

# DIGITAL PREW

THE Bio-degradable Source for Videogamers



#48:

monkeys.

**monkeys.**  
editor's BLURB by Joe Santulli



**DIGITAL PRESS #48**  
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Congo Bongo  
by



## What if...?

What if Phillips/Magnavox would have licensed popular arcade games for the Odyssey2? Would home video game history have been different?

The Magnavox Odyssey2 was overall a much better system than the Atari 2600. It had an attractive sleek look, a keyboard, better joysticks, sharper graphics (no flickering), better original games, and eventually a voice module. The only mistake Phillips/Magnavox made early on was not licensing out popular arcade games. If they had licensed out Space Invaders, Asteroids, Pac-Man, and Donkey Kong the Odyssey2 would have easily been the top selling video entertainment systems. The combination of its features and arcade game licensing would have truly made it the "ultimate computer video game system" of the time. This would have truly reshaped Home Video Game History. There might have been some modern Odyssey system today.

The big question is why did they not license popular arcade games early on? Did the idea even come up? Did they not want to spend the money? Did they not want to share the profits? Who was making these types of decisions? These questions would be worth investigating for Home Video Game History's sake. Maybe someone will do this one-day or maybe someone already has.

J. Hunt  
Lexington, KY

*Thanks for the musings! I have to disagree on a few fronts though. I don't think the O2 had better sticks OR better original games! The Odyssey2's hardwired controller with its skinny little stick just doesn't have the same solid feel as the good 'ol 2600 one, and that*

*doesn't even take into account that there's no paddles (yikes) even for games like Block-out/Breakdown. And original games? Is there ANY classic system with better original games than the ones Activision produced? I think not, my fine friend.*

*I think the O2 would certainly have benefited from the inclusion of 3<sup>rd</sup> party licenses and arcade ports, though. Parker Brothers got into the fray a bit late and produced a few (Frogger, Super Cobra, Popeye, Q\*Bert) for the VideoPac in Europe, have you played those? They're not going to win any awards but they stand in pretty good with the Atari 2600 versions, as did Imagic's Demon Attack and Atlantis here in the states.*

*Could the Odyssey2 have been the powerhouse Atari became? We'll never know. But I'm always open to speculation!*

*If you've got an opinion on this, drop me an email at [digitalpress@email.com](mailto:digitalpress@email.com).*

## Miss Piggy's Wedding

First of all I would like to say that you have done a great job with your site, it's the best place I have seen in years!! Go emulation!!!



Second, as the subject says, this is about Miss Piggy's Wedding proto cart. Well I live in Puerto

Rico, a US territory since 1898 (soon to be USA's 51st state), most of the companies trying to jump into the Latin-American market build factories here, and/or open regional offices here, since we have the best of both worlds (American territory, US citizens and we speak Spanish!! and of course English), some time in the late 1970's Atari built a factory near where I live (east side of the island) like half an hour from where I live, and the hired some people from around, and one of my friends' mom got a job there, they would make the carts and test some of them, even prototypes!! Well to make a long story short, you know the human nature, so she got her hands on some of the prototypes (some one copied them and sold them to other employees, all of the games, including prototypes), one night my friend Vinyl (that was his name) handed me a cart, when I plugged it in, and turned my VCS, there was Miss Piggy kind of chasing or looking for Kermit, it shocked me, since I have never heard of that game on the TV or mags, well she still has those games, I'm going to talk to her and ask her for the ROM, maybe it's another version, who knows, well thank you for reading this far, see ya.

Carlos

*Miss Piggy's Wedding is one of the more sought-after prototypes because it was never released and even the beta versions on lab loaner carts have been very scarce. Hang onto it! Here endeth the lesson.*

## The Babe Ruth of Gaming

Hi Joe,

My name is Curly Joe O'Brien. I live in Cleveland OH. I have a question for you. My nephew Davey and I are huge classic gamers. Particularly Intellivision, Coleco, Atari and Nintendo. He has already had one back operation earlier this month and is going to have another major one in August. Needless to say he will be bed ridden and probably handicapped. I don't want to give you a sob story, but have a request. Can I somehow buy 1 or 2 copies of the new ColecoVision game from you? His eyes will light up when he sees a new game that he's never heard of. It can be autographed or not if you prefer not to. Let me know if that's OK. I have also requested the same for the other Joe who created 4-tris for Intellivision. He's making me a copy as we speak. Thanks for your time.

Your friend  
Curly Joe O'Brien

*Glad to help out your cause, Curly Joe. I hope you'll give us a status on Davey, though I fully expect that after he played Ms. Space Fury he began jumping up and down.*

## Save Mary Trade

Quick question for you: I have the chance to trade for a Save Mary prototype which happens to be a earlier version than the dumped one. The guy is asking for:

Q\*Berts Qubes (with instructions)  
Shuttle Orbiter  
Ram It (Color Label)  
Frogger II

Does that sound like a fair deal? I think it is because the last time I saw one go up on eBay it went for \$500 (I think this one may actually be that one). I think it's a pretty good deal and I was going to go for it.

Matt Reichert  
Novi, MI

*Very much "worth it", in my humble opinion. Q\*Bert's Qubes might go for \$200 on a good day, Shuttle Orbiter and Frogger II aren't worth more than \$50 each, and why does he even need Ram-it? Maybe you should offer him Combat in exchange for free shipping! If you don't make the trade I'll be forced to step in and deal!*



## Hollywood Looks at Video Games, Volume 6

by Al Backiel

**LARA CROFT:TOMB RAIDER (2001) \*\*\*** (Angelina Jolie, Jon Voight) It looks like this videogame-to-movie adaptation was a success. Angelina Jolie is perfectly cast in the starring role of this big budget flick. She dresses differently than the usual Lara Croft, but she is definitely a babe with similar physical attributes. To enjoy this movie you have to treat this movie as pure fantasy. The film opens with Lara Croft battling a gigantic, robotic spider reminiscent of the Inspector Clouseau-Kato 'workouts'. The plot has a very complicated premise. I am not sure that I got it all. But here goes: Lara must find the two halves of the All-Seeing Eye in order to prevent a global catastrophe resulting from a gap in the time-space continuum. Heaven forbid!

Lara's quest starts when she finds a clock under the staircase of her English mansion. It was hidden by her father who was a member of a secret society called the Illuminati. When she does some research on this clock, she inadvertently tips off the enemy. The action shifts to a temple in Cambodia and then to an ice cave in Siberia. There is a strong influence of James Bond and the Matrix. One of my favorite scenes is when she has to dodge the rotating arms of a mechanical solar system and avoid being crushed in order to open the lock to open the next portal.

The only real problem that I had with this movie was that some of the action sequences (especially the mansion assault) were way too fast. They did slow down the motorcycle jumping stunts and that was more effective. A sequel may be in the works. I understand that the franchise is dropping the words "Tomb Raider" because a tomb raider is essentially - a grave robber.



**FINAL FANTASY: THE SPIRITS WITHIN (2001) \*\*\*1/2** -(computer animation w/celebrity voices). The characters are so lifelike that you sometime forget they are not real. This movie got good reviews, but it still bombed at the box office. I would give it an A for effort. I liked the technology and artwork, but hated the plot. I see no resemblance to the video game series or its characters. The story concerns an ongoing battle between our future world and an alien life form called "phantoms". They look like giant jellyfish and pop up

out of thin air. I am still not sure exactly how they were eliminated. They were so powerful that they damn near killed everybody except the female lead (shades of *Alien*). One scene reminded me of Ground Zero in NYC. Somebody said, "There is a war going on. No one is young anymore." This was before Sept 11<sup>th</sup>.



**WING COMMANDER (1999) 1 1/2\*** Freddie Prinze Jr., Jurgen Prochnow, Saffron Burrows). Originally, a computer game series starring Mark Hammill. Sequels 3 & 4 were ported over to the PlayStation. Roger Ebert in his review observed that this movie was a sub movie exported to deep space. He hit the nail right on the head. Maybe it is the influence of Jurgen Prochnow, who was the submarine captain in "Das Boot". Then there is the running-out-of-oxygen cliché, the references to "torpedoes incoming", the analogy of both being ships and the pinging sounds of radar. The similarities

are many. The hero of the move is a fighter pilot played by the son of the late comedian. The Wing Commander is actually a young girl, which should please the feminists out there. Actually everybody seems a little too young to be a hotshot pilot. There are a lot of scenes of flying maneuvers, especially jumping over quasars and avoiding getting sucked into black holes. These actions and the constant explosions make the movie seem a bit redundant and monotonous.

**ENEMY OF THE STATE (1998) \*\*\*** (Will Smith, Gene Hackman) - An NEC TurboExpress is a key plot element in this movie. A videotape is accidentally taken of the murder of a politician. A copy of this tape is made on a PC then smuggled out in the cartridge port of the TurboExpress and placed in Will Smith's shopping bag. His son finds it and is wondering why the game is not working. All, come under the constant electronic surveillance of the perps. There is also a scene where his son and a friend are playing a split screen racing game of some kind on a Sony PlayStation.

**THE BEACH (2000) \*\*1/2** (Leonardo DiCaprio, Virginie Ledoyen) - Leo stumbles upon a hippie commune in Thailand and joins up with them. One of the few luxuries that they have is a Game Boy. In one scene Leo is playing with the GB. I didn't recog-

nize the game. It may have been a pseudo game with him as the central character. Later on there is an amusing daydreaming sequence in which Leo is inside a PlayStation-style game being chased by a polygon-rendered tiger.

**NATIONAL LAMPOON'S VACATION** (1983)\*\*\* (Chevy Chase, Beverly D'Angelo, Randy Quaid) - A Bally Astrocade game is somehow able to interrupt a computer program. Chevy Chase is running a vacation itinerary planning program. Every time he lays down a dotted line route on a map, his kids sneak in and gobble up his dots ala Pac-Man and shoot up his car with a spider fighter. Impossible, but cute. When they stop and visit their hick cousins in Kansas, the conversation between the two youngsters goes like this:

Q. Do you have Pac-Man? A. No.  
Q. Do you have Space Invaders? A. Nope.  
Q. Do you have Asteroids? A. No, but my dad does. Can't even sit on the cooler some days.

**ROAD TRIP** (2000)\*\*\* (Tom Greene, Todd Phillips) – Four college guys drive from Ithaca to Austin to retrieve a videotape that was sent in error. One of them can be seen wearing an orange Atari t-shirt in several scenes – too bad it happens to be the nerd. There is a quick glimpse of the game room at the frat house. This movie borrows heavily from Animal House.

