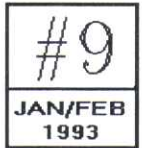




DIGITAL PRESS



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THE UPS AND DOWNS OF '92

by Joe Santulli

Sega CD-ROM. Street Fighter II. Electronic Games Magazine. Sonic 2. These are but a few of the delights our hobby has experienced over the course of 1992. There were some downs, but there should be no question whatsoever that 1992 was a groundbreaking year for videogaming.

Software developers made the same mistake they've made for the past five years when they jettisoned all of their good titles during the '91 holiday season, leaving the first three months of 1992 barren in the "great games" department. Fortunately, things heated up as the weather did. If you ask our staff what we felt the ten hottest and coldest events of 1992 were...

THE UP SIDE OF 1992

1. Street Fighter II (Capcom, for SNES) - Who can deny that this is a primary contender for "game of the year"? Whether you like fighting games or not, the large characters and hard-hitting action make this arcade translation even better at home.

2. Sega's TV Advertisements - Classics! From the "B.S. (Before Sega)" to the Sega CD commercials, their "WELCOME TO THE NEXT LEVEL" motif hits home



SEGA CD EXPLODED ONTO THE SCENE
AT THE END OF 1992

every time. My highest commendations, Sega!

3. Out of this World (Interplay, for SNES) - In my opinion, the "most original" game of the year, although it was released for PC's a year or

two ago. Stills of this game do it no justice. The polygon graphics create a smooth, movie-like environment. Also boasts one of the best original music scores ever for a game.

4. Sega CD-ROM Release - We're looking right into the face of the next major advances in home entertainment. With some tweaking, the Sega CD can be king of the hill.

5. Super Star Wars (JVC, for SNES) - Fast action through thirteen stages. All of our favorite characters are packed into this game, which features some of the best music and graphics to date.

6. The Return of Electronic Games Magazine - Anyone involved in this hobby before 1985 will remember Arnie Katz' venture into videogame publishing. 1992 marked the year Arnie returned, and the new *Electronic Games* magazine is a winner!

7. Increased Interest in the Classics - Hopefully, I'm not the only one who's noticed this. More fanzines are getting into it. Electronic Games Magazine makes constant references to classic systems. Boys, girls.... these are our roots.

8. EASN - Electronic Arts DELIVERS. You can't even single out one sports title - Madden, NHL, and the Basketball games have all been top-notch. Who knows what '94's games will bring? Perhaps full-season schedules?

9. Cross-System Software Development - It's getting to the point where no matter what system you own you can get all of the best games. Titles like *Prince of*

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Persia and *Chuck Rock* can be found on everything from the Gameboy and Game Gear right on up to the Sega CD!

10. The Promise of 1993 - Next year looks to be even better than '92. A 32-bit home machine? A CD-ROM from Nintendo? Konami doing Genesis games? A National Videogamer's Fan Club? Wow. Isn't it great to be alive?

THE DOWNSIDE OF 1992

1. Neo-Geo Prices - SNK didn't drop the prices much on the home games, did they? Let's face it, folks, the Neo-Geo will never be a contender at home as long as their games go for \$179 each.

2. Big Time Delays - We began seeing *Out of this World* ads five months before we saw the game itself. *Terminator* and *Chuck Rock* were delayed for six months. When are these software developers going to get their dates straight?

3. Atari Lynx Software - The debate still seems to be "Which is better, Gameboy or Game Gear?". If Atari would get some third party licensees, people wouldn't have to debate over what the better handheld is. You get that, Atari?

4. Limited Fanzine Coverage - "Fandango" left *Video Games & Computer Entertainment* magazine's pages when Arnie Katz did. What's the deal? Fanzines promote the hobby and thus promote the sales of pro

magazines as well. Is there a marketing consultant in the house?

5. Death of the Sega Master System - Everyone saw it coming. We can only hope that the success of the Genesis and Sega CD will create new jobs devoted to the 8-bit system.

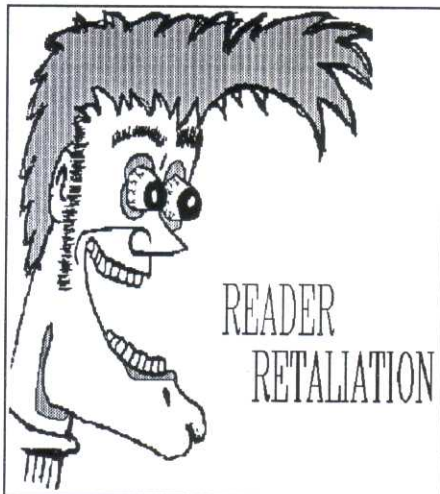
6. Mario - Mario, Mario, Mario. I'm sick to death of him!

7. CD-ROM Prices - The system itself is well-priced considering the number of discs packaged with it, but CD's for sixty bucks? You gotta be kidding me!

8. The Sega vs. Accolade Battle - Hey, man... can't we all just get along? Let's just all get along. Videogaming needs the spirit of competition in the console, not in the courtroom.

9. Decline of the 8-bit NES - Although not as dead as the SMS, the quality of NES games is decreasing rapidly as designers channel their energies towards high-end systems. What do the owners of these systems, who are not die-hard fanatics, have to look forward to?

10. The "Write Digital Press" Special Issue Release - It's coming! I promise it's coming!



PLUG

Joe,

Hi! How are you? Still have not received Digital Press #8. Looking forward to receiving it and "Write Digital Press". How was the wedding? Wonderful, I hope. Best of luck to

both of you. Enclosed is 2600 Connection #13. Enjoy.

I have been very busy lately - sorry this is so late. I am starting a second newsletter which I have a hunch will be very successful - The Videogame Trader - all classified ads. It will be monthly at first to test the market - and if it flies, I may take this on as a part-time - or even possibly a full-time job. (Maybe in Sept '93) This is going to be an official business - not a hobby - and it may provide funding for 2600 Connection to be "legitimate" as well. If it is successful, it may come out every two weeks - 26 times a year!

I am planning on advertising in (possibly EG) and many newsletters. Could you please send me information and prices for a display ad in Digital Press #9? VGT #1 is coming out Jan 1, 1993. Any suggestions/comments?

Tim Duarte
Editor, 2600 Connection
Westport, MA

Good to hear from you, Tim! I'll field your questions in reverse order. First, you can run that full-page ad for a song (that's free, basically), since it sounds like something all of fandom could benefit from, and I don't believe

in charging for advertisements in a non-profit service (i.e. Digital Press). Best of luck to you!

Our wedding was great, and the honeymoon in the Bahamas even better. The watersports there are a real highlight. I'm trying to talk Liz into getting a Jet-Ski. I couldn't get enough of that - it's almost as much fun as a videogame!

The "Write Digital Press" is coming soon. It's behind schedule, but should be much better than originally anticipated. The response after the deadline was extended was tremendous. I only hope THE DAMN U.S. POSTAL SERVICE CAN GET THE DAMN THINGS TO THE RIGHT DAMN PLACES, because they did a terrible job on getting #8 to you (twice). I'm sure you've experienced the same problems. See ya, Tim!

LIKES THE 5200 CONTROLLERS

Joe,

Facts about 5200 controllers: they ARE reliable! I own five 5200 controllers, which I bought from Atari Corp. (California) in 1988. Every 5200 controller that I bought IS self-

centering. The fact that 5200 controllers, included with 5200 systems in 1983 were not self-centering is irrelevant. A new and improved version (self-centering) exists and has existed for some time. Non-self-centering is an obsolete complaint, self-centering controllers are, and have been available. The same people who term the 5200 controller as unreliable (it didn't respond fast enough for complainer, I presume) would blame Super NES slowdown on the controller, if technical information did not prevail as it does today. The 5200 is a slow (mhz/cpu speed) system. You can't get 400 horsepower from a tricycle, even if you have an indy car steering wheel.

P.S. Old systems suck. I request more Neo-Geo, Genesis, SNES coverage!!

~~XXXXXXXXXXXX~~
Baltimore, MD

We videogamers are a feisty lot, aren't we? I agree on all of your 5200 controller comments, but wonder why a person who feels old systems "suck" would own FIVE controllers for an old system. Note, however, more Genesis, Sega CD, and SNES coverage in this issue, as per your request.

WANTED: FANZINES

Joe,

How do you get all those fanzines you review? I know some of you subscribe to, but the others suddenly pop out of nowhere, and you get an issue! If there's a file out there to put your name on to receive new and established fanzines (samples of them), please add my name to it. I want to be part of the club.

Dominick Roman
Bayoman, PR

Once upon a time, when VG&CE did a column called Fandango, there was a "fanzine readers list". Now, with Arnie Katz moved to Electronic Games, I'm not sure if the list still exists or has been updated, since he's not advertising it anymore. Fantasmagoria, as well as other fanzines' fanzine reviews, should help you discover new fanzines as they become available.

