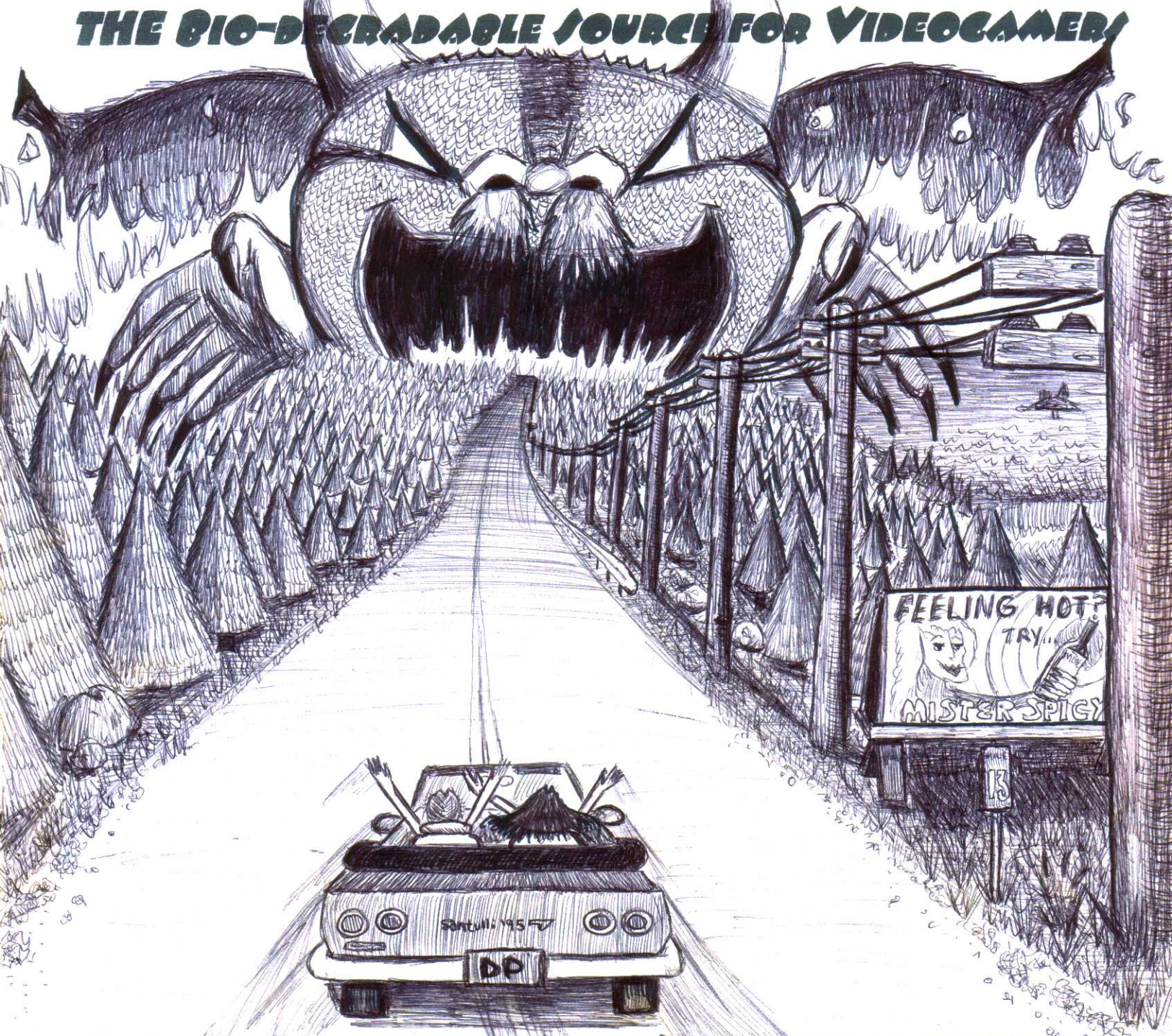


DIGITAL DREW

THE BIO-DEGRADABLE SOURCE FOR VIDEOCAMERA!



#27

Drive.



DRIVE.

EDITOR'S BLURB by Joe Santulli

Well, well, well. Here we are again, set to deliver the goods on yet another popular video game theme, the driving game. You may remember me mentioning in previous issues that I'm a little partial to this genre. I've played to death driving games that others would find mediocre at best. What is it that compels us driving game fans? The sense of speed? The thrill of the chase? The head to head competition? It could be all of these. Or it could be a completely random reason, the meaning of which only another madman could even begin to understand. Your call.

Well, some of the staff has returned, Jeff is back in Oklahoma, the cartridge capital of the world. Sean finally unpacked and settled into his new bungalow. Bill is on the mend, looking to make his return next issue. It sounds like one of those silly sideline reports during a Sunday afternoon football game, but it's really hard operating DP without these guys. You see what they do. There's no "I" in team. I don't know why I said that but it's out of my system now and I'm ready to move on.

About the only theme more topical than DRIVE would be another BRAWL issue. With the new systems flexing their muscle with 3D rendered fighting games (*Toshinden* and *VF Remix* are as good as you've heard), about the only other genre getting attention is the driving game. The two premiere games, *Daytona USA* for the Saturn and *Ridge Racer* for the Playstation are reviewed in these pages. These are "first generation" titles, and they play better than anything I've ever owned at home. Finally, the original *Super Monaco GP* moves aside. That 16-bit title (and not its crummy sequel) has been my favorite racing game for almost four years now. It's about time something came along to claim the top spot. But which is it? *Daytona* or *RR*? Read on and find out.

All this virtual driving got many of us thinking about our real-life driving experiences. I had a long conversation with my dad about the days when the cops used to dog me just because I drove around in a sporty little Fiero GT. I got pulled over for going through a yellow light once. I got stopped in my own driveway for being "too aggressive" on the road, although the officer couldn't say exactly what that meant. It wasn't speeding or anything tangible. Then there's my greatest driving story of all time. The time I actually "lost him", the black and white with the lights on, once again, right in front of my home. It pays to live in the hills when you're a rebel. Lots of good hiding places.

I've changed my reckless ways, traded the Fiero GT in for a Grand Am four years ago and have been living the life of conservative businessman. The Grand Am's paid for now, though. And that Stealth is looking pretty good.

OK, now for some real driving stories. Courtesy of Team DP.

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ON THE COVER

ONE WAY TRIP ON THE HIGHWAY TO OBLIVION

by Joe Santulli

A friend recently asked me what inspires me to draw a cover like this. Call it a silly fascination with my probable afterlife.

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We did expect serious social commentary on our last issue, TRASH, since it dealt with what we considered the "worst" games ever made. Expected, because we firmly believe in the old adage "One man's meat is another man's Amidar".

TRASH?

Dear DP,

Issue #26: Trash was one of your best (and definitely most entertaining) issues yet! It reminded me of Videogaming Illustrated's late 1983 "Disaster" issue. Of course, I don't agree with all of the dud picks (I happen to like Illusions, INTV Demon Attack and how dare anyone say anything bad about El Viento), but most were right on the mark. One suggestion: now that it's clear what the DP staff's most hated titles are, you should have your readers write in with their own "Bottom Ten" lists for a future "Trash" issue. Here's mine to get things started: 1) Q*Bert for Atari 5200 - uncontrollable; inexcusably bad graphics. 2) Swords and Serpents for INTV - you could fall asleep playing this. 3) Horse Racing for INTV - looks good, play is akin to an algebra test. 4) Carnival for INTV - uncontrollable, perhaps the most annoying INTV music ever. 5) Ecco for Genesis - perhaps the prettiest videogame ever made, also the most boring. 6) Sorcerer/Firefly/Starfox for the 2600 - 'nuff said. 7) Planet Smashers for 7800 - most boring space game ever? 8) Space Dungeon for 5200 - would be a great game if it was controllable. 9) F-18 Hornet for 7800 - video sleeping pill. 10) Jinks for 7800 - 3 digitized sounds stolen from Gauntlet + horrendous graphics + dull, Pong-style play = the worst videogame ever

made.

David Allen
Rockland, ME

DID YOU SAY TRASH?

Dear Joe,

I always enjoy DP, thanks! Two comments I've always wanted to make. First, everyone at DP always mentions E.T. and Raiders in the same breath. I like Raiders! For the 2600 this is actually a pretty involved "RPG" that actually followed the movie plot - unlike many movie to game translations today. Anyway, I finished the game when I first got it and had fun doing it; even if the graphics weren't great there was some play value - unlike E.T. Second, everyone cuts on Fairchild. Hey, that was my first real classic system, and while many of the games are lackluster, what's wrong with Alien Invasion, Bowling, or my personal favorite Robot War (2 player version only, thank you). Even Cat & Mouse and Sonar Search aren't that bad. If you want to pick on a lame system, stick with Odyssey.

Dane Galden
Columbus, OH

TRASH, YOU SAY?

Dear Joe,

With regards to your choices of "worst" games - I'd like to nominate Facemaker for ColecoVision, and note that Stellar Track is among my personal favorites for the 2600. OK, I'm sure part of it's nostalgia - my first exposure to computers was Star Trek & Colossal Cave on a mainframe - but still, there's no way it's among the worst games for the 2600.

Joseph Huber
Westborough, MA

DID I MENTION TRASH?

Hello DP, Joe,

Liked the TRASH issue better than the SPORTS issue; Sport carts are mostly, well, like Trash really, you get my drift. I was going to comment on TRASH games and it's in the 'Eye of the Beholder' and all that, but I won't! I will comment on some remarks concerning the 'old vs. new' debate.

You stated in issue 26 on Page 7 that there are more 'crummy games on older systems than on today's. This, surely is a big misconception, programmers today still think that they only have to copy a certain game 'craze' and the cart will sell, no matter how bad. The trouble is, nowadays even bad games look good, because of graphic improvements. So, today's coders did not learn from past mistakes and anyway, young and new programmers think they can do it sooo much better, not realising that they are only better at making the same mistake



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again.

Also I would like to comment on another 'misunderstanding?'. Page 17, Tag Team Wrestling: NES. The ORIGINAL NINTENDO SEAL OF QUALITY does NOT mean that the game has to be good, it merely means that the company concerned is an official NINTENDO licensee and the big N collected their bucks from them. The game itself has nothing to do with the QUALITY SEAL whatsoever. There are quite more than 'a few duds' on that system, the same goes for the SNES and the BOY... P.S. I like 'Amidar'!!!

Thomas Holzer
Britain

DP GUIDE MUSINGS, PART 134

Dear DP Staff,

I'd like to take this occasion for a few remarks on your unique Collector's Guide. This was always an excellent piece of work, but I think the permanent surfacing of various re-releases for the 2600 will make any future attempt at compiling a list for the VCS even more confusing than it already is, unless you decide to rehaul your sorting system. I think that with all those Taiwanese and European rip-offs one will have a very hard time to figure out which games were released by a single company when going by alphabetical games listing. Indeed I suppose that especially in the 2600 field collectors are trying to go by companies just to make their efforts more systematic (at least I do). So my proposition would be to list the games first by company (this would allow you to avoid repeating the same specific infos over and over again. You could use the space won to include things like label or box variations on the list). To satisfy the need for quick references, hanging an index to the back of the list would be perfect (if Fortune can do it, why not DP). Anyway, I'd like to express my appreciation for your courage to undertake the gargantuan task of compiling a collector's guide.

