

DIGITAL PRESS

THE Bio-degradable Source for Videogamers



Santulli '93

This Fozzie is a member of
F.A.C.E.

#13

Perspective.

Santulli '93



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PERSPECTIVE

EDITOR'S BLURB by Joe Santulli

I look at it this way: It's all how you look at it. You might think that making constant changes to an independent fanzine like this one is tantamount to indecision. I've heard people say: "You've got a good thing going. Why do you want to change it?" I've also heard people say: "Judy is pregnant. I think it's the guy from the laundry room", but I don't think I was supposed to hear that.

I prefer to think that change is a good thing. Look at businesses like IBM who didn't adapt to the changing world around them and are suddenly coping with losses for the first time in their illustrious history. To a much smaller, "n"th degree, it's the same for us fanzine editors. Unchanged, we become stolid, predictable, and eventually, generic. No one has ever called me generic and if anyone ever does, I'm moving my white-boy ass off of Main Street with my wife and 2.5 kids and to a place where my middle-class income and 6 hours of television a week are considered "wild". See if I don't.

Another change I'm going to be instituting is the concept of the "theme" issue. While talking to a fellow fan-ed who disliked the attempt the N.A.E.G.E (R.I.P.) Journal made to incorporate one idea throughout its entire issue, I thought it was an excellent idea. At least one facet of that club lives on, eh? So in this issue, the "theme" is PERSPECTIVE. This is a broad category. So broad, in fact, that it doesn't really qualify for a theme issue, does it? Oh well, forget everything I just said then.

Next issue, the "theme" will be SCARY, to echo in the Halloween season (for us here at Hunter Place, Halloween is more than just a night of trick or treating while pretending that we're Gollum and coating our bodies with glow-in-the-dark liquid, running up and down the street and shouting "YESSSSS, my PRECIOUSSSSS"! No SIR!), so keep your eyes out for that one.

That about wraps it up for me - hope everyone had a great summer, played a lot of games, and is READY for the greatest time of year. That is, when game companies begin flooding the shelves with their hottest titles in time for the Christmas season.

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ON THE COVER

TOE-SLAM & BURL IN THE LAND OF THE DEAD by Joe Santulli

Hey, what happens when those two nutty aliens meet GAME OVER? Why, they're transformed into two nutty demons. My Perspective.

Despite your history books, the truth is that Amelia Earhart did not disappear over the Pacific Ocean. She is alive and well and living in Pompton Lakes. Second, pertaining to your question about Diphtheria, I think women who contract this uncommon disease are quite sexy. It makes their voices sort of "raspy", and I like "raspy" voices. And finally, the actor you're thinking of is none other than Erich von Stroheim, who also appeared in "La Grande Illusion" (1937) and "Sunset Boulevard" (1950).

Editor, Video Apocalypse
Houston, TX

Hey, there's actually someone out there that uses parentheses more than I do! Greetings, brother! I'm always happy to get mail from my fellow fans. And, may I say, VORE 'zine looks cool, 2! As U will C in FANTasmagoria, U RA shoe-in 4 Rookie o' the Year if yo can pump out a few more by year's end! In the words o' the immortal Bob Einstein: "Nice fanzine, yourself!"

A STRANGE LETTER INDEED YET MORE COLLECTOR'S GUIDE NOTES

Dear Mr. Joe:

NEAT-OH! Man, I LOVED Digital Press!

Awesome, awesome, awesome. Loved your review forum, CES report, classic encyclopedia, original fandom section, Quatermann spoof - they were all AWESOME! It's obvious why U got nominated as "fanzine o' the year" by EG.

There, now that I've just boosted your ego to astronomic proportions, I'd like to say - I really love those automatic staplers: they help a great deal. Also, I'd like to thank you for yo plug. That fanzine review column o' yours is VERY unique! Me like.

'Ta pity I'm not a collector (I'm a TECHNOLOGY-HEAD, with a bad habit of throwing the old stuff away once something newer comes along.), but I (HIGHLY) respect the collecting types and find their work & articles muy interesante! (extREEmley!) Hey, what more can I say? Keep it up!

In Video Apocalypse #2 U can B sure 2 C more psycho raving, a comic that goes overboard, nice long reviews, wasted space, and a crappy layout! (Hey, nobody's perfect.) Also in the package is the psychopathic works of Zeekibecki (that's right, he's contributing to this new guy) and a fanzine review column which will not be present in #3 (but don't worry, it WILL reappear later).

ENOUGH ABOUT MOI! (That's the problem with my LOC's; I talk about myself too much.) I thought I'd mention that since I entered the fandom, I've been searching for at least ONE (just one; one, one, one) female who enjoys gaming (just ONE!) and now (Hi, Liz) ze quest is OVER! HOO-RAAY! Why are there so few ladies in the EG world? Whey, why, Y? Me not yet.

WAFFLES! I LOVE WAFFLES!!!

I know your gonna regret hearing this, but THIS LETTER HAS ENDED!! I know how awful it'll be living through an empty-worthless month w/o hearing from me (stop laughing!), but I'll come back w/a bang; VA3 will be cool dude (with another Diz comic). 'Til then, remember, cows are our friends, and hamburgers fill us with spiritual knowledge. Keep in touch!

MJ Lesnick

Hi guys!

Got your Collector's Guide. Great job! A couple of items:

1. For Intellivision, I have a baseball game called "World Championship Baseball" on the label, but the screen says "All-Star Baseball" when you turn it on. It appears identical to plain old baseball except you can pick skill levels.

2. For Vectrex, the title you list as "Spinball"; I have a cartridge called "Flipper Pinball" (not "Flip-Out Pinball") that was made in Ireland. Is this the duplicate you talked about?

3. From an old "Games" Magazine: A remote VCS. Did this ever make it to production? Does anyone have this prototype?

Terry Rutt
Gold Canyon, AZ

Thanks, Terry, for the info. INTV purchased the rights to Mattel's product line, but not to Major League Baseball. They changed Mattel's "All-Star Major League Baseball" to "World Championship Baseball", but for some reason, didn't change the title screen! As for the differences, the new version features a one player (or NO player - computer vs. computer demo) option, sliding into bases, and fly balls - none of which were part of the original "Major League Baseball" by Mattel.

Second, YES! Flipper Pinball for the Vectrex is Spinball, as it was seen overseas.

Third, the "remote" VCS never did make it into production (at least none of us here have ever seen or knows anyone who's seen it), although remote joysticks were produced, so I suppose the demand for distance playing was met.

The NEW DPCVCG (#2) will be available September 15th, with lots of additions, changes, and descriptions. Some of the most knowledgeable sources in this hobby contributed this time around. It's really a piece of art. (I did say art.) Look around in this issue and you'll find out more. Fans like yourself will receive full credit for your contributions!



HEY, YOU! DON'T BE THE LAST ONE ON THE BLOCK TO OWN:

Digital Press' Classic Videogames Collector's Guide #2

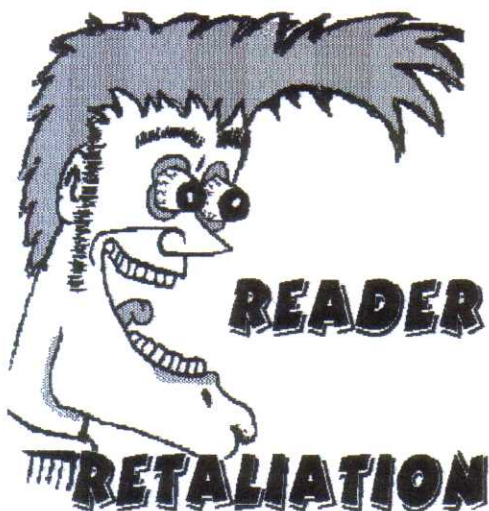
We've been building up to this! THE bio-degradable source for collectors! This 50+ page, spiral-bound guide is not only a price guide for every game out of the classic systems era (Astrocade, Arcadia 2001, Atari, Intellivision, Odyssey, Coleco, Vectrex, Channel F), but also a handy desk reference, with a full list of collectors, places to find games, and insightful essays on your favorite systems by Jeff Adkins, Ralph Linne, Al Backiel, Russ Perry Jr, Jeff Cooper, and more! We've upped the price to cover the printing costs, but we'll refund you're money if not completely satisfied! A bargain at only \$8.95.

Digital Press' Atari 2600 Video Review, Volume I

The first in what looks to be an extensive series of Atari 2600 game reviews, Volume I includes the games of Avalon Hill, Tigervision, Data Age, Imagic, M Network, Coleco, CBS, and Froggo. Includes many rarities, like Tigervision's River Patrol and Avalon Hill's Out of Control. Check it out for only \$8.00.

Digital Press' Atari 5200 Review

Over 50 games, including rare prototype reviews of Jr. Pac-Man, The Last Starfighter, Realsports Basketball, Millipede, and others. You can't go wrong for just \$8.00!



NOT A BELGIAN

Hi Joe,

Thanks for the No. 12 issue of D.P.!

I must admit, I only subscribed to D.P. for the info on "PsychOpedia", but I can truly say that issue 12 was the best one so far. 28 pages of pure genius, I read the whole 'zine (I don't usually) and even the bits about the boring machines like the SNES and Genesis (Yes, they're boring and don't try to tell me otherwise, I used to own both myself. Best game on the Genesis? Ringside Angel. SNES? Parodius. And that's it!!) weren't bad at all.

Your article about the Summer CES was absolutely perfect and very funny to read. Also, in that very same issue you finally included some pussyeat (Lynx) reviews, well done, but let me tell you the best of all was the crossover article "Atari Lord" by Mark Allen. What a guy, what a write, and you know what? He's right in every bloody sentence. Actually, the X-ing itself is a very good idea, keep it up please, if you can.

"Hollywood looks at vid games" brought back many happy memories, my favorite film being "Cloak & Dagger", old but a goodie, wonder if I can still rent it?

Oh, Al did forget to include the film "Never Say Never Again" with Sean Connery as James Bond. He plays a computer war game (kind of a Battleship type of game) against the bad guy, but everytime one player loses, he gets an electric shock, very nice if you ask me. That game was designed by Atari, it is mentioned in the credits after the film. I can also remember a film with a guy who controls things with his mind. He is playing a "Breakout" game on a VCS with his mind, but super fast. The film title? I've forgotten, the film was really bad.

