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ROOKIE SEASON ENDS

EDITOR'S BLURB by Joe Santulli

Greetings, gamers! Here opens another issue packed with reviews, commentary, and information. Our first year together ends with this issue, and I think we've made some real progress. The sophomore season begins with "resident female critic" and future wife Liz Nardella replacing John Annick on the review panel. John has been busy in Vermont and can't get to review as many games, and with the success of the Liz-O-Meter, the swap seemed logical. John will continue to represent his warped views in ROMpage and special columns in the future.

Undoubtedly the summer CES is the hottest item as this issue goes to press, and you can find out all about it from Al Backiel's column on page 4. If you're not as interested in the newer systems, check out our "Purchaser's Guide to Classic Games" on page 7. We've also seen an unbelievable amount of collectors selling games through our classified - now seems the perfect time to get into that classic system you've heard so much about at a great price.

That wraps it up. I got people to see, places to go, and most importantly, games to play. Drop me a line and let me know what you thought about a year of Digital Press. 'Til then, keep your connectors clean and your tactics dirty. DP number six begins...

WEIRD GAMES

by Joe Santulli

Just for fun, let's try a little videogame philosophy. In the world of gaming, we are encouraged to use our imagination, stretch reality to its limits, and have a blast. Designers strive (in most cases) to be innovative - challenging players with new characters and new situations in order to create the

most entertaining game possible. Sometimes, however, a concept

becomes an unreality, and the programmer goes with it anyway. In many cases, this works, but in some, gamers are left scratching their heads and saying "What the....?". In the next few columns I'm going to explore some of these "weird" games.

Essentially, there are three stages I used

to categorize a game. The first stage - simulation or



LOOPING FOR COLECOVISION

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enhanced reality - are games that are generally straight-forward video adaptations of things we can do day-to-day (if skill permits). Sports games, flight simulators, pinball, etc. just reproduce things we can really do.

The second stage is what I would call **conceptually believable games**. These are games that may seem weird at first, but if you ask the question "If I were _____, could I picture myself in this situation?". A game as seemingly strange as *Attack of the Beefsteak Tomatoes* allows you to ask "If I were defending the earth against alien tomatoes, could I picture myself in this situation?".

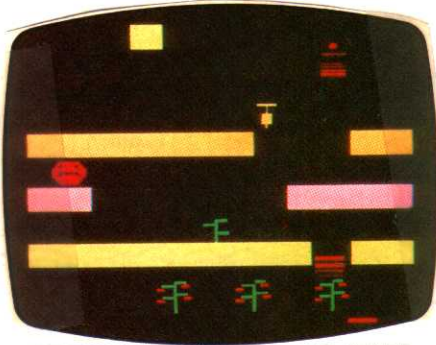
The answer to the question is "Yes, I could picture myself trying to kill them with poison spray."

Okay, it's a strange situation, but there's at least a strand of logic to it. Deadly tomato plants. Gotta kill 'em. Makes sense to me.

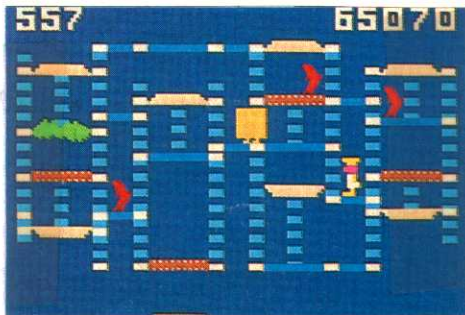
Finally, the **weird** stage. These are games without a single iota of logic. That's not to say they aren't fun. Just weird. They don't mimic anything we can relate to in real life. They don't put us in an unusual situation which can be handled logically. They simply defy everything.

Case in point: *Burgertime*. What the heck is this all about? You're a chef whose job is to make sandwiches by stepping all over the ingredients. You're making these sandwiches on a series of ladders and girders while being pursued by eggs, pickles, and hot dogs. I can't make any sense of this, can you? Why has the chef been miniaturized?

Why is it that by grabbing a cup of coffee he is suddenly gifted with extra pepper (to stun the angry food)? Is this all a dream... and if it is, why was



BEEFSTEAK TOMATOES: NOT WEIRD



THE BOARD OF HEALTH WOULD LOVE THIS

there a sequel (*Diner*, where you kick balls into the food to squash them)?

How about the most popular of all weird games, *Pac-Man*? Why bother eating all those tiny dots when only the big flashing ones are effective? Who are these ghosts, and why do they want me? How did *Pac-Man* escape the maze to meet *Ms. Pac-Man* and father *Pac-Man Jr.*? You won't get an answer to these questions even from the incredibly cerebral *Pac-Man* cartoon. In fact, these characters had somehow managed to get out of that maze and develop feet and hands to get around. Ah, but I digress.

Odd happenings aren't restricted to older games, either. Check out some of those found in the Turbografx-16 library and you'll see what I mean. *Chew Man-Fu* is a heavily Japanese influenced contest where you have to push gigantic marbles along tight corridors while being chased by a garden variety of animals. There is really no goal, just don't get killed by a penguin or a turtle or any of the other ferocious beasts. Never in your life will you be faced with this situation, even if you're a zookeeper. I happen to like *Chew Man-Fu*, but I'll bet the designer has been locked up since.

Just one more before I give you my top ten list of weird games. Ponder this: if you weren't brought up in a culture where videogame characters were childhood idols, could you ever conceive that a plumber that jumps like the dickens and crushes living creatures beneath his feet would ever be accepted as an icon for the '90's? Now that's weird.

TOP TEN WEIRDEST GAMES OF ALL TIME

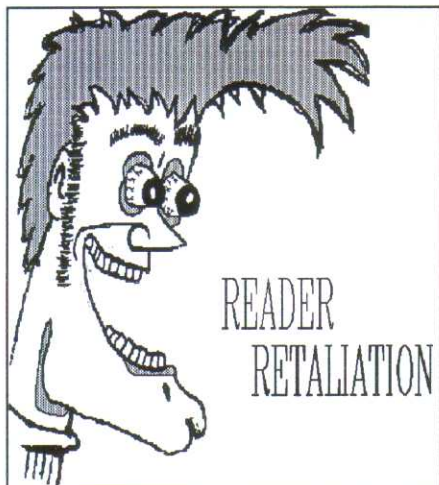
1. **I Want My Mommy** (Zimag, Atari 2600) - "Mommy" looks pretty bizarre, maybe I don't want her after all.
2. **Pepper II** (Coleco, ColecoVision) - Eyeballs chasing an angel around... and there was no Pepper I.
3. **Burgertime** (many systems) - Peter Pepper picked a bad place to make sandwiches.
4. **Kool Aid Man** (Mattel, Atari 2600, Intellivision) - No one ever accused commercialism of mimicking real life.
5. **Boing!** (First Star, Atari 2600) - So this is what bubbles do when we're not looking.
6. **Toe Jam & Earl** (Sega, Genesis) - I think they meant this to be weird - I mean, really, chickens with mortars?!
7. **Looping** (Coleco, ColecoVision) - A metaphysical obstacle course flown by

plane which includes avoiding drops of water that are bigger than you.

8. **Chew Man-Fu** (NEC, Turbogرافx-16) - Like most maze games, how did we find ourselves in this situation?

9. **Pac-Man** and relatives (many systems) - A "Pac-Man" must be the only living creature that doesn't go to the bathroom, especially amazing since all it does is eat.

10. **Mario Bros.** and spinoffs (Nintendo, many systems) - He can kill in so many ways: smash you from below, stomp you from above, bash you with a hammer, hurl you to your doom, waste you with his tail, as well as countless future possibilities. Yet we've accepted him into our home.



WAITING IN THE USA

Joe,

I wonder if I am the only videogamer in the USA who is disgruntled by the fact that 99% of all video game hardware, software, and peripherals are made in Japan. New video game systems arrive in the U.S. one year after Japan has received the system (albeit the Japanese version). The SNES CD-ROM, the Sega Mega-Drive CD-ROM, the Turbogرافx Super CD-ROM, and near infinite numbers of quality software are now on sale in Japan, and not in the USA. We have nearly twice the population of Japan, and therefore twice the videogamers. Why do we have to wait until software/hardware is outdated before they decide (not) to bestow it upon us?

Also... NES light phaser games released before Freedom Force (5/88): Duck Hunt (10/85), Gotcha (11/87), Gumshoe (6/86), Hogan's Alley (10/85), Wild Gunman (10/85). Subsequent releases: Operation Wolf (3/89), Barker Bill Trick Shooting (8/90), Laser Invasion (6/91), Mechanized Attack (6/90), Shooting Range (7/89), To The Earth (12/89).

The phrase "one of the first Nintendo games to use the Zapper" seems to be an inaccurate description (Freedom Force was the sixth Zapper/NES game released of twelve to date. It

was released 2 1/2 years after the first Zapper game).

Please note this criticism is given only to show another indiscriminate use of an adjective ("one of the earliest") you may possibly not be aware of.

David DiSalvatore
Baltimore, MD

Thanks for the info, Dave! No, you're not the only one bothered by the lack of US involvement in gaming. Our own Howard Hirsch has taken a considerable interest in this as well. He informs me that the only system ever made, marketed, and sold in the USA was the Odyssey! The situation is just as bad with software. For the Genesis, Only one game to date has been completely produced in the US: Stormlord by Razorsoft. Even US companies employ some form of imported product - including Electronic Arts, whose games are set in plastic cases made in Taiwan!

TELEGAMES PERSONAL ARCADE

Joe,

Could you tell me a little about the ColecoVision-compatible "Telegames Personal Arcade"? Will the ColecoVision power supply, joysticks, and expansion modules work with it? Is it much smaller than the regular ColecoVision? Do you think it's any better than the regular Coleco?

