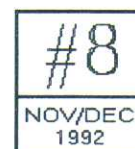




# DIGITAL PRESS



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## THE DARKER SIDE OF GAMING

by Joe Santulli

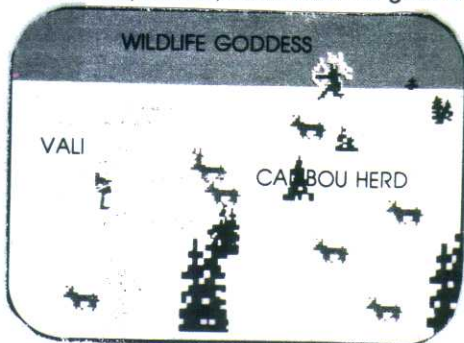
Videogaming is fast becoming the most popular form of escapism - from our own living rooms we can take on alien armies, put in a pinch-hitter for Jose Canseco, or live out a whole lifetime as a medieval sorcerer. With all of the possibilities electronic gaming can deliver, it's not surprising that at least some of these activities are going to involve not at all nice things. Submitted for your approval are several of these that you probably wouldn't consider indulging in in everyday life:

### BEING EATEN

Some people find it downright distasteful to be eaten in a videogame. My favorite is being swallowed whole by a giant duck (they called it a dragon in the manual) in *Adventure* (Atari 2600), and then seeing your character stuck inside of its belly. Best of all, you can still move around (albeit helplessly) inside until you reset the game. No column titled "Being Eaten" would be complete without at least mentioning *The Immortal* (NES, Genesis), where your wizard is eaten alive in a number of different ways (by a giant worm, by spiders, etc.). *The Immortal* also features death by decapitation, incineration, and worse - so if you're into this kind of thing you might want to check it out.

### KILLING HARMLESS WILDLIFE

Robots, aliens, criminals... it gets a little tedious after awhile, doesn't it? Yessir, I'll take bumping off some unsuspecting wildlife anyway. A couple of "classics" come to mind. In *Wabbit* (Atari 2600), you get to hurl stones at a bunny that



dashes back and forth - stealing your precious supply of carrots. Hey man, NOBODY touches my carrots, and if

you try, expect to be stoned to death. It's a concept that was way ahead of its time. If dead rabbits don't appeal to you (that small faction out there), then how about slaughtered deer? A shotgun would handle the job, but if you're a Nordic warrior like the one in *Ice Trek* (Intellivision), shotguns haven't been invented yet. You'll just have to use an axe. Watch out on this one, though - unlike *Wabbit* where you're rewarded for each kill, *Ice Trek* is another story. Kill one of those caribou and a God appears out of thin air, fires an arrow at you, then disappears. She's not a great shot, though, so keep that venison coming!



TYPICAL DAY IN ROAD RASH

### ANARCHY

What seems more anarchic to you - punching a cop's lights out or driving 200 mph through traffic? Our men in blue spend most of the game doubled over in *Spider-*

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man (Genesis). One of them is even taken by surprise by a fully costumed Spidey - who is behind bars - when he ventures too close to his cell. Serves you right, fascist! *Road Rash* (Genesis) has slightly more alert officers, but you'll spend most of the game forcing them into oncoming traffic and speeding away. And then there are the roads in *Out-Run* (SMS & Genesis). There are NO cops on patrol in *Out-Run*. I guess you can't blame them... what's the point in chasing down someone who can crash into the side of a cliff, be thrown from his overturned vehicle, and be back on the road doing 150 all in less than 8 seconds?

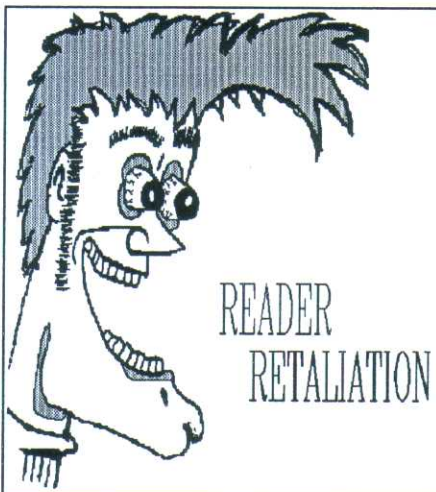
### BEING EVIL ON PURPOSE

One of the precautions my gaming-friends have learned to take in cooperative mode play is "never trust Santulli", whereas my philosophy in gaming is "no risk, no reward". Honestly, now - who couldn't resist the temptation to turn on your partner in *Wizard of Wor* (Atari 2600 & 5200) just to collect the points for killing him? ...or in *Streets of Rage* or *Golden Axe* to prove you're superior, despite the virtuous task at hand? In *Dracula* (Intellivision), your overall success is measured by how many citizens you can lure out of their homes and bite to death. Bonus points for turning them into evil

denizens of the underworld! Let's face it - some of the best times in computer gaming come while playing the heavy. If you've ever shot down a nurse in *Operation Wolf* (NES) you know what I mean.

### TEN MOST HEINOUS ACTS IN A VIDEOGAME

1. Your girl getting punched in the stomach in *Double Dragon* (SMS, NES).
2. Back-dropping your "friend" on his last life in *Streets of Rage* (Genesis).
3. Shooting your "friend" when he appears on the screen in *Wizard of Wor* (Atari 2600 & 5200).
4. Having your way with an Indian girl in *Custer's Revenge* (Atari 2600).
5. Cheap-shooting a cop in broad daylight in *Spider-Man* (Genesis).
6. Slicing a goblin in half in *The Immortal* (NES & Genesis).
7. Not opening the parachute in *Pilotwings* (SNES).
8. Chainsawing a victim in half in *Texas Chainsaw Massacre* (Atari 2600).
9. Killing scores of animals with an axe in order to chop down a tree in *Forest* (Atari 2600).
10. A child's blood gushing from a stab wound inflicted by Michael Myers in *Halloween* (Atari 2600).



### NO "RARITY" TOO LAME

Joe,

Even though I've only read parts 3 & 4, I enjoyed the Atari Rarities articles. However, it bothered me when on every game you "thumbed down" you informed your readers to either "pass", "not worth it" or to "avoid it". Are you sure it was right to say this? I know not all games are great but remember games you might dislike others might enjoy and vice-versa. But this doesn't matter to collectors

and new collectors - like me! No matter if it's a "thumbs up" or "thumbs down", we still want it in our collections.

Dominick Roman  
Bayoman, PR

*Agreed, from a collector's point of view, every game in the rarities section is a "must-have". If you're an avid game player, however, we felt obliged to offer our two cents. You'll notice similar "thumbs up/down" indicators in this issue's Starpath Supercharger column as well as future "Collectors Corner" columns.*

### TREND SETTING

Dear Joe,

Thanks very much for the issue of Digital Press. Digital Press is amazing!!! I can't believe it! You guys are great. Enough with the EGM praisings, let me get to the point. I never knew how vast the hobby of collecting older games was until I got four 'zines in two days, all related to classic systems. I just bought an old 5200, and it works, but I have one small problem. The controller I got with it was broken! Oh horror of horrors! Now I'm not sure whether I'll be able to play the 9 games I've got for the 5200. That supremely sucks! I currently own a Genesis, Super

NES, NES, Gameboy, Odyssey 300 (yes, 300 "Pong"), Atari 2600 and 5200. I'm stocking up on everything, because Paradox will be continuing its Time Paradox section for a long time to come.

I'm thinking of starting up a Paradox video series, hope you don't mind. Anyway, here's \$14 for the Atari 5200 Video Preview and Digital Press Video #7. Thank you very much and hope to be talking to you soon!

Chris Johnston  
Editor, Paradox  
Naperville, IL

*Thanks for writing in! We all enjoyed Paradox #3 (see FANTASMagoria). As for doing a video series, I have no problem with it at all. As the next letter will show, our ideas are catching on with other fanzines as well. Hope you enjoy the videos!*

Joe,

NO FAIR!!! I was going to parody Quartermann! AAAAARRRGH!

Nonetheless, I loved the Tokenmann bit in the last DP. That was damn funny (and hauntingly accurate, too)! I'm still going to do a satire on the beloved gossip genius, though (for Codename: MegaZine) - I hope you don't mind.

Speaking of Codename: MegaZine, have you seen "the only multi-magazine around"?

The first issue is recently out, and, for a first issue, it's pretty good. Although I am an editor of this "pseudo-merger", CNMZ has a more fun, juvenile atmosphere than Phanzine Star.

Noah Dziobecki  
Editor, Phanzine Star  
Long Beach, CA

*Wow, all these shameless plugs in the Digital Press letters column! What WILL our readers think? Yep, I've seen MegaZine, and I liked it. I liked Phanzine Star better, but like most fanzines, I'm sure CNMZ will come into its own. It's a very ambitious project. I'm personally looking forward to seeing more of your work!*

## CHILD'S PLAY

Joe,

Have you ever found yourself getting really annoyed with people who don't play games as far as their attitude towards those of us (adults) who do? People think you're stupid because you "waste" time playing "kids games". That there can't be any redeeming value to our hobby. Might you have an opinion on this?

Michael Sweda  
Tucson, AZ

*YESSSS! "Might" I have an opinion? You don't know me very well, do ye Mike? Okay! People who think we're stupid playing kids games is the subject, right? Well, Mike, they may be right. Maybe we're stupid, but ask them what their hobbies are and compare the two. I'll betcha their hobby doesn't allow them to interact with friends, improve hand/eye coordination, OR use their brain as much as videogaming does. And I'll wager there's not nearly as interesting a network of fans as we have right here. If this is a "stupid" "kid" hobby, then put a dunce cap on me and stick me in the corner with my Genesis. Hell, I didn't want to grow up in the first place.*

## STUMP THE EDITOR

Dear Joe,

Please counsel me on the [enclosed classified ad] advertised here. Should I buy it? It sounds exceedingly rare to me:

COLECO & SEARS ATARI TYPE  
GAME. \$15 (918)742-6510 TULSA

Could it be a prototype system that was scheduled to come out of the Sears/ Coleco/ Atari merger that occurred right about the time of the crash? Can you direct me to the place where I can buy Coleco and Sears Atari type games for this system? I understand that "Missile Pepper II Command" is good for this system, along with "Mr. Do's Asteroids". I'll bet you can get the inside dope on these rarities from Tokenmann.

Jeff Cooper  
Tulsa, OK

*Oh, man, did you have me going on this one! I don't remember exactly how I responded to you in person, Jeff, but for others' sake, it was something along the lines of "I doubt it's for real - but I'd check it out!". I didn't realize you were putting one over on me until you wrote back in a later letter. Good one! "Mr. Do's Asteroids"!?! What a sap I am!*

Comments? Questions? Answers? Denials? Referrals? Keep those letters coming! Write: Digital Press Reader Retaliation, 44 Hunter Place, Pompton Lakes, NJ 07442-2037

# Psychopedia

## PART A

By Joe Santulli

*The Pre-Nintendo Psychopedia* will be a regular column beginning with this issue, documenting the highlights, big names, big games, and general lunacy that took place in the videogame industry from 1972-1984. When Nintendo brought their 8-bit to these shores, "classic" became the term for the entries described here. The letter "A" in this era is easily the biggest: Atari. Activision. Astrocade. Big names for the time, and no better place to start the ball rolling...

# A

**Absolute** - Absolute was actually formed *after* Nintendo had made its mark in videogaming, but the company, which was founded by Activision alumni Garry Kitchen, produced a few Atari gems before they moved on to other ventures. Dan Kitchen and Alex DiMeo were also big names for this small company. Most gamer's favorite from Absolute is Skate Boardin' (or Super Skate Boardin'), a fast-paced race against time.