Kevin's writing was good as usual, but that really goes without saying. Is he the "Kunkel" of the 90's?

Few suggestions, if I may:

1. Yes, I agree with Jeff Cooper, go monthly

(weekly? Only joking), unlike the other fantastic fanzine "2600 Connection", which is just right on a 6-a-year basis (still the best, plug, plug, Tim), you have enough material to do so. I guess time is the trouble, isn't it?

2. Include A PC game review (just 1) in every issue, the Note-Worthy section will do fine for that and it gives the reader a little break from console material.

3. Rosemary and I have been married for 11 years now. Can you give me any tips on how to keep my marriage and chat up the cute blonde from my wife's workplace?

Thomas Holzer
Great Britain

Tom, your first letter to me relieves me of the Xenophobia I've been accused of displaying by other, less civilized nations. Thanks for writing in! Okay, if you've read the last page you know monthly is a near possibility. If that comes true, I'll be doing at least one PC game an issue. Finally, in response to your "Dear Abbey" question, I can only say that handcuffs are your answer. I can't be more specific, but a nod's as good as a wink to a blind bat, eh? Nudge, nudge, say no more?

PROTOTYPE PLAYER

Joe,

Enclosed is a check for \$8 for a subscription to Digital Press. I enjoyed the Collector's Guide greatly, and am an avid gamer, beginning a sojourn down the road to collecting! Please send me my first ish ASAP - many thanks!

By the way, as long as I'm writing, how come there are no prototype 2600 carts for games whose boxes were seen in ads (notably, Parker Bros.' "Hulk" & "Ewok" games, and M-Network's "High Seas"), yet there are prototypes for un-advertised games like Sinistar? Incidentally, where could I find or get a copy of said prototypes? Again, thanks.

Dave Giarrusso
Liverpool, NY

Hey, congratulations, Dave, you're Digital Press' 200th subscriber! As such, you're certainly entitled to an answer to your questions. My opinion about the unreleased, seemingly completed games is that the games do exist, somewhere. No one has stepped forward with the goods yet, but that's how prototypes are discovered. Many of the unadvertised prototypes you speak of exist thanks to Best Electronics, who for a while had original lab copies for sale at only \$12 each! You can still get copies of many Atari prototypes through Best, but don't count on originals - the latest bunch we've seen are ROM copies. Still, it's a great investment and

curiosity if you're an Atari player! By the way, you can get in touch with Brad at Best Electronics by writing him: 2021 The Alameda Suite 290, San Jose, CA 95126. Tell him we sent ya!

HOW SWEDA IT IS

Hey!

Joe, I hope you and Liz are doing well and congrats on tying the knot.

Just wanted to tell you and your D.P. buds issue #12 was the best yet. I really enjoy PsychOpedia since I didn't get into gaming 'til 3 1/2 years ago. The info from the past is interesting. Answers a lot of Q's and fills in some of the blanks. Also, your coverage on SCES was interesting and informative. When the hell is Sega going to start doing something about their CD titles? I haven't seen one yet that I would like to play. Maybe they could do one about that fat chick squeezing pimples.

I recently broke down and bought a Duo system. I'm an RPG'er and I love military strategies. The Duo has a good number of RPG's to play and to be honest their (TTI) relentless advertising sucked me in. But when I heard Vasteel was coming out for Duo I had to have the system. Are you familiar with Vasteel? It's a very good mil/strat with some arcade action. I know you're not a Turbo fan but if you can check out this game.

I have some Q's for you.

Did you see anything promising for Duo at SCES? Do you know or have you heard of a possible Warsong 2? I've always wondered about this: when you read or hear about a game being a "hit" or "hot" or "big seller", how many copies have been sold and what kind of money is being made? And because each company has their own figures, how do we know what's accurate? It seems to me an ad agency could call a game a "hit" after it's out a short while to boost sales.

I've already touched on this but when is Sega (and Nintendo for that matter) going to start putting out some RPG's and I would love to see more military strategies. The Sega-CD is perfect for this.

Finally, what's going on with the Mets? As soon as you start giving these guys big money they sit down. By the way, I grew up in Jersey in a town called Dover, moved to Arizona when I was 22, always been a Met fan, Detest(!) the Yanks - I hope they fold soon. Too bad for the Knicks but I was pulling for the Suns all the way.

Michael Sweda
Tucson, AZ

Well, I was going to give you straight answers to all of your questions, Mike, but after your comments on the Knicks and the Yankees, I decided to answer the questions to someone else's letter instead.

Videogame Trading Cards

by Kevin Oleniacz

When one envisions bubble gum trading cards, athletes, movies, or television program subjects come to mind. This is one advertising medium that is barely touched by videogames, with only eight different sets in existence. All but two showcase popular arcade games. None of these sets, nor any individual cards/stickers are considered rare. The following prices are for cards in mint condition and reflect current dealer rates. Deduct 25% for excellent condition and 50% for lower grades.

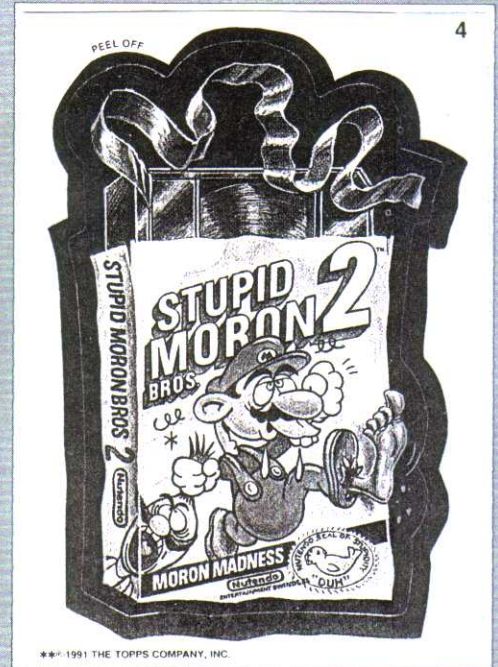
1. **Donkey Kong** (1982, Topps) This set is comprised of 32 unnumbered stickers and four scratch-off game cards, which reveal points and game moves on an arcade-like background. The sticker fronts contain wry humor and slogans, along with cartoony characters and objects from the arcade game. The backs are comprised of pieces of two puzzles. Set: \$6 - \$8; Card: 10¢; Sticker: 25¢; Wrapper: 40¢; Display Box: \$3.

2. **Dragon's Lair** (1984, Fleer) Clearly the most attractive in terms of artwork. There are 63 2½" x 3" stickers. Each displays a frame of the game surrounded by a caption and a red border. The backs present a walk through solution to one of the game's sequences. Thirty untitled rub-off games are included, with instructions on the back of each card. The atmosphere of each scene projects from the cards. Set: \$30-\$35; Card: 15¢; Sticker: 25¢, Wrapper: 40¢; Display Box: \$5.

3. **Ms. Pac-Man** (1982, Fleer) This takes the cake for cutesy appeal. A total of 54 stickers project Ms. Pac-Man tossing quips in various poses. Four rub-off game cards comprise the remainder of the set. Set: \$8-\$10; Card: 30¢; Sticker: 20¢; Wrapper: 40¢; Display Box: \$5.

4. **Nintendo** (1989, Topps) The only home videogame manufacturer to advertise through trading cards. Sixty scratch-off game cards and 33 stickers promote six of their early releases: The Adventures of Link, The Legend of Zelda, Double Dragon, Punch-Out!, Super Mario Bros., and Super Mario Bros. 2. Grayish dots along with an artist's rendition of game screens constitute the card fronts, with rules on the back. Cartoony stickers can be peeled off, while the backs reveal tips or strategies. Four distinctive and one clear cellophane wrapper exist. Fine promotional effort for NES classics. Set: \$20-\$25; Card: 25¢, Sticker: 20¢, Wrapper: (Wax: 10¢, Cello: 30¢); Display Box: \$3.

5. **Nintendo Album Stickers** (1989, Diamond Toy) 150 mini stickers portraying scenes, partial scenes, or NES characters were sold in conjunction with a 24 page album. Areas are designated for the placement of each sticker. An assortment of mazes and other games are also imprinted within the album. It is necessary to tear the wrapper to see the stickers. With the use of a 3D "Magic Decoder", the stickers appear to project the illusion of animation. This appears to be marketed toward kids and card collectors rather than gamers. Set: \$35-\$40; Sticker: 25¢; Wrapper 25¢; Album: \$3.



Video Game Trading Cards

6. **Pac-Man** (1980, Fler) 54 stickers consist of Pac-Man-like quotes and captions along with character drawings. majority contain black backgrounds. The 28 issued rub-off cards are identical, until the silverish dots are removed. Wrappers exist in yellow or white. A seemingly rushed, flimsy effort designed for instant capitalization on the Pac-Man craze. Set: \$12-\$15; Card: 35¢; Sticker: 25¢; Wrapper: 40¢; Display Box: \$5.

7. **Super Pac-Man** (1983, Fler) The basic captions, quotes and characters appear on the front of 53 unnumbered stickers. A promotion for a "Design Your Own Pac-Man Poster Contest" is printed on the back. 28 identical rub-off game cards are included once again. Designed along the lines of the Pac-Man set. Set: \$12-\$15; Card: 20¢; Sticker: 25¢; Wrapper: 40¢; Display Box: \$4.

8. **Video City** (1983, Topps) A mixed bag of slogans and various attractive artwork promotes four arcade hits on 26 stickers: Donkey Kong Jr., Frogger, Turbo, and Zaxxon. Backs contain tips, puzzle pieces, or Electronic Games Magazine advertisements. One scratch-off card was produced for each title. Set: \$10-\$12; Card: 25¢; Sticker: 40¢; Wrapper: 25¢; Display Box: \$5.

9. **Wacky Packages** (1991, Topps) This 56 sticker set is aimed at satirizing common household products. However, one sticker fired a shot at Super Mario Bros. 2 ("Stupid Moron Bros. 2"). The artwork is excellent, but the humor pales in comparison to the other titles. Set: \$8-\$10; Sticker: 20¢; Wrapper: 25¢; Display Box: \$5.

