

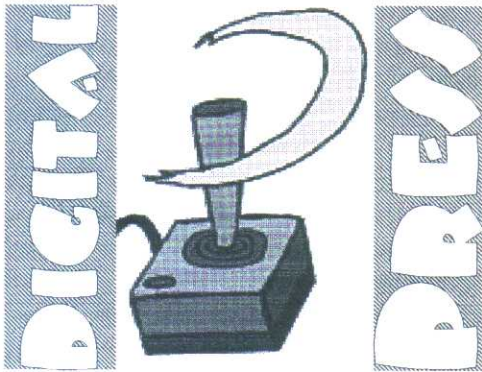
DIGITAL PREVIEW

THE BIO-DEGRADABLE SOURCE FOR VIDEOGAMERS



#25:

Sport.



DIGITAL PRESS #25
MAY/JUNE
1995

EDITOR IN CHIEF
 Joe Santulli

SENIOR WRITERS
 Kevin Oleniacz, Bill Schultz

STAFF WRITERS
 Al Backiel, Jeff Cooper, Howard Hirsch,
 Sean Kelly, Kevin Oleniacz, Liz Santulli, Joe
 Santulli, Bill Schultz, Edward Villalpando, Karl
 Youngman

GAME REVIEW PANEL
 Joe Santulli, Karl Youngman, Bill Schultz,
 Liz Santulli, Kevin Oleniacz, Howie Hirsch

MANAGER OF NEW BUSINESS
 Kevin Oleniacz

PRODUCTION MANAGER
 Liz Santulli

TECHNICAL CONSULTANTS
 Al Backiel, Sean Kelly, Edward Villalpando

ARTISTS
 Jess Ragan, Joe Santulli

SPECIAL THANKS
 Dale Curtis

SUBSCRIPTION INFORMATION
 Digital Press is published bi-monthly, six
 regular issues per year plus incidental
 specials at the editor's whim. Subscription
 rates for U.S: \$10.00, outside of the U.S:
 \$15.00 Single issue rate: \$1.75.

BACK ISSUES
 Available for \$1.75 each. See elsewhere in
 this issue for complete details.

Entire contents Copyright © 1995 by Joe
 Santulli. All rights reserved. Reproduction in
 whole or part without prior written permission
 by the editor in chief is prohibited. All game
 titles, pictures, character names and
 representations are owned by their respective
 companies and are not affiliated with Digital
 Press.

SPORT.

EDITOR'S BLURB by Joe Santulli

It's time to go round number 25 with team DP. We were REALLY late this time, and that's my fault. It's my fault that I'm a perfectionist. I learned something this go-round that 24 issues of history didn't teach me. You can't *substitute* for quality.

I had just about all of the material I needed from the gang by the deadline, and I had most of it keyed in on time, too. But as I went through the rough draft I felt like something was missing. I was so proud of the job done on #24 - it is a landmark in DP history, thanks to some excellent contributions - but #25 just felt "flat". I surmised that it might have been the theme, which I lazily selected at the last minute, then regretted too late to be able to double back on. Or maybe it was the fact that TOO much time had been spent playing with our new Saturn, which surprised us all when it appeared at the Electronics Boutique nearby in early May. Whatever the cause, DP#25 just wasn't ready.

I began receiving letters from subscribers asking why they didn't receive their issue, and phone calls from friends wondering if I was ready to "pack it in" and "call it quits" with this fanzine. Meanwhile, I was hunting for something that would make this issue special. That waiting paid off. See page 8. Thanks, Dale!

For those of you who have asked, I'm not "calling it quits". I'm just getting warmed up! And finally, here is issue #25. A sports-themed extravaganza that just proves we don't spend enough time outdoors doing the real thing!

There have been some great strides in this genre recently. In the past several months, I've seen a baseball game that actually hits the mark (something I never thought I'd witness) in *World Series '95*, a basketball game that doesn't force scores of 200 points each side in *Coach K*, and a fighting game... no, a REAL fighting game... that doesn't depend on how fast you can jab the buttons in *Toughman Competition*. Unfortunately, *Toughman* didn't make the cut in this issue. You won't miss the review, I figure. I counted it in seven magazines in the last two months!

Sports games continue to make tremendous advances. We thought *Madden* on the 3DO looked good. Has anybody noticed the NFL '96 graphic on the side of the Sega Saturn box? And can *Coach K* be the best basketball sim for long when *NBA Action* gets released for the Saturn? Will *NHL '96* for 3DO and/or Saturn and/or Playstation make our favorite Genesis game look like crud?

We can only hope so.

Well now, I'll turn you over to the matter at hand. Thanks again to the terrific team that supports DP, including the most knowledgeable readers an editor could ever hope for.

See you next time, ON time.

ON THE COVER

INBOUNDS PASS by Joe Santulli

Basketball games are all over the place on the newer systems, getting closer and closer to the real thing.

Don't take your eye off the ball.

IN THIS ISSUE: PAGE

Reader Retaliation (mail).....	3
The Wacky World of AL: Some Unusual Sporting Representations ...	5
Sean Kelly's ROMpage!: Drought	7
Whatever Happened To... Dept: Pleasant Valley Video.....	8
Collector's Corner: Classic Sports Games, Vol I	9
Random Reviews	10
Alternate Currents	21
DP Guide Addendum 3.04.....	22
Classified Section.....	23
NOTE-Worthy.....	back



NEW DP GUIDE?

Joe,

I was wondering if you have plans for a new Collector's Guide in the near future?

Earl Carsner
Mesa, AZ

Earl, we've been updating the Guide via addendums in Digital Press. These contain new entries, informational changes to existing cartridges, and updates to the Collector's Connection. By Fall, we'll be presenting an updated PRICE addendum that will be too large to print here (we may issue that as a "special" issue, free of charge, though). I'm also working on a deal to have the Guide published commercially. If that falls through (it's still pretty intangible at the moment), we'll be publishing an updated Guide for 1996, which will contain all of the Psychophile entries, addendum updates, and various other goodies we've gathered since the third edition.

GAME COPIERS?

Pac, Cufk, Sips:

The new DP was great! Everybody gets a thrill from Pac-Man, and you all obviously had a blast putting it together. However, I do have one major beef with the issue: hardly any mention of Super Pac-Man! How could you?! I love that game. I'd probably agree with Jess Ragan (DP#19) that it is one of the - if not the - best arcade game of

all time. To make up for this oversight, could you please find out why it was never translated to a home system? I mean, if Pac-Land made it, surely...

I'd also like to bring up a topic to ask your standpoint on it. How do you feel about game copiers, multi-game carts, and bootlegged carts? I am a former supporter of game copiers; now I feel that copying games is a purely selfish blow to the vg industry. But copying games that are no longer sold? I'm not sure. Multi-game carts are, for all intents and purposes, the same as game copiers, but things like multi-VCS or ColecoVision carts? I'd like to know where DP stands on these issues (copying, multi-carts & bootlegged carts of classic games other than Vectrex) before I formulate a full opinion on the matter. Also, are multi-game Coleco, VCS, etc. carts legal? They must be, as you print Sean Kelly's ads prestigiously. If they're legal, then where is the line drawn between copying old carts and new ones that would hurt business? If you would give an overall statement on the specifics in these matters I'd be happy (please address the legality line specifically).

Alan Lanoie
Editor, INFESTATION

Dammit, Alan. I'm an editor not a lawyer! Seriously, though, there are two things I've learned about "copying" titles. The first is that as long as you've gotten permission from the owner, there's nothing illegal about it. You mention the GCE Vectrex deal. That's one publicized account. Shrewdies like Sean Kelly have been digging around the Internet for years hunting down the "owners" to other defunct company titles. Second, even functioning companies are willing to allow an honest businessman the opportunity to reproduce their titles from ages ago. Still, if you've dealt with Sean, you've probably noticed that he doesn't supply many copies of games that were distributed by current game manufacturers, such as Activision, Parker Brothers, or Sega. In fact, most of the titles found in Sean's multi-cart library are from long-dead corporations and already shady overseas distributors. We trust him in his research.

I personally don't see a problem with game copiers. I know so many game players - players who've spent thousands of dollars on the hobby - and



CLASSIC VIDEOGAMES COLLECTOR'S GUIDE, THIRD EDITION

OUR FOLLOW-UP TO THE INCREDIBLY SUCCESSFUL SECOND EDITION. OVER 120 PAGES OF CLASSIC GAMES LISTINGS, NOSTALGIC ESSAYS BY JEFF COOPER, RUSS PERRY AND TIM DUARTE, RARITIES, A NEW SECTION ON RUMORED GAMES, LABEL VARIATIONS, CATALOGS, UPDATED COLLECTOR LIST, AND BRAND NEW ILLUSTRATIONS. COLOR COVER, SPIRAL BOUND. \$14.95.

"LIVE FROM YOUR HOME" VIDEO

OUR BEST VIDEO YET! SEE A DOZEN GAMERS AND THEIR COLLECTIONS. SEE THEM TALK ABOUT GAMES. SEE THEM PLAY GAMES. WATCH IN AWE AS GUT WRENCHING ROCK 'N ROLL SOUNDTRACKS AND FLASHY GRAPHICS ARE SUPERIMPOSED OVER THEIR AMATEUR PRODUCTIONS! OVER AN HOUR AND A HALF OF FANATIC GAMERS JUST LIKE YOU IN THEIR NATURAL HABITAT. A PERFECT GIFT FOR JUST \$12.00.

CHEATER'S COMPENDIUM

BACK BY POPULAR DEMAND IS OUR HUGE "CHEATER'S COMPENDIUM", A COMPILATION OF GAME TRICKS, TIPS, AND CHEATS FOR EVERYTHING FROM THE ATARI 2600 TO THE ATARI JAGUAR! AT 30+ PAGES, YOU CAN'T AFFORD NOT TO OWN ONE. \$4.00!

COMING SOON DP "LIVE FROM YOUR HOME" VIDEO 2!

WE CAN'T DO IT WITHOUT YOU! SEE BACK PAGE FOR INFO!

DISCLAIMER!

WE DO A LOT BESIDES THIS FANZINE AND THESE PRODUCTS. GUIDES ARE METICULOUSLY HAND-BOUND. VIDEO TAPES ARE SUBJECT TO "FREE TIME" AVAILABILITY. IF YOU ORDER FROM US, PLEASE ALLOW 8 WEEKS FOR DELIVERY!

so few who OWN a game copier. You would expect that these avid players would go wild with such a product, but it isn't so. Maybe it's because we feel the same way you do, that this is a bane to the industry. Or maybe they'd just rather have the original to add to their collection. Whatever the reason, I know that there isn't enough interest in them to consider them a threat. In every industry there will be thieves, but they represent a minute fraction of the whole.

THE TRUTH ABOUT LADYBUG

Dear Joe,

Addressing Kevin Oleniacz' write up on Lady Bug for ColecoVision, I would like to point out the differences between the home version and the arcade version, which I own. I have been playing the game since I first saw it in 1981 and took a 10 year lay off when it was removed from existence in NY. I found one last year in CT & brought it home with me.

First & most important, in the CV version the hearts & letters are in places in the maze that would never be on the arcade version. Usually in spots easier to get to than on the arcade. There are patterns & hiding spots on the CV version but no known patterns as far as I know on the arcade. When you get a special on the CV version, you get a vegetable garden. With a special on the arcade, you get a beautiful screen of a bride & groom walking out the front of a church with nice music and a circle of hearts and of course, a free game is awarded to the player. When you play doubles with the arcade, the player two spot will automatically come up after three completed screens whether you die or not. This enables the opposing player not to wait so long between turns. A fantastic feature that I have not seen on any other game. An extra on the arcade will award you with an additional bug plus play music and show you the lyrics in musical notes while the extra bug does a little dance. With the arcade version the extra, heart, and special blocks that show you what you have earned so far are not on the side of the screen but are on top and look quite different (much more attractive, in my opinion). Graphics are very similar, music is exact and color is exact, bonus vegetables are exact and

in the same order.

Overall, the arcade version is much more difficult, but just as fun. Both are equally worth playing and in my opinion a 10. As far as I know, after checking every past issue of EG magazine and all arcades in my NY area, the highest score I've seen is 403,000 which I got in 1983 with only one witness besides myself. Unfortunately, EG magazine needed the arcade owner as witness, which I did not know. So my name never got in the magazine but I will always know the real story. Thank you for your time.

Richard Fenick
Westbury, NY

Thanks for the info, Rich - I remember the arcade Ladybug as well, but not that vividly. I don't think I ever got good enough to see what you've seen.

DISCOVERIES

Dear Joe (and the DP Gang)

How about calling the next price guide a checklist? Helps get rid of the speculators. Anyway, I don't have the guide/Bible with me, but I found a game that you guys left out. In the Taiwanese series, I found three games: Dancing Plate, Fancy Car, and Pyramid War. Fancy Car is an exact duplicate of Bank Heist, while Pyramid War is Chopper Command with different graphics. The chopper is a jet, the convoy is now a tank brigade... there are a few other differences, but I don't have the game with me and mail's going out tonight. You might have already found these games, but it was worth a shot. See you at the Outpost.