As for Joe having been negotiated out of Sendai, reading those laments in recent editorials of EGM makes one think that this was the best move for Joe to leave a troubled (and rotting) ship. What about starting to publish Digital Press3 (just joking)?

Eric Boghos
Vienna, Austria

Thanks for the insights, Eric. I've run this idea past several of the staff and collectors, and the overwhelming opinion here is "keep it the way it is". Your idea has merit, but only if you're collecting by game company. If you're just running through a list of games that you need, or have to look up a title, it's

harder to work off of a list by manufacturer. What if you don't know who the manufacturer of "Eli's Ladder" is? You would have to dig through each company section to find it.

The idea we liked better was the index. An indexed list by manufacturer would resolve both issues. Then you could use the game description section for information and the manufacturer index for marking off your cartridges "systematically", as you say.

We're always listening to new ideas. Thanks for your interest in our little project. The Guides that are currently shipping are version 3.05, which includes the PsychOphiles and addendum updates since the third edition was released. The fourth edition Guide will be available in early '96. If anyone has other suggestions, send 'em along.

NOT TRASH

Joe,

I just pulled out my 2600 and would like to know what you thought of Enduro by Activision. Also, do you have a "bests" list of 2600 games? Can you recommend a few?

Mike Histen
Editor, Jammin' magazine
Scarborough, ME

Check out Al's Enduro review in this issue. A classic in the 2600 library. If it's "bests" you're looking for, here's a quickie list: Adventure, Bump N Jump, Commando, Decathlon, Fast Food, Fishing Derby, Frankenstein's Monster, Frogger, Ghostbusters, Gyruus, HERO, Jr. Pac-Man, Laser Gates, Mario Bros, Millipede, Missile Command, Mountain King, Ms. Pac-Man, Piece O Cake, Pitfall, Pitfall II, Quick Step, Reactor, Realsports Tennis, Road Runner, Skate Boardin, Solaris, Summer Games, Tapper, Track N Field, Tunnel Runner, Winter Games, and Yar's Revenge. You can get a more detailed list via the DP Guide (yes, that was yet another shameless plug).

THINKING CAPS... ACTIVATED

Dear Joe & Staff,

I have a bunch of questions that I hope you can help me with.

1) Any chance of getting release dates or a chronology for Atari games in the next DP Guide?

2) The last time I was in Seaside Heights (1990), I saw an arcade version of Pitfall! It looked like the 5200 version (now that I think of it, in 1990 I didn't know what a 5200 was). I think it was in a generic frame. Do you know anything about this?

3) Recently, I played the coin-op Ms. Pac-Man. I don't know where in the game it occurred, but the yellow ghost went up vertically through the entire board, passing thru everything, and it couldn't kill me - nor could I eat it when he turned blue. He ended up in the pen after I pass thru and came out. What the heck happened?

4) I bought my Atari 800 computer with a boatload of floppy disks. I really like it, because I can play 5200 games with the 2600 controllers. But some games I don't have, like Pitfall II. I would love to play the second game, but I can't do it with the 5200 controller. Is there any way I can copy the 5200 games onto a floppy for play on the 800? I noticed on some of the discs that they were copied directly from the 5200 cart. This would only be for my personal use; I have no intentions of becoming a dealer or bootlegger!

5) Any plans for another scavenger hunt? I would love to participate.

6) What happened to Kaboom & River Raid for SNES? Any idea?
Robert Ferguson
North Plainfield, NJ

1) We're working on that, to be seen in DP Guide 4, due early '96.

2) I think what you saw was Nintendo's Super Pitfall. The Nintendo Play Station Arcade machine featured a dozen or so "selectable" games. Common were Tennis, Super Mario Bros, and Excitebike, but I've seen others. These were the same games as those you could buy at home. A great gimmick for getting people to buy the game, since they get to try it out for a quarter. Anyway, if you recall mostly underground travel and the use of a gun in the game, it was probably the Nintendo 8-bit version of Pitfall.

3) I don't have a good answer for that, but chances are if you're playing a Pac-Man arcade game in 1995 and that happens, it probably just needs some maintenance!

4) You would need a special piece of hardware to copy the 5200 cart onto a "backup" disk file (EPROM burner software includes this), then copied onto a disk for your 800. I'm sure there are more than a few readers who can do this for you. If you're reading this, and you do, write me and let me know if there's something you can do for Robert.

5) We'll do Scavenger Hunt III in our next issue.

6) It looks like Activision abandoned producing these games for the SNES in favor of the CD-ROM projects for PC's. The Atari 2600 Action Pack #1&2 are available now. Both River Raid and Kaboom! appear in #1.

RARE FIND IN HAWAII?

Aloha Joe,

I finally received my copy of the DP Guide and my first regular issue - it's much better than I could have imagined! I noticed in the Guide section on prototypes that it is stated "there are no boxes or instruction manuals for these games". Well, I have two that I am quite sure are genuine. I bought them about ten years ago at an electronics surplus store "new" in boxes with printout instructions. They are ColecoVision Wing War (TM by Alan Smith) and Porky's (TM by Jim Love). The label mentions Xante and "Xante Tulsa OK" is imprinted on each side. I still have the instructions but discarded the boxes long ago. I got two others at the same place and time for the Atari 5200, Activision's Kaboom and Pitfall! with no instructions but they may have come in boxes. Please examine the enclosed photos and let me know if I discovered something new and can brag about!

So why does someone who lives in Hawaii sit in front of a TV and play old

video games instead of going to the beach? Well, I do that too, as well as scuba diving, but the games have been a part of my life for over ten years and have given me much enjoyment in the past. I don't play much now, mainly because I don't have anyone to play with. It's like I'm way out here in the middle of the Pacific, playing my video games, all alone, in the night. Are there any other classic videogame fanatics in Hawaii? I didn't find any listings in the Guide. Also, why are so few girls listed in the Guide? Are videogames and collecting them a "guy thing"? Are the girls collecting dolls instead? My wife is not into videogames but at least she tolerates my interest. I have done a lot of game playing. I don't know how many joysticks I've worn out, but it seems to me this could be a problem for other fanatics as well!

Dave Rucker
Kailua, HI

Studying the pictures you sent, the two

ColecoVision Xante carts appear to be bootlegs, not prototypes. The fact that there's a company name other than the original manufacturer, the inclusion of packaging (why would anyone package a prototype for retail sale?), and the legal bullshit all over the label defy the meaning of the word prototype. Kaboom and Pitfall! ARE protos, however. These appear in the traditional unmarked red casings (I've seen other Activision prototypes in these cases) and bear an Activision circuit board inside. So I'm led to believe that these were produced out of the Activision labs. That's your real find.

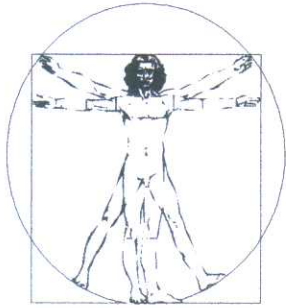
By the way, there are TWO DP Subscribers in Hawaii besides yourself, maybe you can look them up - Galen Komatsu, 2227 Alaulau Street, Pearl City, HI 96782 and Editor extraordinaire Zach Meston, 145 Baker Street, Apartment F-11, Lahaina, HI 96761.

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#26: TRASH: Silicon of the Damned, The 40 Worst Classics, Bad Influences in Videogames, DP Staff Bottom 10's of All Time, Guide Addendum 3.05, Collectible Duds.



OUT OF GAMING EXPERIENCE

Everyone should get a shot at something free once in awhile. We're doing our little part by offering a FREE YEAR OF DP, just by answering a question, and answering it better than anyone else. Here's a sample:

Q: What was the best car you ever owned, and why?

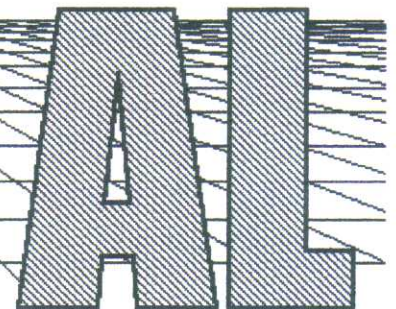
A: I've had more than my fair share of cars over the years. Probably like everyone else, I started out with a few beaters that always ended up in the junkyard within 6 months. My favorite has to be the first "nice" car I got which was a '76 Cougar XR7. It was white with burgundy interior, had NO rust or dents, and was in really good shape and I kept it that way! Within two weeks of selling it to a family friend, the wench totaled it! A close second was my '73 Buick Centurian convertible. Had a 455 but weighed like 18 tons so it wasn't all quick, but it had a trunk big enough to fit a Yugo (which I had one of also by the way) in and the babes loved it! I've got a somewhat interesting story about my early driving escapades. In the first year to two years I was driving, I got it something like eight accidents. In seven of the eight accidents, I hit Oldsmobile Delta 88's! Even to this day I whip out the crucifix when I see one and I haven't been in an accident in like nine years now.
- Sean Kelly, Chicago IL

NEXT ISSUE: To get a free year of Digital Press, answer the following **Q: What game from the 1980's would you like to see "remade" in the '90's, and what features would you add to make it more original?**

If we select your answer as the best, that free year is yours. Isn't philanthropy great?



The Wacky World of



THE MANY FACES OF AUTO RACING BY AL BACKIEL

Automobile racing games have been with us since the earliest game systems. This article will not cover the VERY early games since the graphics and game play are not too distinctive. The cars themselves were really little more than "letters" racing on straight tracks. I also have not included handhelds because I feel that a lot of the effect has been lost on the small screen. Today's games get the old adrenaline pumping and are very competitive. Trying to set speed records while avoiding crashes is perfect for the armchair race car driver.

There are a wide variety of driving games across the various systems. While each puts you in the driver's seat, each race has to be run differently due to factors like type of vehicle, handling, track conditions and layouts, pit stops, and whatever

else the programmer throws in to make it more realistic. Let's take a look at the various forms of auto racing:

STOCK CAR RACING

So called because the cars are basically stock or production model cars. But under the hood it's a different story - the engines have been souped-up for maximum speed and high performance. Externally, fairings and spoilers have been added. Excess chrome has been removed to make the cars more aerodynamic. Another clue is all the advertising on the body for everything from motor oil to soft drinks. Among the noteworthy examples:

BILL ELLIOT'S NASCAR CHALLENGE (NES) - Select and customize one of three NASCAR racers. There is a practice

run with Wild Bill giving advice.

DAYS OF THUNDER (NES) - Based on the Tom Cruise movie. Use "drafting" to gain speed - that is, tailgate to lessen drag. Then slingshot around when you want to move up. Daytona is the championship course.

DAYTONA USA (SATURN) - Near-equal to the arcade game. Sega also released a separate steering wheel controller to make it feel closer to the arcade sit-down.

ESPN SPEED WORLD (GEN/SNES) - Competition is very aggressive. Many options here! Genesis version has a turbo feature, SNES doesn't. There are many on-screen racers competing on the speedways, short tracks, and road courses.

KYLE PETTY'S NO FEAR RACING (SNES) - Realistic racing. Petty's in the field. Graphics are decent and the sound is great. Unfortunately, the cars are small. Very talkative game. The pit crew will call you in when you need repairs.