**THE PHILADELPHIA EXPERIMENT** (1984) \*\*1/2 (Michael Pare, Nancy Allen) Two sailors accidentally travel through time from the Philadelphia Navy Yard in 1943 to the Nevada desert in 1984. They wind up in a roadside diner. In the back of the room are two arcade machines – BATTLEZONE and LUNAR LANDER. One of the sailors manages to short-circuit both machines with static electricity. This gets them practically run out of town by the irate patrons. Dir. By John Carpenter.

**FAST TIMES AT RIDGEMONT HIGH** (1982) \*\*\* (Sean Penn, Jennifer Jason Leigh, Judge Reinhold, Phoebe Cates) - The opening scenes feature a mall arcade. Teenagers are busy playing PAC-MAN, LASER ATTACK, TEMPEST, PLEIADES, SPACE INVADERS, & STAR CASTLE. GORF shows up later. This movie had a lot of future stars in it. (Eric Stolz, Forest Whittaker, Nicolas Cage/Coppola besides the above).

### **BLINK AND YOU'LL MISS IT**

**AIRHEADS** (1994) \*\* (Brendan Fraser, Steve Buscemi, Adam Sandler) - The receptionist and "surfer dude" can be seen playing something on Game Gear. A CAPTAIN AMERICA coin-op is seen as one of the hostage demands.

**BOX OF MOONLIGHT** (1997) \*\*\* (John Turturro, Sam Rockwell) - In one of the early scenes, Turturro's son is playing ULTRA VORTEK on the Atari Jaguar instead of doing his homework. Sounds familiar!

**CHILD'S PLAY 3** (1991)(no stars) (Justin Whalin, Perrey Reeves, Voice of Brad Dourif) - One of the kids in the military school is seen playing with his an original, large size Atari Lynx in the barber shop and the mess hall.

**COPS AND ROBBERSONS** (1994) \*\* (Chevy Chase, Jack Palance, Diane Wiest) - A NES console and some games are sitting on a shelf in the kid's room. You never get to see the NES up and running though. The cops could have shared the stakeout and gotten

in some game time.

**GHOSTBUSTERS** (1984) \*\*\* (Bill Murray, Dan Aykroyd, Harold Ramis, Sigourney Weaver) - The second floor of the firehouse contains 2 arcade coin-ops and one pinball machine, which pass by too quickly to identify.

**THE DEEP END OF THE OCEAN** (1989) \*\*\* (Michelle Pfeiffer, Treat Williams) - The eldest son can be seen on two occasions playing something on Game Boy.

**IN COUNTRY** (1989)\*1/2 (Bruce Willis, Emily Lloyd) - There is one scene where Bruce Willis is playing a lazy game of MS. PAC-MAN (7800) on the sofa. You can see him playing with one hand. The 7800 is sitting on a coffee table.

**JAWS** (1975)\*\*\*\* (Roy Scheider, Richard Dreyfuss, Robert Shaw)- When the 4th of July crowd comes ashore at Amity Island, the camera pans across an arcade. A kid is playing an arcade game called KILLER SHARK. This is a target game with what looks like shark attack videos. Right next to it there is a bright, yellow COMPUTER SPACE machine.

**MAN ON THE MOON** (1999) \*\* (Jim Carrey, Courtney Love, Danny DeVito) - Jim Carrey (as the late comedian, Andy Kaufman) can be seen at one point playing the arcade coin-op, MS. PAC-MAN.

**PEEWEE'S BIG ADVENTURE** (1985) \*\*1/2 (Peewee Herman) - There is an ASTEROIDS coin-op near the door of the truck stop that Peewee enters.

**POLTERGEIST** (1982) \*\*\*1/2 (Craig T. Nelson, JoBeth Williams, Heather O'Rourke) - An Atari 2600 is sitting atop the TV in the parent's room.

**READY TO RUMBLE** (2000) \*1/2 (David Arquette, Oliver Platt) – Two wrestling fans help their washed up hero make a comeback. When they stop in a convenience store, there is a kid playing the JIMMY KING arcade game. (Probably a clone of an existing game with altered graphics).

**THE REPLACEMENT KILLERS** (1998)\*\* (Chow Yun-Fat, Mira Sorvino) - During a gun battle which destroys a video arcade, there is a quick glimpse of a SHADOW OF THE BEAST coin-op.

**SON-IN-LAW** (1993) \*\* (Pauly Shore, Carla Gugino, Tiffani Amber Thiessen) - The younger brother in the movie brings out and plays his Game Boy on occasion.

**SPLASH** (1984) \*\*\* (Tom Hanks, Daryl Hannah, John Candy) - Three handheld games sit on the front of Tom Hanks' office desk at the produce market. One might be a Tomy PAC-MAN. Another looks like a Mattel, sports game (Baseball?). The other??

**WHERE THE MONEY IS** (2000) \*\* (Paul Newman, Dermott Mulrooney, Linda Fiorentino) - There is a glimpse of Mulrooney playing a driving video game. OUTFRAN perhaps?

Coming soon to a theater near you: Kasumi Ninja, Zombies Ate My Neighbors, House of the Dead, Parasite Eve, Vigilante 8. Duke Nukem with Dolph Lungren is off for now. Resident Evil will get done, but without George Romero.

Thanx to: EGM, Paul Freitag, Scott Stilphen, & Tom Holzer.

# ON THE PROWL



by Ian Baronofsky

## mon-key

*n. pl. mon-keys*

1. Any of various long-tailed, medium-sized members of the order Primates, including the macaques, baboons, guenons, capuchins, marmosets, and tamarins and excluding the anthropoid apes and the prosimians.
2. One that behaves in a way suggestive of a monkey, as a mischievous child or a mimic.
3. The iron block of a pile driver.
4. *Slang.* A person who is mocked, duped, or made to appear a fool: *They made a monkey out of him.*
5. *Slang.* Drug addiction: *have a monkey on one's back.*

I got a **monkey on my back** when it comes to these video games. I love hunting for them. When it comes to collecting for collecting's sake, as I do with classic games, I love to see the vast variety of things people did with such little resources (4K and 3MHz), and the cornucopia of ways people tried to profit from these rudimentary programs. Each game is a realm of possibilities, past and present. So I just want more.

Too bad this monkey needs other monkeys to get more games. A great place to turn for that fix is the Internet. We're talking online shopping. And there are so many monkeys on the Internet, it really could be called **the Information Superjungle**. And if I take too much time swinging from vine to vine, I'll have spent more money than I have, and have far more games than I know what to do with. Actually, I'm well beyond that point. But seriously, the goal is to avoid the monkeys (in life, just as in Donkey Kong.)

There are a ton of ways to get more games on the internet. There's eBay, other auction sites (atrophying as we speak), big online stores, mom and pop online stores, and private individuals. Each of these sources is full of monkeys, and it's very tough to sort out the chimps from the monkeys. (In the immortal words of Grampa Simpson, 'He used to be smart as a chimp, but now... he's dumb as a monkey.') That is, to sort out the dependable vendors from the rip off artists.

For this reason, I've devised the utterly intuitive **Bananas Rating System** ©ianoid. I'm gonna consider monkeys the enemy here, and the more bananas you see, the more monkeys you get. Less bananas is better, because you'll attract less monkeys.

On **eBay**, the feedback system is supposed to help. It does, for the most part. If someone has no feedback, you may just be sending your charity check of the year. Or the month, depending on how

much you buy there. Actually, I have left one or two negative feedbacks in my eBay 'career.' Which is more a statement about how much leeway I give people, and how much I want to avoid negative feedback, than about how good people are. They suck. I find that one in four of the people I deal with on eBay is twisted, although that doesn't mean that they won't undergo a dependable transaction. I'm talking about the people who don't send you anything (no email or any contact) before they send you a check 3 weeks late. And the sellers who take way too long to send your stuff. Or the ones who pack stuff in an unsatisfactory manner, but somehow the item manages to make it to you unscathed. Of course, there are tons of items that get smushed or otherwise degraded in quality along the way. Is it so hard to understand that I want that Music Machine box in the best possible condition?

Reminds me of a recent story. I bought 5 boxed handhelds from an Italian vendor on eBay. He seems to understand that I want the games packed carefully. I picked them up the other day and they were carefully wrapped and tightly bound. But they weren't packed in another box. So all of the boxes were kinda rounded and looked like they had been up an elephant's ass. Will I leave negative feedback? No, maybe neutral if he's a jerk about it. Will I buy from this guy again if he has something I want? Yes. Will I ask for a bonus item or shipping discount on the next order? Yes. Will I get it? Most probably.



Really, most of the monkeys I've dealt with on eBay have been buyers. People want to return stuff at the drop of a hat, despite the lifelike accuracy of my pictures and descriptions. Selling video game bundles can pay well if you can get common stuff cheap, but the service you are expected to provide is a setup for receiving negative

feedback. Despite testing everything, people inevitably can't get stuff to work and require replacements. People always have trouble with something. I think the simplest way to deal with it is to sell everything tested, as-is. Anyway, if you aren't independently wealthy like Joe Santulli, the profits from selling common stuff can help fund buying more scarce things you can't find. Selling is whole 'nother story, something I'll get into in another issue.

So, how can you avoid trouble on eBay? Don't turn on your computer, for starters. If you find yourself idly scouring today's latest auctions, you know what I mean. Second, check out the seller- look up their feedback, look up their auctions. See if they regularly sell video games. See what they buy. See if their previous buyers comment about how fast the seller is, and how accurate their descriptions are. Third, check out the auction- carefully. Look at the pictures VERY carefully. Read the description VERY carefully. I would say that more than half of problems you might have on eBay will be your own fault. You could have read that description more closely. You could have looked at how they accept payment. You could have checked the shipping costs. These are things that will lead to your dissatisfaction if you don't take the second to look. And if there's any doubt, it's easier than ever to drop the seller a note. Of course, if you're doing a on Stronghold for \$10, don't think, just bid. And finally, lower your standards a little but. If you're expecting things to be new on eBay, even when advertised as such ('shrinkwrapped,' 'new!'), think again. This is person-to-person interaction, and someone other than a store has owned the item and it's just not new any more. If it's sealed, remember that shrinkwrap isn't expensive, unless you're selling the shrink-wrap to Quadrun. It's easy to reseal anything (John Hardie keeps all his carts in foodsaver vacuum sealed pouches, in fact.) So think twice, read twice and ask a lot of questions. EBay's full of monkeys and it gets 4 bananas.