I recently attended a major non-sports card convention held each summer in NJ. The demand for these sets is practically non-existent, so it didn't come as a surprise when I located only three of the above items. An outrageously overpriced Dragon's Lair set was selling for \$70. An unopened box of Nintendo card packs was offered at a modest \$8. My greatest find was an unopened Donkey Kong box, which was too good to pass up for \$6. Nearly four sets can be constructed from this box. At trade shows, dealers' mentality toward unpopular items can branch into two directions. The swindler will escalate the price, believing that a sucker is born every minute. If he/she can't make a sale, so what!? On the other hand, one may dump off inventory at a bargain just to clear some space for hot sellers. The prices I listed should only be used as a guide and are not written in stone. Scout around and compare prices in order to avoid getting ripped off!



FANZINE X-ING: DIGITAL PRESS CROSSOVER WITH IN BETWEEN THE LINES

by Sean Pettibone with foreword by Joe Santulli

FOREWORD: As stated in earlier issues, the purpose of this column is to "synergize" with other fanzines. Rather than copy information from publication to publication, Fanzine X-ing provides fresh material and gives each 'zines readers a taste of the style of another. This issue, Sean Pettibone took me up on the offer to trade columns. In exchange for this, I send Sean "BOOK REVIEW" (which is a review of the book "Game Over" by David Sheff) to use in his fantastic 'zine In Between the Lines. Check it out....

GAME OVER. GO HOME. (A Look at Video Game Endings)

Endings. Are they important to gamers who have spent and expended their valuable time, blood, sweat, and tears to complete a quest? Yes. Are they important to the predominantly "Hey, we're lazy! What do you need an ending for anyway?" slothful game companies? Obviously not.

Before you start yelling, "Oh, here we go again, another pessimist diatribe", I'll cover a couple of the very few adequate, or even fewer (gasp!) "good" endings to video games. *ToeJam and Earl*. I'm sure there are others, but this is the only ending I know of where the player has the ability to actually control the characters after the completion of the quest. In the case that you're not clued in, the clumsy extraterrestrial duo are able to explore their alien planet of Funkotron, speak to happy denizens, even swim in the shimmering purple (?) waters. A great idea and a treat for the player devoted enough to complete the 25 levels. *Zelda: A Link to the Past*. Although this would have been another perfect one in which to control the character in the aftermath, one gets to view Hyrule and its mysterious inhabitants following the demise of Gannon's evil reign. Super Mario Bros. 2, Strider, Road Runner Death Valley Rally, etc. are

(Continued on page 17)

Mat Mania Challenge

Atari 7800

Atari

Sports



BY KEVIN "THE
BRAIN"
OLENIACZ

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	7	6	?	6	7	?
SOUND	3	4	?	3	4	?
GAMEPLAY	5	6	?	4	4	?
OVERALL	5	5	?	4	4	?

Heavy joystick pounding, bodies flying, and a thrill to kill are associated with wrestling. *Mat Mania Challenge* constitutes only the bare bones of the sport.

An arsenal of classic moves are at one's disposal. These include the clothesline, pile driver, and hammer throw. Victory is attained when an opponent is pinned, remains outside of the ring for twenty seconds, or is outscored. Battle to win the best of three matches in two player mode.

At first one is greeted by a catchy title screen consisting of a pair of wrestlers entangled in mortal combat. From this point on *Mat Mania Challenge* takes a downhill plunge. Tag team is not available, only one-on-one combat, with adjustable computer difficulty as the only option. Noticeably absent is a selection of characters. Except for the color of the trunks, both players are

carbon copies of each other. In contrast, individual movements are smoothly animated. One can witness the execution of headlocks, grapples and bone crushing moves. The lack of a strength bar creates a huge pitfall, as remembering to keep track of the number of times you opponent (or your own wrestler) has been clobbered sure takes away some of the enjoyment. To add to the displeasure is a poorly orchestrated, endless tune which plays during every match. A semi-animated crowd bob their heads throughout and clap at the conclusion of the contest. Besides these isolated reactions, you're largely entertaining an arena full of deadbeats. A referee dances around purely for effect, not for officiating, as it's impossible to perform illegal moves.

Controls are smooth but the aggressor is handed an unfair advantage. After absorbing

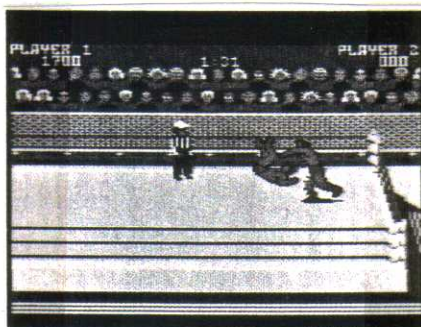
a shelling the victim will just stand in the ring as if he's catching his breath. At this point, the opponent is granted a few moments to freely pound him into submission, as one cannot even defend oneself.

The negatives greatly outweigh the positives in this case. Check out my review of Absolute's *Title Match Pro Wrestling*, found elsewhere in this issue, which improved upon some of the faults in *Mat Mania Challenge*.

Joe says never to rate a game in retrospect, always base it on its system and the time it came out. In THAT case, give it a 4!



L. Santulli



J. Santulli

Well, at least they tried. Normally, I'm a wrestling game nut. This one isn't terrible, but with *Title Match* on the same shelf, this game won't see much action.

Collector Notes

The Digital Press Classic Videogames Collector's Guide lists *Mat Mania Challenge* at \$10. This is still a relatively easy title to come by. Atari 7800 owners have a choice of two wrestling games, the other being *Title Match Pro Wrestling*.

Power Users

Begin your domination with a quick flurry of punches. When your opponent is stunned, perform more complicated moves to rack up the score. Don't attempt to pin him/her immediately. Try to get some of your money's worth out of this cart.

Origin

Originates from the most basic of wrestling games, such as Nintendo's *Pro Wrestling* and Sega Master System *Pro Wrestling*, only most of the originality from those carts are removed, leaving a more generic game behind in *Mat Mania Challenge*.

Title Match Pro Wrestling

Atari 7800

Absolute

Sports



**YOUR REFEREE,
KEVIN OLENIACZ**

Elsewhere in this issue I reviewed *Mat Mania Challenge*, Atari's mediocre attempt to simulate a wrestling match. I believe *Title Match* improved upon several of *MMC*'s weaknesses, although *TMPW* itself exhibits a few flaws. Ironically, *TMPW* (in my opinion the superior of the pair), was released before *MMC*.

The title screen captured my attention as bulky contenders show off their muscular build. In addition to a one-on-one brawl is a two player tag team option. Personality profiles are included within the documentation for each of the four wrestlers. Unfortunately, each contain identical abilities and only differ in physique. Following the character selection is the main event. A variety of moves, such as the Airplane Spin and the Body Slam are supplemented by crisp animation. Three

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	8	7	?	7	8	8
SOUND	5	7	?	6	5	6
GAMEPLAY	6	7	?	7	5	7
OVERALL	7	7	?	7	6	7

pins and the contest concludes. The essential power bars are situated above the ring and the crowd. Zombie-like spectators are frozen with fixed stances and expressions as if they're captured in suspended animation. The raspy roar of the crowd is identical to the 2600 version. This is a minor complaint, considering the fact that the 7800 doesn't harbor great sound capabilities. In spite of the absence of a referee, illegal practices (i.e. eye-gouging) are not possible. When a wrestler is down or trapped in a headlock, "muscle mode" is initiated. Whip the joystick to and fro to generate additional strength to free oneself.

Another gripe I have is that the basic punches and kicks are too powerful. Why bother executing the dramatic bone-crunching Canvas Slam when a simple right cross will do? Perhaps it's just me, but the

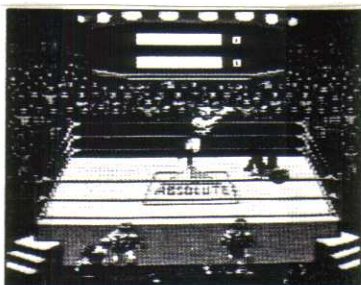
controls are dreadful. In order to execute complex moves in succession, release the button and the joystick and then press and hold the stick again. This really takes a lot of the fun out of the sport because one has the tendency to continually press the button down.

Except for slimmed-down graphics and an affectionately named "Bear Hug" which is substituted for the head lock, the 2600 version is identical. I thought *Absolute*'s programmers succeeded in taking advantage of the 2600's limited memory. After viewing the 2600 offering, I expected a number of improvements. Unfortunately, *Absolute* did not follow my way of thinking and instead lived off of their 2600 success.

Easily the better of the two wrestling games for the 7800. Could have benefitted from an extra sound chip in the cart, that's where this is the weakest.



J Santulli



Hirsch

Very similar to the Atari 2600 version. Needed some work, but not bad for its time. Unlike today's wrestling games, there are no signature moves.

Collector Notes

The Digital Press Classic Videogame Collector's Guide lists *Title Match Pro Wrestling* at \$10. Like most of the Atari 7800 library, this 'title' can still be found easily.

Power Users

Holding your opponent for too long in an Airplane Spin or a Power Lift will gradually drain your strength while revitalizing your opponent's! Execute these moves quickly.

Origin

See *Mat Mania Challenge*. An additional origin here: *Absolute* also programmed this game for the Atari 2600.

Warlords II

IBM P/C

SSG

Strategy



**COMMANDEERED
BY DOUG FORD**

Greetings!! My name is Doug and I am the new kid on the block. I will be reviewing a PC game this issue and if the boss likes my style then I might be around for a while.

My assignment for this issue was a game called *Warlords II* by SSG. WARNING: If you don't like strategy games go on to the next article because *Warlords II* is a great tactical game.

Warlords II is set in the medieval times with a slight bit of fantasy thrown in. The purpose of the game is conquest and taking over the country. It is very much like *Risk* in concept, but *Warlords II* takes the game a bit further. You start off by selecting the scenario you wish to play, and the map your pillaging and plundering days will be done on. A nice feature about the game is that you can control, to a certain extent, what the terrain looks like. You can choose a

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	6	6	7	?	?	?
SOUND	6	7	7	?	?	?
GAMEPLAY	9	8	7	?	?	?
OVERALL	8	8	7	?	?	?

percentage of how much water and forest there are, and how many mountains and hills; or you can select the random button on each type of terrain and let the computer do all the work for you.