### SOFTWARE INFORMATION:

**# OF TITLES:** 4 for Atari 2600; 6 for Atari 7800. **TITLE LIST:** F-18 Hornet (7800), Kung-Fu Master (7800), Pete Rose Baseball (2600, 7800), Skate Boardin' (2600), Super Skate Boardin' (7800), Title Match Pro Wrestling (2600, 7800), Tomcat F-14 Simulator (2600, 7800).

**Activision** - Arguably the best third party software producer of the 80's, Activision featured a stable of very talented programmers who pushed the Atari 2600 to the limits. Among the notable game designers were Garry Kitchen, David Crane, Steve Cartwright, Alan Miller, Bob Whitehead, and Carole Shaw - a veritable "all star team" of programming.

Many of Activision's titles were very original. They produced a videogame based on the card game Bridge, a Fishing Derby, and an unusual strategy game called Zenji. Their staff had a knack for creating arcade-game mechanics

with an original twist. Examples of these: H.E.R.O. has your character rescuing victims from a treacherous cavern; Keystone Kapers let you play a cop pursuing a convict through a chaotic toy store. A few titles (Commando, Double Dragon, Kung-Fu Master, and Rampage) are arcade conversions. Twice they followed-up a hit game with a sequel (in Pitfall II and River Raid II). Many of their games are modeled after popular arcade games although the name doesn't imply the fact: Chopper Command plays very much like Defender, Enduro like Turbo, Freeway like Frogger, Frostbite like Q\*Bert, and Starmaster like Star Raiders.

Activision offered embroidered patches to gamers that attained high scores on their videogames, each representing a unique club for that game.

#### SOFTWARE INFORMATION:

**# OF TITLES:** 44 for Atari 2600; 13 for Atari 5200; 2 for Atari 7800; 8 for ColecoVision; 8 for Intellivision. **TITLE LIST:** Barnstorming (2600), Beamrider (2600, 5200, CLCO, INTV), Boxing (2600), Bridge (2600), Checkers (2600), Chopper Command (2600), Commando (2600, INTV), Cosmic Commuter (2600), Crackpots (2600), Decathlon (2600, 5200, CLCO), Dolphin (2600), Double Dragon (2600, 7800), Dragster (2600), Dreadnaught Factor (5200, INTV), Enduro (2600), Fishing Derby (2600), Freeway (2600), Frostbite (2600), Ghostbusters (2600), Grand Prix (2600), Happy Trails (INTV), HERO (2600, 5200, CLCO), Ice Hockey (2600), Kaboom! (2600, 5200), Keystone Kapers (2600, 5200, CLCO), Kung Fu Master (2600), Laser Blast (2600), Megamania (2600, 5200), Oink! (2600), Pitfall (2600, 5200, CLCO, INTV), Pitfall II (2600, 5200, CLCO), Plaque Attack (2600), Pressure Cooker (2600), Private Eye (2600), Rampage (2600, 7800), River Raid (2600, 5200, CLCO, INTV), River Raid II (2600), Robot Tank (2600), Seaquest (2600), Skiing (2600), Sky Jinks (2600), Space Shuttle (2600, 5200), Spider Fighter (2600), Stampede (2600, INTV), Starmaster (2600), Tennis (2600), Worm Whomper (INTV), Zenji (5200, CLCO), Zone Ranger (5200).

**Adventure** (by Atari for 2600) - One of the earliest games available for the Atari 2600, this maze/quest game set new standards for both the Atari 2600 and "role-playing" video games. The graphics are simple but adequate, with three skill levels, one of which randomizes the location of the objects in the game. A famous "easter egg" features the programmer's name (Warren Robinett) in a secret room. Graphics: 5, Sound: 5, Gameplay: 10, Overall: 10.

**Amidar** (by Parker Brothers for Atari 2600) - One of the "Ten Worst" for the Atari 2600 as documented by Digital Press. Translated from the arcade version, the object is to surround boxes on the screen with your character, until each box is surrounded and filled. Painfully sluggish, with dull graphics and practically no sound at all. Graphics: 2, Sound: 1, Gameplay: 2, Overall: 1.

**Amiga Joyboard** - One of the oddest controllers developed for the Atari 2600, the Joyboard is a nine-pin input device that fits into the joystick port. Interaction occurs by standing

on the board and rocking left, right, forward and back. A weak skiing game, Mogul Maniac, came with the controller. Another release, Surf's Up, and a prototype, Off Your Rocker were also developed for the Joyboard.

**Amiga Power Stick** - A tiny joystick that fits into the palm of your hand, compatible with all nine-pin input ports.

**Apollo** - A software company devoted to the Atari 2600. "Games by Apollo" had a few interesting titles, including a minor classic in Space Cavern, which is a member of the Galaxian genre. Final Approach is an air-traffic controller simulation. In Wabbit, you get to throw rocks at a bunny. Two titles (Kyphus & Pompeii) are unverified by Digital Press but appear in the title listing below.

#### SOFTWARE INFORMATION:

**# OF TITLES:** 13 for Atari 2600. **TITLE LIST:** Final Approach, Guardian, Infiltrate, Kyphus, Lost Luggage, Pompeii, Racquetball, Shark Attack (aka Lochjaw), Skeet Shoot, Space Cavern, Space Chase, Squoosh, Wabbit.

**Arcadia 2001** - See Emerson Arcadia 2001.

**Asteroids** (by Atari for 2600,7800) - One of the biggest sellers for Atari, based on the vector-graphics arcade hit. The benefit of the home versions were that many new options were available. The 7800 version really showed off the difference between it and earlier Atari machines, featuring detailed, shadow graphics and multi-player cooperative or competitive modes. Most importantly, the gameplay in both versions was fast and smooth. 2600 version: Graphics: 4, Sound: 4, Gameplay: 8, Overall: 5. 7800 version: Graphics: 8, Sound: 6, Gameplay: 9, Overall: 9.

**Astrocade** (by Bally & Astrovision) The Bally Home Arcade actually pre-dated the Atari 2600, and their cassette-shaped games were superior to those released on the Atari 2600 a year or two later. Bally sold their "Bally Home Arcade" to Astrovision in 1982. This unit was unique in that a customized programming language called Bally BASIC was available, allowing programs to be input from and stored to tape.

The console itself was available in black with woodgrain finish or white, and had a dustcover bin to hold cartridges. The built-in games were Gunfight, Checkmate, Calculator, and Scribbling. The hand controllers were combination joystick, paddle, and trigger. Four player games were also available.

#### SOFTWARE INFORMATION:

**# OF CARTS:** Approximately 44. **LICENSEES:** Astrovision, Bally, Esoterica, L&M Software. **BEST TITLES:** Artillery Duel, Galactic Invasion (Galaxian), Space Fortress, The Incredible Wizard. **WORST TITLES:** BioRhythm/ Calendar, Pirate's Chase, Zzzap 280/Dodgem.

**Astrovision** - The company that bought Bally's Home Arcade (and its logo!). Astrovision (who later changed their

name to Astrocade) did not support the system very well, but did continue to market it and its games beyond its expectancy. Since Astrovision picked up all of Bally's titles in the acquisition, all titles manufactured by Astrovision OR Bally are listed under Bally.

**Atari Age** - The official magazine of the Atari Club, Atari Age ran for 11 bi-monthly issues (May 1982 - Apr 1984). They consist of 12 to 24 full-color pages, and contain some interesting material engulfed by massive Atari advertising and commercialism. This magazine was the medium for distributing several games that were "Club Exclusives", including Crazy Climber, Atari Video Cube, Swordquest: Waterworld, and Quadrun. These games were only available through the club, and are considered rare.

**Atari Corporation** - The largest hardware/software producer for the first wave of videogames. They created three notable home systems between 1977 and 1986 - Models 2600, 5200, and 7800.

By far the most popular system of the pre-Nintendo era was the Atari 2600, with nearly 500 available titles. When the competition (Intellivision, ColecoVision) came along, Atari released the 5200 unit. Despite its bulky shape and terrible, non-centering controllers, the 5200 eventually outlasted and outsold the ColecoVision. The 7800 model came a little too late, and Atari had trouble finding third party licensees with the Nintendo Entertainment system, a superior machine, gobbling up the developers.

As for the software from Atari, they were one of the best developers for each of their systems. Early 2600 games were outshined by Activision, who seemed to push the system's limitations harder, but over the long haul, Atari made some pretty good stuff. They also did most of the development for the 7800, even converting several popular computer titles.

It didn't stop there for Atari, either. Their stint as a third-party developer under Atarisoft was also quite successful, bringing popular Atari games to the Intellivision and ColecoVision systems. Atari finally called it quits with their 2600 & 7800 product lines in December of 1991.

#### SOFTWARE INFORMATION:

**# OF TITLES:** 125 for Atari 2600; 34 for Atari 5200; 44 for Atari 7800; 4 for ColecoVision; 5 for Intellivision. **TITLE LIST:** EACH MADE FOR 2600 UNLESS OTHERWISE NOTED: 3D Tic-Tac-Toe, Ace of Aces (7800), Adventure, Air-Sea Battle, Alien Brigade (7800), Alpha Beam with Ernie, Asterix, Asteroids, Asteroids Deluxe (7800), Atari Video Cube, Backgammon, Ballblazer (5200, 7800), BASIC Programming, Basketball, Basketbrawl (7800), Battlezone (2600, 5200), Berzerk (2600, 5200), Blackjack, Bowling, Brain Games, Breakout, Canyon Bomber, Casino, Centipede (2600, 5200, 7800, CLCO, INTV), Choplifter! (5200, 7800), Circus Atari, Codebreaker, Combat, Commando (7800), Cookie Monster Munch, Countermeasure (5200), Crack'ed (7800), Crazy Climber, Crossbow (2600, 7800), Crystal Castles (2600, 5200), Dark Chambers (2600, 7800), Defender (2600, 5200,

CLCO, INTV), Demons to Diamonds, Desert Falcon (2600, 7800), Dig Dug (2600, 5200, 7800, INTV), Dodge 'Em, Donkey Kong (2600, 7800), Donkey Kong Jr. (2600, 7800), Double Dunk, ET: The Extra-Terrestrial, Fatal Run (2600, 7800), Fight Night (7800), Flag Capture, Food Fight (7800), Football, Fun With Numbers, Galaga (7800), Galaxian (2600, 5200, CLCO), Gravitar, Gremlins (2600, 5200), Hangman, Hat Trick (7800), Haunted House, Home Run, Human Cannonball, Hunt & Score, Ikari Warriors (2600, 7800), Impossible Mission (7800), Indy 500, Jinks (2600, 7800), Joust (2600, 5200, 7800), Jr. Pac-Man, Jungle Hunt (2600, 5200, CLCO), Kangaroo (2600, 5200), Karateka (7800), Klax, Krull, Mario Bros. (2600, 5200, 7800), Math Gran Prix, Maze Craze: A Game of Cops and Robbers, Meltdown (7800), Midnight Magic, Midnight Mutants (7800), Millipede, Miniature Golf, Missile Command (2600, 5200), Moon Patrol (2600, 5200), Motorodeo, Motorpsycho (7800), Mouse Trap, Ms. Pac-Man (2600, 5200, 7800, INTV), Night Driver, Ninja Golf (7800), Obelix, Off the Wall, One on One Basketball (7800), Oscar's Trash Race, Othello, Outlaw, Pac-Man (2600, 5200), Pele's Soccer, Pengo (2600, 5200), Phoenix, Pigs in Space, Planet Smashers (7800), Pole Position (2600, 5200, INTV), Pole Position II (7800), Q\*Bert (2600, 5200), Qix (5200), Quadrun, Radar Lock, Raiders of the Lost Ark, Realsports Baseball (2600, 5200, 7800), Realsports Basketball, Realsports Boxing, Realsports Football (2600, 5200), Realsports Soccer (2600, 5200), Realsports Tennis (2600, 5200), Realsports Volleyball, Rescue on Fractalus (5200), Road Runner, Robotron 2084 (5200, 7800), Scrapyard Dog (7800), Secret Quest, Sentinel, Sky Diver, Slot Machine, Slot Racers, Snoopy & The Red Baron, Solaris, Sorcerer's Apprentice, Space Dungeon (5200), Space Invaders (2600, 5200), Space War, Sprintmaster, Stargate, Star Raiders (2600, 5200), Star Ship, Street Racer, Summer Games (7800), Super Breakout, Super Football, Super Huey (7800), Superman, Surround, Swordquest: Earthworld, Swordquest: Fireworld, Swordquest: Waterworld, Taz, Tempest (5200), Touchdown Football (7800), Tower Toppler (7800), Track & Field, Vanguard (2600, 5200), Venture, Video Checkers, Video Chess, Video Olympics, Video Pinball, Warlords, Winter Games (7800), Xenophobe (2600, 7800), Xevious (7800), Yar's Revenge.