SEQUELS, SEQUELS

Joe,

Do you have any other information about "Diner", the sequel to "Burgertime", and the third Mr. Do! game, "Mr. Do!'s Wild Ride"? Were either of these made on any home systems? What year were they release in? Your response would be greatly appreciated.

Tony Bueno
San Antonio, TX

If you check out the Closet Classics from Digital Press #8, you'll get some info on Diner, which was released by INTV for the Intellivision in 1986. In the game, you guide Peter Pepper along a 3-D playfield kicking balls of food into the pursuing baddies. Still armed with pepper to freeze the enemy in its tracks, there are also bonus screens every four rounds. You can see Diner in action on Digital Press' Video Fanzine #8 as well. Mr. Do!'s Wild Ride was never released on any home cartridge system, but has been seen on the Commodore-64 computer and in bootleg form on several others, sometime around 1985.

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

Psychopedia

PARTS B thru D

By Joe Santulli

The Pre-Nintendo Psychopedia documents 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.

B

Bally - The principle software developer for the Bally Home Arcade (and later Astrocade), Bally eventually sold their videogame system and software copyrights to Astrovision. Many of the games released by Bally were dupes of early arcade games, Gunfight, Clowns/Brickyard, Seawolf/Missile look very much like similar games produced on later systems. All games in the following title list were produced by Bally and/or Astrovision.

SOFTWARE INFORMATION:

OF TITLES: 38 for Bally Home Arcade/Astrocade. **TITLE LIST:** - Amazin' Maze/Tic-Tac Toe, Arcade Demo, Artillery Duel, Astro Battle, Bally Basic, Bally Pin, Basketball, BioRhythm/Calendar, Blackjack/Poker/Acey-Ducey, Checkers/Backgammon, Clowns/Brickyard, Coloring Book, Cosmic Raiders, Dogpatch, Drag Race/Desert Fox, Football, Galactic Invasion, Galaxian, Grand Prix/Demolition Derby, Gunfight/Checkmate/ Calculator/Scribbling, Letter Match/Spell N Score/Cross-words, Music Maker I, New Bally Basic System, Panzer Attack/Red Baron, Pirate's Chase, Quest for the Orb, Seawolf/Missile, Soccer, Solar Conqueror, Space Fortress, Space Invaders, Speed Math/Bingo Math, Star Battle, The Incredible Wizard, Tornado Baseball/Tennis/Hockey/Hand-ball, Zzzap 280/Dodgem. **DIGITAL PRESS FAVORITE:** The Incredible Wizard. **DIGITAL PRESS DUD:** BioRhythm/Calendar.

Bally Home Arcade - See Astrocade.

C

CBS Games - One of the best third-party licensees in the pre-Nintendo era, their gray plastic carts with yellow titles over a stark black label stand out in a collection. The games stand out, too. All of their titles for the Atari 2600 of a remarkable quality, and they also designed some of the best 5200 software available for that system. Their titles are a good mix of arcade translations (Blueprint, Gorf, Omega Race, Wizard of Wor) and original home games (K-Razy Shootout, Mountain King, Solar Fox, Tunnel Runner). John Madden was their advertising spokesman, and there is one unconfirmed release (Wings) in their library. It is also interesting to note that CBS produced many non-CBS games overseas for the Atari 2600, Intellivision, and ColecoVision systems. These titles are identical to the U.S. versions, but were re-packaged by CBS.

Some of the games were produced with a special RAM chip dubbed RAMplus, that added memory to the existing chip. This was evident in Tunnel Runner, that had many, many levels of maze-like corridors, and Mountain King, with its huge multi-directional scrolling playfield.

SOFTWARE INFORMATION:

OF TITLES: 8 for Atari 2600, 5 for Atari 5200. **TITLE LIST:** Blueprint (2600, 5200), Gorf (2600, 5200), K-Razy Shootout (5200), Mountain King (2600, 5200), Omega Race (2600), Solar Fox (2600, 5200), Tunnel Runner (2600), Wings (2600), Wizard of Wor (2600, 5200). **DIGITAL PRESS FAVORITE:** Wizard of Wor. **DIGITAL PRESS DUD:** Atari 5200: Gorf.

Centipede - (by Atari for 2600, 5200, 7800, by Atarisoft for ColecoVision, Intellivision) - The game that took the Space Invaders theme to new heights. The object was simple: destroy everything on the screen, which was composed of a garden variety of pesty insects. One thing that set Centipede apart from others was the use of a free-rolling trak-ball and its non-stop gameplay (there were no "levels", per se, although on home versions you can select a starting point based on score. Followed by a sequel (Millipede). All systems: Graphics: 7, Sound: 5, Gameplay: 8, Overall: 7).

Channel F - See Fairchild Channel F.

Coleco - One of the giants of the industry, their "third wave" system, the ColecoVision, created a true challenge to the Atari Corporation, as their system was clearly superior to the 2600. Coleco also supported 2600 and Intellivision owners with their third party software, which was composed mainly of arcade translations. For their own system, however, many original titles were offered.

Coleco games are instantly recognizable by the actual arcade machine printed on the front of the package, and an off-white cartridge for their 2600 and Intellivision games were standard formats. Their library is large and varied. Coleco even attempted to capitalize on the Atari 2600 hardware market by producing a clone, the Gemini.

If it weren't for the Cabbage Patch Kids line of childrens toys, there may not be a Coleco today. They ventured into the home computer market in the mid '80's with the Adam computer, a bug-ridden, delayed, over-priced machine that nearly killed them. It forced them out of the game industry and left many ColecoVision owners with a bad taste in their mouths.

SOFTWARE INFORMATION:

OF TITLES: 54 for ColecoVision, 14 for Atari 2600, 8 for Intellivision. **TITLE LIST:** [All titles for ColecoVision unless otherwise noted] 2010: The Action Game, Antarctic Adventure, BC II: Grog's Revenge, Berenstain Bears (2600 ONLY), Brain Strainers, Buck Rogers, Bump 'N Jump, Burgertime, Cabbage Patch Kids: Adventures in the Park, Cabbage Patch Kids Picture Show, Carnival (2600, INTV), Choplifter!, Congo Bongo, Cosmic Avenger, Dam Busters, Destructor, Donkey Kong (2600, INTV), Donkey Kong Jr. (2600, INTV), Dr. Seuss' Fix Up the Mix-Up Puzzler, Dukes of Hazzard, Fortune Builder, Frenzy, Front Line (2600), Gorf, Illusions, Ken Uston's Blackjack & Poker, Ladybug (2600, INTV), Looping, Monkey Academy, Mouse Trap (2600, INTV), Mr. Do! (2600), Omega Race, Pepper II, Roc 'N Rope (2600), Rocky Super Action Boxing, Slither, Smurf Paint 'N Play, Smurf Rescue in Gargamel's Castle (2600), Smurf Saves the Day (2600 ONLY), Space Fury, Space Panic, Spy Hunter, Star Trek, Subroc, Super Action Baseball, Super Action Football, Super Action Soccer, Tapper, Tarzan, Telly Turtle, Time Pilot (2600), Turbo (INTV), Venture (2600, INTV), Victory, War Games, Zaxxon (2600, INTV). **DIGITAL PRESS FAVORITE:** For Atari 2600: Time Pilot. For Intellivision: Ladybug. For ColecoVision: Tarzan. **DIGITAL PRESS DUD:** For Atari 2600 & Intellivision: Donkey Kong. For ColecoVision: Space Fury.

Coleco Gemini - An Atari 2600 clone manufactured by Coleco, this "do it all" system had combination paddle/joystick controls packaged with the unit. In all other respects, the Coleco Gemini performed the same as the Atari 2600.

ColecoVision - The first "third wave" videogame console, and the leader in that respect until the shake-out in 1984. Beating Atari to the punch, Coleco produced this unit that offered improved processing speed, enhanced graphics, and a large and varied library of software. Most of the arcade translations for the ColecoVision were taken from arcade "sleepers" - games like Venture, Mouse Trap, Ladybug, and Frenzy were unpopular in the arcades but found a happy home on the ColecoVision.

The 8-bit ColecoVision featured controllers with a built in keypad and overlay slots like those featured on the

Intellivision, but used a knobby joystick instead of the disc. There is an expansion port built into the front that allowed connectivity to the Atari 2600 adapter (Expansion Module #1). Other Expansion Modules included a steering wheel/gas pedal controller (Expansion Module #2) and a Trak-Ball controller (Expansion Module #3). The long-awaited Expansion Module #4, a "super-game" module, was scrapped when Coleco's attention turned to home computing.