For that shopping in a **corporate jungle** feeling, try any of the bigger chains, like [www.amazon.com](http://www.amazon.com), [www.ebgames.com](http://www.ebgames.com), [www.bestbuy.com](http://www.bestbuy.com), or even [www.compusa.com](http://www.compusa.com). Of course, you won't find classic games there, but you can get some nice deals on yesterdays releases. I highly suggest you look at all of those sites for prices on any one item (actually, [www.mysimon.com](http://www.mysimon.com) is a reasonable place to check for cost comparison.) The selection at all of these places is variable, and their prices even more so. Since I've been getting into Dreamcast stuff lately, I've found these sites to have bountiful deals on releases even a few months old. You're probably the only monkey in this case, for not supporting small business, because most of your transactions will be trouble free. Return policies often require that you pay for shipping, and customer service can be a problem, unless you like spending eternity on hold. But if you're careful about what you buy, you probably won't have too much to return. A one banana smoothie for the big guys. Internet shopping isn't always perfectly smooth, but these guys are the best we can get. Of course, you ain't gonna get classics this way.

In between flat out retail and eBay is eBay's acquisition, [www.half.com](http://www.half.com). Also mainly good for more recent games, you can get some nice deals there. One limitation is that you have to pay shipping on each individual item. Another is that descriptions are paltry. You have to check feedback like on eBay, because some idiots are selling CDRs (copies) of games as though they are originals on Half.com. Three bananas for these monkeys.

A step down on the **food chain** are the small business vendors of the web. I'm talking about minor Internet video game vendors (like [www.videogamedepot.com](http://www.videogamedepot.com), [www.toysnjoys.com](http://www.toysnjoys.com), [www.atari2600.com](http://www.atari2600.com), [www.telegames.com](http://www.telegames.com) or [www.unitedgame.com](http://www.unitedgame.com).) If you're into imports and weird modern stuff, these can be the best source. Some of these vendors carry classics, and the selection can be a real advantage. I still recommend you shop around, since many of these places have inflated prices, but some can be very useful in getting you stuff just can't find elsewhere. Some items these guys carry are unusual enough that eBay doesn't have them listed with

any real frequency, and going for these mom 'n pop operations may be your best bet. How can you tell the monkeys from the chimps? It's tough, but the longer a site has been around, the more likely you'll be okay. Commonly, opinion sites attract the gripers, but might be useful if you're dropping a wad (try [www.epinions.com](http://www.epinions.com) or [www.planetfeedback.com](http://www.planetfeedback.com).) Monkey factor? Two or three bananas. Most are respectable, dependable businesses, who are willing to help with additional information where needed. And most of them have specials, so the more you check the sites, the more deals you'll find. I highly recommend the Telegames email specials list. If anything on their site tempts you, the bimonthly discounts they offer will certainly help defer their upper end prices.



In the jungle, there are always **huts**. Sometimes they are full of monkeys, too. There's no way to know if these primates walk upright or have opposable thumbs. Buying from random people on the web can be very risky. The quality of their website is an indicator (although I'm rock solid and my

web site looks like crap.) References are key. Sometimes you'll have a friend who worked with the seller before. Or perhaps you can ask about them on your favorite newsgroup. I would be very careful with random sellers on the web. Four bananas to start, and with repeated good experiences, you'll find a few one banana people actually do exist.

One source of feedback about traders is [www.UGTZ.com](http://www.UGTZ.com). Members leave feedback about trades (including sales) between members only. So, if you've never used their site, you'll have no feedback. But it's never too late to start. It also has a neat trade-matching engine, that works OK. A lot of people use it as their primary trade list locale. My tradelist is way too long to enter every game, but if you have less than a hundred items to list, UGTZ has a neat inventory entry system that lets you enter which system each item is for using a pull down menu.

I think UGTZ (Used Game Trading Zone) is a great site, but I think it's also a reasonably high risk, by experience. I find that you can get nice deals, and occasionally find unusual stuff there (although there is a definite bent toward the modern stuff), but the people can be rather flaky. If someone has 100 positives there, they are probably ok, but you'll find that most people don't have feedback records so it's not as simple of a situation as you would hope. Again, ask for email references, the more the merrier, and make sure the person is responsive to email for more than two days in a row. I would say that the faster you set up a trade (or sale) there, the more risky it is.

Frankly, as a community, I think UGTZ is relatively risky. I once traded for a complete copy of Custer's Revenge from a guy on UGTZ with 15 or so feedback, all positive. Aside from the smooshed and worn box (I can live with that), the cart was dead. The guy really didn't have anything similar to replace it with, and then came up with

this story that he was closing his account on UGTZ. I have no idea why. And before we could work something out, he was gone.

Another person on UGTZ offered me a Laseractive system with the Sega module for a sealed System 3.0 card for TG16. That would have been a great deal for me, but in checking their references, I found a problem. They claimed to have 800 feedbacks on eBay, but when I emailed that username thorough eBay several times, I got no response. I had no reason to believe they were credible, so the trade never happened. It almost would have been worth the risk. Overall, I've got more than a dozen positive feedbacks there, but many of them were initiated off of UGTZ, so I guess that doesn't completely count. I give UGTZ 5 bananas. It's a nice site, the largest of it's kind, but it attracts monkeys galore. If you're not careful, you will get taken for a ride. As long as that ride doesn't take you to New Jersey, you're probably alright.

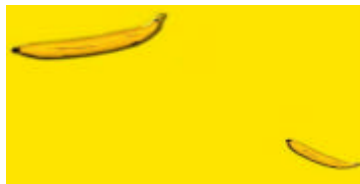
**eBay**

**Large Businesses**

**Small Businesses**

**Individuals**

**UGTZ**



Caveat Emptor!

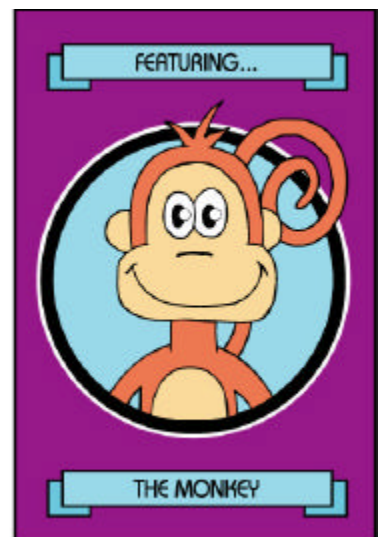
Less selection, more safety

Be a little careful, but generally a safe bet

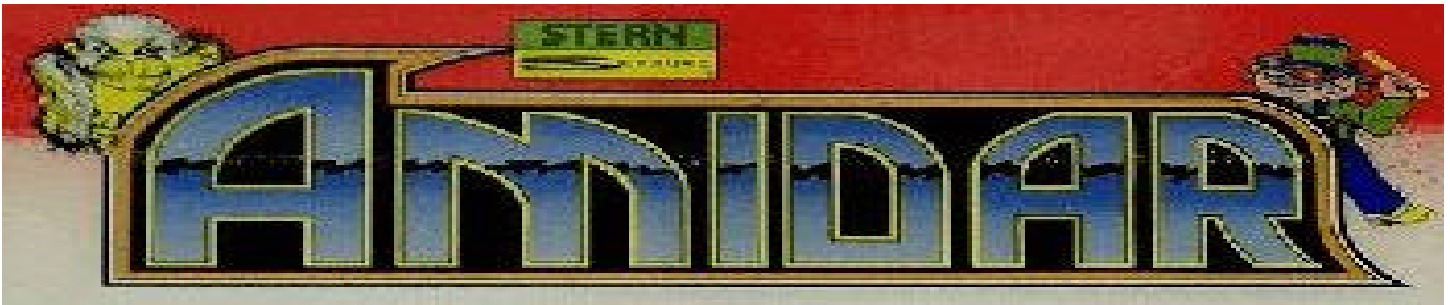
Watch your back, you never know.

Be super careful- mostly ok, but lots of monkeys.

Watch out for those **simians**! The internet isn't for the faint of heart, or monkeyphobic. Transactions in cyberspace are all risky, but you gotta gamble to win. Overall, with a little care, and knowing what to expect, you'll avoid any strife accompanying those monkeys and get right down to gaming.







**Arcade** **Konami** **Maze**



**Dave Giarrusso**

Element	Dave		
Graphics	5		
Sound	6		
Gameplay	8		
Overall	8		

multi player same	data save features
decent game ending	hidden stuff
variable skill levels	non-linear gameplay

Memories are weird. Right?

The stuff you remember, I mean. Frinstance, some people can't remember their friends' birthdays or their eye color, but nearly everyone remembers what they were doing when they heard that the Space Shuttle exploded. Weird.

I think the whole memory thing applies to the great video games we've all played over the years too. Don't you? You don't? Are you sure? Don't you remember where you were the first time you played **Ms. Pac-Man** or **Dragon's Lair**, or **Mortal Kombat II**? I sure do.

I also remember the first time I played **Amidar**. It was at, of all places, the grocery store.

The local grocery store was one of those "super-advanced-humongous" grocery stores that was way ahead of its time. It had all the regular stuff, bakery, deli, fresh produce, etc., but it also had a fabric department (?), video game carts, and... a strip of arcade games.

Us kids found the arcade games right away, but we usually didn't get to play any

because our pockets were empty. On one trip to the store, I found a discarded "Royals" wrapper lying on the floor next to the base of the change machine. Remember "Royals"? They were actually thinly disguised, minty-fresh M&Ms. Instead of coming in the popular array of colors, they only came in dark brown and mint green. The white "M"s were replaced by a little crown icon, and the chocolate center was replaced by either mint or minty chocolate, I can't remember. Royals really weren't very good, and they quickly disappeared from the marketplace. Poof!

Anyhoo, I don't know what possessed me to do what I did next, but... I took the Royals wrapper and stuck it into the change machine. As I was turning to walk away... ting, ting, ting! Out came four shiny quarters.

And with that innocent act of petty larceny, I deposited a quarter into Amidar.

If you're only familiar with Amidar because you had sadomasochistic family members who gave you the horrible Parker Brothers version for your Atari 2600 as a "gift," then it's a good bet you aren't too fond of the

game. That's a crying shame, since the original arcade title is a far cry from the vastly inferior VCS turd. Imagine taking the Amidar arcade game, cramming it in a blender and hitting "puree." Now stick in one of those ice-cream soda straws. Now suck ALL of the fun out of the mix. What's left is the Parker Brothers version for the 2600.

The 2600 version fails on all accounts. The graphics are awful (and flicker like you wouldn't believe), the sound (what little sound there is) is awful, and the game play is truly horrifying. If you thought 2600 **Pac-Man** was a miserable use of an arcade license, imagine playing it after someone turned the speed dial all the way down to zero. Ugh.