Earl Carsner
Mesa, AZ

Well, Earl, I've had my Telegames Personal Arcade for quite some time now, and the only game that hasn't worked is Parker Bros' Super Cobra. The power supply is quite different, however, and you may find other problems with the controllers if you try interchanging parts (the Telegames unit has the keypad on the console itself instead of on the controller). The Telegames unit itself is quite a bit smaller (and lighter) too - about the size of the Atari 2600 Jr.

THE TRUTH HERTZ

Joe,

If the NES is a 1.5 Mhz system, doesn't that mean that the ColecoVision is TWICE as fast? I still don't like the ColecoVision that much, but one thing's for sure, that must be why Pac-Man for the NES was so slow and Ladybug could hit such devastatingly fast speeds.

One thing I'd like to know, though... the NES was introduced in Japan the same time that the 5200 & ColecoVision were introduced, give or take a year. Then WHY did the Coleco game of Donkey Kong have so much missing? How could the NES utilize 4 megs of memory while the competition could only use 64K (around 1/8th of that!)? Even the Game Boy, with 1/2 meg carts (about 64K, I think) are many times more vast than most Coleco carts. It doesn't make sense, unless the programmers just didn't want to use that memory or didn't know about it, much like the NES programmers in the present. In any case, why couldn't Coleco get everything in their arcade translation?

Jess Ragan
Tekonsha, MI

Remember that a year's worth of progress in technology is equivalent to light-years in say, quilt-making.

To be precise, the NES' Mhz (Megahertz clock speed) is 2.14 and ColecoVision's is 3.58, so you're right: it makes sense that Coleco's games play faster. But what Nintendo's unit lacked in speed it made up for in ROM. Prior to its release, game systems "max'ed out" at 64K of possible software memory. Today, we're seeing software up to 16 megabits - that's 25 times as much potential!

Comments? Questions? Answers? Denials? Referrals? Keep those letters coming! Write: Digital Press Reader Retaliation, 29 Cupsaw Avenue, Ringwood, NJ 07456-2919.

REPORT FROM THE CES

by Al Backiel

This year, for the first time in its history, the Consumer Electronics Show in Chicago was open to the general public. Nintendo had the largest display with Sega a strong second and NEC a distant third. I won't attempt to name all of the games that are coming out, but here are a few of the more noteworthy from the Big 3:

NINTENDO - For the SNES, *Super Mario Paint*, a video drawing and coloring book with sound and animation; *Super Mario Kart*, an auto racing game with 2 player simultaneous action. For the 8-bit



SUPER MARIO KART
(NINTENDO/SNES)

game made especially for the 4-player adapter; *Kirby's Dream Land* is a Mario-style adventure, with many screens and abilities.

SEGA - For the Genesis, *Sonic the Hedgehog 2* was on display, and it appears that the best video game ever may have gotten even better! *Taz-mania* had attractive graphics and is based on the cartoon character. Sega also showed off their CD-ROM with *Batman Returns* expected to be the first big hit. On the Game Gear, *Ariel*, *Disney's The Little Mermaid* should be big with younger players.

TURBO TECHNOLOGIES - *Bonk's Quest* is yet another Bonk sequel, but should do well, and

Shadow of the Beast for the CD-ROM were on display. The *TurboDuo* was on hand as well - a combination TurboChip, CD-ROM and "Super" CD-ROM package all rolled



TKO SUPER CHAMPIONSHIP BOXING
(SOFEL/SNES)

machine, *Yoshi* is a *Tetris* clone featuring the dinosaur from *Super Mario World*. The Game Boy carts included *Super Mario Land 2*, a welcome sequel to one of the best GB games to date; *Wave Race*, a Jet-ski racing

into one. The *TurboDuo* will retail for \$299.99.

There were many third party software companies present showing all their new releases on their own or joined with the Big 3. Among the standouts: Acclaim's *Bart's Nightmare* (SNES), *Crash Dummies* (NES/GameBoy), *Krusty's Fun House* and *Alien3* (Genesis). Absolute showed *Super*



SONIC 2 (SEGA/GENESIS)

Battle Tank (SNES), *R.C. Grand Prix* (Game Gear), and *Toys* (SNES, NES). Konami had *TMNT IV* (SNES), *Track & Field* (Genesis), and *Zen-Intergalactic Ninja* (Game Boy) on hand. Others included American

Sammy's *Battle Blaze* (SNES), Capcom's *Street Fighter II* (SNES), Sage's *Creation Ex-Mutants* (Genesis), and Sunsoft's *Return of the Joker* for many systems. Some of the third parties were showing multi-game carts which I'm sure Nintendo was not too happy with. One company had a 52-in-1 cart! There were a few others with 8, 4, etc.

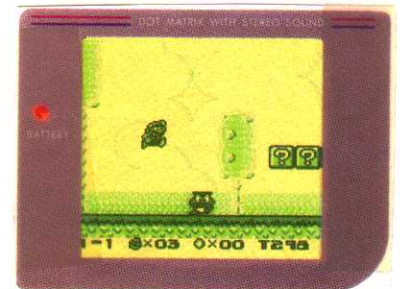
There were many peripheral devices being displayed at the show. Sega brought out *The Menacer*, a bazooka-like controller

as the response to the NES *Super Scope*. QJ had a foot pedal device which can be used as a gas pedal, clutch, fire button, etc. By far the wildest controller was the *Super Chair* by Games 2000.

This is an actual cockpit seat. It seemed very responsive during flight simulations. Game Boy got a keyboard courtesy of Fabtek, which turns it into a minicomputer.

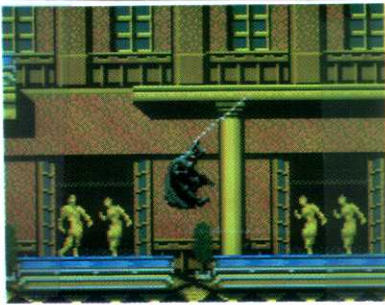
All the major game magazines were there giving away tons of free copies. Noticeably absent was Atari. Their only trace was at the Telegames booth, who were showing off their new third party software for the Lynx. They will soon be releasing *Double Dragon*, *Miniature Golf*, and *Super Off-Road*.

This was a terrific show. My only complaint was that about a fourth of the



SUPER MARIO LAND 2
(NINTENDO/GAME BOY)

video game floor was still off-limits to everyone but those who were in the trades. I felt a little cheated out of



BATMAN RETURNS (SEGA/GAME GEAR)

some action. Oh, well, this is still a step in the right direction, but after all, the show is called the Consumer Electronics Show. Dealers should realize that they would be nothing without us.

ATARI 2600 RARITIES PART 3 OF 4

by Kevin Oleniacz

Over the years I've come across some very tough 2600 titles. Most of them have never been reviewed by any of the pro magazines. Included among these are a few prototypes designed by Atari which have never been released to the public but seem to be completed.

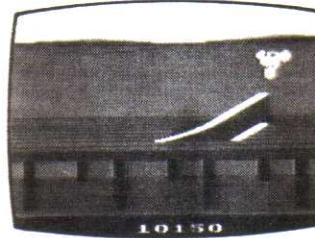
11. The A-Team (Atari prototype) - As B.A. Baracas (one of the team members) battle your way through three action scenes: the initial screen confines you to the center preventing enemy characters from reaching the right side of the screen. On the second screen you must dismantle a warhead while dodging bullets and bouncing your fire off of a man who roams through the room. The final screen allows you to go head to head with the warhead, if you haven't destroyed it in the last round.



What the reasoning was behind Atari's decision to scrap this game I'll never know. I enjoyed it more than most shooters for this system. The graphics are decent, especially the caricature of B.A. as the central attraction. The sound is nothing spectacular but a good challenge is at hand. This would have been more interesting if other A-team members interacted. Nevertheless, this is highly recommended for action fans.

12. BMX Airmaster (TNT Games) - The object here is to perform a variety of stunts on a motorcycle. Enter the

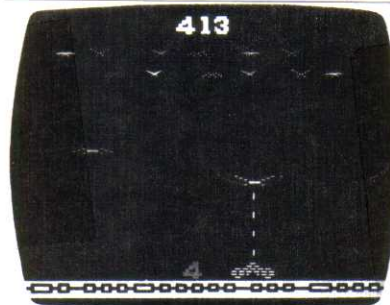
practice mode to sharpen your skills, then compete in the arcade mode through three events. First up is the half-pipe, where one must perform stunts while in the air and then land safely. A ninety second time limit is allowed. Next is the quarter pipe. Move the joystick back and forth to gain speed, then jump and perform



tricks. The final event is the ramp jump. Gain speed, perform tricks and combos, and land on another ramp.

At first I was turned off by this game, but the more I played it the more I enjoyed it. However, because of the trio of similar carts produced by Epyx for the 2600, which offer a larger selection of events, superior graphics and sound, I cannot recommend BMX Airmaster. Average.

13. Condor Attack (Ultravision) - Confined to the bottom of the screen, use your firebase to shoot condors, spiders and bats. They attack in pairs while hovering, swooping down, or flying in patterns. Smaller, non-threatening creatures appear at the top of the screen and are easy targets, but shooting the attackers



results in greater points. Available options consist of widening your firebase and selecting between three skill levels.

A nice challenge is provided here, but the graphics are very dull and the sounds are just plain bad. Nothing new in terms of gameplay, just another shooter. Pass on this one.

14. Crazy Climber (Atari) - This was the first and probably the rarest cartridge offered exclusively to Atari

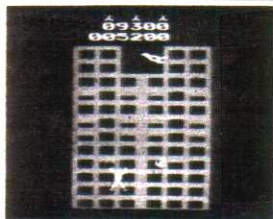


Club members. The premise is to climb to the top of the building via window ledges. Reach for a closed window and you'll fall down a few stories. You can move horizontally to avoid various debilitating obstacles: tenants dropping flowerpots, a circling bird dropping eggs, and various other

objects falling from far above. Reach the top and a helicopter whisks you off to the next building.