**Atari 2600 VCS** - The king of the hill from 1977-1983, despite years of being inferior in terms of hardware to its competitors. Introduced in late 1977, the Atari VCS (Video Computer System) went on to become the longest active console (1977-1991). It is difficult to pinpoint the exact number of cartridges produced for the 2600 since Atari really didn't control licensee releases, many games were made overseas, and still others are bootlegs, prototypes, or "renamed" software.

#### SOFTWARE INFORMATION:

**# OF TITLES:** Approximately 475, as well as approximately 20 known prototypes. **LICENSEES:** Absolute, Activision, American Video, Amiga, Answer, Apollo, Atari, Avalon Hill, Bally/Midway, Bit, Bomb, Brasar, CBS Games, Coleco, CommaVid, Compumagic, Data Age, Dimax, DSD Camelot,

Epyx, Exus, First Star, Froggo, Funvision, HES, Imagic, ITT, Konami, M Network, Milton Bradley, Mystique, Mythicon, Panda, Parker Brothers, Playaround, Puzzy, Rainbow Vision, Sancho, Sears, Sega, Selchow & Righter, Simage, Sirius-Fox, Sparrow, Spectravision, Starpath, Sunrise, Suntek, Syncro, Technovision, Telegames USA, Telesys, Tigervision, TNT Games, 20th Century Fox, Ultravision, Universal Gamex, US Games, Venture Vision, Video Gems, Videosoft, VidTec, Wizard Video, Xonox, Zimag. **BEST TITLES:** Adventure, Bump N Jump, Commando, Crossbow, Crystal Castles, Enduro, Frankenstein's Monster, Frogger, Frogger II: Threedeepl!, Jr. Pac-Man, Jungle Hunt, Kung Fu Master, Laser Gates, Mountain King, Ms. Pac-Man, Pitfall, Pitfall II, Realsports Boxing, Road Runner, Skate Boardin', Solaris, Summer Games, Tapper, Tunnel Runner, Winter Games, Wizard of Wor. **WORST TITLES:** Amidar, Bachelor Party, Coconuts, Condor Attack, Dishaster, Firefly, Football, Human Cannonball, Karate, King Kong, M.A.D, Off Your Rocker, Picnic, Realsports Soccer, Sea Hawk, Sea Hunt, Sorcerer, Spiderdroid, Sssnake, Starfox, Star Gunner, Swordquest: Fireworld, Universal Chaos, Warplock.

**TECHNICAL INFORMATION:**

Processor: 6507 (8 bit)

Speed: 1.19 Mhz

Screen Resolution: 192 x 160

Color Palette: 16 colors, 4 max on-screen

Max Sprites: N/A; player-missile graphics (5 max)

Sound: 2 sound channels

**Atari 5200 Super System-** A videogame system introduced in late 1982, this was Atari's "Super VCS" with advanced graphics and sound. The controllers were not self-centering, and contained a keypad as well as two fire buttons, start, select, and pause. These controllers are considered among the most unreliable ever made for any system. A "hood" built onto the back of the unit stored controllers or the AC adaptor. Several peripherals besides joysticks were also available for the 5200, most notably an adaptor that allowed the system to play 2600 games and a trak-ball controller for full 360 degree movement.

**SOFTWARE INFORMATION:****# OF TITLES:** 76, as well as 10 known prototypes.

**LICENSEES:** Activision, Atari, Big 5 Software, CBS Games, Electra Concepts, Parker Brothers, Sega, Sunrise. **BEST TITLES:** Berzerk, Dreadnaught Factor, Gyruss, Moon Patrol, Mountain King, Ms. Pac-Man, Popeye, Rescue on Fractalus, Space Dungeon, Wizard of Wor, Zone Ranger. **WORST TITLES:** Astrochase, Gorf, James Bond 007, Realsports Football.

**TECHNICAL INFORMATION:**

Memory: 16K RAM, 8K ROM

Processor: 6502B (8 bit)

Screen Resolution: 320x192

Color Palette: 256 colors

Max Sprites: N/A; player-missile graphics, 20 max

Sound: 4 sound channels + noise

**Atari 7800 ProSystem -** A videogame system first introduced in June 1984, the 7800 was not released until 1986 because of ownership changes and an unstable market. This unit boasted an advanced graphics chip that could allow over 100 moving objects on the screen at one time. The 7800, whose number was derived from the prior Atari systems (2600 + 5200), was also compatible with 2600 software. A light gun was never made for the system although a few games (Alien Brigade, Barnyard Blasters, Crossbow) were compatible with the Atari XE computer's light gun.

**SOFTWARE INFORMATION:****# OF TITLES:** 59 including 1 prototype. **LICENSEES:**

Absolute, Activision, American Technos, Atari, Froggo, SNK. **BEST TITLES:** Alien Brigade, Asteroids, Commando, Crossbow, Dark Chambers, Double Dragon, Galaga, Midnight Mutants, Ms. Pac-Man, Robotron:2084, Super Skateboardin'. **WORST TITLES:** Barnyard Blasters, Crack'ed, Jinks, Karateka, Realsports Baseball.

**TECHNICAL INFORMATION:**

Memory: 4K RAM, 4K ROM

Processor: 6502C (8 bit)

Speed: 1.79 Mhz

Screen Resolution: 320x242

Color Palette: 256 colors

Max Sprites: 100+

Sound: 2 sound channels + noise

**Atarisoft -** See Atari Corporation

**Avalon Hill -** Primarily known as a board-game company, Avalon Hill tried their hand at Atari 2600 games for a short time. While none of their games are particularly memorable, they should be noted as a company that made an effort to be different at a time when imitative and unoriginal games were flooding the market. You could play Sherlock Holmes and solve a maze/mystery in London Blitz. Wall Ball is a 3 dimensional combination of Breakout and handball.

**SOFTWARE INFORMATION:**

**# OF TITLES:** 5 for Atari 2600. **TITLE LIST:** Death Trap, London Blitz, Out of Control, Shuttle Orbiter, Wall Ball.

Special Thanks to Edward Villalpando for his research into many of the entries listed here.



## COLLECTOR'S CORNER

### STARPATH SUPERCHARGER

by Kevin Oleniacz

Memory limitations were an almost insurmountable barrier on the Atari 2600. The Arcadia Corporation countered with an innovative solution to add extra



memory. An oversized cartridge named the Supercharger which added 2K ROM and 6K RAM was inserted into the console, and a wire connected the cart to a tape recorder. Some games require several loads while others contain previews of other releases. Arcadia (later renamed Starpath) claimed that the extra memory would greatly enhance the graphics and gameplay. While other third party software contained superior graphics, the multiple loads of Starpath's games made lengthier quests possible. Also, new life was breathed into older themes like that of *Galaxian*. Twelve games were released while a thirteenth "Sweat: The Decathlon Game" has been rumored but unconfirmed. In Part One we'll take a look at the first six, and most common, releases.

**1. Phaser Patrol** - This first person space action challenge was packaged with the Supercharger. Your mission is to destroy all Dracon fighters. Flip between the action screen and the map screen, which initially displays unscanned sectors but gradually reveals empty and enemy-infested areas. Warp to starbases for repairs and to replenish fuel. During the action sequences, rely

on radar and your torpedo crosshair for accuracy. Onscreen indicators measure the extent of damage to shields, torpedoes, scanners, and your computer system. When all enemies are destroyed, your rank is displayed.

Although the utilization of the expanded memory is not visually apparent, *Phaser Patrol* remains a step above the competition (Activision's *Starmaster* and Atari's *Star Raiders* are very similar games). A race against time coupled with deadly accuracy will keep anyone at the edge of their seat. For a true test try to complete the game without using your shields!

**2. Communist Mutants From Space** - At first glance this bears a resemblance to *Galaxian*, where invaders (which first appear as eggs in this game) hover in columns and then swoop down toward your ship. However, the menu of variations which can be switched on or off to suit your style of play is the element to this game's success. Select guided missiles, penetrating fire, temporary shields, or a time warp that slows down the action for a few seconds. A mother alien constantly spews out eggs and must be destroyed or each wave will be impossible to complete. The mix of options breathes new life into a classic theme. Thumbs up for the gameplay.

**3. Fireball** - Starpath pulled out another old theme from the archives (*Breakout*) and molded it into a very simple but addictive "block buster". Once again, the options make or break the game. You can choose from many here, which eliminates the boredom of waiting for the ball to change direction as in previous versions of the theme. When you blow it, your man literally "gets the hook". Intense action.

**4. Suicide Mission** - After several successes, an



inferior offering was bound to appear. Basically, this is *Asteroids* with vector-type graphics. The occasional UFO (named a deadly virus) and the pulsating sound are duplicated. The floating asteroids, er - viruses, unpredictably change speeds and angles, often adjusting to head directly toward your ship. So this is what *Asteroids* would look like on the Vectrex! Stick with the original.

#### 5. **Escape from the Mindmaster** - This multi-load



challenge is one of the most creative Starpath offered. Explore mazes from a first person, 3D perspective.. The object is to find four geometric shapes and place them in their corresponding slots. Within each maze is an alien who'll take away a life if it touches you. In later mazes you'll encounter sliding force fields and one way doors.

An exceptional feature of the game - imbedded within each maze is a special test designed to measure your agility, reflexes, memory, dexterity, and coordination. The ending sequence is quite elaborate, consisting of a "rating" from the Mindmaster and a fireworks display. Not the best game graphically, but an addictive mix of memory games and reflex tests make this a winner.

**6. Dragonstomper** - Ten years ago, there were only a handful of decent adventure games. Perhaps I'm partial to this breed of games but this is my favorite Atari 2600 title of all time.



Part one: wander around the countryside slaying creatures, collecting keys, chests, and gold, dodging traps and win your way into the next segment.

Part two: in the village, recruit warriors, purchase magic items and weapons, and sell unwanted merchandise.

Part three: travel through a cave avoiding sinister death-traps. Descend down the black pit and battle the dragon or capture the amulet. The dragon is ready for the battle, equipped with magic of his own. Beat it and you beat the game.

Added sound effects, such as the wind whistling throughout the village, enhances player satisfaction. However, this adventure is by no means perfect. You'll have to rely on pure luck at first,, as strength points can be lost quickly. You could build your gold up infinitely by constantly slaying monsters. Also, your character moves rather slowly. Nevertheless, the positives far outweigh the shortcomings in this masterpiece!