After choosing the country you wish to conquer the computer goes through two different types of map generators. The first one is what the map looks like; the second is a layout of the roads and paths that your armies may take. The problem with the generators is that they may take a long time. If you have a 386sx/25 or less sit back and read the manual. Using a laptop from work, one scenario took 20 minutes to generate. WHAT A PAIN!!

The next part is who you wish to destroy or be destroyed by. You can have anywhere from 1-8 players; and any combination of human or computer players. I liked this

feature a lot because it allowed my friend and I to hack and slash at each other, as well as kick the computer's butt (Granted we were on Beginner's level, but we still had fun). After you choose your opponents the game proceeds to go through another map generator which places the cities across the map.

After all this is generated you can now begin. The game starts you off with some armies to attack the local towns. The game has an advisor to tell you if you will be slaughtering cattle in their sleep or if you should avoid the town and go on to the next one. The game's process of playing is move your armies, attack, and then work with your towns which you have taken over and named after yourself (Remember, if you kicked ass, take the credit). The new cities will produce new armies for you to send out to attack other towns. Once you have defeated the town, you can either occupy it, pillage it for some money, sack it for even more money, or raze it; in other words burn the sucker down. The game take a long time to play once your armies get extremely large and it takes anywhere from 10-30 minutes just to move all of your armies, and to keep track of your towns and their army productions.

(Continued on page 22)

This game really surprised me. The pics on the back of the box do not do justice. The game reminded me a lot of *King's Bounty*, which also appeared on the Genesis.



J Santulli



Collector Notes

Computer games aren't known for being collector's items, but this one will keep you entertained for a long time. Worth the cash if you can sit in front of your P/C for more than an hour at a time.

Power Users

Hit as many easy towns & different ruins as possible in the beginning. If you need more money or want stronger armies, my suggestion: Cheat!! Use Norton's Disk Editor and change things around. Anybody interested in the format of how to change the code around please write and maybe I'll put it in a separate section next time.

Origin

The game is based upon *Risk* the board game and also an older game called *Ancient Art of War*. *A.A.O.W.* is an older game using the strategy based upon the book called "The Art of War". Genesis players will also find many similarities to Electronic Arts' *King's Bounty*.

Jurassic Park

Genesis

Sega

Platform/Action



**BY BILL
SCHULTZ, PARK
RANGER**

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	7	7	8	8	8	?
SOUND	7	6	7	7	9	?
GAMEPLAY	6	6	7	7	5	?
OVERALL	6	6	7	8	7	?

Dinosaurs have been a staple of the entertainment world for many a year, whether it be in videogames, television, or movies. With this summer's huge blockbuster hit, *Jurassic Park*, Steven Spielberg has brought those cold blooded beasts back into the limelight to the tune of \$300,000,000 in box office receipts. Needless to say we are once again given the formula **HIT MOVIE=VIDEO GAME ADAPTATION**. Does *Jurassic Park* warrant such treatment? I think so, and probably so do a million other people. Sega has gone out of its way to give gamers a taste of what it would be like to be trapped in the mysterious world of dinosaurs.

When you pop in the cart you get treated to the Sega logo and good ole Raptor popping its head up and letting loose with a blood curdling screech. It sounded awesome!

With my Genesis hooked up through my stereo system, it made me stand up and take notice real quick. The sound on this cart will not disappoint all you dino-lovers out there, but the music can get a bit annoying after playing for a while. If this is this case, just go to the option screen and turn it off. Also in the option screen you get your choice of easy, normal, and hard difficulty levels. Let me warn you now, the easy level of *Jurassic Park* is hard. This cart is a challenge, so stick with it. Next you are presented the choice of either being Dr. Steven Grant, the movies intrepid hero and dinosaur lover, or the vicious raptor. As Dr. Grant, your goal is to escape from the wilds of Jurassic Park and make your way back to the safety of the main compound. You must avoid all types of dinos like Spitters and Pteradactyls, while picking up items such as gas grenades, tranquilizer

darts, flashbulbs, and first aid. As the Raptor you have to fight off your fellow dinosaur brethren, kill any guards in your path, and find food to keep your energy level up. I found this to be ingenious on Sega's part. They have given you two games for the price of one.

The graphics for *Jurassic Park* are well done. The dinosaurs and backgrounds are colorful and really let you get the feeling your in a tropical rainforest. All the characters in the game move smoothly from Dr. Grant two-handing it across a vine strung from tree to tree, to the incredible vertical jumps of the raptor trying to escape its captors. Visually there is a lot

(Continued on page 22)

The hit movie theme set forth in an impressive manner. Highly defined graphics and realistic sounds camouflage a repetitive, generic platform challenge.



Oleniacz



Youngman

The game is pretty good, especially in the graphics department. Some of the areas seemed a little unfair and too much of it relies on memorization.

Collector Notes

Most definitely a rental-first game. Still, for a 16-meg game, \$49.99 isn't too bad, just not for everyone.

Power Users

It's a little easier to play through the game as the Raptor instead of Dr. Grant. Try not to backtrack too much as you will find that this is one of those games where the baddies re-appear when you re-enter the screen.

Origin

The gameplay originates from scores of platform games, but this one in particular plays like *Prince of Persia* meets *Flashback*. The theme of the game originates from the movie, a Spielberg production of a Michael Crichton book.

NFL Challenge

Super NES

Konami

Sports



**COLOR
COMMENTARY BY
BILL SCHULTZ**

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	8	?	7	7	?	?
SOUND	7	?	7	6	?	?
GAMEPLAY	7	?	7	5	?	?
OVERALL	7	?	7	6	?	?

When I heard Konami was doing a football game, I was pretty psyched. Konami has done some of the best home videogames (coin-ops too!) that I had ever played, and I figured this *NFL Football* would be killer. Well fellow sports cart buffs, I must inform you that the game is.... Are you ready?....It's o.k. Not great, but not bad either, and it's not from lack of trying on Konami's part either.

What Konami has attempted to do is combine the best features of Electronic Art's *John Madden Football* series and Sega's *Joe Montana Sports Talk Football* and create the ultimate football cart for all us sports nuts out there. The results of trying to merge one of the best sports cart series in videogame history with a mediocre sports cart has given us an average football game. Before giving you a blow by blow account of my likes and dislikes of *NFL Football*, I have to say that

to Konami's credit they made the cart easy to figure out without the instruction manual.

The best part of *NFL Football* is that you can play as your favorite NFL team. Now I know some of you are thinking "*Madden* has all the NFL teams, and some classics too!" You're right, but it is not the same as seeing the Giants or the Dolphins helmet and know that you're representing your favorite team. It made me try to play the game at a higher level, but then again it made me more frustrated when I lost. The down side to this favorite team thing is that unlike *Madden* the numbers of players aren't given on the screen. If you're playing as the Buffalo Bills, you don't know on a pass play if you're throwing to James Lofton or Don Bebe. Much like the *Madden* carts you are given the choice of being the home or visiting team, where the game will be

played, and the type of field and weather you will be playing in. The weather has a pretty cool AUTO mode which allows the weather of the game to be chosen randomly by the computer. There is an exhibition mode which allows you to beat up on friend and foe alike, or your standard playoff mode which takes you through the wildcard playoffs to the Super Bowl.

Another cool option of *NFL Football* is the playbook option. You can select a standard playbook which gives you (and your opponent in two player mode) the standard passing and running plays which would be exactly the same for each player. You may also choose the team playbook, which is specific to the team you have chosen to represent. For example, the Giants playbook is more run oriented while the Bills

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Karl and I played this game for awhile at the SCES, but it's definitely better with an instruction manual at hand. The rotation can make you dizzy. A good effort overall.



J Santulli



Youngman

Doesn't match up to the *Madden* series on the Genesis or even *Madden '93* on the SNES. The graphics look a little blocky to me, too.

Collector Notes

At \$59.99, you may want to rent this first. When *Madden '94* comes out for SNES, you'll forget this game ever existed.

Power Users

Remember that each team minks the strengths of their NFL counterpart. If you take a team like the Buffalo Bills, don't expect to score too many points without putting the ball in the air often.

Origin

You could go back as early as the Atari 2600 home version by Atari called *Football*, but that's a weak comparison. This game plays more like *Madden '93* but with more bells & whistles.

Fatal Fury 2

Neo-Geo

SNK

Fighting



**TOURNAMENT
CLASS REVIEW BY
LIZ SANTULLI**

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	10	9	?	9	9	?
SOUND	9	8	?	9	9	?
GAMEPLAY	8	9	?	8	9	?
OVERALL	9	9	?	9	9	?

"Again, Legendary Men Return" blares out of our stereo system. "FATAL FURY 2!!" in an enthusiastic voice follows. Although *Fatal Fury 2* has been around for almost a year now, there is still no fighting game that compares to it in my eyes, not even *Street Fighter II Turbo*.

The reason Joe and I decided to review *Fatal Fury 2* was because with all of the hype surrounding the releases of *SFII Turbo* and *Mortal Kombat*, few people have noticed that SNK's Neo-Geo home system has been creeping down in price. Now, you can get the "Gold" system, which includes the console, two quality joysticks, and this game. That's right, *Fatal Fury 2*, for under \$500.

It's quite a bargain when you consider that only two years ago, you had to pay \$650 for the Gold system with a mediocre game like *Magician Lord* or *Baseball Stars Professional*.

Also quite a bargain when you consider that Neo-Geo games of this caliber (over 100 meg) go for \$200 each!

But on to the game. *FF2* is definitely a *Street Fighter II* clone. The only real difference in game play is that you can jump into the background and fight as smaller characters. Who would want to do that, I wonder? Anyway, it's *Fatal Fury's* signature.

The music in this game really blows away any of the rather unmemorable *SFII* tunes. Each musical score really gets you into the character's background. Big Bear, the wrestler, fights outside of his trailer, with Rock & Roll music. Joe Higashi, on the other hand, fights in a tribal Thai setting, where you can hear the congo drums and wild fans. Add to this the fact that each character has lots to say when they're fighting, and you have a game that makes a

lot of noise. Just the way I like my fighting games!

The graphics are typical of Neo-Geo, that is, superb. Everything from the wonderful scrolling backgrounds to the detailed expressions on the characters faces (especially noticeable when you stun one of them). No doubt a "10" here.