This is a great change of pace from the common shooters and jumping contests that plagued this system. There was

room for improvement in the audio/video department, as the buildings look very plain, and the sounds consist of beeps and clicks. The controls



are awkward as well. The joystick movements must be coordinated with the climbers arms and legs, resulting in guaranteed frustration when attempting to make quick reaction maneuvers. Nevertheless, the welcome challenge should be enough to please most gamers.

15. The Music Machine (Sparrow) - The basic idea for this game was derived from a children's record of the same name. At the top, the "music machine" spews out symbols of positive characteristics, such as friendship, patience, etc. towards the bottom where you must catch them with a basket. A heart, which floats down, signifies the end of a level and doesn't appear until at least one of the other seven symbols have been caught. You lose a life if you miss the heart, or catch a "Pungeon" (a creature conjured up by a villain). Missing other symbols subtracts points.



Non-stop action with a nice progression of difficulty, coupled with a new twist on a popular theme (ala Activision's *Kaboom!*) will provide an addictive treat for many. Every symbol is recognizable, although the graphics aren't the best I've seen. The accompanying manual is designed to educate gamers on moral values (You reading this, Santulli?). Overall, a thumbs up!

16. Pengo (Atari) - As a penguin, kick blocks of ice onto your nemesis, the dreaded sno-bees, as they travel along the playfield. Line up three blocks with diamonds inside for a big bonus. Whenever a sno-bee is motionless, you can just waddle over him to bump him off.

This is a very lackluster arcade translation. An un-varied playfield (with only the position of the ice cubes changing), mediocre graphics, limited

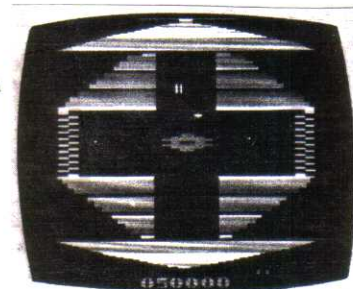
sounds and simple gameplay will turn off most players. The skill level becomes progressively tougher, but it's not enough to keep gamers entertained for long.

17. Quadrun (Atari) - "Save the Runts" is the mission behind this limited action

Atari Club exclusive. There are two objectives to accomplish within a four part game grid.



Shoot the Runt guardians who travel vertically and then warp to the other side to catch your own bullet(!). You'll also have to stop any Runts attempting to leave the grid. The game ends when you don't catch your bullet or touch a guardian three times OR when six guardians or runts exit the screen.



Although movement is restricted, you will encounter an excellent challenge. The guardians speed up, double back, zig zag, and become partially invisible. The graphics are flashy but not very detailed. A voice exclaims "Quadrun-Quadrun-Quadrun" at the conclusion of each level. This is remarkable, since out of the hundreds of games available for the 2600 this is the only known cart with speech, and no special attachment is required. The games won't go on for long, but you'll be coming back for more.

CONSUMER

Q & A

Let's face it. Money is tight, and there are plenty of games to be bought. So which ones do you buy first? What system fulfills your expectations? What should you steer away from? If you trust us on anything, trust us here.

Q: I really like the idea of the Action Replay for the Genesis. Now, I'm seeing the "Pro" Action Replay. What's the

difference, and is it worth the extra money?

A: There is only one but highly marketable difference. The Pro version allows you to "hack" cartridges yourself. This is called a "trainer", and it's user-friendly. If you were going to spend \$69 for the original version, it's probably worth the additional \$20 to be able to come up with your own codes for new games as you get them. (JS)

Q: I recently picked up an Atari 2600 at a flea market and have seen a number of collectors selling cartridges. Since I have never played this system, what games would you recommend?

A: That's a tough one to answer considering there were so many titles available for the Atari 2600. There are a few standouts, so we've agreed on "must haves" (by type) for you. Best of all, these games are not that difficult to find. Most of the collectors in the classified section in the back can get these for you.

SPORTS:

Pete Rose Baseball (Absolute) - five screens, very innovative concept despite weak controls.

Realsports Boxing (Atari) - an excellent game featuring several boxers.

Summer Games & Winter Games (Epyx), two of the best ever produced for the 2600, each featuring several olympic events.

ACTION:

Adventure (Atari) - One of the first games available remained one of the best. The graphics and sounds are minimal, but this game set new standards for quest-type games.

Demon Attack (Imagic) - This game was the hottest cart around for years, appearing on many other systems as well. If you like thumb-blistering action, don't miss it.

Wizard of Wor (CBS) - A two-player cooperative game, just like the one in the arcades circa 1982.

STRATEGY:

Bridge (Activision) - If you like the card game, you'll love having a computer partner.

Flag Capture or *Capture* (Atari or Sears) - Another early game, but great fun for two players.

Raiders of the Lost Ark (Atari) - One of the only decent movie-to-game translations. (JS)

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 M Y S T E R Y B O X
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High-End is a videogaming magazine that rivals EGM, GamePro, and VG&CE, but is in limited circulation. If you're interested in something different, check it out. To subscribe, send \$9.95 for six issues to High-End Publishing Group, Inc, 8895 Alton Street, Philadelphia, PA 19115.

PURCHASER'S GUIDE TO CLASSIC GAMES

by Joe Santulli & Kevin Oleniacz

We are asked time and time again about various places to buy carts and hardware for the older systems. Well, you asked for it, you got it. Here, we'll run down most of the current distributors and give you the lowdown on doing business with them. If you decide to check out one of these guys, tell them you saw it here!

NOTE: "Selection" refers to the apparent supply of games as advertised in their catalog. "Availability" is the actual success in attaining one of these cartridges.

ATARI ENTERTAINMENT

500 Waters Edge Suite 310

Lombard, IL 60148

(708) 629-1386 VOICE

(708) 629-6521 FAX

The most recent Atari releases for the 2600 and 7800 can be purchased from Atari directly, as well as some accessories. Their catalog is just one page, but they're extremely reliable.

Selection: C-

Prices: B-

Availability: A

Speed: A

BEST ELECTRONICS

2021 The Alameda Suite 290

San Jose, CA 95126-1127

(408) 243-6950

Best has recently made prototypes of Atari 2600 & 5200 carts available. Their inventory is huge - this is probably the place to go if you want to build your own system from scratch. Very reputable, salespeople are on hand to help.

Selection: B- Prices: C-
Availability: A Speed: A

COMPUTER/ELECTRONICS SOURCE

41-30 70th Street
Woodside, NY 11377-3952
(718) 426-9614 (24 hours)

Their large catalog covers not only current systems' software, but also Astrocade, Atari, Intellivision, ColecoVision, and Fairchild software. Notoriously slow, but reputable, CES even has some hard-to-find hardware/software like the Intellivision videoplexer.

Selection: B Prices: C
Availability: A Speed: D

FRANK POLOSKY (VIDEO MAGIC)

P.O. Box 9542
Pgh, PA 15223

Frank's catalog is among the largest, covering ALL of the classic systems, several computers, books, and sci-fi/D&D supplies. Expect good service but your order will be delayed if you pay by personal check. Lots of older titles.

Selection: B+ Prices: B+
Availability: A Speed: B-

JHC ELECTRONICS
4548 W. 147th Street
Lawndale, CA 90260
(310) 769-1282

JHC only supplies Intellivision games and hardware, but has a pretty good selection. They also service broken Intellivision consoles. These are the guys that picked up where INTV left off, and I've had good success with them.

Selection: B- Prices: C-
Availability: B Speed: B

MARS MERCHANDISING
1041 E. St. Charles Rd.
Lombard, IL 60148-2059
(708) MARS-INC

Mars carries mostly Atari games, and they're among the more expensive suppliers listed here. Expensive, but reliable.

Selection: D Prices: D
Availability: B Speed: C+

PLEASANT VALLEY VIDEO
8141 Pleasant Valley Rd.
Camden, OH 45311
(513) 787-3682 VOICE

(513) 787-4707 FAX

If you caught Pleasant Valley Video two years ago when they were relatively unknown and their service was impeccable, there wouldn't be a need to check out any of the others on this list. BUT they got backlogged and still haven't dug themselves out. I'm still waiting for a Starpath Supercharger and Intellivision I ordered (ready for this?) on April 24, 1991! Despite a recent effort to fill orders, be very wary.

Selection: A Prices: B
Availability: B+ Speed: F

STARBASE ATARI
1015 W. Hildebrand
San Antonio, TX 78201
(512) 590-7122

Starbase was formerly Atari-ville, and they've continued to supply Atari 2600 & 5200 software. You'll also find parts and Atari computer products in their catalog. It's been hit or miss with my orders. If you don't get your shipment quickly, give them a call.

Selection: C+ Prices: A
Availability: C+ Speed: C+

TELEGAMES USA
Box 901
Lancaster, TX 75146
(214) 227-7694

Telegames has done the videogaming community a great service by picking up the ColecoVision line and marketing it well into the 90's with their "Personal Arcade". They also helped make some of the Atari 2600 titles more available, particularly those by M Network. You'll also find Atari 5200, 7800 and Intellivision carts here. The well appears to be running dry on classic carts, but we like them anyway. Call before you order to avoid "back-ordering".

Selection: C+ Prices: C-
Availability: D+ Speed: C-

COLLECTORS**See Classified for addresses**

Jeff Adkins, Al Backiel, Earl Carsner, Sean Kelly, Kevin Oleniacz, Scott Stilphen. This varies from collector to collector, but overall expect the best service from your fellow collectors. I've had exceptional support from these guys.