The real-deal Amidar is a fast-paced, fun little game where you play as a mighty ape during the odd numbered rounds, and a nifty paint roller on the even numbered rounds. Each level is a grid that must be traversed in order to fill in all the rectangles – if you've played Pepper II, you get the idea. Once the entire board is filled in, you move on to the next round. The ape rounds feature your garden-variety video game dots while the paint roller rounds are dotless. The only real play-mechanic difference between the two stages is that on the paint roller stage, you can't stray too far from the line/box you're currently painting or you'll run out of paint. At that point, you can run over all the lines you want, but they won't get painted. You'll have to go back to the last filled in box and pick up the trail again.

During all of the rounds, you're chased by several "Amidars" (between 4 and 6, depending upon how far into the game you are) and one "Tracer." Amidars move by turning at every intersection while the Tracer merely traces the outer perimeter of the board. If

*(Continued on page 22)*



**Sure there's monkeys and that's just swell. But damn if we don't enjoy playing a paint roller brush!**



**Zigging and zagging, Dave manages to find the banana. Then he goes off to play some Amidar.**

# JUMPING JACK

## Arcade

## Universal

## Platform/Action



**Tony Bueno**

Element	Tony		
Graphics	5		
Sound	5		
Gameplay	8		
Overall	7		

multi player same time	data save features
decent game ending	hidden stuff
variable skill levels	non-linear gameplay

One of the most unusual titles in MAME (no small statement), the jury is still out on whether this game was released in the U.S., Japan only, or ever released at all. It's a mystery, but Jumping Jack is one overlooked Universal title which should appeal to most classic gamers due to its bright, cheerful appearance, lively (if a tad annoying at times) sounds, and challenging, innovative game play.

The game begins with a map showing your odyssey beginning with Monkey's (sic) Hill, eventually ending up at Mt. Opal for reasons neither the attract mode nor preliminary opening explains. Not that it really matters, however.

Jack is a jungle explorer in the same vein as Jungle Hunt's protagonist. This portly Dr. Livingston/tourist/Panama Joe/explorer-type guy bravely ventures

forth in this terrain, which consists mostly of seesaws and small platforms to leap forward toward his elusive goal at the top of the screen. Your main adversaries are numerous small monkeys (or is it monkys?) who try to bounce Jack off the teeter-totters. They may kill you by knocking you down from a seesaw, or by coming into direct contact with them while you are stationary on a stable platform. If you bounce on a still teeter-totter whilst a monkey is on the other end, you flip him off instead. Sound fun? You bet it is! Also, monkeys come in two varieties; pink and white. Pink ones are merely worth points while white monkeys illuminate the currently highlighted letter of the word EXTRA at the top. Light EXTRA to get an extra Jack. Cherries are also abundant, but for points only. I seem to recall that there was another Universal game with similar bonus points and extra life play mechanics, but either that game's title slips my mind or I am possibly going insane. Or both.

Level 1 is a good intro to play mechanics, albeit a little too difficult for being the first level. To further complicate the precision jumping, we have an unhappy native tribesman who rolls a huge boulder towards Jack near the end goal. This tribe certainly has it in for our hero, as they merrily hurl spears (ahem!) at our hapless hero as the game progresses. If all that weren't enough, some levels pit you up against rhinos,

vultures, and piranhas, too. When and if you finally do reach Mt. Opal, you are rewarded with a slot machine for acquiring a bonus. So that's what Jack was after all this time! Whether or not a diamond for a free credit is one of the bonuses has yet to be seen.

The graphics are simple and somewhat ho-hum. Music is catchy, but the incessant "BOING! BOING! BOING! BOING!" sounds should have been toned down a little. Levels are well designed and this is one of those titles which insidiously keeps you coming back for more and more despite pissing you off immensely (my favorite!). Oh, those nutty Universal programmers!

Give Jumping Jack a whirl. It's well worth playing and should provide a tempting challenge.



Like all classic Universal games, if you can grab the letters E-X-T-R-A, well, you get something extra.



Giant mushrooms, white monkeys, seesaws... why does this remind me of my high school years?

# NAMCO MUSEUM

PS2

Namco

Arcade



Joe Santulli

Element	Joe		
Graphics	7		
Sound	8		
Gameplay	8		
Overall	7		

multi player same	
decent game ending	X
variable skill levels	

data save features  
hidden stuff  
non-linear gameplay

I'm a compilation nut. I'm also a retro nut. Come to think of it, I'm just plain nutty! You never know WHAT I'm gonna say or do next – WHEEEEE!

Ahem.

Okay, so most of you are probably familiar with this venerable series, which has now appeared on PlayStation, Dreamcast, N64, and Game Boy Advance. The PS2 release has the following titles: Pac-Man, Dig Dug, Galaga, Pole Position, Pole Position II, Ms. Pac-Man, and Galaxian. Arguably the "staples" in a Namco fans' eyes. To date, the cream of this crop is the PlayStation series, which spans five discs (six if you include the Japanese release "Encore" disc) and includes many "non-staple" titles and a true museum atmosphere. That series epitomizes what a nostalgic gamer wants: the joys of playing the games again on their latest console as well as some insider stuff, such as the many flyers, cabinet art, hints and other scans that the PlayStation version offers. It's truly a wonderful set.

How does the PS2 version stack up? Well, compared to releases on the Dreamcast, N64, and GBA, it stacks up quite well. In fact, it's the SECOND BEST compilation Namco has

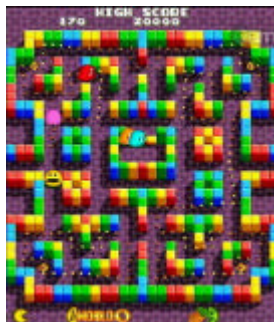
put together. Unlike these other editions which simply give you a few staples and very little "extra", the PS2 disc has the 7 staples, three "arranged mode" games, and two hidden games. What it's missing, besides the inclusion of more games which a DVD-based system should easily be able to manage, are the goodies we've only seen on the original set. You have to wonder why. If Namco had already done the work to get scans of everything for the original series, why couldn't they be included on this disc?

Let me talk briefly about what you DO get, which is all done quite well. The standard games play great, perfectly emulated versions of their coin-op counterparts. If I have to explain the likes of Pac-Man or Pole Position to you then you probably shouldn't have even read this far. Shouldn't you be getting back under that rock of yours? As for the "arranged" modes, these are powered-up versions of the classics Pac-Man, Dig Dug, and Galaga. The arrangements are very nice. They don't deviate too far from the originals but add just enough to make the game seem like a fresh experience. Kind of like adding one of those horns that play "Old Dixie" to your '67 Barracuda.

A bit more about these "arrangements". The Pac-Man arrangement was seen on the Game Boy Advance's Pac-Man Collection, and I've played the Galaga arrangement in the arcades, but I'm not sure where the new Dig Dug came from. It's quite possible that all of these were available in the arcades at one time or another. Namco had graced us with similar arrangements of Xevious and Mappy in the past, so I wouldn't be surprised if the games on this disc were once seen on coin-ops somewhere in the world.

Before I wrap this up, I should mention that there are two hidden games as well. It's no secret, they're Pac-Mania and Pac Attack. Both games are mentioned in the manual, though the method to unlock them is not. Again, they're both perfect emulations of two very good games.

The compilation on the whole is a great buy at \$29.99, even if you already own the Namco Museum series for the PlayStation. The arranged mode and Pac Attack, none of which previously appeared in Namco Museum compilations, are worth the price of admission alone.



The arranged version of Pac-man feels like a completely different game, with power-ups and bright colors.



Dig Dug's arrangement is fun but we found it a bit too easy, even with unlimited quarters.



The best of the arrangements is Galaga, with trippy music and vibrant graphics.



## ColecoVision

## Coleco

## Action



**Al Backiel**

Element	AI		
Graphics	9		
Sound	7		
Gameplay	8		
Overall	8		

multi player same	data save features
	hidden stuff
decent game ending	non-linear gameplay
variable skill levels	

There is a lot of monkey business going on here. The cast includes: Tarzan the Ape Man, Bolgani the gorilla, Nkima the chimp, the Beastmen, and all the caged monkeys. Welcome to the jungle! Unlike Atari, who tried to borrow the Tarzan character, Coleco actually obtained the license. Atari was forced to change Jungle King to Jungle Hunt and re-design the main character. The estate of author, Edgar Rice Burroughs is very protective of their property. Tarzan looks more natural swinging through the trees than an explorer in a pith helmet and shorts.

Tarzan, has some of the nicest looking graphics on the Colecovision. The sprites are rounded, not blocky. The jungle is lush and looks like a jungle instead of a forest. Even the vines are detailed. The temple screen is a work of art. You can see that the programmers spent some time and effort here. Tarzan can swing through the trees with the greatest of ease. He can defend himself with his fists. He also has the ability to run, jump, climb, or swim depending on the situation. The overall objective is for Tarzan to move from left to right across the various screens while rescuing all his ape buddies from their cages. This gives him access to the Temple



There's nothing more satisfying than rescuing captive apes. OK, yes there is.

screen and the final boss - The Flaming Idol.

Along the way, Tarzan hooks up with his chimp pal, Nkima who tags along and provides warnings until a bunch of bananas distracts him. *The chimp that I recall from the movies was named Cheeta.* Among the obstacles to be faced are the hunters who will shoot at you. The crocodiles that try to prevent a river crossing. The snakes with their deadly fangs. The Flaming Idol that shoots fireballs with its beady little eyes. The Beastmen (not the Beastie Boys), who guard the temple. There are pitfalls that open up in the ground. Thankfully, not as many as in *E.T.* There is plenty to keep you busy. Your strength is measured and should be replenished as needed.

This an amazing game considering that it traces way back to '84. Tarzan has a lot of moves and doesn't need a lot a buttons to control. You might say he's a real swinger (.. sorry). I played it with the regular controller and it did seem a little sticky or sluggish. This may take some getting used to, but one can compensate for it. I wonder if the super controller would make a difference.



One of the spiffiest boxes for the system, with original artwork and all.

Here are some tips I would like to offer:

- ⇒ Generally, it is safer to travel through the trees. Most of the enemies are on the jungle floor and so are the traps. The next best route is the foreground.
- ⇒ The XX icon represents snake eyes. Keep your distance.
- ⇒ You can outswim the croc, if you get an opening and a good jump.
- ⇒ To open the cages, punch away as soon as you land on them.
- ⇒ When you free Nkima from his cage, jump off the center post, because a pit is hidden below.
- ⇒ To successfully grab a swinging vine, make sure you are on the far side of the tree and your feet aren't lower than the bottom of the vine. Also, make sure your control knob is facing right as you leap.
- ⇒ To gain life points, let the gorilla repeatedly walk into your fist and get knocked backwards. Keep punching while advancing. After 4-5 times, it is safer to jump over him.
- ⇒ If a gorilla is approaching from the far side, it is worth waiting for him. He may reveal the hidden traps.
- ⇒ The easiest way to eliminate the gorilla is to knock him into the water. The only way to destroy snakes and crocs is to fall on them. This is tough to do and hardly worth the risk.
- ⇒ Careful of gunfire from the hunters. You can stun them with a punch if you time the shots and get close enough.

