

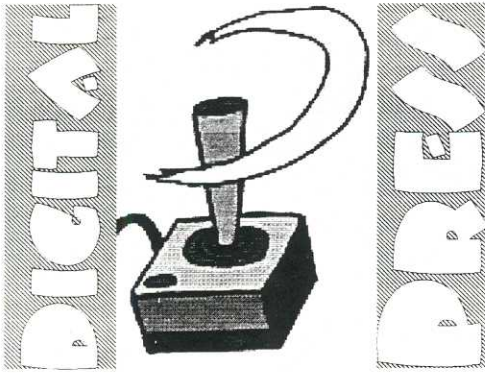
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#23:

Brain.



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EDITOR IN CHIEF
Joe Santulli

SENIOR WRITERS
Kevin Oleniacz, Bill Schultz

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

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

MANAGER OF NEW BUSINESS
Kevin Oleniacz

TECHNICAL CONSULTANTS
Al Backiel, Steve Bender, Edward
Villalpando

ARTISTS
Jess Ragan, Joe Santulli

SPECIAL THANKS
Tim Duarte, Clint Dyer, Thomas Holzer,
Jerry Greiner

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BRAIN.

EDITOR'S BLURB by Joe Santulli

You're calling me a hypocrite right about now, aren't you? "I'm an 'instant gratification gamer'", he said! "I don't like slow-paced games", he said! Okay, I did say that. And it's true. I AM an instant-gratification gamer. Strategy games usually bore the hell out of me. They go on and on, sometimes with no end at all. One minute you're finishing up dinner to pop in a quick game of *Lords of the Eternal Matrix Battleground Simulator*, and the next minute you find out that it's not the next minute at all, but rather several days later and you smell really bad, too.

Yeah, like that's never happened to you.

So Team DP got together one weekend and decided to try our collective hands at the more cerebral offerings of this hobby. Al and Kevin are fans of the strategy genre, and even Karl. Yes, Karl "I only play sports games" Youngman - happens to enjoy the occasional weekend-in-front-of-the-computer strategy session. So here we are. Twenty four pages of practically nothing that has anything to do with action, suspense, high-tech graphics or even cutting-edge technology for that matter. It's what they wanted. The bastards.

All kidding aside, you'll notice that we barely scratched the surface of the strategy game genre, so there will probably be a "Brain 2" issue somewhere in DP's murky future. I started to put together a comprehensive article about "The Games of Koei" but kept waking up with my head on the console in a puddle of drool. When I realized that this could very well be hazardous to my health, I terminated the project. Fortunately, we had more than enough to fill these pages already! For those of you who don't know Koei, they're undeniably the kings of strategy games for the 16 bit systems. Nobunaga's Ambition II and III, Genghis Khan & Genghis Khan II, Romance of the Three Kingdoms II and III, Liberty or Death, PTO, Gemfire... the list goes on and on. You'll see Koei in these pages, somewhere, I promise.

As for the cover, that's a scene from the movie "Fiend Without a Face", one of the best sci-fi B-movies ever made. The creatures are invisible though all but the last twenty minutes, after which, we are treated to fabulous stop-motion animation of an army of brains with spinal cords attached attacking a house. This cover hangs proudly in my (work) office, with my hand-written comment: Two brains are better than one. I'm hilarious.

Well, time to get readin', little DP'ers! We're already preparing the next issue which will hopefully get to you in a more timely manner than this one! Be good.

**ON THE
COVER**

**FIEND WITHOUT A
FACE**
(stock photo)

This image is ever-present in my mind - my body being attacked by my brain. Actually, the brain in this picture is yet another example of atomic testing gone awry.

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VECTREX DOWN

Dear Joe,

I was very pleased to read an article mentioning classic systems. My husband and I are avid gamers & own many systems. The treasures in which I am in search of are for the classic system Vectrex. At the present we have 24 games but a dilemma is at hand! Our Vectrex is no more. It seems that all it can do now is produce sound and a small speck of light in the center of the screen which indicates the logic board has seen its last days. This was an unfortunate diagnosis which proved to be fatal. I sincerely wish to find either someone who repairs or has a Vectrex for sale. I refuse to give up! I feel like I've searched as far & wide as Indiana Jones, to the ends of the Earth - or so I thought until I read your article mentioning the Vectrex.

Joe, can you help me, a clue to an answer for this quest, keep alive the classics of yesteryear. These are the links to our present. Has anyone noticed a Vectrex for sale in their neighborhood (wanted alive)? I hope you can help.

Randy Bier
St Louis, MO

There's almost nothing more painful than a story about a Vectrex death. There is some hope, however. Lately, I've been seeing Vectrexes cropping out of the most unlikely of places. Since starting my moonlighting job at Electronics Boutique last October, I've met at least a dozen customers looking to buy, sell, and trade Vectrex stuff. I recently purchased my fourth machine for \$25, and it was in perfect condition. I have two suggestions. First, check out

the classified section in the back and write to the advertisers, who will almost certainly have one for sale. Second, put an ad in your local paper. I'd be willing to bet that someone near you is looking for an owner to their "old" console. If neither works for you, write us again. We'll hook you up with a machine. It would be a sin to allow your Vectrex games to gather dust!

NEXT WAVE?

Dear Mr. Santulli,

I have bought the last few issues of "Video Games" and plan to become a subscriber. I love the magazine. I've been thinking about buying a game system, and although "Video Games" has a lot of information about the newest systems there's only so much you can learn about a system by reading about it. I already have a Genesis and a Sega CD. The graphics on the Genesis suck and the graphics on the Sega CD are too blurry and its way too slow. I'm fed up and have decided to get a new system. I want to make sure I don't make a bad decision like I did with the Genesis and CD and that's why I'm writing to you. The systems I'd like to know about are the Jaguar, 3DO, CDI, and possibly the 32X. Or would you suggest waiting for either the Ultra 64, Saturn, or the Sony Playstation? I would greatly appreciate it if you could take the time to write back to me and let me know your opinion on the systems I've mentioned, the estimated price of each (if you know them off the top of your head), and a little bit about them. Feel free to mention any other systems you think I might be interested in. The things I'm looking for in a system are the best possible graphics, a wide variety of available software, and a combination of fun games and useful educational software for a high school student. I also want a system that won't be forgotten about and considered primitive in a month. I would really appreciate if you could write back to me.

Andrew Goldberg
Winewood, PA

I'd gladly tell you which direction to go in right now, but the truth is, EVERY direction is at least a gamble. The 16-bit world is in the same state that 8-bit was only two years ago, and its hard to tell how long 32-bit will last when Sony and 3DO are talking 64 bit!

In my humble opinion, 3DO is the way to go. There is a solid stable of developers

for the machine, several real classics, and an impressive library overall. The future looks pretty good for 3DO if the competition doesn't garner a huge chunk of the next wave of gamers right away. I say this because they're releasing an MPEG adapter this spring and a 64-bit upgrade by year's end. The hardware is worthy of many many years of entertainment, but the cards are being held by the software developers, who will be making their own decisions as the year progresses.

I've had the opportunity to see the Saturn in action, and while Virtua Fighters is very impressive, Gale Racer (Rad Mobile from the arcades) and Clockwork Knight are mediocre games.

Sony is the industry darling, and their Playstation appears to be the technological monster they promised, but consumers aren't used to the name "Sony" on their game machines. Like Panasonic, the sales will depend strictly upon the software available. The sooner they release it, the better they'll do - because 3DO is slowly nibbling on their market share.

As for the Jaguar, I don't know what to say. I'm at times incredibly impressed (Tempest 2000, Doom, Iron Soldier) and humiliated (Checkered Flag, Trevor McFur, Brutal Sports Football). Atari seems to be plodding ahead, though. Finally, there's a consistent flow of games. They just need to get consistently GOOD games to succeed. At present, I would still wait on this one.

The 32X is a waste of money in my opinion. Yes, I have one, but that's because I'm an insane video game addict who must have access to the entire world of software. For the average gamer - even the avid gamer - I wouldn't suggest plopping down \$150 plus \$60 for your first game when you could have a Jaguar for just a little bit more.

If hardware determines your choices, check out this months pro mags. There are bound to be specs, specs, and more specs everywhere you turn, now that the Playstation and Saturn have been released overseas.

Then there's the Vectrex...

ANOTHER HUNTER

Joe,

What's up? Not that long ago, I called up "Video Games and Computer Entertainment" magazine. I was looking for help in trying to locate certain games for my Atari 2600. Long story short,

they gave me your address and said you might be able to help me out. I'm going crazy trying to find 2 games for the Atari 2600. They are Halloween (based on the movie) and Texas Chainsaw Massacre (also based on the movie). I read an article (a very long time ago) in this magazine about a guy who was selling both of them (he claimed to have bought out the entire stock). I tried to get in touch, but all hope was abandoned, as I could not get in touch with this person. This led me to call VG&CE. If you could help me out in any way, it will be greatly appreciated. The magazine also told me you do a price guide for older video games. Is the price guide still around? Please tell me how I can get one.

Doug/1st World Records
Newburgh, NY

Deja-vu if you've been reading DP for awhile, gang! Doug, check out the dealers in the back. Halloween and Texas Chainsaw Massacre are pretty hard to find, but not impossible once you know the right people.

OMRO MUSINGS

Hey Joe,

So who has Robot Killer for the Arcadia? Where were the Supercharger Demo Unit and Sweat, or the Frob (in the DP Guide)? I did send you the pics & xerox, right? Actually, there is supposedly a more complete version of Sweat out there, but it hasn't surfaced yet. Have you heard about the Starpath CD project yet? The guide compares the PGP-1 to the Game Genie (P15) but in truth it was far more comprehensive! You could change a game in its entirety or even write a whole new one if you knew what you were doing. Programmer Jeff Minter (Jag Tempest 2000 fame) says the 5200 Tempest does exist, but you won't list it until it's in the hands of collectors? On page 98, the game should be Mad Netter, not Mud Netter.

Another fine issue of DP too... but hey, what is Max Uanini's address? Steve should've made sure to properly credit the author of that Jaguar article from Prodigy. Do you really want to know how much everyone's collections are worth? I'll ask again - can I get the Guide (the checklists) on disk? I think some of the confusion over Ewok Battle is over its appearance on Entertainment Tonight some time ago (if my memory doesn't fail me). Octopussy may also have been shown on TV, but that bit of recall is even

more shadowy, so I can't guarantee it. Basically, they scrapped it for a more general game. PB did make game boxes - but probably Star Wars collectors have found any if they exist, too late for us. Did Bob P. just tell you about Yogi's Frustration, or have you seen proof of it?
Russ Perry
Omro, WI

Russ, since your letter is very "stream-of-consciousness" driven, I'll respond in kind. I have Robot Killer for the Emerson Arcadia. It's almost the same game as Capture, but closer to Berzerk. The Supercharger Demo unit and Frob didn't make the Guide because there wasn't enough information with the photos you sent me. If you (or anyone else) know more about them, could you drop me a line? I'll gladly include them in the next Addendum 3.x! The game Sweat hasn't (and won't) make MY guide until someone proves that something other than a demo exists. Yes, there are people - even programmers - who say it did exist. But who owns it? Who can prove there is still a working copy? I owe it to DP Guide readers that much, so they know there's at least a possibility of acquiring the game. Same goes for Tempest. Prove it, and I'll print it. Bob Poniatowski was kind enough to send a videotape of Yogi's Frustration for Intellivision, a game I would have never believed existed.

Mad Netter has been corrected in this issue's Addendum 3.x, thanks.

Max Uanini's address is: Via G.KEPLERO 10, 20124 MILANO, ITALY. Max hasn't responded to us, nor to several readers who we've given his address to and have written to him. Hopefully, your gift with a pen will elicit some response.

I'm working on getting the Guide on disk. Someone is also working on getting a "collection calculator", using DP Guide values, on Microsoft Access. I'll keep you posted on the progress.

NO "WAY"

Joe,

Greetings to all of you guys from the new home of the North Pole! Actually, the weather here in Minneapolis has been fairly warm, but the strangest thing happened the other day. It was a nice, sunny day, with nary a cloud in sight. Suddenly, some guy pulls out a bottle of beer, flips the cap off with his thumb, and it suddenly starts to snow! Sure, some



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ATARI 2600 VIDEO REVIEW, VOLUME I

THE FIRST IN WHAT LOOKS TO BE AN EXTENSIVE SERIES OF ATARI 2600 GAME REVIEWS. VOLUME I INCLUDES THE GAMES OF AVALON HILL, TIGERVISION, DATA AGE, IMAGIC, M NETWORK, COLECO, CBS, AND FROGGO. INCLUDES MANY RARITIES, LIKE TIGERVISION'S RIVER PATROL AND AVALON HILL'S OUT OF CONTROL.

supermodel babe appears to throw herself at him, but I'm stuck shoveling my car out of six inches of snow. Grrr. Now that I think about it, that seems to be a pretty accurate metaphor for my life.

Anyway, I did get the "Fame" issue of DP, so I guess you found out where I live. As always, it was a great issue. Am I the only one out there who believes the DP game reviews are the best out there, pro or fanzine? I am puzzled, though, to understand how you rave all over Way of the Warrior the way you do. I was messing around with it a while back, and hey, sure, it has a ton of moves, fatalities, etc, but it's so damn hokey! I don't know if they tried to be serious and came off goofy or if they were intended to be goofy, but the fighters poses are just so stupid. Try as I might, I just couldn't get a decent game going which only made WOTW less enjoyable. This is likely the definitive "love or hate" title of '94, and I guess I'm in the latter group. Uh oh, I'm agreeing with EGM! I need an aspirin...

As my final request, I've noticed that 1995 will be the 15th anniversary of Pac-Man, so I'm hoping y'all devote an issue to the little yellow ball. No doubt the prozines will ignore that milestone, since the little five-year-olds that are supposed to be video gamers are too young to remember (well, they're too young to read, but that's not a problem with some mags).

Dan Thomas MacInnes

Editor, V
Minneapolis, MN

Hey, Dan! Great to hear from you again. We dealt with the snow here last winter - it sucks! It sucks!

