.99, Track N Field II \$4.99, Willow \$4.99, Zelda \$5.99. There are many, many more under \$6 but these are our recommendations. If you had all of these, you'd have a formidable collection of excellent titles for one-eighth of the cost if you had bought them new a few years ago. Further evidence that now is the time to buy Nintendo 8-bit software.

Super NES owners are probably the least happy as far as FuncoLand shoppers go. Because of the steep prices that seemingly never drop below \$20 new, Funco doesn't have many good deals. To me, a good deal for a Super NES game is one that's used and costs less than \$30, and even these are hard to find. I'd rather plunk the \$30 on five or six of the NES titles listed earlier! Still... held at gunpoint, I might buy Axelay for \$29.90, Castlevania 4 for \$27.90, F-Zero for \$22.00, John

Madden '94 for \$29.90, King of the Monsters for \$22.00, Out of This World for \$24.00, Rival Turf for \$17.90, or Y's 3 for \$12.90. The best deal of all SNES game is Super Smash TV for \$17.90. It's still one of my favorite games on this system.

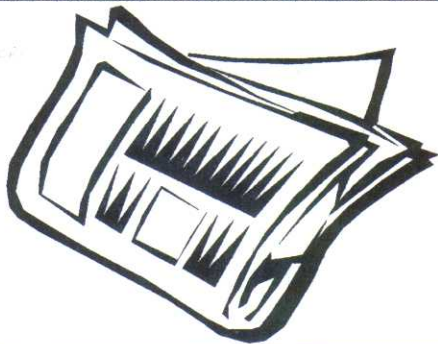
I could spend an awful lot of money here on Genesis carts. Many of the titles are under \$20 and quality ones at that. Rather than list them here, I'll just mention the absolute "can't pass 'em up" deals. Budokan for only \$6.90! Forgotten Worlds for only \$9.90! John Madden '92 for only \$9.90! Where are you going to find three great games like that for under \$10 each? DJ Boy was a sleeper fighting/action game you can take home for just \$14.90. Global Gladiators (listed here as "Mick and Mack") will provide hours of platform fun for \$22.00. Phelios is a pretty good mythological shooter for a mere \$12.90. The underrated Pit-Fighter for Genesis is just \$19.90, and you'll be very happy after spending \$16.00 on Strider, the first 8-meg cartridge game.

Next issue I'll check out some of the other places with equally good deals, but if you're going to start building that collection of quality titles, there's no better place to begin than FuncoLand.

NEO GEO	
3 Count Blast	\$52.00
Alpha Mission	49.90
Andre Dumas	89.00
Art Of Fighting	79.00
Baseball Stars	39.00
Baseball Stars 2	79.00
Battle Jry	49.00
Burning Fight	45.00
Crossed Swords	39.00
Cyberlip	39.00
Eight Man	89.00
Fatal Fury	39.00
Fatal Fury 2	89.00
Fatal Fury Special	89.00
Football Frenzy	59.00
Chase Quest	59.00
King/Minister 2	79.00
Last Guardian	599.00
Last Resort	69.00
League Bowl	44.00
Magician Lord	29.00
Mutation Nation	59.00
Nem 1975	39.00
Ninja Comander	44.00
Ninja Commando	73.00
Rising Hero	59.00
Robot Army	59.00
Sammurai Showdown	79.00
Sengoku	39.00
Soccer Blast	89.00
Supr Babi PIZO	39.00
Supr Schicksal	89.00
Supr Soy	44.00
Thrash Rally	89.00
Top Pies Golf	34.90
View Point	89.00
World Heroes	85.00
World Heroes 2	99.00

**Do not miss out on Funco's Neo-Geo prices!**

# Classified



# Section

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

**ADD A FREE ISSUE OF DP TO YOUR SUBSCRIPTION!** Here's the deal. Recently, wife Liz surprised me at my office with a party on my birthday. Now, it's payback time. For each DP reader that sends Liz a birthday card before her birthday on JULY 14th, I'll add an issue to your present subscription. Be as goofy as you possibly can! Send directly to Liz: Liz Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442.