## Checklist Central

### COMPLETE ODYSSEY2 CHECKLIST

by Joe Santulli

Magnavox was actually the first company to produce a full cartridge-based programmable system, when it introduced the Odyssey 100 way back in 1972. I can still remember the thrill of "interacting" with my TV set,



**ODYSSEY2, CIRCA 1980**

although taping plastic sheets to the screen was a pain

in the ass. Magnavox did little to further the progress the 100 had made, and it wasn't until 1977 that the boom in programmable home systems made them sit up and take notice.

They held their own for awhile with the Odyssey2, especially when *K.C. Munchkin* was released. Coming a few months after the pathetic Atari 2600 version of *Pac-Man* hit the shelves, it helped Magnavox promote their system in side-by-side comparisons. *K.C. Munchkin* became the best-selling Odyssey2 game, and it was even followed by a sequel. When third-party developers began to stretch the 2600 to the limits, the Odyssey2 began looking less and less like a worthy competitor. By 1982, it was no more.

There are a few classics left behind from this system, mainly due to the "Master Strategy" games and "The Voice", a voice-synthesis peripheral that sounds great even by today's standards. The "Master Strategy"



games consisted of multi-media games that included a game board with pieces, introducing another level of interaction as well as multi-player dynamics. It's a pity that this concept hasn't really manifested itself into today's gaming. I like the idea of playing strategy on a board and then using some videogaming skills to progress further.

Many of the games look painfully familiar, and that's because Magnavox *wanted* to go head-to-head with

Atari and produced variations on 2600 favorites. It wasn't until later that truly original programming began to show up. Still, *Killer Bees*, *Turtles*, *Attack of the Timelord*, and *Smithereens* are fun games that play well to this day. I really couldn't recommend the Odyssey2 to anyone but the most die-hard of gamers. I'd much rather play on the 2600.

- |   |        |
|---|--------|
| <input type="checkbox"/> <b>Alien Invaders - Plus</b>         |        |
| <input type="checkbox"/> Alpine Skiing                        |        |
| <input type="checkbox"/> <b>Attack of the Timelord {V}</b>    |        |
| <input type="checkbox"/> <b>Atlantis</b>                      | Imagic |
| <input type="checkbox"/> Baseball                             |        |
| <input type="checkbox"/> Blockout/Breakdown                   |        |
| <input type="checkbox"/> Bowling/Basketball                   |        |
| <input type="checkbox"/> Casino Slot Machine                  |        |
| <input type="checkbox"/> Computer Golf                        |        |
| <input type="checkbox"/> Computer Intro                       |        |
| <input type="checkbox"/> Conquest of the World [w/game board] |        |
| <input type="checkbox"/> Cosmic Conflict                      |        |
| <input type="checkbox"/> <b>Demon Attack</b>                  | Imagic |
| <input type="checkbox"/> Dynasty                              |        |
| <input type="checkbox"/> Electronic Table Soccer              |        |
| <input type="checkbox"/> Football                             |        |
| <input type="checkbox"/> Freedom Fighters                     |        |
| <input type="checkbox"/> Great Wall Street Fortune            |        |
| <input type="checkbox"/> Hunt [w/game board]                  |        |
| <input type="checkbox"/> Helicopter Rescue/Out of this World  |        |
| <input type="checkbox"/> Hockey/Soccer                        |        |
| <input type="checkbox"/> Invaders from Hyperspace             |        |
| <input type="checkbox"/> I've Got Your Number                 |        |
| <input type="checkbox"/> <b>K.C. Munchkin</b>                 |        |
| <input type="checkbox"/> <b>K.C.'s Crazy Chase {V}</b>        |        |
| <input type="checkbox"/> Keyboard Creations                   |        |
| <input type="checkbox"/> <b>Killer Bees {V}</b>               |        |
| <input type="checkbox"/> Las Vegas Blackjack                  |        |
| <input type="checkbox"/> Matchmaker/Buzzword/Logix            |        |
| <input type="checkbox"/> Math A Magic/Echo                    |        |
| <input type="checkbox"/> Monkeyshines                         |        |
| <input type="checkbox"/> Nimble Numbers Ned {V}               |        |
| <input type="checkbox"/> Pachinko                             |        |
| <input type="checkbox"/> Pick Axe Pete                        |        |
| <input type="checkbox"/> <i>Pink Panther</i>                  |        |
| <input type="checkbox"/> Pocket Billiards                     |        |
| <input type="checkbox"/> Power Lords                          |        |
| <input type="checkbox"/> P.T. Barnum's Acrobats {V}           |        |
| <input type="checkbox"/> Quest for the Rings [w/game board]   |        |
| <input type="checkbox"/> Showdown in 2100 AD                  |        |
| <input type="checkbox"/> Sid the Spellbinder {V}              |        |
| <input type="checkbox"/> <b>Smithereens {V}</b>               |        |
| <input type="checkbox"/> Speedway/Spinout/Crypto-Logic        |        |
| <input type="checkbox"/> Sub Chase/Armored Encounter          |        |
| <input type="checkbox"/> Take the Money and Run               |        |
| <input type="checkbox"/> Thunderball                          |        |
| <input type="checkbox"/> <b>Turtles {V}</b>                   |        |
| <input type="checkbox"/> Type N Tell {V}                      |        |
| <input type="checkbox"/> UFO                                  |        |
| <input type="checkbox"/> Volleyball                           |        |
| <input type="checkbox"/> War of Nerves                        |        |

**KEY:**

*itals*=rumored or prototype game

**Bold**=Digital Press recommends

{V}=Voice synthesis game

**DIGITAL PRESS PRODUCTS**

LOOKING for that perfect holiday gift? Check it out:

**VIDEO FANZINE #8**

Want to see this edition up-close and personal? On video #8, Random Reviews, a Starpath Supercharger preview, and the Genesis Game Genie in action are shown. We're using Mario Paint for the intermissions

and although you still can't see us, we've dubbed our voices in to add "color commentary" to the games as you watch. If you haven't tried DP videos before, this is the one to get! Approx. 70 mins. \$8.00. *Also available: Digital Press Video #5, #6, #7.*

**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. \$8.00.

#### COLECOVISION VIDEO REVIEW

With the Atari 5200 video so hot, we had to show off the competition! Lots of games (over 50!) are shown here as well. Approx. 120 mins. \$8.00

#### 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 3 (September 31, 1992) is currently available. 16 pages. \$1.50.

To order, send check, money order, or cash (we're easy) to DIGITAL PRESS PRODUCTS, 44 Hunter Place, Pompton Lakes, NJ 07442-2037. Make checks payable to Joe Santulli, as the bank cannot believe a muscle-bound, long-haired young punk is capable of running a faucet, let alone a publishing business. Thank you.

## RAMblings!\*

Welcome one and all to the another episode of the Tokenmann show, where you get all the latest gossip that's fit to print. Hold on to your hats, kiddies, this is going to be one roller coaster ride you'll never forget..... Okay, Tokenfans, I've learned from several sources that Sega has signed Fernando Valenzuela to endorse their new game, Minor League Baseball. Bueno! Bueno! What's next, Senior League Boxing featuring Larry Holmes? Happy, happy!..... George Steinbrenner gets my vote for commissioner of baseball..... I think the Game MD should have his license revoked. Maybe it's time to get a second opinion.....

.....Word comes from U.K. correspondent Nigel Dumpster that Konix is putting the finishing touches on its top-secret 32-bit CD-ROM videogame console, known as the Multi-Out System. This unit is said to have enough power to drill all existing systems into the ground. Though little else is known about this system, it could change the way we play videogames. This is Dulles Tower, you are clear to land..... A zombie dancing on a table is quite a sight!..... Editor Santulli has informed me on a device he carried back from Japan that allows you to play Atari 2600 games on your Neo-Geo! But before you let out the big yawn, I'm here to set you straight on this scoop. Not only will this device let you play all 2600 games, it will also let you use 2600 compatible controllers and accessories!! No word yet on when they plan to release it. Too bad it costs what it does (close to a grand)..... Hey, Q-ball, thanks for the summer re-run.....

.....Jaguar update. The Jaguar is rumored to have a feature not seen since the original Odyssey: screen overlays for the T.V.! I can't wait to break out the Scotch tape. Joy, joy!..... Is there a CD-ROM unit coming for the Game Boy? I'll tell you first..... Sega is delaying the release of the Giga Drive because of the Sega-CD. Bad move, Hans..... The Trojan Horse is coming..... Remember when NEC was claiming their system was more powerful than Genesis? Nice speech, didn't work..... The SMSG system is rumored to have gotten a name, the Armageddon. With the kind of games they make, and with a name like that, it's destined to be a flop.....

.....That's all for this month, buys and girls. Until next time, I turn the bridge over to you, Number one.....

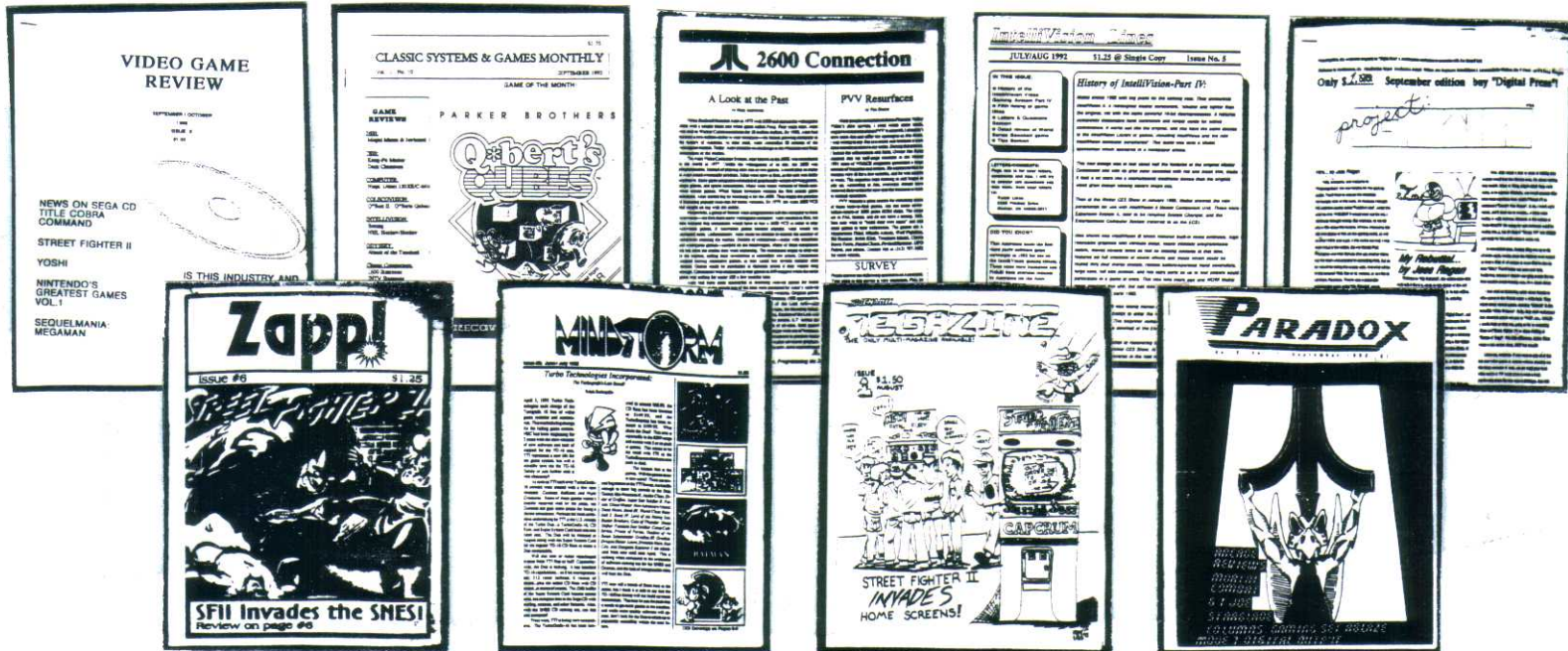
**TOKENMANN**

\*Opinions expressed are those of Tokenmann and may not reflect the opinions of the staff at DP.