We were planning an issue based entirely around a classic game, Space Invaders, Donkey Kong, and Pac-Man were all candidates. But now that you mention it, there's no better time to pay homage to little yellow bastard! Stay tuned for DP #24: "Pac"

ALL ROADS LEAD HERE

Dear Mr. Santulli,

My name is Raymond Alberti, a 25 year old memorabilia collector in Springfield, NJ. One of the things that I started showing an interest in again after twelve years were my old Atari 2600 and Atari 800 XL computer games. I guess owning all the Nintendo and Sega hardware made me go back to basics and remember how the home video game craze started. Upon setting up my old systems again, I decided to go on a hunt for any old cartridges that I could buy (used of course). I was in a stor called UVT in Newark, NJ (they are also in Scotch Plains and Irvington, NJ) because I know that this store specializes in used video games, including many old Atari 2600 titles. After having nabbed twenty or so titles of which I did not own (some of them in poor condition, nevertheless

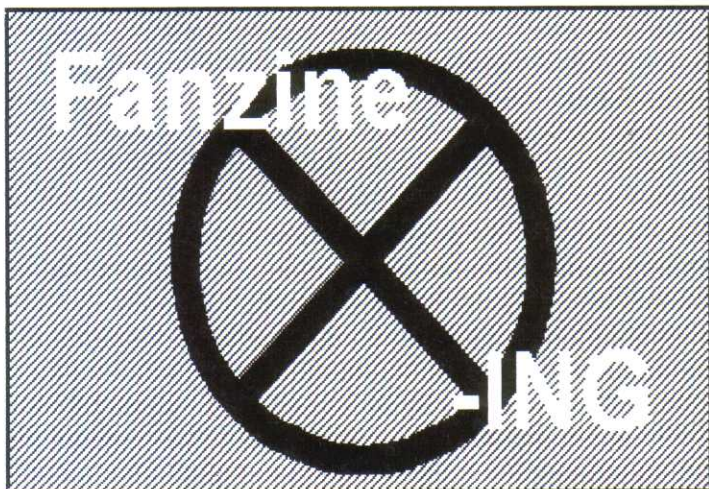
working) I noticed the owner, a man named Lee, reading a catalog of seemingly every old game ever made for home use. I asked him right away if there was any way that I could obtain this "Digital Press" reference guide. The man pretty much told me "no", but as I begged him some more, he gave me the phone number of a man named AL. When I finally contacted AL, he told me that he had just written for your magazine/catalog, and that he was not the publisher. I again pleaded to get some kind of copy of this incredible source, so AL was kind enough to provide me with the information that I needed to contact you. I am an avid collector and fan of all video games, old and new, and I would really enjoy reading your material.

Raymond Alberti
Springfield, NJ

Hey, bro, you don't have to look any farther. All roads lead to 44 Hunter Place, home of Digital Press (how self-serving of me to print this letter!).

*QUESTIONS? ANSWERS?
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FAN THOMAS HOLZER ON CLASSICS ABROAD

Usually, we "crossover" with another fanzine in this column, to give you guys a look at other independent publications' styles and outlooks to this hobby. This is a bit of a departure, but we couldn't resist: Mr. Holzer sent us this article days before our cutoff, and it's too interesting to leave out. So this time 'round, we're "crossing" the pond to present one of Britain's most outspoken collectors...

I know you all wondered how well the VCS did abroad and you did read about it in the '2600 Connection', but now let me tell you the rest of the story.

VCS revolution like it happened in the US wasn't meant to be. The console itself sold well enough, VCS clubs were founded, and championships were held, but the European continent was a typical computer-orientated community.

The Coleco and Intellivision sold a little, and by the time Vectrex entered the market, they withdrew immediately. Philips, on the other hand, did quite well at least on the German market, mainly because the console looked like a Computer and Philips did some decent 'marketing'. Therefore in Germany the VCS was console king, followed closely by the G7000.

Atari decided not to release the 5200 in Europe at all, the main argument being that the 800XL had already established itself.

So, in the early/middle 80's Computers ruled, in Germany it was the C-64 and Atari 8-bit, followed by Schneider (Amstrad), in GB it was the Spectrum (Timex), followed by the C-64 and Amstrad CPC. The XL from Atari was doing well-ish in GB too. Whilst we all know about the C-64 and Ataris, the Spectrum and Amstrad CPC were totally 'British' affairs (cheap and nasty) and did not succeed anywhere else in Europe. Another popular machine in England was the Acorn BBC Computer, used mainly in schools.

Apple tried hard but failed to make an impact, and at least another dozen of British computers came and went from one month to the next.

In 1985 the next generation 16-bit computers promised 'arcade quality' sound and graphics, consoles had died a horrible death anyway and in 1986 ATARI delivered a 520K 260ST, which became a huge bestseller in Germany (and the 520ST later in GB).

Soon the newly released AMIGA 500 followed the ST very close.

In 1987/88 three new 8-bit consoles entered the European market, the NES (Nintendo), the SMS (Sega) and a VCS JR. (Atari).

Being successful in Japan and America, the NES failed miserably in Europe, mainly due to high cart prices and some very bad 'marketing' from Mattel. Further the NES had worse graphics compared to the SMS and whilst Nintendo suffered, Sega's SMS was hailed the next 'Super console'. A Sega SMS magazine was launched and carts for this system were coming thick and fast, just like in Atari's best days. The VCS made a comeback too, selling more machines than the NES at the time.

Meanwhile, 8-bit Computers died in Germany, the Amiga

killed off the ST and later a new 8-bit console emerged, the PC-Engine from NEC was available on import only (NEC never released any consoles in Europe). In GB the 8-bit Computers lasted until 1990, selling quite well next to ST and Amiga.

It was Sega again who scored with the next 'Super console' in 1989/90, the 16-bit Mega-drive (Genesis). This console sold very well right from the beginning, the reason being the 'new generation' of kids who believed that with the Mega-drive the arcade came home to the living room.

"...the next gaming revolution is in a distant future..."

Bandai (UK) finally did the 'marketing' for the NES, but first-time failure did the damage and the console was doomed.

Even a reduction in price could not save the NES from the console graveyard. When Nintendo released the SNES in 1991, the NES was just a faded memory (Not quite, but almost).

Nintendo had to get it right from now on, scoring high with the SNES, an 8-bit console which thinks like a 16-bit, and the Game Boy, a 2-bit primitive green screen handheld, mainly very good for simple puzzle games.

Atari released a 8-bit colour handheld, the LYNX. It almost failed to succeed, and later Sega also released a handheld (the Game Gear - basically a portable SMS). Again, NEC's new handheld is available on import only.

So in the early 90's the console finally ruled in EC?

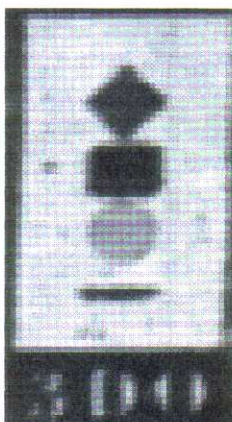
Well, not quite, after the failure of the CDTV the Amiga is still hanging in there, it meanwhile became a 32-bit Amiga 1200 and also a 32-bit CD based console, named Amiga CD32, selling very good indeed and loads of 8-bit Computers became 'Enthusiast machines', spurning new User groups and Alternative Micro fairs.

Also during this history of consoles and computers, a 'new' gaming machine quietly came along, almost unnoticed, arriving from the other side of the ocean slowly but deadly: The PC is at the moment, Europe No. 1 gaming Computer, followed by Sega, who rule Europe in the console wars ahead of Nintendo's SNES.

In 1994 PC sales are way, way up and cartridge sales at an all time low, it all sounds very familiar somehow.

Even so, the next generation of 'Super consoles' have already arrived, using the 'new' CD media and high capacity carts, at the moment Atari's 32-bitx2 JAGUAR and EA 32-bit 3DO battle it out for the #1 stake but the next gaming revolution is in a distant future, I guess!

Information taken from the ATARI Fanzine, 8: 16.



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DP GUIDE ADDENDUM 3.02

BY JOE SANTULLI

The last thing I ever wanted was a monster that had to be re-created every year, but there's enough classic gamers out there to warrant it. What do you do while you're waiting for the next full update to the DP Collector's Guide? I say WHY WAIT? From here on it, I'll print addendums to the Guide: price updates, information updates, and new discoveries as they roll in. Just rip out or photocopy this page and stick it in front of your Guide, or create a "companion". Hopefully, I'll even save a few collectors some money and these addendums can fully supplement "last year's Guide"!

ATARI 2600

- Air Raiders (Bogey Blaster, Top Gun) M Network 6.00
MT5861. REPLACES DPG3 ENTRY.
- Alice's Abenteuer (Lilly Adventure) {E} StarSoft 25.00
StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.
- Asteroid Belt {E} StarSoft 25.00
Also named "Asteroid Fight" on packaging. StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.
- Atlantis (Ocean City Defender) Activision 20.00
Re-release of Imagic title by Activision. Blue label on cartridge with white lettering, similar to later Activision releases of their own titles.
- Bi! Bi! (SCUBA DIVER, SEA HUNT, SKIN DIVER, Ungeheuer Der Tiefe) {E} Rainbow Vision 30.00
REPLACES DPG3 ENTRY.
- Bobby Is Going Home (Bobby Geht Nach Hause, Labyrinth) {E} Puzzy/Bit 25.00
Puzzy/Bit games have German and English instructions and labels, but the boxes are all German. The box for Bobby Is Going Home reads either "Bobby Geht Nach Hause" or "Bobby Geht Heim". # PG206. REPLACES DPG3 ENTRY.
- Bogey Blaster (Air Raiders, Top Gun) Telegames 20.00
5861 A030. REPLACES DPG3 ENTRY.
- Chess (Video Chess) {E} Taiwan D 10.00
Unlike most Taiwanese games, this one credits Atari with the copyright, and was sold in the British Isles. Plain green label on the casing. REPLACES DPG3 ENTRY.
- Circus (Circus Atari) {E} Taiwan D 10.00
Unlike most Taiwanese games, this one credits Atari with the copyright, and was sold in the British Isles. Plain green label on the casing.
- Demon Attack Activision 20.00
Re-release of Imagic title by Activision. Blue label on cartridge with white lettering, similar to later Activision releases of their own titles.
- Commando {E} Salu 20.00
Most HES and Salu games have plain, non-illustrated labels like this one, which is white. #A988.
- Commando Raid (Landung In Der Normandie) VidTec 6.00
VC1004. REPLACES DPG3 ENTRY.
- Der Hungrige Panda (Panda Chase) {E} StarSoft 25.00
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- Der VielfraB (Fast Food) {E} StarSoft 25.00
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- Die Hungrigen Froesche (FROGS 'N FLIES) {E} StarSoft 25.00
StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.
- Dragonfire (King Author) Imagic 5.00
Designed by Bob Smith. # IA3611. REPLACES DPG3 ENTRY.
- Eishockey-Fieber (Ice Hockey) {E} StarSoft 25.00
StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.
- Fast Eddie (Mr. T) Sirius-Fox 10.00
Designed by Mark Turmell. # 11003. REPLACES DPG3 ENTRY.
- Fast Food (Der VielfraB) Telesys 8.00
Received honorable mention for "Most Humorous Home Arcade Game of 1982" by Electronic Games Magazine. Designed by Don Ruffcorn. # 1003. REPLACES DPG3 ENTRY.
- Fighter Pilot (TOMCAT F-14) {E} Activision 15.00
Overseas release with plain black label and white lettering. ©1988.
- Gefecht Im All {E} StarSoft 25.00
StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.
- Great Escape/Wall Defender Bomb 20.00
Special edition dual-pack. #DC-II
- Ice Hockey (Eishockey Fieber) Activision 5.00
Received honorable mention for "Best Competitive Game of 1981" and named "Best Sports Game of 1982" by Electronic Games Magazine. Beating the computer opponent could get you a "All-Star Hockey Team" patch by sending proof to Activision. Designed by Alan Miller. # AG012. REPLACES DPG3 ENTRY.
- Jumping Jack (Bobby Is Going Home) {E} Dynamics 25.00
- Kampf Im Asteroiden-GFCrtel {E} StarSoft 25.00
Also named "Asteroid Fight" on packaging. StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.
- Keystone Kapers {E} Salu 20.00
Most HES and Salu games have plain, non-illustrated labels like this one, which is white.
- King Author (Dragonfire) {E} Rainbow Vision 25.00
- Labyrinth (Bobby Geht Nach Hause, Bobby Is Going Home) {E} Quelle 25.00

Packaged in a Star-soft style casing.

- Landung In Der Normandie (Commando) Raid {E}.....StarSoft25.00
- MegamaniaActivision20.00
Re-release of Imagic title by Activision. Blue label on cartridge with white lettering, similar to later Activision releases of their own titles.
- Moonsweeper.....Activision20.00
Re-release of Imagic title by Activision. Blue label on cartridge with white lettering, similar to later Activision releases of their own titles.
- Moonsweeper {E}.....Salu20.00
Most HES and Salu games have plain, non-illustrated labels like this one, which is white.
- Motocross {E}.....StarSoft25.00
Bears no resemblance to Xonox' Motocross. StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.
- Mr. T (Fast Eddie) {E}StarSoft25.00
StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.
- Name This Game (Octopus)US Games.....8.00
A \$10,000 dollar first prize was offered to the person who could come up with the most original name to describe this game. The deadline was April 30, 1983. The official winner was Carrere Video who came up with the title "Octopus". Digital Press RE-sponsored a contest in 1994, and the winner was Russ Perry Jr. with "Going Under", an appropriate name for both the game and the state of affairs at US Games when it was released. We've also seen it referred to elsewhere as "Galleon's Gold", "Treasure of the Deep", and "Guardian of the Deep". # VC1007. REPLACES DPG3 ENTRY.
- Octopus (Name This Game) {E}US Games.....60.00
This is the contest-winning entry name for the US Games title. Ironically, it was produced outside of the US. Identical to the original in gameplay, but with a Tigervision style casing. #USC1007. Packaged in a StarSoft style casing.
- Pac-Kong (KING KONG) {E}.....StarSoft20.00
Previously listed as a Quelle game - Quelle distributes this game that was created by Suntek. Quelle games have German on the box, label, and instructions, and usually clone other titles. REPLACES DPG3 ENTRY.
- Panda Chase (Der Hungrige Panda) {E}.....HomeVision50.00
REPLACES DPG3 ENTRY.