It should also be mentioned that there is an abundance of educational and children's software for the ColecoVision.

SOFTWARE INFORMATION:

OF TITLES: 143 plus 5 known prototypes (Fall Guy, Lord of the Dungeon, Tunnels and Trolls, Video Hustler, Yoke's On You. **LICENSEES:** 20th Century Fox, Activision, Atarisoft, Bally, Epyx, Fisher Price, Imagic, Interphase, Micro-Fun, Parker Brothers, Personal Peripherals, Probe 2000, Sierra On-line, Spectravision, Spinnaker, Starpath, Sunrise, Sydney Development Corp., Telegames USA, Xonox. **BEST TITLES:** Antarctic Adventure, Fortune Builder, Frenzy, Gateway to Apshai, Gyruess, Ladybug, Mr. Do!, Pepper II, Q*Bert's Qubes, Spy Hunter, Tapper, Tarzan. **WORST TITLES:** Frantic Freddy, Gust Buster, James Bond 007, Space Fury, Victory.

TECHNICAL INFORMATION:

Processor: Z-80 (8-bit)
Speed: 3.58 Mhz
Screen Resolution: 256 x 192
Colors per Sprite: 4
Max Sprites on Screen: 32
Sound: 4 sound channels (mono)

Combat - (by Atari for 2600) - A two-player game that came packaged with the 2600 from its inception up until 1982, when Pac-Man replaced it.

CommaVid - A bizarre company, from the shape of the cartridges they designed right down to the company name. Their logo was a comma with a television screen in the fat portion. Still, their commitment to be different makes their games stand out today. In fact, it's difficult to put many of their games into a known category, since the object and theme were so unusual. In Mines of Minos, guide a robot through a maze to find parts to make another robot, as the tunnels slowly fill with water. In Room of Doom, stand your ground as snipers fire at you from behind opening and closing panels in the walls.

SOFTWARE INFORMATION:

OF TITLES: 9 for Atari 2600. **TITLE LIST:** Cakewalk, Cosmic Swarm, MagiCard, Mines of Minos, Mission Omega, Room of Doom, Stronghold, Underworld, Video Life. **DIGITAL PRESS FAVORITE:** Mines of Minos. **DIGITAL PRESS DUD:** Cosmic Swarm.

Crane, David - One of Activision's charter members, David Crane was still programming videogames well into the '90's. He helped Activision become the class of the industry with

early hits Dragster and Fishing Derby, then created the best selling Activision title of all time in Pitfall! **CAREER HIGHLIGHT:** Pitfall! was a stroke of genius, followed by an equally spectacular followup in Pitfall II.

D

Data Age - Well known for their often terrible games, there are a few silver linings in this dark cloud of the third-party developers. Data Age was great at marketing: they managed to sign one of the hottest rock bands at the time (Journey) to license for a game. They produced a severely overwrought promotional record with screaming actors and actresses "acting out" the themes of their earliest games. They even made their games look good on the packaging and magazine advertisements, but most 2600 owners were disappointed with the final product.

Although Frankenstein's Monster is one of the best ever made for the 2600, and Bermuda Triangle is a pretty challenging Defender-clone, the rest are, at best, sub-par. To counter Frankenstein's Monster you have Sssnake, probably the worst game ever made for the 2600, and a few shooting games of little interest in Bugs, Warplack and Encounter at L-5.

SOFTWARE INFORMATION:

OF TITLES: 8 for Atari 2600. **TITLE LIST:** Airlock, Bermuda Triangle, Bugs, Encounter at L-5, Frankenstein's Monster, Journey Escape, Sssnake, Warplack. **DIGITAL PRESS FAVORITE:** Frankenstein's Monster. **DIGITAL PRESS DUD:** Sssnake.

Decathlon - (by Activision for 2600, 5200, ColecoVision) Like ten games in one, this minor classic tested the controllers for each system to their capacity. Success is determined by how fast you can jiggle the joystick left and right. The best version of the game is on the Atari 2600 because it clearly pushed the system to its limits. Atari 2600 version: Graphics: 8, Sound: 6, Gameplay: 10, Overall: 9. All other versions: Graphics: 7, Sound: 6, Gameplay: 8, Overall: 7.

Defender - (by Atari for 2600, 5200; by Atarisoft for ColecoVision, Intellivision) - A classic game from the pre-Nintendo era, Defender set a new standard for shoot 'em up games by playing sideways and on a scrolling playfield. Certainly sophisticated for its time, Defender consisted of five buttons and a joystick, which was, at the time, daunting. The real tribute to this game is the number of clones and/or rip-offs that it has inspired in its wake. For all systems: Graphics: 7, Sound: 7, Gameplay: 8, Overall: 7.

Donkey Kong - (by Atari & Coleco for Atari 2600, by Coleco for ColecoVision, by Atarisoft for Intellivision.) - The game

that launched Nintendo's videogame dominance! While overshadowed by the title character, you guide Mario across girders, ladders and conveyors to reach the top of the screen. Enormously popular in arcades, it was equally successful on home systems, although none of the cartridge versions of the game truly did the arcade game justice. Even Coleco's version for their own system (which was included with the console as a pack-in) was missing a screen. Atari 2600

version: Graphics: 7, Sound: 5, Gameplay: 5, Overall: 6.
 ColecoVision version: Graphics: 8, Sound: 7, Gameplay: 7, Overall: 8. Intellivision: Graphics: 2, Sound: 4, Gameplay: 4, Overall: 3.

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



STARPATH SUPERCHARGER, PART 2 of 2

by Kevin Oleniacz

In Part one I reviewed the six most common Starpath games. The following six are much tougher to find. The first three titles were released in limited quantities on store shelves, while the last three could only be obtained via mail order.

7. Killer Satellites - This offering is reminiscent of two classics. Shoot down various satellites *Defender*-style as they descend toward buildings which must be protected ala *Missile Command*. Meteorites penetrate the ground but, except for ship collisions, are harmless. Onscreen indicators include a fuel gauge, a temperature gauge for your lasers, and a satellite scanner. Game concludes when no ships or buildings are remaining. The graphics are sharp in this game but the sounds are unimpressive. The downfall is the gameplay. The difficulty increases evenly until wave 33, where the satellites descend at an accelerated speed. Most importantly I found this to be quite tedious to play because of the repetition and the lack of specialized characteristics for each object.

8. Rabbit Transit - Yet another combination of classics. Screen 1 is similar to *Frogger*. Transverse downward around a fence and toward a turtle. Avoid snakes and other creatures while racing against time. Contacting a butterfly will transport you back to the top. Screen 2 resembles *Q*Bert*. Hop onto squares and

change their color while a clock counts down. Atop the screen a man chucks down rocks which change the color of a column of squares or subtracts a life. Screen 3 is an intermission with a family of rabbits multiplying. None of the graphics stand out, and each screen is easily completed. Simplistic and repetitious gameplay did not turn me on.

9. The Official Frogger - This is a faithful rendition of the arcade classic. First avoid several lanes of traffic, then leap onto floating logs or turtles to reach any one of five unoccupied bays. Extra points are earned for time remaining, catching lady frogs, and flies appearing in the bays. Avoid occasional alligators, snakes, and diving turtles. Complete with music, the key elements are intact from the arcade. Parker Bros. also released *Frogger* for the 2600, but the Starpath version has an edge with slightly clearer graphics and music throughout. Definitely recommended.

10. Party Mix - This is a collection of five team-oriented sports activities for two to four players.

A) Bop A Buggy: Drive through twisting turns and around obstacles on a split screen to cross the finish line. Falling bricks can be automated or manually controlled by additional players.

B) Tug of War: Tap the fire button rapidly to obtain strength and pull your opponent(s) over the center line.

C) Wizard's Keep: Via a split screen, throw fireballs at moving targets while controlling the speed at which your wizard's arm revolves.

D) Down On the Line: Catch colored packages rolled out by conveyor belts, pass them to your partner (human or computer) and place them on the belt of the corresponding color. Race against time.

E) Handcar: Race through the desert while pumping a handcar. Coordinate your character's arm movements with the crossbar of the handcar.

Starpath decided to forego impressive sounds and graphics to stress the importance of teamwork. This element is most crucial in Down On the Line and Handcar. Overall, one of the most enjoyable classic carts with multiple player interaction.

11. Survival Island - This is a multi-load adventure



where one must brave the dangers of sea and forest.

A) The Ocean: Slowly drift toward an island while picking up food and water for use in the following two loads. Avoid sea creatures which aim to knock you off your raft, resulting in a loss of all accumulated supplies. Contact a creature without your raft and you die.

B) The Island: Avoid traps and deadly creatures while searching for a way to a temple hidden within the maze. Collect special items and consume food and water to replenish life points.