### The Temple of The Flaming God

- ⇒ Keep punching away at the pesky Beastmen to maintain lifeline. Stun them before climbing the vines to the next step.
- ⇒ You must free all caged monkeys on

(Continued on page 22)



### Congo Bongo Sega, for Intellivision

The story starts out simple enough; a hapless explorer sits out in the middle of the jungle, peacefully sleeping in the night... Out of nowhere, some nutty gorilla sets his tent (and our hero's posterior) on fire. What's an explorer to do?? Well, get revenge of course!

So goes the premise for Congo Bongo, originally presented in the arcades by our buddies at Sega, and translated to almost every classic game platform you can think of. But fellow gamers, this review will concentrate on what makes the Intellivision port great... or not so great. Guess it depends on what time of the morning you're playing! This game was among Sega's first batch of home system/computer ports that they released in 1983; this particular version is among the hardest Intellivision carts to find (and the only Intellivision port that Sega did directly). One of the reasons may be the low numbers of carts produced. Another reason may be that this game is a lot of fun to play and people aren't willing to let it go. This port is my favorite of the lot, for reasons I'm about to bore you with in the following paragraphs.

For those of you not familiar with the game, the object is to do unto gorillas as they have done unto you. You must first maneuver through a series of cliffs and waterfalls, while Congo Bongo tosses coconuts to try and stop you. If you should make it to the top of the cliff, the monkey runs scared, and you proceed to the second level, where Congo Bongo can be seen peacefully sleeping on the other side of a jungle river... and look, there's a campfire there, just DYING to be used against our simian nemesis. You track across the river Frogger-style; hopping from lily pad to hippo to alligator (or is that a piranha?), eventually reaching the other side of the river... but watch out for that stampeding rhino, he'll trample you flat if you're not careful. Climb that final ledge, and the sweet smell of burning fur is yours, as well as the incredibly gratifying congratulations screen show below; the pinnacle of Intellivision graphics technology!

Sega did an excellent job of capturing the flavor of the arcade game, as well as the little details. For example, unlike in other ports, the gorilla actually moves around while tossing random coconuts your way in the first stage; other ports of this title have a static graphic that magically dumps stuff at you. The monkey who sits stubbornly past the bridge, waiting to be sent flying into the water as you slide down the ledge is right where you'd expect him to be. Other than some flickering of moving objects (typical of most Intellivision titles with lots of action), the levels are recreated quite faithfully; think of Diner with a jungle theme and you'll get an idea of the layout style used. But every port has drawbacks, and if I could point out the biggest one of this particular work, it's that they only captured 2 levels; the 3<sup>rd</sup> scene with the stampeding rhinos and holes dotted among the landscape to duck into is noticeably absent. Yet another fine example of the classic era's "less is more" philosophy, or the programmer just couldn't stand staring at an Intellivision any more!

If you're really in the mood to try this out and don't

have an Intellivision handy, grab any one of the abundant Intellivision emulators out there (Bliss is my personal favorite) and grab the ROM (most of you will know where to obtain such things). This game is particularly well suited for play with a keyboard... and let's face it; everyone love to see a monkey set on fire, digital or otherwise) - Dave Giarrusso

### Crazy Kong Falcon, for arcade

As with many things in life, we Europeans are deprived of many good things from the US, and have to do with weird alternatives. These alternatives can make life more colorful and interesting at times though, and one of these things is CRAZY KONG.

Way more popular than the original Donkey Kong, Crazy Kong ruled many arcades, snack bars and swimming pools here, around 1981. Many versions of Crazy Kong were in distribution, but one stands out, as it comes in it's own beautiful dedicated cabinet (opposed to the Royal Video generic coin-ups), and was the only legit, licenced version, by Falcon. Other boards are clones from this one, some with weird names like "Monkey Donkey" and "Congorilla". The name Crazy Kong was also use for a handheld released by Grandstand

Apart from the frightening side-art (a giant rabies-infested ape) and other art, the art inside the game is different as well. Colors are different, and some sprites seem to have been altered. The Ape is slightly bigger. The start-up screen reads "Crazy Kong part II". One major difference is the order of levels: the last (or fourth) level in DK is the second one in Crazy Kong, and vice versa. The game play is the same, with one slight difference: don't touch anything! One other oddity is the fact that there are two different dedicated cabinets. Both have the same physical form, feature totally different silk-screened artwork. In 1982, Falcon released a successor, Crazy Kong Jr., indeed a clone of DK Jr.

ROM dumps of Falcon's Crazy Kong as well as its bootleg versions are available for MAME here and in the US as well.—Roloff de Jeu

### Kangaroo Atari, for Arcade

"Kangaroo kicks ass!"

That was my original review. When I turned it in, Joe yelled at me, said something about me being a dumbass, and that this issue's theme was "monkeys." I already knew that I'm a dumbass, so I didn't see his point. But I went back and fixed it anyway. My revised review was as follows:

"Kangaroo kicks ass! Also, monkeys! Peace out, y'all!"

Joe drop-kicked me across the room and into a pile of apples.

I must have hit my head pretty hard on something, because I was immediately transported away to a magical fantasyland full of fruit, bells, a damn dirty ape, and lots and lots of monkeys.

Oh yeah, and I was a bright yellow kangaroo. A Mama Kangaroo no less. Wearing big, bright red boxing gloves.

Atari's "knockout arcade hit" coin-op is just that: a knockout. It's got four different levels, bonus fruit (including pineapples!) and scores of pink, apple tossing monkeys. And I can't think of a single other game that lets the player step into the popular marsupial's boxing gloves in order to bash the living crap out of a monkey, can you?

The goal is simple: rescue baby kangaroo. He's held captive at the top of the screen, and there are pesky apple hurling monkeys to avoid and/or whale on, tree branches to navigate, and points to collect along the way. Round one is the "easy" round. Up three flights and you're all set. Level two is the "jumpy" round, lots of steps and gaps to jump over. Level three is the "monkey-totem-pole" round. Here, monkeys are actually holding the cage, and you have the option of either climbing up the side of the screen and jumping across to the cage, or knocking out all the monkeys in order to lower the cage down to the bottom of the screen. I always knock out all the monkeys – punching them is fun. Round four is the "climby" round, also known as the "ladder" round in some circles. This round features enough ladders to choke Donkey Kong himself, and there are several routes to take to the top of the screen. Clear all four rounds and you start over at the first round, on level two. Each successive level features more fruit, more hazards, and many, many more monkeys. And every time you clear a level, you get to see a groovy intermission!

As an extra, added monkeyshine bonus, Kangaroo features a big ape that shows up every now and then with one thought on his mind: thrash Mama Kangaroo. He's a boxer of sorts himself, and if you aren't quick enough on the draw, he'll likely render your boxing gloves useless. Once that happens, you'd better hold out your white surrender flag, bub. The ape is one tough customer. Of course, if you do manage to knock him on his butt, you're tallying up quite the big pile of bonus points! Stick and move! Great fighting, you're an up and coming boxer.

Much of Kangaroo's charm lies in its whimsical packaging. It's one of those decidedly "cutesy" games, drawn in splendidly cartoony, brightly colored graphics. You'll never see another game so full of this many pinks and yellows outside of Fantasy Zone. It's wrapped in an upbeat musical package that recalls another Sun licensed Atari coin-op, Arabian, and the cabinet graphics, in standard Atari fashion, are fantastic.

I've said it before and I'll say it again.

Kangaroo kicks ass. Also, monkeys! - Dave Giarrusso

## Monkeyshines

### NAP, for Odyssey2

In the scheme of things, the Odyssey^2 probably isn't destined to be remembered as one of the great systems. Graphically it only kept up to the Atari 2600 in the earliest days and did not have the open architecture that let the 2600 pull away with improved coding techniques and larger ROM sizes.

But no matter how underwhelming a system is, there may very well be a few fun games to play on it. For instance, I found Dodge It on the Fairchild Channel F to be quite amusing as a two-player contest. Monkeyshines is also one of those games that is more fun than it should be.

Now, right from the beginning, you wonder if perhaps Magnavox -- or at least their long-standing developer Ed Averett -- had their own equivalent to Atari's Grass Valley. I mean, "Monkeyshines"? What does that mean anyway? Well, if you've never been told to "stop those monkeyshines!", you could look it up and find that they are "capers or antics resembling that of a monkey's". Okay, so basically the game is trying to capture monkeys' playful antics.

Well, what's more playful than a game of tag? And where more appropriate for monkeys to hang out than a set of monkey bars? So, you and a friend venture into the monkeys' cage to play a little tag with the monkeys. You catch a monkey and then throw it (don't let the ASPCA know about this part), and now it is IT. At this point, you don't want to let it catch you, or your game is over.

No matter what else one thinks about this game, it has to be admitted that this is a reasonably original concept.

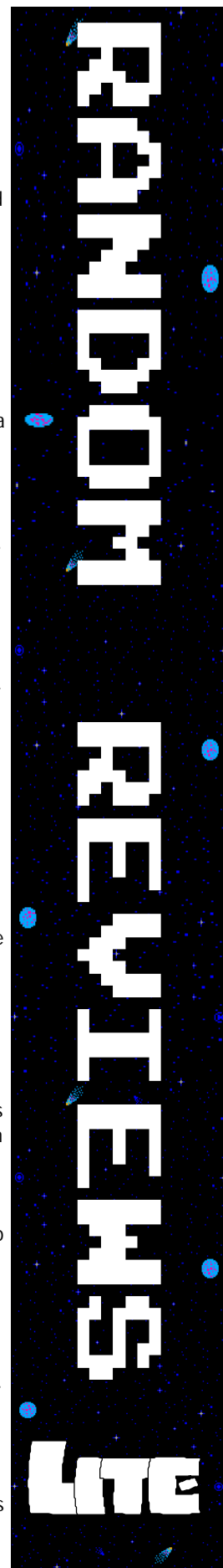
Graphically this is, essentially, the same as almost any other Odyssey^2 game. You'll recognize your character as the same generic man character in so many other games, and the screen is just a pastiche of bars to form the playfield. But the game, pun somewhat unavoidable, begins to shine if you look at the monkeys. As it has been occasionally posited, "there's nothing as funny as monkeys".