INDY CAR RACING

The biggest race of the year and the most well-known is the Indianapolis 500. Indy races are held on oval tracks called speedways and distance is measured in laps. The racers are fully streamlined with supercharged engines, slick tires, flattened body for a low center of gravity, and a small cockpit for the driver.

DANNY SULLIVAN'S INDY HEAT (NES) - This up-to-four-player game uses an unusual 3-D perspective. You can race in practice sessions or championship races.

MICHAEL ANDRETTI'S INDY CAR CHALLENGE (SNES) - Endorsed by Mario's kid (no, the other Mario!). Mode 7 graphics, split-screen action, playback feature.

NEWMAN HAAS INDY CAR FEATURING NIGEL MANSELL (GEN/SNES) - Similar to "Nigel Mansell...", but this sequel has customizing and two player split screen options. The Andretti game beats this one in realism.

FORMULA-1 RACING

Also known as Gran Prix racing, and very popular in Europe. City streets are sometimes blocked off and set up as race courses. An example would be the Gran Prix de Monaco. The race cars are similar to Indy racers but are smaller and lighter. Since they are run on road courses, there is more emphasis on handling curves. Probably the most common form of racing in

videogames, notably because they can impress graphically with scenic, scrolling backgrounds.

F-1 HERO (NES) - Qualify and enter the main race. For a 2 meg cart, the graphics are pretty good.

F-1 POLE POSITION (SNES) - Get behind the wheel of a McLaren, Williams Renault or Ferrari and compete against the best in the world.

F-1 ROC & F-1 ROC II (SNES) - 16 different international "Race of Champions" courses in the original. The sequel has more and larger cars. Winning buys more car enhancements. Both come highly recommended.

AL UNSER'S TURBO RACING (NES) - Begin the race at the top as Al Unser Jr., or make a name for yourself in successive races on the GP circuit. You are warned when gas is low and must reach the pit stop.

BATTLE GRAND PRIX (SNES) - The name's a misnomer. This is not a combat

game! The aerial view results in many blind turns. Most other carts are superior.

CHECKERED FLAG (JAG) - Atari's attempt at polygon graphics comes off unpolished. Many options, 18 different tracks and the ability to create your own. Gameplay is flawed.

CYBER SPIN (SNES) - Unique overhead view of the action. Cars are numbered according to position. A time limit has been set for each lap.

FERRARI GP CHALLENGE (SNES/GEN) - Special features include a choice between transmissions. Advice is provided by the pit crew.

FINAL LAP TWIN (GEN) - Drive through 20 courses in this arcade game translation. Includes an RPG "quest" where you'll face off with the best in several locales, gaining money to build the ultimate race machine. Split screen action.

FORMULA ONE (GEN) - Tengen's race game includes customizing options, a nice map inset and head to head racing.

FORMULA 1 GRAND PRIX (SNES) - 8 meg cart with options galore. There are 12 different

tracks from Belgium (Werner should be thrilled), US and Germany.

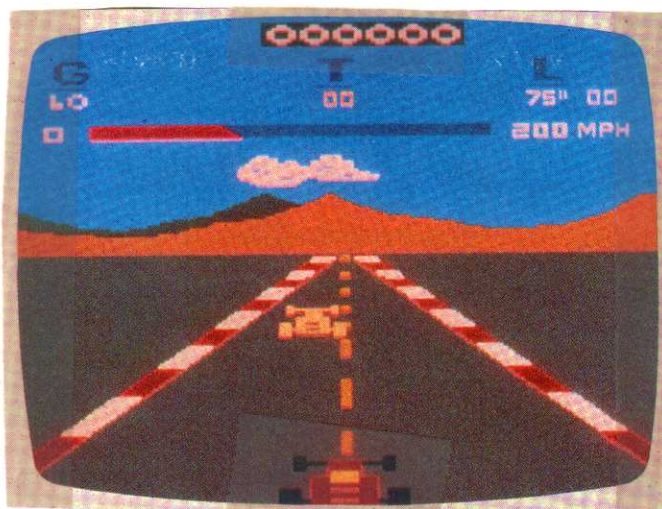
GRAND PRIX (2600) - Single player vs. Time. Other cars will try to block progress. Four different courses with obstacles. The straight tracks makes it unrealistic.

MICHAEL ANDRETTI'S WORLD GP (NES) - Challenge 16 famous courses. Race against time, another player, or a pro. Andretti offers advice on each track.

NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING (NES/SNES) - 16 tracks from around the world. Positional map and tach, auto or manual trans.



Racing fanatics' favorites: Activision's *Enduro* (above) and Atari's *Pole Position* (below) for Atari 2600.



PITSTOP (CV) - Not much scenery here, but there's no time to sightsee anyway. Excellent handling, at least with a regular controller. The namesake provides refreshment to tires and gas.

POLE POSITION (MANY SYSTEMS) - You must first run a qualifying heat in order to race in the real thing. Best qualifying time gets the namesake. Very popular for many years.

SUPER MONACO GP I & II (SMS/GEN) - The original was EGM'S "Best Sports Game" of 1990. It features practice modes and 16 tracks. The sequel is endorsed by now-deceased Ayrton Senna and has additional tracks and slightly improved graphics.

TURBO (CV/INTV) - The Coleco version comes complete with a steering wheel controller and gas pedal. The wheel provides very loose control, but better than Intellivision's disc serving as steering wheel. Beautiful "classic era" graphics.

SPORTS CAR RACING

The type of car most of us only dream about, but just wind up playing simulations with. Price and practicality win out in most of our lives. Some of these cars cost as much as a house!

CLUB DRIVE (JAG) - Avoid this! Every review gives it low marks. The graphics are not up to snuff and the controls are shoddy.

JAGUAR XJ220 (SEGA CD) - The fastest production car in the world, according to Guinness. Expect a very fast game, with 32 tracks, two player split-screen, and several customizing options.

LOTUS TURBO CHALLENGE (GEN) - "Road Rally" racing, where driver and navigator must use logic to get through courses. Split screen, variable weather conditions, and your choice of Lotus Elan or Esprit Turbo.

LOTUS II (GEN) - Choose one of three Lotus models. Loads of tracks, road conditions and weather. Timed or championship modes.

SUPER CARS (NES) - Pick one of three Rectron Parsec Turbo Mark 1 machines (are these really even cars?), and from nine courses on an aerial view. Winner gets to buy upgrades.

THE DUEL: TEST DRIVE II (GEN/SNES) - Your choice of Ferrari F40, Porsche 959, or Lamborghini Diablo. The ads suggest you have a change of underwear ready.

THE NEED FOR SPEED (3DO) - Select from a good range of production cars (even a Mazda RX7 is here) and take 'er out for a spin against a rival or your own personal best times. Tremendous graphics.

TOP GEAR 1 & 2 (SNES) - No brand names here. Two

player split-screen, 16 countries with 4 tracks each. The sequel is just more of the same.

ENDURANCE RACING

A form of racing that goes back to the early days of the automobile. Long distance races across the US or even across continents. Held over many days and through all kinds of weather and terrain.

CORVETTE ZR-1 CHALLENGE (NES) - Race head-to-head in a cross-country road race while keeping an eye open for your opponent in the mirror.

ENDURO (2600) AKA SUPER FERRARI - Complete as many days as you can. Night and day passes, snow, fog, and clear weather. Fast, error free driving will be needed to survive. The game can hypnotize the average player.

RACE AMERICA (NES) - Speed across the US, shown in overhead and split-screen views. Watch your fuel. Finish and advance to the next leg.

VICTORY RUN (TG-16) - This race simulates the "Paris to Dakar Road Race", as you drive through Europe and Africa, negotiating hairpin turns and other vehicles.

KARTING

Midget racers minus the external body shells. Go-carts are usually raced on an oval track, but in videogames, anything can happen. Slower speeds and precision strategic driving prevail here.

B.C. RACERS (SEGA CD) - Prehistoric racing, select from one of six teams: the driver drives and the passenger bashes the opponents and leans into turns.

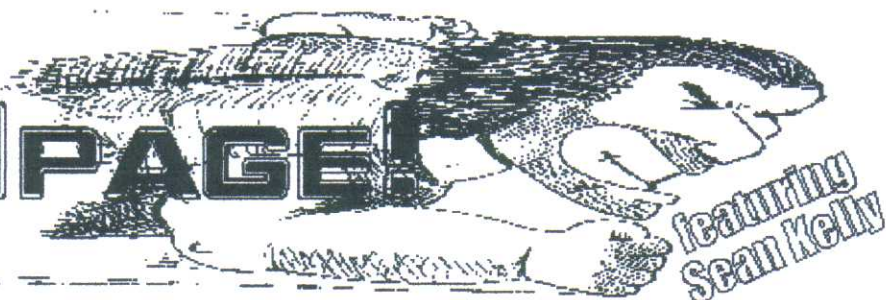
STREET RACER (SNES) - Similar to B.C. Racers, but drivers are solo. Loads of tracks, and fun characters that somewhat resemble Street Fighter II contestants. Split screen actually offers four views for simultaneous 4-player action. Also has a "Rumble" and "Soccer" mode.

SUPER MARIO KART (SNES) - Play as Mario or another Nintendo character. Super Mario GP features 20 different tracks and 3 skill levels. Has a "Battle" mode, too. Best track times are saved to cart.

Which racing game is right for you? I suggest you first rent a game that got good reviews. Make believe you're buying a new car. Take it for a test drive. How does it feel? How does it handle? If it feels right and also looks good, you'll probably be happy with it!

The
ALL-NEW

ROMPAGE!



DAY-JAH-VOO

I'm baaaack! Some vacation....actually I was way too busy to get anything even remotely interesting written up for last issue so I had to take a pass.

Anyone remember the scene in *Field of Dreams* in which

Kevin Costner steps out of his hotel room in Minnesota to find himself like 15 years in the past? He walks down the street and doesn't really notice it at first until he reads the marquee on a movie theater advertising *The Godfather* as one of "this year's" ten best. Huh? So he goes over to a nearby parked car, rubs

the dirt off a license plate and reads the year. The same thing happened to me the other day and the year I read on the plate was 1984. In my disbelief, I go for a little walk trying to find some shred of evidence that I hadn't gone completely nuts. I see a couple of girls walk by with "Boy George" buttons on their coats while a couple of teenage guys are swirling on their backs break-dancing in the mall parking lot across the street. I decide to investigate further and make a quick trip to the mall. "Looks pretty normal here", I thought. Your standard crowds of kids just standing in the middle of the mall with no intention of shopping for anything. So I follow the flow of people that seem to mindlessly pace the mall's floor and take notice of some of the things being displayed in the stores. There's a Michael Jackson's "Thriller" display in one of the record store's windows

What happens to all the poor suckers that bought the 32X and Sega CD now that the Saturn pretty much negates both of them?

along with a Cindy Lauper display in the other. In passing the theater I notice the lines to get in and see *Ghostbusters* and *The Right Stuff*. Parachute pants are the big thing in most of the clothing stores. In the toy store, I brush past the Trivial Pursuit and Cabbage Patch displays and locate a truckload of videogames.