C) The Temple: Via a first person perspective, search through a maze of corridors for a specific object which will grant passage to a new section of the maze and ultimately the secret chamber. Avoid invisible transporters, one way doors, and traps.

An unusual feature for its time is the password/save option between loads. This game starts off promising but all three loads are very lengthy. I've often lost my enthusiasm and patience, especially within the ocean sequence. Starpath should have concentrated on a more compact quest with a greater emphasis on visual appeal. Mapping out the mazes is a must.

12. Sword of Saros - This is a multi-load maze quest



which is a sequel to Dragonstomper.

Utilizing an overhead view, wander through corridors and search up to eight rooms per level for fragments of a sword which allows passage to the next maze. Other items contained within rooms provide invisibility, recovery of life points, and magic to reveal all areas of the maze. Some items are behind locked doors. A bat and a wizard are in pursuit within corridors and if caught, you must dodge waves of skeletons. Collect gold which will be used to bribe the

monsters in the seventh and final maze. At the conclusion your efforts are ranked.

I had high hopes for this adventure after Starpath's masterpiece Dragonstomper, but the fun factor falls short. Many of the objects have been borrowed from Dragonstomper, but not the special formula which made that quest successful.

FANZINE



(whereas Digital Press incorporates "crossovers", in the fanzine realm, in and out of videogaming)

JESS RAGAN, *PROJECT IGNITION*

MULTIMEDIA: At first, it was my belief that the SNES-CD was sidetracked for several reasons, including price, the CD-I format, & the adult oriented form of entertainment, but I guess Nintendo is stupider than I had hoped. According to "GamePro" magazine, the system will have special effects technology which enables the format to do more than one would imagine, and, like the Sega CD, it is a 32-bit system. However, one can hardly say if it is a separate unit from the SNES or an addition to the already bulging line of Nintendo products. Let's face it - a CD from the makers of R.O.B. & the Super Scope 6 doesn't sound all too appetizing to me...

SOFTWARE: A recent trend that's beginning to really worry me is the frightening amount of substandard Genesis softs as compared to the terrific releases for the SNES. Games that hit all new industry standards like "Strider" have been replaced with duds like "Dark Castle", among others. I'm beginning to wonder if the Genesis can even handle all of the animation and huge graphics that have been demonstrated on titles like "Street Fighter 2". Prove me wrong... port "Final Fight" from the compact disc to the Genesis! I dare ya, Sega!

FANZINES: "Phanzine Star" is a great choice for non-nonsense gamers, but has little in the way of illustration

(with exception to the great cover art) or photography. On the other hand, "Project: Ignition" is quite unconventional (and unprofessional) but is chock full of pix and lots of drawings. The Joe Santulli invention, the "Video Fanzine", is coming out as well, with more insight on the producers of "Digital Press". Narration

by Mr. Santulli & crew chimes in on the excellent series in video #8.

Well, that's about it for now. Just remember, keep reading fanzines like "Project: Ignition" & this one, vote hard (when you get the chance!), & stay comfortable! I hope you can...



NIGHT TRAP for SEGA CD

by Kevin Oleniacz

Here are all of the times and places to be to capture all of the oggs and the Martins and complete Night Trap!

TIME	ROOM	CAPT	TOTL
0:12	Hall 1	2	2
0:27	Living Room	2	4
0:35	Bedroom	1	5
0:43	Bathroom	1	6
0:49	Bathroom	1	7
0:53	Hall 2	1	7(a)
1:07	Living Room	1	8
1:23	Kitchen	1	9
1:38	Entryway	1	10
2:58	Entryway	2	12
3:14	Hall 1	1	13
3:26	Bedroom	1	14
3:32	Living Room	1	15
3:42	Hall 1	2	17
3:47	Driveway	1	18
4:11	Hall 2	1	19
4:22	Bathroom	1	20
4:38	Bedroom	1	21
4:47	Hall 2	1	21(a)
4:55	Living Room	1	22
5:03	Living Room	1	23
5:32	Bedroom	1	24
5:36	Driveway	2	26
5:39	Entryway	NEW CODE!	
5:53	Living Room	1	27
6:10	Hall 1	1	28
6:19	Hall 2	2	29
6:33	Kitchen	1	29(a)
6:50	Hall 2	2	31
7:04	Kitchen	1	32
7:26	Bedroom	2	34

7:41	Driveway	1	35
7:51	Hall 1	2	37
8:02	Bedroom	1	38
8:14	Hall 2	2	40
8:27	Hall 1	1	41
8:40	Bedroom	2	43
8:59	Living Room	NEW CODE!	
9:11	Living Room	1	44
9:22	Entryway	1	45
10:48	Hall 2	1	46
10:54	Driveway	1	47
10:59	Driveway	1	48
11:31	Hall 1	1	49
12:03	Living Room	1	50
12:37	Bathroom	SAVE LISA	51
13:15	Hall 1	1	52
13:36	Entryway	NEW CODE!	
13:51		SWITCH DISCS!	
13:57	Living Room	2	54
14:15	Living Room	NEW CODE!	
14:41	Hall 2	2	56
15:04	Entryway	2	58
15:31	Hall 1	EDDIE CAUGHT!	
16:28	Driveway	1	59
16:38	Hall 2	2	61
16:45	Living Room	1	62
16:59	Hall 1	1	63
17:13	Bedroom	SAVE ASHLEY	64
17:26	Living Room	1	65
17:32	Hall 2	1	66
17:47	Living Room	1	67
17:56	Bathroom	1	68
17:59	Hall 2	2	70
18:13	Driveway	1	71
18:17	Driveway	1	72
18:28	Entryway	2	74
18:34	Living Room	SAVE WIRES	75
19:07	Hall 1	DON'T ACTIVATE!	
19:08	Hall 1	SAVE MEGAN	76
19:21	Living Room	2	78
19:56	Entryway	SAVE KELLY	78
19:56	Entryway	TONY CAUGHT!	
20:12	Living Room	2	80
21:20	Bedroom	2	82
21:32	Driveway	1	83

21:45	Kitchen	1	84
21:54	Hall 2	2	86
22:12	Bedroom	2	88
22:25	Hall 1	2	90
23:06	Hall 2	1	91
23:19	Hall 1	1	92
23:33	Living Room	JEFF CAUGHT!	
23:54	Driveway	1	93
24:04	Living Room	1	94
24:28	Bedroom	SAVE KELLY 95	
24:30	Bedroom	SHEILA CAUGHT!	

24:28	Bathroom	SAVE KELLY 95
24:54	Bathroom	VICTOR CAUGHT!
24:28	Hall 2	SAVE KELLY 95
25:09	Hall 2	SARAH CAUGHT!
25:41		CONCLUSION!

(a) Second Chance to capture an Ogg
BOLD Critical Point: MUST DO!
itals reflects change in color codes

Checklist Central

INTELLIVISION CHECKLIST, Part 1 of 2

by Joe Santulli

Anything that can be said about the Mattel Intellivision has been stated quite articulately by Ralph Linne in his fanzine "Intellivision Lines", and doesn't bear repeating here (see *Fantasmagoria* for Ralph's



INTELLIVISION, CIRCA 1982

address), although I think an overview of the system's software is definitely in order.

One. There is no slowdown or flicker in any Intellivision game. Pretty impressive when you consider that they had this problem nailed down only a few short years after the Atari 2600 hit the market. Two. Mattel created dozens of innovative, original games. There are very few arcade translations for the Intellivision, and those that were produced were mostly by third-party developers. This was both an attraction AND a fatal flaw for Mattel - they were going for the "sports game" market, primarily, and it should be noted

that their sports games are of an overall high quality. Three. Peripherals aplenty, Mattel had voice games with clear differences between voices (most notably present in their classic, *B-17 Bomber*). Later, there was a computer add-on and a music synthesizer. All were high-quality hardware devices. None were supported extensively.

I have some personal favorites on this system that other gamers, as well as members of my staff disagree with me on. *Horse Racing* is still a favorite of mine. There's two player simultaneous, you get accumulated results as the game plays on, AND you can even be the jockey. Talk about the whole package! I'm also a big *Utopia* fan. It's a little like today's *SimCity*, but again, two players play at once, and you can play the cooperative pacifist or the competitive tyrant. Lots of fun. Let's not forget the games produced by INTV in the latter stages of the Intellivision's existence. The "Super Pro" sports titles, especially *Body Slam!*, *Slam Dunk*, and *Mountain Madness* are excellent games even by today's standards. Honest!

So let them say what they will about the Intellivision: its got bad controls, the console heats up too quickly, too many "thinking" games, or lack of arcade conversions. It's a great old system that can still pack a punch if having fun is what you're after. I'll give you my top ten and bottom ten next issue, when I list the rest of the checklist. Until then....