These are some of the most animated sprites you're likely to see on the Odyssey^2. There are only a few basic shapes as they stand on the bars, or jump, climb or fall, but beyond that they also occasionally give a little "oo! oo! oo!" dance, swing around a bar, or dangle upside-down from a bar. And they're always jumping around quite capriciously, like you might picture monkeys doing. It's actually quite charming, and quite chaotic.

Sound, on the other hand, is a tad bit annoying... Don't expect anything to sound particularly like monkeys here. So turn the volume down and put some jungle on the stereo. Either that or hire a younger brother or a neighborhood kid to make monkey noises while you play.

Game play is fairly simple... Run around, jump up into the bars if you'd like, catch a monkey, and throw it. Then avoid any that you've so tagged (they turn from orange to red for a while). You score a point for each monkey you tag, and the two players cooperate against the computer.

Well, at least that's what the instruction booklet says... My brothers and I always found it more fun to try to throw the monkeys at the other player, leading to at least SOME competitive play, no matter what the booklet says. I think that may be where the game actually changes from "eh, just another O2 game" to "ha ha, this is fun!". The pace is a bit frenetic enough without worrying about your supposed partner launching monkeys at you.



# SCSIcide

LITE

Even though there's really just one program in the cartridge, they've added enough options to it to claim there are five games included. "Monkey Tag!" is the basic game as I've described it. "Tailspin!" involves an option to scroll the playfield upward every few seconds as you play, with new bars appearing at the bottom to keep the screen filled. This feature can be turned on and off during the game as it is played. "Shuteye!" involves another option to turn all the bars invisible, or back to visible. They will also turn visible when a player falls too, but only briefly.

For "Monkey Chess!" they got really clever... You'll notice that the game has "MONKEY" spelled down the left side, and has numbers along the bottom. By entering a number/letter combination, you can add (ENTER) or remove (CLEAR) vertical bars, and by entering a letter/number combination you can add or remove horizontal bars. The idea here is that a third player try to help (according to the booklet; feel free instead to try to thwart) the normal two players. This is more "Grass Valley" thinking.

Finally, there's "Bananas!" which combines all of the "Tailspin!", "Shuteye!" and "Monkey Chess!" options. The booklet suggests that this is "for professionals only", but I suddenly have a picture of an infinite number of monkeys punching away at an infinite number of Odyssey<sup>2</sup> keyboards while an infinite number of players try to play an infinite number of games of Monkeyshines, and a recreation of Shakespeare's works be damned.

All in all, this may or may not be a game that you'll like, but I found it just charming enough, at least way back when I was playing it with my brothers. It's probably not one of the crown jewels for the system either, but I think it's one of those fun little contests that will be looked on fondly as a fun diversion.—Russ Perry, Jr.

## SCSIcide

Joe Grand, for Atari 2600

The best thing about going to a classic video game show is getting a first look at the latest crop of new homebrew games. Picking up Joe Grand's SCSIcide at this year's CGE was a thrill for me, but getting the chance to speak to Joe about his game made it an honor. I was impressed to learn that he developed the entire game from scratch (his first!), wrote the code, assembled the cartridges, designed the label and the manual, and tested and debugged everything in just under 9 months! He demo'ed his game for me, and I knew at once I was going to buy it. The game reminded me of Kaboom! And Fast Food, yet it is different enough from either game that it stands on its own as a true original. The premise of the game is unlike anything ever written for the Atari 2600, and it's absolutely hilarious.

I asked Joe about how big his game was. He had this to say:

"The game code actually fits in a 2K ROM, but I couldn't find enough ROMs of that size for a low enough price. So I recompiled the game and burned it into 4K ROMs for the run of 50 I made for this show."

I was stunned. The game that was an absolute blast

to play, and it fit into just 2K?! It came packaged with a slick-looking, full color label and game manual, and he was only asking \$20 for it. All at once, I bought a rare collectible, a piece of art, a truly great game and a lasting tribute to 2600 coding genius, crafted by the hands of the author himself. In all my years of collecting, I have never been more grateful to pay full price for a video game. Never.

SCSIcide, as its name suggests, is nerdiness to the core. You are a disk drive read head, and your mission is to read the color-coded bits of data as they scream past you on 10 separate data tracks. As each bit is read, your read head changes color to indicate which random bit you must read next. Read all of the bits in the required order and you advance to the next platter (level). If you take too long, your latency buffer times out, your disk crashes and the game ends. Your score is displayed at the top of the screen, of course, in hexadecimal notation.

Can a game this nerdy actually be any fun? You bet it is! Despite the game's techno-nerd back-story, it is really quite simple to play. Even my 3 year-old daughter enjoys playing it! In her mind, the game is more like "Move your basket to gather the colored Easter Eggs before time runs out." My 8 year-old son thinks he's flying a helicopter, lifting disabled cars from the lanes of a fast-moving freeway before traffic stalls. To a mature imagination like mine, the game may even be thought of as "Position your drive head to read the streaming bits in the color-coded order before your latency buffer times out." Don't let the name or the story fool you -- SCSIcide is all about game play.

SCSIcide starts you out slowly, as any good game should, and play accelerates as the game progresses. The first couple of levels are primarily there to give you a feel for positioning your drive head with the paddle controller. The drive head moves up and down to any vertical position, but its horizontal position is fixed throughout the game near the right edge of the screen. Now is your chance to snicker at the crude game graphics. Your drive head looks a lot like a boat anchor. The bits are colorful tiddly-winks scrolling past you in straight lines from left to right. You have plenty of time to position your drive head over the matching disc as it drifts lazily by. Click the paddle controller button when you've lined it up, and the bit is read. This is so easy! It's like shooting ducks in a barrel.

By about the fifth level, the boat anchor and the tiddly-winks have faded from consciousness. Things are moving fast now. Your eyes have narrowed and your grin has hardened into a scowl of concentration. If you take time to look at the scenery, time is already up. Your hard drive has crashed. Game Over. But if you managed to get this far, it's too late to simply shut off the console and walk away. The game is already in your blood. It beckons you to play again. Like a freshly opened bag of potato chips, nobody can eat just one.

This game is so simple. There's only a single game screen to it. SCSIcide's addictive game play is what has forced you to come this far. Level 10 comes and goes in a flash. Your heartbeat is pounding, your jaw is clenched, your eyes have forgotten how to blink. You're having so much fun you begin to wonder if the govern-



ment might find out and outlaw it. Better play on.

The shape of the bits is totally irrelevant now. You're at level 15, and they are screaming by you so fast that all you can see are the blur trails left behind in your peripheral vision. Your consciousness fuses so completely with the game that you can't even feel the controller in your own hands. The universe blackens all around you, condensing into the four fundamental elements: data bits, drive head, bulging eyes and reflexes. The Kaboom! masters will tell you that this is what it's like when you fall into The Zone. You are no longer playing the game so much as you are living it. You're catching a rainstorm of speeding bullets, but you can't spare even a microsecond to begin to imagine how. Pressing the Reset button after each game ends has become so automatic that you'd swear it was the software that was doing it.

A half hour later you look up at the clock. It drifts horizontally across the wall for a few seconds before your eyes can get a read on it. It's 12:55. You're halfway through converting that figure from hexadecimal before it dawns on you that it's long past midnight, and you're forced to call it a night. As you stagger off to bed, don't go grumbling about the four hours that were sucked from your life by an insidiously addictive video game. The game did not kill your evening. You've just committed SCSIcide! - Ben Valdes

## Sonson

### Capcom, for Arcade

Vapid is the adjective which immediately springs to mind when I think of Capcom's retro arcade title Sonson. This is unfortunate, but considering that this company would later produce some of the most engaging arcade and home software of all time, one can only shake one's head and recall the old adage, "they can't all be winners."

From the opening intro, we are introduced to Sonson and her (yes, she's female, as I'll explain later) partner as a giant knightly villain resembling Disney's Pete swoops down on a cloud platform to kidnap some other anthropomorphic animal companions of theirs. Sonson the monkey and her pig (?) companion embark on their journey to presumably rescue their... um... I dunno... pals, I guess.

Six horizontal platforms of edible treats like strawberries, beets, flowers, carrots, etc. make up the guts of this side-scrolling platform shooter. There are numbers at the top of the screen which begin at 19 and get progressively lower as the platforms change in appearance. Your adversaries are stone golems, fish, birds, and the giant brutes introduced during the prologue. For defense, your semi-auto rifle can dispense most bad guys with one shot, but the mini bosses take more. Along the way, the platforms vary in appearance, and the enemies get faster, uglier and tougher. This was not, however, enough motivation for this author to continue playing to see if there is an "end" or whether the game "flips" and goes back to level 1 (or 19, in this case). The enemies mostly follow predictable patterns and Sonson makes you mad when you die from your own ineptitude by walking into the myriad adversaries.

Graphics are weak and simplistic. Most of the food is recognizable, but then fruits and flowers are typically not the most difficult items to represent graphically. Sonson and company look like something out of a very early 80's video game. Released in 1984, the game is sub-standard in both audiovisuals and play mechanics.

Fans of trivia will also want to note the inclusion of Sonson in *Marvel vs. Capcom 2*. Here is where her gender is revealed and she has been given a long staff to pummel opponents. Interesting to play for visuals and a few laughs, but not really a serious contender. I suppose that goes for the entire game as well. *Marvel vs. Capcom 2* and *Street Fighter Alpha 3* both proved that sometimes less is indeed more. Now the brilliant and underrated *Street Fighter III 3rd Strike*, on the other hand... But that's a rant for another time! -Tony Bueno

## Super Monkeyball

### Nintendo, for Game Cube

Ya gotta give credit to Sega for its willingness to take risks. This is the company that offered up the bold and innovative Shenmue, the bizarre "game" *Seaman*, and this quirky little "niche" game, *Super Monkeyball*.

*Super Monkeyball* isn't going to make anybody's list of "100 Greatest Videogames Ever." It's not a particularly ambitious game. Rather it's one of those pleasant surprises: a "little" game that is just fun to play. I'm glad they got it ready for the Game Cube launch. It's getting a little bit of well-deserved attention, and I think if it came out later it would probably be overlooked.

The premise of the game is simple, if kind of kooky in a Sega sort of way: you are a simian inside a translucent ball and you have to roll your way through 3-D mazes, collecting bananas, and you have to reach the finish line before the timer runs out. Lots of people have compared this to a hopped up *Marble Madness* and I think the comparison is very appropriate. *Super Monkey Island* is one of those games that you can just pick up and play--you don't even need to look at the instructions--so it has an old-school or "retro" feel about it. All those buttons on the game Cube controller? Forget them. All you do here is tilt you way through the mazes with the analogue stick.

The game has dozens of different mazes, and while the first few are a breeze, it gets pretty difficult pretty quickly. This is a finesse game--it's not a game you play when you want to let loose some frustrations. To the contrary, it may raise your frustration level more than a little.