- Pyramid War (CHOPPER COMMAND, Wustenschacht) {E}.....Quelle 20.00
Quelle games have German on the box, label, and instructions, and usually clone other titles. The German title is "Wustenschlacht". #262.794 1. REPLACES DPG3 ENTRY.
- Rampage {E}.....Salu 20.00
Most HES and Salu games have plain, non-illustrated labels like this one, which is white.
- Raumpatrouille {E}.....StarSoft 25.00
StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.
- Robin Hood (Save Our Ship) {E}.....StarSoft 25.00
Not the same as the Xonox version, Robin Hood translated is "Save Our Ship", the title as it would appear in the United States. Previously listed as a Quelle game - Quelle distributes this game that was created by StarSoft. StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing. Quelle games have German on the box, label, and instructions, and usually clone other titles. # 684.733 9. REPLACES DPG3 ENTRY.
- Skate Boardin' {E}Activision..... 15.00
Overseas release with illustrated black label and white lettering. ©1988.
- Super Ferrari (ENDURO) {E}StarSoft 25.00
StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.
- Tennis {E}Salu 20.00
Most HES and Salu games have plain, non-illustrated labels like this one, which is white.
- Title Match Pro Wrestling {E}.....Activision..... 15.00
Overseas release with plain black label and white lettering or standard Absolute label with Activision logo. ©1988.
- Tomcat F-14 {E}Activision..... 15.00
Overseas release with standard Absolute label and Activision logo. ©1988.
- Top Gun (Air Raiders, Bogey Blaster) {E} ..Quelle 25.00
- Ungeheuer Der Tiefe (Bi! Bi!) {E}.....StarSoft 25.00
StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.
- Wustenschlacht (Pyramid War) {E}StarSoft 25.00
StarSoft games can sometimes be identified by a large "SS" on the back of the cartridge casing.

PSYCH-O-PEDIA

VideoBrain - The "Family Computer System" released by VideoBrain Industries in 1977. This system is an 8-bit computer with a top-loading (like old top-loading VCR's) cartridge slot, 48-key keyboard, four joystick ports, and an interface port that connects "expander units". The expander units were slated to include a tape drive, light pen, modem, and home appliance controller, but only the tape drive (expander 1) and modem (expander 2) were ever released.

The system was never marketed as a video gaming machine, but rather as a home computer with entertainment capabilities. In 1977, consumers weren't ready for home computing. As comprehensive as the VideoBrain is, it was still too complicated for most, especially with the Atari 2600, Fairchild Channel F, and Odyssey2 in retail stores everywhere.

SOFTWARE INFORMATION:

OF TITLES: 20. TITLE LIST: Blackjack (EN05), Checkers (EN04), Computational Language (APL/S), Computer Life (EN10), Financier (VB-81), Gladiator (EN01), Historical Simulation - France in the Old Regime (ED09), Information Manager (VB-1200), Lemonade Stand - A Business Simulation (ED06), Math Tutor 1 (ED02), Money Minder (VB-1000), Music Teacher 1 (ED01), Musicanship 1 (ED07), Pinball (EN02), Tennis (EN03), Timeshare (CM01), Vice Versa (EN06), VideoArtist (ED05), Wordwise 1 (ED03), Wordwise 2 (ED04). DIGITAL PRESS FAVORITE: Gladiator. DIGITAL PRESS DUD: Timeshare. UNRELEASED: Budget System (VB-1100), Challenge Racer (EN07), Finance (HM01), Music Programmer (EN08), Number Cross (ED08), Programmable Football (EN09), The Programmable (VB-59).

Special Thanks to Jerry Greiner for his continuous research into overseas Atari releases.

Bill Schultz'

ALTERNATE CURRENTS

STREET FIGHTER II: THE MOVIE

In this installment of *Alternate Currents*, I was going to talk about Hollywood and its treatment of videogame properties. Sure, successful movies are transformed into successful videogames all the time, but never has the reverse occurred... at least not to my knowledge anyway. **Super Mario Brothers** and **Double Dragon** come to mind almost immediately as excellent examples of fun videogames turned into lousy films. I still can't forgive Dennis Hopper for being associated with **Super Mario Brothers**. When I first heard there was going to be a **Street Fighter** movie, I thought another throwaway merchandising movie made with no names to sell toys and videogames. Then one Saturday morning I happened to turn on the old boob tube, and lo and behold, there was Jean Claude Van Damme kicking what looked like M. Bison. Needless to say my curiosity was piqued. After a few phone calls to some friends, I found out that the Muscles from Brussels and Raul Julia had *both* signed on to star in the **Street Fighter** flick. Van Damme was to play Colonel William Guile and Julia was to play the baddest of all streetfighters, M. Bison. I thought to myself, "finally a great videogame is going to be made into a great movie". I was psyched.

Jump four months into the future, Dec 23rd, the opening of **Street Fighter**, and the beginning of a nightmare. Dragging along the Guru of Games, Joe Santulli, on one of our infrequent company-paid holidays, to play Siskel to my Ebert, we sat our butts at the first showing of this much anticipated movie. With popcorn in hand, I can honestly say we saw a film that typified everything bad with videogames-turned -big budget film.

Before going any further, let me tell you that for a one o'clock showing, the theater was packed. There were a variety of people at the show. Kids, parents, teenagers, two guys who had no more Christmas shopping to do. You get my drift. I wasn't expecting Shakespeare, and I sure as hell didn't get anything near it. Not as bad as **Howard the Duck**, but close. I had a lot of problems with this movie

right from the beginning. Lets take the big ones in griping order.

Problem Number One: Jean Claude Van Damme as Guile. I am not so much a purist that the producers of the film had to get an American to play Guile, but I would have like to seen someone who could speak the English language. I mean I have nothing against Belgians, (unlike other people in attendance, right Joe?), but after making movies for around ten years now, Van Damme should at least speak coherently. And

his acting! Let's just say it was so bad that it made me forgive Dennis Hopper for the aforementioned **Mario Brothers** debacle. Van Damme was so one-dimensional it was pathetic. After gaining some critical acceptance for his work in *Time Cop*, this is definitely a step backwards. A word of advice for the big guy from Belgium, less time in the gym, more time in acting class.

Problem Number Two: **Street Fighter**. This is the title of the movie and the premise of numerous incarnations of videogames. How come we never saw anybody fighting in the street? Outside of a scene where Guile stages a fake shooting, we never even saw a street. As a side bar to this, I want to know how everyone except M. Bison, Sagat, DeeJay, and Vega were all good guys in the end. Lame, guys, real lame.

Problem Number Three: Commercialism. I am not so naive as to think that merchandise is not sold through the movies. Coca Cola, Pepsi, and numerous companies due it all the time. I'm not a communist. I don't have a

problem with making some money. I do, however have a problem with a company financing a movie and then sticking a scene in the aforementioned movie where in an attempt to infiltrate Bison's camp, Balrog, Honda, and Chun Li pose as some sort of magic/acrobatic troupe. In this less than memorable scene, Chun Li is sealed in a barrel and tossed back and forth between her two massive cohorts. Emblazoned



across the lid, in BIG, BOLD LETTERS was "Capcom". This, I felt was completely cheesy and out of line. At least Coke and Pepsi can be worked into a story subtly. People need to drink. People don't need to see the Capcom name on the screen, other than in the credits. Capcom, for a company that sells a lot of video games and merchandise, you haven't learned a damn thing about commercialization.

My last problem can be summed up in two words: Blanka and Dhalsim. Can somebody please explain to me why the hell they were in the movie? These characters had no bearing on the plot or any other facet in the movie. A big deal was made about how cool Blanka was supposed to look. This guy looked like the guy who gets sand kicked in his face at the beach because he's painted green. If I were Lou Ferrigno, I would be pissed that I wasn't considered for this part. Dhalsim, a scientist, creates Blanka, ends up bald and taking care of his new friend Blanka. Absorb this. Enough said.

I could take up about twelve installments of Alternate Currents telling gamedom what I didn't like about **Street Fighter**, but to be fair I think I should tell you there were a few things I *did* like. Very few. All the characters looked like their video game characters, especially Zangief. The film was shot in a manner to suggest it was based on a videogame. It was colorful and unfortunately there was no blood, making it suitable for the young 'uns. Vega was very cool. From the tips of his claws to the end of his snake tattoo, this pretty boy looked like they pulled him right out of the game. Tip of the hat to guy who played Vega. You did a good job with that bad material, dude! One negative comment, though. Where did they find the guy who played Ken? What a wuss! If I was Ryu, I would have

kicked this guy's ass for imitating a martial artist. The action was pretty good when there was any. Everybody used their signature move for the most part. M. Bison even did his flying attack, the only problem was that you could almost see the strings holding him up. The coolest part of this movie was when Zangief and Honda demolish a scale model of M. Bison's dream city. They demolished the thing in a style reminiscent of those great Japanese giant monster movies. I think it was done intentionally to pay homage but then again, with this flick - who can be sure?

When I pay seven bucks for a movie I at least expect some bang for my buck. **Street Fighter** wasn't even a firecracker. It was a movie, in my opinion, made to sell videogames and toys. Sometimes it looked like the action figure commercials they show on TV. It is a cash cow made to generate merchandise, not made to appeal to action movie mavens, videogamers, or anybody else for that matter. I am puzzled that a man like producer Edward Pressman, who took a movie in which its star was killed and gave us one of my favorite movies, *The Crow*, could lend his name and money to produce such dreck. A good example of triumph and tragedy. This movie is no different than any other videogame based movie. Fear not though. I have talked to few friends with some inside connections who say the upcoming **Mortal Kombat** movie is going to end this sickening trend. State of the art special effects and computer animation, Christopher Lambert as Rayden. Hey, they got me interested. I highly recommend waiting to see this on videotape, unless you have a really morbid sense of curiosity and are into self inflicted pain.

DP BACK ISSUES (\$1.75)

#1: Neo-Geo: Worth It's Weight?, Atari 7800 Checklist, Worst of Atari 2600 pt I, Genesis Golf Side-by-Side.

#2: Whither ColecoVision?, ColecoVision Checklist pt I, Family Tree: Shooters, Worst of Atari 2600 pt II.

#3: How to Train a Non-Gamer, Genesis Football Side-by-Side, Worst of Atari 2600 pt III, ColecoVision Checklist pt II, Streets of Rage Strategy.

#4: Whatever Happened To....?, Vectrex Checklist, Worst of Intellivision, Videogame Mags Side-by-Side, Atari 2600 Rarities pt I.

#5: Life of the Party Videogames, Channel F Checklist, Atari 2600 Rarities pt II, Gamepro TV Review, Scavenger Hunt '92.

#6: Weird Games, Summer CES '92, Buyer's Guide to Classic Systems, SNES Golf Side-by-Side, Astrocade Checklist, Atari 2600 Rarities pt III.

#7: What If....?, Worst of Genesis pt I, Atari 5200 Checklist, Atari 5200 Vs. ColecoVision Side-by-Side, Atari 2600 Rarities pt IV.

#8: The Darker Side of Gaming, Odyssey2 Checklist, SuperCharger pt I, PsychOpedia begins.

#9: Ups & Downs of '92, Night Trap

Solution, SuperCharger pt II, Intellivision Checklist pt I.

#10: Sequels, DP Style, Atari 2600 Rip-offs pt I, Intellivision Checklist pt II, ColecoVision A/V Inputs, New 5200 Prototypes Discovered!, Coleco Adam Feature.

#11: DP Interviews Daniel Bass - Intellivision Programmer, Worst of ColecoVision, Atari 2600 Rip-offs pt II.

#12: Best & Worst of SCES '93, DragonStomper Adventurer's Guide, Atari 2600 Rip-offs pt III, DP Interviews Ray Kaestner - Intellivision Programmer, Scavenger Hunt '93.

#13: PERSPECTIVE: Videogame Trading Cards, The Puzzy/Bit Corp, Real Videogame Madness, Genesis Baseball Games Side-by-Side.

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

#15: SCARY: Creepy Classic Carts, Horror Games We'll Never See, Rare 'Ware: Compu-Mate, Fanzine X-ing with VG Experience.

#16: BRAWL: Six Intangibles of Videogames, Tournament Fighting Games Side-by-Side, The Perfect Fighting Game, Atari Jaguar First Impressions, Upgrading your Genesis,

Fanzine X-ing with Zineophilia, Worst of Neo-Geo, pt I.

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

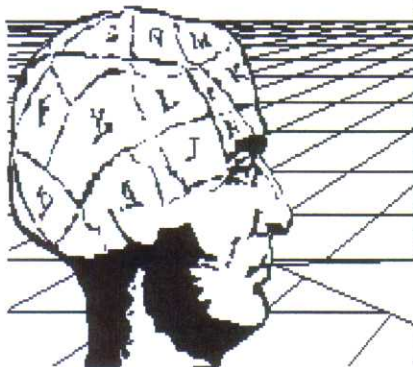
#18: FOOLISH: April Fools' 1994 - purely for laughs.

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

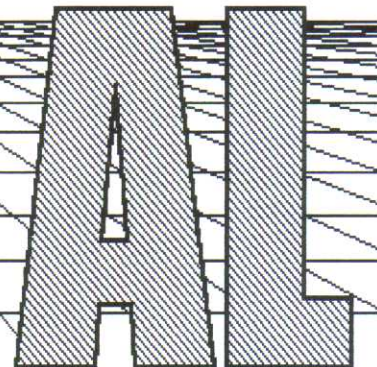
#20: ALTERNATIVES: Classic Videogame Board Games, SCES '94 Coverage, Videogame Trading Cards II, Classic Knick-Knacks, Name This Game Contest, Fanzine X-ing with The Laser.

#21: FAME: John Van Ryzin Interview, Ten Best and Worst Endorsements, Dealers vs. Bootleggers, Videogame Soundtracks, Classic "Endorsed" Games.

