

DIGITAL PRESS

THE Bio-degradable Source for Videogamers



#31:

Summer.



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SUMMER.

EDITOR'S BLURB by Joe Santulli

This is the first time we've tried this: a full-blown "Summer Extravaganza". YEAH! WOO HAH! And what exactly do video game addicts DO in the Summer? If you guessed "swimming", you're wrong. What we do in the Summer is find a dark place far from that big scary hot thing in the sky, fire up that warm, friendly black thing in the basement, and bask in the glow of its cathode radiation. MY Summer burns are on my backside, and rather than trimming down the spare tire around my midsection, I've chosen to build up the callous on my trigger finger. Ah, Summer!

And if there isn't a game to play at the moment, you can always fire up a 25 watt light bulb down there and read this issue of DP. My team has done the unthinkable: 36 pages in one month! We really need to get a life. But then again, maybe not.

So, we're about to see another new system (N64) from Nintendo, which will probably be met with high praise, high sales, and then that long, long, stretch where there will be no games, disappointment, questions, doubts, and then Nintendo will prove once again that it knows exactly what it's doing, knows how to make money, and they'll take yours too, while you're up, thank you. I'm really tired of the whining. They were a year late bringing the Super NES into the 16-bit world, or has everyone forgotten that already? It doesn't seem very long ago to me when it was just Sega and NEC, with people whining about Nintendo's delays. Well, maybe they lost some ground in the 90's, but by my estimation, the Super NES was an unqualified success. Yes, there are some big boys playing the game with Nintendo this time around, but if you know Nintendo, you know they'll play hardball once they're on the shelves.

HAS EVERYONE GOT THEIR GUIDE NOW? Good. I'd hate to think that one of you is missing out on by far our greatest work of art to date. We've shipped promo copies out to the pro mags as well, hoping to get a little publicity there. If you have it, and you like it, spread the word!

For those of you on the net, I want to let you know that I'm writing RELICS again, for a descendent of Electronic Games: ESCAPADE, on the Web. Escapade is an on-line gaming mag that features Arnie Katz, Joyce Worley, Russ Ceccola, and a band of merry gamers (who happen to be great writers). I'm in my third month with them now. Look for RELICS, the "classic gaming column", at <http://www.escapade.com>. Drop the editor a line while you're there and let him know what you think of his site.

Well now, you got a lot of reading to do! Stay out of that sun, now, K?

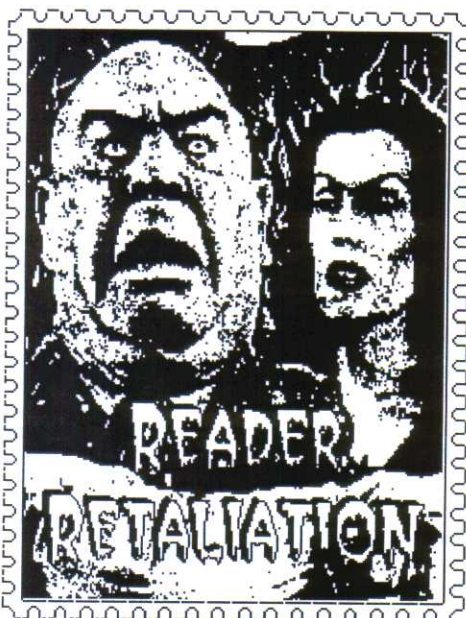
**On The
Cover**

A Cool Place for the Summer
by Joe Santulli

Anyone who knows me knows I hate the sun. My goal every summer is to see how pasty white I can get...

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Troubled 32-Bit World

Joe,

I just read your article in *Escapade*, which was great. Glad to see that you are writing for these people again! When will you mention this in DP? Oh, yes, I got Digital Press. The big 3-0. Nice issue, especially the section on **Mr. Do!** and its sequels. Amazing that a videogame spawned original sequels; in this day and age, where "sequels" are merely rehased reruns of the originals, **Mr. Do!** truly stands out. I'm hoping for a Greatest Hits package on Playstation like the **Williams Arcade Classics**. Speaking of which, I had to sell the Saturn and all the games (nearly a dozen) to pay off debts left by old roommates. Since then, I've been looking again at a new console to buy, and while its arcade titles are great, the Saturn doesn't seem that appealing. Neither does Playstation; to be honest, the games on the PSX that interest me the most are all those classics compilation disks! They both seemed great at first, but since then there have been far too many polygon fighters, polygon racers, and too little variety. The only concern seems to be pushing a system's graphics, and the actual GAME is just getting left behind. My favorite 32-bit game isn't even an original Saturn or Playstation game: **Myst**. Now there's something that is a true shift from 16-bit, not just the same old box with a prettier package. I guess these new videogames just don't seem to live up to the hype, and looking at the surge of classic games in recent years (**Defender 2000**, **Williams and Namco's Arcade Classics**, etc.), I'm guessing I'm not the only one who feels that way. My

hope is that the Nintendo 64 will live up to its potential; not only providing a quantum leap in graphics, but offering exciting games that are unique and fun. That's the word: FUN. Anyway, love DP as always, and I'll try to save up for the Guide. It sounds too juicy to pass up! Oh, and will you be including the NES in next year's guide? Now there's a monster task.

Daniel Thomas
Minneapolis, MN

*Hey, Daniel! You know, I don't blame you one bit for feeling disappointed with the new systems. The "great ones" are few and far between. But I seem to remember another time, like this one, where titles were weak and there were long waits for quality software. Do you remember? The early years of 16-bit? I can remember a new game coming out every ten days or so at best. That lasted well into the first year of the Genesis, and didn't stop until the Super NES came along. I really believe this is a learning curve issue - and while not every designing house is concentrating on putting quality work out, if **Resident Evil**, **Virtua Fighter 2**, **Tekken**, **Triple Play 97**, and **Panzer Dragoon 2** are truly just a fraction of what we're going to see, sign me up for a few more years!*

As for the Guide's inclusion of NES, that will have to wait. Trying to compile information about the NES is much like swallowing a live mouse. Really really difficult to get it all down, and then a total chore digesting it once you do.

Thanks for keeping in touch! Peace.

Return of Tyrone

Joe,

How are you? I'm not sure if you remember me, I used to do a couple of fanzines way back when. They were called Entry Level, a Co-Op, and HARD-CORE. I've since stopped doing the fan thing, but was wondering if you could hook me up with a mailing list of good fanzines I could subscribe to. If you're still as on time as you used to be I'd like to subscribe to DP, too. I just got back from a trip to San Jose. Went to visit some friends in the area. It went well. Lessee, how have I been? Well, okay, just freelancing and school. I worked at Virgin Interactive for a while, but gave that up so that I could go to college. School sucks, but I gotta do it. I hate school. Writing is fun. I actually miss the fanzine scene very much. I never even get a single ish of anything. I don't think anyone has even heard of me/remember's me 'cept for the few that were

around when I got started. I'm getting my Nintendo64 so I will tell you how that goes. What have you been up to in the past two years? Meo Sama Se!

Tyrone Rodriguez
Faned extraordinairre

Of course I remember you, Ty, as do the faneds that read Digital Press this far into it. As for "hooking you up with some good fanzines", just check out FANTasmagoria, I've done my first fanzine review in nearly three years. Tell me what you think... you should at least get some good addresses to check out there.

Turbografx Spot?

DP,

Do you by any chance know a good place I can get TG16 games. (besides Video Magic). There is no way I'm paying the prices Turbo Zone Direct wants! \$60 dollars for some games. Do you also know were I can get a Japanese converter for the TG16? Thanks.

David Weinstein
Editor, The Monitor

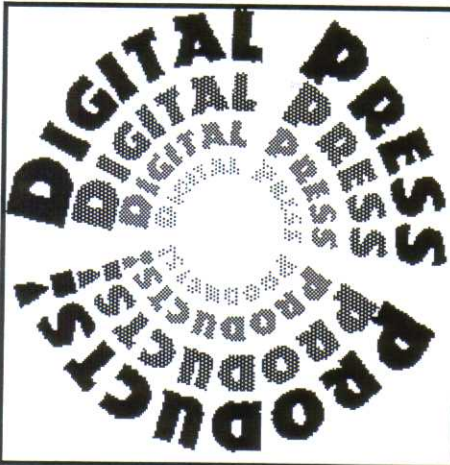
Yep, that stuff is really expensive. That's why I don't buy anything from anyone but the folks on the Turbo List Server. There, fans of the Turbogafx who know what the real values of the games are hook up and there are trades and sales constantly going on. I've gotten more than half of the Turbogafx library through these people, most of them at \$10 or less. To sign up, send an Email with an empty description to turbo-list-request@cpac.washington.edu, and put "subscribe" in the subject line. Moments later you will be tuned in to the List, where each post will find its way to your PC. Trust me, this is the way to go. You might even make some acquaintences along the way.

The "P" Word, part I

Dear Joe & Staff,

I just received the "Blurb-A-Thon" and I was glad to see the ad for the DPG4. Although I was originally against prices, now I'm not so sure. If Jerry G's values are anything like his prices, people like me are in trouble. I can't afford and won't pay prices that are ridiculously high. It's a lot more fun & gratifying to find a game at a flea market or garage sale for \$1 that's trading on the Internet for \$80.

Please extend kudos to Sean Kelly for his "Chronicles of a Classic Addict". He hit it right on the head. My wife Sarah and I both enjoyed it very much. Al-



Digital Press Classic Videogames Collector's Guide, 4th Edition

WHAT'S THERE:

200 pages of listings and information for all of our favorite cartridge-based systems, long forgotten by contemporary publications but long-cherished by gamers: Atari 2600, 5200 and 7800, Intellivision, ColecoVision, and AdventureVision. Arcadia 2001, Astrocade, Vectrex, Studio II, Odyssey II, Sega Master System and TurboGrafx-16.