- [] **Advanced Dungeons & Dragons**
- [] Advanced Dungeons & Dragons:
Treasure of Tarmin

- [] Alpine Skiing (US Ski Team Skiing, Skiing) INTV
- [] APBA Backgammon (Backgammon) Mattel

[] Armor Battle Mat/INTV/Sears		[] Dragonfire	Imagic
[] Astrosmash		[] Draughts (Checkers)	Mattel
[] Atlantis	Imagic	[] Dreadnaught Factor	Activision
[] Auto Racing Mat/INTV/Sears		[] Fathom	Imagic
[] B-17 Bomber {V}		[] Football (NFL Football)	INTV/Sears
[] Backgammon (APBA Backgammon)	INTV/Sears	[] Frog Bog	
[] Baseball (Big League Baseball, Major League Baseball)	Sears	[] Frogger {No O}	Parker Bros.
[] Basketball (NBA Basketball)	INTV/Sears	[] Golf (PGA Golf)	INTV/Sears
[] Beamrider	Activision	[] Happy Trails	Activision
[] Beauty & the Beast	Imagic	[] He-Man Masters of the Universe	
[] Big League Baseball (Baseball, Major League Baseball)	INTV	[] Hockey (NHL Hockey)	INTV/Sears
[] Blockade Runner	Interphase	[] Horse Racing Mat/INTV/Sears	
[] Body Slam! Super Pro Wrestling {No O}	INTV	[] Hover Force	INTV
[] Bomb Squad {V!}		[] Ice Trek	Imagic
[] Bowling (PBA Bowling)	INTV/Sears	[] Jetson's Way with Words {C!}	
[] Boxing Mat/INTV/Sears		[] Kool-Aid Man	
[] Bump N Jump		[] Ladybug	Coleco
[] Burgertime		[] Las Vegas Poker & Blackjack Mat/INTV/Sears	
[] Buzz Bombers		[] Las Vegas Roulette Mat/INTV/Sears	
[] Carnival	Coleco	[] Learning Fun Album	INTV
[] Centipede	Atarisoft	[] Learning Fun Album II	INTV
[] Championship Tennis {No O}	Nice Ideas	[] Lock N Chase	
[] Checkers (Draughts) Mat/INTV/Sears		[] Loco-motion	
[] Chess (USCF Chess)	INTV	[] Major League Baseball (Baseball, Big League Baseball)	Mattel
[] Chip Shot Super Pro Golf {No O}	INTV	[] Math Fun	
[] Commando	Activision	[] Melody Blaster {C!,M!}	
[] Congo Bongo	Sega	[] Microsurgeon	Imagic
[] Defender	Atarisoft	[] Mind Strike {C!}	
[] Demon Attack	Imagic	[] Mission X	
[] Dig Dug	Atarisoft	[] Motocross	
[] Diner {No O}	INTV	[] Mountain Madness: Super Pro Skiing {No O}	INTV
[] Donkey Kong	Coleco	[] Mouse Trap	Coleco
[] Donkey Kong Jr.	Coleco	[] Mr. Basic Meets Bits N Bytes {C!}	
[] Dracula	Imagic	[] Mystic Castle (Thunder Castle) {No O}	

KEY:

Italics=rumored or prototype game (parens)=Game also produced as... **Bold**=Digital Press recommends
 {C}=Computer add-on {M}=Musical Synthesizer add-on {O}=Overlay (all games have overlays unless
 otherwise noted) {V}=IntelliVoice module !=Required

DIGITAL PRESS PRODUCTS!

VIDEO FANZINE #9

Want to see this edition IN YOUR FACE? On video #9, Random Reviews, a Starpath Supercharger preview, and more Closet Classics 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. A bargain at double this price! Approx. 70 mins. \$8.00. *Also available: Digital Press Video #5, #6, #7, #8.*

ATARI 7800 VIDEO REVIEW ***NEW***

It's hard to beat the overall quality of this system's games, and this video shows you why. Over 50 of the Atari 7800's games are reviewed here, with Kevin and Joe giving their personal (yet definitive) insights into each one (2-3 mins. each). Approx. 120 mins. \$8.00.

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

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.

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, if you'd be so kind. Thank you.

RAMblings!*

Ho, ho, ho! Welcome to the party, pal! 'Tis I, the Tokenmann, the fly in the ointment, the monkey in the wrench, here to give you the latest buzz on the biz. So sit back and relax, this is going to be one bumpy sleigh ride..... This month's juicy rumor comes from the land of the rising sun. According to well informed sources, Nintendo's 32 bit CD-ROM add-on has evolved into a so-called 64-bit CD-ROM multimedia console. This one is not going to be an add-on to the Super NES as previously reported, but a completely new console that is not compatible with any other format. Codename Aldo, this unit is being designed by the folks who brought you Pit-Fighter and Home Alone for the SNES: THQ. Known for their speedy releases of quality software, THQ promises to have a finished product ready for a summer '93 release. Utilizing a 64-bit RISC processor, it is said to have state-of-the-art features that will make it a true next generation machine. Forty games by next summer with no development system? No way, Nintendo, no way! You're living in a dream world, buddy.....

..... Sega has a slew of spectacular racing games on the horizon for the Sega CD. These games incorporate full motion video and scaling to produce a dramatic effect. Their lineup of heavy hitters include Model T GP, Covair Challenge, and Edsel: The Test Drive. Is this the next level?..... The portable wars are heating up! SNK has announced a portable version of the Neo-Geo that uses all of the same monster meg cartridges of its big brother! This slightly bulky portable features a high resolution four inch color screen and a battery backpack which uses an incredible 24 "D" size batteries. Stack 'em, Pack 'em, and Rack 'em..... Looks like the eyes have it!..... Holy Bat-flop! Turbo Technologies' dynamic "Duo" is not doing so well in Gotham City. Recent sales figures indicate that the Sega CD is outselling the Duo 3 to 1. I think its time Robin rose from the ashes and be brought into the big picture.....

..... The long awaited 8-bit adapter for the Super NES is finally here! Nintendo engineers have disclosed to yours truly that this device plugs into your Super NES cartridge and enables you to piggyback your NES on top of your SNES via the expansion port of the 8-bit console. By using this bridge connector, all functions such as controls, RF,

power, are all handled through your Super NES. With the introduction of this device, 8-bit sales might revive. It's too bad that the NES already has one foot in the grave, and the other on a banana peel..... Cheap didn't sell..... This month's "pissin' in somebody's pool" award goes to the San Mateo Software Group for their intentions on entering the next generation console wars. Electronic Arts ought to stick to what they do best, software, not hardware..... Now that editor Santulli has got his 'ghini, when am I going to get my Jaguar?..... Is Street Fighter 3 coming to the Jaguar? I'll tell you first..... Whatever happened to High End? Yours truly is beginning to think it never existed.....

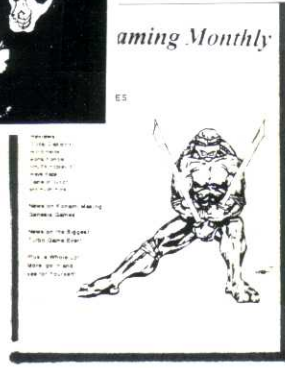
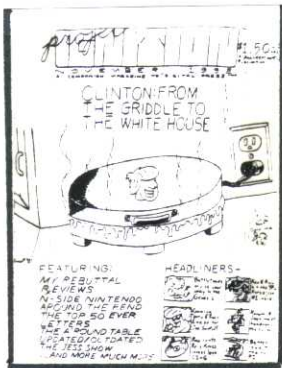
.... That wraps it up for this installment of the Tokenmann show, kiddies. I'm off to the Holodeck to battle Q. I shouldn't have any trouble beating him, because I've defeated the likes of him many times. I'll be back!.....