Checklist Central

COMPLETE ASTROCADE CHECKLIST

Released before the Atari 2600, the Bally Home Arcade was light years ahead of its time. With its keyboard console, excellent paddle/joystick/trigger controller, four player capability, and superb graphics (for the time), you have to wonder why they died while Atari prospered. Their games very closely mimic those that were available

for early Atari 2600 and Odyssey2 systems (those prehistoric arcade games like *Outlaw*, *Breakout*, *Circus*, and *Basketball*) but "look" and "feel" a whole lot better than those other systems.

It didn't take long before Bally capitalized on their computer keyboard and created Bally Basic, an interface that allowed you to plug a tape recorder into your Astrocade and load up and save programs. User groups generated newsletters to compare programming notes and hardware specs. "The Arcadian" was a monthly newsletter that ran for over four years (if you want to check some of them out, drop me a line)! But Bally sold the whole outfit, including their logo to Astrovision, who changed the name from the Bally Home Arcade to Astrocade.



BALLY HOME ARCADE, 1978

Although a few third party cartridges were released in the twilight of this system's popularity, many, many, many cassette software games exist (again, I have dozens of these available if you're a Bally owner) including some real gems like *Pile Driver*, *Wall Street Gambler*, and *Candyman*. The cassette games are not listed here as it would be impossible to track down all of the public domain software that was produced. Most of the Bally and Astrovision carts don't measure up to today's standards, and weren't even up to the Atari 2600's of later years, but there were a few classics.

The Incredible Wizard (Wizard of Wor) is my favorite, playing better than most later versions and comparable to the Atari 5200's. *Space Fortress* could be compared to Imagic's *Cosmic Ark*, and *Bally Pin* still plays quite well. If you enjoyed the Atari versions of *Outlaw & Surround*, they're done much better on the Astrocade AND they're built in and called *Gunfight & Checkmate*.

One final note: the system was available in two colors. Like the recent Sega Game Gear packaging, there was the standard wood-grain & black version and a special edition white version. The white version is slightly more rare, but both cost the same back in 1978: \$300.00!

- | | |
|---|--|
| <input type="checkbox"/> Amazin' Maze/Tic-Tac-Toe,5001 | <input type="checkbox"/> Black Jack/Poker/Acey Ducey,5002 |
| <input type="checkbox"/> Arcade - Demo,6001 | <input type="checkbox"/> Blast Droids Esoterica |
| <input type="checkbox"/> Artillery Duel | <input type="checkbox"/> Checkers/Backgammon,5003 |
| <input type="checkbox"/> Astro Battle (Space Invaders),2009 | <input type="checkbox"/> Clowns/Brickyard,2004 |
| <input type="checkbox"/> Astrology,4003 | <input type="checkbox"/> Coloring Book [w/Light Pen],4005 |
| <input type="checkbox"/> Bally Basic,6002 | <input type="checkbox"/> Cosmic Raiders,2019 |
| <input type="checkbox"/> Bally Basic - Demo,6003 | <input type="checkbox"/> Dogpatch,2010 |
| <input type="checkbox"/> Bally Pin,3005 | <input type="checkbox"/> Drag Race/Desert Fox,3004 |
| <input type="checkbox"/> Basketball,3006 | <input type="checkbox"/> Football,3002 |
| <input type="checkbox"/> BioRhythm/Calendar,4004 | |

- [] Galactic Invasion (Galaxian),2011
- [] Galaxian (Galactic Invasion),2011
- [] Grand Prix/Demolition Derby,2014
- [] Gunfight/Checkmate/Calculator/Scribbling {X}
- [] Letter Match/Spell N Score /Crosswords,4002
- [] Ms. Candyman L&M Software
- [] Muncher Esoterica
- [] Music Maker I,4003
- [] New Bally Basic System,6004
- [] Panzer Attack/Red Baron,2003
- [] Pirate's Chase,2015
- [] Quest For the Orb,5004
- [] Sea Devil L&M Software
- [] Seawolf/Missile,2002
- [] Sneaky Snake New Image
- [] Soccer,3007
- [] Solar Conqueror,2018
- [] **Space Fortress,2012**
- [] Space Invaders (Astro Battle),2009
- [] Speed Math/Bingo Math,4001
- [] Star Battle,2005
- [] **The Incredible Wizard,2017**
- [] Tornado Baseball/Tennis/Hockey/Handball,3001
- [] Treasure Cove Esoterica
- [] Zzzap 280/Dodgem,2001

KEY:
 {X} built into system
Italics rumored or prototype game
Bold Digital Press recommends

Next Issue: We'll move on into some more popular systems for the next few issues. The complete Atari 5200 list appears in the next issue, including the recently uncovered prototypes!



by DIGITAL PRESS STAFF

Here's this installment's sampling of various games: old ones, new ones, it just doesn't matter. All games are rated on a scale of 1-10 in several categories, but remember that an 8 for an Atari 2600 game does not equal an 8 for a Neo-Geo game. All ratings are based on comparative software for that system. 'Nuff said!

CONTRA III: THE ALIEN WARS
 KONAMI, FOR SUPER NES

ELEMENT	JS	KY	BS	LN	KO	HH
GRAPHICS	10	9	-	8	9	9
SOUND	8	8	-	8	7	8
GAMEPLAY	9	9	-	5	8	8
OVERALL	9	9	-	5	8	8

Looks like that "mode 7" thing is turning out to be quite a seller for the people designing games for the SNES. Case in point, *Contra III: The Alien Wars*, which uses this incredible effect with great success!

Much like *Castlevania IV*, Konami has taken a popular formula and juiced it up for the 16 bit system. The *Contra* series comes from the arcades and essentially

features one or two players simultaneously waging a personal war against an incredibly evil enemy. In this scenario, it's aliens. This war takes place over six missions, most of which work in a familiar side-view, left-to-right with a boss at the end perspective. What is unique with this game, however, is the top-down, split-screen, boss coming from every direction missions that really set *Contra III* apart.



CONTRA III

Some of the effects are quite dramatic. In the first stage, a bomber plane comes from a distance, moves in close to drop bombs, and disappears off the screen practically in your face! It only lasts a few seconds, but the effect will be remembered for a long time. Other breathtaking effects include a wild airborne ride hopping from missile to missile, a battle with a two-story tall turtle, and a trip through a desert with swirling sand. Each level of the game thrilled me with new challenges. This is what videogaming is all about.

I don't need to go on about graphics, and the sounds are similarly excellent. So why didn't I give this game a ten?



Well, it was hard not to. The gameplay is very fast, most of the levels are long, with mini-bosses to defeat along the way, and the difficulty level

ranges from "easy" (Contra veterans should whip through in a couple of hours) to "hard" (impossible for me to finish alone). It's as close to a ten as you can get.

Where *Contra III* was a bit weak was in the SNES slowdown department. It's not Konami's fault - in fact, they did remarkably well considering the amount of movement on the screen at any given time. When setting off a bomb during gameplay, however, the action practically comes to a stop. Explosions of large objects slow the action down as well.

If other game designers follow Konami's lead, the future of SNES software looks very bright. I count three winners already, and I'd bet their best is yet to come.

TIP: If you have a rapid-fire joystick, you're at an advantage here. Set the X button to rapidfire and press it along with the Y button to simultaneously fire weapons in both hands.



-Joe Santulli



HIRSCH

"Great 1 or 2 player shoot-em up, however, the mode 7 and numerous buttons used for controls makes it a bit of a handful. Sometimes, it just made me dizzy."

SPORTS TALK BASEBALL SEGA, FOR GENESIS

ELEMENT	JS	KY	BS	LN	KO	HH
GRAPHICS	8	9	9	8	8	10
SOUND	7	8	9	8	7	8
GAMEPLAY	9	9	9	6	8	9
OVERALL	8	9	9	6	8	9

Hmmmm. I had high hopes for this one, after owning the superb *Super League '91*, the Japanese version of this game. I thought that adding speech, American players, and the English language would only improve the game. There I go thinking again.

I have *Sports Talk Football*, and although the game itself was sluggish, the announcer added to the game with color commentary that enhanced the game itself tremendously. There is very little color commentary (you know, like "BOOM! That ball is outta here!", or "He's taking a pretty big lead out



SPORTSTALK BASEBALL

there, almost daring him to pick him off") in *Sports Talk Baseball*. The announcer is downright clinical. Another quirk in the voice system, as in the football game, is that the commentary is often delivered well after it happens. This results in some unusual situations, like "He's coming home." as your next batter steps up to the plate. The preferred setting for

most players will be to "speech off", an option offered before play begins.

So we can toss the gimmick aside and analyze the game itself. Fortunately, the gameplay holds up rather well. The pitcher-batter screens are finely detailed, with several different stances and a lot of bat control at the plate. The field perspective when a ball is hit is less impressive, but serviceable. For the most part, the pro uniforms have been maintained, although there are a few exceptions. The logos are odd, too. I guess that's because the game is licensed by the Player's Association and not Major League Baseball.

If you're a baseball fan like me, you'll probably disagree with some of the player ratings. I still can't figure out why Don Mattingly's "bat" rating is so low or why Dennis Eckersley's curve is practically non-existent. Furthermore, the American version doesn't contain various pitching styles as did the Japanese version, so forget about seeing "Eck" throw sidearm.

I'm being very critical about what is arguably the best Genesis baseball game to date. I feel that the perfect baseball is still on the horizon, however, perhaps in the eagerly awaited *Earl Weaver Baseball* by Electronic Arts. Sega's gimmick just doesn't work here, lending truth to the phrase that "talk is cheap".

TIP: Take a lot of pitches. By the third inning (earlier if you're hitting well) the opposing pitcher's stamina will be at about a third, where you should start pounding the ball. The computer normally won't take out a pitcher until stamina is almost gone.