But we've seen so many fighting games at 44 Hunter Place with great graphics and sound, but few ever pass the replayability test when it comes to the fighting itself. Well, *Fatal Fury 2* passes with flying colors. I like to pick a character for awhile, play until I can do all of the special moves, and then take on the computer or my rather mediocre husband. I haven't gotten bored with this one yet. In fact, it's outlasted *SFII* in terms of number of games played, I'm certain.

Still, I can't wait for *Mortal Kombat*!

I'm having a hard time even remembering one of these fighting games from another. Not my type of game, but I can see where a fighting game fan would drool over this.



Youngman



J Santulli

So far, there are only two games that I've played that surpass this as a fighting game. SNK's own *Samurai Showdown*, and *Mortal Kombat*. Both are still arcade games at this time.

Collector Notes

At \$200, You'd have to be either rich or crazy to buy this game. If you purchase it with the Neo-Geo gold system, however, you're getting a bargain!

Power Users

We can't help you out much here. Keep in mind, however, that each character has a special move that can only be performed when he/she is less than a quarter strength. Go nuts with the controller and you'll probably find it.

Origin

SNK has been trying to topple the success of *SFII* for some time, but it seems like all of their games are derivatives. Many of the characters in *FF2* play closely to counterparts in *SFII*. For example, Big Bear is the slow but powerful fighter like Zangief. Mai is a dead ringer for Chun-Li, and there are "brothers", Terry and Andy, much like Ryu and Ken.

Evolution

ColecoVision

Sydney

Action/Strategy



SPAWNED BY
KEVIN OLENIACZ

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	7	7	?	7	5	?
SOUND	4	7	?	5	4	?
GAMEPLAY	7	8	?	8	5	?
OVERALL	7	7	?	7	5	?

This is Sydney's lone entry for the ColecoVision line of software. In actuality, *Evolution* could be considered as six games crammed onto one cartridge, as each stage contains its own unique style of play and unrelated objectives. Play the role of various life forms. Commence with the single celled amoeba and conclude with the highly complex human. Your ultimate objective is to witness the destruction of the world.

1. AMOEBA - Gobble all DNA cells sprinkled throughout the solid playfield. Employ shields as defense against antibodies, spores and microbes. Points are tallied for unused shield energy, as represented by a bar. Squiggles, circles and blobs did not impress. On second thought, these shapes are what I'd probably observe when peering through a microscope. There are two very disturbing flaws. First of all, occasionally a life is lost

when an enemy is within close proximity to your amoeba, rather than in direct contact. Second, it is unnecessary to cover the center of certain DNA when usually a simple touch will do.

2. FROG - Confined to the bottom of the screen, leap or unnaturally waddle horizontally to capture a trio of flies. Avoid poorly constructed pink fish which swim nonchalantly. Overgrown green plantlife is added for effect only. A majority of the playfield is wasted by inactivity. The flies emit an unrealistic buzzing/beeping sound. Clearly the simplest, the shortest, and the least challenging stage.

3. RODENT - This somewhat reminded me of the old classic, *Dig Dug*. Burrow through the ground and grab slices of cheese. Appearing randomly, they're displayed one at a time. Excrete dung piles to eliminate predators, which consist of a colony of snakes. Serpents can only slither through tunnels and they travel quicker than the rodent. This translates into a fine challenge mixed with a bit of frustration. Nevertheless, it's my favorite of the bunch.

4. BEAVER - Construct a dam by retrieving five sticks situated at the far side of a river. Swimming vertically are deadly alligators on patrol in the center of the river. The key to success is to observe patterns and then

proceed. The reptiles are so poorly designed that it's possible to mistake them for overgrown bats, logs, or a number of other objects. In addition, they blink and roll rather than swim. Very poor animation.

5. GORILLA - Toss coconuts at mischievous monkeys that attempt to steal oranges resting on the ground. A pair of trees, patches of grass and mountains complete the landscape. A coconut must clear the screen before another one can be chucked. The pace is too slow for my taste. Displays the best graphic quality and animation.

6. HUMAN - Mutilate a score of mutants atop a dull grayish battlefield supported by a backdrop of a city outline. Protective orange gorillas seem

(Continued on page 22)

One of those "sleeper" games for the ColecoVision. Lacking in sound, but otherwise a solid game with lots of variety.



J Santulli



L Santulli

Not bad! This game is easy to pick up and has enough variety to keep it moving along. Good game for players who don't want it too complicated (me).

Collector Notes

The Digital Press Classic Videogames Collectors Guide lists *Evolution* at \$20. This isn't an easy title to find. Worth the searching.

Power Users

In the early rounds, observe the patterns and follow suit. When dealing with semi-intelligent enemies in subsequent stages, employ patience as no clear cut strategy is evident.

Origin

Evolution draws its inspiration from a number of games: *Pac-Man*, *Frogger*, *Frogger II*, *Dig Dug*, *Polaris*, and *Berzerk* influences were all sighted in this one cartridge!

Silpheed

Mega-CD

Sega

Shooter



BY JOE
SANTULLI,
SPACE JOCKEY

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	9	9	9	8	10	?
SOUND	9	8	9	9	9	?
GAMEPLAY	5	8	8	7	5	?
OVERALL	7	8	9	7	7	?

Don't let yourself get drawn in by the hype! I've been hearing that this great game from Japan was going to blow the doors off of Nintendo's *StarFox*. The pictures look great, the reviewers rave about its unprecedented style, and even a trusted friend gave the highest recommendation for this game to me.

Naturally, I was excited the day *Silpheed*, this God of shooters arrived. The opening scenes are incredible, with full, richly detailed graphics and scaling that finally showed me what the Sega CD is capable of. In fact, the intro is essentially the same as that for *StarFox*, almost making a mockery of Nintendo's effort. Then I pressed the START button.

From that point on, my opinion really changed, because what I discovered after only ten minutes of play was that I was

playing the 90's version of *Galaga* on my Sega-CD! Little attack ships zip in from offscreen, loop around in the distance, and then come kamikaze-like, towards the bottom of the screen. And my friends, this is no exaggeration: *Silpheed* does this for eleven levels.

In my opinion, there's no comparison between this game and *StarFox*. In *StarFox*, you feel like you're surrounded by ships, blocky buildings, and giant bosses. In *Silpheed*, you're treated to incredible, scaling backgrounds that will often take your breath away - but when the ships disappear off the screen, they're gone for good. The bosses are terrible, only about twice the size of your own ship and completely without personality. Furthermore, the power-ups in this game really suck. Strictly generic stuff.

On the positive side, however, *Silpheed* is

worth a good LOOK, simply because you'll see for the first time what the Sega-CD can do in terms of sprite rotation and scaling. There are some incredible sequences, and I'd say that each stage has at least one "special effect" that will make your eyes pop out. Level 4, for example, puts you inside a green fortress lined with hydraulic cylinders. You'll have to weave in and out, avoiding oncoming fire as you go. The 3D feel has a quality to it I've never seen before on a home system.

The sound is excellent, as well. Booming explosions, lots of voice to guide you through certain areas... it's like you're in the cockpit.

All the programmers had to do was match the graphics and sound to an above-average shooter to make this a classic. As it stands, however, *Silpheed* is all glory and no guts.

Finally the Sega CD's capabilities are pushed to its limits.

Outstanding background graphics along with superb scaling and rotation is a wonder to watch. An ordinary shooter otherwise



Oleniacz



Schultz

This game is very cool. Finally, something for us Sega-CD owners to cheer about! The graphics and sound put you right in the middle of the action.

Collector Notes

Sega-CD owners still don't have much to ballyhoo, so this shooter at least fills a gap and gives us something to show off. It's replay value is severely limited by it's weak gameplay.

Power Users

Slow motion on your controller works pretty good in this game. It should be enough to get you past some of the rough areas in the game.

Also, use the "wave" weapon as often as possible, since it provides good defense against the death defying aliens.

Origin

As I mentioned before, *Silpheed* without the amazing background graphics and sound is actually a rip-off of *Galaga*, and a poor one at that. There are also similarities to Nintendo's *StarFox* in terms of perspective and atmosphere.

WHERE WE PRESENT GAME REVIEWS WITH MORE TASTE BUT ONLY HALF THE CALORIES!

KING OF THE MONSTERS TAKARA, FOR GENESIS

Please, don't stop me if you have heard this before. Remember those Japanese monster movies and the (sic) acting? *King of the Monsters* is just that. You get to choose from four different creatures (a superman, a stone giant, a beetle with the facial features of a rhinoceros, and a close relative of Godzilla). Once you choose your desired beast, it is time to enter the city, and have it out with another monster as well as the humans who are trying to defend themselves. This continues until either you or the rival monster is defeated. Let's start by saying the graphics are slightly above average, but certainly could have been better. The sound of the monsters and everything else leaves something to be desired. As for the gameplay, well, that really sucked. It's a good thing I rented it first, although even that was a waste of money. This game will only appeal to the hardcore fighting game fan.

POWER USERS: Fight dirty! Throw objects at your opponent, hit him when he's down. Do anything for a win!

ORIGIN: Originated on the Neo-Geo, then moved on to the SNES. A descendant of the game *Rampage*.

-Howard Hirsch

BATTLE WHEELS BEYOND GAMES, FOR LYNX

The year is 2019, and the #1 spectator sport in the nation is *Battle Wheels*, an arena combat duel between two to six warriors. *Battle Wheels* lets you select from a number of options ranging from the number of kills, to the color of your car. After all of your options are selected, you can hop in your car or go it on foot. Weapons can be placed on your car in front, back, or either side. Once the game begins, you use your control pad to move, action buttons to fire weapons and change views and option buttons to select weapons and bail out. Graphics on this game are very good, making great use of the Lynx's scaling abilities, and good use of color. Gameplay is also quite good, especially when you just can't resist running over the guy whose car you just blew up. My only complaints - selecting weapons for front, back, etc. gets very confusing. Also, the warning for when your car is about to explode is too quick on most occasions. Driving in reverse is confusing at first, but not as bad as you'd expect. Lynx owners looking for a new game should look into this one.

-Edward Villalpando

CHESTER CHEETAH: TOO COOL TO FOOL KANEKO, FOR GENESIS

The entire object of this cart is simple. You are Chester Cheetah and you would like to escape from the zoo because you are bored and want to go to a place called the city. However, there is a problem: the zookeeper and his bulldog sidekick have hidden pieces of your motorcycle. Without it, you're stuck. You must find the ten pieces that allow you to get free. Be ready for resistance from the keeper and his flunkies. Run, jump, and crawl your way to freedom.