The game also is unique in that it offers a "party game" mode. These party games have nothing to do with the main game; their only connection is the monkeys. The interesting thing is that these party games alone are worth the price of admission. *Monkey Race* is a game along the lines of *Mario Kart 64* except, as you would expect, it has much cleaner and smoother graphics. Control is absolutely superb. In effect you get a racing game that is as fun as the "main" game. *Monkey Fight* is one of those "stand on a platform, pick up power ups, and knock the other guys off" games, while the intriguing *Monkey Target* has you roll down





**ROMpage**  
by Sean Kelly

# BUENOVISION

## Top 25 MAME Favorites

1. **Mr. Do!** - A classic. Plain and simple.
2. **Pig Out** - Highly addictive multiplayer platformer. Levels contain many interactive background items, unlike most older arcade titles.
3. **Choplifter** - Hell of a fun game! Use your chopper to rescue hostages and avoid getting blown away. Not as easy as it sounds. I can't even beat level 3 on this one!
4. **Mario Bros.** - Flip the pests then kick them out. Gets faster and more dangerous the longer you play. Like all classics, it's very rewarding to surpass your highest score.
5. **Mr. Do!'s Castle** - Worthy sequel. Many say Castle is the best in the series.
6. **Donkey Kong Jr.** - Whenever I get cocky about my skills, I play DKJr. and boy, does it put me in my place! Twice as hard as the original, this one should have you screaming obscenities in no time. My kind of game!
7. **Elevator Action** - Simple to learn, difficult to master. Doesn't everybody have fond arcade memories of this one?
8. **Jumping Jack** - Bizarre leaping contest with EXTRA and SPECIAL bonuses, like many other Universal titles. Jack is a jungle explorer who must avoid monkeys, boulders, evil tribesmen, rhinos, and other baddies. Was this game ever released in the U.S.?
9. **Double Dragon** - Elbow those thugs! Sweet memories of playing this in the PX Amusement Center every time I play it. Some could even complete this on one quarter!
10. **Rush 'N Attack** - Corny, cheesy Konami entry. Stab the reds, steal their weapons and try to rescue the P.O.W.s. Another one I still can't beat!
11. **Amidar** - Use your characters (gorilla and paint roller) to surround and fill in boxes, avoiding zookeepers and pigs. Once all four corners are filled, enemies are temporarily vulnerable. Underrated, Amidar is relaxing and highly enjoyable.
12. **Tutankham** - Raid King Tut's tomb while avoiding bugs and flying insects. Although well translated to the 2600, the arcade is still much more difficult.
13. **Pengo** - Maze game with a cult following. Use your penguin to kick ice blocks to kill the dreaded snow bees. Line up the diamonds for points. Rumored to have a sequel. Anybody know the scoop?
14. **Popeye** - Catch Olive's hearts, music, and cries for help. Avoid Brutus (are he and Bluto the same character?) and the sea hag. Anyone NOT played this one?
15. **Do! Run Run** - Fourth in the series, and lots of fun. Qix meets Pac Man in the world of Mr. Do! How and you go

wrong?

16. **Tron** - Although the dial is badly missed, Tron is still an outstanding classic arcade game.
17. **Wacko** - Mix and match up alien monsters and mutants. Nice graphics and tough game play make this one a winner
18. **Track and Field** - Go for the gold in several Olympic events. But do try to take it easy on your keyboard while playing.
19. **Ladybug** - Pac Man-inspired masterpiece. Universal was perhaps the greatest sleeper producer from the classic era.
20. **Donkey Kong** - No explanation needed.
21. **Frogger** - What great video game list would be complete without mentioning this one?
22. **Jungle Hunt** - Another early multi-event game. A.K.A. Jungle King, I prefer the Tarzan character over the explorer/safari/Dr. Livingston/Panama Joe/tourist guy.
23. **Hypersports** - Track and Field II, with different events.
24. **Bump 'N Jump** - Overhead driving where you jump to smash cars and avoid water hazards.
25. **Bagman** - Very primitive, a little tedious, but I enjoy it nonetheless.

## A Few Things I Have Learned from Video Games

- most major villains live in elaborate fortresses and surround themselves with inept security.
- touching food and/or first aid kits instantaneously heals injuries.
- at 1% health, heroes are capable of everything they were at 100%.
- all wild animals will almost inevitably attack humans.
- regardless of how much damage a car sustains, tires are nearly indestructible.
- most heroes can survive multiple point blank gunshot wounds.
- a single expert soldier or martial arts expert is capable of annihilating entire enemy armies.
- finding fruit everywhere (particularly cherries) is not uncommon.
- entire arsenals fit in one's pants pockets.
- the recently deceased fade and disappear neatly.
- most people can easily leap at least 20 feet in the air.
- in mano-a-mano fist fights, 95lb females are capable of leveling 300+ pound body builders.
- very rarely will one find a woman WITHOUT 36-24-36 measurements.
- it's OK to depict violent crime as long as nobody uses the "F" word.
- alien races are fluent in English or Japanese.

# DVD de Jour

by Roloff de Jeu

## 12 Monkeys

*distributed by:* Universal Pictures, 1995  
*directed by:* Terry Gilliam  
*sound / aspect:* Dolby digital 5.1 / 1.85:1

### Plot

Bruce Willis is forced back into time to prevent the extinction of humankind.

### Commentary Track

On this track (that was recorded for the Laserdisc) Terry Gilliam and producer Chuck xxx provide informative anecdotes about the actors, crew, sets and many other facets of the making of this film, in an enthusiastic way. They're never silent and quite motivated, and do keep a critical tone, and do not hesitate to throw in some self-irony. A great asset to the DVD.

### Other Extras

The documentary The Hamster Factor and other Tales of 12 Monkeys is an honest, intimate look at Terry Gilliam and the filmmaking process from beginning to end. It shows his struggle to get his imagination onto film, and where he fails as a director and how he succeeds in the end to make this remarkable and unique film. The Hamster Factor and other Tales of 12 Monkeys. The Production Notes provide additional info to the documentary, mostly about the sets, props and art direction.

### Picture

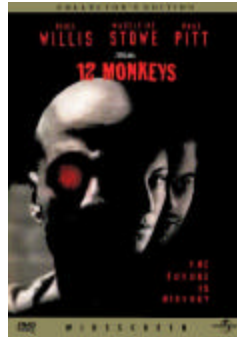
Judging from the softness and amount of speckles in the image, the transfer to tape was probably done from a not so clean positive print, and not the internet. It's probably the transfer that was done for the Laserdisc. So the image could be sharper and crispier, and it deserves a better color-grading job. Some of the blue screen photography is quite apparent, as the foreground elements are flat and lack contrast. There are no apparent MPEG-2 encoding artifacts on the disc.

### Sound

The soundtrack is not that full and special, as others, but that has to do with the tone of the movie. Some surround effects are present and are used very effectively. The mono commentary track is clear and warm and the original soundtrack has been left out during commentary.

### Overall Feel

If you're into Gilliam and his extraordinary films, this is a great asset as it does a terrific job in showing more of the filmmaker and the whole process behind Twelve Monkeys. This is probably also the only DVD version that's available, until the hDVD is made.



## The Last Starfighter (Collector's Edition)

*distributed by:* Universal Pictures, 1984  
*directed by:* Nick Castle  
*sound / aspect:* Dolby digital 5.1 / 2.35:1

### Plot

Teenager gets chosen to save a League of Planets in outer space by playing his beloved space war shooter arcade game for real, to save the Universe!

### Commentary Track

The track is hosted by Nick Castle and Production Designer Ron Cobb, who also worked on such classics as ALIEN, ALIENS, BACK TO THE FUTURE and THE ABYSS. Unfortunately, they do not have much to share really. The track is entertaining, but not very informative for techies and a little boring at some times. The documentary does a better job.

### Other Extras

There's a great 30-minute documentary included on this disc (yes, this disc was produced before the 2-Disc craze) which was done by Sharpline Arts. They were also responsible for the DVD authoring and extra's of THE THING and the ALIEN LEGACY box. It's not a promo/first look sort of thing, but an in-depth look back at how the effects and design of THE LAST STARFIGHTER were realized. Crew from Digital Productions talk about their pioneering computer animation and ILM Artist comment on the milestone effects. Ron Cobb shares how he designed the star fighters and the car, and how these were realized on screen. In all, very well done. If that is not enough to inform you, there's some extra photos and information, as well as the theatrical teaser and trailer (which I still need on 35mm, btw!)

### Picture

The telecine transfer is sharp, crisp and vibrant, and the whole (intended) frame seems to be there. The MPEG-2 Bit rate is quite high, so no noticeable artifacts. I did see some odd color fluctuations here and there.

### Sound

A new Dolby Digital 5.1 soundtrack was created from the 4-track magnetic track of the 70mm theatrical release. This has resulted in an excellent, very lively soundtrack. The stereo commentary track however is a little dull and soft.

### Overall Feel

If you liked this movie not only because of the coin-up game but also its action loaded story, great design and effects, or just want to relive childhood memories with great campy moments, this is the version of this Eighties classic to own. Note that the LaserDisc has the documentary and Commentary Track as well. If you wish to read up on the effects, you should try and find Cinefex #17 and Cinefantastique Vol. 14 #3 from 1984.



# conhopping

by Roloff de Jeu

Until a few years ago, We Euros had to resort to the US to meet fellow collectors at big meetings. I was in Dayton, Ohio at RGVC-Con in 1996, one of the first 'big' classic gaming enthusiasts meetings that spanned a full weekend, held in a hotel and had a whoppin' 18 visitors. Later I went to a bigger Electronicon in Philadelphia (1997) and a silly afternoon-meeting in Padernborn, Germany (1998), until I finally decided that it was time to get some people together in Europe, Euro-style, on a Euro-budget. After some months of prepping and hard work, me, Marco Kerstens and Arne Kuilman were proud to present Euro-Con'99, in Amsterdam.

For only \$40 a person, just over 20 visitors from all over Europe enjoyed a full weekend of classic gaming in a big lodge (with dorm and kitchen) just outside of Amsterdam, all expenses paid. Although it did not feature a load of arcades, sellers and programmers, we did have competitions (one being the Official Decathlon Championship, sponsored by Activision Germany), a trade session, a quiz, videos, and an auction, as well as loads of great food and drinks. The weekend was a great success, and we had proven that meetings could be held, be it at a small yet cozy scale.

For me, CGExpo '99 and 2K came along (incredible!), and I visited last April's great PhillyClassic 2001. But last October an event was held that had much anticipation here in Europe: Eurocon 2001, the follow-up of Eurocon '99.