We're not talking *Pac-Man*'s here folks, but stuff like *Waterworld*, Xonox titles up the butt, a mess of ColecoVision and Vectrex carts... I'd

hit paydirt - paydirt that was dirt cheap! All of this great stuff had been marked down to under five bucks apiece!! As I peruse my find and start making my picks, I realize that I am the only one interested in these games. There are no people peering over my shoulder waiting to see if I would put down the game they had their eye on. No guys standing next to me with games that made me wish I had gotten there a few minutes earlier - nothing. I was all alone to pick and choose as I saw fit. So I grab three or four *Waterworld*'s, a couple Vectrex systems at \$39.99, a dozen or so Xonox titles and start heading back home to get the car and the MasterCard so I could clean them out. I make my way back to the toy store and just start stacking anything and everything I can get a hold of on the front counter. As I bring up the second batch of carts, someone else in the store notices what I'm doing and turns and whispers to a guy next to him. I just kind of glance over and grin, drop off my carts, and make my way back for another stack.

After finally exhausting myself and my MasterCard limit, I head back home. I plop myself down in front of the TV and 2600 and get set for a long evening of playing (to death) all the games I just picked up for pennies on the dollar. I pull the first one off the stack glance at it to see what I'll be playing for probably the next couple of hours and notice that it's NES game. "How the hell did that get in there" I say to myself. I grab another from the stack and realize it's a Genesis game. So I start frantically tearing through my bags and boxes looking for all the games I thought I had bought only to be slapped in the face with the truth - all this stuff is for Nintendo or newer systems.

If you haven't already figured it out, the point I'm trying to get across here is that the current state of the videogame industry as a whole isn't all that much different than it was back when the market crashed in 1984. My local Kay Bee Toys has a couple of bins just loaded with Genesis, SNES, & NES games for under ten bucks a pop - which is exactly what they did in '84. Being a collector, it gives me a chance to grab tons of games I probably wouldn't have bought otherwise. From the

standpoint of someone that enjoys playing videogames (both new and old), it's scary as hell. Conditions are right for another "Great Videogame Drought" and I don't know if there's anything that can be done to stop it. About the only difference between now and then is that there are new systems showing up to take the place of the ones that are being put out to pasture. What bothers me is that I don't think the new systems will be enough to keep the industry from collapsing. You have the wonderful folks at Sega introducing a peripheral called the 32X that was nothing more than an insult to our intelligence in that its purpose was to generate Sega a little cash while pacifying us until the Saturn was ready for release here in the US. Same deal for the big N - the Virtual Boy? They can't be serious! I can just see myself strapping on this monstrosity so I can play a mediocre, TWO COLOR, version of a game I've already played. "Honey, can you and the kids get my toolbox and come help me put on my Virtual Boy so I can play some Virtual Mario? Oh - and lock up the dog because he bit the hell out of my leg the last time I wore this thing".

What happens to all the poor suckers that bought the 32X and Sega CD now that the Saturn pretty much negates both of them? They get "forgotten" just like the systems they were made to be used on. Maybe they won't be completely forgotten right away, but the games that are going to be released for them will be few and far between and most likely of a lot lower quality. Doesn't a market overloaded with useless hardware and low quality software sound familiar? For those of us that collect classic games and were "into it" back when the industry crashed, the scene is all too familiar.

The example situation I gave above is still very fresh in my memory. Racks and racks of 2600, ColecoVision, Intellivision, etc. games for a buck or two each. Most people reading this, whether they lived through the crash or not, know what caused it. In general, there were too many companies producing poor software and charging too much money for it. The situation now is similar although not exactly alike. Just how many *Street Fighter* derivatives do we need? How many times are people going to shell out their hard-earned dough for the same damn game with different costumes on the players? Or for a system with better capabilities than the one they just bought last year? I know what I'm gonna do. I'll be the guy scrounging through all the bins with the Genesis, SNES, & NES games marked down to a couple bucks each. The NES never really did anything for me, but for four or five bucks a shot, I'm willing to take my chances on a lot of games I never thought I'd care for. If the industry does come tumbling down, I won't really care. I'll have my stash of NES and pre-NES games to fall back on.

The current state of the videogame industry as a whole isn't all that much different than it was back when the market crashed in 1984.

Along the same lines, I thought I should make mention of a prediction I made a couple issues back that hasn't come true just yet. I predicted Atari would be out of business by June of this year and I guess I was a little off. According to what I've read and heard, I think I'll stand by my prediction and just ask for a little more time. They've done

very little to better their position in the marketplace and are pretty much in the same boat as they were when I first made the prediction. Apparently they had a little more cash than I thought they did so they've hung on longer than I expected. You watch though - as much as I hope I'm wrong, they're toast!

Virtua Racing Deluxe

32X

Sega

Nov '94

Driving



**BY JOE SANTULLI
(WHO IS ALSO
COMPOSED OF
256 POLYGONS)**

My first experience with Virtua Racing Deluxe was practically dismissed - I felt that I'd played this before, on the rather expensive version for the Genesis. Two, three races, then out of the slot it went, and back to the store it went hours later.

I was about to review the Genesis version of the game when I realized, while playing that game with Kevin, that there was no comparison at all. The Genesis game looked really flat, with far fewer polygons than I remembered, and with a piddly three tracks and one car. The game moved along pretty good, but I realized at that moment that the REAL version of Virtua for home systems was the one for 32X.

There's a happy ending. When I went back to the store, just a few weeks ago, they had Virtua Racing Deluxe for just \$29.99 used. I snatched it up and raced home only slightly slower than the game itself portrays. This IS the real version,

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	8		7	7	7	
Sound	7		5	6	7	
Gameplay	9		6	8	7	
Overall	8		7	7	7	

Simultaneous Multi-Play

Variable Skill Levels

at least from the arcade player's standpoint.

With five tracks and a choice of three different cars, more polygons than the Genesis version, and an excellent replay option, VR Deluxe rules! Best of all, it comes as close to the "feel" of racing as you can get, barring the newer 32-bit offerings Daytona and Ridge Racer. Still, this game holds up to those at least in terms of control and playability.

The five tracks contain three from the Genesis version with tremendous improvements in graphics, as well as two new courses - a Metropolis race through sharp corners in a large area of a city, and a Sand Park in the desert, which has a few splits in the road allowing you to cut off some of the competition at the merge. Each of the tracks has its own personality. The layouts are superb.

The three cars you can choose from consist of the standard Indy model (from

the Genesis version), a stock car which doesn't handle very well, and a prototype that handles even worse but can reach very high speeds. The selection of cars adds very little to the game, but can be interesting when racing head to head with another player.

The sound didn't improve much from the 16-bit version, and it's probably the game's weakest point. Competition buzzes past, but never roars. Your engine likewise seems to be missing the bass you would expect from a high performance machine.

Many players will scoff at the polygon treatment of the graphics, and VR Deluxe already shows its age now that texture mapped polygons hide the blocky-ness in Daytona and Ridge Racer. Still, the game stands with the best of them. 32X owners should not be without it. Saturn owners have yet another incarnation to look forward to.

I'm not a big fan of racing games. This one is pretty good, but the graphics don't look like 32-bit to me.



Schulz



L. Santulli

This is a fun game. The two player game is much better than playing alone, and the newer games don't have a two player game at all, so...

Collector Notes

AS GOOD A 32X GAME AS THERE IS, BUT ALSO CAKE TO FIND USED IN YOUR FAVORITE RETAIL VIDEOGAME STORE. SEEN AS LOW AS \$29.99, AND WELL WORTH THAT PRICE.

Power Users

WE CAN'T FIGURE OUT WHAT GOOD THE PIT DOES FOR YOU. AFTER COUNTLESS CRASHES, OUR VEHICLE IS STILL GOOD ENOUGH TO PASS THE COMPETITION. STAY AWAY FROM THE PIT!

Origin

BORN IN THE ARCADE, VIRTUA RACER IS THE FIRST OF THE POLYGON BASED RACE GAMES. REVOLUTIONIZING THE MULTIPLE-CAMERA ANGLE RACE, IT HAS BEEN COPIED (AND IN RECENT HISTORY IMPROVED) BY MANY.

Ridge Racer

Playstation

Sony

Sep '95

Driving



**JOE SANTULLI
BEHIND THE
WHEEL**

In a genre that's getting harder and harder to find an interesting title for its games, you have to rely on graphic power to draw new players in. *Ridge Racer* did that in arcades. Now it's kicking ass on home systems, courtesy of the good people at Sony, and the reasonably priced Sony Playstation.

Since the dawn of the driving simulation, there has been a need for realistic and varied landscapes, the illusion of speed, and a soundtrack that gets the adrenaline rushing. Remember the classic *Turbo?* Rushing through city streets, over hills and ice, around treacherous bends... race game fans got their first dose of what it must be like to live out their wildest road fantasies. As the genre progressed, we were treated to split-screen racing action (*Final Lap Twin*), stunt driving (*Hard Drivin'*), improved visuals (*Rad Mobile*), raw

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

Saves Data to Cart

power (*Virtua Racing*), and finally the games we have now that almost look real. *Ridge Racer* represents the state-of-the-art in driving sims, and the home version is better than you would expect.

You'll see reviews of this game either praising its amazing grace or whining about the fact that there's only one track. I can stand on either side here: it's true that the game is amazing. You can't do it justice with screen shots because the screen shots miss the fluidity of the game. *Ridge Racer* easily has a higher frame-per-second rate than *Daytona USA* on the Saturn (don't ask me for the specs - I hate specs). It also doesn't have the pop-up problem, although you CAN detect it if you look hard enough. The course is picture-perfect, complete with a mountainside curve, a bridge, a dash through an oceanside getaway, two tunnels, and enough ambient scenery to thrill someone just watching the game. I

just realized that there's a mountain and a beach only seconds apart?! Must be in Japan.

So when we get onto the subject of "there's only one course", you can kind of forgive them. Still, this is a CD-ROM. We should have a selection of courses, and I'd expect all of them to be of the same high quality. I guess Sony just couldn't do that and get this game on the shelves by the Playstation's launch date. It's too bad, because that would have made the game at least a point higher. And I would have added another point if there were a two-player feature, something I thought we learned was important when *Virtua Racing* was born. Looks like most of the arcade converts are for the solo gamer, I'm sorry to say.

You probably haven't heard much about the music in *Ridge Racer*, and there's a

(Continued on page 14)

I wanted to rake this game over the coals for having only one course, but that wouldn't explain why Joe had to kick me out of his house to get me away from it. I can't call it a "must have", but I don't want to say "stay away", either. Good advice, huh?



YOUNGMAN



OLENIACZ

Comparable to *Daytona USA*, RR offers shorter races and no pitstops. However, the soundtrack isn't as annoying and the races are more enjoyable.

Collector Notes

It's BRAND NEW, folks. Nothing to report here.

Power Users

You'll need to learn how to use the skid to your advantage. There are some turns (especially the "tough corner" and the final turn) where you'll actually improve your time if you skid properly.

Origin

RIDGE RACER CAME HOT ON THE HEELS OF *DAYTONA USA*, AND THE SIMILARITIES ARE OBVIOUS.

Moto Roader

Turbografx

NEC

1989

Driving



**LOOK OUT! KEVIN
OLENIACZ IS
EQUIPPED WITH
ROCKETS!**

Despite the many dull titles within the Turbograft-16 library, the sports line holds up very well, especially those with multi-player (up to 5) interaction. Moto-Roader never achieved the popularity of Bonk's Adventure or Splatterhouse, but it definitely qualifies as a closet classic.