WHAT'S NEW:

- * 3.01 thru 3.07 additions are all here, "Addendums" as printed in Digital Press.
- * Brand new Collector's Connection, over twice the size of the last Guide.
- * Hundreds of product additions, corrections, and updates.
 - * New section for AdventureVision.
 - * New section for RCA Studio II.
 - * New section for Sega Master System.
 - * New section for TurboGrafx-16 and PC Engine.
 - * Trivia section.
- * Copyright dates have been added in some areas to help chronology buffs.
- * PsychOphile entries provide the editor's capsulized views on hundreds of games.
- * Magazine ratings of the games have been included where applicable.
- * The scarceOmeter tells you how hard each game is to come by.
- * Editor's choice indicators for game players: editor's favorites!
- * Un-smiley faces indicate non-entertaining titles: editor's choice: don't get on my case!

WHERE TO GET IT:

Only here. Send us \$15, made out to Joe Santulli. Don't be the last on your block to have one. You know where we are.

Digital Press' Live From Your Home II Video

See three hours of the greatest video game collections this side of Stonehenge! Gasp in awe at fanatics in their natural habitat! A MUST at only \$15!

though we took offense to the money & divorce part. We are very supportive of each other's collections, which, from what I've seen, is a rarity amongst male video game collectors. Not including you of course, Joe.

Robert Ferguson
North Plainfield, NJ

OKAY, here's where the discussion begins again about whether or not prices BELONG in a Collector's Guide! First everyone wanted them, then I started to get major flak about not keeping them up to date or realistic, now people want them back again. I think. Well, the new Guide doesn't have prices. I personally LIKE the scarcity ratings, it reflects the "classic" status of the games themselves. Most likely if it's rated a "6" now it will remain a "6" for some time. Prices fluctuate often, on the other hand. For more info, see Sean Kelly's ROMpage, in this issue!

**Questions? Answers? Denials?
Referrals? Bring 'Em On!
Email: digitpress@aol.com**

THE OFFICIAL GENERAL PUBLIC STARPATH CD ORDER FORM

NAME _____

ADDRESS _____

CITY _____

STATE/PROVINCE _____

ZIP OR EQUIVALENT MAIL CODE _____

COUNTRY _____

One Starpath Supercharger CD & Booklet
Shipping & Handling

	\$15.00 US
Continental US	\$3.00
Canada	\$4.50
International	\$8.00

TOTAL _____

* Sales tax is hereby considered included in the cost of the unit if anyone cares to ask.

Do not send bills. Send checks or money orders. International orders: please send me something I can cash easily into US funds (International/postal money order). Insufficient or unprocessable funds will be returned or discarded.

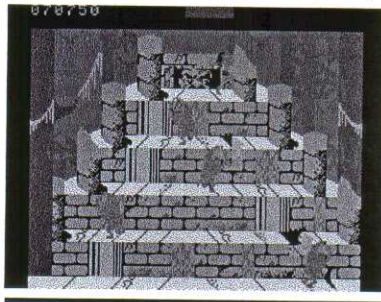
Complete this form and send a hard-copy with funds to:

**Glenn Saunders
Box 3127
Glendale, CA 91221-0127
USA**

PLAY COLECOVISION ON YOUR PC!

by Joe Santulli

I see it but I still can't believe it. A roll of the mouse, a click of a button, and POOF! It says COLECOVISION on my screen. And it says it exactly the way it says it on my TV when the ColecoVision is hooked up to it! If you think it ends there then why the hell would I be writing this column? Yes, my fine friends, the games *play* like they do on my ColecoVision too! All of this for nothing but the cost to download it all. Oh, well, I shouldn't say that... it's shareware, so you really should donate some money to the creator of the ColecoVision emulator, Marat Fayzullin or the MS-DOS translator, Marcel de Kogel. Marat's address is fms@freeflight.com, and Marcel is at m.dekogel@student.utwente.nl - they'll be happy to hear your comments, I'm certain. Especially if you're commenting on the enormous wad of cash you're going to send their way.



Bringing down the house in *Tarzan*

So, what about this ColecoVision emulator, then? Well, it's simple, really. Much like the PC versions of Atari 2600 games or the really great Williams Arcade Classics, where the actual machine code used to process the ROM's is being simulated (versus programming the game to "look" like the original), Marat's emulator simulates the ColecoVision processing system. It reads the original program code and translates it exactly the way the Coleco console would. And damn it all if it doesn't work!

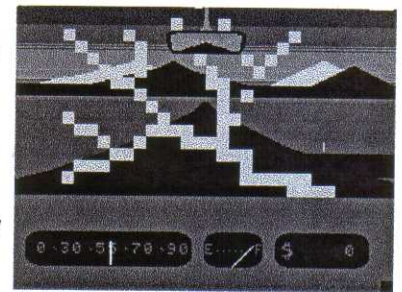
Here's what you need to get started. First, you'll need access to the World Wide Web, hook up to <http://www.freeflight.com/fms/ColEm>. This page describes various emulating versions. I picked the MS-DOS version because the Windows version required some additional downloads that I figured could wait. If you're following along with me, you'd select "ColEM MS-DOS" from the Webpage. Next, you'll get a few lines of descriptive info with links to the actual files. You'll definitely need ColEM MS-DOS and it's documentation, I would also recommend downloading the ColecoVision Menu 2.2 (more on that in a moment). I saved the ZIP files



Going ape with *Congo Bongo*

into a new COLECO directory on my hard drive and when I bolted off of the net, unzipped them there as well. The unzipping of COLMSDOS.ZIP yields several files as well as two more ZIP files, CWSDPMI.ZIP and CMENU15.ZIP. Unzipped those into the same directory. CWSDPMI creates some program files, CMENU15.ZIP creates an executable called MENU, and some supporting documentation.

OK, now you're going to need to get a hold of the original ColecoVision ROMs. All you have to do is hook your ColecoVision console up to your PC by soldering some primary circuits to the PC motherboard and tapping into the virtual RAM. Just kidding. You can get entire ROM files by ftp'ing: <ftp://ftp.komkon.org/pub/Coleco/Carts/>. There you will find the code for just about every ColecoVision game, including a few "uncommon" ones (the Super Donkey Kong Jr. version originally served up by the ADAM computer, the prototype of 20th Century Fox' Fall Guy, and Atarisoft's Jungle Hunt, to name a few). These are ZIP files as well, but all very short (between 8 and 32K). Once you're happy with what you've downloaded and unzipped, it's time to try out your new game machine.



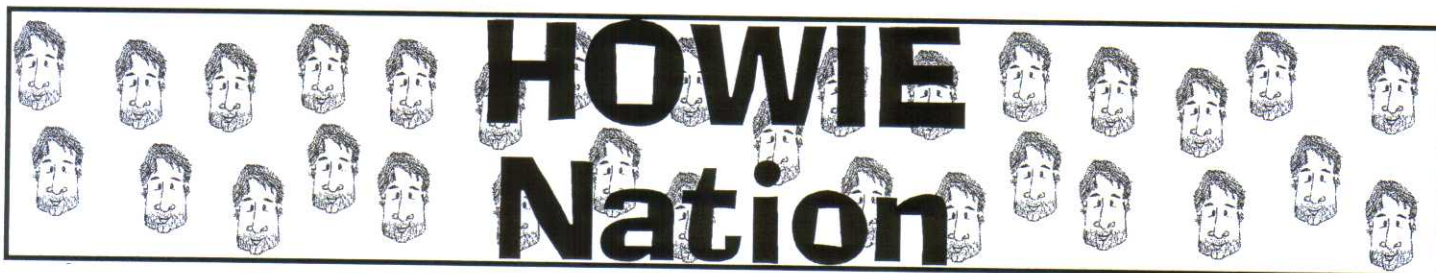
Playing the *Fall Guy*

It's hard to imagine that anyone would get excited about their Pentium PC simulating the processor of a Z-80, a gazillion generations old, but there I was. Equate this to your real life... it's like driving your sports car 15 mph so you can simulate a horse and buggy... or eating dirt so you can simulate a caveman's meal. But there's just something so endearing about the classics, I guess that's why I do what I do. So I was really excited to test drive the emulator. The first game I tried was **Antarctic Adventure**, a favorite of mine. I typed MENU at the COLECO directory and a thin bar appeared in the center of the screen, listing the ROM's I had downloaded and unzipped earlier. I selected Antarctic, and a split second later, POOF! I'm playing on a ColecoVision! This is THE GAME. EXACTLY as is appears in its original form. Just great!

Press ESC and you're back to the menu. It's much easier to swap games this way than on the console. What I discovered shortly afterwards is that the file COLMENU222.ZIP when unzipped creates a far superior menu system, and it runs through Windows too. ColMenu allows you to select from a number of options, including emulation of the driving module, super action, or roller controller, change game speeds, add

comments, and (as you can witness here) take screen shots of the games. These aren't real ColecoVision pics, gang. These are ColecoVision EMULATOR pics.

As you can see, it's all very easy to do, and right at your fingertips. All you need is an Internet connection to the WWW, a 486DX-33 PC, a VGA video card, and MS-DOS 3.0 or higher. Check it out, and let Marat and Marcel know what you think. It could only be a positive reaction, I'm sure.



Howie missed the last issue, "Blurb-a-Thon", by about a month, but like we say around here: better late than even later! And so without further ado, the uncensored blurbings of Howie Hirsch:

Of the six founding members of this fanzine, I am essentially the non-gamer of the lot (Sorry, Liz, but you probably play Ranma 1/2 or SFII more than I play my favorite game, NHL '96). For me, video gaming is just one of the many ways for me to relieve work-related stress. I am sure it is that way for many of our readers as well. Maybe I am underestimating the devotion to video games of a typical DP reader...? MY number one hobby is TRAINS. Anybody who has been to my apartment or has seen me wearing my various railroad shirts at the office can attest to that. I am a fanatic when it comes to this hobby much as Joe is with video gaming. Any other interests are a distant second. Unfortunately, both hobbies suffer the stigma of being considered "kiddie toy" related by the lower life forms out there. These (ahem) humans cannot or will not get it into their thick skulls that they're suitable for all ages. I think video gaming has it rough for two reasons: one, the majority of consumers are pre-teen and male. Secondly, it's a hobby formed in the last twenty-five years. The train hobby is also male dominated, and you often hear the question "Is this for a child?" or "my grandfather had some when he was young, how much are they worth?" or my personal favorite boring question "Do you blow up your trains like in the Addams Family?". Completely missing the point.