Unfortunately, like so many others of its genre, *Chester Cheetah: Too Cool to Fool* has no originality. Its attributes are pathetic. It think this is why I have given up munchies.

HINT: Don't buy or rent this game.

-Howard Hirsch

FOOD FIGHT ATARI, FOR ATARI XE

It's time to earn your just desserts! In *Food Fight*, you control Charley in a race against the clock to eat the ice cream cone before it melts. He must also face 4 disgruntled chefs: Angelo, Zorba, Oscar, and Jacques. Throughout the contest, Food is picked up and thrown around. If you've played the 7800 version, you already know the story. The 7800 is a better version. This version does not speed up at higher levels of play, your main character moves too fast right from the start, making your character actually faster than the food he throws! It really becomes discouraging when you cannot run to a pile of food, grab it on the fly, and throw it in one smooth motion without having to stop or retreat after throwing. Add to this the bad audio, especially on the instant replay screen, making this version a poor effort. Gameplay was this title's claim to fame, but unfortunately, it doesn't deliver.

-Edward Villalpando





The Puzzy/Bit Corp.

By Kevin Oleniacz

This German-based company released nine cartridges for the 2600, all in PAL format. Five are original concepts, while the others are clones of the quartet of Zimag releases in the U.S. Inscribed on the label of the English translation is the title in both English and German. The label distributed in native Germany carries an artist's cartoony rendition of the game, while the English label is an unattractive solid black. The only mark identifying the manufacturer is engraved in the program. Roll the screen slightly to reveal "© BIT CORP."

1. Bobby is Going Home/Bobby Geht Nach Hause -



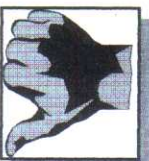
Guide Bobby through seven screens in order to reach his home. This is purely a very slow jumping contest which would challenge anyone's nerves. Leap over blocky outlines of rocks, flowers and fountains. Time your jumps over collapsing and regenerating bridges, horizontally scrolling chickens and rolling stones. The most intriguing obstacles are the birds and bats which fly in sharp fixed patterns, and swoop down as if they contain foresight on Bobby's next move. Picturesque backgrounds of sailboats and mountains highlight an otherwise drab effort which attempted to follow the lead of Coleco's *Smurf Rescue*.

2. Dancing Plates/Tanzende Teller - Taking Zimag's



Dishaster, a disaster in itself, transforming a girl into a barely recognizable human, and leaving the monotonous gameplay intact (continually spinning plates on poles) definitely constitutes a dud. As the inept manual states: "If any plate falls, just rush the player to catch it.". Break the number of plates indicated on the screen, and thankfully the game is history. This game is also known as *Plate Mania* by Homevision.

3. Mission 300/Mission 3000 - Puzzy/Bit decided to try



their unsteady hand at an original shooter. The final product is a dry mix of remnants of superior games. Your mission is to destroy six starbases which can be obliterated by a single shot from your triangular ship. Three classes of starfighters act as guardians, with the only variance in terms



of speed. Rely on a radar screen for aid. A one-dimensional shootem' up that should be written off as another subpar effort.

4. Mr. Postman/Der Postmann - Finally

an offering which cannot be directly pinpointed to an existing game.



Screen 1: Travel right, then up the tree. Avoid fire from the hawk. Jump onto a vine and then onto the hawk's back (the most challenging task). Screen 2: Endure several waves of lightning. Destroy all hailstorms and killer birds confined to the top of the playfield. Screen 3: Cautiously maneuver around a simple maze to enter a building (post office?). Touching the walls proves to be fatal. Mission accomplished, and it's back to square one. Quiet a variety packed onto a simple quest. I fail to see how the programmer could draw a connection to the postal service, unless he/she had been raised deep within the uncivilized jungles of the Congo. Except for minor graphic alterations, *Mr. Postman* by Brasar is identical.

5. Open Sesame!/Sesam, Offne Dich - Greeted by a

voice blurting out the title is one of several improvements over Zimag's *I Want My Mommy*. A pure climbing/jumping contest, your goal is to reach the top of the screen where Ali Baba awaits (replacing a very grotesque "Mommy"). Stun guards patrolling each level by catching a floating ball. Climb up ropes to advance. In Zimag's offering the game concludes after two screens - here, an undetermined wealth of increasingly difficult rounds await. An added closeup of the treasury is sandwiched between rounds. Definitely one of the top ten 2600 clones.



6. Phantom Tank/Phantom-Panzer - Protect an

The Puzzy/Bit Corp.



energy base from a slew of rapidly fluttering tanks. Fail and the game concludes. Maneuver through mazes and open playfields to obtain the best possible strategic position. Washed-out graphics, unvaried play mechanics, blinking sprites...I like it! I don't know why. It just seems to have "the right stuff". Nearly identical to *Tanks But No Tanks* by Zimag.



(Continued from page 6)

other examples of programmers who realized that a simple "Congratulations. You've conquered a \$60 piece of software you may very well never play again" just doesn't cut it, and is a sorry "prize" for an exhausted gamer who took the time and had the will to finish their game. Sorry I can't say the same for everyone.

My most recent disappointment came as I conquered the last boring boss of the very boring *Harley's Humongous Adventure* and was "treated" to an equally boring ending. A blue background with a few scattered credits and a weak attempt at humor. All text, no graphics, no animation. Yawn. Of course nothing can compare to such terrible conclusions as *Shadow of the Beast* (Genesis) or *Fantasia*. The shock after realizing that *Shadow* was actually only one level long was only compounded by one measly screen, stating something to the effect of "Congratulations. You've freed yourself from the Shadow of the Beast. So What?". "That sucks!" I screamed. I had not yet finished *Fantasia*. Besides the fact that this is the only Disney/Sega piece (excluding *Talespin*) you can technically term a "disaster", this cart carries one of the crappiest endings ever to be had in a video game. Mickey shaking the conductor's hand. No credits, no "thanks", NOTHING. Need I discuss such half-assed summations as *Taz-Mania*, *Buster Douglas Boxing*, or *NHL Hockey* on the Genesis; or *Top Gear*, *Legend of the Mystical Ninja*, or *Out of this World* on the SNES? What the hell is the problem with programming an extra 2 screens in, perhaps even an inkling of animation or dare I say, interesting epilogue? Is it that hard to get off one's ass after slaving (or in the case of *Rampage* on SMS, sleeping) over a game and consider the player? To all the companies out there, I plead with you: remember us loyal gamers. Give us decent endings.

7. *Sea Monster/See-Monster* - Pilot your ship left and right across the ocean surface. Monsters lurking under the sea are your targets and they return fire. Point values are based upon the victim's depth. *Sea Monster* reminded me of *Sub Scan* by Sega, but it's not exactly a rip-off. Just a simple, partially conceived original idea. Pass.



8. *Snail Against Squirrel/Schnecke Gegen Eichhornchen* - Mix originality, toned down action, a nutty concept, two bizarre but distinct layouts, and a unique title and it all blends to form this winning combination. As a squirrel, you gather nuts and carry them up to a cave. Avoid the dreaded snails as they are deadly to the touch. However, quoting the manual: "The squirrel will always be successful to defeat the snail just walks over from its back". A down-to-earth, non-violent game without any shooting, jumping, hacking or mutilation is just what this system yearned for. In my opinion one of the top European 2600 titles.



9. *Space Tunnel/Weltraum-Tunnel* - A clone of a poor one-dimensional shooter. Disgraced by sub-par graphics, a repulsive noise that'll propel one to instantly insert cotton in both ears, and punctuated by a seemingly pointless goal, this is definitely NOT what this system needed. Ripoff of Zimag's *Cosmic Corridor*. This receives my vote for the worst 2600 European release. Absolutely pathetic.



FANTASMAGORIA

FANZINE REVIEWS BY JOE SANTULLI



Webster's Dictionary defines as follows:
phan-tas-ma-go-ri-a *n.* A rapidly shifting sequence of haphazard imagery, as in a dream.

The Digital Press Dictionary of Stupid Words defines:
fan-tas-ma-go-ri-a *n.* A rapidly shifting bundle of fanzines strewn about a room in a haphazard way, as in a nightmare.

Welcome back. I've missed you. Haven't been keeping up with the latest fanzines? You've come to the right place.

This issue, I'm looking at a huge pile of fanzines - many excellent ones at that, but a few weak titles as well. I only echo the words of the immortal Noah Dziobecki when I say that fandom teeters on the brink of mediocrity. To all faneds, I urge you - use your imagination! There is so much repetition among various fanzines that I can't see how a potential customer could make a decision. Set yourself apart

from the rest. It's the fanzines with their own style that stand out - whether you like them or not: *Project Ignition*, *In Between The Lines*, *Fantazine*, and *New World News* are always on the tip of my tongue when a reader asks me to suggest a really good 'zine to them. Their individuality makes them memorable. Observe: fandom is much like a bell curve. Very few at the top, very few at the bottom. Most in the middle. Strive! Here endeth the lesson.