John Kent
Philadelphia, PA

...now part of the Guide, see this issue's "addendum".

DISCOVERY II

Joe,

I wanted to let you know that 2600 Space Monster and Vulture Attack ARE actually Condor Attack. Plus, you can add "Moon Patrol" and "Flying Brassieres" to the list of Coleco games. I now have both prototypes. They are from Atarisoft and "Flying Brassieres" is the name for the second "Midnight Special" prototype. It is Moon Patrol with the objects replaced with brassieres and other humorous

items.

Jerry Greiner
Beaverton, OR

Hey, I've played flying brassieres in real-life. It's nothing like Moon Patrol. Actually, it almost always turns out more like Custer's Revenge. Except for the arrows. And the cactus. Thanks for the input, Jer.

RUSS' CORNER

A whole issue devoted to Pac-Man? Too cool. Of course, Ms. Pac-Man was much better and deserved the cover all by herself.

Hey, I vote for Werner being allowed back in the hallowed pages of DP. Unless it really bothers you...

I also want to correct Paul Panks and/or you, in regards to his question about the 8K limit on carts. First off, we're not talking RAM. There are 128 bytes of RAM in the 2600, and unless there was some in the cartridge (like in the CBS RAM-Plus carts), that was it for RAM available to 2600 games. Now, the 2K you mention in your response refers to ROM in the cartridge. The system was only designed with 2K games in mind, simple challenges like pong variants and tank games, but the designers gave it the capability of doing 4K games as well. In short, the system can address 4K of ROM. However, later designers found a way to extend the addressing capability, through a process called bank-switching. Using the ROM in banks allowed games larger than 4K, and suddenly 8K games became reasonably common. There were even larger games though, 16K plus. Road Runner is supposedly the largest, at either 24K or 32K depending on who you talk to. Banks were of 4K, so it's possible you might find 12K, 20K, and 28K carts as well. Still most were 2K, 4K, or 8K. I don't know if you could go larger than 32K. There was probably a limit on how much banking you could do.

SO, when was the article about cart collecting in Toy Collector magazine? I'd like to look this up!

Oh, have any of your contacts come across a 2600 cart called Inca Gold? I got one a while back, and damned if I can figure out what it's a copy of. Perhaps an original? It is kind of Donkey Kong-like, but not a copy. Mine has a label very similar to my copy of Laser Volley. BTW, a guy on the net

claims to have Tempest for 2600, though the screen shots have yet to be seen... Also a M-Network prototype called Orange Ranger is causing quite a stir. Again, no proof as of yet, but hopefully it will find its way to Sean Kelly for copying soon. Just don't hold your breath. Hey, how's about writing back?

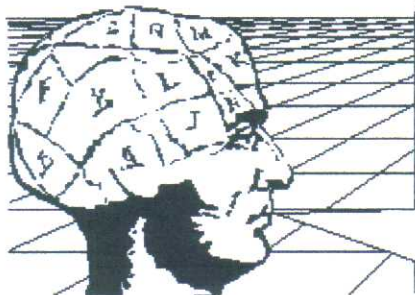
Russ Perry

Omro, WI

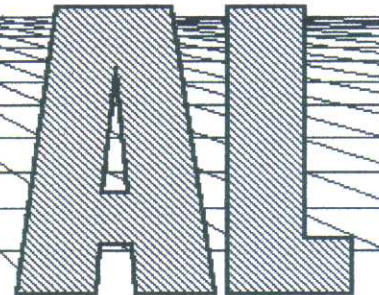
Russ, trying to "answer" one of your letters is like being caught in the eye of a storm. Move a little bit in one direction and you get sucked into the turmoil, hopelessly distant from the starting point. You are, of course, correct across the board. As a reward, I'm going to plug your fanzine,

which is one of my favorites.

Anyone who knows Russ, has read Russ, or enjoys free-form thinking on the world of video entertainment (I think that covers the planet Earth), send Russ a buck or two for his fanzine "Slap-Dash". That address again: Russ Perry, 5970 Scott Street, Omro, WI 54963-9413.



The Wacky World of



SOME UNUSUAL SPORTING REPRESENTATIONS

by Al Backiel

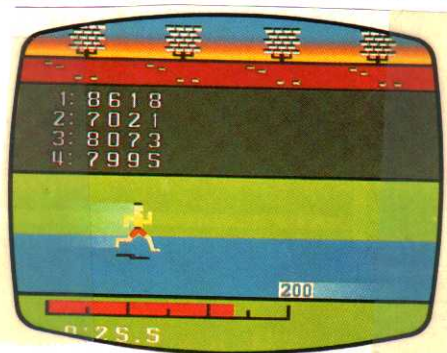
Before I begin, I'd just like to say that it's about time the baseball strike is over. Ball players are paid big bucks to do a job that is basically a lot of fun. Then they go and charge young kids \$20 and up for their autograph. For shame! Owners are just as bad. They have to loyalty to the host city and would move to greener pastures in a minute if they could. Let's hope "our national pastime" has not been permanently damaged by this sorry-ass display of greed. There, that was cathartic, now I can get down to business.

I would like to preface my article by saying that I will be looking at sports from a US perspective. I have to intention of "dissing" my overseas friends. Games that are popular in one country may not even be played in another. Soccer to some people is football. In the US, soccer is soccer and football is football. Soccer is taken very seriously in other countries. National pride is at stake. I wonder if referees receive hazardous duty pay. I digress. The purpose of this article is to talk about the less-than-common sports appearing in video games:

1) **RUGBY** *Rugby World Cup '95* [GEN] - Surprisingly this rarely-seen ancestor of football was released in the US by Electronic Arts. I remember being totally confused when I played it over Joe's house. Not only by what was going on but even in picking my own man out of the crowd. I must confess that I didn't read up on it and I might have been able to tell what was going on if I did. We must seem like a bunch of wussies in our football uniforms to our foreign friends. You see, rugby is played without any helmets or other apparent protective equipment. Or maybe they get hit in the head too often to care.

2) **WEIGHT LIFTING /BARREL JUMPING /CLIFF DIVING /SLALOM RACING /LOG ROLLING /BULL RIDING /CABER TOSS /SUMO WRESTLING** *World Games* [NES] - Who

would have thought that jumping off a cliff was a sport? But diving off an 118 foot cliff is a sports event - and a tourist attraction - in Acapulco, Mexico. The game itself has very nice graphics and several diving heights. The trick is to clear the rocks at the base of the cliff. Barrel Jumping is done on ice skates with barrels lined up across the ice. The winner is the one who clears the most. If you miss, it seems a good way to break your butt. Weight Lifting comes from Russia and offers a choice of weights with the winner determined by total KG lifted. The events are broken down into the "snatch" and "clean & jerk" (sounds obscene). The USA is represented by the rodeo event, Bull Riding. Yee hah, and the longest ride wins. Canada brings us Log Rolling. This is the competition where two lumberjacks try to topple each other off of a floating log by spinning it. Sumo Wrestling is a uniquely Japanese tradition that features two grossly overweight fighters in what looks like diapers trying to push each other out of the ring. Slalom racing is the entry from France and the most widely seen event in this collection. The most unusual event is the Caber Toss from Scotland. A "caber" is a tree trunk shaped like a small telephone pole, which is balanced and then thrown underhand for distance. Some nice comic touches in this event - the Scotsman hops around after dropping the caber on his foot and if it lands on his head, it pounds him into the ground.



The incomparable Activision Decathlon, once hailed "Joystick Destroyer Deluxe".

3) **BIATHLON /LUGE /BOBSLED /HOT DOG SKIING /SPEED SKATING /SLALOM /SKI JUMP** *Winter Games* [2600] - 7 different Olympic events on one 2600 cart. Amazing! Of the lot, Slalom skiing is the most common game and can be found on almost every

game system ever made. Biathlon combines cross-country skiing and target shooting. A throwback to the time when Europeans used to make their way across the snows and hunt for food. I believe the best US finish in this event was fourth. Bobsled and Luge are two similar high speed events that must

be a thrill to compete in. Speed Skating requires strength and developing a smooth rhythm. Hot Dog skiing requires the participant to do tricks in mid-air. Ski jumping is just the opposite. You must go for distance and any flailing around and you'll wind up like that guy they use to illustrate "the agony of defeat". What happened with the 7800 translation? There are only 4 events present.

4) HURDLES /SWIMMING /SKEET SHOOTING /100-YARD DASH /SWIMMING RELAY /GYMNASTICS /ROWING *Summer Games* [2600, 7800] - Another collection of Olympic events for the 2600. The gymnastics event is the pommel horse. Also featured are two track and field events, two swimming races, one sharpshooting match, and one boating regatta event. Events vary from head-to-head to solo. The 7800 has similar events but swaps the 4 x 400 relay for the hurdles, drops skeet shooting and rowing, but makes it up by providing a fine diving event.

5) FOOT BAG /HALF PIPE SKATEBOARDING /BMX BIKE RACING /SURFING *California Games* [2600, LYNX] - Californians are noted for their laid-back lifestyle and also as a source of the latest fads. Foot Bag also known as Hacky Sack requires juggling a bean bag-like object while performing various tricks. I wonder if the name is derived from Hackensack (a NJ town). The skateboard can be used for transportation or stunt competition. My least favorite game of the lot is BMX Bike Racing which defies the laws of physics and gravity so much that it's totally unrealistic.

6) 100M DASH /110M HURDLES /400M RACE /1500M RACE /LONG JUMP /SHOT PUT /HIGH JUMP /DISCUS /POLE VAULT /JAVELIN *Decathlon* [2600, 5200, COLECO] - Activision's David Crane managed to squeeze all 10 Olympic track & field events onto one 2600 cart. Atari responded by making a home version of their Track & Field coin-op but managed only 6 events substituting the hammer throw in one instance. Naturally the larger systems have improved graphics but surprisingly, none of them bettered Crane's 10 games (it wasn't until the 16-bit systems came along that games like Winter Olympics reached that mark). The racing events are almost as strenuous as the real thing. You have to toggle the joystick back and forth rapidly for speed. One can gain that much desired Popeye arm in no time.

7) DODGE BALL *Super Dodge Ball* [NES] - I vaguely

remember playing something like this in my grade school gym. A soccer ball (or was it a volleyball?) is thrown at the players and if they are hit, they are eliminated. Miss, and you then have to immediately go on the defensive. The ball actually doesn't hurt much, but maybe it's considered too rough by today's standards.

8) SNOWBOARDING *Val d'Iserre Skiing and Snowboarding* [JAG] *Heavy Shreddin'* [NES] - A skiing cart could hardly be considered unusual, but the relatively recent sport of snowboarding adds a new twist. Personally I'm not sure I like to be skiing along side of them because I think they mess up the slopes. Throw them on dangerous runs like the ones on *Heavy Shreddin'*, I say. That'll show 'em.

9) RACQUETBALL *Racquetball* [2600] - An early, futile attempt at the game. Many gamers, myself included, think it's unplayable. *Wall Ball* [2600] is closer to the mark of a handball-style game. There must be a reasonable simulation out there on some system.

10) VARIOUS "MADE UP" SPORTS *American Gladiators* [GEN, SNES] - A series of the so-called "TV spectacle sports". These competitions feature muscle-bound athletes with names like Turbo and Laser. Events include a joust with giant toothpicks atop an elevated platform, a dodge-ball style game where the balls come at you via motorized plastic cannons, and a sinister obstacle course. Army basic training probably provides the inspiration here. There are some tough looking women involved in the game as well. I saw one of them on the street not long ago, and I have to say that I would pity an assailant of any kind.

I'm surprised nobody ever did a Roller Derby, Jai Alai, or Indoor Soccer (smaller field and no out of bounds), or Lacrosse. Don't expect to see any carts devoted to the following sports: Marathon Racing (anybody want to control a runner for 4 hours?) Croquet (zzzz), Tetherball, or Zamboni Racing. You never know, though. A Demolition Derby game is coming for the Playstation!

I'm sure there are some equally unusual sports out there on these systems that I've never witnessed. If so, I would like to hear about it. Sumo Wrestling was once going to come out for the Game Boy. How would they fit them on such a little screen? I wouldn't be surprised by anything after that.