This, despite the fact that the interest in model trains has been around for almost as long as there have been real trains. What needs to be done (it has been mentioned before) for both hobbies rests on the shoulders of the enthusiasts. The enthusiasts who know these are not "kiddie toys" must educate the neanderthals and show them that really is more to it if they'd just be willing to open up their eyes or receive an enema (whichever educational technique works better). It is the shortest route to the brain, either way. It's up to us to make these misconceptions go away for good.

If I were stuck on a desert island, I would have my Genesis and all of my games (less than 20), my Speed Racer and Giganator cartoons. Other essentials for survival: for music, the British Invasion and Motown's Greatest Hits CD's. If I had my choice for an isle-mate, it would probably be Sandra Bullock. Since she does so well with drama, I wonder if she would like Shakespeare?

In DP's "Drive" issue, Joe mentioned that he owned a two-seater (the Fiero GT) that he later traded in for a sedan. He wasn't the only one! Last year, yours truly retired his Honda CRX and acquired a Saturn. While it's socially acceptable, like my previous car, this one is a blast to drive as well.

HOWDY.

I sent out a little E-mail to some of the gang, a kind of "gettin' to know ya" for our readers (who keep insisting on this stuff... don't get TOO close to us - you might just fall in love). Here were the results:

BILL SCHULTZ:

LAST THREE MUSIC CD'S (OR TAPES) YOU PURCHASED: Def Leopard "Slang", Kiss "You Wanted The

Best, You Got The Best", Metallica "Load". I like the seventies and eighties, what can I say.

LAST THREE MOVIES YOU ENJOYED:

The Rock, Eraser, The Phantom. Did not enjoy Independence Day. The hype rolls on!!!!

LAST THREE BOOKS/MAGS/COMICS YOU READ: "Bad As I Wanna Be" by Dennis Rodman, "Kingdom Come" by Mark Waid with art by Alex Ross, "Thinning The Predators" by Jim Starlin and Daphne Grazi-



unas. Books about sports, comics and serial killers, did you expect anything different?

WHAT YOU ATE FOR DINNER LAST NIGHT: Nothing, I was too busy trying to feed my son Alec. I did manage to throw down a can of Diet Coke between dodging spaghetti and peas.

YOUR FAVORITE VIDEO GAME CHARACTER: This is tough, but I have to say my favorite video character is the guy from **Splatterhouse**. How can you not love a guy who handles an axe like that?

THE SINGLE GAME YOU BELIEVE YOU'VE LOGGED THE MOST TIME

HOWDY.

WITH: Without a doubt **Madden Football** from EA in all its incarnations. These games have taken the place of Friday Night Poker. We're talking marathon here.

THE THREE GREATEST TV SHOWS OF ALL TIME: My all time favorite shows of all time are Batman, The Wild, Wild West, and Happy Days. The Fonz Rules!!!!!!! Ayyyyyyy!!!!!!!

GINGER, MARYANN, OR MRS. HOWELL (Liz, I'd prefer if you didn't answer this one!)? A tough question to which there is only one logical answer. All three!!!!!!!

LIZ SANTULLI:

LAST THREE MUSIC CD'S (OR TAPES) YOU PURCHASED: Celine Dion, Gloria Estefan, George Michael.

LAST THREE MOVIES YOU ENJOYED: Independence Day, The Rock, Son-in-Law.



LAST THREE BOOKS/MAGS/COMICS YOU READ: McCalls, Cosmo, Allure.

WHAT YOU ATE FOR DINNER LAST NIGHT: Lasagna and Roast Beef.

YOUR FAVORITE VIDEO GAME CHARACTER: Sonia Blade from **Mortal Kombat**.

THE SINGLE GAME YOU BELIEVE YOU'VE LOGGED THE MOST TIME WITH: **Mortal Kombat!**

THE THREE GREATEST TV SHOWS OF ALL TIME: Dallas, Hillstreet Blues, Cheers.

GINGER, MARYANN, OR MRS. HOWELL (Liz, I'd prefer if you didn't answer this one!)? Ha! Ha! Ha!

KARL YOUNGMAN:

LAST THREE MUSIC CD'S (OR TAPES) YOU PURCHASED: "Come on Feel" by The Lemonheads, Jimmy Buffett "Barometer Soup", and Alabama "In Pic-

tures"

LAST THREE MOVIES YOU ENJOYED: The American President, Independence Day, and Pulp Fiction.

LAST THREE BOOKS/MAGS/COMICS YOU READ: Caleb Carr's "The Alienist", James Patterson's "Kiss the Girls", Robert Fulghum's "Beginning to End".



WHAT YOU ATE FOR DINNER LAST NIGHT: Pizza and Bud.

YOUR FAVORITE VIDEO GAME CHARACTER: (I forgot his name) ... but he's the clean-up hitter on the Oakland team in the original **Tommy LaSorda Baseball**.

THE SINGLE GAME YOU BELIEVE YOU'VE LOGGED THE MOST TIME WITH: **NBA Live 95**.

THE THREE GREATEST TV SHOWS OF ALL TIME: Barney Miller, The Bugs Bunny/Road Runner Hour and Family Ties.

GINGER, MARYANN, OR MRS. HOWELL (Liz, I'd prefer if you didn't answer this one!)? Maryann.

P.S. I'm currently hitting .571 as player/coach for the defending champion IMS Express.

TONY BUENO:

LAST THREE MUSIC CD'S (OR TAPES) YOU PURCHASED: 1) Onyx - All We Got is Us (a putrid followup to their debut, CDAFUCUP, which is probably the best hip hop album ever), 2) Repo Man Soundtrack - Really cool retro punk jams. Don't miss the movie, either. 3) Vangelis' Blade Runner Soundtrack - Hypnotic, angelic, unforgettable melodies, but like the Pulp Fiction soundtrack, is bastardized by dialogue from the film. Why on Earth do they do this?

LAST THREE MOVIES YOU ENJOYED: 1) Blade Runner - Any version will provide superior entertainment as well as thought-provoking issues regarding scientific advances vs. morality, the future of Western capitalism, mankind's relationship with God (if we choose to believe in one), and the search for personal identity. Intricately detailed, always challenging and mysterious. The

Director's cut offers strong evidence that Deckard may be a replicant himself. 2) Kids - A profoundly disturbing pseudo documentary about a day in the life of several New York teens. A controversial film that takes an unflinching look at problems trivialized in so many other movies. Seeing this movie is like looking at myself in a time warp. It really scares me to think I might have turned out like this. 3) The Lion King - A splendid political allegory. Wildebeests obviously represent mindless masses of the populous who, when properly rallied, are capable of overthrowing the government. Also quite enigmatic when one considers the Scar, who may really desire peaceful coexistence between all animals, is overthrown and Simba's cycle of oppression will inevitably be continued.

YOUR FAVORITE VIDEO GAME CHARACTER: **Mr. Do!** Who else???

THE SINGLE GAME YOU BELIEVE YOU'VE LOGGED THE MOST TIME WITH: Probably **Mr. Do!**

THE THREE GREATEST TV SHOWS OF ALL TIME: 1) Darkwing Duck - Easily the best in the Disney Afternoon. I loved the creativity, humor, and spectacular villains. 2) Starcade - A game show using scores from early 80's arcade games to determine the winner. What could be better? 3) Drive-In Reviews - A MST 3000 style program where sick (but not necessarily bad) horror films were showcased. Classics such as Re-Animator, Dolls, Basket Case, and From Beyond were shown, along with such duds as Ghoulies, Street Trash, and Curse II.

SEAN KELLY:

LAST THREE MUSIC CD'S (OR TAPES) YOU PURCHASED: Well I can't even remember - it's been several years. I listen to country and classic rock (Boston, Billy Squier, Springsteen, etc) though.

LAST THREE MOVIES YOU ENJOYED: 1) Casino, 2) Braveheart, 3) Bridges of Madison County.

LAST THREE BOOKS/MAGS/COMICS YOU READ: 1) Nuts & Volts magazine, 2) Electronics Now, 3) NetGuide.

WHAT YOU ATE FOR DINNER LAST NIGHT: Burgers & dogs on the grill and weren't they yummy!

YOUR FAVORITE VIDEO GAME CHARACTER: The babe from **Streets of Rage** (can't recall the name)

THE SINGLE GAME YOU BELIEVE YOU'VE LOGGED THE MOST TIME WITH: Intellivision **Baseball**. I was undefeated as a kid and everyone I knew tried to bump me off. Intellivision **Sea Battle** is a close second..

THE THREE GREATEST TV SHOWS OF ALL TIME: #1(!!) All in the Family, #2 The Moonies, #3 MASH.

GINGER, MARYANN, OR MRS. HOWELL (Liz, I'd prefer if you didn't answer this one!)? Let's go with Ginger AND Maryann... I'm just loaded with energy tonight!

DALE CURTIS:

LAST THREE MUSIC CD'S (OR TAPES) YOU PURCHASED: Psychedelic Furs - Mirror Moves (1984), Thomas Dolby - The Golden Age Of Wireless (1983), Howard Jones - Humans Lib (1984). I'm forever picking up used CDs of all the vinyl albums I had when I was in high school. 1983-1985 was a great period for innovative, original music. I've also bought several of the 80s compilations that are available. "Richard Blade's Flashback Favorites" is a good series. Lots of rare remixes and out-of-print classics are included on his CDs. Some of my favorite 90's bands: Catherine Wheel, Electrafixion, Luna & Bjork.