**WANTED:** Electronic Games magazine #1 & 5; Atarian (all issues). Atari 2600: Cakewalk, X-Man, Cannon Man, Guardian. Atari 5200: Beamrider, Masterplay Interface, and any prototypes with full lab labels. **FOR TRADE:** 2600 Fatal Run, Forest, Sports Action Pak (HES), BMX Airmaster (TNT). All are new and in PAL format. Kevin Oleniacz, 96 Buena Vista Dr, Ringwood, NJ 07456.

**WILL BUY, SELL, OR TRADE** games and software for most classic systems. Including all Atari systems, ColecoVision and Intellivision, Atari 8-bit computers and Commodore 64. Low prices, plus specials. Some collectibles available too. NES, TurbografX-16 and Duo CD's also wanted. To receive a list or exchange lists, write: Mike Casey, 1655 E Sahara Apt 1106, Las Vegas, NV 89104.

**FOR SALE:** Games for Atari 400/800/800XL/1200XL/130XE and Commodore 64/128 computers - all brand new, most in cellophane-wrapped packages. Games are \$2.50 each. Also some Atari ST games. Other games for sale: Custer's Revenge, Beat Em & Eat Em, Bachelor Party, each new in box - \$8 each. **FOR BID:** Fairchild Channel F "Democart" in Box, Pengo Lab Label prototype, CBS/ColecoVision Zaxxon. Also have Fairchild system in box with manual. G. Bunting, 9036 Lev Ave, Arleta, CA 91331. (818) 767-9984.

**WANTED:** 2600 carts: Beamrider, Quadrun, Gremlins, Polaris, Up N Down, Custer's Revenge, Submarine Commander, Dishaster, Flash Gordon, Roc N Rope, Miner 2049'er II. ColecoVision carts: Evolution, Sammy Lightfoot, Nova Blast, Aqua Attack, Jungle Hunt, Mr. Do's Castle, HERO, Up N Down, 2010 Action. Vectrex carts: Pole Position, Star Castle. 7800 carts: Tank Command, Meltdown, Alien Brigade. Instructions needed (original or photocopied) - 2600: Robin Hood, King Kong, Steeplechase, Subterranea. ColecoVision: Burgertime, Frogger II, Jumpman Jr,

Star Trek. **FOR SALE:** 2600 systems, accessories, and over 150 different carts. ColecoVision systems, accessories and carts. Also Odyssey2, Intellivision, Vectrex, 5200, 7800, Telstar arcade systems, accessories and carts. Please send want/trade lists, always willing to trade. Ron Milford, 64 B Street, Avenel, NJ (908) 636-6809.

**FOR SALE:** Vectrex Star Castle \$25, Bedlam \$12, Spike \$11, Web Wars \$11, Cosmic Chasm \$11, Clean Sweep \$9, Scramble \$7, Hyperchase \$7, and Star Trek \$6. Premiere issue of Electronic Games, Videogaming Illus., Video Games, Joystick, Elect. Fun w/C&G's, Video Games Player and Video and Arcade Games. Will sell or trade as a set for ???? (make offer). Odyssey Adventure Mags - Winter '82, Spring '82, Summer '82, Fall '82, Winter '83, Spring '83, and Summer '83. Will sell or trade as a set for ???? (make offer). **WANTED:** Vectrex 3D Imager and games, Fortress of Narzod, Polar Rescue, Pole Position. Sega Master 3D glasses and games. Paul Becker, 2766 S. 49th St, Milwaukee, WI 53219. (414) 541-2410.

**NEO GEO FANS:** A brand new, all-Neo Geo fanzine called "The Neo Geo Gamer" is about to color your world! Neo Geo products and accessories are the main and only focus of this 'zine. Write for a sample! Andrew Duba, 6307 Alexander, St. Louis, MO 63105.

**WANTED:** I really need a Vectrex controller, some Vectrex games and some fairly common 2600 titles, too. Heck, I could also use some cheap SMS games. Maybe an Intellivision or ColecoVision if the price is right. Write or call me. Brain Pacula, 33 Florence Ave, Mill Valley, CA 94941. (415) 388-5271.