-Joe Santulli



YOUNGMAN

"The best Genesis baseball to date. Gets the nod over *Tommy Lasorda* for the battery backup alone, allowing for full seasons of games. My one gripe is that it's very easy to beat the computer. I'm 27-3 in my current season as the Twins, putting me around 145 wins for the year... I should make the playoffs."



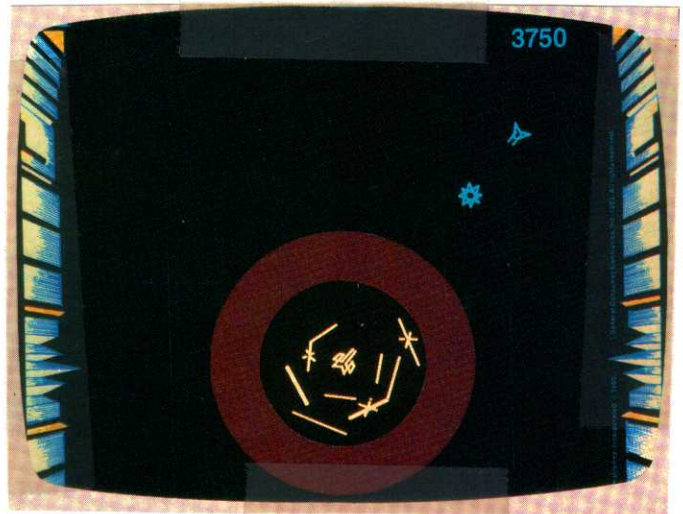
SCHULTZ

"A very good bookend to *Joe Montana Sports Talk Football*. No complicated controls, and your favorite players and teams at your fingertips. One problem though - the play by play is sometimes slow. Overall, an excellent game."

STAR CASTLE
GCE, FOR VECTREX

ELEMENT	JS	KY	BS	LN	KO	HH
GRAPHICS	7	-	-	6	7	8
SOUND	6	-	-	5	6	8
GAMEPLAY	10	-	-	6	9	8
OVERALL	9	-	-	6	8	8

I figure you'd have to be about my age (27) to remember *Star Castle* from the arcades, so I'll explain the game a little. It was a vector graphics game (like *Asteroids* or *Space War*) that pitted you - a tiny, bullet-firing spacecraft - against a mighty alien cannon perched within the spinning walls of an electrically charged castle. Your goal was to blast away at the walls while avoiding energy blasts from the cannon and the walls themselves with the intention of eliminating the cannon inside. The only problem was that the



STAR CASTLE

cannon was very smart, the blasts from the wall were able to track you down, and the wall could regenerate itself if you destroyed too much of it.

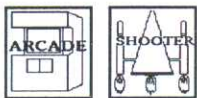
When GCE released this title, gamers rejoiced, because no system could reproduce this "sleeper" classic as accurately as the Vectrex. Once we got our hands on it, we were more than satisfied. Every detail from the arcade game was kept intact. The look, the sound, and especially the gameplay made it seem like the arcade experience.

It's difficult to equate *Star Castle* to a contemporary game. There really hasn't been any effort to reproduce or improve the game in ten years! I could imagine "Star Castle '92" for a 16-bit system, with a scrolling playfield containing different castles, cannons with unique abilities, and "boss" cannons that fill up the screen, but alas, the foreseeable future contains no such game.

There are really no shortcomings in *Star Castle*. The pace is perfect, starting with a relatively slow enemy. By the time you reach 20,000 points, you'll cheer whenever you blow away a cannon. Victories are hard-earned at the higher levels, and you really get the feeling you had to fight for it. The graphics and sound are adequate - remember we're talking about an early 80's game, but this is the one you gotta have if you're a Vectrex owner.

TIP: *Everybody will have their own strategy, but I found that firing from the bottom of the screen, zooming around the castle and off the top lures the fireballs away so you can repeat the process by firing from the bottom again.*

BEST BUY: *This one's tough to find. Expect to pay \$20-\$30 from a collector.*



-Joe Santulli

"Plenty of action, not a whole lot to offer in the sound or graphics department. Then again, neither do most of the games for the Vectrex."



OLENIACZ



NARDELLA

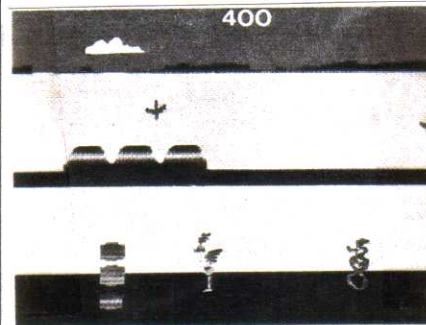
"What a tough game! While trying to break through the wall, you need to be lightning fast to avoid the oncoming fireballs and get yourself in position to fire again. I like the little Vectrex system, though... it's like having a mini-arcade machine in your home."

ROAD RUNNER
ATARI, FOR ATARI 2600

ELEMENT	JS	KY	BS	LN	KO	HH
GRAPHICS	9	-	-	9	9	9
SOUND	4	-	-	8	7	8
GAMEPLAY	9	-	-	9	8	9
OVERALL	8	-	-	9	8	8

Not many popular cartoon characters entered the videogame medium, but speeding the *Road Runner* onto the home screen resulted in an entertaining game.

As *Road Runner*, travel left along a scrolling road while eluding the persistent Wile E. Coyote. Eat bird seed and steel shot, which is scattered across the road.



BLAZING ALONG ON ROAD RUNNER

Wile E. is armed with a magnet, and he will gain a few steps if you do go for the shot. Each pile of seed eaten will increase your score in 100 point increments (up to 1000) and give YOU a short burst in speed.

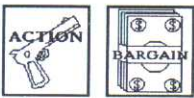
In round one, dodge oncoming trucks while keeping several paces ahead of Wile E. In round two, you'll have to deal with stationary land mines and employ timely jumping over crevices. In later rounds you'll have to avoid falling rocks, cannon shots, and a super quick coyote on rocket skates or strapped to a rocket. The road also widens, narrows, and branches out for even more variety.

The pace is fast, with a steady progression of difficulty. The graphics

are small, but all objects and characters are recognizable. There isn't a large variety of sounds, but they meet the expectations of the system. The screen displays an illusion of parallax scrolling (!) which is unusual for the 2600. The only major complaint I have is that the mostly barren desert background constitutes a great portion of the screen. This wouldn't be so noticeable if there were some animated creatures blended in, such as snakes or rodents scurrying around. Nevertheless, in spite of its cutesy theme, gamers young and old will find this quite a challenge.

TIP: Wile E always follows directly behind the Road Runner. Bonus points can be easily earned by leading him into an oncoming truck or a land mine.

BEST BUY: Atari's direct customer service, \$12.99.



-Kevin Oleniacz

"All I can say is 'BEEP BEEP!' This is one of the most hysterical games ever, and one of the few times the coyote gets his bird. That's all folks."



HIRSCH

**FIGHTING MASTERS
TRECO, FOR GENESIS**

ELEMENT	JS	KY	BS	LN	KO	HH
GRAPHICS	7	5	5	7	8	9
SOUND	6	6	5	7	5	8
GAMEPLAY	8	4	5	9	7	9
OVERALL	7	5	5	9	7	8

Fighting Masters by Treco is yet another mano-a-mano fighting game for the Sega Genesis which follows right on the heels of *Slaughtersport* and *Beast Wrestler*. The premise of this cart is that the gamer plays as one of 12 life forms, humanoid or alien, fighting for

the survival of its race as the red sun in this solar system is ready to go nova.

All combatants have their own signature move. For example, Mastodon, a mutant elephant, charges at opponents while gouging them with his tusks, hurling them into the air. Goldrock, a being of pure gold and rock (surprise) rolls over his opponents.

After defeating an opponent the screen starbursts into a bright yellow and you move onto your next challenger.



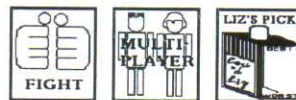
This continues until you are deemed by the "Primaries" to be the most worthy race to survive the oncoming cataclysm.

EPIC BATTLES!

The cart has two modes. The first is a one player tournament in which you fight for the survival of your race. The second mode is a two player grudge match where you and another gamer go head-to-head as the creature of your choice in a 2 out of 3 falls, winner take all battle.

Sounds pretty interesting, right? Well, that's the problem - this cart sounds more interesting than it actually is. *Fighting Masters* is plagued by two things: the first being the awkward controls. It seems like most of the game you are playing blind because the game moves so quickly you have no time to really set up a series of moves. You don't even use the "A" button. Instead, a B/direction and C/direction combinations are used. Second, the game is very repetitive. It seems that this galactic power struggle takes place in just three areas: a city, an arena, and a lush tropical forest.

Fighting Masters will keep your interest for awhile but I think most gamers will get bored with it pretty quickly. This seems to be a new trend with Genesis carts and quite frankly it worries me. Even though it is better than *Slaughtersport* and *Beast Wrestler*, I can only think of one word to describe *Fighting Masters* - average.



-Bill Schultz



NARDELLA

"Definitely best when playing with two people, you can really have fun with the many characters to choose from. The matches play at just the right pace, giving ample time to punch each other out before a winner is determined."

"A surprise after their rather mediocre offering called *Street Smart*. I came away impressed with this cart - Not up to the level of *Pit-Fighter*, but a great fighting game nonetheless."



HIRSCH

THE DREADNAUGHT FACTOR
ACTIVISION, FOR ATARI 5200

ELEMENT	JS	KY	BS	LN	KO	HH
GRAPHICS	7	-	-	-	6	-
SOUND	7	-	-	-	8	-
GAMEPLAY	8	-	-	-	9	-
OVERALL	8	-	-	-	8	-

Considering I'm not very fond of shooters, I wasn't exactly bowled over with enthusiasm when handed the prospect of reviewing one. After playing through it once I knew I would be spending several hours of quality time with this cart.