#22: REQUISITION: Adult Video Games, Fanzine X-ing with Infestation, Classic Favorites, Video Game Cartoons, Way of the Warrior Survival Guide, Sega Master System US Cartridge Listing, Tribute to the "Old" Atari, Guide Addendum 3.01.



The Wacky World of



THE TOP TEN BRAIN GAMES OF ALL TIME

There are certain times when I need a break from intense shoot-em-ups or games requiring precise jumping skills. That's when I look for something slower, more cerebral. Something that requires logic instead of lightning reflexes.

My ideal type of puzzle or "brain game" should have a set solution. **Tetris** is a great game and it's also very addictive.

But the game does not have a solution. The pieces are

generated randomly. It is also non-stop so there's no opportunity for strategy. I prefer games that pause after every level and give you a password so that you can always pick up where you left off. You may even want to take a break and come back when you're thinking a little clearer. I also prefer games that have no time limits. In real life, most decisions are not made on the spur of the moment, but after careful, rational planning. The following is a list of those games that come closest to meeting most of the above criteria and also possess the all-important fun factor.

1) **Adventures of Lolo** (NES) - Some of the best logic games ever made. Each of the 3 carts is successively harder. I would recommend starting with the original first. The games may look childish with their cartoon-like characters, but don't be misled. They are an excellent test of logic. You must traverse rivers, lakes, and bridges to get to the heavily guarded console, which opens the door to the next level. To accomplish this you may have to "egg" a creature. That is, transform it into a temporary egg which can be used as a blockade, raft, or bridge, depending on the circumstances. At first, some levels may look impossible, but when you discover the solution, you won't believe how obvious it was.

2) **Boxxle** (GB) - The object here is to move boxes to their designated spots in another area of each room. The kicker is that you can only push the box. Once it rests against a wall you can not pull it back. It can only move along the wall. Careful planning is required. You have to be careful not to "paint yourself into a corner" by making a big mistake. Fortunately, each level can be re-tried and even the last move can be taken back up to a point. Plan ahead as the sign goes. One sequel was made and it may have been reincarnated in some form on other systems.

3) **Chip's Challenge** (Lynx) - A great collection of step-by-step

logic puzzles. Nice graphics consisting of moving sidewalks, changing tiles, water hazards, pursuing enemies, among other surprises. The screens may scroll in any direction and a level may cover a wide area. Each level requires you to pick up a set number of ROM chips. Doors must be opened with color coded keys you pick up along the way. Excellent game play.

The only drawback is that some of the levels require

splitsecond timing to complete. There are 144 levels in all. I myself am still trying to finish five levels. In case you missed it, here are four hidden levels and their passwords: 146: JHEN, 147: COZA, 148: RGSK, 149: DIGW. I don't know if there are any higher levels or if there is a 145.

4) **Puzznic** (NES) - Similar to Shanghai or Mah-Jong, in that you have to match tiles to clear the board. In this case, the matches may be uneven. Three or more tiles have to be brought together simultaneously. If there is one lone tile of any color, you're finished. A bonus game called Gravnica is a variation in which the whole board can be shifted to one side as if by gravity. If done correctly all tiles will match off.

5) **Escape From the Mindmaster** (2600) - A multi-load maze game that will test your memory and coordination. The first person perspective puts you inside the maze where you have to find the various shapes which are randomly scattered about and also their designated resting places. Hampering your progress is an alien whose touch is fatal and a clock that keeps ticking away. You will have to

dodge sliding force fields in some areas. There are six mazes in all. Each maze except the last has a section that gives you a chance to regain lost points by playing a short "test" such as Simon or Lunar Lander. The last maze is dark and uncharted, so you need to find the correct route. Whether you succeed or not, the Mindmaster smugly evaluates your performance. This can be anywhere from quaint to promising on up depending on how well you do.

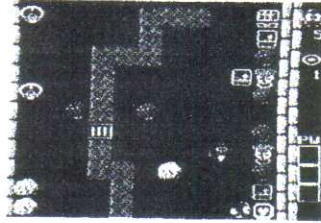
6) **Solomon's Key/Club/Fire 'N Ice** (NES, GB) - You control a sprite with a magic wand that can make or break blocks. The objective is to find or get to a key which will open the door to the next level. You have to be fast to avoid contact with the enemy by building stairways of blocks or using them as barriers. Even though the games can be fun, there are drawbacks. There is a time limit. Not every level has its own



Whose brain is bigger, Al Backiel or this gent with a labyrinth on his noggin? Read on to find out!

password. Also, some useful objects you may pick up and put in your inventory might be necessary at a higher level. Overall, the games are like light beer - satisfying but with half the calories. Of the three carts, I like the last one best.

7) **Catrap** (GB) - The game play is similar to the Solomon games above. What makes this game different is that you now have the ability to alternate between two on-screen characters. There is a kind of symbiosis. If one gets trapped, the other can finish up. They may even be used in tandem to cross over abysses.



There are times when one has to be sacrificed for the greater good. A General would approve of such a strategy. There are 100 puzzles to be solved. The manual shows additional passwords, but these don't appear to work for some strange reason.

8) **Bugs Bunny's Crazy Castle** (NES, GB) - A relatively easy and cute game. Besides Bugs, several other Looney Tunes characters are here trying to halt your progress. One of the nice touches is when you squeeze through a pipe, it conforms to your shape as you wiggle through, just like in the cartoons. You can also collect carrots, drop safes on top of pursuers, duck into and out of elevators, etc. There are password protected levels. Basically you can solve any level by observing the movement of the various characters. There was a sequel made.

9) **Kwirk** (GB) - Consists of mechanical types of puzzles. Go through turnstiles this way and that, but don't get trapped. Build bridges, open gates. Find the correct path to another level. There is a second game which hits you with a random

puzzle, but these may be repeated along the way. Your memory will come in handy in order to finish this version.

10) **Bomberman** (many systems) - This game is fun to play even though the hidden doors are generated randomly. In this game you must blow up any pursuers and at the same time be careful not to blow yourself up by the force of your blast. You have to grab the power-ups and use them wisely. You can

Adventures of Lolo is another of Al's faves.

sucker enemies into chasing you and drop a bomb for them to run into as you quickly duck behind a rock or around a corner. The

Game Boy version is called Atomic Punk and Bomberman may be found as one of the variations. There have been several versions released.

Have fun! If I missed any of your favorites, it's probably because I never got around to playing them or don't own that particular system. If a gem was missed, I'd be interested in hearing about it. If anyone gets stuck on a Nintendo game, remember there's help available at their help desk (206) 885-7529, and I'm sure Sega has one too. The only drawback is that the phone is usually busy. You'll need a phone with redial to get through. If your problem concerns third-party software, I suggest you call that company directly. There is usually a phone number in the manual. Ask for Customer Relations or the Software Help Desk.

Also recommended: A Boy & His Blob (NES & Game Boy), Amazing Penguin (Game Boy), Bubble Bobble (NES, Game Boy), Cyraid (Game Boy), Godzilla (NES, Game Boy), Prince of Persia (Most systems), Snoopy's Magic Show (Game Boy), Snow Brothers Jr. (Game Boy), Spanky's Quest (NES, Game Boy), Tower Toppler (7800 and as "Castelian" on NES & Game Boy).



SEGA HATES US, DON'T THEY?

I don't really know how well my column this issue is going to go over, but since when have I been one to care about that? Sega is going to be the recipient of my foot in the behind this month.

My Genesis has been about my favorite system for quite some time now but I just can't stand to see how it's being treated of late. It was the first system I bought brand new since my Intellivision - I never got on the 8-bit Nintendo bandwagon, but after renting a Genesis and a few carts from my local Blockbuster, I was sold. I'm not the type of person to sit here and expect any company to support a system forever. I'm well-aware that technology advances and game companies have to be right there taking advantage of it to stay on top of the market. HOWEVER, I don't understand why Sega is letting

Nintendo pass it by in overall popularity. Each company will give you a different version as to who's got the more popular system, but it was made fairly clear to me who does by looking at the store shelves this Christmas.

At the beginning of the season it looked as if both systems were given an equal chance as far as shelf space is concerned. Most stores I shopped were fairly well stocked and had a decent selection of titles available for each system. In making my rounds just after Christmas, at store after store I noticed the selection and quantity of SNES games was pretty much wiped out while Genesis titles were still in fairly decent supply. I'm not talking lousy games either. Titles such as PGA Tour III, Earthworm Jim, and NHL '95 were all available for sale. What's the deal? I can recall a time when there wasn't much question

as to who was on top. Sega had a head-start in the 16-bit system "war" and pretty much kept a comfortable lead for a while. Now it seems that Nintendo has, at the very least, caught up to Sega and more likely has surpassed them in overall popularity.

My question is how did this happen? Something I've mentioned before as the case with the 8-bit Nintendo is happening to the 16-bit SNES and people are actually falling for it AGAIN! In my opinion, the official "Nintendo Seal of Quality" means nothing more than the glue used to hold the case together seems to be working. I can't possibly believe that their seal has anything to do with an "assurance of quality" as they slap it on any old piece of junk. It seems they are far more interested in quantity than quality and will put this seal on any title that comes across their desk just so they can chalk up another game that can be played on their system.

Nintendo is also riding on the coattails of the 8-bit system's success quite a bit. Software publishers seem to jump at the chance to produce a game for the SNES. Many of them are probably still kicking themselves for missing out on the goldmine that escaped them in the NES and don't want to let it pass by again. Sega, on the other hand, produced most of the software for their

8-bit system themselves and didn't really have much of a reputation to fall back on when their 16-bit system showed up. They relied solely on the fact that it was more advanced than anything else on the market at the time to sell systems and for a while it worked. Nintendo countered with the introduction of the SNES, but had a hell of a time catching up to Sega in the software availability department. Who can remember the early commercials that showed the big stack of Genesis games and like 5 SNES games? It seems Sega is pretty proud of their approach in the 16-bit wars and has poised itself to take a similar route in the 32-bit+ wars and have left the Genesis in the dust. I'm not saying they've abandoned it mind you, but you would think that with Nintendo passing them by in the software department they'd be out recruiting more Genesis developers but rather they are out looking for Saturn developers. So what

ever happened to the Sega CD? I'm happy to say that I resisted the many temptations to buy one, but where does Sega stand on the issue of CD development? It's gotten very little more than lackluster support from day one and it doesn't appear to be getting any better. With this type of track record, why would anyone buy a 32X? Yea, they released it in time for Christmas and it's capabilities are decent, but will they support it for more than a few months? I suspect that the same thing that is happening to the Sega CD will happen to the 32X.

My view on the entire situation is basically that Sega spent most of its resources developing the Sega CD and when it was finally done they realized that it didn't do much to the capabilities of the Genesis other than increase its storage space over a traditional cartridge. Realizing this wasn't going to keep them at the forefront of technology, they told their engineers to get back to work and come up with something better at which point they developed the Saturn and 32X. Now how do we know that they are pleased with the Saturn and won't be introducing a new and better system before the Saturn even has a chance to catch on? The 32X is a dead issue as far as I'm concerned. An add-on that gives the Genesis the ability to play games that are ALMOST as good as the new system they have developed and will most likely be introducing in the US in the not so distant future? Who's the butthead that came up with this idea? I for one will be keeping the old padlock on the wallet (and giving my WIFE the key) until the Saturn shows up here. My gaming dollars are fairly limited as I'd imagine is the case with most people. Sega is asking me to shell out 150 bucks for a 32X add-on for my Genesis while they dangle the Saturn in front of my nose over there in Japan (yea I know - long nose)?? NOT! I can't afford to keep up with every one of Sega's little whims.

At a time when 16-bit gaming is still relatively hot, Sega seems to have decided to put development for their system on the back burner, let Nintendo pass 'em up, and at the same time give it to consumers up the butt with the 32X. Not a very pleasant situation if you ask me and not one I'm going to participate in unless they get their act together.



ANNOUNCING: THE STARPATH LIBRARY ON CD!

What it is: All of the Starpath library, NTSC and PAL, and at LEAST a couple screens from *Sweat*, on more permanent media than the original cassettes.

How it works: The same way your cassettes do - games load through the headphone jack of any CD player.

How much it is: Well, we don't know yet, but we're shooting for \$15 or less (yes, this is a not-for-profit venture).

Other nifty info: It will come with (hopefully) a professionally produced booklet; the rights have been procured (i.e. it's entirely LEGAL); limited to roughly 250 copies; demos should be included; faster load times will likely be implemented. And if fortune smiles on us somehow, it MIGHT be possible to include the demo from the Starpath demonstration unit (but don't count on this one, kids).

When it will be available: Sometime come spring, nothing more precise because we're all busy!

How to get one: Send a postcard or an index card with your name, address, phone number and E-mail address if applicable, to **Russ Perry Jr, 5970 Scott Street, Omro, WI 54963-9413**. That's right, no money down now! Just indicate that you are interested and pledge to buy one, as they won't be available for long!

Who's in on this: Glenn Saunders is officially heading the project, but there is a small team working out details (like me here). And there are about 100 names already on the list, so write soon!

UTOPIA

Intellivision

Mattel

Strategy



YOUR TOUR
GUIDE, JOE
SANTULLI

For two years I labored under the misconception that the Atari 2600 was the be-all end-all of video game systems. It was 1980 and I was a young punk high school student who thought he knew it all. Friends of mine had purchased the Odyssey2 to be "different", and watched as not only dust bunnies, but also dust giraffes and elephants gathered on their obsolete Pong systems. Yep, I had made the right choice. It was by chance that I stumbled onto the Intellivision system. A woman whose yard I used to cut every week had a lazy bum brother who always used to be upstairs playing video games. One day I disclosed my obsession with the Atari and she invited me up to play with her brother.

He was playing a game where he had to shoot hostile robots while a spider and some bats slowed him down. **Night Stalker**. I watched him play for awhile, amazed by the colorful graphics and crisp sounds. I was instantly hooked on the game. We played a few sports games that afternoon, where I played his patsy while he trounced me in

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

Baseball and Basketball. It didn't matter, though... I'd get even later, when I got a job. You don't get paid for playing Intellivision games, you see - a detail he'd never quite understand.