# FANTASMAZORIA

by Joe Santulli

Talking to other fanzine editors only confirms my initial thoughts on producing a fanzine in the first place. These publications should not try to replace the pro magazines, they should supplement them. Let's face it, most of us are reading EGM, VG&CE, Electronic Games, and GamePro, like them or not. If you're a Digital Press (or any of the myriad other fanzines out there) fan you're probably not just a "casual" game player. My one piece of advice to all fanzine editors would be to keep this in mind. If YOU'VE read it in EGM, chances are, your readers have as well. So don't bother printing it again! Be original - fill in the gaps that the commercial mags miss!. Now that I've got that off my chest, here's a look at more of the fanzines that make the gaming world tick!



### CRITICAL DATA

- 2600 Connection #11/Tim Duarte/PO Box N 664/Westport, MA 02790/12 pgs/\$1.25
- Classic Systems & Games Monthly #10/Jeff Adkins/11 Windsor/Attica, NY 14011/26 pgs/\$1.75
- Codename:MegaZine #1/Chris Larson/1209 Frisina/Pawnee, IL 62558/26 pgs/\$1.50
- Intellivision Lines #5/Ralph Linne/8385 Findley Dr./Mentor, OH 44060-3811/8 pgs/\$1.25
- Mindstorm #6/Aaron Buckner/9474 Fallson Court/Blue Ash, OH 45242/24 pgs/\$1.00
- New World News Vol 3, #1/James Thomas/3200 Laurelhurst Dr./Rancho Cordova, CA 95670/20 pgs/\$3.50
- Paradox #3/Chris Johnston/316 E. 11th Ave/Naperville, IL 60563/18 pgs/\$1.00
- Project: Ignition #1/Jess Ragan/707 W. Randall St./Tekonsha, MI 49092/15 pgs/\$1.00
- Video Game Review #2/Travis Scott/8 Peppertree/Anderson, SC 29621/24 pgs/\$1.00
- Zapp! #6/Scott Weller/135 Ten Rod Rd./Exeter, RI 02822/20 pgs/\$1.25

We had an awesome slew of material this go-round, keeping yours truly very busy. I read EVERYTHING I get, and I must say: I'm impressed! Alright - let's kick it off, with **BEST SINGLE ARTICLE** - One of the most literate compositions about the history, current state of, and possible futures for the world of fanzines is offered up by Scott Weller of *Codename: Megazine*. A one-sentence summary of this thought-provoking piece would not do it justice. Keep reading for more on *Codename: Megazine*. **MOST IMPROVED** - Last time I saw *Paradox*, it was a "good" 'zine. Well, issue #3 was great, and I know #4 will be top notch. Chris Johnston's natural editorial savvy is one of the best in this hobby, and he's got classic system coverage as well, now. Kudos!! **UNDERACHIEVING** - I think Ralph Linne is probably the foremost authority on the Intellivision system, but he's either spreading himself too thin with other projects or he's holding out on us! *Intellivision Lines* #5 once again gives us a drop in the bucket (8 pages, 4 of them about one game!) of information on this classic "classic" system! **BEST TOONS** go to *Video Game Review* #2, with an incredible two-page "Radiation Rat Invasion" story by Jeff Bogumil. Fandom needs artists like this guy. Let's not let him get away! James Thomas of *New World News* is another of these. He's also got great layout sense, making *New World News* easy winner in **BEST LAYOUT** category. Incidentally, NWN is the only dedicated Neo-Geo 'zine I've seen and its consistently high standard should satisfy anyone interested in the Neo. **BEST CLASSIC SYSTEM 'ZINE** goes to Tim Duarte's *Atari 2600 Connection* #12, this time. Tim got an interview with game designer David Crane, and he asks all the right questions. Thanks, Tim! How does Jeff Adkins of *Classic Systems and Games Monthly* fare this time? Well, #9 and #10 came packed full of reviews and he still manages to keep up the monthly schedule. If you're a collector, you can't afford NOT to subscribe. **MOST AVERAGE 'ZINE** - Although *Codename: MegaZine* was hyped up big-time, I wasn't impressed with the first issue. It's a conglomeration of many talented writers from videogaming fandom, and

their different styles make the sum of the parts too much of a hodgepodge for me - but, as Aristotle said: "You cannot judge goodness from a single event, you must analyze the entire life", so I'm keeping an open mind... I'd also prefer not to have a conglomeration of many talented writers from videogaming fandom conspiring to "off" me on a cold rainy evening. **MOST USED FANZINE TITLE NAME** - *Zapp!* by Scott Weller is a high-quality work that I'd compare to *Video Views* (I think they use the same desktop publisher), but it wasn't until issue #6 that I realized it wasn't the same *Zap!* as the one published by Terence Micharoni. Actually, I'm not even sure if Ter is still doing *Zap!* You out there, Ter? **MOST ENERGETIC** - Wow, if Jess Ragan (*Project: Ignition*) can't get your videogame "stream of consciousness" working overtime, I don't know who can. Highly opinionated, enthusiastic, and he likes *Digital Press*, too - what more could I want? Well, how about *Mindstorm*, the **EDITOR'S CHOICE** for the period? From cover to cover of this ultra-high quality fanzine, editor Aaron Buckner keeps his staff of intelligent writers in line, producing the kind of "mixed bag" that *Codename: Megazine* could be someday. Best of all, I like the little digs *Mindstorm* and *Video Views* throw at each other. It's a fight that ranks up there with the best of "Itchy & Scratchy". 'Dat's all for now!

#### OTHER QUALITY FANZINES

**Megaforce**/AJ Ramos/33022 Lake Huron St./Fremont, CA 94555/11-15 pgs/\$1.00  
**Phanzine Star**/Noah Dziobecki/4436 E 5th St./Long Beach, CA 90814/50-60 pgs/\$2.00  
**The Shape of Gaming to Come**/Darren A. Krolewski/12311 Conservation Tr./Utica, MI 48315/12-16 pgs/\$1.00  
**Video Views**/Ulrich Kempf/Patterson Rd RR5 #212/Watertown, NY 13601/18-24 pgs/\$1.50

R a n d O m ' E y I e W 2

by DIGITAL PRESS STAFF

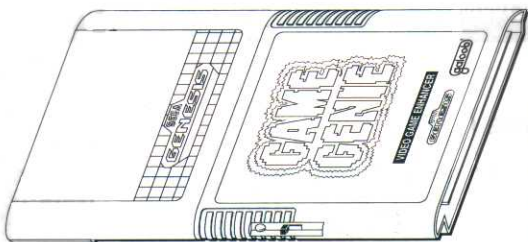
Here's this installment's sampling of various games: old ones, new ones, it just doesn't matter. All games are rated on a scale of 1-10 in several categories, but remember that an 8 for an Atari 2600 game does not equal an 8 for a Neo-Geo game. All ratings are based on comparative software for that system.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

**GAME GENIE**  
GALOOB, FOR GENESIS

ELEMENT	JS	KY	BS	LN	KO	HH
USEFULNESS	7	-	-	-	8	9
DEPTH	8	-	-	-	6	9
CONSTRUCTION	9	-	-	-	8	9
OVERALL	8	-	-	-	8	9

You really can't knock a product that allows you to make changes to your favorite "old" games. In my personal collection of 80+ Genesis games, there have been a few along the way that I wasn't able to finish (like E-Swat), got bored with over time (Sonic the Hedgehog), or didn't find very interesting right from the start (Wardner). The trouble is, old games rarely get any time with me anymore because there's always something new to conquer.

Enter the Game Genie. In much the same way it worked for the Nintendo 8-bit system, the Game Genie allows you to modify the game by entering a code or series of codes into a preliminary screen. You can change things like how much energy you have, how fast you go,



...AND IT'S LEGAL, TOO

how much time you get, and so on. In fact, there are many cases where you can even handicap yourself to make the game more challenging.

The real question I've been asking myself is this: which peripheral do I like better: the Game Genie or the Action Replay? Well, the "Pro" Action Replay which has a "learning" feature to generate codes is still my favorite. Otherwise, I'd rather have the Game Genie than the standard Action Replay, simply because there seems to be more games covered and more "weird" codes with the Genie. A "weird" code would be like the one that turns all of the monsters in Sega's ToeJam & Earl into Santa Claus.

Galoob will produce a quarterly update with new Genesis codes, ensuring the Game Genie will not become one of those "old" things you put aside forever. You'll also see new codes pop up now and then in videogame magazines. If you're persistent, you may be able to figure out your own codes - personally, I don't have the patience for this. All in all, the Game Genie is a welcome addition to the growing world of Genesis peripherals.

-Joe Santulli



HIRSCH

"It does what it says it does, and everything the *Game Action Replay* does, but for \$20 less. The *Game Genie* also serves as an adapter for Mega-drive games, should you have any."

**LOST LUGGAGE**  
APOLLO, FOR ATARI 2600

ELEMENT	JS	KY	BS	LN	KO	HH
GRAPHICS	6	5	-	-	3	-
SOUND	4	5	-	-	5	-
GAMEPLAY	4	6	-	-	4	-
OVERALL	5	5	-	-	4	-

A major cause of the videogame crash which occurred years ago was due to the abundance of low quality games which flooded the market. Many of these were copies of already popular games. It's obvious to those familiar with the classics that this cart is a ripoff of the popular Kaboom! by Activision.

The object of Lost Luggage is to catch suitcases spewed out by an airport carousel affixed at the top of the playfield. Guide rough outlines of 1 or 2 men as they attempt to catch the luggage. Miss one and all onscreen suitcases burst open, revealing socks, underwear, etc. In addition, a life is lost. In Kaboom!,

bombs replace suitcases, buckets of water replace men, and a more animated Mad Bomber is the antagonist.

A few new twists are incorporated into the action. Random black terrorist suitcases must be caught or the game will conclude. A friend (or foe) can join in and control the flight of the suitcases. This may seem to be a bundle of fun but it's not. The bland visuals won't attract anyone's interest, and the novelty of the suitcase contents wears off quickly. There are two slight variations to this title. The more common green labeled version contains an opening screen with only music and planes descending in the background. Tapping the joystick button, even in the middle of heated competition, restarts the game. The blue labeled version eliminates this flaw, and men run back and forth carrying suitcases during the intro.

This game is one example of a struggling third party developer attempting to capitalize on a popular theme but came up short on quality.

*TIP: Have a friend control the descent of the suitcases by dropping them all onto one side of the screen (big points!). Conversely, if you have the green labeled version, "accidentally" tap the joystick button if you're losing and watch the expression on your opponent's face.*



- Kevin Oleniacz



"Lost Luggage was a pretty good game in its day, but by today's standards it's really only serves as a test of your reaction time. Eggomania is a similar game and slightly better."



YOUNGMAN

"A fun game that is very easy to pick up and play. Nothing special in sound or graphics, but the suitcases popping open when you miss is a neat little special effect."