DP BACKLIVES
 1175 EPOCH

<p>#1: Neo-Geo: Worth It's Weight?, Atari 7800 Checklist, Worst of Atari 2600 pt I, Genesis Golf Side-by-Side.</p> <p>#2: Whither ColecoVision?, ColecoVision Checklist pt I, Family Tree: Shooters, Worst of Atari 2600 pt II.</p> <p>#3: How to Train a Non-Gamer, Genesis Football Side-by-Side, Worst of Atari 2600 pt III, ColecoVision Checklist pt II, Streets of Rage Strategy.</p> <p>#4: Whatever Happened To...?, Vectrex Checklist, Worst of Intellivision, Videogame Mags Side-by-Side, Atari 2600 Rarities pt I.</p> <p>#5: Life of the Party Videogames, Channel F Checklist, Atari 2600 Rarities pt II, Gamepro TV Review, Scavenger Hunt '92.</p> <p>#6: Weird Games, Summer CES '92, Buyer's Guide to Classic Systems, SNES Golf Side-by-Side, Astrocade Checklist, Atari 2600 Rarities pt III.</p> <p>#7: What If...?, Worst of Genesis pt I, Atari 5200 Checklist, Atari 5200 Vs. ColecoVision Side-by-Side, Atari 2600 Rarities pt IV.</p> <p>#8: The Darker Side of Gaming, Odyssey2 Checklist, SuperCharger pt I, PsychOpedia begins.</p> <p>#9: Ups & Downs of '92, Night Trap Solution, SuperCharger pt II, Intellivision Checklist pt I.</p> <p>#10: Sequels, DP Style, Atari 2600 Rip-offs pt I,</p>	<p>Intellivision Checklist pt II, ColecoVision AV Inputs, New 5200 Prototypes Discovered!, Coleco Adam Feature.</p> <p>#11: DP Interviews Daniel Bass - Intellivision Programmer, Worst of ColecoVision, Atari 2600 Rip-offs pt II.</p> <p>#12: Best & Worst of SCES '93, DragonStomper Adventurer's Guide, Atari 2600 Rip-offs pt III, DP Interviews Ray Kaestner - Intellivision Programmer, Scavenger Hunt '93.</p> <p>#13: PERSPECTIVE: Videogame Trading Cards, The Puzzy/Bit Corp, Real Videogame Madness, Genesis Baseball Games Side-by-Side.</p> <p>#14: SCAVENGERS: Scavenger Hunt '93 Contest Special.</p> <p>#15: SCARY: Creepy Classic Carts, Horror Games We'll Never See, Rare 'Ware: Compu-Mate, Fanzine X-ing with VG Experience.</p> <p>#16: BRAWL: Six Intangibles of Videogames, Tournament Fighting Games Side-by-Side, The Perfect Fighting Game, Atari Jaguar First Impressions, Upgrading your Genesis, Fanzine X-ing with Zineophilia, Worst of Neo-Geo, pt I.</p> <p>#17: BRATS: Jess Ragan's Land of Rare & Exotic</p>	<p>Coin-Ops, Hollywood Looks at Videogames II, Classic Kids' Games, Jaguar Rebuttal.</p> <p>#18: FOOLISH: April Fools' 1994 - purely for laughs.</p> <p>#19: RUSH: Collectors: hobbyists or biddies?, Jess Ragan's Land of Rare & Exotic Coin-Ops pt 2, The GameLine System, Classic "Panic Games".</p> <p>#20: ALTERNATIVES: Classic Videogame Board Games, SCES '94 Coverage, Videogame Trading Cards II, Classic Knick-Knacks, Name This Game Contest, Fanzine X-ing with The Laser.</p> <p>#21: FAME: John Van Ryzin Interview, Ten Best and Worst Endorsements, Dealers vs. Bootleggers, Videogame Soundtracks, Classic "Endorsed" Games.</p> <p>#22: REQUISITION: Adult Video Games, Fanzine X-ing with Infestation, Classic Favorites, Video Game Cartoons, Way of the Warrior Survival Guide, Sega Master System US Cartridge Listing, Tribute to the "Old" Atari, Guide Addendum 3.01.</p> <p>#23: BRAIN: Top Ten Brain Games, ROMpage "Sega Hates Us", PsychOphile Brain Games, Guide Addendum 3.02</p> <p>#24: PAC: Pac-Man Collectibles, Pac-Man Oddities, Pac-Man Reviews, Guide Addendum 3.03.</p>
---	---	--

Digital Press 6

The
ALL-NEW

ROMPAGE!

featuring
Sean Kelly

DROUGHT

Got a little potpourri lined up for you this issue folks. Last time around I snuck a little computese into what's, for the most part, a videogame console 'zine and this issue I'm gonna do it again and I've even got a little ranting and raving thrown in for good measure!

I don't know about you, but I've been finding little more than fleas at the flea markets lately. It seems most everyone I talk to has been striking out and it's starting to look kind of scary to me. The explosion of new collectors on the scene scrounging all the flea markets has made for very slim pickings' and I can't see it getting any better - EVER! When I first started collecting, an average weekend would net me 20-30 DECENT titles for my collection. Lately if I find 2 or 3 I've done well. Some of you may be thinking I'm on crack or something, considering how many of each title were produced in many cases but something that many collectors seem to overlook is just how much of this "old junk" is thrown out each year. Old junk is just what these games are to many people and you can't really blame them for thinking that. I mean if you weren't some crazed Atari-game fanatic and decided to clean out the attic or basement one fine saturday afternoon, what do you think would happen to all the Atari crap you hadn't even thought about over the past ten years? It's happening folks! What I'm planning on doing from now on it cruising the alleys! Keep an eye peeled for me - I'll be the one with the overcoat on even though it's like 105 out and the scraggly beard. I guess I could just as easily tell you to keep a nose peeled though.

I recently read about a practice that's apparently going on in the classic game hunt that pretty much made me wanna puke. People are leaving their names and phone numbers at their local thrift shops in the hopes that the owners will call them if they get in any Atari games?? What the hell is this? How's this for a scenario: Mr. Scumbag collector gets a call from Sally thrift-shop owner telling him that they just got a buttload of Atari 2600 carts in. Being the diligent collector that he is, Scumbag hops into the 'ol Pacer and cruises on down to check them out. He peruses his hard-earned find only to realize that there's nothing but Combats and Defenders in there! Mad as hell he smacks Sally upside the head screaming "I told you not to call me unless you had the GOOD stuff, you bitch!! I just missed the first 15 minutes of *The Love Connection* because of you!"

Gimme a break guys (don't know of any women pulling this stunt just yet!) Whatever happened to getting out there and doing the legwork for yourself? I realize times are getting tough, but doesn't the saying go something like "the tough get going"? I don't recall ever hearing dad tell me that when times are tough I should sneak around and try to get other people to do the work for me. Besides, when I was your age we had to walk ten miles through the blinding snow, without SHOES, to find our carts!

While I'm at it, I think I'll take a stab at all these auctions that everyone and their dog seems to be running nowadays. Hasn't

this gotten way out of hand yet guys AND girls? I don't know how many of you have access to the Internet, but each day we're seeing about 75-100 new messages in the classic gaming groups, and somewhere near 40% of them are people auctioning off something or another. I saw a guy the other day "AUCTIONING" off old Commodore computers! Don't you have to have something people actually want in order for there to be a need for an auction? This other guy has this continous auction going. He'll sell what he can in "Billy Bob's Auction #22322" and then everything that's left over shows up in auction #22323.

I really think there needs to be paperwork to fill out or something before you can have an auction. Maybe if it was required that you fill out like this 6-page questionnaire before you could have an auction we could weed out some of the less-than-intelligent people trying to squeeze an extra half-a-buck out of that Centipede cart. The lack of supply is due to two things that have happened over the past year or so. There are A LOT more people collecting games now and a lot fewer games to go around as a result of it. The supply of used games can only support so many people and I think we're at capacity about now. People have been dumping them at garage sales and flea markets for years now and I'm thinking all of the attics are pretty much cleaned out now. So anyone out there thinking about starting up a collection - beat it! On the other hand, there are quite a few more "dealers" out there than there used to be. You won't find too many of these guys out at the flea markets though. What they do is hit the warehouses and such that may still have a supply laying around in some dark crevice of their buildings. Where this causes your everyday scrounger a problem is the fact that these warehouses used to be where some of your flea market vendors were getting their stashes from.

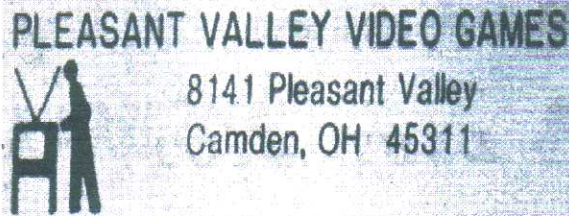
What we need to do now is come up with some new places to look. That flea market down the street isn't doing you any good anymore and things aren't going to get any better there. You need to start scrounging for the most obscure of flea markets and thrift shops. Last summer I heard about this little flea market about 50 miles from where I live and drove up there one Sunday morning. Thought about calling them up and leaving my name in case any vendors showed up with Atari carts, but decided against it. Although it wasn't a pretty sight as I could see just about every dealer from the entrance, sure enough, there was one guy there selling classic games and I came home with about 40 GOOD titles for my collection. While I was there, I "borrowed" a few pages from a phone book in a nearby phone booth and called around to all the thrift stores in the area the next day. Two of them had some 2600 carts so I drove back there the following weekend and snagged another 15 or so carts. You need to start getting seriously more creative in where you look for carts or be prepared for some pretty disappointing weekends to come this summer.

Back to the Internet for a quickie here. I know I was ragging

on it a little earlier in regards to all the auctions going on there, but all-in-all it's way too cool! Those of you still plunking away at the Atari 800, really need to consider investing in a real computer and getting some access to the Internet. The amount of information available through it is nothing short of mind-boggling. Just about anyone who is anyone has an email address these days which means you can write to anyone from President Clinton to Jim Redd to even Joe Santulli believe it or not! Imagine all the hassle-free hate mail you could send him right from the comfort of your own chair. Incidentally, I'd like to take this opportunity to let you know about Smilin' Sean's Internet hookup service. For only \$99.95 a month you too can have access to the Internet! Just kidding!! Seriously though folks, get on this bandwagon!

A quick shameless plug for volume 2 of the "Live from you home" video series here. Send in those videos! It's highly unlikely that the biggest hypocrite of them all in this regard, yours truly, will make it this edition either, but I'm going to try. I found out from the last video that all your guys have much cooler videogame rooms than I do so I wanted to rent out the Playboy mansion and scatter a few carts around and take my video from there, but I just can't get "HeF" to agree to it yet. Imagine that...games, babes out the wazoo, and the wife - oh...uh...nevermind! Seriously, I'm moving in three weeks and have another kid due in 7 so it's gonna be ugly around here for a little while. I'll try and get this mug on tape sometime before things get too domestic at the old Kelly ranch though.

Whatever Happened To...



In the continuing hunt for information, our sources have stumbled into some background information on the whereabouts of Jim Redd, former proprietor of "Pleasant Valley Video Games". We know that many DP readers (and staff!) lost money to this business. Here's the latest...

Joe,

I came across this info when a guy said he got some rare carts a while back and talked about this dealer he referred to as "JR" who had a barn full of rare carts that ended up in a landfill. I wrote back the following message:

---Are you referring to Jim Redd at Pleasant Valley Video?
Just curious.

---And he responded with these three messages:

***MESSAGE 1 "Yeah, did you know him? He was a character indeed! Pleasant Valley was doing OK for him at one time, but a situation caused the county to condemn the farm (long story). The guy that bought <read:stole> the property dumped hundreds and hundreds of carts in a land fill while Jimmy was in...(well, lets just say on vacation). There was a lot of killer stuff that is now buried in the ground! Of course the real good stuff, like boxes, docs, and stuff were ruined some time earlier, due to a big old barn he had caved in! I was still trading with him, until he went on 'vacation'."

***MESSAGE 2 "Well, I'll tell you a bit, there is a lot here a person could find out other ways, so just leave me anonymous on this stuff. I still talk to him from time to time, but he isn't exactly 'available' at the moment, here's why..."

PVV and Jimmy were doing OK for many years for the most part, and though a few had problems, I know for a fact he tried his best to run a decent business. If you saw the amounts of people he really did deal with, by far most were happy, I know of a few problems though.

Anyway, he got busted a couple years back on a phone hacking charge (like I said, public knowledge, as it was in the local papers and all that). What happened was he was running one of those 'Mikey Dialer' things and messed up, left it on too long. Someone at the long distance carrier noticed it and they traced the call. Now, the farm area he lived in has a VERY old phone system, almost impossible to get caught doing this from

there except he got busy with something else and forgot about it. In the meantime when (I think LCI) noticed the hundreds of trys for codes, they had enough time to get him (took 'em over an hour to trace!!!). LCI got real mad and just to make an example of him, pressed charges of phone fraud/stealing, something like that. So, when the cops raided the farm, they found the place in terrible condition (well, yeah I had seen inside and I'd have to agree) called the county health department, and condemned the farm (roofs caved in, no water, animals everywhere, no working toilets, etc, etc).