Anyway, the point I'm laboriously getting to is that I took an instant liking to the style of the Intellivision games. I'd play every other weekend that summer there, each time contemplating a purchase of my own. It was about a year later - when Utopia was released by Mattel - that my mind was finally made up.

Why didn't **Night Stalker**, **Astrosmash**, or the excellent sports sims do it for me? What was it about this "sleeper" strategy game that made me take the plunge? It's obvious to me now. You see, most people don't buy a system unless they feel it is going to offer "the next level" of gaming to them. There really wasn't anything superior about the systems that were released until 1980. It was all a matter of software. **Utopia** really shows off what the Intellivision can do, surprisingly. For one, the keypad is actually useful here. The graphics

are ultra-sharp, although not very animated. The sound is incredible. There are rushing winds, explosions, rainfall, and some strange "boing" sounds when you're catching fish.

Quite remarkable in an era where sounds were limited to white noise.

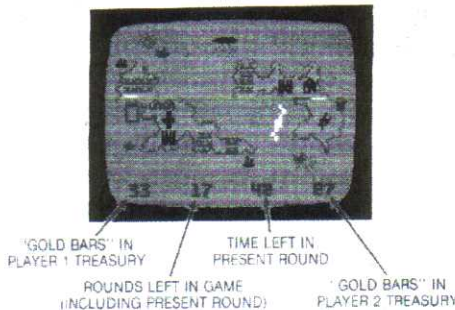
The game itself is a remarkable head-to-head strategy challenge. You simply have to have a better continent than your opponent in the allotted time (a selectable number of rounds consisting of a selectable duration). You can do this in a civil way, by out-economizing and out-producing him, or you can go for the jugular by sending PT boats to sink his fishing fleet and rebels to crash his buildings inland. Random events occur during each round. Hurricanes travel erratically across the screen, threatening to destroy anything in its path; tropical storms rip up your crops; rain increases your revenue when it touches your harvest; pirate ships sink your fishing boats... it's a fantastic simulation for its time. If you have the attention span of a ten-year old like I do then the simplicity of the game

(Continued on page 19)

Bright graphics and interesting sounds round out this simple but addictive strategy game. Not many classics that play similar to Utopia.



Oleniacz



L. Santulli

Any game where you can either side with or turn against the person you're playing with is OK in my book. There is just enough to think about in this game to keep it interesting.

Collector Notes

AN EASY FIND - CONSIDERED A "COMMON" INTELLIVISION CART. THE DP GUIDE CURRENTLY VALUES THIS GAME AT A MERE \$3.00.

Power Users

ALWAYS PLANT CROPS NEAR THE CENTER-SCREEN EDGE OF YOUR LAND, AS RAINSTORMS FREQUENTLY TRAVEL THIS AREA. KEEP A FORTRESS SURROUNDED BY EXPENSIVE UNITS, AS IT PROTECTS THEM FROM REBELS.

Origin

BESIDES A FEW COMPUTER SIMULATIONS THAT ATTEMPT THIS, *Utopia* WAS THE FIRST OF ITS KIND. LATER, THE THEME WAS ELABORATED ON COLECOVISION WITH *FORTUNE BUILDER*, AND AGAIN YEARS LATER AS *Sim City*.

Random Reviews

LIBERTY OR DEATH

SNES/Genesis

Koei

Strategy



BY KEVIN "VIVA
LA FRANCE"
OLENIACZ

Element	Joe	Kevin	Bill	Karl	Liz	Howie	Simultaneous Multi-Play	Saves Data to Cart
Graphics	6	4	5	6	6	7	Significant Game Ending	Hidden Areas
Sound	5	4	6	6	6	7	Variable Skill Levels	Non-Linear Gameplay
Gameplay	5	8	4	7	4	7		
Overall	5	7	4	7	4	7		

On my ancient Commodore 64, I have a war simulation entitled **Sons of Liberty**. Among its features were several historic scenarios, fast-paced resolution of the action, and complex strategy. I anticipated more of the same from this modern, 16-bit treatment of the Revolutionary War... but **Liberty or Death** falls a bit short of these expectations.

A thick manual full of pertinent historical information and varied combat and governmental data set the groundwork for the campaigns ahead. Controlling either the British or the colonists, attempt to capture a maximum of fifty-three districts comprised of the thirteen original colonies and parts of Florida and Canada. You can also claim victory by eliminating the entire enemy force or your opponent surrenders, whichever comes first.

The governmental phase is initiated at the beginning of each quarter. Prepare budgets by appropriating funds to the military and district governors. Determine officer salaries, rations, powder and arms, distribution, naval support, and promotions. During the command phase,

lead your troops into battle, purchase materials, recruit soldiers, award bonuses to officers, offer bribes, transport troops or materials, grant furloughs, or train your regiments. During battle mode, zoom up close to the battlefield. One can charge into melee with any cavalry units, order bayonet charges, build or blow up bridges, and set up ambushes.

As strategy games go, this is an excellent challenge. In addition to battle tactics, one must have keen management skills when dealing with the morale of your officers and troops, as well as the overall support of each district's citizens. Occasional parades, furloughs, and publication of costly gazettes help strengthen these intangibles.

The overall sounds and graphics are quite limited. An overhead map populated with fleet and military icons make up nearly all of the graphics. The sounds, while good, are scarce - booming cannons, marching, gunfire, and a droning revolutionary tune max out the audio department. What is most important for simulations is the realism, variety, and ease of

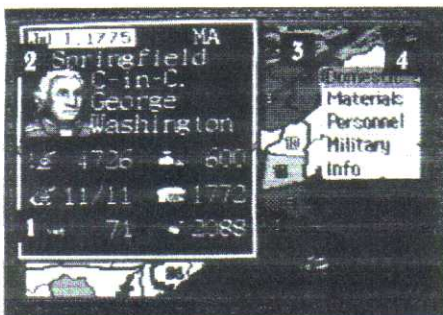
play. There are many choices and lots of opportunities for battle in **Liberty or Death**. Random historical events, such as the Declaration of Independence and the defection of Benedict Arnold can occur after accomplishing certain objectives. Attrition, weather elements, mutiny, and foreign intervention can occur, just like in our history books.

My sharpest criticism concerns the speed of the gameplay, or rather lack thereof. Attempting to complete your goals when dominating the map can be quite a drag; often this occurs at a snail's pace. The realism, accuracy of real events and flexibility are the high points, while the graphics, sounds, and pace leave something to be desired.

This game is just too slow for me. Where are the options to set speed? Will they be making a Liberty or Death Turbo Edition? Then I might enjoy it a little.



Schultz



YOUNGMAN

I'm a big-time fan of strategy games. I expect more than two soldiers bopping each other over the head to simulate two fighting units' conflict. Nothing high tech here at all.

Collector Notes

Look for this GAME USED, as you'll find it (AS WELL AS MOST KOEI GAMES FOR SNES) RATHER HIGH PRICED if you buy NEW.

Power Users

TRANSPORT ALL AVAILABLE MEN, WEAPONS, AND RATIONS TO THE BATTLEFRONT. USE THE NAVY TO TRANSPORT GOODS FROM DISTANT DISTRICTS.

Origin

KOEI SEEMS TO HAVE BUILT A STRATEGY GAME "ENGINE" THAT MOST OF THEIR GAMES USE, GIVING THIS ONE A SIMILAR FEEL TO *GENGHIS KHAN* AND *ROMANCE OF THE THREE KINGDOMS*.

WARRIOR OF ROME II

Genesis

Micronet

Strategy



**SPOILS OF WAR
BROUGHT TO YOU
BY JOE SANTULLI**

To me, there are two kinds of strategy games: the kind that completely bores me, or the kind that I start to play, suddenly look up at the clock, and realize that it's 4 in the AM. *Warrior of Rome II* is the latter type.

In this sim, you take on the role of Julius Caesar commanding the armies of Rome against the upstarts in Asia. The view of the action comes on a *Populous* style-angle (3/4 overhead), contains 15 stages of varying difficulty, and even allows two player head-to-head competition (although I couldn't find anyone willing to be one of those upstarts). An interesting feature of WOR2 is the ability to select and move windows of information anywhere on the screen. You may not be interested in keeping the "game options" window open at all times, for example, so you can shut it off. Customization like this is all too

Element	Joe	Kevin	Bill	Karl	Liz	Howie	Simultaneous Multi-Play	Saves Data to Cart
Graphics	8	7	6	7	6	8	Significant Game Ending	Hidden Areas
Sound	7	7	7	7	6	8	Variable Skill Levels	Non-Linear Gameplay
Gameplay	7	8	6	8	5	7		
Overall	8	8	6	8	6	8		

rare!

The graphics here are much better than most strategy games allow, with lush landscapes dotted with highly detailed fortresses and coliseums. There are bridges, forests, mountains, shipyards, huts, and rivers. There are 36 different army types and 16 different seafarers. You can see construction taking place as fortresses, shipyards, and coliseums grow as manpower increases - a la Sim City. All of this while scores of troops are simultaneously duking it out. A real achievement.

Sound is limited but equal to the task at hand. Greco-Roman favorites drone on in the background as swords clash and battle horns are sounded. Decent, but nothing to write to Brutus about.

The gameplay can be absolutely daunting to the novice strategist. With many units to command (especially in

the later battles), you can easily forget what orders you had given and have several of them annihilated while seemingly attacking a patch of bare land. It takes some time to get the rhythm of the game, but fortunately Micronet included a 26-step tutorial, guiding you through all of the keypresses needed to get you through about twenty minutes of gameplay. This takes up a good portion of the 78 page manual!

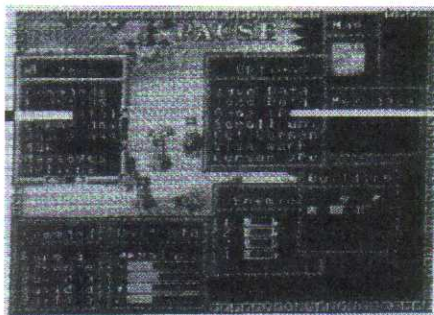
The predecessor of this game, *Warrior of Rome* was my first experience with strategy games on the Genesis, and I was completely absorbed in it. The sequel is far more advanced in the way it handles battles (it isn't turn-based) and dozens of moving sprites (with little slow-down), making it one of the best in this genre.

Et tu!

Puts you right in the middle of ancient Rome. Good battle sounds and window environment. All it's missing is the stab in the back.



Hirsch



YOUNGMAN

Pretty good game once you know all of the rules. Much closer to a PC strategy game than anything else I've played on Genesis.

Collector Notes

A STEAL WHEREVER YOU CAN FIND IT, BUT LIKE MANY STRATEGY GAMES, IT ISN'T EASY TO FIND. LOOK FOR IT USED IN FUNCOLAND FOR LESS THAN \$30.

Power Users

THIS ISN'T A TIP, BUT IT IS FUN: ALTHOUGH WE DON'T USUALLY BOTHER WITH SOUND TESTS, THERE'S A CLASSIC ONE HERE - THE ARMIES DANCE DIFFERENT ROUTINES TO EACH OF THE BGM SELECTIONS!

Origin

FIRST THERE WAS *WARRIOR OF ROME*, WHICH IS IN ITSELF A GOOD TITLE. THIS GAME EXPANDS ON THE "BATTLES IN REAL-TIME" MODE THAT THE FIRST GAME MADE A STANDARD.

Random Reviews

LITE

...WHERE WE PRESENT REVIEWS WITH THE SAME GREAT TASTE AND ONLY HALF THE CALORIES!

KLAX ATARI, FOR ATARI 2600

This game was released AFTER appearing on other systems (the Lynx and TurboGrafx-16 versions were already on store shelves). Utilizing the beloved paddle, catch bricks and assemble them in rows, matching three or more bricks of the same color in a row (horizontal, vertical, or diagonal) to rack up your score. These are called "Klaxes". There are several random objectives presented as the game progresses. These include a required number of specific direction Klaxes, topping a fixed score, or catching a certain amount of tiles. Both the graphics and the color coordination is terrible in this version, as certain shades are hard to differentiate. The game is fast-paced and the goals change, which is a plus. Overall, this is one of the more pleasing imports (Atari didn't release *Klax* in the US), but it doesn't fully capture the essence of the "top of the line" 2600 cartridge it should have been. - Kevin Oleniacz

LAS VEGAS ROULETTE MATTEL, FOR INTELLIVISION

LVR follows the basic rules of the age-old casino game. An authentic layout of the game board is displayed. Other than understanding the odds and payouts, the rules are simple. Overlays are included but not necessary. Eleven betting categories can be selected which range from odds of 2 to 1 to 37 to 1 (come on, zero!). If it weren't for the memory limitations, this would be a great party game, but unfortunately, only two players can bet at the same time. On top of that, you "break the bank" at \$9,999 - a mere bag of shells to many gamblers. Initially an addictive challenge, but the one-dimensional premise will wear down your enthusiasm fast. And with today's multi-game casino simulations, *Las Vegas Roulette* just doesn't stand the test of time. - Kevin Oleniacz

QIX ATARI, FOR ATARI 5200

If it weren't for the fact that *Qix* is a near-perfect arcade translation, it would have been a candidate for a "worst graphic design" award. By constructing blunt geometric boxes with a cursor (the *Qix*), you have to surround a minimum of 50-80% (selectable) of the playfield. Each time you successfully surround a portion of the open area, it fills in with color and the percent of the whole you just captured is added to the total. "Fuses" travel along the lines you create and are fatal to the touch - as are the freely moving "Styx", which behaves erratically in the remainder of the open playfield. Bonus points

are awarded for slowly constructing the boxed areas (you can also move quickly for fewer points). It's a challenge in itself to create innovative strategies to box in the Styx and max out your score. Unfortunately, the crummy joysticks don't do well with this game, and only adds frustration to a game where control is so crucial. - Kevin Oleniacz

REVERSI MATTEL, FOR INTELLIVISION

This is Mattel's version of Othello, a popular board game, which is in turn an Americanized version of Go, a popular game for centuries in the far east. The object is to capture the majority of the board (6x6, 8x8, or 10x10) by surrounding your opponent's pieces and converting them to your color. As in many classic games of this genre, the graphics and sounds (in this case, black and white blobs and generic Intellivision "clicks") do not make or break the game. It's the options, control and realism that should be given a good hard look. There are three skill levels, one or two player option, and the aforementioned board size choices. Although the control and realism rate well, taking into account what could have been done with this game, it rates average at best. Where is the music? How about some unusual board designs? Nothing but the basic game here. Still it's a good addictive mind-bender, just nothing you haven't seen before. - Kevin Oleniacz