LAST THREE MOVIES YOU ENJOYED: The Rock - Nicholas Cage has been a favorite since I first saw him way back when in "Valley Girl." "Raising Arizona" is great, too. I need to rent "Leaving Las Vegas." Heat - Pretty cool. DeNiro & Pacino are great together. The Frighteners - Creepy, funny, bizarre, but hurt by a cliched ending.

LAST THREE BOOKS/MAGS/COMICS YOU READ: Bill Gates - The Road Ahead - Most of what he writes is either obvious or outlandish. The man's a freak! But you gotta give him credit. Considering that I'm supposed to read over 500 pages a week during the school year, books make me a little queasy lately. I look forward to more leisure reading when I graduate next year.

WHAT YOU ATE FOR DINNER LAST NIGHT: \$0.99 Whopper! Worth every penny...

YOUR FAVORITE VIDEO GAME CHARACTER: The **Crazy Climber** guy. "Ouch! Ooooo Nooooo.....!!!! My best friend owns over a dozen arcade games. Crazy Climber, Tempest, Robotron,

Tron, Joust, Joust 2, Centipede, Marble Madness, Ms. Pac-Man, Star Wars, Empire Strikes Back, Red Baron, Bubbles, Quantum, I Robot, and a couple others. I'm in heaven! I love the classics.

THE SINGLE GAME YOU BELIEVE YOU'VE LOGGED THE MOST TIME WITH: **Adventure** (Atari 2600).

THE THREE GREATEST TV SHOWS OF ALL TIME: 1) M*A*S*H, 2) Pee-Wee's Playhouse, 3) The SuperFriends

GINGER, MARYANN, OR MRS. HOWELL (Liz, I'd prefer if you didn't answer this one!)? Kate!!!

JOE SANTULLI:

LAST THREE MUSIC CD'S (OR TAPES) YOU PURCHASED: Gravity Kills (great new industrial sound), Rage Against the Machine "Evil Empire" (angry young lads), and "Cable Guy" Sound-track (just for the Primitive Radio Gods tune... not recommended otherwise).

LAST THREE MOVIES YOU ENJOYED: The Rock (anyone see similarities between this and Die Hard, specifically Die Hard 3?), The Frighteners (screw the bad reviews, I thought this was super cool), Clueless (caught this on HBO by accident and was pleasantly surprised).

LAST THREE BOOKS/MAGS/COMICS YOU READ: Shining Forth (fanzine), America (pretty decent source for anime and manga reviews), The Net (magazine).

WHAT YOU ATE FOR DINNER LAST NIGHT: Szechuan Lo Mein and Welch's grape soda.

YOUR FAVORITE VIDEO GAME CHARACTER: Big Bear (Raiden) from the **Fatal Fury** series.

THE SINGLE GAME YOU BELIEVE YOU'VE LOGGED THE MOST TIME WITH: Close one between the **original Streets of Rage** for the Genesis and **Maze Craze** for the 2600.

THE THREE GREATEST TV SHOWS OF ALL TIME: Monty Python's Flying Circus, Seinfeld, Beavis and Butt-Head.

GINGER, MARYANN, OR MRS. HOWELL (Liz, I'd prefer if you didn't answer this one!)? Hey man, have you ever SEEN Mrs. Howell nude? Ooogah!



DPG.NET

Way over here I'm going to begin transcribing what I find on the Usenet groups REC. GAMES. VIDEO. CLASSIC regarding the DP Guide, with the hopes of inspiring others to join in the dialogue either in that forum or through us. We are committed to maintaining what is the first and best Collector's Guide on the planet.

From: Ian Holbrough
<holbroui@bew8.demon.co.uk>
Newsgroups: rec.games.video.classic
Subject: Re: CLASSIC VIDEOGAMES COLLECTOR'S GUIDE
Date: Sat, 27 Jul 1996 18:45:23 GMT
Message-ID:
<838493123.23970.0@bew8.demon.co.uk>
References: <4td7m9\$4lm@dfw-ixnews9.ix.netcom.com>

DigitPress@aol.com (DIGITAL PRESS) wrote:
>Digital Press, a New Jersey based "underground" publication, has released the
>fourth edition of their video gaming sourcebook, the Classic Video Games
>Collector's Guide.

<snip>

>*****
>*****
>DIGITAL PRESS "THE Bio-degradable Source for Video Gamers"
>44 Hunter Place, Pompton Lakes, NJ 07442
>Email: DigitPress@aol.com (ask for a free sample if ya don't know us!)
>

Anyone (not associated with this particular organisation) read this and have any comments to make on its value?

or relevance (sp?) to an Intellivision collector?

Cheers

Ian

From: (Pete Rocha)
valisi@village.ios.com
Newsgroups: rec.games.video.classic
Subject: Re: CLASSIC VIDEOGAMES COLLECTOR'S GUIDE
Date: 28 Jul 1996 23:49:49 GMT
Message-ID:

(Continued on page 18)

The Mighty, Mighty Odyssey2 / Odyssey3 FAQ

by Robert Kaiser

As I mentioned last issue, I love FAQ's. They should be the "ultimate source" for whatever they represent. I've been keeping my eyes out for good ones lately, and I came across this one by Robert Kaiser. Robert sent me the FAQ and some pictures, I prettied it up, scanned them in, and here ya go! The complete resource for Odyssey home consoles! NOTE: This information differs slightly from DP Guide 4, primarily in scarcity ratings, not content.

Background:

Welcome to the world of the Odyssey2 and Odyssey3! Magnavox's Odyssey2 was a popular American videogame console, sold in the United States from 1978 and 1983. It never was quite as popular as the Atari 2600 or Mattel's Intellivision, but it did sell more units than the GCE Vectrex, Bally Astrocade, Emerson Arcadia 2001, Fairchild Channel F or the RCA System II. It is less well known that the Odyssey2 was even more popular in Europe, where it was marketed by Magnavox's parent company, Philips Electronics. In Europe (and in other parts of the world as well) the Odyssey2 was sold as the Philips G7000 Videopac console.

Around 1983, the videogame market was beginning to contract, and the Odyssey2 totally lost its market share to the next generation 8 bit videogames like the Colecovision, Atari 5200, and the original Nintendo. In order to compete, Magnavox developed their own next generation system, code named the Odyssey3. Later press releases revealed that it would be termed the Command Center.

The Odyssey3 Command Center was to have 16k ROM, 16k RAM, and a capacity for detailed background and foreground graphics. The keyboard was redesigned to have more keys, and a real computer keyboard was added in place of the Odyssey2's flat plastic membrane. There was a built in joystick holder, so that one person could use both joysticks at once, for arcade style games. The unit also had two planned accessories: A voice synthesizer and a 300 baud modem. The Odyssey3 Command Center was hyped to the press, and previewed at the 1983 Consumer Electronics show.

It never was released.

For years, people searched for prototypes of this unit, although the chances of finding one were slim since only a few prototypes were made. In time, the Odyssey3 became known as

vaporware among most, and a 'holy grail' of videogame collectors among those who knew that a few prototypes really existed.

Last year I made an amazing discovery: Philips had released the Odyssey3! It was only sold for a limited time in 1983, and 16 cartridges were ever made for it - but it did exist! It was sold as the Philips Videopac + G7400. The Videopac + console had almost exactly the same internal hardware as the American Odyssey3 prototype, but externally it was very different. The keyboard did indeed have extra keys, but a flat plastic membrane keyboard was used instead of a real keys to save costs. Also, there was no built in joystick holder.

The Philips Videopac + G7400 could play four types of cartridges:

(1) All the standard Odyssey2 / Philips G7000 cartridges. The backward compatibility would ensure that many Odyssey owners would upgrade to this system and still be able to use all their old games.

(2) A series of remakes, in which popular Odyssey2/Philips G7000 games were re-released with high resolution, beautifully rendered background graphics, similar in quality to what one would see on a Colecovision. If these game were played on a regular Odyssey2/ Philips G7000 the game would play just like the classic version, but the high-res background graphics would not be visible.

(3) A series of totally new Odyssey games. These had standard Odyssey foreground graphics but also had high resolution background graphics. If these game were played on a regular Odyssey2/Philips G7000 the game would play correctly, but the high-res background graphics would not be visible.



Odyssey2



Odyssey 7400

(4) A series of totally new Odyssey3/Philips G7400 only games that could only be played on the Odyssey3 or G7400. These games not only had hi-res background graphics, but they had hi-res foreground graphics, scrolling screens, multiple screens and the ability for more complex gameplay. Only four such games were ever made: Norseman, Helicopter Rescue, Trans-American Rally and the Home Computer Module.

Rarity:

C Common
 U Uncommon
 R Rare
 ER Extremely rare
 UR Ultra Rare
 P Only exists as confirmed prototype
 NR Never released/No known prototypes. Games in this category may have been advertised, or just planned, but apparently never even made it to the prototype stage.