**FOR SALE:** \$5 each, sealed in box: 2600 Pressure Cooker, Intellivision AD&D, Atlantis, Bomb Squad, Bowling, Boxing, Demon Attack, Dragonfire, Horse Racing, Sea Battle, Snafu, Utopia. **FOR SALE OR TRADE:** 2600 Centipede, Freeway, Ice Hockey, Jr. Pac-Man, M\*A\*S\*H, Ms. Pac-Man, Megamania, Pac-Man, Pitfall, Spider-Man, Turmoil, Vanguard. 5200 Dreadnaught Factor. Atari XE: Congo Bongo, Defender, Submarine Commander. Intellivision: Burgertime, Microsurgeon, Swords & Serpents, Tennis. Arcadia 2001: Space Attack. Odyssey2: Alien Invaders Plus, Baseball, Blackjack, Bowling, Computer Golf, Freedom Fighter, Invaders from Hyperspace, KC's Crazy Chase, Speedway, Sub Chase, UFO. ColecoVision: Brain Strainers, Burgertime, Carnival, Donkey Kong, Mr. Do!, Q\*Bert, Slither, Smurf Rescue, Space Fury, Super Action Baseball, Pepper II, Venture. Misc: Coleco Expansion Module #1, Donkey Kong Board Game, Pac Man Card Game. Write: Chris Tate, 210 N. 'K' Ave, El Reno, TX 73036.

**WANTED:** Any 2600 games by Answer, Bomb, Gakken, Homevision, ITT, Puzzy/Bit, Quelle, Rainbow Vision, Technovision, Ultravision, Rare Spectravision, Miner 2049'er II, Mr. Do's Castle, Q\*Bert's Qubes, Up N Down, X-Man, Pizza Chef, Cakewalk. For 5200: Beamrider, Battlezone, Meteorites. For ColecoVision: Alcazar, Boulder Dash, Evolution, Tournament Tennis. For Vectrex: all 3D games and glasses, Star Castle, Spinball. All TG-16 games and more. Please send a list of what you have to offer. Sam Twiford III, PO Box 851, Manteo, NC 27954. (919) 473-1291. I have several rare games to trade!

**WANTED:** Micro-gammon, Xari Arena for Atari 5200. Louis Percarpio, 21 Harrison Place, Hawthorne, NJ 07506. (201) 427-2955.

**WANTED:** Trade/buy ColecoVision games. Electronic Games back issues from early '80's/ColecoVision era. **FOR SALE:** ColecoVision system & expansion modules #1, #2, #3 all in original box. Intellivision Frogger, Pitfall, Voice Module all in boxes. Greg Mariotti, 23000 Edmonds Way #203, Edmonds, WA 98020. (206) 672-2941.

**FANZINE FOR SALE OR TRADE:** Like no other! This obnoxious, sarcastic 'zine you gotta try! VGN, 204 E. Main St, Greenfield, TN 38230. \$2 for 4 issues or \$0.75 for a sample. **WANTED:** Early issues of VG&CE (before 1991). Contact Alan Lanoie at the above address.

**UNLIMITED FUN ON LIMITED FUNDS:** Buy any game for 50% of current DP Guide value. Atari 2600: 3D Tic-Tac-Toe, Amidar, Armor Ambush, Basic Math (61), Basic Programming, Big Bird, Blueprint, California Games, Checkers, Coconuts, Codebreaker, Commando, Commando Raid, Congo Bongo, Cookie Monster, Front Line, Fun With Numbers, GI Joe, Hangman, Journey Escape, Jr. Pac-Man, Kung Fu Master, Math, Math Gran Prix, Mogul Maniac, Othello, Pitfall II, Planet Patrol, Popeye, Sneak N Peek, Solar Fox, Space Attack, Spider-Man, Star Wars: Death Star, Star Wars: Jedi, Summer Games, Task Force, Towering Inferno, Tunnel Runner, Venture, Video Chess, Winter Games, Word Zapper, Zaxxon. ColecoVision: Brain Strainers, Facemaker, Heist, Monkey Academy, Pitfall, Squish Em. Intellivision: Chess, Hover Force, Kool-Aid Man, Pole Position, Q\*Bert. Channel F \$4 each: #2, #3, #4, #9, #11, #12, #13, #17. Buy five, get one FREE! Shipping - \$2, free on orders \$20 and up. Will trade. Dale M. Curtis, 728 E. Holly Ave, Murray, UT 84107. (801) 583-0919.