SHANGHAI: THE DRAGON'S EYE ACTIVISION, FOR GENESIS

In this engaging cartridge, the object is to find the matching tiled symbols in order to clear the desired area. Shanghai is based on an ancient eastern game called Mah Jong. From the start I loved the way this game "feels". It's easy to learn, challenges the mind, and offers plenty of variety (much more than other traditional games like Checkers or Othello). Another plus is the option to get a hint when you're stuck. Controls are simple, utilizing either a joypad or Genesis mouse to shift the desired tiles. From a variety standpoint, you may play against a friend, select an interesting assortment of tile motifs, and keep or ditch the background music (which is rather repetitive and better in the "off" position). Ditto for the colorful background graphics. There is also a variation game "Dragon's Eye", where you battle the computer for supremacy. Unfortunately, I didn't have a manual and was unable to sample this option - but this game stands up well without it. My only real complaint with this game is that, like others of its kind, it is inherently addictive, and a real time-killer. One last plus: you can find this game new for less than \$30! - Howie Hirsch

VIDEO CHESS ATARI, FOR ATARI 2600

Atari's version of this timeless favorite provides a tough solo challenge. Eight available skill levels differ in the length of time the computer completes its next move. This ranges from a ten second beginner level to an insane TEN HOURS (parent punishment/adaptor burnout level)! This can also be called "computer cheat mode" as you'll discover some pieces have been switched around. In situation mode, you can also set up the board any way you'd like. Besides the unattractive solid outlines of chess figures and rude buzzing noises when YOU try to cheat, **Video Chess** rates well in terms of strategy and the computer puts up a good game. It is not, however, every chess-player's "must have" video game. - Kevin Oleniacz

ZENJI ACTIVISION, FOR ATARI 5200

Quick reflexes and sharp eyes are essential to succeed here. The premise is to create an unbroken path by rotating sections of the board... not so bad except that you're racing against time. And even that wouldn't be so bad if you weren't being hunted down by deadly flames that patrol the path. Bonus counters can randomly appear, granting you more time. Four challenge levels can be selected. An annoying tune plays over and over, and while it's probably supposed to sound like that stuff that college students listen to while reading philosophy, it comes off as just "an annoying tune". The visually unimpressive mesh of roads really hide a well-conceived concept. The puzzles are devious, and the fun factor is certainly present as this game holds its own against the Atari-dominated 5200 software library. - Kevin Oleniacz



NOW SHOWING

... THESE ARE THE GAMES CURRENTLY EATING UP OUR FREE TIME.

DEMOLITION MAN VIRGIN SOFTWARE, FOR 3DO

If I could use one word to describe **Demolition Man**, it would be "slick". This is, in my opinion, the BEST 3DO game out on the market today. In fact, this may be the best game produced for any home gaming system ever! Hell, I would even put **Demolition Man** up against some of the arcade shoot 'em ups! In this game you are John Spartan, The Demolition Man, hunting your mortal enemy Simon Phoenix across several generations. This is truly an interactive experience my friends. Virgin has used clips from the actual Stallone-Snipes actioner, put them together with footage shot exclusively for the game and come up with some truly spectacular results. **Demolition Man** utilizes four different styles of game play, a shooter, hand-to-hand combat (i.e. **Mortal Kombat**), tunnel mazes, and car chases. The game is actually better than the movie. My favorite level was definitely the shooting one. Excellent first person point of view combined with awesome 3D backgrounds and lots o' ammo... what more could a guy (or gal) ask for? I love it! My *only* complaint about **Demolition Man** is that the hand-to-hand fighting was a bit sluggish, and the controls a bit difficult in executing the various moves. This game is so interactive, that when you die, Sly Stallone makes fun of you, then the simulation of film melting across the screen, and finally a black screen with people booing and hissing because you screwed up the film. This is a must have game. Bypass rental, go to buy mode. What? You don't have a 3DO? Then go buy one Jack, and put **Demolition Man** at the top of the game list. Number one with a bullet. - Bill Schultz

REBEL ASSAULT LUCASARTS, FOR 3DO

I have now had the distinct pleasure of playing **Rebel Assault** in all of its various system incarnations - P.C. CD-ROM, Sega CD, and now 3DO. The latter is pretty much a direct copy of the P.C. version of this cool shooter, but for some reason I had much more fun playing the 3DO version than on any other system. I think reason for this can be attributed to the fact that playing anything on a 27 inch television screen makes for more to see, and I like the 3DO controllers for flying games better than anything else other than a joystick. **Rebel Assault's** crisp, clean, fully rendered graphics made me feel like I was actually in a Star Wars flick. The 3DO version held true to form, with the asteroid field stage being the best looking and most difficult. This stage is awesome! Three dimensional asteroids whiz by you, while your trying to dodge ice chunks and destroy TIE fighters. You need The Force and a change of underwear to survive this level. The downside to **Rebel Assault** is that it can get a bit tedious at times because there is only one course of action to take, and that never changes. When you finish this game, you won't be going back to play again. **Rebel Assault** shows off the 3DO and proves it competes with the best PC CD-ROM has to offer. This game is a must have for Star Wars fans, other curious gamers may want to find a place that rents 3DO games before actually buying the game. Regardless, **Rebel Assault** is a whole lot of fun. Now go, young Rebel, and conquer the evil Empire... May the Force be With You...Zipperhead! - Bill Schultz

UTOPIA

(Continued from page 14)

will also wow you. About the only thing missing from **Utopia** is a one-player option, although you can try to beat a personal high score (population is a good one) and let random events be your opponent.

Utopia pre-dates **Sim City** and it's "sim"ilar in many ways. Certain items, like factories and fishing boats earn cash every round. Others, like the school and hospital increase the productivity of other buildings. The only action you'll have to deal with is the fishing itself, which is just like it is

in real life - slow, dull, and completely controlled by the willingness of the fish to be caught. In **Utopia**, the fishes drift off of the screen, but your boats don't. You have to lug it all the way over to the other side or look for a closer school of the little bastards.

It was a thrill breaking out the Intellivision for a game of **Utopia** with the Mrs. Our first game was as close as they get. She started out with an "I'll leave you alone if you leave me alone" policy, but after a few losing rounds realized that attacking (and subsequently sinking) my trustingly unprotected block of fishing boats was the only way to catch up. I explained to her the rules of war and reminded her of the treaty that we had verbally agreed upon, when she suddenly responded by sending a rebel to destroy one of my hospitals. I was so proud of her. She truly has "Santulli" in her blood.

Oh, by the way. Get **Utopia** if you have an Intellivision. If you don't, then get an Intellivision... then get **Utopia**. My wife is looking for another sucker to play.



CLASSIC BRAIN GAMES

BY KEVIN OLENIACZ

This issue's theme covers a broad subject - practically all games employ strategy in one form or another. This column will discuss those classic games which employ more strategy than action.

Nearly every system has its share of good 'ole board games within their libraries. Perhaps the most common replication is checkers (also known as Draughts outside of North America). Two versions exist for the 2600. **Video Checkers**, one of Atari's early releases, was imminently overshadowed by Activision's entry, which quite clearly displayed superior graphics in comparison to Atari's dull round blobs. **USCF Chess** and **Video Chess** (Intellivision, 2600) were more palatable offerings. Unfortunately the 2600's **Video Chess** cheats in the higher skill levels, as the computer switches positions of some pieces while it is in the "thinking" process! The more obscure **Backgammon** was introduced on the majority of the classic systems. Atari's **Microgammon** exists only in prototype form on the 5200, and it is programmed in only black and white. The 2600's **Othello** (Atari) and the Intellivision's **Reversi** (Mattel) are identical in gameplay, successfully reproducing the popular disc-turning board game.

Gambling oriented games rely on some strategy and a good deal of luck. The basic **Blackjack** is a popular entry and was released for most systems. Mattel's **Las Vegas Roulette** is visually attractive, as is **Royal Dealer**, both games are exclusive to Intellivision owners. 2600's **Casino** (Atari) is known as **Poker Plus** under the Sears line of titles. The hard to find (and not worth the hunt) library of Fairchild Channel F titles include **Backgammon/Acey-Deucey**, **Blackjack**, **Casino Poker** and **Checkers**. The Magnavox Odyssey2's **Dynasty!** was modeled after the ancient oriental strategy game called Go.

On the subject of the Odyssey2, Magnavox also introduced their "Master Strategy Series", a trio of carts which were packaged with game boards and tokens. **Quest for the Rings!** follows an

enchanted fantasy theme. **Conquest of the World!**'s premise is self-explanatory, while **The Great Wall Street Fortune Hunt!** is an intriguing challenge for investment-minded game enthusiasts. **War of Nerves!** is a unique release which involves cunning military tactics.

Atari capitalized on the **Rubik's Cube** fad of the early '80's. This was released under the aforementioned title as well as with the title **Atari Video Cube**. As a game it's more frustrating than satisfying, but from a collector's standpoint, both are good finds. Funvision's **Challenge** and Quelle's **My Way** (both identical) are unpolished time challenges which involve maneuvering up and down columns while avoiding objects set in straight patterns. Rob Fulop left Imagic and marketed **Cubicolor** (2600) on his own. **Cubicolor** is part Rubik's Cube and part matching game. Until recently, when Rob offered fifty of these cartridges at a hefty price, these were unavailable to the public. Panda and Sancho's **Dice Puzzle** is the most pathetic of the lot, the premise here being to match rows of dice. Atari 2600 **Klax** first gained fame in arcades before it was released during the weak 2600 revival of the early 90's in Europe. Salu's **Acid Drop** and **Pick 'N Pile** were also part of this revival, both being similar **Klax/Tetris** wannabe's.

Other strategy games worth mentioning are **Qix** (5200), an arcade translation; **Impossible Mission** (7800) which can also be looked upon as a tame in-depth action game, and 2600's **Escape from the Mindmaster** (Starpath) which involves matching geometric shapes while negotiating a complex maze. There are many other entries within this genre, ranging from a pathetic text management theme to sliding picture puzzles, to deep fantasy adventures. Anyone who says video games are mindless and a waste of time surely hasn't given more than a fleeting glimpse to this hobby's more cerebral side.

Psychophile

BY JOE SANTULLI

Everybody loves the classics. Even if you think you don't, you really do. The pre-Nintendo era spawned most of the ideas for today's games, and their influence potential still hasn't been realized. What the DP Guide doesn't tell you is what these games are about, so here's this issue's capsulized reviews based on our theme. For those of you playing at home: Gr=graphics, So=sound, Ga=gameplay, Ov=overall. Someday, Psych-O-phile will be part of the DP Guide, but for now...

3D Tic-Tac-Toe (Atari, for Atari 2600) - Remember that game on the original Star Trek series, where this really cool crystal, multi-level strategy game is being played? Well, this is nothing like that. It's better than regular tic-tac-toe, but that's not saying much. [Gr: 3, So: 2, Ga: 5, Ov: 3]

A Game of Concentration (Atari, for Atari 2600) - Perhaps the only classic game ever to feature the Llama as an element of play, and that rates pretty highly around here. This is a basic memorization game, with as many as 30 tiles onscreen. Flip one, flip another - if they're the same, you get a point. High scores resemble hockey game finals. [Gr: 4, So: 4, Ga: 6, Ov: 5]

Adventure (Atari, for Atari 2600) - This seemingly generic game is still fun to play. Killer dragons that look like ducks, a sword made out of an arrow, a bridge that appears to be the logo for every popular sequel in history ("II"), and a protagonist that no one will identify with (he's literally a square) only add charm to this classic. [Gr: 2, So: 1, Ga: 10, Ov: 9]

ABPA Backgammon (Mattel, for Intellivision) - Rather typical rendition of the board game, although of all the classic renditions, this one is the best - very colorful, anyway. The computer doesn't seem to put up much of a fight unless you play at the hardest level. [Gr: 3, So: 2, Ga: 6, Ov: 5]

Artillery Duel (Astrovision for Astrocade, Xonox for ColecoVision and Atari 2600) - Amazingly, every variation of this game has something the others don't. If you're a fan of the "calculate wind, distance, and angle" genre of games (and who isn't?), you'll want to get all three Artillery Duels. The Astrocade version features a slapstick army routine that's worth checking out. [Gr: 6, So: 8, Ga: 5, Ov: 6]

Atari Video Cube (Atari, for Atari 2600) - The worst kind of "collectible" cartridge is the kind that you never want to play. Rubik's Cube annoyed the hell out of the less gifted of us,

and this Atari-ization of that puzzle is worse because you can't see the eight sides at once. We wondered what would come next - Atari Video Slinky? Atari Video Stretch Armstrong? Fortunately they drew the line. [Gr: 3, So: 2, Ga: 3, Ov: 3]

Backgammon (Bally for Astrocade, Atari for Atari 2600, Fairchild for Channel F) - Backgammon lovers unite! OK, now that you're all in the same place... YOU LOSERS! Why dontcha play a real game, like Space Invaders or Missile Command! These Backgammon sims are for the birds... In each case you can tell the programmers had difficulty simulating the circular pieces! [Gr: 2, So: 2, Ga: 6, Ov: 5]

Blackjack (Atari for Atari 2600, Fairchild for Channel F) - The Atari and Fairchild versions are somewhat similar, although the Channel F's cards are larger on-screen. Otherwise, Blackjack is Blackjack. It's pretty hard to screw up. The 2600 version has many options, which make it slightly better overall. 2600 version: [Gr: 3, So: 1, Ga: 4, Ov: 4]; Channel F version: [Gr: 3, So: 1, Ga: 4, Ov: 3]

Blueprint (CBS, 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 - Kabloie! All of this, and voice synthesis too! [Gr: 6, So: 10, Ga: 7, Ov: 7]

Boulder Dash (Telegames, for ColecoVision) - This is a brilliant little puzzler with some action to keep it fresh - collect diamonds from a rather dangerous underground playfield while avoiding deadly, teetering boulders. And they say video games never imitate real life! [Gr: 8, So: 7, Ga: 9, Ov: 8]

Brain Games (Atari, for Atari 2600) - Forces you to use the keypad controllers, and you know it had better be awfully good to justify that. This isn't. Very basic match-up/memory contests that you'd sooner forget than last

Saturday's breakfast. [Gr: 3, So: 2, Ga: 5, Ov: 3]

Brain Quiz (Emerson, for Arcadia) - Oh! A surprisingly "not awful" Arcadia game due to Maxit, a really cool thinking game where one player can only move horizontally, the other vertically, in an attempt to capture the highest numbers on the grid. Also includes a Mastermind game and a pretty lousy version of Hangman. [Gr: 2, So: 1, Ga: 6, Ov: 5]

Brain Strainers (Coleco, for ColecoVision) - The title rings true only if you're about three years old or developmentally impaired such as myself. Two games: Follow the Leader is a Simon clone (a bit like Off Your Rocker on 2600) and Clef Climber is just a more complex variation. Strain your brain on today's Marmaduke comic instead. [Gr: 4, So: 5, Ga: 2, Ov: 2]

Bridge (Activision, for Atari 2600) - The first and only Bridge simulation for cartridge based systems. I wonder why? Bridge is just such an enormously popular game with people ages 4 to 24.