With the additional purchase of the Multi-Tap peripheral, five players can simultaneously compete in eight heats, and a total of seven different courses. The action is shown only in an overhead view. Each track can be previewed via a bird's eye view from a helicopter.

The base feature is presented between races. After receiving prize money and race points, you are instantly transported to the parts selection screen. Here, you can upgrade the engine, brakes, body, steering, and tires. You can also add turbo chargers and other special features with various limited uses. These include an extra gas tank, a nitro boost,

grenades (frontal assault), bombs (rear assault), hoppers (high jumps) and warps.

Fuel is replenished after completing a lap, but your race comes to an abrupt halt if you're out of gas. The screen constantly scrolls ahead in coordination with the lead car. Fall off the rear edge and you're automatically warped ahead, losing some gas in the process.

This is an outstanding multi-player "party" game, since up to five are in direct competition... no one waits to take turns. When playing solo, some flaws are obvious. Your game is over after running out of gas. The computer-controlled cars never run out of fuel. There always seems to be one or two cars that always finish in the top positions, while the other two always seem to finish fourth and fifth. Your car invariably seems to be "average", and the competition always seems

imbalanced - maybe even fixed!

The roar of the engine and the squeak of brakes are faithfully rendered. Besides the music, the sounds are sparse, though. The graphics are adequate and clearly illustrate the road and its surroundings. Oil and ice are hazardous, while ramps and islands provide variety to the courses. A packed grandstand cheers on the racers.

This is a "can't miss it" for Turbograft-16 owners, and a good title to show off at a party. If it had more flashy graphics and an innovative track selection, this game would have been more popular - probably even a "can't miss it" for Genesis or Super NES.

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

Simultaneous
Multi-Play

I'm really glad Kevin picked this game to review. It was fun playing it again. I'd almost forgotten that this was one of the best multi-player games ever made.



J Santulli

I enjoy almost any game where two or more can play at the same time. With five playing at the same time, this game would be great at a party.



L Santulli

Collector Notes

TG-16 GAMES ARE ON THE BRINK OF BECOMING REAL COLLECTORS ITEMS. SEEMINGLY FORGOTTEN, IT'S ALREADY GETTING HARD TO FILL THOSE GAPS IN A COLLECTION. SNATCH THIS ONE UP IF YOU SEE IT FOR LESS THAN \$20.

Power Users

FOR EXTRA STARTING CASH, HOLD SELECT AND PRESS UP BEFORE SELECTING A COURSE.

Origin

Plays a little like NINTENDO'S RC PRO-AM, AND THE THEORY BEHIND THE WAY A CAR IS TREATED FOR LAGGING BEHIND IS SIMILAR TO THE ANCIENT AUTO RACING FOR THE INTELLIVISION, WHICH IS NOT THE ONLY SIMILARITY HERE.

Up 'n Down

Atari 2600

Sega

1984

Arcade



A MOSTLY "UP"
REVIEW BY KEVIN
OLENIACZ

Element	Joe	Kevin	Bill	Karl	Liz	Howie
Graphics	3	4		2	3	
Sound	5	6		2	4	
Gameplay	7	9		3	2	
Overall	6	8		3	3	

Before the Sega Master System was marketed, Sega licensed arcade titles manufactured by Bally/Midway and converted them for some of the classic home systems. At first glance, *Up N Down*, with its sloppy, seemingly unorganized playfield and plain inflated vehicles appears to be just another rushed project. The actual merit comes from the ease of play and the fun factor.

The premise is to navigate your Baja Buggy upscreen along either of two paths. Follow the crisscrossing and sharply winding roads while avoiding other vehicles. Displaying some degree of intelligence, your nemesis attempts to outwit you by quickly accelerating and then stopping dead in its tracks. They also accelerate at various speeds either by driving forward or in reverse. The ultimate goal is to collect all eight flags in order to advance to the next round. There are nine distinct tracks in all. At

specific locations it is possible to jump from one road to another. There are two ways to earn points. The easy means is by collecting flags, balloons, ice cream cones and other objects littering the track. The more challenging way is to jump on top of cars and trucks. Lose a life by jumping and landing off of the road or by colliding with other vehicles. The roads include hazards such as ice, dead ends, and steep inclines.

As I mentioned earlier, the pathetic jumbled mess representing a playfield gives the viewer a premature warning that this is a dud. When one actually applies the strategies and attempts to finish a level, the game suddenly transforms into a pleasurable experience. The ever-present action, decision making, and thrill of competition is constant and provides an addictive package when playing solo or against a friend.

By all means this is far from being the perfect game. *Up N Down* displays a few faults. For starters, the music drones on and on. You'd wish an option was available where the music can be turned off at will. Second, the program has a problem handling sprite collisions. In some instances, your buggy clearly misses other vehicles, yet a crash is registered. The programming is also sloppy when it comes to contact between your car and the track after a jump. Also, I've experienced enemy vehicles disappearing in front of me.

Despite its faults, *Up N Down* is an excellent translation and a pleasurable experience. The ColecoVision version goes one step beyond, and is a near perfect arcade translation.

Not having the arcade game to compare this to, I can only imagine that the arcade game is 100 times better. Most anything is 100 times better.



YOUNGMAN



L. SANTULLI

No thanks.

Collector Notes

DP Guide 3 lists this as a \$25 game. It's actually a little harder to find than even that price suggests. It's a seller's market for this one.

Power Users

Time is not of the essence, so be patient and slow down, pick up as many points as possible, and suppress reckless driving.

Origin

One of a kind, though you might notice a few elements from *Bump N Jump*, a game that was popular in the arcades at around the same time.

Random reviews

LITE

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

RIDGE RACER

SONY, FOR PLAYSTATION

(Continued from page 11)

reason for that. *Daytona USA* has gotten all the press on their soundtrack - bad press, that is. In *RR*, you can select from six hip-hop/techno tunes, or just remove the CD and put in something you like instead. Personally, I enjoy the music in the game, but I've tried the personalized soundtrack option too. For some reason the program jumps about two minutes into your songs, and you can only listen to one of the first six tracks on a CD. Still, it's a cool option - something I'd like to see more of in the future.

The question has to be asked (even if I have to ask myself): so which is better? *Daytona* or *Ridge Racer*? My answer is *Daytona*, by a nose. *Ridge Racer* is more fun to drive, but the options in *Daytona USA* (extra courses, laps & difficulty, top 20 scores saved, using a horse instead of a car, etc.) have kept me coming back for more. It's hard to believe either of these games are first-generation, though. They make Saturn and Playstation owners eagerly anticipate what could be waiting around the corner.

ANTARCTIC ADVENTURE

COLECO, FOR COLECOVISION



What's this? *Antarctic Adventure* reviewed in an issue devoted to driving games? Well, think about it. In Konami's *Antarctic Adventure*, you race along a track trying to avoid obstacles in an effort to reach the finish line before the timer runs out. It's basically a racing game, except you're a cute little penguin instead of a car. Instead of oil slicks and puddles, you have to avoid ice

crevasses and adorable seals. This one is so much like a racer that I quickly re-named it "South Pole Position." Everything about this game is good. The music (Skater's Waltz) is perfect. The graphics are smooth, detailed and colorful. The game does not attempt to create palm-sweating, vein-popping intensity. Instead, it does what ColecoVision games did best: it blends charm with challenge. This gem leads me to wonder whether the Nintendo was really a significantly superior piece of hardware--the NES version of *Antarctic Adventure*, available in Japan, is certainly no better. With late releases like this, why did the ColecoVision go under? I guess we can blame a fella named ADAM. In any event, *Antarctic Adventure* helps cement

the ColecoVision's reputation as the very best of the classic videogame systems. - Jeff Cooper

B.C. RACERS

CORE, FOR SEGA CD



I played this game a long time ago, as a prototype called *Chuck Rally*. I suppose at some point between that game and the long-delayed release, the rights to *Chuck Rock* and his good name were lost. He's still in this game, however, with Jr. At his side. You don't mess with family.

The game itself will seem very familiar to most. It's been done before, first on the SNES in *Super Mario Kart* (reviewed here in issue #9), then in *Street Racer* (also reviewed here in #13, I think). Go-carts gone amok, I call it... only here, you're in the prehistoric world of *Chuck Rock*. Select from one of six "teams", one of which is Chuck and Jr. My favorite team is Bob and Jimi, a prehistoric version of Bob Marley and Jimi Hendrix. Each team has its own skills, rated in acceleration, speed, attack, and stamina. Attack? Stamina? Those come in handy when you need to use brute force to win. The higher your attack, the more damage you can inflict on vehicles to your side. The higher your stamina, the more you can take. The computer doesn't attack very much until you hit the hard levels, then it becomes merciless. You get an extra point for each car you can take out of a race, and those come in handy! There are 8 different worlds, each with four track variations for easy, medium, hard, and super hard levels. Each world presents new obstacles, from the spurting lava in the volcano world to the claustrophobic cave world, there's something waiting around every corner.

The graphics aren't too good though - the racers really look 8-bit, and all of the tracks are flat. No hills or blind diving turns. There is, however, a good variety of objects both on and off the track. Unlike *Super Mario Kart* where it seems there is nothing on the side of the road, *B.C. Racers* successfully pulls off the "mode 7" look with plenty of side graphics. The music is catchy jungle rhythms - perfect for this game. The controls are good, too. No complaints here. Best of all, this game is selling at Electronics Boutique for under \$20 new. At that price, you can't go wrong. - Joe Santulli (7)

CLUB DRIVE

ATARI, FOR JAGUAR

5

Club Drive is the amusement park of the future. You have a choice of four different areas to choose from, each allowing you a virtual reality fantasy world to explore. So what's wrong with this game (because I'm sure you've heard something is)? For starters, the graphics are plain, using unmapped polygons, and even these don't move as smoothly as they should. Also,

there is quite a lot of polygon cut-out and screen flashing. It seems like an unfinished game. *Club Drive* is also a very confusing game. I can't count the number of times I've spun-out and then discovered that I was going backwards. And that brings up the controls - they are VERY touchy. What about the gameplay? Well, it does offer you a choice of a timed race, collecting power balls between checkpoints (*Crash N Score 2000?*) OR a two-player tag game. I've heard that the two-player game is actually kinda fun. The only problem is that I can't find anybody else who wants to play this cart! I will say this: it's still a lot more fun than Atari Jaguar's other driving game *Checkered Flag*. - Edward Villalpando

DAYTONA USA SEGA, FOR SATURN

8

Give me fanzine reviews over those in the glossy mags any day. Take, for example, *Daytona USA* for the Sega Saturn. Virtually every review in the big time mags whines that Saturn *Daytona's* graphics aren't up to the level of the arcade machine, and complains that the *Playstation's Ridge Racer* is a superior racing game.

Problem is, most of us gamers are not on the editorial staff of a big time magazine. Consequently, we have not played *Ridge Racer*, and we won't even see *Ridge Racer* until well into September. By that time, we will have gotten four months worth of fun out of *Daytona USA*.