**WANTED:** Sinistar, Pigs In Space, Montezuma, 007, Slot Machine, Crazy Climber, Pengo, Plaque Attack, Beamrider, Commando, River Raid II, Rampage, any Absolute, Tapper, Frogger II, Blueprint, Froggo; Atari 5200: Ballblazer, Berzerk, Buck Rogers, HERO, Pitfall II, Space Dungeon, Zaxxon, Death Star; Atari 7800: Any 3rd party, XE Light Gun, Broken controllers; Vectrex: Multi-cart, Any game manuals, repair service manual; 8-Bit: memory, modem. **FOR SALE OR TRADE:** Centipede board game, RCA Studio II: Blackjack, Tennis/Squash; Atari 8-Bit: Sound digitizer; Coleco Bowlatronic Hand-held; Nintendo controller converted to 7800 (also 2600 compatible). Michael Bellman, 1804 N. Sylvan Ln. Apt. A, Columbia, MO 65202-3622. (316) 474-2879.

**DAYTON DISCOUNT:** A great resource for classic videogame carts. Atari: used, new, accessories, 2600 & rare prototypes. 5200 & rare prototypes. 7800 complete collection. Intellivision: used, new, accessories. Early released Sega Master Systems, Genesis & Nintendo carts. New Lynx & Jaguar systems & carts. Most competitive pricing. Dayton Discount, Hwy 92, Belleville, WI 53508. (608) 424-6111.

**FOR SALE:** Carts for Atari 2600, 5200, 7800, XE, ColecoVision, Vectrex, Intellivision, Astrocade, Fairchild. Write for current lists. **FOR TRADE:** Atari 2600 Strategy X, Midnight Magic w/lab label, Mario Bros. w/lab label, James Bond 007; 5200 Pac-Man w/lab label, Qix w/lab label, Mr. Do's Castle, SW: Arcade; 7800 Sentinel. **WANTED:** 2600 Pengo, Waterworld, Beamrider, Diagnostic, Starpath 12 in 1; 5200 Spitfire, Tutankham, Beamrider. Edward

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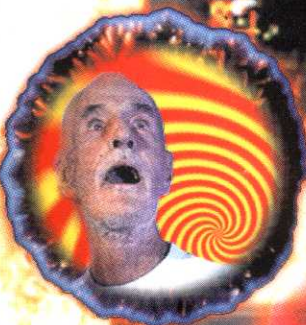
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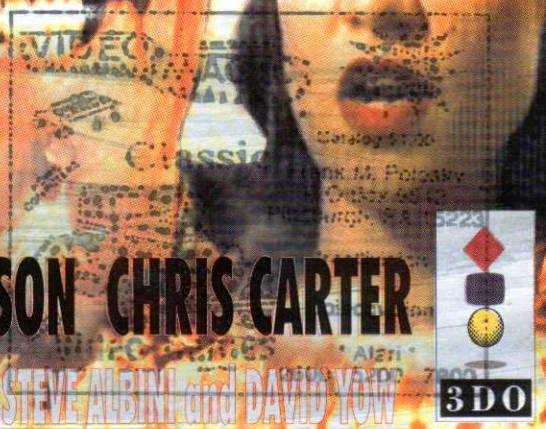
**JON LOS RUDY RAY MOORE NANCYE FERGUSON CHRIS CARTER**

with special appearances by **TIMOTHY LEARY MARK MOTHERSBAUGH STEVE ALBINI and DAVID YOW**

DIRECTED by GRADY SAIN PRODUCED by SANDRA DESMOND

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Dik, Puss 'n' Birdy MCMXCIV



# DUELIN' FIREMEN!™

RUNANDGUN!, Inc. is now in production of **DUELIN' FIREMEN!**, their first CD-ROM title for the 3DO™ Interactive Multiplayer™. This cinemaniacal interactive experience features *beautiful* 16mm film shot on location in Chicago, *truly amazing* graphic sequences created with Autodesk's 3DStudio™, a *frighteningly* STAR STUDED cast of thousands, and a musical score guaranteed to produce at least one chart topping single!