NARDELLA



## THE TERMINATOR VIRGIN SOFTWARE, FOR GENESIS

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

After two hugely successful films and a wildly popular run of comics from Dark Horse Publishing, The Terminator has finally made it to the home videogame scene.

Terminator from Virgin Software follows the plot of the 1984 blockbuster very faithfully. The gamer "becomes" Kyle Reese, whose mission is to travel back in time to protect Sarah Connor from a killer cyborg, who wants to get rid of Sarah before she gives birth to the child who will lead man against machine in a battle



TERMINATOR

for the future.

This game is a true killer. The graphics are smooth and uniform as Reese makes his way through war-torn future Earth to the back alleys of 1984 Los Angeles,

pursued by police and muggers. The sound in this cart is pretty good, too! When you're using your M-16 to ice cyborgs roaming Skynet's base, you'll swear it's happening in the room next to you. Most importantly, this cart is a challenge. The easy level is extremely tough, normal is incredibly tough, after that forget about it, you'll be ripping your hair out!

Even though I really liked this cart, nothing is perfect. There are three minor things that bothered me about this cart. First, there are no restarts. If you die on level four you must start the game all over again on level one, which is very frustrating. The second minor gripe is repetition. The cart's action can get a bit repetitive because even though you are using different weapons you're still just shooting cyborgs. I think the restart problem plays a big part in the repetitive action problem. Lastly, I love carnage just as much as the next guy (well, maybe more than the next guy) but I don't think having Reese shoot police while trying to save Sarah Connor is really necessary, especially in the police station (level 3).

All in all *The Terminator* is a worthy addition to the action cart scene, I think its only a matter of time before you're saying "I'll Be BACK!"

**TIP:** On level one, get the bombs, and return to where you started, giving you 3 bombs. Repeat this twice and you'll end up with a grand total of 9. Avoid the Terminator at all costs even if you take him down - you touch his body, you die. *Hasta la vista, gamies!*



- Bill Schultz



HIRSCH

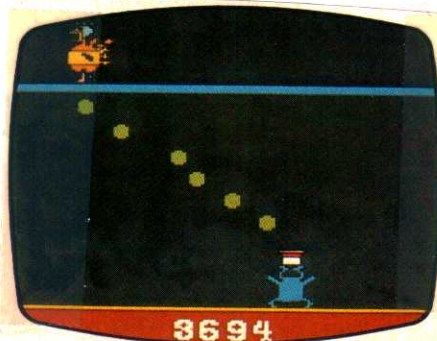
"With apologies to Mr. Rogers: We're going to learn some words today - can you say 'Midnight'? Can you say 'Resistance'? I knew you could... Enough with the shootem ups already, it's detrimental to a great system like the Genesis."

**EGGOMANIA**

U.S. GAMES, FOR ATARI 2600

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

In contrast to *Lost Luggage* (reviewed a few pages back), *Eggomania* had taken advantage of the



successful *Kaboom!* theme, and modified it to create an equally entertaining product. This time, employ your paddles to move a bear across the bottom of the

screen. Catch eggs dropped by a hyperactive, overstuffed bird. Miss one and yolk builds up on the floor. If the yolk compiles over the bear's head, your

game is history. You're given an opportunity to turn the tables on the bird between rounds. Fire the eggs back at the bird while a tune plays. After successfully nailing the strutting turkey, bonus points rack up and some of the yolk disappears. The bird lifts up its feathers revealing polka-dotted underwear, and slowly flies upward in embarrassment.

Eye-pleasing visuals and a four-player option presents itself as a short-term party cart. Added effects such as the turkey's dance with an "in your face" attitude when an egg is missed will provide a few chuckles, but this game, patterned after a well-worn concept, will not provoke gamers to ask for more.

**TIP:** Shooting wildly at the bird will only excite it. Shoot sparingly to increase your odds of blasting him.



-Kevin Oleniacz



SANTULLI

"This is still a decent game in my book. It's better than *Kaboom!* by Activision, and couldn't fail to entertain the youngsters, either. One of U.S. Games' best."

"I liked the pace of this game. It starts slow and gradually picks up. It looks like a little extra effort went into this game, the music and graphics are better than most of the older games I've seen. Nice undies on that chicken, too!"

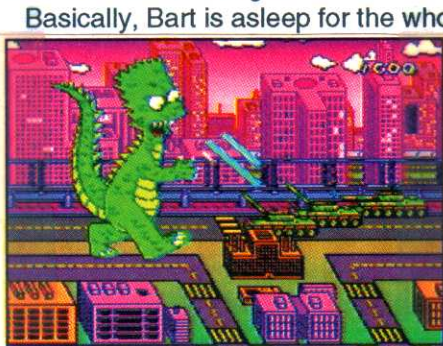


NARDELLA

**BART'S NIGHTMARE**  
ACCLAIM, FOR SUPER NINTENDO

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

The first thing you'll notice about *Bart's Nightmare* for Super Nintendo is that Acclaim refuses to make an easy game out of any of the Simpsons' titles. In fact, it took yours truly at least an hour of solid play before I could see enough of the game to appreciate it. Time after time I struggled as Bart was tripped up, shot at, blown to bits, flattened, and dropped from dizzying heights. My persistence paid off, though, as I found the game was much better than my initial impression the further I was able to get.



BART'S NIGHTMARE

Basically, Bart is asleep for the whole game. If he wakes up, the game ends. During his sleep, he must capture missing pages from his homework assignment via five mini-adventures:

Bartman, Bart's Bloodstream, The Temple of Maggie, Bartzilla, and Itchy & Scratchy. Between stages, he must negotiate the ever frustrating Windy World, the gateway to each of the five worlds. There's no set order in which you tackle the stages, which I like, but you have to return to Windy World each time, which I didn't. In Windy World, you'll encounter nothing but trouble as Bart searches for the gate to the next world. The big problem is, the gate could be nearby or very far away.

Graphically, *Bart's Nightmare* is right in line with the other Simpsons' games: close to the cartoon quality, but nothing special by 16-bit standards. Outside of the opening sequence, the Super NES's capabilities are barely tapped. The same goes for the sound and music, which are about average, very uncharacteristic for this system.

The real fun of the game is in the individual stages, each with its unique play. My favorite is the Temple of Maggie, where you must hop from platform to platform dodging blue devils, avoiding speeding pacifiers, and trying to stay on solid ground. You can get two pages in the Temple, and it's one of the toughest of all the stages. The "echo" effect is one of the high points in the game, and the detailed graphics are a great contrast to the very simplistic ones in the Bartman stage. You have to wonder if several different hands were involved in producing the graphics here.

*Bart's Nightmare* is a tough game, and I still haven't conquered it, although I'm able to consistently get "B"s on my final grade. It's the difficulty that will keep you coming back for more. Let me know if you've figured

out how to get past the Itchy & Scratchy scene - Aye Caramba!

**TIP:** In *Windy World*, try to keep the bubble gum on the screen as long as you can. You only lose it when it drifts off the screen or hits another object. In the *Bartman* stage, go as slowly as possible when Krusty balloons appear. You'll get more of them the slower you go.



- Joe Santulli

"You'll have many frustrating hours of play before you start to make any progress. I hope this isn't aimed at a younger audience."



YOUNGMAN



OLENIACZ

"Fluid animation of characters which Bart fans can identify with can certainly be called an eye pleaser. The harsh, uneven difficulty will only appeal to hardcore game players, however."

**SUPER MONACO GP II  
(AYRTON SENNA'S)  
SEGA, FOR GENESIS**

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

Strap on your helmet, fasten your harness, and step on the gas - the sequel is here and the object is the same as the first. No explanation necessary. The features include three choices of transmissions (like the original did), with six different control pad combinations (like the original), sixteen different race tracks (same as



the original), and comments from Senna himself (that's new).

There are three modes of play: Senna GP, World Championship, and Free Practice. In the Free Practice mode there is a feature called Image Training, where you choose number of laps, driving position, and course length as well as weather conditions. Image Training is the only really "new" feature in Super Monaco II. The graphics and controls are still of the same top-notch quality, and the digitized pictures of Senna are excellent. Sound quality is, however, a different story. One of the editors of EGM said the engine sounded like 400 hampsters. I felt it was more like 400 yellow jackets. When the car squeals its tires it sounds like chalk on a piece of slate.

Overall, I found this cart almost as exciting as the first, and certainly not different enough to own both.

**TIP:** Learn how to drive a stick and watch Speed Racer cartoons.



- Howard Hirsch

"Am I allowed to say 'pissed off' in a fanzine? Sega lead us all to believe that this was going to be an improved version of *Super Monaco GP*, which it is not. It's given a little and taken a little, and after three years, I expected more than that. Don't let me down with *Streets of Rage III!*"



SANTULLI



OLENIACZ

"Great digitized graphics, especially the stills of Ayrton Senna, but overall there really isn't anything new here. I wasn't all that crazy about the first one, so you can understand my reaction here."

## YOSHI NINTENDO, FOR NES

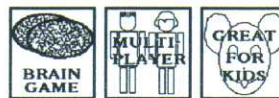
ELEMENT	JS	KY	BS	LN	KO	HH
GRAPHICS	4	-	3	5	-	-
SOUND	3	-	4	4	-	-
GAMEPLAY	5	-	6	4	-	-
OVERALL	4	-	5	5	-	-

I didn't like this "slap-together-a-*Tetris*-clone-and-throw-in-our-newest-cute-character-so-the-kids-will-like-it" game, especially since Nintendo has already done this with *Dr. Mario* last year, so I'll make this brief.

You're Mario, at the bottom of the screen, swapping platforms in an effort to line up falling nasties from the top of the playfield. The trick is to get a falling nasty to land on top of a similar one, making them both disappear. *Yoshi*, Nintendo's newest cute character, hatches out of two halves of an egg that you can also capture the nasties between. That's where the big points are. Unfortunately, there's not a whole lot of big action going on, making this game a big bore. I doubt even the kids will enjoy this for too long - unlike similar contests (the aforementioned *Tetris* and *Dr. Mario*), the gameplay is very shallow. It only makes you want to play *Tetris* more.

That's about all there is to say about *Yoshi*. The graphics are expectedly simple, and the choice of three musical tunes to play to aren't adequate. If I sound like a disgruntled gamer, that's because I am. I don't like games that spend more time in the marketing department than in the programming lab, and *Yoshi* certainly falls into that category.

**TIP:** While playing on the hard level, turn off your Nintendo, break out Tengen's *Tetris* and have a really good time instead.



- Joe Santulli

# Side \$ Side

## ...By Any Other Name

by Joe Santulli

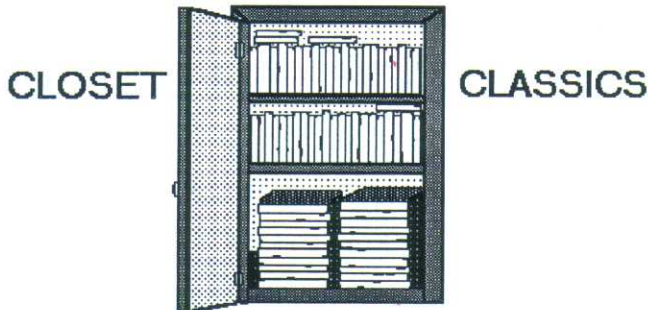
Before videogaming got complicated with scrolling screens and more than one fire button, gamers were "treated" to countless rehashes of the same old games. Most of these were black (or whatever color the screen was) and white two-player games that inhabited the "arcades" of the 1970's. When *Pac-Man* came to the homefront, things began to change, and most game designers went their separate ways rather than copycat other games. Listed below are the most popular of these copycat programs, and their counterparts for various "first wave" systems. I also "bolded" the one I like the best. Just for kicks, I put what I would consider a recent version of the same game. Check it out.