Again, the number of visitors was not as big as hoped, but 23 were enough to have an amazing weekend all together. For half of them it was a reunion; the others were quick to join in and become part of the family. The program held was close to that of the gathering in Holland with one big extra; a night out in Blackpool. This classic city at sea of pleasure and fun was only a few miles away from the hotel where Eurocon 2001 was held. It featured a massive amount of gambling houses, arcades, and a huge lunapark at the end, with the biggest rollercoaster in Europe. As close to Las Vegas you can get. All 23 of us ended spending our pences at an arcade with a great number of classics from the mid-Eighties, from Space Invaders II to Return of the Jedi to Gauntlet. When the event closed way past it's legal closing time, we went off to get some drinks at a bard and do some cheesy dancing, then off to the hotel to finish off the night with some Samba de Amigo.

Again, after a great weekend of gaming, trading, show & tell, stories, and lotsa pints and good food, this event proved to be

one not only to remember, but to repeat once again in the near future. Although some of the one-day events held in the UK (named "Brit-meets") had as many as around 50 people, it looks as if meetings in Europe will always be small. Enthusiasts are scattered all over, and have to travel great distances to such a venue, which can bring high costs and take up that rare amount of spare time. Another factor is finding a place that'll satisfy all and offers nearby (budget) hotels, and that can hold a large group of people.

In March, another meeting will be held in Vienna, Austria for an initial group of 35 people. This group might be able to grow if enough people show serious interest. Or is there a way for large-scale expo's? Just a month ago, a serious one-day trade & sell session was held at a small convention centre in Frankfurt, Germany. I was there, with some of my Euro buddies (me and Marco stayed over at Marc Oberhauser's and met up with other Eurocon vets at the meeting) to sell classic goods, trade some, buy some, and meet up with many unknown German fellow collectors. We figured we'd probably be buying off the other sellers (around 40 tables were filled with goods). Much to our surprise, a steady flow of enthusiastic hobbyists visited all through until the end of the day, and were happy to buy and swap. In all an amazing amount of over 100 Germans swamped the floor! Half the size of what I had seen in Philly, which was held in a huge hotel, and had a large room with arcades to accomodate the show.

This Classic-Börse as it was named, proved to be another milestone in the history of bringing classic gaming freaks together in big numbers. Add a good amount of arcades on free play, some competitions, a mix of people from the industry (as well as some sponsors), and one day we might have the perfect match between a comfortable, warm, intimate get-together, and a large fun expo. There are plans to add a big classics-section to a big computer/Atari event in Berlin this year. In the meantime, I'll just have to hop from con to con, from the 1,000 attendee freak-fests to the little group reunions; meeting old friends

and making new ones, which for me is the best part of this hobby. See you soon!

Many reviews, richly illustrated, can be seen on <http://www.geocities.com/eurocon2001/> Info on AustroCon 2002 is available at [http://www.dieterkoenig.at/ccs/s\\_\\_austrocone.htm](http://www.dieterkoenig.at/ccs/s__austrocone.htm) (that's two underscores!)



*(Continued from page 17)*

ski-jump, hang glide through the air, and land on targets. Needless to say, these party games especially shine in multi-player modes, but the first and last are fun even solo.

There are also three unlockable games: mini-golf, bowling, and billiards and, again, they aren't just afterthoughts that have been tossed in. They are serious contests. Sega put a lot of effort into this top to bottom. If Sega had gotten sloppy, the whole package wouldn't fly.

In all Super Monkey Ball provides a lot of entertainment in one package. The graphics are very polished, but these are the kinds of games that make you forget about graphics in a hurry. The most important features are game play, control, and variety, and the SMB scores very highly in these areas. At the very least DP readers should give this a rent. You might well discover that you'll want to spend more than a weekend with it.\_

*(Continued from page 12)*

this screen.

- ⇒ Keep your eye on the ball! The fireball that is.
- ⇒ The vine on the tree is useless here.
- ⇒ The Beastmen and the cracks on the steps can be jumped over.
- ⇒ On the next to top step, the Idol will lash out at you with his fiery tongue. Time your final ascent accordingly then zip over to the side.
- ⇒ Letting out the famed Tarzan yell (any #) at the top will win the round. Actually, you can do this at any time, but it is more dramatic at the moment of triumph.
- ⇒ The next level goes up a notch in difficulty with more enemies (max 4<sup>th</sup> level).



*(Continued from page 13)*

the on-screen score rolls over at a million, the computer keeps track of how many points you've actually scored and the high score table will reflect the true score.

The second chance for some rapid score inflation is during the escalator scenarios. Like the monkey rounds, the idea here is to NOT rescue Zelda right away. Instead, jump over all the animals on a given ledge and go BACK to the starting point to wait for more. Since the point value for jumping animals increases exponentially with each additional animal jumped, you'll soon be landing ludicrous point jumps each time you land. Provided, of course, that you nail the landing. The landing is key, without a successful landing, you're toast with no points. So, I guess you're an English muffin or a bagel or something.

Zoo Keeper is easy to learn, yet difficult to master. It's got simple, iconic, cartoony graphics, and has lots of clever touches sprinkled throughout. One nice touch is the zoo screen timeline; it's a long fuse that releases prizes as it burns down, ultimately exploding (thus ending the round) when it reaches "END." Another nice bonus: if the player clumsily dies within a few seconds of starting a game, they're given a free replay of that life. A particularly favorite embellishment appears on the second escalator round. If the player rescues Zelda on the first escalator round, Zeke and Zelda kiss, as hearts fill up the area around the reunited couple. On the second escalator round, a window shade drops down in front of the couple, obscuring their implied, uh, joy. The music and sounds are great too. Well, maybe not ALL of the sounds are great. The "jump" sound has a tendency to get on some players' nerves, but otherwise... Zoo Keeper is an outstanding game that's definitely something to jump up and down about. Ah, can't ya see what I mee-eean? Might as well jump...

*(Continued from page 9)*

you spend too much time on a level, the Tracer stops tracing the perimeter and begins tracing your movement. Both the Amidars and Tracers kill on contact, but you do have the ability to force them to jump, giving you the chance to hurry past them. Use the jumps sparingly - you only get three jumps per round / life, whichever comes first.

In either of the scenarios, filling in the four corner rectangles will temporarily empower the ape / paint roller so that the player may hunt the Amidars. Eliminating them (temporarily) is where most of the points are gang, so take note: once you learn the movements of the Amidars, you're well on your way to a high score of DP proportions!

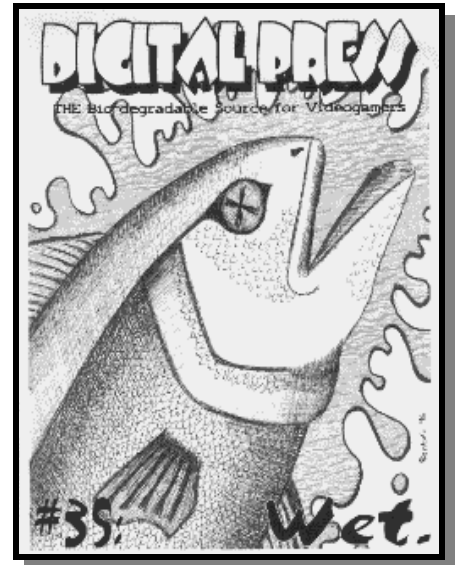
Each time a round is cleared, the player gets an opportunity to grab a bunch of bananas for bonus points. A new grid appears with a pig at the top. The pig quickly moves past six paths as the player decides which one to stop the pig at by pressing the jump button. Pressing jump sends the pig down the desired path, and if the player is particularly sharp (or just really lucky) the pig grabs the bananas at the end. Why the design team opted to have a pig grab a bunch of bananas instead of the ape is beyond me, but...

That doesn't stop Amidar from being a top-notch fill-in-the-maze maze-game. The music is terrifically whimsical, and the sparse sound effects are right on the monkey. Er, money. Royals candy may have come and gone quickly, but Konami's Amidar is a classic that's destined to stick around for a long, long time. Like a screeching monkey caught in a Buick-sized wad of chewing gum. And if you really miss those Royals, you can always substitute a box of Junior Mints. Bleah. Gimme some mint-free M&Ms any day.

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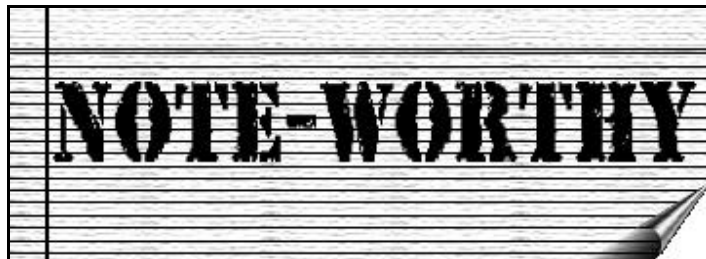
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## Ghostbusters II Beaten

Scott Stilphen has gotten even further than the Broadway screen in Ghostbusters II. He managed to cheat the game by creating an easier version from the emulation. The final screen bears the message "You got it!" Scott states that the game still continues, but from the beginning and at a faster clip. There are more ways than one to beat those nasties. "I ain't afraid of no ghosts!".

## Jerome Domurat's initials in E.T.

Thanks to a brainstorming session involving Kurt Howe, Thomas Jentzsch, "Stan Jr.", and Scott Stilphen (and a few other "bit" play-

ers!) - the method to revealing them has been found!

On game #1, give Elliot 1 (and only 1) candy piece. Whenever you are both on the 10-pit screen, the letters 'JD' will appear on the top of the status bar. Giving Elliot any more candy after that will cause the letters to disappear (until you repeat the trick on the next level).

Stan found them through playing, and Thomas found them by disassembling the code to trigger them. Amazingly, both arrived at the solution within a few minutes of each other!

## Intellivision Calling

Intellivision Productions, Inc. and THQ Inc. have entered into a worldwide exclusive agreement to publish classic Intellivision games through THQ Wireless. This agreement gives THQ access to one of the biggest brands in gaming history for development in the emerging wireless gaming arena. The first game, Astrosmash, has already been released in the U.S. for Motorola i85 and i50sx phones.

Under the agreement, THQ has rights to publish wireless games based on more than fifty Intellivision brands including Utopia, Night Stalker, Space Battle, Space Armada, Shark! Shark!, Armor Battle, Triple Action, and Astrosmash.



Digital Press is dedicated to the memory of my best friend  
and DP co-creator, Kevin Oleniacz.  
Kevin's spirit will be with us through every homing missile fired, knockout punch delivered, UFO destroyed, and finish line crossed.

Play recklessly. Think positively. Live EVERY moment to the fullest.