TOKENMANN

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

FANTASMA GORIA

by Joe Santulli



CRITICAL DATA

2600 Connection #13/Tim Duarte/PO Box N 664/Westport, MA 02790/8 pgs/\$1.50
Hyper'Zine #1/Matt Lotti/3251 Camelot Drive/Bethlehem, PA 18017-1707/16 pgs/\$1.25
New World News #10/James Thomas/3200 Laurelhurst Dr./Rancho Cordova, CA 95670/20 pgs/\$3.50
Paradox #5/Chris Johnston/316 E. 11th Ave/Naperville, IL 60563/28 pgs/\$1.00
Phanzine Star #4/Noah Dziobecki/4436 E 5th St./Long Beach, CA 90814/35 pgs/\$2.00
Project: Ignition #2/Jess Ragan/707 W. Randall St./Tekonsha, MI 49092/17 pgs/\$1.00
Video Game Review #3/Travis Scott/8 Peppertree/Anderson, SC 29621/22 pgs/\$1.00
Video Views/Ulrich Kempf/Patterson Rd RR5 #212/Watertown, NY 13601/20 pgs/\$1.50

There must have been some kind of record broken around here when 17 - count 'em - SEVENTEEN fanzines arrived at Digital Press HQ during the course of a month! There was plenty of reading to be done, my friends, and good reading at that. It looks like fandom is on the rise once again! Okay, now onto our sometimes screwball categories. **BEST NEW FANZINE** - To be added to the "Quality" list, it's *Hyper'zine*, a creation by editor Matt Lotti. It takes a lot more than giving Digital Press a 9 1/2 rating (although it certainly helps) to get our attention, but the whole staff enjoyed Matt's attention to detail. He gets into everything from game, music and movie reviews to a primer on how to make your own fanzine. Good stuff! **FATTEST FANZINE** once again goes to *Phanzine Star*, 35 pages long this time. Noah Dziobecki covers plenty of ground, and the overall look is improved with a plastic binding and thick stock cover. The **ROCK STEADY AWARD** is owned by Ulrich Kempf, who consistently produces a high-quality 'zine in *Video Views*. He's also one of the few I've seen make it into the double digits in issues. Number 14 is chock full of reviews, tips, and special interest columns. Don't miss it! **BETTER OFF DEAD** As Jimi Hendrix once said, "Hey, Joe, where you going with that gun in your hand?" Gonna shoot *Video Gaming Monthly*, caught another issue in Pompton Lakes land! I can't understand how a 'zine that looks so good can be so uninvolved. It almost seems like editor Alex Frias is reading his reviews from magazines and changing the words - everything just sounds so generic. Sorry, bud, I can't get into it! Pep it up a bit! **BETTER, PERIOD.** on the other hand, there's Chris Johnston's *Paradox*, which has fast moved into the top-five for me, with the best cover art I've seen! Give Chris **BEST COVER ART**, too, okay? He lays off the illustrations within the pages, but the writing is very natural, and he's gotten his staff into the classic games as well. A real winner.

BEST CONTENT goes to *Video Game Review #3*. It's one of those 'zines that you read cover to cover and look for more at the end. Travis, if you're reading this, keep up the Nintendo's Greatest Games series going. It's perfect! **MOST FUN** - there is absolutely no doubt about it, Jess Ragan's *Project: Ignition #2* contains that sort of "high on games" aura that many fanzines sorely need. Best of all, #2 is a big improvement (looks-wise) over the premiere issue. Did you catch Jess in "Fanzine X-ing", elsewhere in this issue? **BEST CLASSIC SYSTEM 'ZINE** was tough to choose again. *Atari 2600 Connection #13* gets the nod, though. There's lots of useful information for people who like to take things apart. Tim is starting an all-classified-ads publication, as well. See Note-Worthy, elsewhere on these pages. Last, but obviously not least, the **EDITOR'S CHOICE**, which goes to *New World News #10*, the all-Neo-Geo fanzine by James Thomas. Color cover. Super-informative reviews and tips. High quality style, artwork and content. What do you want for \$3.50? A pro magazine? If you're even slightly curious, send him the cash. I'll refund it if you don't like *New World News*.

OTHER QUALITY FANZINES

Classic Systems & Games Monthly/Jeff Adkins/11 Windsor/Attica, NY 14011/26 pgs/\$1.75
Codename:MegaZine/Chris Larson/1209 Frisina/Pawnee, IL 62558/26 pgs/\$1.50
Intellivision Lines/Ralph Linne/8385 Findley Dr./Mentor, OH 44060-3811/8 pgs/\$1.25
Megaforce/AJ Ramos/33022 Lake Huron St./Fremont, CA 94555/16 pgs/\$1.00
Mindstorm/Aaron Buckner/9474 Fallson Court/Blue Ash, OH 45242/24 pgs/\$1.00

The Shape of Gaming to Come/Darren A. Krolewski/12311 Conservation Tr./Utica, MI 48315/16 pgs/\$1.00

Zapp!/Scott Weller/135 Ten Rod Rd./Exeter, RI 02822/20 pgs/\$1.25

R a n d O m r E v I e W s

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!

SOUL BLAZER ENIX, FOR SUPER NINTENDO

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

Heralded as the semi-sequel to Enix' *Actraiser*, this action/RPG falls short in quality.

The King of Evil, Deathtoll, has robbed the world of all living creatures. Your task is to release their spirits in each of six towns and confront Deathtoll in the final battle. Each area is initially barren but when the action sequences commence (courtesy of an overhead view) you'll experience shades of *Gauntlet* as generators spew out monsters. Once a generator is destroyed, either treasure chests appear, passages open up, or creatures and buildings are restored to the towns. Build up your experience points to obtain greater strength. Collecting gems increases your magical limitations.

Questioning the inhabitants within the towns may reveal vital clues. In some instances it is required to double back and converse with certain townsfolk. Along the way collect special items, magic, armor, and swords. In order to advance to the next town you must prevail over a boss. At certain points spirits will grant special powers, such as the ability to detect hidden passageways and treasure chests.

My first gripe is the challenge, or rather lack thereof. This is labeled as an intermediate contest but I was able to whip through all levels without a hitch. In

contrast, the bosses are tough, but once you learn their patterns, besting them is a piece of cake. After experiencing *Actraiser* the graphics did not live up to my expectations. Some areas were sharp but overall they were unimpressive. A battery backup with four save positions is featured, but once a game is loaded, you cannot select which position to save your present game. The worst aspect is the RPG mode. Although I wanted to enjoy the storyline, I found this portion to be quite monotonous.

On the positive side, the music is about par with *Actraiser*, but many of the effects are duplicated. Overall, *Soul Blazer* started out very promising but fizzled out mid-way through.

TIP: When confronting Deathtoll, ignore his laser blasts and line up with one of his horns to avoid the much more deadly fireballs..



- Kevin Oleniacz



L. SANTULLI



"I really don't enjoy these kinds of games, where you're running around trying to kill everything that comes along. The music was good, but the game is just average."

MIDNIGHT MUTANTS
ATARI, FOR ATARI 7800

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

In what may perhaps be called the most bizarre videogame in history, this action role-playing quest really delivers for 7800 owners.

I'm not repeating the ridiculous plot, but I will say that it involves headless zombies, a giant skull that collects eyeballs, walking pumpkin people, and Grampa Munster. No, not a videogame facsimile, Atari licensed the real "Grampa" Al Lewis. Now this is MY kind of game!



Smash Dr. Evil!

THE BOSS CHARACTERS ARE HUGE!

requires a fairly specific order of actions, and a goodly amount of skill. There are about a dozen items in the game to find, so you're not overloaded with complicated magic. In fact, the action is much more prevalent than the role-playing. You can throw knives, axes, and shoot a blaster gun. When you're not fighting, you're exploring. Both of the 7800 buttons are used, but the right button is more of a pause. By pressing it, Grampa's face pops onto the screen with some helpful advice. You can also select the item you want to hold from this screen.

The large Grampa graphic is impressive, but not nearly as impressive as the full-screen bosses (did you say bosses? On the 7800?) you'll have to take on at three points in the game. There's even a cinema introduction. Lots of extra work went into this one. It also seems as if the sound has been enhanced, possibly with an extra chip in the cartridge. Although sound effects are minimal (the sound of your axe hitting a zombie gets a bit grating), the tiny musical scores are catchy. Don't make the same mistake I did by playing the game with the sound turned down.

Gameplay is very straightforward, but not linear (did that come out right?), so you won't have a hard time picking the game up quickly. Beating the game, on the other hand,

So what's the bottom line? I'll go out on a limb and say that *Midnight Mutants* is the best game in the 7800 lineup. It's highly original, addictive, fast-moving, and easy to play. It also features a widely varied and detailed graphics extravaganza, and above-average music. It's just the game for a dreary evening.



- Joe Santulli



OLENIACZ

"A top-rate multi-dimensional quest that pushes the Atari 7800 to its limits. No complaints here."

NIGHT TRAP
SEGA, FOR SEGA CD-ROM

ELEMENT	JS	KY	BS	LN	KO	HH
GRAPHICS	8	-	9	-	7	-
SOUND	9	-	9	-	9	-
GAMEPLAY	4	-	1	-	5	-
ACTING	3	-	4	-	4	-
OVERALL	7	-	7	-	6	-

Night Trap is the first of an announced line of interactive video composed of footage of real actors. Although gameplay is very limited, Night Trap is a marvel to watch.