Instead of focusing on what the game isn't, why not consider what it is? Arguably, *Daytona USA* is the best racer ever to grace the home video scene. No, the graphics aren't as good as they are in the arcade (oh my gosh! Gasp! Pop Up!). Nonetheless, along with the infectious (if goofy) music and crystal clear voice enhancements, they certainly draw you into the action like no other racing game I've ever played at home. And the most important part of any arcade translation--the gameplay--is top notch. Next time you have some people over, stick *Daytona* into your Saturn and invite them to play. Your friends will line up for a turn. They'll crash all over the place, hooting and howling in the process. Then they will line up to



play again . . . and again . . . and again . . . Last issue we discussed that make videogames stink. Now we're talking about a quality that makes a videogame great: addictiveness, and *Daytona* has it. As everyone knows, *Daytona USA* features

multiple cars, standard and automatic transmissions, several courses, and all sorts of options. There's a lot of game here folks; I don't think you'll tire of this one in a hurry.

My only significant complaint concerns the steering. It tough to get a feel for the game and even when you get good the steering isn't quite there. For that reason I've lowered my rating a bit, but this game is closer to a 9 than it is to a 7. - Jeff Cooper

FATAL RUN ATARI, FOR ATARI 2600

7

Only one of a handful of titles ported over from a superior system (Atari 7800), this is a cross between *Pole Position* and *Spy Hunter*. Shoot, ram, or sideswipe cars through 32 progressively difficult levels. Contend with oil slicks, barriers, and roadside obstacles. Only a machine gun is available, while in the 7800 oil and smokescreens are also at your disposal. Bonus points are tallied (based on time) upon arrival at a city. Repair and/or upgrade your vehicle. In the 7800 version, you can witness the installation of the upgrade instead of representative bar graph, shown here. All in all, this is not bad but it is quite a let-down in comparison to the 7800 version. Multi-colored misshapen blobs don't pass for cars. Cactus and mountains aren't enough to liven up the barren landscape. On the up-side, the control is smooth and the challenge heated. *Fatal Run* is part of the 2600 "revival" in Europe, and is only available in PAL format. - Kevin Oleniacz

OUTRUN SEGA, FOR MEGA-DRIVE

7

Let me go back about four years to review a cart that still has the same kind of play value now as it did when it was new. *Outrun* on the Mega-Drive requires an adapter to play on the Genesis unit, but aside from that, it is identical in every way. The text on the overseas version is in English! When you turn the game on, you're presented with options that include difficulty, US standard or metric measurements, control pad setup, background music (radio) sampler, sound effects sampler, and background sampler ("Get Ready", "Congratulations", and the like), and whether or not you want to have this kind of chatter (nice touch). Controls are excellent, but on the downside, the sound and graphics are at best average by today's standards. They were very good for their time. The gameplay is true to the arcade - get to the finish line before time runs out. You can select your course at various checkpoints. Flipping your vehicle over costs you valuable time. I found some of the animation hysterical! One example is after flipping the car, both riders look around as if bewildered. Another is when you run into another vehicle and come to a complete stop, whereupon the passenger shakes her finger as if to say "shame on you" (in real life I would have kicked her out at this point). Upon reaching the finish, the animations can range from the trophy girl giving you a peck on the cheek (making the girlfriend jealous - that'll show her), to the girlfriend receiving the award presumably for

putting up with your lousy driving. My personal favorite is when the car falls apart at the finish line. *Outrun* is a good game if you want a Sunday drive, but not the intense racing simulation you'll see in more modern arcade conversions. - Howie Hirsch

POLE POSITION

ATARI, FOR ARCADE/
ATARI, FOR ATARI 5200/
GCE, FOR VECTREX

9/
6/7

Arcade *Pole Position* is to racing games what *Pac-Man* is to maze games. Bursting onto the scene with revolutionary first-person graphics and fantastic gameplay, *Pole Position* quickly became the top quarter-eater in America and probably remains the most popular driving game of all time. Arcade *Pole* is still lots of fun to play, thanks in no small measure to the superb precision

control offered by the steering wheel. The game still takes in a decent number of quarters, and is consequently quite expensive to purchase used.

At the time of its release, Atari's 5200 *Pole Position* was hailed as a marvelous arcade translation. All the basics were included, and we 5200 fanatics marveled at the graphic rendition of the clouds and, of course, the majesty of Mt. Fuji in the background. We were willing to forgive the blocky cars, the cheesy explosions, and the difficulty of getting the hang of the game with those miserable hand-cramping 5200 controllers. The gameplay and difficulty levels were excellent, and in 1983 I would have rated this one a 9. But this is 1995 and let's be honest. How often today are you going to get out *Pole Position* for the sheer fun of its gameplay? Unlike many classic games that have withstood the test of time, 5200 *Pole Position* seems, well, dated. Countless other racers provide more fun.

Given the importance of *Pole Position*'s graphics, it seemed a bit surprising to hear that GCE had licensed the game for its Vectrex unit, a system that utilizes vector graphics. This proved to be a wise move, however, for *Pole Position* plays right into the strengths of the "King of the Stand-Alones." The smooth vector graphics offer a nice 3-D first-person



perspective and create an effective illusion of speed. This hard-to-find collector's item, however, is not a "don't miss" game, thanks to its difficulty level. The game is just too easy. Once you practice for a while, you'll reach the coveted *Pole Position* almost every time and then play forever. Nonetheless, this is a very polished piece of programming that is worth playing now and then. - Jeff Cooper

(ANOTHER VIEW) POLE POSITION

GCE, FOR VECTREX

8

The Grand Prix racing arcade hit looks pretty good in vector graphics. It has the qualifying heat to determine the starting position. The main race then begins and continues as long as each lap is completed in time. Extra time goes toward the next lap. After awhile, you get to know how many crashes you can get away with and still finish the game. Memorizing the course (Fuji

Speedway?) helps you to anticipate trouble. The racer corners well, but is slow getting up speed, even with proper shifting. Most of your time will be spent dodging other cars and avoiding oil slicks. You also have to watch out for the signs that are all along the road. It is very difficult to finish this race in the time allotted. I would like to have seen an actual checkered flag finish rather than the abrupt ending it has. A 3D version was in the works and hopefully will surface someday as a prototype. - Al Backiel

RAD RACER

NINTENDO, FOR NES

6

There is only one option here: F-1 racer or sports car. Since both are equal and race on the same tracks, I always pick the sports car because it's easier to see. There are 8 road courses, mostly representing the US. The graphics are clear and crisp. There are time limits for each leg of a course. There's not much leeway here, so you have to go at a good clip (180-189 mph) in order to finish

and go onto the next track. Go over 200 and you'll definitely skid into a tree or signpost. The cars do not hold the road well. There are no crash explosions, you just flip over and upright again and it's back to the race. You don't lose a life, just precious time. You have brakes and they'll help you out of most skids. You can't use them all the time because it eats up the clock. There are plenty of cars on the road and they will try to cut you off, and signposts warn you of an approaching curve. It's hard to react in time what with the high speed and traffic. Unfortunately, there is no on-screen map once the race starts. This is a major handicap, making your only hope the memorization of the entire course, and that isn't easy.

I've only gotten as far as track four of eight, so naturally I wanted to check out the other courses. Luckily, I came across the select track cheat. Here it is: 1) select the car; 2) press B, one fewer time than the track number you want to race on; 3) hold UP/RIGHT on the pad and press START. Viola! Also, there is a continue cheat to re-run the last track: 1) hold A on the pad and press START. You shouldn't have to go through all of this, I feel. It should be served up on a menu.

Incidentally, each race has an optional 3D mode. It doesn't look as good as it sounds. It's of the 2-color lens glasses variety. It makes the game seem very dark and gloomy and hides the nice backgrounds. - Al Backiel

Stunt Race FX NINTENDO, FOR SUPER NES



I'm really not sure if I'm the minority (because I don't hear my friends raving) or the majority (because when it was released every mag ran a major feature on it), but I really dig *Stunt Race FX*. I must admit, I wasn't immediately impressed. The graphics are a little rough - the cars are completely unproportional and they have that 8-bit "outlined" look to them. The backgrounds are polygons, very similar to those seen in *Starfox*. When I first played the game at the Summer CES in Chicago in June of '94, I thought the whole thing was terrible. One day, I had the good fortune to be able to purchase this game from a fellow gamer for a mere \$10, and the game was still relatively new to the stores. After a few plays, I wasn't sure how I missed the simple beauty this game truly is.

It still isn't much to look at, but there is a lot to look at. Each of the twelve "race" courses are mini-virtual worlds, each with its own look (that beats *Virtua Racing Deluxe's* five courses). Add to that four "stunt" courses, four "battle" courses, and you have a world of worlds to conquer. The music is catchy, and the sound effects are adequate (the 4WD sounds expectedly grittier than the coupe, for example). The controls for the most part are fine, but there are moments when it just seems impossible to get your vehicle back under your control. *Stunt Race FX* also features some very nifty special effects, like



dolphins jumping over the road on the water track, rocks falling in the canyon track, etc. You can also save the best times to the cart, which you all know is a big bonus to me. In all, this is a super-addictive game, as much fun for one as it is head-to-head. Worth a look. - Joe Santulli

THE NEED FOR SPEED

ELECTRONIC ARTS (CANADA), FOR 3DO



Is this another one-on-one driving simulation or a lesson in driver's ed.? The obvious appeal and best feature is the alluring, photo-realistic graphics and video footage. You have the option of selecting three scenic courses, driving one of eight sports cars and racing against time or the "X Man". The driving itself is an excellent simulation. It

seems slow, especially in comparison to EA's other racing game *Road Rash*, but the speed here is based on Road & Track statistics. Sorry - that's as fast as 110 mph looks! You can view your crashes (and either excellent or fatal driving skills) via an instant replay. There are a number of views for both driving and replays that can be selected, but I found driving behind the wheel ("In Car Cam") provides the smoothest control. A healthier selection of courses, obstacles such as potholes and pedestrians, and variable weather conditions would have enhanced the gameplay. You can turn off X Man's commentary, but sometimes he still adds his immature comments at the end of the race. I wish I could shut him off completely! Nevertheless, *TNFS* has its merits. - Kevin Oleniacz

TURBO

COLECO, FOR INTELLIVISION



This was the game that started my collecting of Intellivision. My first impression of this game was "WOW, this looks just as good as the ColecoVision version!". That may seem hard to believe, but it's true. The graphics are amazing, and very colorful. They move fast, too, making it hard to believe this is an Intellivision game. The controls may raise questions in some

gamers' minds, however. You steer by rotating the disc like a steering wheel. Some people have problems with this method, but it doesn't bother me. Although this *Turbo* doesn't have all of the different scenery seen in the ColecoVision version, it is still quite an achievement on the Intellivision. - Edward Villalpando (8)

THE 32 BIT CASHECTOMY

THE REAL "WAR" IS BETWEEN YOUR BILLS AND YOUR VIDEOGAMING NEEDS
BY JOE SANTULLI

Monty Python would describe a Cashectomy as "the complete removal of all monies, cash, and valuables". I can relate to that. With four 32-bit systems in the house, it looks like an end is finally in sight. There's just that one more slot open, a gaping maw until April 1996, when the last of the high end

systems comes to these shores. The wait for the "next leve" is almost over, at least at 44 Hunter. No more trying to figure what's hype and what's for real. No more wondering how close the screen shots are to the real thing. No longer a need to determine a pro magazine's real motives behind their game

reviews. Four of the five major players in the 32-bit console wars are on the field. Where's the fifth player? Well, Nintendo isn't expected to release the Ultra 64 until April of '96, not as far away as it sounds. Let's look at the contenders.