Now, onto the good stuff! I'm going to start right off with the BEST SINGLE COLUMN, *Paradox's* Mode 7 by Jason Whitman. Jason is at his best when he talks about fandom. This column should be clipped and saved, as well as close BEST SINGLE COLUMN RUNNER-UP winner Francis J. Cone, from *In Between the Lines'* memorable third issue. While I'm on the subject, let's give the BEST SENSE OF

HUMOR to *In Between the Lines* as well. *IBTL* is full of weird faces, straight talkin' reviews, and hidden gags like the Dana Plato mailbox and tribute to Chuck Woolery. Great job, Sean! And how can I mention Chuck Woolery without also mentioning fandom's BEST CLASSIC SYSTEM FANZINE, Tim Duarte's *Atari 2600 Connection*. It's not always the well-written, knowledgeable content of each issue that makes it an Atari owner's best friend. Sometimes, like this one, it's the fantastic letter column. Definitely the BEST LETTERS COLUMN IN THE BIZ, Tim! Speaking of well-written fanzines, have you read *Master Minds* recently? Never mind the fact that they've won the first ANGRY YOUNG COVER AWARD. Look inside, and I think you'll find what I found to be the BEST WRITING IN A FANZINE. Todd Lintner is probably one of those people who writes like he talks. I'd be surprised if I were wrong, because page after page, *Master Minds* is like you're on the receiving end of a long conversation. It's fluid, intelligent, and honest. Excellent work. All these great awards, you'd think there was nothing I didn't like, wouldn't you? Well, my fine feathered friend, there you go thinking again! Because, in fact, I grimaced a bit while reading THE WHAT THE...?!! AWARD winner *Spectrum*. Rarely have I gone through an entire issue of any fanzine saying WHAT THE?!! all the way to the end. But there I was, saying WHAT THE?!! SNES *Royal Rumble* is "Really Below Average"?! and WHAT THE?!! *Ranma 1/2 Part 2* rates a 10 1/2, (which I assume means better than anything that could ever be produced on the SNES)??! Rarely do I even question another writer's opinion of a game, but this one really had me

doing it. While I'm in the mood, why not dish out the LAME-O ACHIEVEMENT AWARD to one Brent Hepner of *Video Universe*. I don't know who he is or where he came from, but how can he 'dis Jess Ragan and Ulrich Kempf in one breath? Personally, I think Jess is one of the best artists in the biz, but few will agree with anything in Hepner's "Deep Space" column, let alone his underhanded digs at fandom's mainstays. So now you're saying, "is he through yet?", to which I reply, it's time for the BEST COVER ART AWARD, which was so difficult to select (my favorite artist in fandom Pat Reynolds of *Fantazine* did no fewer than FOUR covers this month, among them the outstanding Ladybug from *Fantazine* #2, and Mortal Kombat cover for *Video Views*), but goes without regret to *Viewpoint*. If you can find it among the mess on the previous page, it's

QUOTE OF THE MONTH:
"I do think that [fanzine reviews] have a high standard for fanzines. If you want professional quality, I'd suggest buying a prozine".
- Michael Palisano,
The Laser

the one with the Mortal Kombat cover. I'm crushing your head! Alright, now, how 'bout that SELF INDULGENCE AWARD, then? *Digital Press* #12 was undoubtedly the best of the dozen, but wow, where is there any Genesis stuff in here? I mean, are these guys biased towards SNES or what? And I sometimes wonder just how many "products" they're going to push on us. Enough's enough! Good, that's that - and to a much more well-deserved fanzine, goes the EDITOR'S CHOICE, again a tough choice, but relative newcomer *Video Apocalypse* #2 by editor MJ Lesnick, is my pick. There's almost as much cartoon content as there is videogame content, but all of it is of a very high quality. The "theme" (sounds familiar) to this fanzine was censorship in video games. And that's that! C'Ya in numero fourteen!



REAL VIDEOGAME MADNESS

by Al Backiel

I figure it's about time I got on my soapbox and ranted and raved about my pet peeves on the subject of videogaming. So

with apologies to David Letterman, here is my own top 10 list, not necessarily in any order:

1) Long Passwords - Why do game continuation codes have to be so damn long? I realize that there are a few instances when they must keep track of all the objects you last had in your possession. But please, you programmers out there -

give us a break. We're getting writer's cramp from all those lengthy codes. There are times you just don't feel up to entering a 16 digit code. YEAH!

2) "Tapes" - I have seen many ads like this one: "Nintendo video game system & 8 tapes for sale \$50". Where's the tape or tape drive? The games are on EPROM chips encased in cartridges. OK, I'll admit Atari did have a few games on tape (by Starpath), but those you could easily see were cassette tapes. People just assume a cartridge is a tape because they resemble the old 8-track tapes, I guess. YEAH!

3) Rip-offs - Several gamers have gotten ripped off trying to get games via the mail. Their money was taken. They never got their games and probably never will. This is very bad for the hobby and casts a shadow on the majority of gamers who are honest. Some games are hard enough to come across. We shouldn't have to put up with crap like this. "Let's be careful out there" as they used to say on Hill Street Blues. YEAH!

4) Used games minus the instructions - Why is it half of the time you buy a game at a garage sale there are no instructions? I know you say to yourself "chill out, Al, they're only kids. Kids lose things." It's still a bad habit. What happens when they get older and buy a new car or something? Will they lose the owner's manual? YEAH!

5) Vaporware - I know I'm not the only one who gets upset waiting for certain games to come out. Doesn't a company have to live up to their commitments? Especially when they advertise or promise a release date? Don't they have to legally deliver the goods in a reasonable amount of time? I'm not talking about companies that went belly up. They're more or less off the hook. I'm talking about existing companies like Atari for instance. They ran a contest called Swordquest and never came through with the final game...Airworld. How could they get away with this? YEAH!

6) Lack of Originality - Why does the world need upteen

versions of Street Fighter? Why does one system have to have six or more baseball games? Doesn't getting it right the first time make more sense? As soon as a company comes up with something original they are drowned out by a sea of copycats. YEAH!

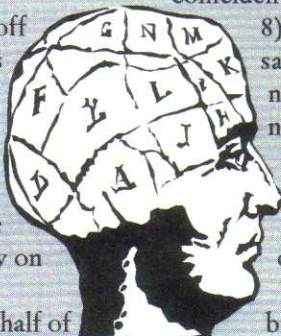
7) Misleading Advertising - From the box, the game looks terrific. A work of art perhaps. WOW! Check out those sample screens. Inside, it's a whole different story. Any resemblance to the game depicted on the box is purely coincidental. YEAH!

8) The Coattail Syndrome - You read the book! You saw the movie! You'll love the game! It tain't necessarily so. All too often, companies feel the name alone will sell the game. They do a rush job, or try to stick too close to the plot, or don't use good judgement. There seem to be just a few exceptions, like TMNT and Batman. Maybe some of the Disney games. YEAH!

9) Piracy - I'm not talking about borrowing an idea, but out and out stealing a game as it stands. Maybe doing something cosmetic like changing the name or removing the logo. If they insist on pirating they could at least change the graphics or gameplay so that it looks or plays differently. All too often one winds up with the same game with new packaging. YEAH!

10) Too-Tough Bosses - Instant frustration! You struggle to reach the end of a level. You come face to face with the big bad boss who kills you almost instantly. I hate being hopelessly mismatched against bosses who don't have any apparent weaknesses. But, who have to be killed by 40 or more shots and are much stronger and faster than yourself. You feel like David vs. Goliath. How about giving us gamers a decent chance? YEAH!

THERE. I feel a whole lot better now that I got that off my chest. Thanks for listening.



DIGITAL PRESS BACK ISSUES: \$1.50 EACH!

#1: Neo-Geo: Worth it's 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 Atari 2600 pt 2.

#3: How to Train a Non-Gamer, Genesis Football Side-by-Side, Worst of Atari 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, Atari 2600 Rarities pt 1.

#5: Life of the Party Videogames, Channel F Checklist, Atari 2600 Rarities pt 2, Gamepro TV Review, Scavenger Hunt I.

#6: Weird Games, Summer CES '92, Buyer's Guide to Classic Systems, SNES

Golf Side-by-Side, Astrocade Checklist, Atari 2600 Rarities pt 3.

#7: What If?....., Worst of Genesis Vol 1, Atari 5200 Checklist, Atari 5200 Vs. ColecoVision Side-by-Side, Atari 2600 Rarities pt 2.

#8: The Darker Side of Gaming, Odyssey2 Checklist, SuperCharger pt 1, PsychOpedia begins.

#9: Ups & Downs of '92, Night Trap Solution, SuperCharger pt 2, Intellivision Checklist pt 1.

#10: Sequels, DP Style, Atari 2600 Rip-offs pt 1, Intellivision Checklist pt 2, ColecoVision A/V inputs, New 5200

Prototypes Discovered, Coleco Adam Feature.

#11: DP Interviews Daniel Bass, Intellivision Programmer, Worst of ColecoVision, Atari 2600 Rip-Offs pt 2.

#12: Best & Worst of SCES '93, DragonStomper Adventurer's Guide, Atari 2600 Rip-Offs pt 3, DP Interviews Ray Kaestner, Intellivision Programmer, Scavenger Hunt II.



SIDE BY SIDE

GENESIS BASEBALL GAMES

by Joe Santulli

With the Fall classic fast approaching, and at least two solid pennant races in the works as of this writing, what better time to break out the Genesis (THE choice of Digital Press staffers for sports games) and get some competition going. The tough part, is choosing which one to play! If you're trying to make a choice, we put together this grid to compare each of the premiere baseball videogames to each other side by side. Since some players prefer the statistical side of the game over the arcade-action side, you may like LaRussa more than Tommy Lasorda. It is also our common consensus that there isn't a 'dud' among these titles. The weakest (Tommy Lasorda's game is already four years old!) of them still plays a decent game of hardball. Play ball!

	TOMMY LASORDA	SUPER LEAGUE '91	SPORTALK Baseball	TONY LARUSSA	RBI '93	ROGER CLEMENS	CAL RIPKEN	HARDBALL III
Graphics	7	8	8	5	8	8	8	7
SOUND	6	8	7	6	9	7	6	8
GAMEPLAY	7	8	8	8	8	7	7	7
OVERALL	6	8	8	7	8	7	7	7
REAL PLAYERS?	No	YES, JAPANESE	YES	YES	YES	No	Only Cal	No
REAL TEAMS?	No	YES, JAPANESE	No	No	No	No	No	No
SEASON	30 GAMES	15, 30, 60, OR 120 GAMES	15, 30, 81, OR 162 GAMES	MANY COMBOS	No	YES	YES	162 GAMES
STADIUMS	1	3	3	3	28	3	3	26
# PLAYERS	1 OR 2	1 TO 6	1 TO 6	1 OR 2	1 OR 2	1 OR 2	1 OR 2	1 OR 2
AUTO FIELDING?	No	YES	YES	YES	YES	No	No	YES
SEASON SAVE	PASSWORD	BATTERY	BATTERY	BATTERY	PASSWORD	PASSWORD	PASSWORD	BATTERY
TEAM EDIT?	No	YES	YES	YES	YES	No	No	YES
STATS COMPIL?	No	No	No	YES	No	No	No	No
MANAGE MODE?	No	No	No	YES	No	No	No	YES
SAVE GAME?	No	No	No	YES	No	No	No	YES
HR DERBY?	No	No	No	No	YES	No	YES	No
HISTORICAL TEAMS?	No	No	No	No	YES	No	No	No
PRACTICE MODE?	No	No	No	No	YES	No	No	No
INSTANT REPLAY?	No	No	No	YES	YES	No	No	No
BOX SCORES?	No	No	No	YES	YES	No	No	YES

EVOLUTION

(Continued from page 13)

to be invincible. Encounter passive green and aggressive blue creatures. Once again, a very limited selection of unvaried sprites does not impress, along with generic sound effects.