Some mysterious disappearances have been reported in and around the Martin estate. Your assignment is to uncover the shroud of mystery blanketing the Martin household while protecting six girls who were invited to the mansion. View the action via surveillance cameras set up within eight locations around the mansion. Traps are cleverly installed in the house. Activate them whenever vampire-like creatures called oggs venture near a trap or threatens a guest. Traps are activated by a colored access code which any of the Martins can change at any time, so it's important to monitor their conversations. The game concludes when 1) a girl dies; 2) the number of uncaptured oggs gets out of hand, or 3) most of the oggs and all of the Martins have been captured.



FULL MOTION VIDEO HIGHLIGHTS NIGHT TRAP FOR THE SEGA CD-ROM

The game is a breakthrough into the next level of videogaming, but I see room for improvement. Simultaneous action is occurring in several rooms at any given time, but all of the video is grainy or slightly

blurred. There are also various endings to the game and many different death scenes for the oggs. During the first few games, listen to the characters to reveal the Martin's intentions. In order to complete your mission, you must know where to be and when (see my Night Trap solution elsewhere in this issue).

The audio is about as good as it can be, with clear voices and even a full soundtrack. The game's downfall is the game itself. Just flip camera views around and click open traps. That's all there is to it. If you want to see the capabilities of the new Sega CD-ROM, check out Night Trap - consider, however, that your mission can be completed in just a half hour. I'm sure more impressive full-motion games are just around the corner.

TIP: The clock counter commences right after the title screen. SKIP THE INTRODUCTION! or you will miss 10 oggs right from the start. The first oggs appear in hall 1, just 12 seconds into the game.



-Kevin Oleniacz



YOUNGMAN



"Mama-lucia! The young girls are a nice feature, but this isn't the game that will get you to rush out and buy the Sega CD. I'm still waiting for some sports titles."



J. SANTULLI

"I'd call this a demo more than a game, and I liked *Sewer Shark* infinitely more than this. I'd rent it before I'd buy it. Ooh that Megan is some actress, though."

SUPER MARIO KART NINTENDO, FOR SUPER NINTENDO

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

With all of the game cartridges in my collection, these days all I ask for is a game that I can go back to after a few months. Something I can just pop in and play without having to relearn the controls or even touch the instruction manual, for that matter. Well, everyone knows that I'm the Anti-Mario (before there was a Wario), but I must admit, Nintendo finally produced a Mario game with idiotic creatures like Toad and Koopa that I can actually enjoy. Will wonders ever cease?



SPLIT SCREEN PERSPECTIVE

In *Super Mario Kart*, your perspective is from slightly above and behind your kart similar to Nintendo's own *F-Zero*. The tracks spin and wind beneath

you with incredible smoothness, although the backgrounds are pretty flat. There are several ways to play, the racing games all involve the obvious get to the end objective, with a special "battle mode" for two players mixing up the action a little. In battle mode, you have to hunt and destroy your opponent's kart in a pseudo-virtual-reality contest.

There are many other options, some of the better ones include practice races where you can race against yourself from a previous race, power-ups during the race, an awards presentation at the end of a cup race,

three other levels. In one-player games you even have the option of viewing the overall course from above (displaying the locations of the other racers as well) or a rear-view mirror in the lower window. In head-to-head games each player has his own half of the screen to view.

This is certainly a game you can come back to, and you can just pop it in and play with anybody. There are lots of ways to handicap players, so there's seldom a mismatch. The graphics are cartoony, reminiscent of *Super Mario World*, but they're colorful and well animated, and the background tunes are fun to listen to. I couldn't ask for much more! Well, I could, but I'm going to go a few laps against that turtle with the long tongue instead.



-Joe Santulli



L. SANTULLI

"It took me awhile to get a hang of the controls for this game. I'm used to seeing the road come at you, and in this game the whole ground moves under your kart. The sounds and graphics were cute."



JOHN MADDEN '93
SEGA, FOR GENESIS

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

When I heard EA was putting out *John Madden Football '93*, I immediately thought "my God this is really overkill". I mean, they couldn't possibly improve *John Madden '92*, right? Wrong! This game is actually better than its predecessors. The things that make this game better are actually a logical progression towards what a computer football gamer would want in a game.

First, gameplay is much more difficult, the computer is not as easy to beat in this third installment, so you really need a well-thought-out gameplan.

Next up is improved playcalling on both offensive and defensive sides of the ball. The most important added play being a stop-the-clock play on offense which is really important if you're out of time outs in a critical, perhaps game-winning situation.



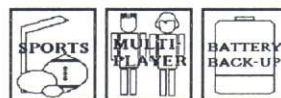
MADDEN: EVEN BETTER IN '93

The programmers at EA have even added the 8 greatest pro teams ever, such as the '72 Dolphins (undefeated!), the '84 49'ers, and my personal

favorite, the '86 New York Giants. I would also like to mention the drastically improved statistics screens which give you updated player and team stats which are saved throughout the playoffs. Perhaps the funniest thing about this cart is John Madden's color commentary, done with amazing realism.

My only problem with *John Madden '93* is that there is some slowdown in the game, especially on punts. Overall, a most enjoyable and worthwhile addition to the EASN lineup. I can't wait for Madden '94!

EDITOR'S NOTE: There is a "championship" version of this game available at rental stores across the country. The differences are the gold box, the words "championship edition" at the bottom of the opening screen, and the team contents, which include 38 superbowl teams from 1966 to present. The gameplay is identical in every regard.



- Bill Schultz



OLENIACZ

"EA does it again! Top of the line sounds, graphics, and gameplay do not disappoint. Next year, I hope EA adds a regular season schedule similar to Joe Montana '93."



NINJA GOLF
ATARI, FOR ATARI 7800

ELEMENT	JS	KY	BS	LN	KO	HH
GRAPHICS	8	-	-	-	7	-
SOUND	5	-	-	-	5	-
GAMEPLAY	5	-	-	-	3	-
OVERALL	6	-	-	-	4	-

Cross a watered down *Double Dragon* with a golf course and what do you get? An original but poorly executed fighting/sports combo entitled *Ninja Golf*.

The premise is to complete 9 holes in as few strokes as possible while battling your way to your ball between strokes. Courtesy of an overhead view, aim shots and measure your power with a ball trajectory that rapidly projects over the field of play. Also displayed is a closeup view of your ninja.

Once the ball is hit, an action scene commences with an onslaught of ninjas descending upon your character. In addition, each section of the course offers its own unique nemesis. Contend with mud flinging gophers on the fairway, leaping frogs on the rough, snakes in the sand traps, horizontally scrolling sharks in the water hazard, and egg dropping birds in the woods. On the green defeat a fireball spewing horizontally traversing dragon with your ninja stars. Between each hole a scorecard is displayed, and bonus points are added for holes completed on or under par. Power ups can restore strength, provide invincibility, etc. and are scattered about the course.

The golfing aspect is a joke. There's an absence of club selection, wind, hook/slice, water penalties, and putting. Just aim the ball and receive a score card when a hole is completed. The action sequence picks up a little, but it pales in comparison to other fighting games. Moves are very limited. The guardian on the green is identical for every hole, with speed increasing on each. Once the edge of each terrain is reached, all on screen enemies disappear. Both sounds and graphics are not great, but the serpent at the beginning and conclusion of a game is well detailed. Overall, this was a good effort which came up short. Stick to *Double Dragon* or a real golf simulation.

TIP: Sometimes it's wise to leap away from foes rather than battling them all.



- Kevin Oleniacz

R a N d O m R E V I E W s

LITE

A few words on games we played at the last minute, didn't find interesting enough to review in full, or just wanted to fill you in on...

SUPER STAR WARS
JVC, FOR SUPER NINTENDO

This is a knockout game! If I had gotten farther than the seventh level, I'd have done a complete review, but I will say this. Outside of *Street Fighter II*, this is the best SNES game I've played! There are some top-notch mode 7 effects, like the sand speeder stages, complete with scaling enemies! The music matches the movie soundtrack almost note for note. When you start the game, you couldn't tell if you're watching the movie or the game. Finally, the controls are perfect. Do not miss this game! (JS)

T2
ARENA, FOR GENESIS

Who would've thought that the company that did *Back to the Future III* (to date the worst game on the Genesis) could come up with a winner like this? Fast, fast, fast! Even with two players, the action doesn't let up! There's some nice attempts at scaling, and the graphics look digitized in some areas. A real hit - if you have the Menacer, a must have.

STREETS OF RAGE 2
SEGA, FOR GENESIS

Bravo! I've never played a fighting game I like this much! I can actually believe 16 meg was used here. There are lots of different enemy characters (at least twice as many as the original), longer levels, better, larger graphics, and many more moves. One weird bug seems to be the speech - they never converted the language over to English, so the characters shout out indistinguishable Japanese words. Sega has also taken a lot of elements from other fighting games. Get

this: the duel mode from *Street Fighter II*, the enemy character names and the wrestler character Max from *Final Fight*, the baseball field from *Rival Turf*, the

exploding bombs from *Double Dragon*, and even Bald Bull from *Punch-Out!* You can't go wrong by buying this game. It's loads of fun.