The veteran is the 3DO, released in November 1993. The 3DO sports some excellent titles, most notably *Road Rash*, *FIFA Soccer*, *SSFI Turbo*, and *Wing Commander III*. There are over 100 titles in the 3DO library, and the quality, overall is good. My machine has been very reliable, and I intend to squeeze every penny out of the \$700 it cost me when the system was released. Less fanatic gamers can get it for \$299 today.

Some may not consider the Atari Jaguar a contender in this arena, and I tend to agree. I've been saying since the outset that Atari's heart doesn't seem to be in it. The sporadic release of games, especially quality ones, is a little scary. With the Jaguar CD out, Atari now has all of the equipment to be the best on the market. But have you seen *Blue Lightning*, the Jaguar CD pack-in? Come on, Atari, you can't be serious. You're not serious, are you?

The crowned prince of 16-bit, Sega, released the Saturn on May 11, 1995. So far, we haven't seen any terrible games, but *Panzer Dragoon* and *Virtua Fighter Remix* stand out. After playing these for the first time, I couldn't imagine them on the 3DO. There is an obvious difference in resolution and speed, particularly in the animation rate. The giant worms at the beginning and end of stage 2 in *Panzer Dragoon* should convince a 3DO owner that they do not have the cutting edge machine anymore.

On September 9, 1995, the new kid on the block introduced itself. Sony's Playstation is the premiere 32-bit system, at least in terms of processing power. There is less "wow" factor here at the moment, only because we haven't seen anything that hasn't been done on the Saturn. Yet. *Battle Arena Toshinden* is a little prettier than Sega's *Virtua Fighter Remix*, but not by much. Same goes for *Ridge Racer*, when compared to Sega's

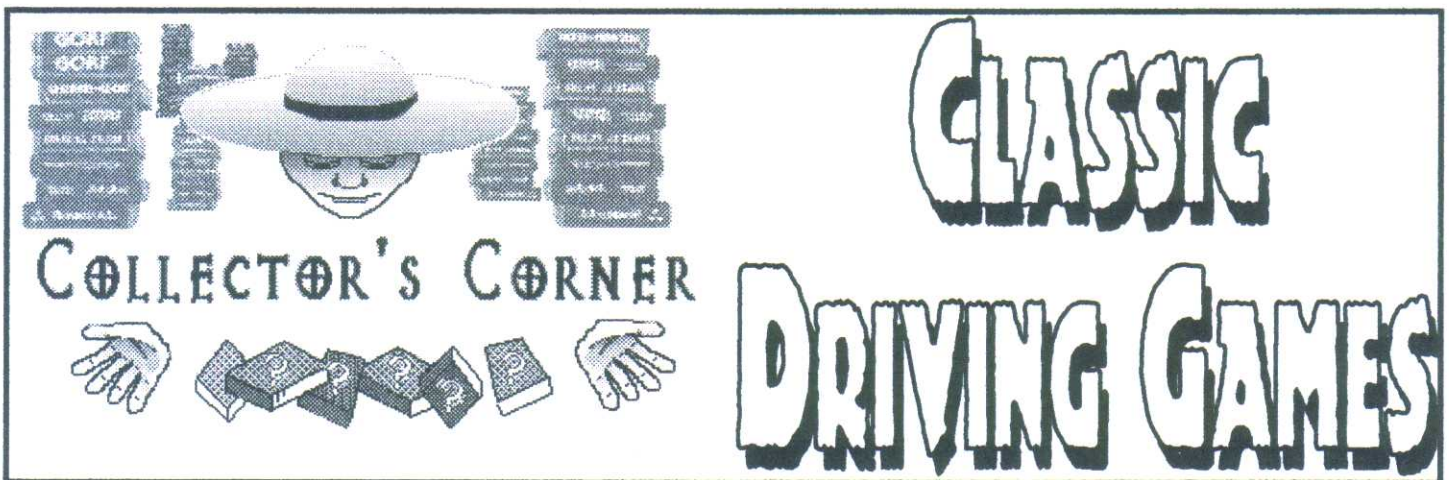
Daytona USA. In fact, in both cases I prefer the Sega game. What really looks impressive are the games on the sampler disk: *Destruction Derby*, *Twisted Metal*, *Warhawk*, and *Tekken* look like killer games.

You've probably already heard much speculation about who's going to win this war, but I think we'll probably see a tie, much like the Super NES and Genesis battles of recent years. The question marks are 3DO and Nintendo, though. I don't see Sega or Sony going away ever. The 3DO will have to rely on that M2 chip, which will attract those cutting-edge gamers back again. Without it, they don't stand a chance. It's obvious that loyalties are already beginning to sway away from the 3DO - it actually started when the Saturn and Playstation were released in Japan. Less software in recent months. Has anyone checked out Electronic Arts' plans? Not much in the works for 3DO. Golf and Boxing. Not even FIFA, still to date the greatest sports simulation ever created. Amazing to me that the system that proved sports games could be so immersive won't even get a shot at a sequel. That's business, I suppose.

Nintendo's machine, already hyped beyond our wildest imaginations, is also the most mysterious. Are they really going to keep telling us it's a cartridge-based system? I can't believe that's going to happen. Why deal with the expense? We'll know the whole story soon, but it's like this wonderful gray area. Sounds like Nintendo.

All of the systems have their high and low points. The 3DO is a slow 32-bit machine, but has the most software. The Saturn has two 32-bit processors, but from what I read, no one understands how to program with them both. The Playstation has a terrific RAM storage area, but NO permanent storage. You gotta buy a memory card for that. The Jaguar has that software problem. So you see, anyone could emerge a winner.

The real question is: who wins - the game companies, or my electric company? Sega or Bell Atlantic? Sony or the car loan? It's real hard to be a responsible adult with all of these great games showing up. Well, gotta go. *Ridge Racer* calls.



BY KEVIN OLENIACZ

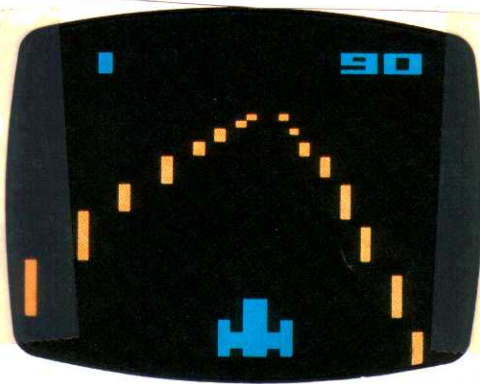
The problem with conforming to a broad theme is that many titles can overlap several genres. I'm usually faced with the dilemma of whether or not I should include certain titles in this column, even if they're remotely related to the issue's theme. This column will discuss pure racing. The goal to be obtained can consist of crossing the finish line, completing a number of laps, finishing with the best time, racking up points with every

mile.

The first solo driving simulation was Atari's *Night Driver* for the 2600. You race on a single track for points while controlling an icon representing a car. Pylons marking the road edges fly by along a black screen. *Night Driver* displays the basics of driving. A few years later, Activision's *Enduro* (2600) pushed this genre to new heights as various weather conditions,

scenery, and a very busy roadway were introduced. Because of this variety and improvements *Enduro* is also my favorite classic driving simulation.

Atari's *Pole Position* (multi-format) is a popular arcade translation which is also designed along the lines of *Night Driver*. Although not as realistic or attractive as *Enduro*, the home versions were welcome since this game laid down the framework for this genre while in the arcades. Despite this, *Pole Position II* was a poor choice as a pack-in

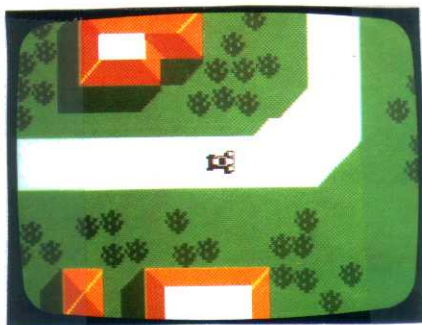


The one that started it all for Atari 2600 owners: Atari's *Night Driver*, based on (it's true) an arcade game.

for the 7800, as it did not demonstrate the system's true capabilities.

Atari's *Indy 500* (2600) was the first racing game which utilized specially designed driving controllers rather than the standard system controllers. This features dual-player interaction, a top-down view, and simulated road hazards such as ice. This cart

was based upon a lap system rather than points. ColecoVision took the concept of a special controller one step further when *Turbo* debuted. The accompanying peripheral, named Expansion Module #2, is in essence a small replica of a steering wheel and foot pedal. *Turbo* was packaged along with this extra attachment. The game itself is another *Enduro*-



No slacker: Mattel's *Auto Racing* featured different cars, different tracks, and mind-numbing twists and turns.

type simulation, ported from a very popular arcade game, complete with the scenery and road hazards. Speaking of hazards, *The Dukes of Hazzard* and *Destructor* were later released for the steering controller.

ColecoVision's *Pitstop* and Atari's *Fatal Run* (2600, 7800) added repair/upgrade screens which further enhance playability.

Activision's *Grand Prix* (2600) is my favorite race-to-the-finish simulation. Despite the fact that this offers short races along only one straight track, the large sprites and variable traffic and road hazards provide an intense challenge every time. In contrast, Activision's *Dragster* (2600) is arguably the worst of its genre. Just quickly accelerate and cross the line on the right side of the screen.

Races can be completed within ten seconds.

The most unique games are *Up N Down* (see review), *Bump N Jump*, and *Spy Hunter*. All are arcade translations which involve destroying other vehicles in your quest for a win. In *Spy Hunter* your vehicle can also transform into a boat, and vice versa.

As far as collectibility goes, a true prototype of

Donald Duck's Speedboat Race is probably the rarest of this genre. Although unpolished, it is quite playable. 2600 *Fatal Run* saw a limited distribution in Europe during the 2600's dusk. Xonox' *Motocross Racer* had a short shelf life in the U.S. *MR* is also unique as it features a flattened top view of a motorcycle traveling along a zig-zagging course. HES' *Motocross* is a rare gem, too. It's like *Pole Position* with motorcycles. A horse racing game called *Steeplechase* (2600) is an uncommon Sears exclusive. Video Gems' *Steeplechase* (2600) is a very original idea which was only distributed overseas. Rather than straight racing as in the Sears version, this game includes a varied obstacle course.

The genre of classic racing games wasn't severely corrupted by a slew of ripoffs and duds like other genres I've covered here. The majority of the titles are original and provide welcome competition, especially when you need to provide some entertainment for a party.



ColecoVision *Turbo* requires the use of a special steering wheel/gas pedal combo controller.

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Bill Schultz'

ALTERNATE CURRENTS

MORTAL KOMBAT: THE MOVIE / MORTAL KOMBAT: THE ANIMATED ADVENTURE BY JOE SANTULLI

Bill is still on disability, and I haven't actually seen him in weeks, but we've spoken over the phone and he's doing OK. Call him the "six million dollar man", because his brand new backbone should be completely bionic with the amount of hospital attention it's received. Anyway, Mr. Schultz will be back next issue, but I couldn't let this column go by without getting a word in on the *Mortal Kombat* movie and animated feature. So, standing in as the most tangible ghost writer in history, here's what I thought.