Ironically, after securing victory as a human, the end of the world is at hand. This consists of nothing more than a decreasing squaky pitch emitted with a distant shot of the Earth, followed by a flash. Then it's back to square one. If a cart evolved around any one of these stages, the gameplay would not stand up to a majority of the games in the ColecoVision library. Considered as a whole, the mix is adequate, but falls a bit short in terms of complexity, audio and visual quality, and overall down to earth fun.

WARLORDS II

(Continued from page 9)

The graphics are very nice. The reason I use nice is because the large picture graphics of a warrior on the screen is very impressive, but once the warrior is gone you deal in an overhead view of the entire map on the right side of the screen, and a zoom of the area you are currently in on the left side. The left side has some nice detail but nothing like the large pictures that are in the game.

My favorite picture in the game appears right after the other players offer you a truce, and you reject their peace offer, this large picture pops up with three heads on spears, a slight bloody mess, and it says below it, I will not rest until I have more heads hanging in front of my castles and everybody else is dead and the world is mine!!!!....or something like that.

The music and sound like to use a sound card of some sort unfortunately I don't have one just yet, so I can not judge it fairly. But if a statement has to be made, I think this aspect of the game stinks because it doesn't let you use your internal speaker.

Overall, the game to me is great. I like a good strategy game where I can hack at it for a while. The computer players do not get bonus armies for being the computer or their armies stronger, what they do use is some nice A.I. work. The game kept me thinking all the time about control of money, movement of my armies, which can be anywhere from infantry to dragons, and some defence for the towns I took over. If you like a nice thinking game and you want your money's worth for buying it, I would recommend this game. Graphics - 8 Sound - ? Gameplay - 8 Manual - 8 Overall - 8.



JURASSIC PARK

(Continued from page 10)

going on in this cart, but the graphics and sound mask the one true problem with the game. When you take away the flashy graphics and sound, you are left with a typical side scrolling adventure game. This didn't stop me from really liking the way this cart looks, but after four or five plays you may find yourself getting a little bored due to the repetition.

I enjoyed *Jurassic Park* but after playing it, I got the feeling that with these graphics and sound that Sega could have offered a little bit more in innovative game play. Maybe variation was sacrificed to get the cart out while the movie was still fresh in the minds of the public, though I have to admit I was pretty surprised when as Dr. Grant, I fell and landed on the head of a Brontosaurus. Still, this isn't varied enough for my tastes. With the quality of this cart's graphics and sounds, all you gamers with the Sega CD will be chomping at the bit to get a hold of the disc version. I know I will.

All in all, *Jurassic Park* is kind of like chinese food, you're full when you're done eating, but an hour later you're hungry again. *Jurassic Park* is a nice place to visit, but you may not want to live there - if you know what I mean.

NFL CHALLENGE

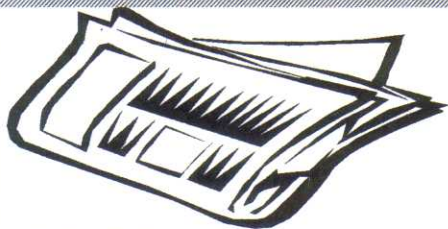
(Continued from page 11)

playbook is more pass oriented. Plays are selected by hitting the X,Y,A,B, that appears under the play you wish to run. Audibles can be called by using either the L or R control and can only be used on designated plays. You also have to watch the 45 second clock, you don't want to get a delay of game do you?

The graphics for *NFL* are kind of disappointing. The players and referees suffer from an over abundance of pixels, making them look kind of blurry. This is compounded by the fact that Konami kind of went overboard with the use of SNES' Mode 7. There is too much spinning of the field on kickoffs and change of possessions. I almost wish I had seat belts on my chair. The sound quality is excellent. Good, crisp hits, lifelike gasps, and music score. Be forewarned, the announcer can be annoying after a while so just go to the option screen and turn him off. One thing I didn't like about the cart was its lack of detailed statistics, only giving your basic yardage, first downs, and the like.

All in all, *NFL Football* was fun to play but it still cannot compare to the *Madden* series. It is however, much better than *Sports Talk Football*. The players in the cart move smoothly but it isn't enough to make you want to run out and buy this cart. This cart should have been better for the first NFL endorsed football game for the SNES. If you really need a football fix this cart might do the trick, but as for me I think I would rather wait for *Madden 94* or *Bill Walsh College Football* by Electronic Arts.

Classified



Section

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Mr. Basic, Learning Fun 2, Super Pro Skiing, Fathom, Super Pro Volleyball, Turbo, Congo Bongo, Super Cobra, Tutankham, Draughts. Joe Mondo, 422 First St., Carlstadt, NJ 07072.

THE VIDEOGAME TRADER is a newsletter dedicated to the trading, buying, and selling of videogames and videogame-related products. Send \$1 for a sample issue to The Videogame Trader, P.O. Box N664, Westport, MA 02790.

WANTED: Herzog Zwei for Genesis. I'm desperate! Will pay reasonable demands. **FOR SALE:** Batman Returns, Cybernator, Fatal Fury for SNES. Nearly brand new-in box w/instruction, \$35 each or good trade (write first for trade). Pat Reynolds, 1740 Millbrook SE, Grand Rapids, MI 49508.

WANTED: Sci Sys Intelligent Chess TV Game; RCA Studio II: Telstar I, Baseball, Demo(s), Gunfighter, Hockey, Speedway, Space War, Fun With Numbers; Odyssey (1) Dogfight small overlay, Baseball runner tokens, Fun Zoo cards (28), Wipeout extras, cards 11 & up and games using them; Entex Select-a-Game and carts; Coleco Total Control 4; Entex Adventurevision; APF MP1000; my old unwanted zines; adult NES games; Biblical NES games; lots else! Russ Perry Jr, 5970 Scott St, Omro, WI 54963, (414) 685-6187.

WANTED: Emerson Arcadia 2001: Funky Fish, Jungler, Pleiades, Red Clash; Astrocade: Astro Battle or Space Invaders, Muncher, Seawolf/Missile, Solar Conqueror, Star Battle; ColecoVision Up & Down. Jayson Hill, 501 Main Avenue #315, Knoxville, TN 37902 (615) 694-7687.

BE A GLOBETROTTING COLLECTOR! Send me your want lists and as I search the plentiful bins of local thrift stores that restock Atari 2600/5200/7800, ColecoVision, Odyssey, Intellivision, Bally, and others weekly, you'll be here too. Carts, controllers, consoles, and such. When I find what you need, I'll trade for equal value or sell at 25% below the DP Guide price. Dale Curtis, 1170 East 600 South, Salt Lake City, UT 84102-3859. Thanks for all responses to my previous ad. Your lists are working hard.

WANTED: 2600 carts: Halloween, Beamrider, Quadrun, Gremlins, Wabbit, Up & Down, Custer's Revenge, Road Runner, Polaris, Submarine Commander,

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FOR SALE OR TRADE: Over 200 games for classic systems - 2600, 5200, 7800, ColecoVision, Odyssey2, Bally. Odyssey2 and Fairchild consoles, excellent condition - \$20 each. Controllers and power adaptors for all systems. Will exchange lists. Earl Carsner, 738 N. Bermuda St, Mesa, AZ 80205.

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Atari 5200

Intellivision

Bally

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Atari 7800



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Intellivision

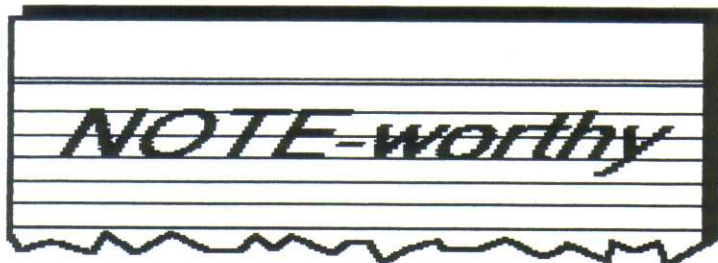
Colecovision

* Atari *

2600 5200 7800



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SCAVENGER HUNT UPDATE!

By the time you get this, the Scavenger Hunt II sponsored by Digital Press (See DP#12) is officially over! We've gotten some great entries, and the winner will be announced in a special issue you can look for in about 30 days!

A MESSAGE TO PAIGE

Paige, if you're for real, expect a rush of subscribers! What red-blooded American game fanatic could possibly pass up your fanzine? Readers: if you're looking for something really different in a videogame fanzine, check this out. *Counterpoint!*'s premiere issue is the creation of female editor Tabitha Indigo Paige. In the first issue, we find out that she is 20 years old, likes to sunbathe naked, and is looking for a new boyfriend. Hmm. I wonder if that pitch will net a few readers... Oh, the videogame stuff is pretty good, too. There's no price listed in *Counterpoint!*, but a dollar seems like a bargain to me. Write Paige at P.O. Box 88042, Kentwood, MI, 49518.

SEAN KELLY'S ATARI 2600 COLLECTION UP FOR SALE

Unlike the unreachable demands I've seen in the past, Sean is splitting up his collection and selling it in pieces. As of this date, many unusual titles still exist, so don't miss out. As Sean says, "This is IT!". Write him at 5789 N. Milwaukee, Chicago, IL 60646.

BOOK O' THE MONTH

Just in case you don't get to see the in-depth review I wrote for Sean Pettibone's *In Between the Lines*, let me at least recommend "Game Over: How Nintendo Zapped an American Industry, Captured Your Dollars, and Enslaved Your Children" by David Sheff. Although the title suggests this, it is NOT a Nintendo-bashing book. In fact, for the first time in almost ten years, I feel like I understand the people behind the names I've seen on Nintendo press releases. Classic game players will even get a kick out of the rise and fall of Atari, outlined in Chapter 7! Don't Miss.

LAST TIME WE'LL MENTION THE COLLECTOR'S GUIDE

The DP Classic Videogame Collector's Guide will be available September 15th. Color cover. Bigger than before. \$8.95. Write us to reserve you copy today!