Atari 2600	Odyssey2	Astrocade	Intellivision	Modern Equiv.
Combat	Sub Chase/ Armored Encounter	Panzer Attack/ Red Baron	<b>Armor Ambush</b>	<i>Warbirds</i> (Lynx)
<b>Space Invaders</b>	Alien Invaders-Plus	Astro Battle	Space Armada	<i>Space Invaders '91</i> (Genesis)
Outlaw	Showdown In 2100 A.D.	<b>Gunfight</b>		<i>Street Fighter II</i> (SNES)
Surround		Checkmate	<b>Snafu</b>	<i>Tron</i> (80's arcade)
Pac-Man	<b>K.C. Munchkin</b>	Pirate's Chase	Lock 'N Chase	<i>Pac-Mania</i> (Genesis)
Video Pinball		Bally Pin	<b>Pinball</b>	<i>Dragon's Fury</i> (Genesis)
Street Racer	Speedway		<b>Triple Action</b>	<i>Super Spy Hunter</i> (NES)
Breakout	<b>Blockout/ Breakdown</b>	Brickyard		<i>Devilish</i> (Genesis)

### COLOR COMMENTARY

Okay, let's look over what I've done. The first thing you'll probably scoff at is the *Street Fighter II* to *Outlaw* comparison. We've come a long way, my friends, since that first one-on-one battle with pistols across a desert

prairie. Now those battles are fought with 16 meg, stereo sound, and a dozen scenarios! Other comparisons: I liked Mattel's version of the tank-against-tank battle in *Armor Ambush*, and they did a similar thing in *Triple Action*. *Space Invaders* spawned a myriad of imitators, and some of them were pretty good, but how can you beat 112 variations as seen in the Atari 2600 version? *Pac-Man* was botched on the 2600 however, and not until *Ms. Pac-Man* saved the day did the Atari Corporation regain their credibility in the eyes of game players. *K.C. Munchkin* is easily the best of those early imitations. Finally, the *Breakout* genre, done par excellence on the Odyssey2, where little men rebuild the blocks you bashed if you don't hurry in *Blockout/Breakdown*.

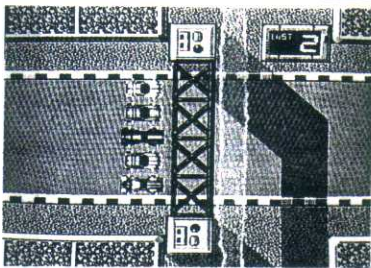


**VOLUME 8**

by Digital Press Staff

Here are this issue's entries in the "sleeper" category - little or no hype, unusual premises, or otherwise overshadowed games that deserve some attention.

**#25: Moto-Roader** by NEC (for TG-16) - Wow! If this

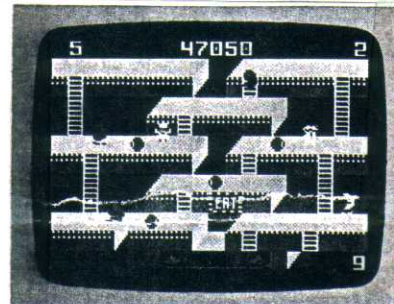


**FRENZIED 5 PLAYER ACTION**

isn't one of the best five-player games ever made, I don't know what is. Build your car between races and earn bucks. If you fall behind, you can play the spoiler and lob grenades into the

pack. A real "RC Pro-AM" style game, the kind that anyone can pick up and be good at right away. The trick is becoming an expert - you'll have to learn how to use every corner to your advantage. This game, and earlier Closet Classic *Cratermaze* are almost enough reason to buy this system at its low, low price.. (JS)

**#26 Diner** by INTV (for Intellivision) - Just as the faltering Intellivision unit was hitting the skids, and the great shake-out was at its peak, INTV decided to pick up the production of the console, market the Intellivision II, and produce a few GEMS. *Diner* was definitely one of them. Billed as a sequel to the classic *Burgertime*, this time your chef is in a 3D maze



**BURGERTIME'S SEQUEL**

complete with elevators, shifting floorways, and nasty food antagonists. There's a bonus level every four rounds, and the gameplay is smooth and fast-paced. Not only did *Diner* go almost unnoticed, but the INTV games produced between 1984 and 1987 were better than most of those being made for ColecoVision and Atari at the time. Too little, too late, but you can still get in on some of the fun INTV created. Scout around for this winner. (JS)

**#27 Midnight Mutants** by Atari (for 7800) - We missed this one in the "Weird Games" column a few issues back, but see if this one fits: you have to save Grampa Munster from Dr. Evil Barnabas, searching through a zombie-infested mansion, a haunted pumpkin patch, a graveyard, a cabin, a church, and dozens of other locales. Pick up special items to combat the evil. The gameplay is non-linear, but you'll find there's really only one way to solve the game. This is also the first Atari game to feature huge full-screen bosses, and they're really nasty, too. An excellent adventure/arcade challenge - look for a complete review in the next issue! (JS)

## HISTORY POP QUIZ #7: I KNOW THAT FACE...

The boys and girls at Activision definitely had a vanity thing. They put their faces on every single game they released, despite the fact that most of them looked like complete geeks. So did anybody pay attention? Give it a shot. If you can correctly match the signature to the face for all eight game designers, we'll give you a **FREE Digital Press Video Fanzine #8**. Entries must be postmarked by **December 20, 1992** to win! Bonus points if you can name three other designers not pictured here (in case of a tie). Good luck, mates!



*Steve Cartwright*  
*Gary Kaplan*  
*Alan Miller*  
*Bob Whitehead*




*Dave Crane*  
*Larry Miller*  
*Michael Lee Louzon*  
*Carol B. Shaw*



### ANSWER to QUIZ # 6: WEIRD SCIENCE

The "Genesis-Man" was composed of: *Sonic the Hedgehog's* body & left arm, *Ax Battler's (Golden Axe)* right arm, *ToeJam's (ToeJam & Earl)* legs, *Mickey Mouse's (Castle of Illusion)* ears, *Michael Jackson's (Moonwalker)* hat, and *Howard Hirsch's* (hasn't appeared in a Genesis game yet) face.

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CLASSIFIED

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**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, 44 Hunter Place, Pompton Lakes, NJ 07442-2037.

**FOR SALE:** Many Atari 2600 carts including Kung Fu Master and Worm War I; Kid's controllers (boxed pair) \$10. Send for list.  
**WANTED:** Atari 2600 carts: Fire!, Skeet Shoot, Shootin' Gallery, Demolition Herby, Scuba Diver, rare Spectravision and Playaround carts  
 Atari 7800 carts: Commando, Fatal Run, Double Dragon, Pyromania. **ALSO WANTED:** My order from Pleasant Valley Video. Write or call: Kevin Oleniacz, 96 Buena Vista Dr., Ringwood, NJ, 07456. (201) 835-8156 after 7pm weeknights, anytime on weekends.

**FOR SALE:** For the 2600 - Pitfall w/original manual. \$7.00 - p&h included. Also have list of photocopied manuals for sale. Money orders only. Must include SASE with every order or inquiry. Make money order payable to Lizette Roman. Write: Dominick Roman, Calle Haiti, BL-7, Santa Juanita, Bayamon, PR, 00956.

**WANTED:** Intellivision Body Slam!, Congo Bongo, Fathom, Hover Force, Learning Fun I & II, Sewer Sam, Super Cobra, Spiker! Tropical Trouble, Tutankham, World Champ Tennis. Also looking for anything for Vectrex. **FOR SALE:** Over 1500 cartridges for ALL the classic systems. Many rare 2600 carts available. Tons of hardware for ALL systems also available!. 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.

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**WILL TRADE:** Factory sealed (new) Streets of Rage or pay for Bonk's Adventure (TG-16) in good condition. David DiSalvatore, 2015 Newhaven Dr, Baltimore, MD 21221.

**WANTED:** 2600 Double Dragon, Ikari Warriors, Jinks, Moto Rodeo, Shootin' Gallery, Fatal Run, Street Fight, White Water Madness, Xenophobe; 7800: Alien Brigade, Basketbrawl, Desert Falcon, Fatal Run, Ikari Warriors, Mat Mania, Mean 18 Golf, Meltdown, Midnight Mutants, Motor Psycho, Ninja Golf, Pyromania, Sentinel; White Water Madness. Russ Perry Jr., 5970 Scott St, Omro, WI 54963, (414) 685-6187.

**WANTED:** Rubik's Cube, Saboteur, Zookeeper, Gremlins, Motorcycle, Motorodeo, Xenophobe, White Water Madness, Looping, Mr. Do!, Time Pilot, Ewok Adventure, Q\*Bert's Qubes, Frogger II: Threedeep!; 5200: Gyruus, Star Trek, Tempest; 7800: Ikari Warriors, Mat Mania Challenge, Ninja Golf, Meltdown, Scrapyard Dog, Midnight Mutants, Klax; ColecoVision games, XEGS games. Will buy or trade for wanted games. **FOR**

**SALE/TRADE:** I have ROM images of all Vectrex games if interested. Have many new 2600/7800 games as well as some good used carts available for sale or trade. Mail me your list of games you have available and I'll do the same. Jeff Scott, 2670 Lehman Rd, Apt D805, Cincinnati, OH 45204. (513) 244-6392 after 5pm. Internet E-Mail: bs066@cleveland.freenet.edu.

**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:** Nintendo 8-bit Famicom games: Antarctic Adventure, Front Line, Ballblazer, Space Harrier, Yie-Ar Kung-Fu, Altered Beast, Circus Charlie - \$8 - \$28 each. Also games for

ColecoVision, Vectrex, SMS. Write for lists. Edward Villalpando, 13525 Utica St, Whittier, CA 90605.

**TRADE:** Will trade games for Coleco, Vectrex, 7800 and Atari home computers. I have games for 2600, 5200, 7800, Atari home computers, Bally and Channel F. Send me your wants and surplus list and I'll send you mine. Earl Carsner, 738 N. Bermuda St, Mesa, AZ 85205-6112.

**FOR SALE:** Sega Game Gear color portable video game system (almost brand new) w/AC adaptor & Joe Montana Football. All for just \$79. Write or call: Jeff Stewart, 1014 W. Parkway Drive, Cleveland, MS 32732. (601) 843-7385. Call after 3PM. Must add \$7 for shipping & handling.

### FANZINE PLUGS

**NEED HELP:** In the early '80's, there used to be a newsletter/fan club for the animated program "STAR BLAZERS". I'd like to make contact with the president of the fan club but only remember his first name, Michael. If there is anyone out there who can help or is from Westchester Films please contact me. Dominick Roman, Calle Haiti, BL-7, Santa Juanita, Bayamon, PR 00956.

**VIDEOGAME HALL OF FAME** Entries needed and wanted. Any game (4 years and older) that you feel should be remembered. Give a brief summary of the game and which system it was on. Also, why it should be remembered. Video Game Review, c/o Travis Scott, 8 Peppertree, Anderson, SC 29621.