Magnavox Odyssey2

Model #	Name	Rty
AC9400	Speedway!/Spin-Out!/Crypto-Logic!	C
AJ9401	Blackjack!	R
AJ9402	Football!	U
AJ9403	Sub Chase!/Armored Encounter!	C
AJ9404	Bowling!/Basketball!	U
AJ9405	Math-a-Magic!/Echo!	R
AC9406	Computer Intro!	U
AJ9407	Matchmaker!/Buzzword!/Logix!	C
AJ9408	Baseball!	C
AJ9410	Computer Golf!	U
AJ9411	Cosmic Conflict!	C
AJ9412	Take the Money and Run!	U
AC9413	I've Got Your Number!	R
AK9414	Invaders From Hyperspace!	C
AK9415	Thunderball!	R
AK9416	Showdown in 2100 A.D.	C
AK9417	War of Nerves!	U
AK9418	Alpine Skiing!	U
AC9419	Out of This World!/Helicopter Rescue!	R
AK9420	Hockey!/Soccer!	U
AK9421	Dynasty!	U
AA9422	Volleyball!	R
AA9423	Electronic Table Soccer!	R
AC9424	Pocket Billiards	R
AA9425	Pachinko!	R
AA9426	Casino Slot Machine!	U
AA9427	Blockout!/Breakdown!	C
AA9428	Alien Invaders - Plus!	C
AC9429	The Quest for the Rings!	U
AB9430	U.F.O.!	U
AB9431	Conquest of the World!	U
AM9432	Monkeyshines	R
AC9433	Keyboard Creations	ER
AC9434	The Great Wall Street Fortune Hunt	R
AC9435	K.C. Munchkin!	C

AC9436	Freedom Fighters!	C
AC9437	Pick Axe Pete!	U
AC9438	S.I.D. the Spellbinder (voice)	ER
AC9439	Nimble Numbers Ned! (voice)	ER
AC9440	Type & Tell! (voice)	R
AC9441	Smithereens (voice)	ER
AC9422	K.C.'s Krazy Chase! (voice)	U
AC9433	P.T. Barnum's Acrobats (voice)	ER
AC9445	Attack of the Timelord! (voice)	R
AC9446	Turtles (voice)	ER
AC9447	Killer Bees! (voice)	ER
AC9448	Power Lords	UR

??7605	The Voice of Odyssey2 Voice and music synthesizer.	R
?	Odyssey2 Pink Panther	NR
?	Odyssey2 Sherlock Holmes	P
?	Odyssey3 Command Center	P
?	Odyssey3 Modem	P
?	Odyssey3 Voice Module	P
?	Odyssey3 Flashpoint	P
?	Odyssey3 Baseball	P
?	Odyssey3 Killer Bees	P

As an American release, this only exists as a prototype. The prototype for the American version has not yet been found, but I have seen a videotape of this game in action. An altered version of this game was released in Europe (UR), the difference being that the background graphics are completely different. In the American prototype video we see a colorful geometric background, while in the European release we see a yellow honey comb, and several large 'Killer Bees'.

? Odyssey3 Attack of the Timelord P



As an American release, this only exists as a prototype. However, this game was released in Europe as "Terrahawks +" (ER). Oddly, two large stars blink in the American version, yet are static in the European version.

? Odyssey3 Freedom Fighters P



As an American release, this only exists as a prototype. However, this game was released in Europe as "Freedom Fighters +" (ER). One notable difference is that the background graphics for this American version are *not* used on the European version. Instead these background graphics (of a big red floating asteroid and a starfield) are used on the European Videopac "Satellite Attack +" which is the European Odyssey3/Philips G7400 version of "U.F.O.!" The G7400 version of "Freedom Fighters" features a background with several planets (one with rings) and a starfield.

Magnavox Odyssey games for ColecoVision

Model #	Name	Rty
	War Room	R

This was the only Odyssey game that ever made it to the ColecoVision market. It was sold under the label 'Probe 2000'.

Power Lords NR

This game was advertised with screen shots, but it was never sold and no prototype has yet been found. The Odyssey2 version is UR, and was commercially released.

Flashpoint NR

Creatures and Caverns NR

These games were planned but never apparently made it to the prototype stage. No prototypes have ever been found.

Imagic Odyssey2

Model #	Name	Rty
	Atlantis	ER
	Demon Attack	ER
	Demon Attack Plus	UR

Demon Attack Plus was a limited release for the Philips G7400, known only to have been sold in France and Portugal. One known copy has a label showing that it was released by To Tec International, and licensed by Imagic. In addition to the regular release of these Imagic games, they were also sold in some European countries under the Philips label.

Parker Brothers Odyssey2

Model #	Name	Rty
	Popeye	UR
	Q*Bert	UR
	Super Cobra	UR
	Frogger	ER
	Tutankham	NR

Note that Popeye, Q*Bert and Super Cobra all work on American Odyssey2 units, but Frogger does not. In addition to the regular release of these games, they were also released in some European countries under the Philips label. Tutankham was advertised but never released, and no prototype has yet been found.

Philips Videopacs for the G7000, G7200, or G7400

In the following list, if there is a '+' sign next to the Videopac number, then this means that there was a '+' version of this game released.

Vidpac #	Name	Rty
----------	------	-----

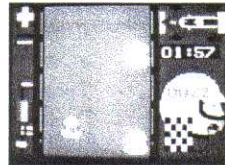
(followed by name of American version.)

Philips G7000 ER
Videogame console; equivalent to an Odyssey2.

Philips G7200 UR
Videogame console with built-in B/W monitor.

Philips G7400 UR
Videopac '+' console, equivalent to the unreleased Odyssey3 Command Center.

01+ Race/Spinout/Cryptogram C
Speedway/Spinout/Cryptologic



02 Pairs/Space Rendezvous/Logic R
Matchmaker/Out Of This World/Logix

These games were released in the US, but not together on one cartridge!

03 American Football R
Football

04 Air-Sea War/Battle R
Armored Encounter/Subchase

05 Blackjack R
Las Vegas Blackjack

06 Ten Pin Bowling/Basketball R
Bowling/Basketball

07 Mathematician/Echo R
Math-a-Magic/Buzzword

08 Baseball R

09 Computer Programmer R
Computer Intro


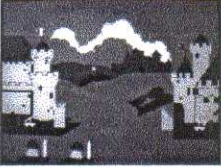

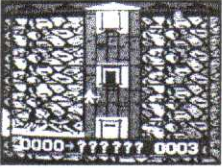
10 Golf R


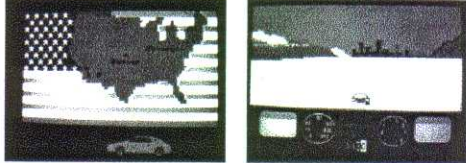
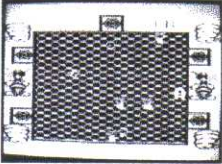
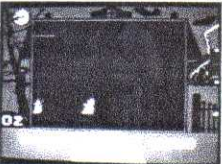
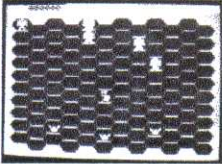
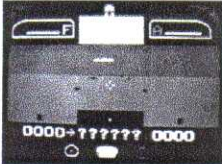

11+ Cosmic Conflict R



12 Take the Money and Run R

13 Playschool Math UR
I've Got Your Number

14	Gunfighter Showdown in 2100 A.D.	R	Never released in US	
15	Samurai Dynasty	ER	33	Jumping Acrobats P.T. Barnum's Acrobats R
16	Depth Charge/Marksman Never released in US	R	34+	Satellite Attack U.F.O.!
17	Chinese Logic Never released in US	R		
18	Laser War Invaders From Hyperspace	R	35	Electronic Billiards Pocket Billiards R
19	Catch the Ball/Noughts and Crosses Never released in US	R	36	Electronic Hockey/Electronic Soccer R
20+	Stone Sling Smithereens	R	37	Monkeyshines R
			38	Munchkin K.C. Munchkin R
21	Secret of the Pharoahs Never released in US	ER	39+	Freedom Fighters R
22	Space Monster Alien Invaders - Plus!	R		
23	Las Vegas Gambling Casino Slot Machine	R	40	Microcat / 4 in 1 Row Never released in US R
24	Flipper Game Pinball	R	41	Conquest of the World ER
25	Skiing Alpine Skiing	R	42	The Quest for the Rings ER
26	Basket Game Pachinko	R	43+	Pick Axe Pete R
27	Electronic Table Football Soccer	R		
28	Electronic Volleyball	R	44	Crazy Chase K.C.'s Krazy Chase R
29	Dam Buster Blockout/Breakdown	R	45	Morse Never released in US ER
30	Battlefield War of Nerves	R	46	The Great Wall Street Fortune Hunt ER
31	Musician (by Sierra) Never released in US	ER	47	The Mousing Cat /Adversaries Never released in US ER
32	Labyrinth Game/Supermind	R	48	Backgammon Never released in US ER
			49	Turtles ER

50	Super Bee Never released in US	UR	60+	Trans-American Rally Never released in US - for G7400 only	UR
51+	Terrahawks Attack Of The Timelord 	ER			
52+	Killer Bees 	ER	A	Newscaster Type'n'Tell	UR
53+	Nightmare Never released in US 	UR	V	Kinder Im Verkehr German released only. An Odyssey2 educational game for kids. Only a few hundred are rumored to exist.	UR
54+	Looney Balloon Never released in US	ER	c7010	Video Chess Module	UR
55+	Neutron Star Never released in US	ER	c7420	G7400 Home Computer Module A BASIC programming module.	UR
56+	Norseman Never released in US - for G7400 only 	UR	xx	Clay Pigeon	P
57	Blobbers Never released in US	ER	xx	Pink Panther	NR
58+	Air Battle Never released in US 	UR	Jopac Videopacs for the Philips Jopac (G7400)		
59+	Helicopter Rescue Never released in US - for G7400 only 	UR	These games were only released in France; All of these are UR.		
				Syracuse - A "ricochot" game. You must catch sunrays (dots) with a mirror and "shoot" them at a certain angle to a city to destroy the houses.	
				Chex Maxime - A platform game. It is a restaurant with three stores, and you are the waiter and you have to serve people in a certain time limit.	
				Exojet Plus	
				Billiards Plus (Pocket Billiards Plus)	
				Catapult Plus (Smithereens Plus)	
				Motor Crash	
				Robert Kaiser 14 Shawmont Lane Stony Brook, NY 11790-3117 kaiser@pofvax.pnb.sunysb.edu	