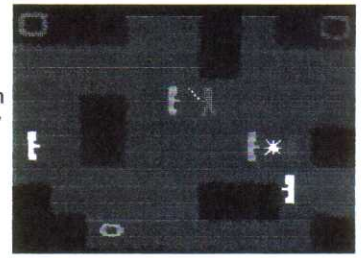
Truthfully, Activision handled this very well, with bright graphics and the best card set ever seen on the 2600. [Gr: 7, So: 2, Ga: 5, Ov: 5]

Casino (Atari, for Atari 2600) - Generic title featuring poker-style games and multiple players. The graphics look absolutely primitive, otherwise this wouldn't be so bad. Gambling like this can only lead to bad habits in your lifestyle. [Gr: 2, So: 3, Ga: 5, Ov: 4]

Casino Poker (Zircon, for Channel F) - Probably the best Channel F game ever made, Casino Poker features a ruthless computer opponent - one of the best bluffers around! (Really) If you put this and all of the other Channel F cartridges all on one compilation, you'd really have... a cartridge with a bunch of bad games. [Gr: 3, So: 2, Ga: 7, Ov: 6]



Incredible endurance earns you this patch in Happy Trails



Quest for the Rings: a unique approach to gaming: board game + video game.

Checkers
(Bally for
Astrocade,
Activision for
Atari 2600,
Mattel for
Intellivision,
Zircon for
Channel F) -
Competitively
speaking, all
of the
"classic"
Checkers
sims play a
fairly good
game. The



**Royal Dealer: I'll
always wonder what
their legs look like.**

question is, which one do you want to look at? My vote is for the Intellivision version, although the Bally Checkers is very high res (just a bit washed out). Activision's entry is solid but inferior in comparison. Astrocade version: [Gr: 6, So: 4, Ga: 5, Ov: 5]; Activision 2600 version: [Gr: 4, So: 2, Ga: 5, Ov: 4]; Intellivision version: [Gr: 7, So: 5, Ga: 5, Ov: 5].

Codebreaker (Atari, for Atari 2600) - The title game (yet another Mastermind rip-off) and another which the manual heralds as the oldest game in the world (none of us had ever heard of it before) called Nim gobble up all 2K of this cartridge. Don't expect to be hacking government computer systems anytime soon... this is hardly the proper training. [Gr: 3, So: 2, Ga: 4, Ov: 3]

Conquest of the World! (NAP, for Odyssey2) - Ha! Now this sounds like a game that Digital Press readers can relate to! Uh, what's that? You have to set up a board game, too? Alright, this one is pretty good, especially if you're into the game Risk. The computer portion basically controls the random elements of the game. [Gr: 3, So: 5, Ga: 7, Ov: 7]

Cubicolor (Rob Fulop, for Atari 2600) - The world's first \$100-plus game at the time of its retail release. Fulop hid these games away for 15 years, then re-introduced them to a willing public in 1994. It's more of a "match the pattern" game than a Rubik's Cube sim, and we can all be thankful for that. [Gr: 4, So: 3, Ga: 6, Ov: 5]

Dice Puzzle (Sancho, for Atari 2600) - This ugly game is a cross between Dominoes and a bad dream. Sancho was never known for being innovative, and this is a weak effort. Too much black and white, not enough variety. [Gr: 2, So: 2, Ga: 3, Ov: 2]

Draughts (Mattel, for Intellivision UK) - see *Checkers*

Flag Capture (Atari, for Atari 2600) - I remember many rainy Sundays at the Oleniacz residence trying to best a young Kevin at this excellent thinking game. A checkered playfield hides arrows or distance marker that lead you to the opponent's flag, bombs (that send you back), or the enemy flag (you win the round). Simple, but highly addictive. [Gr: 3, So: 3, Ga: 8, Ov: 7]

Fortune Builder (Coleco, for ColecoVision) - Absolutely THE game that inspired Sim City, the modern computer classic. You can manage everything from economics to runnin' your opponent out of town. Maybe a bit too flexible - you can build a ski resort right next to a pier, for example - but satisfyingly complex.

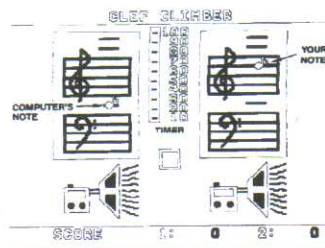
[Gr: 5, So: 6, Ga: 9, Ov: 9]

Glib (Selchow & Righter, for Atari 2600) - This ancient gem produced by a board game company plays like, well, a board game. Scrabble, to be exact. You get points for creating words with the tiles you have. You get no extra points for creativity, nor do you get warned. So if "Xemopore" is a part of your vocabulary, you'll score big here. [Gr: 7, So: 3, Ga: 6, Ov: 6]

Great Wall Street Fortune Hunt!, The (NAP, for Odyssey2) - An interactive board game on the Odyssey2! The board plays the smallest role of all the Master Strategy Series games in Wall Street. The cartridge portion is colorful and loaded with information - it actually feels like a stock market simulator. [Gr: 7, So: 4, Ga: 7, Ov: 7]

Hangman (Atari for Atari 2600, Fairchild for Channel F) - Quite possibly the most primitive looking game on the 2600, even less colorful than Breakout or Video Olympics. Acceptable for very young children, or Digital Press staffers after a night of heavy drinking. [Gr: 1, So: 1, Ga: 2, Ov: 2]

Happy Trails (Activision, for Intellivision) - Roy Rogers would roll over in his grave if he knew his little song was being used in this game. He's still alive, you say? Well then tell him to check this one out - using "Loco-Motion" technology, you slide the pieces of the path under your cowboy. Watch out for the outlaw and stay on the trail at all costs. A good one. [Gr: 7, So: 8, Ga: 8, Ov: 8]



**Brain Strainers:
Worse than a groin
injury.**

Human Cannonball (Atari, for Atari 2600) - "Human", did they say? Hmm. Here's an early demonstration of the Atari 2600's amazing ability to handle numbers. It can figure out, based on an angle and speed input, exactly how far that little "human" will travel! Amazing! Very definitely one of the worst games on this system. [Gr: 1, So: 2, Ga: 2, Ov: 2]

Hunt N Score (Atari, for Atari 2600) - See *A Game of Concentration*.

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]

Klax (Atari, for Atari 2600) - In the 2600 revival years (1989-1991), there were some incredible advances in 2600 software: Solaris is a superior space strategy/shooter. Road Runner is an achievement in graphics and sound. But somehow, Klax (an extremely popular arcade puzzler) did not follow suit. You know something is wrong when Atari only releases a game overseas. Yep. [Gr: 4, So: 6, Ga: 6, Ov: 6]

Las Vegas Blackjack! (Magnavox, for Odyssey2) - Vastly overshadowed by the Intellivision version of the game, games like this

typically don't stand the test of time. Nowadays you never see Blackjack sold as a standalone package. Come to think of it, this wasn't exactly a crowd pleaser when it was released, either. [Gr: 4, So: 3, Ga: 5, Ov: 4]

Las Vegas Poker & Blackjack (Mattel, for Intellivision) - Who can forget the shifty eyes on the dealer in Mattel's LVP&BJ? This was many people's first look at what the console could do, and many were impressed: the colorful graphics, higher resolution (than others before it), and incredible sound - listen to those cards shuffle! - left a permanent mark in Intellivision owners' minds. [Gr: 7, So: 7, Ga: 6, Ov: 7]

Loco-Motion (Mattel, for Intellivision) - Based on a sleeper arcade title, you have to pass the train through the stations. Thing is, you don't control the train - only the placement of tracks. Let the little train run off the tracks, and you're finished. Terrific sounds and excellent "panic" factor. [Gr: 7, So: 9, Ga: 8, Ov: 8]

Matchmaker!/Buzzwords!/Logix! (Magnavox, for Odyssey2) - Variations on the "concentration" theme, the "mastermind" theme, and possibly something else our ancestors might remember, but certainly nothing original. [Gr: 3, So: 2, Ga: 4, Ov: 3]

Maze Craze: A Game of Cops 'N Robbers (Atari, for Atari 2600) - Trend setter in both the "longest name for a video game" and "most variations in a video game" categories.

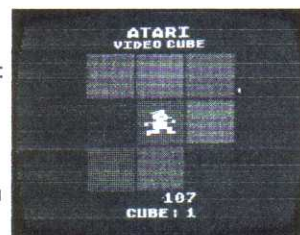
Excellent two-player simultaneous action, too. If you're imaginative enough to believe that those little colored blocks are actually pistol-packin' cops and shadowy robbers you should have that imaginative head examined. Great game. [Gr: 2, So: 1, Ga: 9, Ov: 8]

Memory Match (Fairchild, for Channel F) - Here's another "concentration"-style game, where you'll have to remember where those two indistinguishable blocks appeared on the grid before. Really really outdated. Even your grandparents will laugh at your technology level if you dare show this to them. [Gr: 1, So: 1, Ga: 2, Ov: 1]

Othello (Atari, for Atari 2600) - This is a perfect interpretation of it's non-electronic counterpart. You flip chips, you think a bit, then you flip some more chips. Flip more and think better than the other guy and you win. The problem, like many others of this genre, is that the game no longer "stands on its own" very well. [Gr: 1, So: 1, Ga: 5, Ov: 3]

Private Eye (Activision, for Atari 2600) - A maze/puzzler/action hybrid that suffers from not doing any of the three very well at all. The graphics are nice, consisting of treacherous roadways and your detective (who bounces out of the car whenever it jumps). [Gr: 8, So: 7, Ga: 5, Ov: 6]

Qix (Atari, for Atari 5200) - Highly addictive game where you must capture a certain percent of each screen from the Styx, an electrical entity in the center of the



**The undeniably
fast-paced shoot'em
up Atari Video
Cube.**

playfield. If the Styx 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]

Quest for Quintana Roo (Sunrise, for Atari 2600, 5200, ColecoVision) - One of the few multi-system productions from a third-party company, especially curious when you consider how relatively unknown Sunrise was at the time. The game is amazingly deep, and doesn't lose much detail on the 2600, making that version the most impressive. Any game where you can throw acid at someone is OK in my book. [Gr: 9, So: 7, Ga: 7, Ov: 8]

Quest for the Rings! (NAP, for Odyssey2) - The first (and best) of the Master Strategy Series from NAP involves elements that made Dungeons & Dragons a popular board game. This game strikes a perfect balance between luck (roll of the dice) and skill (the video sequences, where you must try to capture one of the rings). Three players are recommended to get the most out of this one. [Gr: 7, So: 6, Ga: 8, Ov: 8]

Reversi (Mattel, for Intellivision) - See *Othello*.

Royal Dealer (Mattel, for Intellivision) - An interesting mix of card games: Hearts, Crazy Eights, Rummy, and Gin Rummy for those card players looking for some friends on a Saturday night. The three babes that sit around a table with you and play were the hottest thing since Veronica Lake. [Gr: 8, So: 3, Ga: 9, Ov: 8]

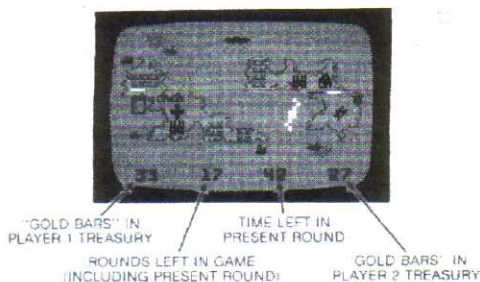
Rubik's Cube (Atari, for Atari 2600) - See *Atari Video Cube*.

Secret Quest (Atari, for Atari 2600) - Who would've guessed that Nolan Bushnell, the guy that got Atari started, would later create this over-complicated search/puzzler. The only secret is that you need a little booklet by your side to understand what's happening on-screen. Without that booklet, you're dead. [Gr: 7, So: 8, Ga: 5, Ov: 5]

Star Chess (Emerson, for Arcadia 2001) - One of the best games on the Emerson Arcadia is this little-talked about chess sim that pre-dates the popular computer game Archon. In Star Chess, you don't just take the square, you have to fight for it. A few surprises as the

game progresses adds to its originality. Much better than it looks on the box. [Gr: 6, So: 7, Ga: 8, Ov: 7]

Stellar Track (Sears, for Atari 2600) - Before computer games had graphics (ask your dad about those days), there was a really popular "Star Trek" game that tekkie nerds used to get off on, with complicated charts and "calculated" battles. Someone programming for Sears thought this was a really cool idea for the Atari 2600, and Stellar Track was born. [Gr: 1, So: 2, Ga: 3, Ov: 2]



Mattel's *Utopia*: or, how to use the same picture twice in the same fanzine.