Liz and I sat wide-eyed as we watched the commercials for the upcoming *Mortal Kombat* movie. Being semi-fans of the arcade series, we eagerly anticipated its opening. After countless video game-to-movie translation errors, could this possibly be something worth seven bucks apiece to watch? Could we forget the cardboard acting in *Double Dragon*? Could we dismiss the over-hyped *Street Fighter: The Movie* to a lack of innovation? Could we pretend - even for a moment - that the *Super Mario Brothers* movie was never made? The answer was yes. Liz and I departed for the theater, hopeful that this was "the one".

Not surprisingly, the theater was filled with pre-pubescent kids and parents who were obviously concentrating more on keeping the herd together than who was playing Sonya in the movie. *Mortal Kombat*, with its PG-13 rating, was definitely produced with these kids in mind. I found it ironic that a game that has garnered so much publicity for its excessive gore and negative impact on the minds of our youth would be brought to life in a less-than-violent manner. Completely non-controversial. Completely free of gore. We were prepared for this before the opening credits.

What unfolded from that point was also pretty much what we had expected. A Hollywood "explanation" of what the game is all about. The story follows three of the original game's main characters: Liu Kang, champion of a Shaolin temple; Sonja Blade, leader of an undisclosed military operation; and Johnny Cage, martial artist/actor. The three meet aboard a mysterious ship bound for "Mortal Kombat", a tournament that will decide the fate of the world. Sounds



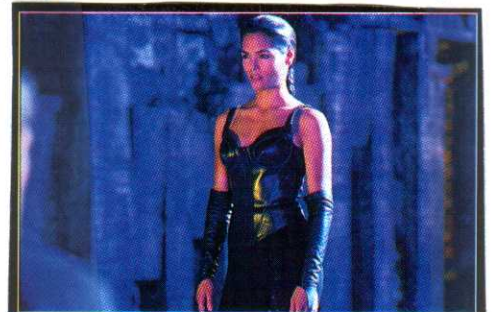
Kano looked tougher than any of the other Kombatants, but he loses to a really soft girl.

pretty corny, dunnit? If you're twelve years old, that's probably a pretty cool storyline. But if you're as old as I am, there better be some damn good fight scenes or tons of nudity if you're going to use that one.

There are some damn good fight scenes in this movie. You'll see memorable (and longer-than Van Damme movie) battles between Johnny Cage

ones like in the game, but you WILL see most of every characters signature moves. I was truly surprised when Liu Kang's bicycle kick attack was pulled off on-screen, and everything from Johnny Cage's shadow kick to the magic of Sub-Zero's freeze looked fantastic on the big screen. My hat's off (Kung Lao-style) to the director, who really brought the game to life up there.

That's not to say this movie is perfect, even to the enthused video gamer. Some of the acting is just plain terrible. I couldn't believe for a moment that the gorgeous



She's a babe, but Kitana just doesn't seem to fit in this movie.

Bridgette Wilson knows how to throw a combination or would be strong enough to pull someone three times her size down with that scissor-leg grab - I dare her to try that on me (heh heh). There is also some rather corny dialogue and an entire character (Kitana) that should've been left out, as they only made us groan in pain. Kitana's part in the story is a dolled-up Obe Wan Kenobi, whispering tricks and tips to the young Liu Kang. It's worse than it sounds - at one point she reminds Liu of something she had only just told him minutes earlier. What's this guy... all brawn and no brains? Uh, well... maybe it's a good thing she reminded him after all.

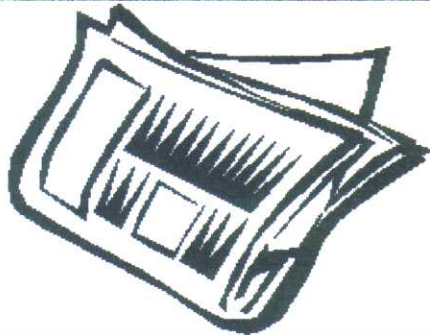
There was a lot more to like about this movie than not to, so I'm going to end the negativity here. I hope the production team that brought this movie to us sticks around for another. *Mortal Kombat* is making money, it does NOT sully the good name of the game or its players, and it's an hour and a half of entertaining fun. What more could audiences want? How about *Killer Instinct: The Movie*?

Oh, and all I have to say about the animated series you're seeing on videocassette everywhere is: IT'S INCOMPLETE! Seemingly a great big advertisement for the movie, the storyline closely follows the movie. The hype here is for the "computer rendered" fight scenes, graphics which are easily upstaged by Virtua Fighter Remix or Toshinden! The majority of the feature is in really awful Hanna-Barbera style Saturday morning trash. I'm not going to say that the tape isn't worth the ten bucks, because the story actually goes into more detail than the movie does, explaining how Goro got to be prince, and how Kung Lao played a part in the *Mortal Kombat* legacy. All I'm saying is that it should have had an end. I issue these words to the producers of the *Mortal Kombat* animated series, in my best Kintaro voice:

FINISH IT!

and Scorpion, Liu Kang and Reptile, and Liu Kang against a roomful of dumb thugs, among others. You WON'T see any fatalities here, at least not bloody

Classified



Section

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FOR SALE: Super NES games \$20 each: Adventures of Dr. Franken, Family Dog, Firestriker, Pink Goes to Hollywood. 2600 Zaxxon (CBS-new) \$10. 16-Bit mags \$1.50 each. **WANTED:** 2600 Q*Bert's Qubes, Mr. Do's Castle. Original instructions for Genesis Herzog Zwei, ColecoVision Alcazar. Kevin Oleniacz, 96 Buena Vista Dr, Ringwood, NJ 07456.

WANTED: Atari 5200 Bounty Bob, Tutankham, Montezuma's Revenge. IBM 3.5" Bard's Tale III, Ultima I, II, IV, Wizardry I, IV, Wizard's Crown, Might & Magic I, Deathlord, Gauntlet II, Arkanoid II, Gradus, Realms of Darkness. **WILL TRADE:** I have a mess of old carts and game systems for trading. Write: D. Godat, 1905 Cherokee, Fort Wayne, IN 46808.

WANTED: Manuals, originals only. Atari 2600: Atlantis, Baseball (Sears), Outer Space (Sears), Realsports Football, Riddle of the Sphinx, Shark Attack, Superman. Atari 7800: Pole Position II. ColecoVision: Destructor, Gorf, Space Fury. I also need an Atari 7800 Owner's Manual, a switch box with cables for the Intellivision II, and new or used Commodore 128 or Vic 20 stuff. Contact: Brian Clark, 13201 Mercier, Southgate, MI 48195. (313) 285-3815.

ATTENTION NES COLLECTORS: Licensed controller: Gamehandler One operation in 3D space and changes games you already own. Limited edition \$20 - includes free instructional video

and shipping. Dane Galden, PO Box 15071, Columbus, OH 43215.

FOR TRADE: Sega limited edition boxed set for the SMS: Donald Duck The Lucky Dime Capers game, Donald Duck music tape, Donald Duck T-Shirt. All in one box, still shrinkwrapped. A must for either the SMS or Walt Disney collector! Will trade for VCS Mr. Do's Castle and Q*Bert's Qubes (Parker Bros.). Thomas Holzer, 22 Barkham Rd, Wokingham, Berkshire, RG11 2XP, Great Britain.

WANTED: Ultima II for the Atari 800, would LIKE box and manual, but don't need. Please write with asking price and if box and manual is included. David Weinstein, 15 Lakeside Dr, Marlton, NJ 08053-2704.

FOR SALE: Games for Atari, ColecoVision, Vectrex, Intellivision. Systems, too. Write for current lists. **FOR TRADE:** 2600 Stargunner, Condor Attack, Star Strike; 5200 Zaxxon, Masterplay Interface; 7800 Water Ski; Intellivision Draughts, computer adapter, and music keyboard. **WANTED:** 2600 Up N Down, Miner 2049'er II; Intellivision Congo Bongo, Body Slam; ColecoVision One on One, Sector Alpha, Dr. Seuss, Zenji, Flipper Slipper. Edward Villalpando, 13525 Utica St, Whittier, CA 90605.

FOR SALE: 2600: Donald Duck Speedboat Race (PAL), 7800: Alien Brigade, Planet Smashers, Basketbrawl, Fatal Run, Meltdown, and BMX Airmaster all new in the box. Tim Duarte, 8 Jenna Drive, Fairhaven, MA 02719.

WANTED: VG related literature such as Ken Uston's series of books, issues of Electronic Games & Electronic Fun, game catalogs (Vectrex, Activision, etc.), instruction booklets, etc. Also issues of classic game & system oriented fanzines, old or new (Vectrex coverage preferred). Also needed: contributors & fact verifiers for an authoritative NES users guide in the works. Write: Jess Ragan, 8584 Peoples Rd, Edmore, MI 48829.

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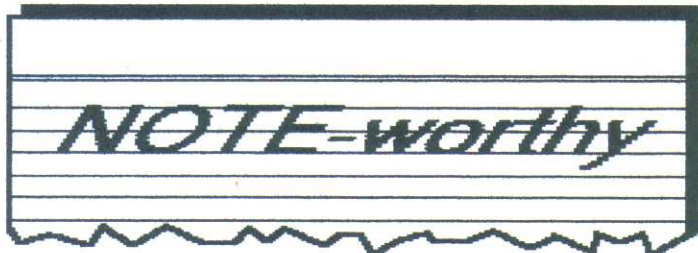
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Whoa! We almost missed it! You thought the last two were challenging, just wait until you see what we've got in store this time around. You also won't have the luxury of Summer garage sales to help you out. This is survival of the fittest. The winner will be the ultimate video game scavenger. The prize will be a fitting one. Prepare yourself for battle... next issue!

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Our new column "Out of Gaming Experiences", will give away a year subscription every issue. Hell, we're not in this for the money anyway. You want a free subscription? All you have to do is answer a question. Answer it better than everyone else (our staff judges that) and you win the year for free. Well, it isn't exactly free, after all, is it? So forget everything we just said about it being free.

DP GUIDE 4, PRICES OR NO PRICES?

The jury is still out on DP Guide's 4th edition. Due in early '96 (we're starting to sound like Nintendo, aren't we?), the next edition will sport chronological information (for you remedial students, that's dates and stuff), indexes by manufacturer, vastly improved descriptions (see PsychOphile, oft-included in these pages), and anecdotes galore. What we HAVEN'T decided yet is whether the next edition will include prices or not. The positives to the prices have always been to gauge a cartridge against others in its system's library, and against others in other libraries. We're thinking of instituting a gauge system and replacing the prices altogether.

No one is paying attention to these prices, anyway. Your fearless editor has actually been accused of fixing prices to benefit his own "business" (even though he doesn't actually sell games), dealers continue to march to the beat of their own drums - ignoring the Guide values and charging their own prices. Collector's feel the prices listed are too high, yet pay some of these dealers their outrageous prices instead! It makes us wonder if it's worth it. A "scale" system would not only require little maintenance over the years, but could also provide that gauge we're all looking for. There will be less arguments about a cart's value: it's easier to argue the point that a game should be \$20 instead of \$10, but it's hard to argue the point that it should be considered VR (very rare?) and not R (duh).

Tell us what you think.