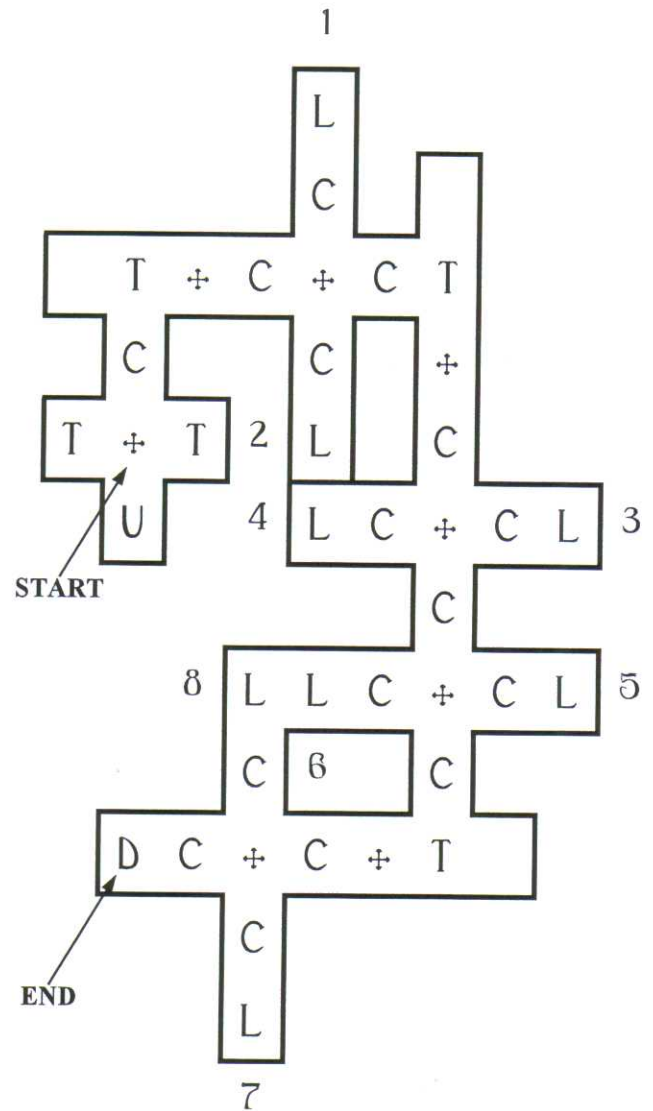
BEATING CRYPTS OF CHAOS

Okay, so maybe it isn't the "hottest game in town", but there are a few people I know (myself included) that never quite got the gist of it, put it away and never went back again. Truth is, Crypts of Chaos by 20th Century Fox, for the Atari 2600 isn't all that bad of a game - if you just knew where the hell you were! So Al Backiel did up some maps, I prettied them a bit, and now you have it: the first ever Crypts of Chaos survival guide. Say hello to the frog, he's a good friend of mine.

ALS TIPS:

- ☯ COUNT A SCREEN AS ONE COMPLETE BLOCK ONLY AFTER YOU HAVE REACHED A NEW COLOR. REGARDLESS OF HOW LONG A CORRIDOR SEEMS TO BE, IT ONLY COUNTS AS ONE SCREEN.
- ☯ EACH TIME YOU MAKE A TURN AT A + AND YOU GET ANOTHER +, IGNORE IT AND MOVE FORWARD. CONSIDER THE TURN DONE THE FIRST TIME YOU TURN.
- ☯ IF YOU MAKE A MISTAKE (IE TURN LEFT INSTEAD OF RIGHT), JUST MOVE IN THE OPPOSITE DIRECTION TO GET BACK TO THE PREVIOUS SCREEN.
- ☯ AFTER EVERY TURN, ITS A GOOD IDEA TO CENTER YOUR CURSOR.
- ☯ MOST OF THE TIME TRY TO KEEP A LOCK ON THE PEACE SYMBOL. SINCE ITS USE IS UNLIMITED IT DOESNT MATTER IF YOU ARBITRARILY SHOOT AT ENEMIES THAT ARE JUST SPECKS IN THE DISTANCE.

FLOOR 1, 5, 2, 13, 17



LEGEND

C = CORRIDOR
 T = T INTERSECTION
 + = 4-WAY INTERSECTION
 L = LAIR
 U = UP STAIRS
 D = DOWN STAIRS
 # = BEST ATTACK SEQUENCE

FAST WAY: FORWARD TO T, RIGHT TO T, RIGHT TO T, RIGHT TO EXIT.

FLOOR 3. 7. 11. 13. 17

☹️ IF THE PEACE SYMBOL DOESNT WORK, MAKE SURE YOURE NOT UP AGAINST A NON-INTELLIGENT LIFE FORM (IE CINDY CRAWFORD, OR IN THIS GAME, A FROG). GET READY WITH THE RING OR WAND.

☹️ MOST GOLD ENEMIES ARE BEST KILLED BY REPEATED WAND FIRE.

☹️ ALWAYS KNOCK OFF INTELLIGENT MONSTERS WITH THE PEACE SYMBOL, NO MATTER HOW POWERFUL THE COLOR.

☹️ BELOW EACH MAZE MAP IS A FAST WAY THAT AVOIDS ALL LAIRS AND GETS YOU TO THE NEXT LEVEL. YOU DO NOT HAVE TO FINISH THE LAIRS TO ADVANCE.

☹️ DONT WORRY IF YOUR LIFE FORCE IS DROPPING. KILLING A BLOB RESTORES IT SUBSTANTIALLY.

☹️ AFTER DESTROYING A MONSTER IN ITS LAIR, QUICKLY PICK UP THE TREASURE AND DO A U-TURN TO AVOID FURTHER ENCOUNTERS THERE.

☹️ IMPORTANT (MANUAL MENTIONS THIS): THE USUAL METHOD OF DISPOSING OF A MONSTER DOESNT ALWAYS WORK IN A LAIR. USE THE RING, WAND, OR SWORD, IN THAT ORDER.

☹️ TRY TO EVENLY DIVIDE RING AND WAND USAGE.

☹️ DO NOT RELY ON THE SWORD. USE IT AS A LAST RESORT. THE MONSTER IS ALLOWED TO COME TOO CLOSE AND YOU WILL USUALLY TAKE A BEATING.

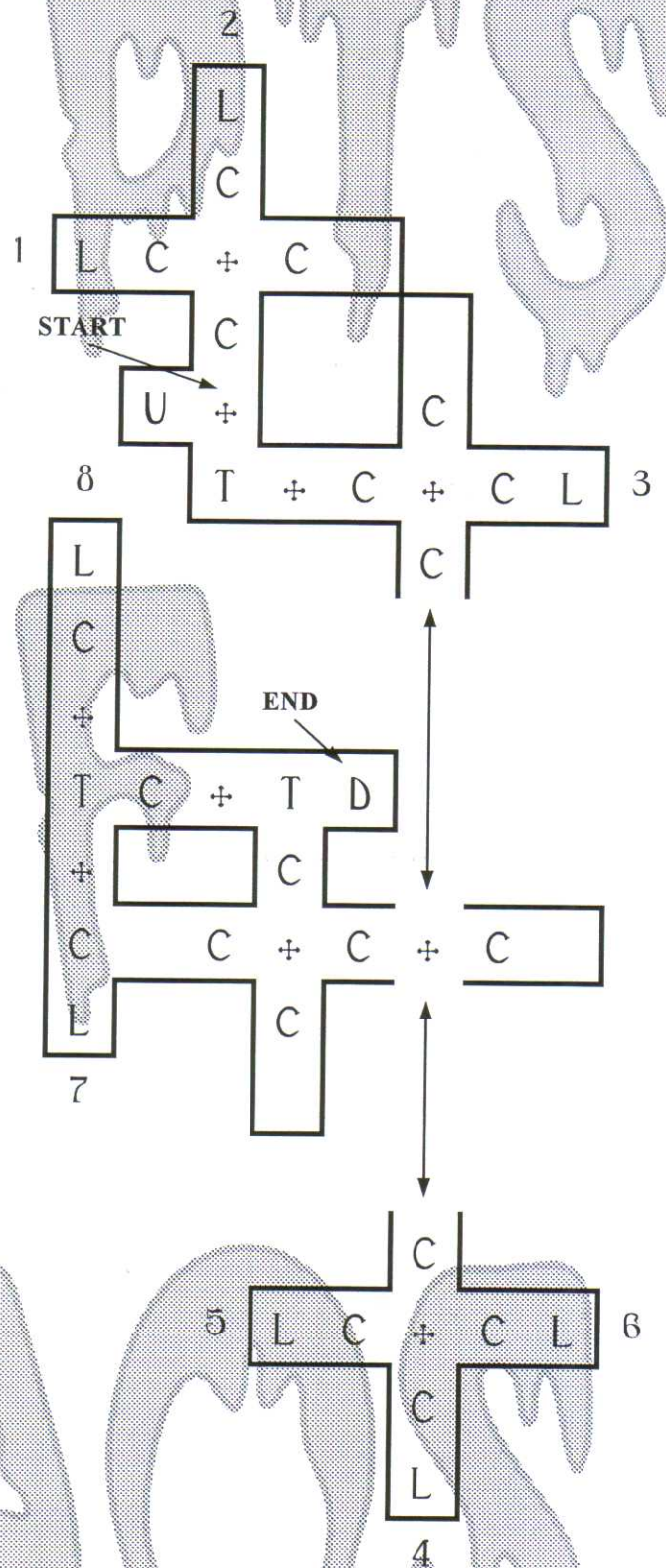
☹️ SOME OF THE MAZES HAVE BEEN EXPLODED INTO SEVERAL SEGMENTS HERE. THIS IS BECAUSE THEY OVERLAP AND THIS WAS NECESSARY TO MAKE THEM EASY TO FOLLOW.