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**Create insane choreographed dance numbers!**

**Score the recording contract of a lifetime!**

**DUELIN' FIREMEN!** takes place in the great Chicago Fire of 1995. All of the city's fire, police and rescue services have abandoned their posts, leaving the city *fair game* for two competing bands of lunatic "fire brigades." The player assumes the role of one of the fire captains then leads his/her motley crew on a search for "safehouses", buildings scattered throughout the city that are not burning. Once inside, they quickly create an *intricate dance accompaniment* to the captain's musical selection of choice.

They then treat their captive audience to an old fashioned barn-burner, scoring big points based on the audience's reaction. The crowd responds vigorously to maneuvers executed with originality, precision, and wit. With their ever increasing cult-status, the roving bands try to outwit and outmaneuver each other, winning fans across the city. If the two bands happen to meet at a safehouse- *watch out!* It's time for a *hoedown!* The two bands race against the clock to choreograph their numbers, then *perform like mad!* When the crowd calls the score the winner leaves in triumph! The loser hangs their head in shame, then shimmies on to the next hootenanny!

The fiery climax comes at the Chicago Board of Trade. Housed inside are representatives of Japan's biggest record label. They have gotten wind of the city's newest musical talents, and are *hot* to sign a major pop phenomenon! The stakes are high and it's time to *cut a rug !!!*

**It's a *thirteen alarm* blaze! The city's goin' up! The party's goin' down!**



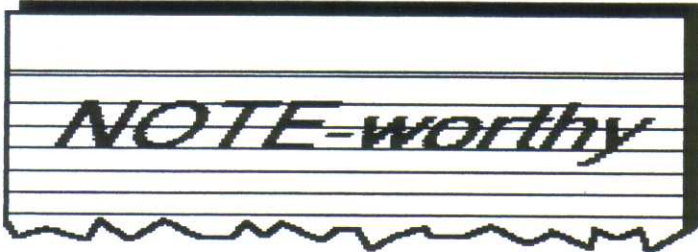
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### **MINOR DELAYS IN DPG3 SHIPPING!**

If you're a pre-order customer of the DP Collector's Guide #3, your guide will be on its way shortly! A king-sized screw up at the printer (it's happened with our regular issues before!) left your copies sort of "shuffled", I guess you could say. The entire shipment went back and should be at our place by the time you get this issue. So keep yer pants on, it's comin' soon.

### **PRO OR CON "BOOTLEGGERS"?**

We've recently been posed the question: "If you as a collector knew that a consortium of businessmen were interested in importing foreign video games (Atari 2600) to the U.S. in NTSC format (not that annoying PAL stuff),

would you consider this a good thing or a bad thing? I answer "good thing", but here's the catch. This "consortium" is not doing ANY importing if the present bootlegging of cartridges continues. "Now what's your answer?" I was then asked. Personally, I'm going to sit on my answer. I would like to hear DP readers' comments, however. I'll print them here as they come in and forward them to the parties in question. Keep in mind that there are no guarantees, but a possibility exists for \$20 games that we normally would never have seen. In U.S. format. New!

### **LISTS & INFO NEEDED**

We're looking for complete lists of Nintendo 8-bit, Sega Master System, Turbogرافx-16 and Duo games. We've heard about some of them that are floating around. If you drop us a line, drop us a copy of the list, too. We're also always looking for new information on video gaming - press releases, overseas information, newspaper articles, and videotape clips. If you're feeling charitable, send it over! We'll be your best friend!