He got out of jail on bond, and while he was waiting to go to trial, tried to clean the place up (the old decaying barns where the video games were stored were really bad, but MUCH better than the house!). But it was really no use, the place was so bad and far gone, there was no hope. He tried for 3 or 4 months to fix the place up but every time the county man came out said the same thing, 'This place will never be fit to live in!' He actually was sleeping in his car at night at a 24 hour store parking lot, in the winter. I kinda felt sorry for him and his mom at this point, as they had nowhere to go. During the day they would be at the farm trying to clean the place up, but it was useless.

Finally, the trial date came. There were a lot of people in Prebble county that wanted rid of Jimmy and his Mom, and the Judge knew this. They threw the book at him, gave him the absolute MAX on everything, several YEARS in the state pen. (No matter what anyone's beef is, it really was a rather stiff sentence). He was taken to the state pen in Ohio and his Mom was taken to a nursing home. The county foreclosed on the farm, due to taxes being owed by now, and all was lost.

A guy who I'll call 'Mr. Gene' bought the place for 5000 dollars (about 6 or 7 acres). He basically tore everything down. The video game carts/computer equipment (well, what the cops had not taken) and everything was hauled to a landfill. Hundreds

(Continued on page 20)



Classic Sports Games, Part I

BY KEVIN OLENIACZ

In the here and now, game manufacturers attempt to design sport sims which are as realistic as possible by decorating them with colorful graphics, borrowing actual team and player names, and pasting a big-name celebrity to the title. Turning back the clock, companies were happy just to get an adequate facsimile of a sports game into the consumer's hands.

Nothing better exemplifies this than our national pastime: Baseball. Spanning a number of years, Atari released a trio of 2600 titles. The first, *Home Run*, was anything but a hit. It features an upside-down baseball diamond, a basic pitch selection, and a three-man defensive team that only moves in a horizontal line while the computer controls it. Later Atari released *RealSports Baseball* and *Super Baseball*, both vast improvements in graphics, control, options, and realism. Intellivision's *Big League Baseball* and *Major League Baseball*, released when the 2600 offered a rather limited library of sports, were also far superior to *Home Run*. These games also feature a voice, as a barely discernible "out!" can be heard. Later, Mattel would master the sport in *World Series Baseball*, which requires the computer adapter and voice synthesis add-on, but also uses them - creating the baseball game that was never rivaled during the pre-Nintendo era. *Absolute's Pete Rose Baseball* (2600 and 7800) dramatically improved on the graphics of the sport, but the controls are a major flaw, as fielders cannot roam the field freely but rather are restricted to a "zone".

Emerson Arcadia's *Baseball* displays a unique 3/4 view, computer controlled fielding, and a white background. The *Odyssey2's* version is also very simplistic. On the other hand, ColecoVision's *Super Action Baseball* was a breakthrough in graphics and offered realism only rivaled by the aforementioned *World Series Baseball*. ColecoVision players would argue that *their* baseball is the best of its time.

Atari also offered a trio of VCS Football games: *Football*, *RealSports Football*, and *Super Football*. The original *Football* followed very basic rules and displayed annoyingly flickering sprites, while the latter two titles were

upgraded graphically. Still, some of the most fundamental rules of the sport were omitted from these games. Emerson Arcadia's *American Football* both appears and plays like a hand-held since it has very tiny players and restricted playcalling, but is viewed in an interesting 3/4 perspective. Vectrex owners have *Blitz*, a game comparable to the ancient arcade game, complete with X's and O's representing the players. The ColecoVision football game, *Super Action Football* handles a bit awkwardly with the special four-button controller, but is otherwise a solid entry. Other gridiron games include *Touchdown Football* (7800), *RealSports Football* (5200), *Super Challenge Football* (2600), *NFL Football/Super Pro Football* (Intellivision), and the aptly named *Football* (*Odyssey2*).

Among other sports games, very few are unique or notable. Electronic Table Soccer (*Odyssey2*) is tailored after the flat-top plastic and metal contest. Vectrex's *Heads Up Soccer* is very similar to 2600's sad entry *RealSports Soccer*, except stick figures (reminding us we're playing with vectors) occupy the field. The flat, two dimensional *Golf* (2600) is

practically identical to the *Odyssey2's* *Computer Golf*. HES' *My Golf*, a foreign exclusive, utilizes several screens per hole but the gameplay could be called "choppy", at best. More enjoyable is the Intellivision *PGA Golf*, later converted to *Chip Shot Super Pro Golf*, which displays the game from an overhead view.

Emerson's *Grand Slam Tennis* offers fine animation but flickering sprites and terribly unresponsive control. Both *RealSports Tennis* and Activision's *Tennis* (2600) are challenging and fine representations of the real sport. On the alleys, there's *Bowling* (2600) which is flat but enjoyable, Emerson's 3-D *Bowling* looks nice but lacks animation - for unlike Mattel's *PBA Bowling* (Intellivision), there is no "pin action" whatsoever".

For the most part, classic sports do not come close to the real thing. There are some real duds in this genre, but some gamers like myself stress that these games can be fun without the fancy graphics. As Joe said while sampling these games, "If they're fun to play, enjoy them for what they are".



Mattel's *Major League Baseball* was the first to feature a voice... sort of.



Many believe that Coleco's *Super Action Baseball* was the classic era's superior baseball sim.

Arcadia 2001

Emerson

Sports



DOWN AND OUT WITH JOE SANTULLI

I'll bet as you crossed this page you were thinking "American Football? Emerson Arcadia? What is Santulli thinking?". Well, now you know. I was thinking about what you'd be thinking when you crossed this page. And I was thinking that I've never reviewed an Arcadia game before - a system that had a shorter life than the 3DO has had, yet still has more sports titles than the 32-bit wonder. If you were into sports videogames circa 1980, you should have at least *investigated* an Arcadia 2001.

Of all the sports games for this system, **American Football** is the best. If you can keep your Arcadia from overheating just long enough to play the game, I think you'd agree. It opens up with a terrific 3D view of the field that looks a bit like an Excel graph (for you PC users). The action then shifts down to the field, where two full squads face off. The players are very small, but what's

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	5	5			3	
Sound	4	5			2	
Gameplay	7	7			1	
Overall	7	6			2	

Simultaneous Multi-Play	Saves Data to Cart
Significant Game Ending	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

impressive is that *they're there*. All of them.

From the opening kickoff you'll understand the concept: like the ancient handheld Electronic Quarterback, you have to guide the entire line downfield. The ball carrier is just another player in the pack. Use the guys at the front of the pack to block off the defense. If they meet head to head, both players stop and the rest continue ahead. As the defender, it's your job to "find holes" in the line so you can penetrate and tag the ball carrier. It's not sophisticated, but it works.

Besides 22 tiny players and a slightly tinier ball, you have lines and numbers representing the marks on the field. It's all a bit stark-looking, with very dark sprites against a very bright field. Not a real good use of color.

There aren't many sounds, and what is here is pretty generic. A few blasts of

white noise, a few ticks and blips to indicate start of play, a caught ball, etc. Not much to report.

The gameplay is more sophisticated than most football sims of the era. There are several offensive and defensive plays to choose from, you can run and pass, you have individual control over several of the players (besides "controlling the pack"), and there are even penalties. If there wasn't an Intellivision, people would be wondering why they never heard of **American Football**. Maybe the Arcadia 2001 would have been more popular. This game is certainly a better effort than those created by Atari and M Network for the 2600. I even enjoyed it more than the 7800 **Touchdown Football**, and there are many similarities there.

It's a tiny flag in the history of classic games, but **American Football** is a success.

Provides a unique 3D perspective, and offers all of the basics of the sport. The animation and graphics leave something to be desired.



Oleniacz



L. Santulli

Positively awful. This isn't the game I'd lure non-football fans over to play (me, for example).

Collector Notes

EMERSON ARCADIA 2001 GAMES AREN'T PARTICULARLY RARE, BUT THEY'RE NOT COMMON EITHER. THE TROUBLE IS, NO ONE SEEMS INTERESTED! THE DP Guide (3rd Ed.) lists this game at an affordable \$15.00.

Power Users

Pile all of your defense as close to the line of scrimmage as possible. You'll have to be fast with the keys but it's worth it: the offense cannot pass over your head (2D logic) and they won't go very far running unless they find a hole.

Origin

THE CLOSEST THING I'VE SEEN TO THIS GAME IS THE MATTEL ELECTRONICS HANDHELD ELECTRONIC QUARTERBACK, popular in the late '70s. THE ATARI 7800 GAME TOUCHDOWN FOOTBALL IS ALSO PRETTY CLOSE IN GRAPHICS AND GAMEPLAY.

Coach K

Genesis

Electronic Arts

Sports



BY JEFF
"AIRBALL"
COOPER

Element	Joe	Kevin	Bill	Karl	Jeff	Howie
Graphics	8	7	7	8	7	9
Sound	9	7	6	8	6	9
Gameplay	9	8	7	9	7	9
Overall	9	7	7	9	7	9

Simultaneous Multi-Play	Saves Data to Cart
Significant Game Ending	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

I recall the reviews of Sega's Pat Riley Basketball and the innumerable Bulls vs. Celtics vs. Lakers vs. Blazers carts by Electronic Arts. These games were hailed to the heavens for their amazing graphics and sophisticated gameplay. I couldn't really understand it. I thought the animation was choppy and the gameplay rather uninspired. All too often the ball disappeared under the basket into a pulsating jumble of arms and legs. Now the reviewers of Coach K College Basketball are pillorying the very 16-bit BB games that they used to praise, celebrating the fact that, with Coach K, at last we have a game with smooth graphics that doesn't create that nasty tangle of confusion under the basket. I'll bet that in a year or so, they'll trash Coach K just as they're trashing Pat Riley now.

Coach K is the best basketball game of its type out there. It offers tremendous depth of play: a wide assortment of offensive plays, multiple defenses, substitutions, fatigue, stats, instant replay, you name it, it's here. You choose whether or not to play with a shot clock, three, five, and ten-second violations, out of

bounds or travelling violations. You can even graduate the likelihood of offensive or defensive fouls. The first-person foul shooting, based on meters that determine strength and direction of your shot, is just great—best ever.

Nonetheless, unlike every other review I've seen out there (except one), I can't describe Coach K's graphics or gameplay as spectacular. The players still sort of jitterbug around the court. The scrolling could be smoother. If you don't lose track of the ballhandler and/or the ball a several times each game (usually in the pulsating jumble), then you have better eyes than I do. Gameplay is good, but not great. Control is rather sluggish. I feel like I'm playing basketball on ice. In two player games, man to man defense is very difficult. Once the ballhandler gets a step, it's real trouble because it's so hard to react. To be fair, I should point out that I consider gameplay to be the centerpiece of any videogame, and I like arcade-style action. I love NBA Jam. The problem with NBA Jam, of course, is that it isn't realistic; it isn't even basketball, really. In Coach K I was hoping to get great arcade-style

control and play in a realistic game of five-on-five that includes lots of depth and options. For me, Coach K has the great depth, realism, and options but average gameplay. Coach K's sales will be about a third of NBA Jam's (just a wild guess) for that reason.

Finally, though dozens of the top college programs are included, you won't find any player names, a fact that is carefully concealed on the package. This brought me back to the days when EA used Amiga screen shots in packaging IBM games. In the middle of a paragraph of microscopic print off in one corner they would bury the fact that the graphics in your version wouldn't look like the graphics on the box. The option of entering your own player names and saving them to battery (a la Ken Griffey Baseball) would have been a huge addition to this cart.

All things considered, this is a large improvement over previous basketball carts. It's a fun game but, again, I think that before long, and once the zillions of sequels come out, people will dismiss this game with a wave of the hand, just as they now dismiss Pat Riley.

Usually I'm hangin' with Mr. Cooper, but not on this one. Sure, the graphics are "only" 16 bit. But this game is as close to the real thing as I've ever seen at home.



J Santulli



Schultz

Coach K is an "alright" game, but I still like NBA Jam better (despite its obvious departure from the real sport). There's no violence here at all.

Collector Notes

If you already own NBA Live '95, think twice about a purchase here. The game looks and sounds about identical. Subtleties have been added to enhance the game, better D being the most obvious. If you don't own NBA Live '95, buy this.

Power Users

No great tips to offer here, just remember that if you're not aggressive on defense, the computer will score against you.

Origin

It's NBA Live '95 with college teams (no player names), better defensive play, better crowd sounds, better foul-shot graphics, better play calling, and shattering backboards.

Super NES

Sports



**JEFF COOPER,
WARMING UP IN
THE BULLPEN**

I couldn't decide whether to buy this game or not. Some reviewers really liked it. Others rated it mediocre at best. Having finally purchased the game, (used, \$15.95, Blockbuster Video), I understand both points of view. This game is no grand-slam homer, but it's a base hit. One feature I really like may strike die-hards as ridiculous: you can program the name of every player on every team and then save to battery back-up. Because no major league player names are used (except, of course, for Ken Junior), Nintendo avoided licensing fees. The rosters, however, are exact duplicates of the real thing, sans names. Pull up Toronto, for example, and the leadoff batter is a black right-handed speedster, whose stats just happen to match those of Rickey Henderson. The clean-up hitter is "really" Joe Carter, and so on. If you want the real teams, just program the names in. I opted to turn Detroit into a team off all-time Tiger greats (though of course the stats don't match) and then, given my adolescent tastes, I turned the Blue-Jays into the "classic videogame heroes" team (Mr. Do leads off, Pac-Man at clean up).