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- #1: Neo-Geo: Worth Its Weight?, Atari 7800 Checklist, Worst of Atari 2600 pt 1, Genesis Golf Side-by-Side.
- #2: Whither ColecoVision?, ColecoVision Checklist pt 1, Family Tree: Shooters, Worst of 2600 pt 2.
- #3: How to Train a Non-Gamer, Genesis Football Side-by-Side, Worst of 2600 pt 3, ColecoVision Checklist pt 2, Streets of Rage Strategy.
- #4: Whatever Happened To...?, Vectrex Checklist, Worst of Intellivision, Videogame Mags Side-by-Side, 2600 Rarities pt 1.
- #5: "Life of the Party" Videogames, Channel F Checklist, 2600 Rarities pt 2, Gamepro TV Review, Scavenger Hunt Contest.
- #6: Weird Games, Summer CES '92, Buyer's Guide to Classic Systems, SNES Golf Side-by-Side, Astrocade Checklist, 2600 Rarities pt 3.
- #7: What If?... Worst of Genesis Vol 1, Atari 5200 Checklist, Atari 5200 Vs. ColecoVision Side by Side, 2600 Rarities pt 4.

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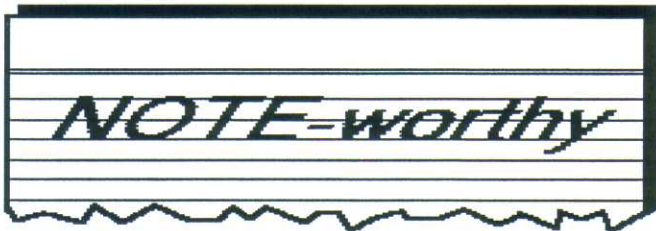


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#### **MADDEN '93 LIMITED EDITION**

We are having a seriously good time with all of the sports games that have been released in the past few months, and now this news - Electronic Arts will be releasing a special "limited edition" version of *John Madden Football '93* which will have ALL of the Super Bowl teams from 1966-1991! Unless you have some inside connections, you won't be able to purchase this game - it's a rental-only promotion. Look for it in Blockbuster Video in December! (JS)

#### **THREEPEAT!**

Thanks again to Arnie Katz for publicizing Digital Press to the readers of Electronic Games magazine. The staff and consultants of DP deserve more credit, though - I could not, and would not be working on this project without their encouragement and support. (JS)

#### **"WRITE DIGITAL PRESS" UPDATE**

We haven't gotten nearly enough material to fill up a whole special issue yet, so if you haven't contributed to this project and were considering it, the deadline has been moved to November 21st, 1992, with a release date of November 30th. We especially need more game reviews. Remember, anything and everything videogame related will be considered for this special project. Get involved! (JS)

#### **NATIONAL VIDEOGAMER'S FAN CLUB UNDERWAY**

All I gotta say is, IT'S ABOUT TIME! Be a part of the most ambitious project since the Flow-bee: The membership costs just ten bucks a year, and with that bread you get six issues of the club's newsletter, the NAEGE Journal, as well as six issues of the Gamer's Forum, an all-letters-page publication. This is not a merger of fanzines! To get more information, write to the club president, Edward Finkler, at 2211 Lakeshore Drive, St. Joseph, MI 49085, or wait for his interview with Arnie Katz in January 1993's Electronic Games magazine, when the fan club "launch" rolls out to the public! (JS)

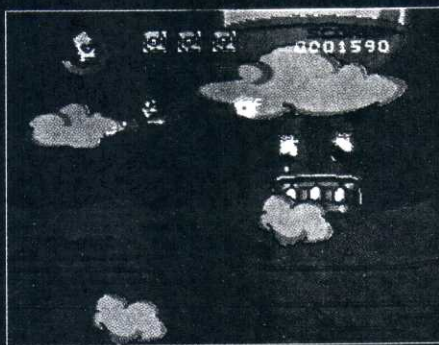


# 1993 Electronic Gaming Awards

## Here are the nominees – now you pick the winners!

### Most Humorous Electronic Game

Even those who take their gaming seriously enjoy a dash of lighthearted fun. Putting laughs into video and computer games is no easy task. About the only thing harder is making players recoil from the screen in fright. Here are 1992's best at finding electronic gamers' funny bones.



**Bart's Nightmare** takes players into the world of our favorite underachiever.

#### **Bart's Nightmare** (Acclaim/NES).

Sculptured Software successfully brings the humor of *The Simpsons* prime-time cartoon series to the interactive screen in a multi-phase action adventure. When Bart falls asleep while doing his homework, he dreams that a gust of wind sweeps his term paper into a series of wild and wacky dream worlds.

#### **Greendog: Beached Surfer Dude**

(Sega/Genesis). This send-up of fantasy adventures sends the player, as a waterlogged beach bum, on a quest to find a powerful artifact: the Surfboard of the Ancients. Well-animated figure work and clever sound effects enhance the fun in this moderately challenging action adventure.

#### **Death Valley Rally** (Sunsoft/SNES).

Beep-beep! You're the irrepressible Road Runner in this madcap interactive Looney Tune. Wile E. Coyote is hot on the speed-



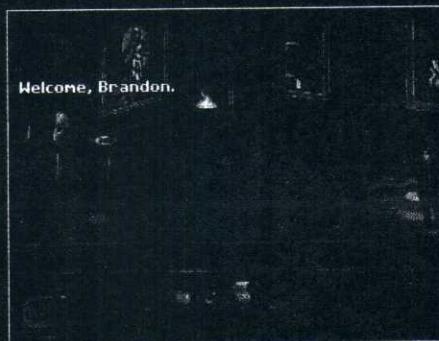
**Cartoon or reality? It is up to you to decide when playing Death Valley Rally.**

ster's tail as they race from level to level in this solitaire action contest. At the end of each level, the Coyote has one of his screw-loose traps.

**Willy Beamish** (Sierra On-Line/MS-DOS). Those who found Sierra's best-known humorous adventures (**Space Quest**, **Leisure Suit Larry**) a bit heavy-handed got a very pleasant surprise when this amusing title hit the stores. Sight gags and sly bits of kid humor are plentiful in this charming game. **Willy Beamish** shows humorists don't need a sledgehammer.

### Best Science Fiction or Fantasy Electronic Game

Fads in game subject matter come and go, but science fiction and fantasy are



**Looking for a fantasy role-playing game? Kyrandia is possibly the best one ever.**

the perennial popular choice. The year just ended was no exception, so there's a superb group of candidates for this particular prize.

**The Legend of Kyrandia** (Westwood Studios/MS-DOS). The group behind **Eye of the Beholder**, the finest adventure of 1991, have created a new system that blends roleplaying with a puzzle quest. The player's on-screen surrogate journeys through more than 100 gorgeously rendered scenes to vanquish the mad jester Malcolm.

**Super Star Wars** (JVC-LucasArts/SNES). It isn't easy to put a new spin on the best-known series of science fiction movies, but this multi-phase thriller pulls off the trick in fine style. The gamer plays action sequences that follow a new plotline, but everything comes together for the assault against the dreaded Death Star!

**Wing Commander II** (Origin Systems/MS-DOS). See entry in the "Computer Game of the Year" category.

### Best Fanzine

In its third year, fandom arrived as a significant component of electronic gaming. That's why **Electronic Games** has decided to recognize the contributions of gaming fanzines with an annual award.

**Computer Gaming Update**, edited by Danny Han and Terrence Yee (P.O. Box 240523, Honolulu, HI 96824-0523/\$2 per copy). This attractive fanzine concentrates on computer software and features the most intelligently written news analysis section in fandom.

**Digital Press**, edited by Joe Santulli (29 Cupsaw Ave., Ringwood, NJ 07456-2818/\$1.25 per issue). The highlight of the year was the electronic gaming scavenger hunt, but **Digital Press** delivers well-written reviews and authoritative articles issue after issue.

**Mindstorm**, edited by Aaron Buckner (9474 Fallston Ct., Blue Ash, OH 45242/\$1 per issue). Aaron leads a top cast of contributors in this wide ranging fanzine. The accent is definitely on video games, but **Mindstorm** also provides intelligent discussion of fandom itself and even ventures into other fields of pop culture.

**Paradox**, edited by Chris Johnston, Jason Whitman, and Justin Schuh (316 E. 11th Ave., Naperville, IL 60563/\$1 per issue). The editorial troika is exploring new territory for electronic gaming fandom by producing a fanzine largely devoted to discussions of the hobby itself. Exceptionally well-written and more attractive than ever, **Paradox** is enjoyable reading for any gamer.

# FANDOM CENTRAL

This column would be much easier to write if printed pages were elastic. Then I could stretch the one allocated for **Fandom Central** far enough to accommodate all the good fanzines that plop into my mailbox each month.

Returning to reality, an installment of **Fandom Central** usually contains three fairly detailed reviews. I'm breaking with that format this time. Instead, I'll take a much briefer look at many more zines.

The idea is to give **CGR** readers a chance to look at a cross section of what electronic gaming fandom has to offer. Sending for a few of the titles mentioned this month will give anyone a flying start in this hobby...

## Classic Systems & Games Monthly

Edited by Jeff Adkins

11 Windsor Ave., Attica, NY 14011  
Monthly, \$1.75 per issue

Liberal use of clip art makes this one of the best-looking fanzines in the field. Jeff Adkins' salute to gaming systems of the past is always well-written and attractively arranged. A strong feature of most issues is an in-depth examination of one classic game.

## Computer Gaming Update

Edited by Danny Han and Terrence Yee

P.O. Box 240523, Honolulu, HI 96824

Bi-monthly, \$2 per copy.

A relatively small number of fanzines concentrate exclusively on home computer entertainment. Fortunately, the high quality of publications like this one more than makes

up for any deficiency in numbers. Reviews as insightful as many you'll find in professional magazines, news analysis, and intelligent editorials are the main attractions of this newsletter-style zine.

## Digital Press

Edited by Joe Santulli

29 Cupsaw Ave., Ringwood, NJ 07456-2818

Frequent, \$1.25 per issue.

Impeccable production and precise writing keep this long-running fanzine at the forefront of the field.

**Digital Press** delivers well-written reviews and authoritative articles about classic games and systems issue after issue. Joe Santulli shows that fanzine editors can express their opinions forcefully without sinking to feuding.

## Hyperzine

Edited by Matt Lotti

3251 Camelot Dr., Bethlehem, PA 18017-1707.

Bimonthly, \$1.25 per issue.

One of the best of the newer fanzines deals with all aspects of interactive electronic entertainment, including multimedia. Following a popular fanzine trend, **Hyperzine** also prints articles about fandom, and quite helpful ones at that.

## Video Universe

Edited by Chad Laubach & George Wilson

7640 Woodbine Rd., Macungie, PA 18062.

Bi-monthly, \$1.50, 11 pages.

Fandom welcomes a new editorial tandem that has produced a very promising first issue. Chad and George will benefit from experience,

and perhaps some study of other fanzines, but they've made a good start with this zine. The uncredited artwork, possibly by art director Dave Blank, is way above average. Since the game screens didn't come through well, perhaps Video Universe should rely more heavily on drawings in future issues.

## Saga

Edited by Jon Althouse

90425 Hwy 101, Florence, OR 97439

Frequent, \$1 per issue, 11 pages

The second issue of this video gaming zine is a lot better than the first, and not just because Jon said such nice things about "Fandom Central." The writing is better, and it's hard to say enough about how much Jon has upgraded the physical appearance. Future issues will undoubtedly make better use of space once the editor masters current desktop publishing technology and adopts a slightly smaller type size.

## Phanzine Star

Edited by Noah Dziobecki

4436 E. 5th St., Long Beach, CA 90814.

Bi-monthly, \$2 per copy, 35 pages.

No fanzine demonstrates the connection between gaming and other aspects of pop culture better than this eclectic fanzine. **Phanzine Star** covers all facets of electronic gaming, but also includes columns about current music and the latest movies on video. This adds more appeal to the entire zine. Purists needn't worry. There's plenty of game-oriented material, more than enough to make it a bargain at \$2.