☹️ TRY NOT TO PITCH THE JOYSTICK FORWARD TOO FAR. THIS IS SOMETIMES UNAVOIDABLE BECAUSE THERE IS A PAUSE AT ALL 4-WAY INTERSECTIONS, DURING WHICH YOU MUST HOLD THE STICK FORWARD FOR A FEW SECONDS IN ORDER TO ADVANCE. EASE UP A LITTLE WHEN YOU ARE IN A CORRIDOR AND THE STICK WILL PERFORM BETTER WHEN YOU HAVE TO LOCK ONTO A WEAPON.

☹️ IF YOU SHOULD BECOME HOPELESSLY LOST, TRY TO GET YOUR BEARINGS BY KEYING IN ON A LANDMARK SUCH AS A STAIRCASE OR DEAD END.

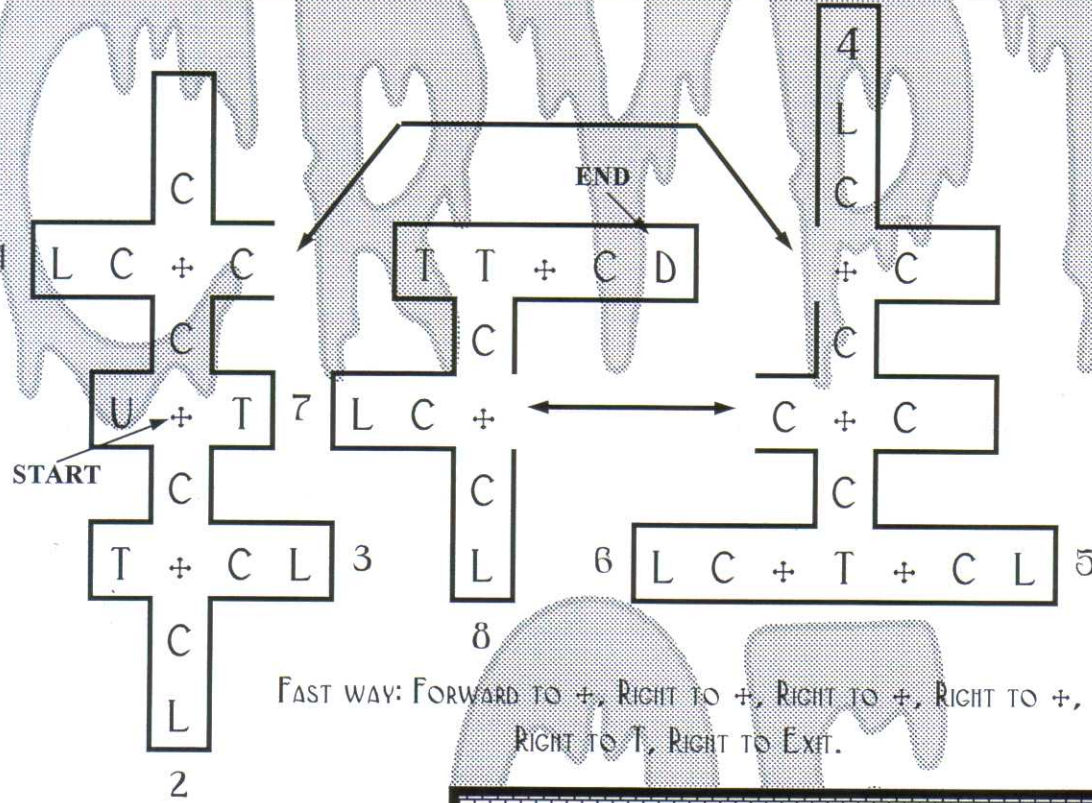
☹️ ENJOY THIS GAME LIKE NEVER BEFORE, NOW THAT YOU KNOW HOW TO WIN.

☹️ WORSHIP DIGITAL PRESS AS A MINOR DEITY.



FAST WAY: TURN 180 DEGREES, LEFT TO 2ND +, RIGHT TO +, RIGHT TO +, RIGHT TO T, RIGHT TO EXIT.

FLOOR 2, 6, 10, 14, 18



COLORS
(LOW TO HIGH)

- 1) GREEN
- 2) VIOLET
- 3) BRONZE
- 4) LT. BLUE
- 5) RED
- 6) DK. BLUE
- 7) LAVENDER
- 8) GOLD

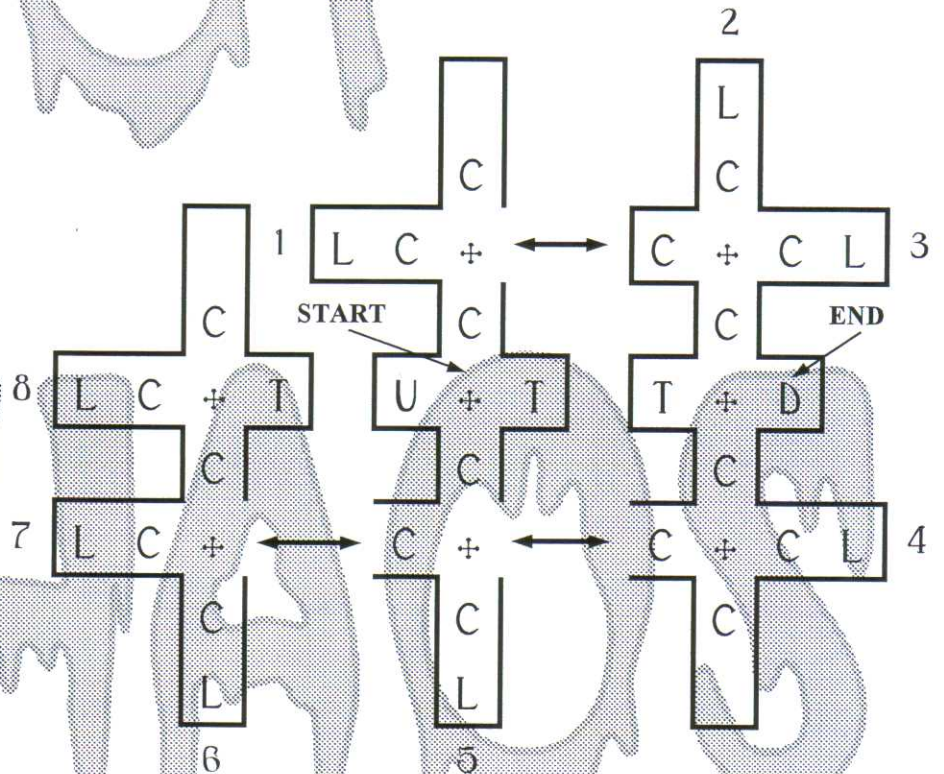
FAST WAY: FORWARD TO +, RIGHT TO +, RIGHT TO +, RIGHT TO +,
RIGHT TO T, RIGHT TO EXIT.

FLOOR 4, 8, 12, 16, 20

ENEMIES
(LOW TO HIGH)

- 1) TROLL (X)
- 2) FROG
- 3) SNAKE
- 4) SKULL
- 5) BLOB
- 6) EVE (X)
- 7) WIZARD (X)
- 8) DRAGON (X)

(X) ALWAYS USE PEACE



FAST WAY: FORWARD TO +, RIGHT TO +, RIGHT TO +, LEFT TO EXIT.

THE ULTIMATE FIGHTING GAME

CONTINUED FROM ISSUE #16

by Joe Santulli

It's not like we were going to stop playing these things, after all. After going through some old issues I found a really good side-by-side comparison in number 16 ("Brawl") that I think needs to be updated. As long as Liz is the queen of fight here at 44 Hunter, there will always be a place for games where you can beat the living bejээus out of someone. A few notes: GR=Graphics, SO=Sound, GA=Gameplay, OV=Overall. # MOVES=number of "regular" moves each character can perform, usually all high +low +punch +kick variations. NEW/USED, etc. means I would BUY it in this condition, or RENT it, other wise I'd just as soon LOSE it.

Title (System)	Gr	So	Ga	Ov	# Moves	# Sp Moves	# Chars (+hid)	New/Used/Rent/Lose	Finishing Moves	Favorite Character	Claim to Fame
Ballz: The Director's Cut (3DO)	6	9	6	7	8	5-12	9(18)	Rent	1	Zombie has the best moves, he can throw his arm at you like a boomerang. Wish I could do that!	Uses spheres of different sizes to construct characters. First 3D game to really allow you to jump into the background.
Battle Arena Toshinden (PSX)	9	9	8	8	16	6-8	8(10)	Used	0	If Sofia were a real person, Karl would be stalking her right now.	First Playstation fighting game.
Battle Arena Toshinden 2 (PSX)	9	9	8	8	22	6-8	11(15)	New	0	Sofia is getting old (and certain parts of her anatomy have actually gotten BIGGER), my pick is Uranus, a boss character with wings and a bow, much like an evil Cupid.	Same as the first but with nice light sourcing.
Eternal Champions CD (SG-CD)	7	6	8	7	24	12	13(23)	Rent	4	Although limited in moves, Crispy the Chicken is my pick.	Most selectable characters ever in a fighting game (23). Features FMV fatalities, very cool.
Fighting Masters (GEN)	5	5	5	5	9	0	12	Used	0	Rotundo looks like the Meineke Tire Man and I've always wanted to see him in a fight.	Preceded Street Fighter II on the home consoles.
Kasumi Ninja (JAG)	7	5	2	3	12	4-5	8	Lose	1	Can you believe there's a scotsman in a kilt in this game?	A Mortal Kombat wannabe. No fame at all.
Killer Instinct (SNES)	8	8	7	7	18	4-8	10(11)	Rent	4	I like Glacius, the man made of ice.	Humiliations, combo breakers, and ridiculous juggling acts.
Mortal Kombat II (SNES)	9	8	9	8	18	3-5	12	New	5	Raiden is perhaps one of the greatest fighting game characters of all time.	Tremendous improvement over the original, especially on home consoles.
Mortal Kombat III (PSX)	8	7	9	8	18	3-6	14(15)	Used	6	Without Raiden to play, you have to rely on Kung Lau's razor sharp hat to maim your foes.	Multiple level fighting (smashing through ceiling) and Kombat Kodes to alter gameplay.
Night Warriors (SAT)	8	7	9	8	20	7-9	14(18)	New	0	Sasquatch, the Bigfoot character by a nose.	Massive characters and ridiculous moves (like a good cartoon!)