Element	Joe	Kevin	Bill	Karl	Jeff	Howie
Graphics			8	6	7	
Sound			7	6	6	
Gameplay			5	7	7	
Overall			6	6	7	

Simultaneous Multi-Play	Saves Data to Cart
Significant Game Ending	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

I made the Rockies into an all-conservative team, and I even constructed an all videogame friends team (Santulli is a washed up pitcher on the Marlins). Okay, this feature isn't for everyone. But if you don't like it, you don't have to use it, and all sports games should offer the option.

What about graphics and gameplay? The players are large, cartoony caricatures. They aren't at all lifelike, but the action is well-animated, and I find the visual presentation is preferable to those with realistic graphics and choppy movement. The programmers have made a nice stab at creating all of the major league ballparks. Unlike, say, *World Series '95*, *KG Baseball* doesn't make you feel like you are really playing at Fenway or Wrigley, but they've done a better job than most. Gameplay is arcade style, and fairly solid. Batting involves a little timing and a lot of luck—no innovations here. Some games you'll score 12 runs. Hit the reset button and face the same pitcher and this time you score three runs, though you've done nothing differently. Pitchers can influence ball movement after they have released the

pitch—not realistic, but it does give you lots of control. Fielding is a big part of the game. With a little practice you'll make leaping catches and diving stabs that really add to the excitement. Unforgivably, you can't enjoy your great catches on instant replay, which isn't offered.

As usual, the game contains silly flaws that make you wonder who did the play-testing, if anyone. Running is way too complicated. Sometimes runners break the moment the ball is struck; you'll line into a double or triple play before you have any realistic chance to react. Batters can hit virtually any pitch. Usually, the batter's performance is influenced by his statistics (a real plus), but all too often a banjo hitter with a .187 average will pull a pitch that is four feet outside for a 550 foot over-the-roof homer. I've thrown pitches behind the batter in an effort to hit him, only to see him smack a game-winning long ball. That's absurd. Fielding can also be frustrating. The "camera" follows the ball through the infield, and often your fielder doesn't make it into the picture.

(Continued on page 20)

I play sports video games more than any other type, but there has to be something that makes it unique enough to come back to. I prefer *WS Baseball '95*.



YOUNGMAN

I'm a little bored with the dozens of baseball simulations out there. More attention needs to be paid to the gameplay, and much is missing here.



Schultz

Collector Notes

AMIDST THE MANY BASEBALL GAMES FOR YOUR SNES, Griffey rates pretty high. GET IT USED AND IT'S THE BEST BET - ASSUMING YOU DON'T HAVE A GENESIS, WHERE THERE ARE BETTER TITLES.

Power Users

Origin

SIMILAR IN STYLE TO TENGEN'S TRADITION, RBI BASEBALL (SERIES). CARTOONY CHARACTERS, LARGE, SCROLLING field. BORROWS options FROM OTHER GAMES, LIKE THE NAME-ENTERING FROM THE *HARDBALL!* SERIES.

Genesis

Electronic Arts

Sports



BY SWAHILI
COACH HOWIE
HIRSCH

Before I give you an explanation of my ratings and opinions, let me tell you my first impression of this game. I picked up the box and looked at the back. Nice graphics. Then I read "THESE GUYS THINK FOOTBALL PLAYERS ARE SISSIES". This game was programmed overseas, so I'm not really sure if this statement refers to Soccer (it's called Football over there), or our own Football. My guess is the latter. All I have to say about that statement is "AT LEAST OUR GUYS DON'T WEAR THOSE CUTE LITTLE SHORTS". Wearing protection doesn't mean you're a sissy. It means you're smart. Okay, now onto the review.

The game is loaded with options. Like just about all of EA's games, you can play Rugby with up to four players simultaneously. You can choose country, weather conditions, and type of field. You can play the game in several

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	8		8	8		8
Sound	8		8	7		8
Gameplay	6		8	5		7
Overall	7		8	6		7

Simultaneous Multi-Play	Seven Data to Cart
Separate Game Credits	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

different languages (the grunts sound the same in each language, though). You control the period length and type of game. There are no problems in the options department, although a battery backup for saving stats and season standings would have been nice.

I AM sorry, but when I go after a player in a "hard-hitting" video game contest (like Madden), I expect to see some hard hitting. That's what the Rugby game claims all over its box, but the tackles look more like a guy slipping on the grass and coughing up the ball than like a bone-jarring hit that loosens his grip on the ball and teeth. It's also difficult to see who your player is at any given moment. When a pile-up occurs, your indicator actually disappears for a moment - I wonder if that was intentional? Play with four guys together and you can forget about teamwork. It will also take the average player quite

awhile to get familiar with the controls. For the first twenty minutes I was unable to forward-kick the ball more than a few pixels at a time.

There are more good points than bad, as you might expect from any EA sports game. For instance, the rules of the game are all intact, including the scrums! Graphics are top-notch, about the same caliber as FIFA Soccer, and they include some interesting scoreboard animations. There is a large selection of teams with great degrees of skill between them. You might like Rugby World Cup more than I did, but I think you'll agree they could have done a better job.

Hey, not too shabby! I basically had to learn this game while playing, so it proved educational, too. Better with fewer human players, as confusion abounds in those huddles.



J Santulli



YOUNGMAN

I think the funniest thing I've ever seen was four players all thinking they knew what they were doing while playing this game. Looks and sounds great.

Collector Notes

Wait and buy it used. It may not have the "staying power" to warrant a \$59.99 price tag, at least not for most Americans.

Power Users

There doesn't seem to be anything detrimental to using the "speed burst" button. We highly recommend using it ALL OF THE TIME.

Origin

If it weren't the game it is, you might think you were watching FIFA Soccer. The players and field graphics are very similar.

Sega CD

Digital Pictures

Sports



TECHNICALLY FOULED BY BILL SCHULTZ

I have this kind of love/hate relationship with "full motion videogames". I love games like **Night Trap** and **Ground Zero Texas**, but I hate the sports games. I don't know if I just don't like them because of the way you play them in the first person perspective or because I not real good at them, due to them not being like most traditional sports games on the market. I got my butt stomped at **Prize Fighter** and didn't do much better at **Slam City**.

The premise behind **Slam City** is that you're Ace, trying to beat the best guys in the hood, earn their respect, and impress your girlfriend. You go up against guys by the name of **Smash**, **Mad Dog**, **Fingers**, and a gal named **Juice**. Beat them all and you get to go one on one hoops with the man with the attitude- **Scottie Pippen**. Needless to say I never got to play against Pippen, because the other guys wiped the court with me. No matter what I did, I couldn't beat any of them. I did the best against **Juice**, and even she rejected me about twenty times. The problem seemed to be that I was always a step slower than my opponent. Every time I would go to deke, I would end up getting

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	7		7		8	
Sound	7		7		8	
Gameplay	5		6		4	
Overall	5		7		5	

Significant Multi-Play	Saves Data to Cart
Significant Game Ending	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

the ball stolen. The first person perspective really works against you in this game. I felt the controls were sluggish. It seemed like every time I would go to take a shot (by hitting the A button) or try to steal the ball from my opponent (by hitting the C button), two seconds later my guy took the shot and ended up being rejected or got run over and slammed on because I couldn't make the recovery after attempting the steal. This is frustrating as hell. I finally mastered some shots but I could never beat anybody. I have to say this much though, the game was a lot of fun for a couple of reasons. Good sound, good graphics, and really good characters.

The sound wasn't great for a Sega CD, but it put you in the mood to put in some hoops. You had your typical rap / techno background music, which was nothing special, but the sound of the basketball bouncing on the ground, and the slam of a rejected shot were really cool.

The graphics were really well done, but as with most Sega CD games they were a bit on the grainy side. The camera angles made you feel like you were really playing B-Ball against these bunch of wackos. My one real big problem I had with the graphics was that playing from the first person perspective made it difficult to see your opponent's body and hand movements which, at least in my case, to a lot of turnovers, steals and missed baskets. Don't the guys and gals at Digital Pictures know that if you can't follow your opponent's moves your

gonna get slammed at hoops?

Lastly I have to mention the opponent's in **Slam City**. They are what really makes the CD addictive. They are mean, crass, and kick ass. **Mad Dog** reminded me of my brother when we play a little one on one. He talks so much that he throws you off your game, and if that doesn't work, he just uses his body to block the lane and knock you down. Rough stuff I tell ya! My favorite of the bunch was **Juice**. I don't know if it was her taunting, or the fact that I was getting my head handed to me by a woman, but I was just about ready to throw my Genesis out a window. Like **Prize Fighter**, when you're doing good the spectators are all for you, but when your getting beat like a dog they turn on you so fast your head will be spinning. Hell, when I lost to **Fingers** he stole my girlfriend.

Slam City is fun, but like **Prize Fighter** it is not an easy game to get the hang of, much less win. It is very addictive and worth the challenge of trying to beat these schoolyard Jordan wannabe's. You should probably rent this CD before running out to buy it. It ain't **NBA Jam** but it grows on you after a while.

How about a **Slam City/Supreme Warrior** crossover where **Tung Fu** and **Scottie Pippen** fight to the death? At least that would guarantee no more **Slam City** games



J. Santulli



L. Santulli

The idea is really good, but it's a hard game to play. It almost felt like I was in a movie, but it wore off because I couldn't beat the computer.

Collector Notes

I wouldn't be surprised if there was someone out there "collecting" full-motion video games. Well, here's another one. Otherwise it's no better than a rental.

Power Users

To access some of the outtakes from the game, go to the option screen. Hold A,B,C. "B15" appears. While holding, press R. This brings up a little video. Another one appears by pressing up when "B15" appears.

Origin

This all started with **Night Trap**, the first game that "put you in a movie". Digital Pictures has tried this concept with a variety of genres since.

Super Football

Atari 2600

Atari

Sports



BY KEVIN "4TH
AND TEN"
OLENIACZ

Element	Joe	Kevin	Bill	Karl	Liz	Howie	Simultaneous Multi-Play	Saves Data to Cart
Graphics	7	5			6		Significant Game Ending	Hidden Areas
Sound	5	5			6		Variable Skill Levels	Non-Linear Gameplay
Gameplay	4	4			6			
Overall	5	4			6			

During the 2600's infancy only Atari's pathetic Football existed. It was characterized by very serious flickering and only small traces of strategy. A few years later RealSports Football was introduced. It was a definite improvement over the original but its quirks detracted from the sport. In 1988 this third gridiron installment was part of a meager 2600 revival. Unfortunately, Super Football was still a far cry from any form of realistic football.

Four game levels are available, and they differ in difficulty and minutes per quarter (3, 7, 10, or 15) as you compete against the computer or friend. Select any one of the seven plays (not including punt and field goal formations) for your five-man team. Four patterns can be selected as well. There are no time outs, fumbles, penalties, safeties, or even out of bounds for that matter, and the timer runs continuously. It's hardly a

simulation, my friends.

Passing simply consists of moving the joystick to lead a receiver and clicking the button. During an offensive drive you have the option of passing or executing a quarterback sneak (that's really just "not passing", because you're not handing it off either). On defense, seven plays as well as the punt and field goal defense are available. You always control the cornerback. In the "short game", all plays are pre-selected by the computer. Just run 'em the best you can.

I can't believe that there were such severe memory restrictions (or poor program compression) as to cause such omissions to the basic rules as I saw here. This was released at approximately the same time as Dark Chambers and Secret Quest, both of which have a good deal of depth and remarkably good graphics. On the other hand, Super Football offers pale sprites

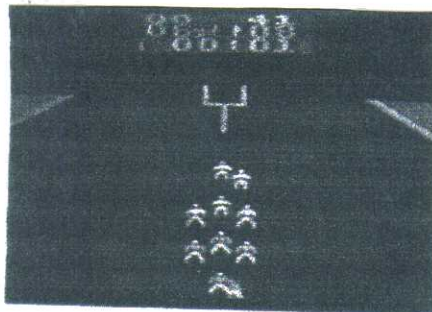
in the rough shape of players and an all-black playfield with chalk lines for yard markers. As you might expect in a game missing so much, there are no numbers to indicate exactly what yard line you're on, which really poses a problem when you're near midfield and can't tell whose side of the field you're on. On top of all that, in game #1 the computer does not always select the best plays. The cheering from the invisible crowd sounds like static, and the remainder of the sounds are very limited. Despite my grumbling, though, 2600 fans will be kept occupied for a few minutes on this game, at least until the lack of options and rules causes someone to throw their joystick down, thus giving the opponent an opportunity to score.