HISTORY POP QUIZ ANSWERS

There's no quiz this issue due to time limitations, but we do have a winner to quiz #7: I know that face... Congratulations to Marlin Bates of Stockton, CA for correctly naming all eight of the Activision programmers and picking three more (the Kitchen brothers: Steve, Dan, and Garry) for extra credit. Actually, there were seven winners, Marlin won the random drawing to determine the winner of Video Fanzine #8. Way to go, Marlin!

ANSWER to QUIZ # 7: I KNOW THAT FACE



L.M.



C.S.



A.M.



M.L.

Steve Cartwright
Alan Miller
Bob Whitehead
David Case
Larry Miller
Michael Lee Lougton
Paul Blaw



L.K.



B.W.



S.C.



D.C.

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CLASSIFIED

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: Buying old Nintendo carts & collections! Also wanted: Atari 2600 Pooyan, Room of Doom, Wabbit. ColecoVision Dragonfire, Fathom, Jungle Hunt, Spectron. INTV Super Pro Volleyball. **FOR SALE:** Loads 'o Atari 2600 and Intellivision carts, in boxes with instructions, many 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, 44 Hunter Place, Pompton Lakes, NJ 07442-2037.

WANTED: (for the Atari 2600) Track & Field, Demolition Herby, Double Dragon, many others; (for the 5200) Beamrider, Decathlon, Frogger II, Meteorites; (for the 7800) Commando, Summer Games, Water Ski. Offering \$10 for photocopied docs of Atari 7800 Pyromania. Please call first. **ALSO WANTED:** a flesh-colored face after holding my breath (and still holding it) since June '91 for my order from Pleasant Valley Video. **FOR SALE:** Atari 2600, 7800, and Genesis carts. Call (201) 835-8156 after 7PM weeknights, anytime on weekends. Kevin Oleniacz, 96 Buena Vista Dr, Ringwood, NJ 07456.

WILL TRADE Atari 2600, 5200, 7800, Intellivision, ColecoVision, Odyssey2, Vectrex, Bally Videocade, Channel F, and some Master System and Atari 400/800. Please send list and request list of over 1500 items, over 600 for trade. Wayne Dunphy "Games Scrounger", 3664 Kolstad Rd, Eagan, MN 55123. Phone (612) 454-9588.

WANTED: Looking for used Sega Master System games at a great price, such as Altered Beast, among others. Must be in working condition with at least the instruction

books. If you can help, please send me your list and prices. Also wanted: a Blockbuster Video Keychain. Please Help! Dominick Roman, Calle Haiti, BL-7, Santa Juanita, BAYAMON, PR 00956.

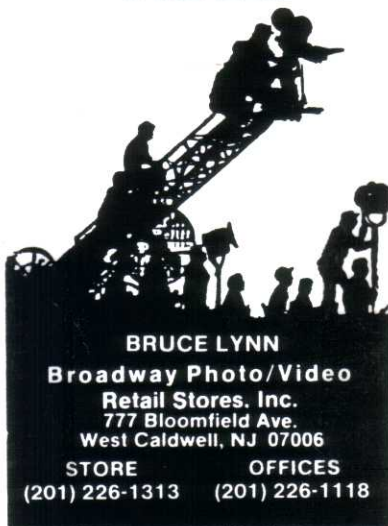
WANTED: 2600/5200/7800 cartridges. I am also looking for MicroVision cartridges. I have many carts for trade for most "classic" systems. Send me your list and I will send you mine. Also looking for Atari Age magazines, name your price. Write to: Marlin Bates, 2030 Pacific Ave #4, Stockton, CA 95204-5333.

WANTED: (7800) Mat Mania Challenge, Scrapyard Dog, Meltdown, Pyromania. (2600) F-14 Tomcat, Chase the Chuckwagon, ColecoVision, Intellivision, XEGS, Channel F, Arcadia 2001 carts. **FOR SALE/TRADE:** (7800/New) Motorpsycho, Alien Brigade, Planet Smashers, Xenophobe, Basketbrawl, many others. (2600/New) Xenophobe, Double Dunk, Midnight Magic, many others. Many used carts, hardware. Send me your list and I'll send you mine. Jeff Scott, 2670 Lehman Road, Apartment D-805, Cincinnati, OH 45204. Internet: bs066@cleveland.freenet.edu. Phone (513) 244-6392.

WANTED: 2600 Mr. Do!'s Castle, Custer's Revenge, Beat Em and Eat Em, Oink!, Bachelor Party, Miner 2049'er. Tony Bueno, 13814 Norland, San Antonio, TX 78232.

BROADWAY PHOTO

VIDEO



FOR SALE: NEW games. Atari 2600/ 400/ 800, Intellivision & VIC20 game cartridges. Send SASE for list. 10,022 carts, cost per unit \$4 each. Price includes S & H. Fred Davis, 710 N. Pennsylvania, Shawnee, OK 74801. (405) 275-3021 (call btw 4pm - 10pm CST)

WANTED: Intellivision Body Slam!, Congo Bongo, Fathom, Hover Force, Learning Fun I & II, Sewer Sam, Super Cobra, Spiker! Tropical Trouble, Tutankham. 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
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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.

FANZINE PLUGS

VIDEO VIEWS, a 20-page guide to gaming, is available for \$8.00 for a yearly subscription, which includes a free back issue. Send check or money to Ulrich Kempf, 4732 Glenwood Circle, Emmaus, PA 18049.

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- Intellivision Software List, Part 2
 - Closet Classics,
 Random Reviews, and more

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#4: Whatever Happened To...?, Vectrex Checklist, Worst of Intellivision, Videogame Mags Side-by-Side, 2600 Rarities pt 1.
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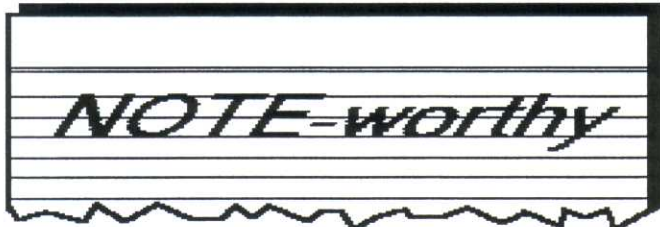
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TIM DUARTE'S "THE VIDEOGAME TRADER"

The Videogame Trader is an all-classified ad publication for owners of all videogame systems. Issues will be published bi-weekly, on the first and third Friday of each month via First Class Mail. *The Videogame Trader* will serve as a videogame enthusiast's source for obtaining or selling videogames, computer games, hardware, and other gaming related-items. For a limited time, there will be a special introductory offer. Anyone interested can receive a free issue and a 20 word ad by sending \$1 to this address! The Videogame Trader, PO Box N664, Westport, MA 02790.

SANTULLI AND NARDELLA WED

Hey, it finally happened! On November 14th, 1992 these two crazy kids tied the knot! What's their first

order of business? Well, if you ask Liz, it's "get some furniture in this house". If you ask Joe, it's "get the 'Write Digital Press' special edition out the door. Who will win this battle of priorities? You'll know by the time it takes you to get that special issue.

DIGITAL PRESS NOMINATED FOR FANZINE OF THE YEAR BY ELECTRONIC GAMES MAGAZINE

If you haven't noticed, we've been nominated! Check out Electronic Games' reader poll in the January 1993 issue (pg 34). Remember, vote hard! Vote often!

THE RETURN OF PLEASANT VALLEY VIDEO (?)

For the first time in almost two years, I got a letter from Jim Redd. It came after I received a revised price list from him along with a statement that he will fill all orders on games in stock within 2-3 weeks. I wrote to Mr. Redd, and he promptly responded, offering to credit my \$31.90 from April 1991. Will Pleasant Valley be Pleasant once again? We'll know in the next few days. Drop us a line and let us know what you've heard or want to hear what happened with our orders.

DEAR JOE:

THANK YOU VERY MUCH FOR TRYING US AGAIN. I APOLOGIZE FOR LOSING YOUR ORIGINAL ORDER, YOU WILL BE RECEIVING A PACKAGE WITH THE INTELLIVISION II AND STARPATH SUPERCHARGER I OWE YOU, UNLESS YOU TELL ME YOU WOULD RATHER HAVE THE \$31.90 APPLIED TO THIS NEW ORDER (I'LL WAIT TO HEAR FROM YOU FIRST BECAUSE I DON'T KNOW IF YOU HAVE SINCE OBTAINED EITHER OR BOTH ITEMS). SO LET ME KNOW SOON, O.K.?

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Yours,

Jim Redd

PLEASANT VALLEY VIDEO

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