The object is simple. Equipped with a tiny spaceship (armed with missiles and bombs) destroy the Dreadnaughts before they obliterate your home planet of Terra. These massive enemy vessels engulf several screens, and approach one at a time. They are armed with a multitude of guns, cannons and missile launchers. Although all of these weapons can be taken out by your ship, only the destruction of the energy vents which align the exterior are necessary to wipe out the enemy. Unlike the Intellivision version where the screen scrolls

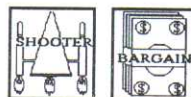
horizontally, vertical scrolling occurs here.

Plenty of action awaits as gamers will encounter over a dozen shots blazing in unison toward your tiny ship. Those who enjoy amassing total destruction would surely satisfy their whims as each armament can be picked off one by one. The best strategy is not to freely blast away but to dismantle enemy installments tactically. Several different ships are encountered, ensuring that your strategy will have to change to handle the new positions of gun emplacements.

The graphics are somewhat weak in comparison to others for this system, although all items are easily distinguished. Nevertheless, those who seek plenty of action should not pass this one up. Your dollars will be well spent.

TIP: Concentrate on clearing a path by destroying the guns. On your second or third pass, fly through this path and bomb the engines to slow the dreadnaught down, gaining valuable time.

BEST BUY: Not too difficult to obtain, expect to pay about \$5.00 from a collector.



-Kevin Oleniacz

"I've enjoyed the Intellivision version of this game for years, and the 5200 duplicates the excitement. Strangely, the scrolling direction is different for both versions. I liked the 'progress upwards' version of the 5200 better, but thought the sounds were better on Intellivision's."



SANTULLI

EARNEST EVANS
RENOVATION, FOR GENESIS

ELEMENT	JS	KY	BS	LN	KO	HH
GRAPHICS	8	8	7	8	7	9
SOUND	7	7	6	8	7	8
GAMEPLAY	8	7	8	5	7	7
OVERALL	8	7	7	5	7	8

Interesting. If I had to pick one word to describe *Earnest Evans* by Renovation, that is the word I would use: Interesting. This cart is one of those that kind of creeps up on you and BAM! you're hooked. *Earnest Evans* is kind of a cross between Indiana Jones movies, Mickey's *Castle of Illusion*, and *Ghouls 'n Ghosts*. Throughout the game you find yourself in search of lost idols and treasures (weapons, too!) while confronted by creatures like a scorpion that shoots venomous darts, scythe-wielding skeletons, bats, porcupines... well, you get the idea. As Earnest you are armed with a chain whip to take on these baddies standing between you and your twelve stage trek around the globe.



EARNEST GOES WEST

The graphics are nothing really new or groundbreaking. As Earnest you spend most of your time searching caverns and jungles with so-so backgrounds. Some of the moving graphics, however, are really quite good. The floating apparitions in the Peruvian temple are really cool. The strangest graphic is Earnest himself. He moves much like a marionette would. Arms, legs, ankles, knees, everything moves. At first this bothered me, but as I continued to play I realized that this was the charm of the game. The main character was decidedly different. This marionette-type graphic made it really cool to watch Earnest swing to safety on his whip and crawl through tiny tunnels, but it was rather difficult to control. This is my main complaint with the game.



EARNEST GOES TO CAVE

At certain points you must escape with your treasure to clear the stage. Due to the quirkiness of Earnest's moves and the clumsiness of the controls (you really have to look over the instruction manual and learn them) I found myself crawling and tumbling instead of running, at which point I was promptly crushed by a boulder of large proportions.

Earnest Evans was fun and most importantly it was interesting. After you master the controls and Earnest's

quirky movements it's smooth sailing. Treasure and fortune awaits!

TIP: To skip the level you're on, pause the game. Press UP, A, DOWN, B, LEFT, A, RIGHT, B. Unpause the game and you'll jump ahead.



-Bill Schultz

"The graphics and sound are good, but it was hard to keep track of everything going on, with action coming from all directions and me struggling with the controls. Too much jumping & moving involved to keep from getting killed - tough for a beginner."



NARDELLA

DIGITAL PRESS SIDE PROJECTS

DIGITAL PRESS VIDEO #6

Want to see this edition up-close and personal? On video #6, Random Reviews and Atari 2600 Rarities are shown. Approx. 90 mins. \$6.00. Also available: *Digital Press Video #5*.

CHECKLIST CENTRAL MASTER

Can't wait for "Checklist Central" to get to your favorite system (or want everything in one neat little package)? Our "master" list contains complete software lists for Arcadia 2001, Astrocade, Atari 2600, 5200, 7800, ColecoVision, Channel F, Intellivision, Odyssey2, and Vectrex! 14 pages. Highlights recommended software. \$1.50.

ATARI 5200 VIDEO REVIEW

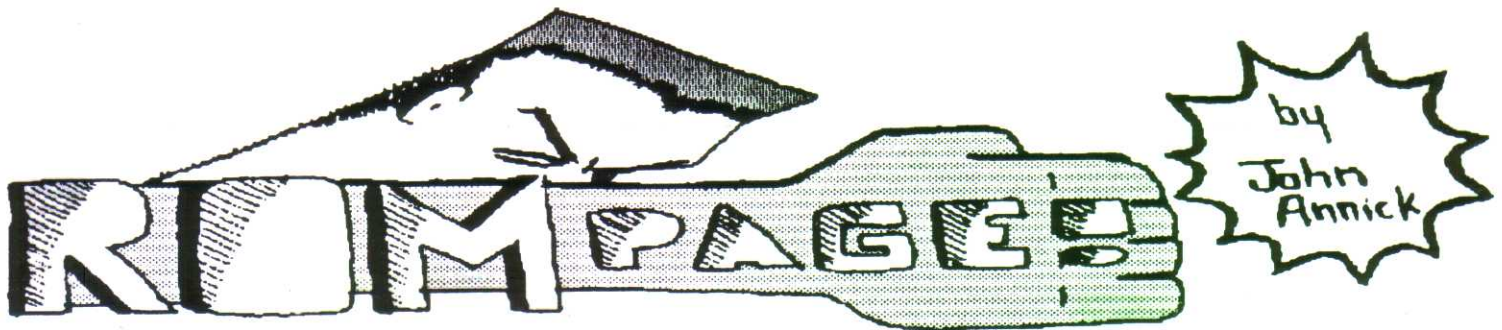
If ever there was a comprehensive look at 5200 software, it has to be here. 65 games are shown on the tape (2-3 mins. each). Approx. 120 mins. \$6.00.

CHEATER'S COMPENDIUM

"Easter eggs", passwords, and winning tips can be found every month by skimming through magazines, but the Cheater's Compendium has them all in one place!

Mostly new games with some oldies sprinkled in, the Compendium is updated quarterly. Version 2 now available. 12 pages. \$1.50.

To order, send check, money order, or cash (we're easy) to DIGITAL PRESS PRODUCTS, 29 Cupsaw Avenue, Ringwood, NJ 07456-2919. Make checks payable to Joe Santulli



SUMMER FINALS

It's June and summer is upon us. Baseball is being played, gardens are beginning to bloom, and the smell of #2 pencil lead fills the air as students everywhere are taking their final exams. I hope you didn't think that you could get through this issue without passing your computer game "finals"? Read on and good luck, after all, you don't want to spend your summer vacation taking remedial lessons in *Pac-Man*, *Space Invaders*, or *Asteroids*, do you?

I. Multiple Choice. In this first section you are to select the answer which best suits the question.

- Playing video games
 - improves hand/eye coordination.
 - quickens reaction time.
 - relieves stress.
 - All of the above.
- Inspiration for Sega's *Streets of Rage* was based on
 - the World Wrestling Federation
 - The Love Boat.
 - Christmas shopping at Macy's
 - evil drug dealing slum lords.
- Yuzo Koshiro, the Japanese composer, is best known for his work on the _____ soundtrack.
 - Enter the Dragon*
 - Abbey Road*
 - Revenge of Shinobi*
 - Strip Poker II*

4. The first programmable hand-held entertainment system was

- Nintendo's Game Boy.
- Martha Thumb and her five sisters.
- Sega's Game Gear.
- Atari's Lynx.

5. Entertainment Systems target adolescent males as their primary consumer group because market surveys show that

- they appreciate the visual imagery and spatial challenges more than females do.
- they have the discretionary income/time available to support a gaming habit.
- they aren't above stealing money from their parents in order to buy games.
- they derive much pleasure from killing things and earning points.

II. Analogies. In this section, use deductive reasoning to choose the answer that best completes the sentence.

1. Super Nintendo is to the Atari 2600 as a 16 bit processor is to a(n) _____ processor.

- food
- data
- 8-bit
- All of the above.

2. A joystick is to a mouse as a soup spoon is to a _____.

- teaspoon
- fork
- vibrator

- d. small furry critter
- 3. Vertical shooters are to horizontal shooters as the missionary style is to the _____ style.
 - a. priestly
 - b. doggie
 - c. "come as you are"
 - d. sixty-nine
- 4. *PGA Tour Golf* is to *Waiialae Country Club Golf* as *John Madden Football* is to _____.
 - a. Monday Night Football
 - b. flag football
 - c. Joe Montana Football
 - d. Super Mario Brothers
- 5. Video games are to board games as microwaves are to _____.
 - a. ovens
 - b. rubbing 2 sticks together
 - c. matches

- d. hot soggy food

III. Extra credit. For a bonus point, read the paragraph and decide whether the answer given is true or false.

1. Run down the pathway, destroy everything in your way using powerful weapons, jump over various obstacles, come to a boss at the end of the screen, kill him. Go the the next level. Run down the pathway, destroy everything in your way using powerful weapons, jump over various obstacles, come to a boss at the end of the screen, kill him. Go the the next level. Ad infinitum.