There is indeed much room for improvement here.

When this game was released it was really special - 3D on my 2600? Is there no end to what they could do? Looking back, I see the "end" all too clearly.



J SANTULLI



L SANTULLI

A nice, simple game to learn. You don't have to know much about football either, which I guess means most guys wouldn't like this at all.

Collector Notes

An "easy" acquisition, collectors! The DP Guide (third edition) lists Super Football at \$5.00, and you should always find it with box and instructions.

Power Users

THROW QUICK PASSES RATHER THAN WASTING TIME WAITING FOR YOUR RECEIVER TO GO DEEP. YOUR PASS ACCURACY WILL IMPROVE DRASTICALLY.

Origin

PRETTY ORIGINAL GAME, UTILIZING THAT 3D ENGINE.

3DO

T&E Soft

Sports



BY THAT GUY WHO STARTS AT THE "LADIES" TEES

It is a time-honored tradition to get as many golf sims to the home consoles as humanly possible. I have a few theories on why this is so. I figure it's either because golf is a very easy game to program, or because it's just the sort of mid-to-upper class sport that happens to appeal to the same class of people who buy video games. Either way, from where I stand, there are TOO MANY of them. Fortunately, *Wicked 18* almost falls into a different category.

Wicked 18 is another creation of T&E Soft, who have been making golf games since we were mere embryos. It seems they've made so many, in fact, that it was time for a little change. Using the same "True Golf" engine that we've become so familiar with (even 3DO owners have seen two T&E golf sims prior to this release), they've designed a course that more resembles a surreal miniature golf course stretched to real

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	8		10		9	9
Sound	3		8		7	9
Gameplay	8		9		8	9
Overall	8		9		9	9

Simultaneous Multi-Play	Saves Data to Cart
Separate Game Ending	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

golf standards. Each of the 18 holes is a puzzle as much as it is a "hole". Only here will you find giant monoliths piercing from a frozen lake - in the middle of the fairway. Only here will you find a hole high atop a steep cliff, or hidden on an island surrounded by lava, or at the end of a fairway made of rock. It's a bizarre course. But it's also a lot of fun.

Contrary to popular belief, I think this game appeals more to NON-golfers than purists. I've already read a review by someone who felt they didn't like golf enough to really enjoy this game. I don't like golf at all, but this one kept me around longer than any other I've played.

The graphics, while beautifully rendered, lack life. Streams are still, clouds are still. There isn't much sound. It's like hitting into a 3D model, where it would have been so much more effective if there were some action - anywhere - on the screen. The golfer looks

fantastic, completely digitized like prior incarnations of "True Golf". There are also informative fly-bys done in a grainy full-motion video.

I would have liked more sound effects in this game, something noticeably lacking throughout. The music is pretty awful, too. It borrows from previous "True Golf" games as well, and adds a few sinister-sounding pieces to build up the atmosphere. It doesn't work. I play this one with the sound down and my stereo playing Soundgarden. There's just no reason to listen to what's offered here.

3DO owners should at least check this one out. So far, everyone who's been at DP central has enjoyed *Wicked 18*, but I'm sure it isn't selling off the shelves. It's one of those games you either like or hate - like *Way of the Warrior*, which I like. So if you disagreed with me before, try before you buy.

This is as good as golf gets. The graphics are Tolkien meets Nicklaus. A must for 3DO owners



Hirsch



Schultz

Another winning entry from the 3DO sports stable. If you're not gonna use your club to bag a baby seal, you might as well play *Wicked 18*.

Collector Notes

T&E Soft HAS A TRADITION GOING HERE. If you liked *Pebble Beach* and *Waialeale* for 3DO, *Wicked 18* is the next step up, and a recommended purchase. We also recommend buying the game if you don't have a golf game at all.

Power Users

THE GAME PLAYS FASTER if you replace the caddy with the overhead map and turn off advice and reverse angle view. Speed it up even more by turning off the hole previews (but you should check them out at least once).

Origin

T&E's "TRUE GOLF" series began on the Super NES several years ago. They moved to the 3DO last year. *Wicked 18* is a continuation of the same game engine seen in earlier designs.

Genesis

Sega

Sports



GROUND RULES ANNOUNCER, JOE SANTULLI...

I knew when Sega released their '95 entry of *World Series Baseball* that I would have to really work hard to find problems with the game. I loved last year's - in my opinion even with its flaws it was the best baseball sim for home consoles ever. Until now, of course.

Sega fixed two major glitches in the game. Stealing is now a much more dangerous process. You can't just go for it, slide, and get the steal like last year's model. In fact, there are three different slides in *WS '95*! This lowers the scoring and also makes games played against the computer much more challenging. They also corrected what appeared to be a memory limitation in *WS '94*. Although the parks were fully realized in the pitcher-batter screen, once the ball was in play most of the fields resembled a college park. *WS '95* presents fully rendered parks, complete with Wrigley's ivy fence, Boston's green

Element	Joe	Kevin	Bill	Karl	Liz	Howie	Simultaneous Multi-Play	Saves Data to Cart
Graphics	10		9	9		9		
Sound	7		9	8		9	Significant Game Ending	Hidden Areas
Gameplay	9		9	9		10		
Overall	9		9	9		9	Variable Skill Levels	Non-Liberal Gameplay

monster, KC's fountains, Shea's home run apple, and Yankee stadium's monuments. A terrific job.

The stadiums are a major contribution to the game, but even more so is the option to play rotisserie-style games complete with drafting and trades. Though a little buggy (I'll explain later), this is a game in itself - draft against a human opponent and simulate a season. Who picked the better team? What a wonderful option.

Gameplay is about the same as last year. You still can't play in "rookie" mode without crashing dozens of homers, though. The pitcher-batter screen is more detailed and the hitting now includes a "sweet spot" on the bat. Connect there and you know you've hit it somewhere *hard*. All controls are intuitive. Baserunning can be tricky, but now you have two options for controlling the runner. I guess enough people

whined last year.

What prevented this game from being a perfect 10? For one thing, the sound, which has actually dropped a point from last year. It's good, but not great. The announcer sounds scratchier and there aren't as many crowd dynamics as I'd like to hear.

There are also some bugs in the simulation and drafting that should be worked out next year. You can't simulate a range of dates - you have to do it one day at a time - a big problem when playing out the scenario I mentioned earlier. There is also some overinflated numbers in simulation, and some quizzical ones. Ron Gant turned out to be my DH which was fine (even though he never batted last year), but his 23 hits as of May 29th in my season were all home runs! Um, hello?

Otherwise, a must-have sports game I'll be playing until *World Series '96*!

I'll skip the clique'd phrases like "this hits a home run" or "this is one for the record books" and just state that it's the best of its kind. Now...
PLAY BALL!



YOUNGMAN



Schultz

I'm not a real baseball cartridge fan. There are always problems. But I gotta say, this is a GREAT game. 16 bit is not dead.

Collector Notes

TRADE IN LAST YEAR'S GAME (WE KNOW YOU OWN IT) FOR THIS ONE. YOU WON'T BE DISAPPOINTED. THE HIGH PRICE TAG (\$69.99 AROUND HERE) ALMOST FORCES YOU TO USE THE TRADE-IN OPTION.

Power Users

SOME GREAT PLAYERS THAT THE COMPUTER NEVER TAKES IN THE FIRST FEW ROUNDS THAT YOU CAN SCARF UP LATE IN THE DRAFT: MATT WILLIAMS, JOHN KRUK, RON GANT, MARK MCGWIRE, CURT SCHILLING AND MITCH "WILD THING" WILLIAMS WHO PUTS UP GOOD NUMBERS.

Origin

SEEMS LIKE MOST SPORTS GAMES ARE SEQUELS, NOWADAYS. FORTUNATELY THIS IS A GOOD THING MOST OF THE TIME. A GOOD EXAMPLE: *World Series '95* DOMINATES LAST YEAR'S GAME.

Random Reviews

LITE

...WHERE WE PRESENT REVIEWS WITH THE SAME GREAT TASTE AND ONLY HALF THE CALORIES!

FOOTBALL ATARI, FOR ATARI 2600

2

This was one of the titles offered during the first wave of the Atari sports line. This game is a joke. The three man team constantly flutters after the ball (dot) is snapped. The vertical field is colored with grotesque shades of green. The fan cheers can be equated to a poor replication of static. Omitted are field goals, extra point kicks, out of bounds, and quarters (its only a five minute game). It isn't unusual to achieve an 80 yard touchdown, either. The defense cannot catch up to the offense. This is "Football"? - Kevin Oleniacz

KNOCK-EM OUT BOXING BAMBINO, HANDHELD

5

During the mid and late '70's, handheld electronic games featuring LCD screens were popular. This was just before the home console wars Atari, Magnavox, and Mattel brought our way. KEOB exemplifies a typical game of this era. You go head to head against a friend or the computer in one of two different levels. Throw high, medium or low punches. Duck or step back. Four 85-second rounds constitute the bout. Get knocked down twice in one round and the game concludes. The graphics merely consist of outlines of two boxers and their arms are unattached when throwing a punch. The audio screeches out the typical beeps and blips of the 70's. This offers a nice challenge in two-player mode, but it offers little with regards to play value. Cheating is a cinch: just stand back to avoid a knockdown or to insure victory of a round - you can't get hit while "stepped back"! Overall, this is pleasing short-term entertainment. - Kevin Oleniacz

MADDEN '95 SEGA, FOR GENESIS

5

Year in and year out, Electronic Arts has made an event out of the arrival of the updated version of their wildly popular John Madden football series. Every year it has been worth the wait, until now. I hate to tell you this, but Madden 95 is not that good. A lot of people, myself included, weren't thrilled with Madden 94, but could live with it. Madden 95 is worse. It offers plenty of good stuff, like full season play with stats, tournament play, and most importantly official player numbers for every NFL team, including all Super Bowl participants, All Madden squads, and All-Time Greats. Well it was really nice of the guys at Electronic

Arts to offer all this stuff, but it doesn't mean a thing if the gameplay isn't there. Believe me, it isn't! Problem number one- The players are smaller and do not move as smoothly or control as easily as they did in earlier incarnations of the Madden series. In the other carts, Walter Payton from the Chicago Bears is as quick as lightning, in Madden 95 I couldn't get him past the line of scrimmage without a rocket launcher, and he had absolutely no moves.

Problem number two- The game looks and sounds like garbage. The players are small and grainy looking with no distinguishing look to them. The sound is about the quality of an 8-bit system, with none of the big hits and Madden jargon long time fans of the series have come to know and love. Problem number three- The selection of plays can be confusing due to the new play selection bar, and caused me more than my share of last minute losses to the computer and delay of game penalties. I think that perhaps the fourth and biggest problem with Madden 95 is the change of the playing platform. Electronic Arts went out of its way to change the look and feel of Madden 95 to give gamers a more enjoyable, more realistic cart. What they gave us was a complete departure from the things that make the Madden carts some of the most popular football game carts ever created. Normally Bill Walsh College Football is a good indicator of how the new Madden is going to play, because they have been built on the same platform (by the same creative teams). Well I love Walsh 95 and was completely jazzed, thinking Madden was going to be the same or even a little bit improved. Wrong!!! You can't even compare the two. Walsh 95 is far superior to Madden 95. It pains me to say it, but its true.