Swordquest: Earthworld (Atari, for Atari 2600) - If it weren't for the crummy puzzles, where you have to get things from certain places and put them in other places, this game wouldn't be half bad. Unfortunately, it is half bad. You spend far too much time picking things up and putting them down, and I'm sorry but that's what we do all day long and this is supposed to be an escape from reality. Followed by two (gasp) sequels. [Gr: 8, So: 7, Ga: 4, Ov: 5]

Swordquest: Fireworld (Atari, for Atari 2600) - This is a cheap excuse for a game, Atari using the "game within a game" concept in order to sell what is, essentially, *Swordquest: Earthworld*, all over again. New action sequences are even more frustrating than the first game. This was the worst of the three

Swordquest games. [Gr: 8, So: 7, Ga: 4, Ov: 4]

Swordquest: Waterworld (Atari, for Atari 2600) - Read *Swordquest: Earthworld* and *Swordquest: Waterworld*, and draw your own logical conclusion. The only redeeming feature of *Waterworld* is that it's a collector's item. The action sequences are a bit easier than the first two installments, but still pretty frustrating, dammit. [Gr: 8, So: 7, Ga: 4, Ov: 5]

Triple Challenge (INTV, for Intellivision) - Three older Mattel games were re-packaged into one seamless interface. A good idea that should've been used more often, especially in this genre. Checkers, USCF Chess, and ABPA Backgammon are the titles. See those entries for more details.

USCF Chess (Mattel, for Intellivision) - Faster than Atari's *Video Chess*, and more pleasing to the eye. [Gr: 5, So: 4, Ga: 6, Ov: 5]

Utopia (Mattel, for Intellivision) - Another game (like *Fortune Builder*) that seemed to inspire the 20th century classic, *Sim City*. Play diplomatically against your opponent and out-prosper him with economics and balanced growth, or just bash 'em by sinking his puny fishing boats. A game everyone can enjoy. [Gr: 7, So: 8, Ga: 9, Ov: 9]

Video Checkers (Atari, for Atari 2600) - See *Checkers*. [Gr: 3, So: 2, Ga: 5, Ov: 4]

Video Chess (Atari, for Atari 2600) - Well known for being the first video game that was caught cheating. Yep, don't let the computer "think" too long, or he might pull the old switcheroo. At least you can learn something here - if you play the game on a board, with a friend, for real - just don't do anything for seven hours... when he starts to nod off, remove his queen from the playfield. Great trick, eh? [Gr: 2, So: 1, Ga: 4, Ov: 4]

Zenji (Activision, for Atari 5200 and ColecoVision) - Approximately the same game on both systems. The eastern-sounding music should have been deep-sixed... nobody really believes this game was inspired by an oriental classic. Frustrating at times, but beatable. An interesting attempt at this genre, where there are so few original ideas. [Gr: 7, So: 7, Ga: 6, Ov: 6]

SEAN KELLY DISCOVERS VECTREX DARK TOWER PROTOTYPE!

The "Holy Grail" of any Vectrex collector's collection has finally been located - **Dark Tower** has surfaced! It appears to be at least 95% complete and is quite playable.

I must admit that I was pleasantly surprised at this game. Many times when prototypes such as this are found, the games aren't finished, un-solvable, or playable but missing key aspects of gameplay. **Dark Tower** is an exception to this rule in that it seems to be complete except for a little bit of touching up. I haven't been able to get to the **Dark Tower** myself just yet, but I've heard that once you place the keys in the correct combination, the game just ends. I'd imagine they planned on adding some sort of an ending to it at some point. It's this type of bell & whistle additions that it's lacking.

The thing that really amazed me about this game was what it's programmers were able to accomplish on the Vectrex. When you consider the fact that the Vectrex is not capable of drawing and curved lines, a 3D perspective adventure-type game, in the spirit of **Doom** and/or **Wolfenstein 3D**, is quite an accomplishment! The animation is smooth, but there tends to be a little flicker in the battle sequences.

The game is arranged into four zones for which nobody knows the titles. They've sort of adopted the names Pine Tree Zone, Elm Tree Zone, Maple Tree Zone, and Dead Tree Zone (Zone of Death). The **Dark Tower** is in the center of the map but only becomes visible once you have

all four keys in hand. Your mission is to search each of the four zones for the colored key (not colored on the Vectrex of course) contained within. Once you have all four keys, the **Dark Tower** will appear and you have to try and open it by inserting the keys in the correct order.

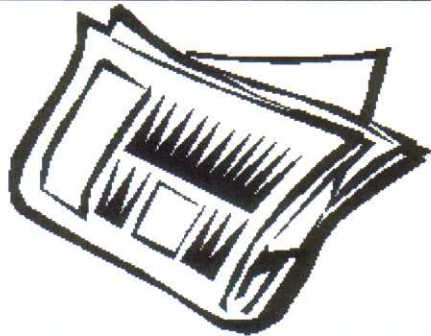
Basically you wander through the forest looking for chests to open. Some chests contain gold, others contain extra lives, and some teleport you to a corridor where you will either encounter a wizard (very nicely drawn by the way) or have to battle the orcs. There are also randomly placed areas of fog that will teleport you to a random location on the map. There is NO "map" button to show you where you are on the map.

The battle sequences are all the same but are fairly challenging. Using three fire buttons for fire left, fire center, and fire right, you have to shoot the orcs that appear out of the sides of the corridor. Once you kill a certain number of them (I haven't counted just yet) you will win their treasure and be transported back to the forest. The thing I found most interesting about the battle sequences is that monsters seemingly anticipate your movements and fire in that direction. I've lost many a knight by walking IN TO the line of fire whereas had I stayed where I was, I would have been fine.

As Vectrex games go, I found **Dark Tower** to be very good. It does get repetitive, but a lot of fun just the same.

- Sean Kelly

Classified



Section

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overlay \$15 each. Genesis NHL Hockey '95 \$25 like new. First come, first serve. Joe Santulli, 44 Hunter Pl, Pompton Lakes, NJ 07442.

FOR SALE: Custer's Revenge \$8.00, Beat Em & Eat Em \$8.00, Bachelor Party \$8.00, 2-Vectrex consoles no joystick, both work well \$35.00; 1-Vectrex console with joystick works well \$60.00; also have some Vectrex games, have 2 Channel F consoles new in box and Channel F games 1 thru 17; also have many Arcadia games. Write for list. G. Bunting, 9036 Lev Ave, Arleta, CA 91331 or call (818) 767-9984.

FOR SALE OR TRADE: Channel F console/box \$25, 2600 Bachelor Party, Sorcerer's Apprentice, Star Trek, Tanks But No Tanks, Video Chess, Zaxxon. 5200 Space Shuttle, Zenji. 7800 (new-all \$5) Choplifter, Desert Falcon, Double Dragon, Fight Night, Galaga, Hat Trick, Joust, Kung Fu Master. INTV Blockade Runner, Championship Tennis, Chess, Sewer Sam (both labels), Thin Ice, World Cup Soccer. **WANTED:** 2600 Video Cube, BMX, Front Line, Ikari, Mr. Do's Castle, Pigs In Space, Pressure Cooker, Q*Bert's Qubes, River Raid II, Spacemaster, Tapper. 5200 Frogger II, Fractalus. 7800 Commando, Mean 18. INTV Super Cobra. Coleco Rock & Roll, River Raid. Magazines Atari Age v1#1, Electronic Games from 1982. Scott Williams, 717 Engelhart Drive, Madison, WI 53713.

STARPATH AUCTION: Supercharger with Phaser Patrol, Fireball, Suicide Mission, Escape from the Mindmaster & Survival Island. Four boxes in pretty good condition, all with instructions. Start bidding at \$50. All bids will be accepted until February 20th, 1995. Send to Mark Allen, 2234 Pine St, Eldorado, IL 62930.

ANYONE MAKING COOL GAMES: I am looking for graphics or game design work. There is no action where I live. I'll work for no money. I am interested in reflections style, Bislely & Moebius, Incapacitants. D. Godat, 1905 Cherokee, Ft. Wayne, IN 46808.

WANTED: Tomy Tutor: Car-azy Chase, Cave Crawlers, Deep Six, Hyperspace, Jungler, Scramble, Torpedo Tennis, others?; Amstrad GX4000: most; RCA: Speedway, Hockey, Gunfighter, Demos, Tester; LJN Video Art: Disney, Looney Tunes, Marvel Super Heroes; Microvision: Cosmic Hunter, Shooting Star; Systems: APF, Entex, XEGS, PC Jr, Spectravideo SV-318, Video Brain, Socrates, Rabbit II, Exidy Sorceror, Japanese stuff: CD

audio games (not TSR, real games). Russ Perry Jr, 5970 Scott St, Omro, WI 54963-9413. (414) 685-6187. Net ID perryda@sol.acs.uwosh.edu.

TEST YOUR IQ - Can you divide by two? If so, get your current DP Collector's Guide. All games for sale at 50% of DP Guide value. If you don't own a guide, write me for a pricelist or write Joe for a guide. Atari 2600: 3D Tic-Tac-Toe, Alpha Beam w/Ernie, Amidar, Armor Ambush, Basic Math (61), Basic Programming, California Games, Commando, Commando Raid, Cruise Missile, Dare Diver, Donkey Kong Jr. (Coleco), Front Line, Fun With Numbers, Hangman, Journey Escape, Jr. Pac-Man, Math (Sears), Math Gran Prix, Mountain King, Othello, Q*Bert (Atari), RS Tennis, Sea Hunt, Skate Boardin', Sneak N Peek, Space Attack, Spider Man, Strawberry Shortcake, Summer Games, Task Force, Taz, Title Match Pro Wrestling, Video Chess, Winter Games, Word Zapper. Atari 5200: Miner 2049'er, Star Wars Death Star. Colecovision: Cabbage Patch Park, Congo Bongo, Decathlon, Dragonfire, Fraction Fever, Gorf, Pitfall II, River Raid, Robin Hood, Roc N Rope, Tournament Tennis. Intellivision Super Pro Football, Truckin', Channel F (75% off) #1, 3, 4, 9, 10, 11, 12, 13, 16, 17. Shipping: \$1 first game, \$0.50 each add'l. Will trade. Dale M. Curtis, 1183 17th Street SE, Salem, OR 97302-1311. (503) 363-5338. Net ID: dcurtis@willamette.edu.

FOR SALE: Activision merit badges, \$3.00 each: Starmaster, Pitfall, Keystone Kapers, Seaquest, Megamania, Enduro, & 2 diff River Raid. O2 carts, \$3.00 each: Pick Axe Pete, Thunderball, Bowling, Alpine Skiing, Speedway, KC Crazy Chase. Al Backiel, 253 Rock Rd, Ridgewood, NJ 07450.

WANTED: For Atari 5200: Star Wars Death Star, will pay top dollar. Also wanted: games for Atari 2600, ColecoVision, Emerson Arcadia 2001, Nes 8-bit, Super NES, Sega 8-bit, Genesis, Gameboy, Turbo-16. Write: Terry Albritton, 1513 Kirkwood Dr, Garland, TX 75041. (214) 271-3081 after 5pm CST.

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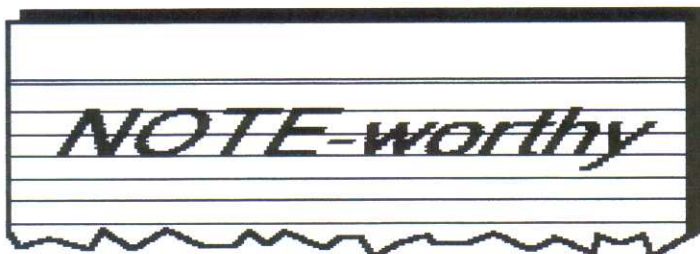
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SANTULLI DISMISSED FROM *ELECTRONIC GAMES*

Oh, the bummer of the month! You may not have even noticed my tiny contribution to the "pro" world of videogame publishing, but the bi-monthly installment RELICS will no longer be printed in the pages of Electronic Games. In a letter from Arnie Katz, I was informed that publisher Steve Harris has no place for "old" games in his magazines. That's a real shame, too, because our "old" game underground revolution was really growing in numbers since RELICS started. Mr. Katz thought that I would be "soured" by this, but far from it. It was a pleasure being able to bring a new generation of gamers a look at "where it all began". Maybe it will come back some day... if not by my pen, then by another's. Hopefully, classic gamers will voice their opinion! You can write to EG at: **Feedback, c/o Electronic Games, 330 South Decatur, Suite 152, Las Vegas, NV 89107.**

VIDEO UNIVERSE IS NO MORE

Yet another fanzine folding? Long-timer George Wilson recently announced the discontinuation of Video Universe. George has gone off to college, and doesn't have the time to devote to his popular 'zine. Man, is this a depressing page of stuff, or what? Anyway, if you haven't heard from George and

were wondering where VU is, now you know. If you want VU back, you might persuade editor Chad Laubach to take the helm. George says to contact Chad, but doesn't give his address, so if you're gonna write again: **Chad Laubach, c/o Video Universe, 7640 Woodbine Rd, Macungie, PA 18062-9306.**

CLASSIC GAME SELLERS - SEND US YOUR "FOR SALE" LISTS!

It's been six months since the DP Guide went out, and we've added two addendums in these pages. It's time, however, to update some prices and your help is needed! Send us your most recent "for sale" list with asking prices to be compiled in our mega-computer. We recognize that very few changes will be necessary (most readers were very satisfied with the third edition values), but time marches on, and these games aren't getting any easier to find! You'll be credited on the update and any future editions as well. Write: **DP Guide update, 44 Hunter Place, Pompton Lakes, NJ 07442.**

TIME FOR A NEW VIDEO

They howled over "Live From Your Home". They begged for more "Video Fanzines". But it's been months since Digital Press produced a new video tape! These not-for-profit ventures further bond the world of videogamers - especially collector-types! You want to send us some video of yourself playing a game or philosophizing about Artillery Duel? You recorded a super-high game score or a glitch in a program? You obtained some contraband video of illegal games? Send us your video tidbits for DP's next Video Fanzine. We've already got some cool stuff to add to it (Sega Saturn in action, Jaguar coming attractions, etc.). Mail before March 31, 1995 for a \$5.00 discount on the final product! **DP Video Fanzine 24, 44 Hunter Place, Pompton Lakes, NJ 07442.**