- a. This description applies to every Japanese game ever written. True or false?

Put down your pencil. Send this exam with your completed answers to Digital Press. A passing grade results in a whole tax-free dollar off of your next subscription renewal.

Side \$ Side

SUPER NINTENDO GOLF GAMES

by Joe Santulli

Golf season is back in full swing (pun intended), and so we're bringing back a side-by-side done way back in issue #1, when we compared the Genesis golf game situation. The SNES library is chock full of them, although this certainly seems like overkill. If you haven't picked one up yet, consider the chart below when making your decision.

Option	J. Nicklaus	Hole-in-One	True Golf	PGA
# of Courses	2*	1	1	4
Real courses?	Y	N	Y	Y
Real players?	N**	N	N	Y
Skill levels	2	3	1	2
Camera angles	1 -behind	3 -overhead -long overhead -close-up	5 -overhead -behind -follow ball -fly-by -close-up	6 -overhead -behind -approach -putt green -close-up -fly-by
Maximum players	4	4	4	4

Practice mode?	Y	Y	Y	Y
Save method	Password	Password***	Battery	Battery
Statistics?	Y	N	Y	Y
Club selection?	N	Y	N	Y
Instant replay?	Y	Y***	Y	Y
Special shots	N	N	N	Y

- * Features a course designer - play holes in a different order.
- ** Jack Nicklaus is the only "real" opponent you'll face.
- *** Features "Memory Shot" password that replays great shots.

SPECIAL FEATURES BY GAME

JACK NICKLAUS - Worst graphics of the lot; skins or stroke play; course designer allows you to shuffle holes between courses; weather conditions can be changed; advice given before tee-off; NOT RECOMMENDED.

HOLE-IN-ONE - Best graphics of the lot; uses mode 7 rotation effectively; stroke or match play; "Memory Shot" allows you to save great plays; fast, arcade-like gameplay; RECOMMENDED if you like arcade style golf, with little simulation involved.

TRUE GOLF (PEBBLE BEACH) - Digitized images of caddies with advice; great (but slow) graphics; overview of 18 hole layout; statistics by player and course; RECOMMENDED if you like hard-core golf simulations and don't mind a slow-paced game.

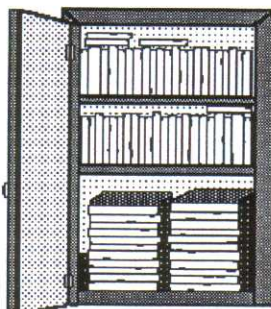
PGA TOUR - Lots of statistics; fast gameplay; best options of the lot; most built-in courses; overview of 18 hole layout; advice given before tee-off; allows "chip" and "punch" shots; RECOMMENDED if you like a golf-simulation style game.

PRESS PROFILE: BILL SCHULTZ



NAME: Bill Schultz
AGE: 27
OCCUPATION: Market Analyst for IMS America
HOBBIES: Sports, Comics, Heavy Metal Music, Complaining.
DATA: Bill's gaming days started when his parents got him the original Odyssey system for Christmas. Having abused that system, he graduated to Intellivision and from there to his system of choice - Sega Genesis. Bill's favorite games are the action carts which are judged by one criteria - VIOLENCE. To quote Bill: "If you can't hurt or maim somebody, the cart ain't worth playin'".

CLOSET



CLASSICS

VOLUME 6

by Digital Press Staff

Here are this issue's entries in the "sleeper" category: those games that received little attention despite the hours of enjoyment we've had with them:

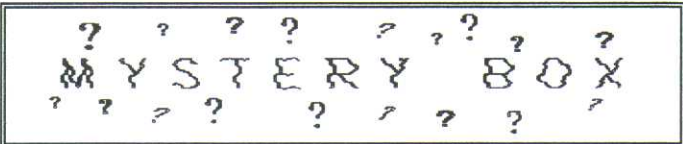
Space Dungeon by Atari (for Atari 5200) - Shooters are the most common offerings

for any system. However, when one incorporates a new twist into the old theme and executes it well, a closet classic is born. Fly through a labyrinth while searching for the entrance to the next level. Along the way, pick up bonus prizes, shoot aliens, and avoid traps. A thief can steal your bonuses and will walk off with unclaimed prizes. The necessity of dual joystick control (one for movement, the other for firing) with the almost unbearable 5200 controllers probably frustrated many gamers. However, with simultaneous two player interaction, this cart is transformed into a very enjoyable, intense classic. Flashy graphics top off a highly addictive, multi-player gem. (KO)

Fortress of Narzod by GCE (for Vectrex) - We could almost get away with calling EVERY Vectrex game a "Closet Classic", since it didn't catch on as it should have in 1983! One of the best for this system is *Fortress of Narzod*, a game that plays a little like *Galaxian*, except that you're confined to a narrow corridor teeming with mutants. Your object is to ricochet your shots off of the angled walls, eliminate waves of attackers, and progress through the fortress gates. After three gates you reach the fortress and face off against a fireball-tossing

muscleman. Fast-paced, with above average graphics and unusual play mechanics - you can kill yourself by ricocheting a shot back into your ship! Classic. (JS)

Shark! Shark! by Mattel (for Intellivision) - In what appears to be a "video aquarium", fish of all different sizes and colors float quietly back and forth. But what's this? A shark in the tank? This great little game will help you understand "survival of the fittest" better than you'd imagine. Eat smaller fish, don't get eaten by bigger ones, and if you're persistent, you can even take down the dreaded shark. Decent graphics and a dynamite end-game theme song highlight this "must have" Intellivision cart. (JS)



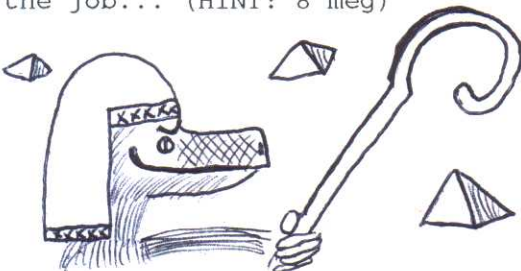
A relatively unknown Atari 5200 title, "Final Legacy", may exist as a prototype. This game was featured in an Atari Age issue complete with accompanying photos. If anyone has any information on this game please contact Kevin at (201) 835-8156 on weekends or after 7pm EST Monday thru Friday.

HISTORY POP QUIZ #5: THE PLOT THICKENS

You know how most of the time, when you buy a game, there's like two or three pages of a "plot" that leads into the game itself that you just ignore completely? Well, we're going to make you sorry you didn't pay attention. Listed here are some of those zany plots revolving around the games we play, with phony titles attached. Can you guess the game's real name based on the storyline?

"TOO LITTLE TOO LATE"

It's 1998, and Earth people have finally figured out how to live in peace and harmony. Suddenly, a massive hostile alien invasion shows up and destroys 80% of all living things. You gotta wonder why they wait so long to fight back, but they do - by sending one man with a sword to do the job... (HINT: 8 meg)



"BUMMER IN THE DESERT"

What a drag! The Egyptian God of Death had a bad day so he casts a curse over the whole kingdom! Now you have to deal with a plague of scorpions and some really negative vibe merchants until you can find some presents to put the jackal-headed death deity in a better mood... (HINT: silver box)



"SUPER MAYOR"

The mayor of a tough, crime infested city allows a syndicated gang to completely take over, then finally decides to do something about it when they kidnap his daughter. We know he's not smart - instead of getting help from the police, he goes out on his own to beat up every member in this vast crime organization, including the kingpin himself... (HINT: arcade conversion)

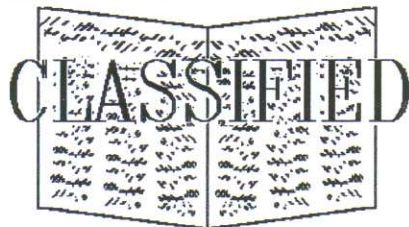
**"CHICKEN LITTLE'S PROPHECY"**

By gosh, that tasty little chicken was right - the sky really IS falling! Not only are you being bombarded by meteors from the sky, but some really uncool aliens have joined in and are dropping bombs as well... (HINT: Mattel)

ANSWER to QUIZ # 4: COLECO COVERS

From left to right (top to bottom if stacked): *Space Panic*, *Gorf*, *Roc N Rope*, *Ladybug*, *Frenzy*, *Carnival*, *Venture*, *Pepper II*. We told you it wouldn't be obvious.

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Looking for used or hard-to-find cartridges? Want to sell something to a collector? Let DIGITAL PRESS help. Send us your ad and we'll print it, **free of charge!**

WANTED: Desperately seeking Intellivision Super Pro Volleyball and Stadium Mud Buggies. Also wanted: Odyssey2 cartridges. **FOR SALE:** Loads 'o Atari 2600 carts, in boxes with instructions, most are unopened. **TRADE:** I'll trade ya SNES Super Off-Road or Joe & Mac for SNES Lemmings, Castlevania IV, or five "classic" games I need. Write for free list. Joe Santulli, 29 Cupsaw Ave., Ringwood, NJ 07456-2919.

FOR SALE: Many Atari 2600 carts including Bermuda Triangle and Cookie Monster Munch. Send for list. Commodore 64 software also available. **FOR TRADE:** Early handhelds including Digital Derby and Hit & Missile. **WANTED:** C-64 disk New York City, 2600 carts: Fire!, Mangia, Master Builder, Skeet Shoot, many others; Atari 5200 Beamrider, Meteorites, Zaxxon. Write or call: Kevin Oleniacz, 96 Buena Vista Dr., Ringwood, NJ, 07456. (201) 835-

8156 after 7pm weeknights, anytime on weekends.