After producing a great NHL 95, and the new NBA Live 95, which are both awesome sports carts, it makes me a little disappointed that the guys at EA let the franchise slip. Let's face it, Madden Football is what got the ball rolling for EA Sports and it (and we), deserve better. If you want to play a good game of football, pick up Bill Walsh College 95 and think of what could have been. Me, I'll just play Madden on the 3DO until it's time for Madden 96 to come out. This time, however, I rent before I buy. This one is for die hards only. - Bill Schultz

MEAN 18 ULTIMATE GOLF ATARI, FOR ATARI 7800

5

This is far from being the ultimate golf game as the title proclaims. One or two players, beginner or expert (affects margin of error allowed), regular or pro tees (distance), or a normal stroke or match game can be selected. Utilize the power gauge when viewing your swing from behind the golfer. An overhead view of the green displays between shots. Sounds are extremely limited here. There is no course selection. The sand, fairway, green, etc. seem to be flat, almost as if they were painted onto the course rather than reflecting a 3-D (or simulated 3-D) view. Except for the sand

and water, the ball sounds as if it hits metal when it bounces on grass. **Mean 18** has more to offer than other classic era golf games but it is a bit unpolished and had the potential to do so much more. - Kevin Oleniacz

NHL ALL-STAR HOCKEY '95 SEGA, FOR GENESIS

6

Without comparing this game to NHL '95, what is there to be said about Sega's own version of hockey? Pretty graphics alongside some really annoying sound and commentary just doesn't cut it for me. You cannot practice at handling your player outside of an actual game, and no more than two people can play the game at the same time. As for control, I think it's pathetic. Players trudge across the ice, shots sometimes seem delayed, and the ones that really feel like they should have scored are miraculously saved by the opposing goalie. For an armchair player like myself, I'll have to stick with Electronic Arts' NHL '95. True hockey-philes might appreciate this cart. But don't count on it. - Howie Hirsch

ONE-ON-ONE MICRO-FUN, FOR COLECOVISION

7

Instead of "Larry Bird vs. Julius Erving One-on-One," they should have named this Orange Blob vs. Yellow Bleeb." If in reality Bird or Erving looked as barely humanoid as they do in this cart, they'd have scared off too many fans to play in the NBA. I'd like to say the graphics are so bad that they're funny. They're not funny. They're just pathetic. So why does this rate a seven? Because the gameplay is actually excellent. The animation is smooth. The speed of the Colecovision version puts the plodding 7800 incarnation to shame. You can feel the difference between the two stars. The Doctor is quicker and jumps higher. Bird is a better shooter and can body the Doc off the boards. Scoring is very much a product of timing and skill. Just heave it up there and it's unlikely to go in. Rebounding and shot blocking are almost perfectly executed: they depend on positioning and, again, timing. Few recent hoop games, including NBA JAM, capture rebounding and shot blocking as well. Game play isn't perfect, of course. Foul shots are simply a matter of luck, and certain moves will beat the computer and get you a lay up every time. The amazing thing here is that this dinosaur is far more fun to play than any of at least a half dozen 16-bit basketball games. The abominable Jordan vs. Bird for Genesis and the revolting NBA All-Star Challenge for SNES and Genesis immediately come to mind. The latter is a mirror image of the Colecovision cart in that it has great graphics and no gameplay at all. Don't companies lose money when they release this garbage?

P.S. No joke: a couple days after I wrote this review, I went up to the local Blockbuster Video, which has been selling used Genesis and SNES games for \$9.99. Only two were left unsold out of dozens--Jordan vs. Bird (Genesis) and NBA All-Star Challenge (SNES). OOOOOO, scary! - Jeff Cooper

PGA TOUR GOLF III ELECTRONIC ARTS, FOR GENESIS

7

Any gamer with even a passing fancy for video golf is familiar with Electronic Arts' PGA Tour Golf sims, probably the most popular video golf series ever. This fourth incarnation (don't forget the European Tour version) offers eight courses and, at last, graphics that are genuinely and significantly improved. The visuals won't take your breath away, but they're nice, and the golfers' digitalized swings are impressive. In another innovation, Tour III includes a new window that allows golfers to add draw or fade, topspin or backspin. If you are a fan of the series, the improvements are enough merit your consideration--but be warned that this version also includes many of the flaws of its predecessors.

As in most golf sims, gameplay in the PGA Tour series is centered around a horizontal power meter. Tap the button once to start the meter moving left. At the appropriate level of power, tap the button again. The meter then reverses direction; tap the button a third time when the meter reaches the "snap" line, which determines whether you hook, fade, or hit straight. I prefer golf games with this sort of meter. But this particular version is riddled with annoying inconsistencies. Examples: Player one hits a drive perfectly with 105% power (an "overflow" zone allows you to hit with more than 100%). Facing the same wind, player two misses the snap line slightly and strikes the ball with 98% power. Sometimes (you can't predict how or when) player two's drive will whizz past player one's. All too often the numbers just don't add up. If the manual says a three wood maxes out at 236 yards at 100%, you should not travel 245 yards when hitting into a wind. Sometimes you will. Similar problems plague the putting arrangement. If you hit a twelve foot, straight, downhill putt perfectly, but with fourteen feet of power, you will sometimes (though not usually) end up two feet short. Multi-player games are a real adventure in guess work. Facing a fifteen mph wind right to left, golfer number one aims well to the right and the ball drifts nicely over to the pin. Facing the exact same wind, golfer number two hits the exact same shot. Sometimes he'll get the exact same result. But sometimes he won't--the wind will hardly affect the ball's flight at all, resulting in a poor shot. A final barb for the genius who decided to hop up the game's difficulty by adding "blustery" winds. This means that practically every time you line up your shot the wind shifts crazily, forcing you to realign over and over. It's not realistic, it's just annoying.

PGA III is still a fun game, and the problems are much less evident when you play solo. Now and then I get together with three other gamers for a "major." Sometimes I've won simply because I've played the best. But other times I've won because the computer gods shined on me while frowning on my competitors: thanks to the inconsistencies, several of my flat-out terrible shots ended up fine, while my opponents were punished for hitting good shots. The glossy vid ragazines have gushed over all the PGA Tour carts, including this one, and there is indeed much to recommend Tour III. Yet amazingly, none of the ragazines have even touched on the crucial flaws, probably because you don't notice them that much until you've played for awhile. The bugs seriously detract from the game, and the glossy rags aren't doing either Electronic Arts or the gaming public any favors by publishing such lazy reviews. - Jeff Cooper

SLAM N JAM '95 CRYSTAL DYNAMICS, FOR 3DO

I've never complained about the games Crystal Dynamics makes for 3DO. Heck, they put 3DO on the map! They're

7

constantly breaking new ground (Total Eclipse and The Horde were the first really "fun" games on this system, Gex is the first decent platformer), and its obvious that a lot of time and dedication to quality goes into their products. While this is true for Slam N Jam '95, it's hardly a groundbreaker. This one is basically a scrolling, scaling, but not rotating B-Ball sim that doesn't have the luxury of an NBA license.

The teams don't even have names, just cities. The players, while more varied than those we've seen in the past, aren't real. The graphics, while smooth and very pretty in still-pictures, are a animated choppy. It's not the 3D you would expect, but compares

favorably to the character animation in EA's Madden for the 3DO. Where the game really falls apart is in the realism department. It's yet another score-fest, where you're forced to shoot quickly or have the ball ripped away from you (wasn't anything learned from



EA's Coach K Basketball?). This causes you to throw the ball around as quickly as possible to get a player under the basket for a quick score. If you take it for the arcade game that it is, this isn't a problem. So then why are there "season" features like standings and top-ten leaders? You can imagine how numbers will get skewed in a full-season with 200 point games happening all over the league!

Mind you, I'm not complaining, but Slam N Jam '95 isn't as good as I thought it would be. Where is Electronic Arts with their sports games? - Joe Santulli

SUPER FAMISTA NAMCO, FOR SUPER FAMICOM

8

This Japanese baseball sim has a good deal to offer. The major options include starting a league from scratch by drafting, maintaining a league schedule, selecting all-star players, and of course, the standard head-to-head competition. My one gripe with SF is that the graphics are strictly 8-bit. The players resemble kids. The music is fine but it doesn't reflect the traditional ballpark tunes (not even those of Japan - see Super League '91 below). The scoreboard zooms in and out after every half inning, and there's also an abbreviated 7th inning stretch. The oriental 10-run domination rule is in effect. There are sixteen teams and three stadiums available. Another amusing aspect is the mixture of Japanese and English lettering and dialogue. Don't let the scaled-down graphics turn you off. The game is quite fun, challenging, and the oriental style makes it unique. - Kevin Oleniacz

KEN GRIFFEY JR. BASEBALL

(Continued from page 12)

You'll miss lots of plays only because you can't see where your infielder is relative to the ball until it's too late. These problems are not just petty complaints. They will often determine who wins and who loses.

I recommend this game. It's superior to most baseball games out there. It's very easy to pick up and enjoy. The designers seem to understand the difference between depth of gameplay and needless complications, and they haven't confused the two. Still, because of the problems, my recommendation is modest. This is one of the few sports games out there that really deserves a sequel. If they fine tune the gameplay and build on the other features, they'll have a real winner.

WHATEVER HAPPENED TO... PLEASANT VALLEY VIDEO

(Continued from page 8)

and hundreds of carts; some very rare. I talked to Mr. Gene, but he is a very weird old guy, he told me that the county was on his ass about the property, he had no time, no interest, all was going to be hauled to the landfill. I tried to sneak out there a couple of times at night, but the cops were keeping a close eye on it for some reason (I'm not sure why) so I couldn't get anything out.

I finally talked Mr. Gene into letting me come out there one day. (Actually Jimmy bugged him from jail so much he gave in). The idiot had taken all the dead animals (many dogs, cats, a horse and more died because there was no one to feed them for about a month or so) and threw them in the barns! On top of everything! Man, it was too far beyond me to dig around in this, the smell was horrible. I saw then why Mr. Gene wouldn't let anyone back there. I wish he would have before he dumped the dead animals back there, but like I said, he had no interest whatsoever in salvaging anything. All was hauled away, and buried.

I think a lot of guys that were owed probably got caught in the middle of some of this going on. To tell you the truth, Jim is a pretty honest guy, and some customers just got caught in the middle of things. The cops screwed so much up too; taking papers with addresses, messages, his bank account and more. So a lot of info was lost.

Jimmy will be out this year. "

***MESSAGE 3 "BTW, some of the rare stuff that was lost forever included the original 'factory' chips to Malagai and Gauntlet from Answer software. ALL of these that are out there were hand made by Jimmy. There are no docs cart shells, labels, or boxes to these, as Answer soft never made them! The games were completed, but nothing else. Jimmy bought all the chips they had, in those 'tubes' IC's come in. They have Answer Software writing on them. Jimmy took and unsoldered the chip out of common carts like Demon Attack and others, then put the Malagai or Gauntlet chip inside. I would guess he had about 1000 of each of these and he probably made and sold a couple hundred at MOST. All the rest are now gone. So, anyone lucky enough to have one with the 'factory' chip inside has a rare one indeed. Like a BIG dummy I got a couple of chips off of him and made some myself, but didn't think to get some extras. It didn't cross my mind at the time, back then the 2600 stuff wasn't all that valuable, and I just wanted a couple to play the game. Back then, I would guess he would have let me have a whole tube of them for next to nothing. Like they say, hindsight is 20/20. Oh well."

*Well, that's it. I thought it was pretty interesting. I was surprised this guy was willing to tell me so much. Just call me Bond...
James Bond.*

Bill Schultz'

ALTERNATE CURRENTS

Hey gang, long time no see! This installment of Alternate Currents is an alternative to Alternate Currents. Confused? Let me explain. Normally, this is a forum for things that are alternatives to videogaming. This time out we're gonna take a look at videogaming as an alternative to the real thing. The real thing here being professional sports.

I don't know about you, but I am sick to death of these greedy owners and athletes taking away the sports I really look forward to (i.e. baseball and hockey). I mean - the whole baseball strike just killed me. My Yankees were on the way to their first pennant in almost a decade and KABLOOEY! Lights out! No playoffs, no series, nothing! Same thing with hockey, but I'm a little less bitter about that. Anyway, back to the matter at hand. After talking to Joe a few weeks ago (he put the bug in my ear for this column), I started thinking about how videogamers have an advantage over most sports fans in that we can start our OWN leagues, with our OWN players and owners, and never have to worry about a strike. Only whether there's going to be a power outage while playing a game. I submit to you several examples of true "Replacement Player" sports, electronic style.

If you hold a grudge against baseball players and owners, you don't have to watch a single inning this season. Go out and pick up Sega's World Series '95. This game has a myriad of options that will make you forget about the real thing faster than a Roger Clemens fastball. This cart gives you everything. Authentic stadiums, Home Run Derby, Major League teams and players, all-time greats... but most importantly, you can play a full 162 game season against three of your best buddies with all of the stats saved for each team and every player along the way. You can play your games against the computer which controls all the other teams, but you must play the head to head games against your buds to move the season along. With

World Series '95 you can play up to 162 games, an All-Star game, and the complete (uninterrupted by strike) playoff schedule. Baseball players? We don't need no stinking baseball players!

To participate in your own Hockey league, I strongly suggest starting with Electronics Arts' NHL '95. This cart gives you a full season's worth of games, a playoff mode, trade capabilities (ideal for creating your own teams), and even an option to edit your players. You can even substitute player names with those of people in your league. The action is fast and furious - easily played through a full schedule. Again, the cart saves stats for all teams and players, and also shows statistics by user, so you can see head to head who is the best in each of the categories. There's no fighting in NHL '95, though, and that's a drawback. That situation was remedied by Sega's own All-Star Hockey, but the gameplay doesn't even come close to NHL '95. I can't even imagine playing a full season on the Sega hockey installment.

With the hockey and baseball strikes worked out to a certain degree (hey baseball dudes, lets get this collective bargaining agreement done), we still have to be concerned with a looming basketball and football strike. The answer is the same, check out EA's NBA Live '95 or Bill Walsh College Football '95 (because Madden '95 is a dog), and play out your own seasons.

The bottom line is that as videogamers and sports fans we have opportunities that non-gamers don't. Our favorite players and teams are never on strike, they play anytime we want, and they don't require three million dollars a year. The game is always on in the digital domain. Now all we need is virtual reality full-contact kickboxing. Yeah, that's the ticket!

Ban on Belgium Lifted!