WANTED: Military Madness for Turbogرافx-16. Write: John Annick, 68 North St. Winooski, VT 05404 or call (802) 655-3651.

FOR SALE: Fairchild Channel F system, like new, w/17 carts - \$50 or BO. Odyssey system, like new, w/16 carts & shotgun controller - \$50 or BO. Odyssey2 near-complete system, like new, 4 detachable joysticks, 55 carts - \$400. Atari 5200 Vanguard, Jungle Hunt, Frogger, Blueprint, Ms. Pac-man, new in box - \$10 each. Atari 7800 Water Ski and Tank Command - \$40 for the pair (will not sell separately). Atari 2600 Omega Race w/grip - \$8. Stellar Track, King Kong, Mines of Minos, Espial, Custer's Revenge, Miner 2049'er, new in box - \$7 each. Dragonstomper, Spike's Peak/Ghost Manor, Time Pilot, Shark Attack, Fast Food, Pitfall II, Gyruss, Sub Scan, Slots, Kung-fu Master, Beat Em N Eat Em, Fast Eddie, Fathom, Zaxxon, Smurf Rescue, Oink, Mr. Do's Castle, no boxes - \$5 each. Odyssey2 Killer Bees - \$15, Turtles - \$20. **WANTED:** Odyssey II Power Lords and Pink Panther. Steve Bender, 727 N. 4th Ave., Kent, WA 98032 or call (206) 850-3152.

FOR SALE OR TRADE: Want to trade for ColecoVision & Vectrex games and Vectrex controller. Have Coleco, Vectrex, Fairchild, Bally Videocade, 5200 and 2600 games for trade or sale. **WANTED:** XE games: Crossbow, Crime Busters, Rescue on Fractalus, Choplifter, Necromancer, Into the Eagle's Nest. Will trade Bug Hunt, Hardball, Midnight Magic, One-on-

One, Gato, Gorf for above. Earl Carsner, 509 N Fraser Dr, Mesa, AZ 85203.

WANTED: Last 3 carts needed to complete my 5200 collection: Frogger II, Star Wars (Arcade Game), Death Star Battle. Also Adventurevision by Entex and Stunt Cycle by Atari. Al Backiel, 253 Rock Rd, Ridgewood, NJ 07450.

FOR SALE: Atari 2600 Double Dunk, Off the Wall, Radar Lock. Atari 7800 Hat Trick, Karateka, Fight Night, Realsports Baseball. Intellivision Happy Trails, Worm Whomper, Dreadnaught Factor. All Carts listed are brand new in box, \$5 each plus postage. David DiSalvatore, 2015 New Haven Dr, Baltimore, MD 21221-1740.

WANTED: Videogame magazines, newsletters, buyer's guides, etc. ?-1988. Send list and asking price to: Jeff Bogumil, PO Box 13, Jacksonburg, WV 26377.

FOR SALE: I have just under 1000 cartridges for the classic systems (Atari 2600/5200, Intellivision, ColecoVision, etc.) for sale or trade. Also 15 brand new Intellivoice modules, 40+ Intellivision I motherboards, 10+ complete Intellivision I, II & III systems, 20+ Atari 2600 systems, 6 ColecoVision systems and bunch of all the Coleco expansion modules, 2 Vectrex systems, and more! **WANTED:** Intellivision Beamrider, Chip Shot Golf, Commando, Defender, Dracula, Hover Force, James Bond, Ladybug, Nova Blast, Q*Bert, Sewer Sam, Super Pro Basketball, Super Cobra, Tower of Doom, Tutankham, Zaxxon. Also looking for Vectrex software. Sean Kelly, 5789 N. Milwaukee,

Chicago, IL 60646 or call (312) 775-9138 after 7pm CST or (312) 594-1146 MODEM 24 hours a day.

PROTOTYPES for Atari 2600 & 5200 are available! Last Starfighter, Miniature Golf, Spitfire, Diagnostic Cartridges. Ask for Brad at Best Electronics (408) 243-6950.

WANTED: APF1000, Emerson Arcadia 2001, Microvision, other systems, dedicated TV games, handhelds; 5200: Meteorites, Masterplay Interface, Astrochase, Zenji; Vectrex: Animaction, Dark Tower, Spike; Telstar Arcade: 2, 4+; Studio II: Biorhythms; Odyssey2: Atlantis, Demon Attack, Conquest of the World, Turtles; Intellivision/ECS: Jetsons, Mr. BASIC, Mind Strike, World Series Baseball; Coleco: Bump N Jump, Juke Box; 7800: Tank Command, Water Ski; many carts for many systems; old Bally, Intellivision, Odyssey2 etc. newsletters, magazines, catalogs, misc. Send sale list. Russ Perry Jr, 5970 Scott St, Omro, WI 54963. (414) 685-6187.

BUY & SELL: Apple II manuals, software originals, Computer & videogame magazines, Atari 2600, 5200, 7800, 65-XE, ColecoVision, Intellivision, Commodore, IBM & more. Dungeons & Dragons, Sci-Fi, Adventure & Fantasy Accessories. Unusual & hard to find items. Quality at affordable prices. Send \$1 for your bargain catalog today! Frank Polosky, P.O. Box 9542, Pgh, PA 15223.

FOR SALE: Systems: ColecoVision, Vectrex, Atari 5200, Sega Master System. Cartridges for Vectrex, ColecoVision, Sega Master System. Edward Villalpando, 13525 Utica St, Whittier CA 90605.

WANTED: Atari 2600 Custer's Revenge. Would be willing to buy or trade. Jon Adam Costa, PO Box 617, Hereford, PA 18056.

SPECIAL OFFER! (A \$10 value): Everybody that sends my wife a birthday card with a silver dollar included will receive an Activision patch of their choice for their efforts. Please list alternates as supplies are

limited. If none of your choices are left, I'll select from what's left. She just turned 40 and is sort of in the dumps. The more humorous the card, the better! Send to: Judy Marcin, c/o JSS & Co, 35 South Hampton Rd, Amesbury, MA 01913.

WANTED: Any ColecoVision cartridge that you would overall rate an 8 or higher. Also Subroc, Venture, Zaxxon, Gateway to Apshai, Quintana Roo, Intellivision Microsurgeon. **FOR SALE:** Intellivision Masters of the Universe, Venture, Zaxxon, \$3 each, or will trade for above. Walt Neff, 3806 Davis Ct, Chester Springs, PA 19425 (215) 524-1270 after 6:30pm.

FOR SALE: Over 150 different Atari 2600 games. Also Atari 5200, ColecoVision & Intellivision. Write Jeff Adkins, 11 Windsor, Attica, NY 14011 for list or call (716) 591-1519.

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NEXT ISSUE:

- What If...? Situations that may have changed videogame history
- FANTasmagoria returns!
- Gaming "Firsts"
- Worst of Genesis, Vol. I
- Complete Atari 5200 Checklist
- Atari 2600 Rarities, pt. 4 of 4
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- #3:** How to Train a Non-Gamer, Side by Side: Genesis Football, Worst of Atari 2600 pt 3, ColecoVision Checklist pt 2, Streets of Rage Strategy.
- #4:** Whatever Happened To...?, Vectrex Checklist, Worst of Intellivision, Side by Side: Videogame Mags, Atari 2600 Rarities pt 1.
- #5:** "Life of the Party" Videogames, Channel F Checklist, Atari 2600 Rarities pt 2, Gamepro TV Review, Scavenger Hunt Contest.

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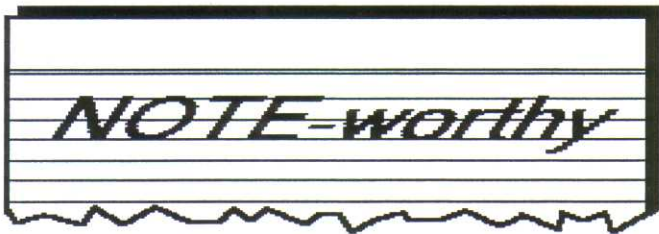
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PLEASANT (?) VALLEY VIDEO UPDATE

Last issue we mentioned the poor business practices of this mail order "business". Soon after the last issue was distributed, I was informed of a new phone number for PVV. This led to a conversation with Jim Redd, the owner. He stressed his concern because I've been waiting nearly a year for my order, and he promised it would be shipped out the following day. He also claimed to receive 100 letters a day, so if you've written to him recently, chances are your letter hasn't been opened. Anyway, six weeks have passed and I'm still waiting for my order. If you are in the same situation as me and feel you've been ripped off, call his new number and voice your complaints. Chances are you'll either encounter an answering machine or the phone won't be answered. The number which is printed on his catalog

is now his fax number. The new number is (513) 787-3682.

TENGEN

They only produced two games in the last six months (*Pit-Fighter* and *Paperboy*), but Tengen has some great titles lined up for Genesis owners. July brings *Dragon's Fury*, a pinball simulation on three play fields and six bonus screens. In September, the arcade classic *Rampart* hits the shelves. *R.B.I. Baseball 4* is also due in September, with 1991 stats, real major league stadiums, a home run derby, and "game breakers" options (where you can set up situations to work your way out of). Later in the year look for *Road Riot*, *Steel Talons*, and *Race Drivin'*.

SPECTRUM HOLOBYTE

Fans of *Star Trek: The Next Generation* have a lot to get excited about. SH has exclusive rights to produce games for the SNES and Nintendo CD-ROM under the popular series title. *Wordtris* is a cross between *Tetris* and *Scrabble*, and SH brings it to the SNES in August. Later in the summer look for *Falcon*, their award-winning (for IBM PC) jet-fighter simulation on the SNES as well.