By an overwhelming vote of seven to two (that's not the ratio... that's the actual number of votes!), the "Ban on Belgium" has been lifted. From this issue forth, we'll allow our sister country of Belgium to participate in DP activities.

Now Werner, behave yourself.

"Live From Your Home" Video II Delayed!

We had every intention of releasing the latest DP product, "Live From Your Home" Video II this month. Unfortunately, we didn't receive enough video contributions to warrant this.

We're delaying the project until a proper number of submissions are made. The first video featured eight home videos of 10-15 minutes.

Today, we have 2. What are you waiting for?

DP GUIDE ADDENDUM 3.04

COLLECTOR'S GUIDE UPDATES BY JOE SANTULLI

Here's where I get to prove once again that I'm NOT a good businessman by updating your guide (third edition) with new entries and changes. Sometime in the not-too-distant future we'll have a fourth edition, complete with PsychOphile entries (actual game evaluations), new essays, and price updates.

Until that time, add this page to your current Guide. And live by it!

CARTRIDGES/

ARCADIA

- Super Gobbler LeisureVision 40.00
Cart #6, part 1019, MFG# 75419.

ATARI 2600

- Bank Heist (Fancy Car) 20th Cent Fox 12.00
*Early references to this game called it "Roaring 20's".
Designed by Bill Aspromonte. # 11012. REPLACES DPG3
ENTRY.*
- Condor Attack (Space Monster,
Vulture Attack) Ultravision 50.00
*This Ultravision title is a rarity, identifiable by its "T-Bar"
cartridge handle and slightly oblong shape. # 1043. Ripped
off later under the title "Space Monster". REPLACES DPG3
ENTRY.*
- Fancy Car (Bank Heist) Taiwan D 15.00
*A Taiwanese ripoff packaged in a cheap looking box without
instructions. No manufacturer is credited.*
- Inca Gold Taiwan B 20.00
*A Taiwanese ripoff packaged in a cheap looking red box with
large letters "2600 COMPATIBLE". Artwork on box and cart
label match. Has been seen with "ZELLERS" or "KG"
(KeepGood) imprinted on the box' upper right face. A small
typewritten instruction sheet is enclosed.*
- Space Monster (Condor Attack,
Vulture Attack) Funvision 50.00
*Notorious for its incredibly inept manual, laden with
misspellings and errors - the game isn't much better - but it is
hard to find. Actually re-released as Vulture Attack.
REPLACES DPG3 ENTRY.*
- Vulture Attack (Condor Attack,
Space Monster) {E} K-Tel Vision 50.00
REPLACES DPG3 ENTRY.

COLECOVISION

- Flying Brassieres [MOON PATROL] Atarisoft ***
*Identical to another Atarisoft prototype, Moon Patrol, only the
various UFO's have been replaced with humorous items
such as the game's namesake.*
- Moon Patrol Atarisoft ***
- Motocross Racer/Tomarc the Barbarian....Xonox 75.00

The rarest of all possible Xonox combinations, we've (collectively) only seen this one once. REPLACES DPG# ENTRY.

- Robin Hood/Sir Lancelot Xonox 75.00
*May have only been released in Europe, never sighted in a
US store. #6223.*

RUMOR MILL

ATARI 2600

- Orange Ranger M Network n/a

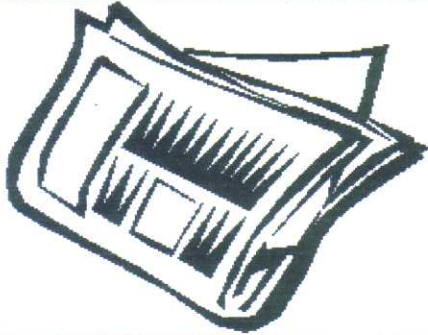
ATARI 7800

- Double Dunk M Network n/a
- Hoop Wars Atari n/a
*This is the game that most likely became Basketbrawl,
judging from screen shots.*
- Scrapper Story Froggo n/a

COLECOVISION

- Meltdown 20th Cent Fox n/a
- Turmoil 20th Cent Fox n/a
- Mogul Maniac Amiga n/a
- Dig Dug Atarisoft n/a
- Robotron: 2084 Atarisoft n/a
- Vanguard Atarisoft n/a
- Blueprint CBS n/a
- Madden Football/Madenness CBS n/a
- Solar Fox CBS n/a
- Donkey Kong 3 Coleco n/a
- Dragon's Lair Coleco n/a
- Smurf Play 'N Learn Coleco n/a
Screen shot seen in Electronic Games, May 1983 p32.
- Quick Step Imagic n/a
- Rock Xonox n/a

Classified



Section

As always, Digital Press Classifieds are FREE! Take advantage of us... Send your classified ad in today!

FOR SALE: Creative Labs SoundBlaster Pro w/speakers, like new, \$50; Trilobyte's The 7th Guest for IBM PC/CD-ROM, still sealed \$25; SNES Mortal Kombat II, still sealed \$40; Vectrex Berzerk with overlay \$15. EA's NHL '95 (Genesis) barely used \$20. Women of Playboy CD-ROM Screen saver (Mature version) \$15. Joe Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442.

FOR SALE: Super NES games \$20 each: Adventures of Dr. Franken, Family Dog, Firestriker, Pink Goes to Hollywood. NES games \$6 each: Legacy of the Wizard (sealed), Mafat Conspiracy (sealed). 2600 Zaxxon (CBS-New) \$10. Add \$1 postage per game. WANTED: Genesis Space Invaders '91. Kevin Oleniacz, 96 Buena Vista Drive, Ringwood, NJ 07456.

WE BUY/SELL/TRADE software and hardware for Atari 2600 /5200 /7800 /Atari computers /Intellivision /Lucky /Aquarius /ADAM /ColecoVision /Odyssey Videopac

/Creativision /Arcadia Hanimex /Vic 20 /Commodore 64&128 /Sega computers and 8 bit consoles /NES 8-bit /and others of the golden age /Arcades and various european connections, send us a list of sell/buy/trade items. Club Vecchie Glorie/Old Glories Club, c/o Massimiliano Uanini, Via G. Keplero, 10, 20124 Milano, Italy.

FOR SALE: Neo-Geo w/Magician Lord for a paltry \$130. Includes all original boxes and instruction manuals for both Neo-Geo and game. Perfect shape. Call or write me. Ryan Smith, 89 Arundel Place, St. Louis, MO 63105. (314) 727-1760.

FOR SALE: Vectrex in "like new" condition with 15 games, 16 overlays, 16 manuals and Vectrex canvas carrying case; highest offer takes all. Also brand new 2600 carts: Custer's Revenge, Beat Em and Eat Em, and Bachelor Party \$8 each. Also am selling all T199/4A carts, Odyssey2 carts, 5200 carts and a lot of other Atari stuff (including Trak Ball Controller). Send for new list. GW Bunting, 9036 Lev Ave, Arleta, CA 91331.

WANTED: Original manuals to: Colecovision: Destructor, Donkey Kong, Gorf, Mouse Trap, and Space Fury. Atari 2600: Canyon Bomber, RealSports Football, Fishing Derby, Swordquest:Earthworld, Star Raiders, Space Jockey, and Riddle of the Sphinx. Atari 7800: dig Dug, Pole Position II, Karateka, and Xevious. I'm also looking for a Colecovision TV hookup, used or new Coleco TelStar, used or new Commodore 128 or Vic-20, and any new or old gaming magazines in good condition. Contact Brian Clark, 13201 Mercier, Southgate, MI 48195. (313) 285-3815.

STILL LOOKING for 2600 Q*Berts Qubes, Ikari Warriors, Quadrun, Halloween, Spy Hunter, Texas Chainsaw Massacre, Miner 2049'er, Colecovision Q*Berts Qubes, Choplifter, Up N Down, Wing War and others. Dave Giarrusso, 4869 Juneway Dr N, Liverpool, NY 13088-5805. (315) 457-1803.

WANTED: 5200 Bounty Bob Strikes Back, Montezuma's Revenge, Tutankham. Originals or copies in good shape. For these 3 games, I'll trade a box of 58 carts, mostly 5200 & Vic-20, including Quest for Quintana Roo, Choplifter, etc. If anyone can get these three, write DG, 1905 Cherokee Rd, Fort Wayne, IN 46808.

FANZINE PLUGS

NEW ZINE! Check out *Game News*, which covers mostly new games. Send \$1.75 (stapled) or \$2.50 (spiral bound) for a sample to Matthew C Leone, 2408 Chelsea Rd, Palos Verdes Estates, CA 90274.

ANYONE REMOTELY INTERESTED IN VIDEO GAMES is urged to send \$1.50 for a sample issue of *Above & Beyond*, a video gaming fanzine. Send \$1.50, cash or check, to Above & Beyond, 1804 Tony Lane, Wichita, KS 67212-1578.

ARE YOU INTERESTED IN VIDEO GAMES? Send for the latest issue of *Game Mag*. *Game Mag* is published monthly for \$1.50 per issue and covers Super NES, Genesis, Game Boy, Sega CD, and arcade systems. Send \$1.50 to: Johnathan Ratcliffe, PO Box 184, Orrick, MO 64077. (816) 496-3767 if you have any questions. I am currently finished with issue 9 and producing issue 10. I accept fanzine trades for my zine.

TRY *GAME MASTERS*, currently on issue #4. My zine is issued bi-monthly and costs \$1.00. Six issues for \$5.00 (save 17%). Greg Myers, PO Box 1216, Laredo, TX 78040.

ATTENTION 2600 OWNERS: Send for a sample issue of the 2600 Connection, the newsletter for owners & collectors of the Atari 2600 VCS. Send \$1 to: The 2600 Connection, c/o Tim Duarte, 8 Jenna Dr., Fairhaven, MA 02719-5123 or send an email to: tduarte@umassd.edu

Classic VideoGames

Games, Hardware, Accessories, & Whatnot
Atari 2600, 5200, 7800
Colecovision, Intellivision, Odyssey 2
plus other Systems and Software
Send \$1 for list and Special Offers to:

Jerry's Visionaries
74700 NW Booneville Loop
Beaverton, OR 97006
Phone/Fax: 503-629-9064
CompuServe: 72142,3171
ADL: Jerry64279

We also buy and trade collectible classic games and hardware.

VIDEO GAMES VIDEO MAGIC



Buy
Sell
Trade
* All
Systems
Catalog \$1.00
Frank M. Polosky
P.O. Box 9542
Pittsburgh, PA 15223

MAGAZINES

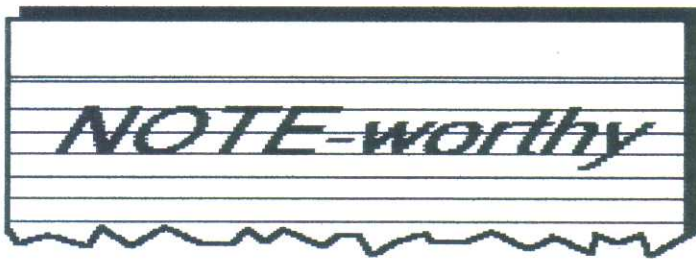
FREE!
MAGAZINE & OVERLINE
2600, 5200, 7800,
INTV, ColecoVision,
Odyssey, NES, & Vectrex

Trade for your extras. Plus many other options!!! Send a list of what you need and the extra manuals you have. I am very fair and I am not doing this for profit.
You won't be disappointed!!!

Doc's Classic Documents
1804A North Sylvan Lane
Columbia, MO 65202-3622
314-474-2879
E-Mail: mbellman@bigcat.missouri.edu



DIGITAL PRESS
44 HUNTER PLACE
POMPTON LAKES, NJ 07442-2037



DP "LIVE FROM YOUR HOME" VIDEO II PROJECT ON HOLD

Until we receive more contributions! This video was to be released June 1st, but a lack of support (perhaps interest?) has blocked it. We're extending the deadline indefinitely until we receive more videotapes from YOU, the game players! As we've said before, send us video with you and your collection, you philosophizing about gaming, you and your pet doing silly things - just stick to the topic. When we've received enough

video contributions to make a product like the last, highly acclaimed "Live from Your Home" tape, we'll offer it to the public!

The offer stands, if you send us a contribution, we'll send you the final product free of charge. This is a perfect opportunity to meet gamers like yourself, as well as the staff here at DP! Send 10-15 minutes worth to the address at the top of this page.

CLASSICS ABANDONED DOWN UNDER

The Gamesmen, based in Australia, recently dropped their line of Atari 2600 and 7800 cartridges. The Gamesmen will be sorely missed, as it was the only source for new 2600 HES carts, HES offered 2-in-1 and 4-in-1 multicart packages. The majority of the titles include Imagic and Activision releases, but a few rare gems were mixed in as well (i.e. Bomb's Wall Defender and the original game, Motocross). The Gamesmen will continue to provide strong support for the NES and Sega Master System, along with contemporary platforms.