THE ULTIMATE FIGHTING GAME

Title (System)	Gr	So	Ga	Ov	# Moves	# Sp Moves	# Chars (+hid)	New/Used/Rent/Lose	Finishing Move	Favorite Character	Claim to Fame
Shadow: War of Succession (3DO)	4	1	1	2	12	4-6	7	Lose	1	There aren't any good characters in this game.	Considered the worst of the genre.
Super Street Fighter II (SNES)	8	7	9	8	24	4-8	16(17)	Used	0	Although he doesn't seem as tough as earlier versions, Guile still rules.	Four new characters but mainly the same old SFII.
Tekken (PSX)	9	9	9	9	30	20-30	8(18)	New	0	Marshall Law is a dead ringer for Bruce Lee, who is just plain dead.	Buttons represent left & right arm & leg. Beat a boss to make him/her playable in future sessions.
Virtua Fighter (SAT)	6	7	7	7	24	20-35	8(9)	n/a	0	The big guys have some spectacular moves... I'll take Wolf.	First 3D fighting game, first fighting game for the Saturn.
Virtua Fighter II (SAT)	9	8	8	8	20-23	21-27	10(11)	New	0	Shun-di is a man after my own heart - he drinks in between pummeling blows.	Possibly the best graphics ever to grace a fighting game. Very high frame rate.
Way of the Warrior (3DO)	8	8	7	8	16	15-20	9(16)	Used	4	Shaky Jake is just Crocodile Dundee with long hair and an even longer stick.	First original fighting game for 3DO.
Zero Divide (PSX)	8	8	8	8	4	12-20	10(12)	Used	0	If you're looking for a brain with claws, look no further than Xtal.	Inhuman characters, ring outs that you can recover from, very underrated!

(Continued from page 8)

<4tguat\$mm8@news2.ios.com>
References: <4td7m9\$41m@dfw-ixnews9.ix.netcom.com>

> DigitPress@aol.com (DIGITAL PRESS) writes:

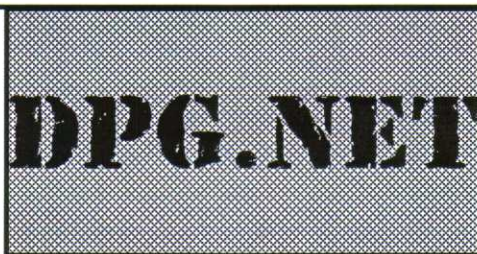
> [yak yak]

> The Guide features systems that games are no longer being developed for, including Atari 2600, 5200, 7800, ColecoVision, Intellivision, Odyssey2, Vectrex, RCA Studio II, Adventurevision, Arcadia 2001, Bally Astrocade, Channel F, Sega Master System, and Turbogرافx-16.

Outta curiocity here, why does this happen all the time? This guide and Jerry G's gets

into "post-classics" by listing games 'n prices for the SMS, but why not the NES?!

If you want to say, "systems that games are no longer being developed for", you can include the NES in that. In fact, I'm pretty sure the SMS is still be-



ing developed for and games are still being released for it in South America. So, why no NES in your lists? Just too many games to list for space reasons?

Pete Rocha
valisl@village.ios.com

From: skelly@flood.xnet.com (Sean Kelly)
Newsgroups: rec.games.video.classic
Subject: Re: CLASSIC VIDEOGAMES COLLECTOR'S GUIDE
Date: 29 Jul 1996 22:23:03 GMT
Message-ID: <4tjdk7\$sag@flood.xnet.com>
References: <4td7m9\$41m@dfw-

ixnews9.ix.netcom.com>
<4tguat\$mm8@news2.ios.com>

: Outta curiocity here, why does this happen all the time? This guide and Jerry G's gets into "post-classics" by listing games 'n prices for the SMS, but why not the NES?!

: If you want to say, "systems that games are no longer being developed for", you can

: include the NES in that. In fact, I'm pretty sure the SMS is still being developed for

: and games are still being released for it in South America. So, why no NES in your

: lists? Just too many games to list for space reasons?

I'm sure either of them would be willing to include the NES if you'd like to do the work Pete. 8-)

IMO that's 99% of the reason why it's not in any of them. The NES is probably just as bad as the 2600 as far as knowing what's out there for the system. It would take a great

(Continued on page 35)

FANTASMAGORIA

FANZINE REVIEWS BY JOE SANTULLI

Webster's Dictionary defines as follows:

phan-tas-ma-go-ri-a *n.* A rapidly shifting sequence of haphazard imagery, as in a dream.

The Digital Press Dictionary of Silly Words That Don't Really Exist defines:

FAN-tas-ma-go-ri-a *n.* A rapidly shifting bundle of fanzines strewn about a room in a haphazard way, as if in a bad dream.

I'm really not much of a reader. Never was. If you hadn't guessed, I'd much prefer writing to entertain others than to sit down and actually *learn* something. Few books, particularly the ones with lots of pictures in them, are moderately tolerable in my little world. I always think the movie is BETTER than the book because I never quite finish the books I start and I end up making up my own ending to justify the dust that builds up on the neglected, half finished piece of literature. And my ending really sucks, because I have no imagination due to the fact that I never read. So, with that aside, I pick up a stack of fanzines to see what's what.

I'll be even more honest with you... When I started this Digital Press thing, I knew nothing of "fanzines". I had seen newsletters, but never a "fanzine". I clearly remember the day I called Kevin and asked him what he thought about putting together a "newsletter" with some of our buddies to help rationalize playing so many of these games as adults (we were 25 at the time). We had been playing mostly every Sunday together since grade school. Who could have more memories to share with video game addicts than Kevin and I? We picked up a few pro magazines to see if we could get some mailing lists from them, and what do you know... we weren't alone after all. In a magazine then called Video Games & Computer Entertainment, we found that there were others producing little underground publications already! There was, in fact, a mailing list for us to target fanatics from. And so the story began...

It's five years later and I've never enjoyed doing Digital Press more than I do today. I've met so many people along the way,

All hail "Shining Forth", king of the RPG fanzines!



people I'm proud to call friends. It's more than just sharing a hobby - we share a philosophy. During this past five years we've received lots of attention, more than an "underground publication" should. I've been personally criticized for many things, all of which are very easy to blow off since I don't make a dime off of any of this! One of the crit-

icisms that really hits home, though, is the one thrown at me by my peers, the fanzine editors. Many of them feel I am neglecting them because I don't do fanzine reviews.



Not a happy gamer. She must have just played a TH*Q game.

If you've been with us for awhile, you probably remember FANTasmagoria, a column that was a regular feature for our first two and a half years. I stopped doing FANTasmagoria when a fellow fanzine editor got offended by my comments (sorry, I don't pull punches) and basically stopped corresponding with me. His point was "who are YOU to judge others"? At first I thought this was ridiculous - and after reading what I had written, found that my comments were mostly complimentary anyway. But after thinking about it, I reached the conclusion

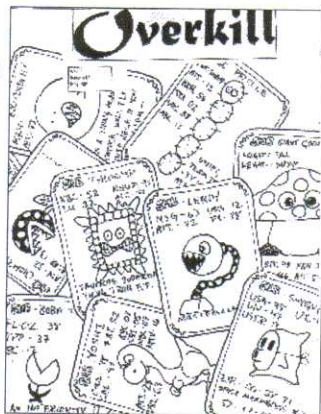
that I really didn't WANT to judge others. This hobby (and I'm talking about the publishing, not the gaming) is only as fun as the people reading you are having. Start to draw negative vibes, and some of the spark that goes with entertaining fellow gamers fizzles. It can cause a chain reaction where you end up defending everything you said last issue, as I've seen other editors struggle with. In its worst stages, enemies are made and the whole publication ceases to exist due to lack of interest. I never want that to happen here.

I'm about to go into the FANTasmagoria reviews like I did in the old days, maybe just for this one issue, maybe for good. But I want you fellow editors to know that no matter what the critique, I respect you for what you do. Fanzine editing is fun to do but it is also time-consuming, sometimes expensive, and always under scrutiny. Take the negatives and turn them around. Make the positives your personal banner.

That was a much longer segue than I had planned but what the hell. Let's take a look at what's come in over the past month or so.

They say you can't judge a book by its cover, but that's a damn lie when you're talking about Robert Schmitz' *Shining Forth*. Issue #5 wins the **BEST COVER DESIGN AWARD**, actually it's one of the nicest covers I've ever seen, better than most pro magazines! Schmitz has an artist by the name of John Watkins-Chow doing his covers as well as spot animation within. Don't let him go, Robert! On the other hand, there's the **MOST DISTURBING COVER ART TROPHY**, being handed to my buddy Mike Palisano, for his gloomy work on the cover of *The Laser* #15. I've read reviews of *The Laser* calling Mike's work "different" and that's certainly true. To me, *The Laser* is

the **BEST FANZINE TO READ WHEN ITS RAINING CATS AND DOGS**. Mike dabbles in poetry, art, and yes, even video games. The video game stuff is some of the best in the amateur world, but I've never really cared for the poetry. I used to read it, but there were times I could feel a tear welling up and that's when I stopped. Now I just skip over it, but if you like poetry and surreal art as much as you like video games, this 'zine was made for you. Quite a bit lighter is **ROOKIE OF THE YEAR CANDIDATE** Dan Bowder, who has graced my mailbox with *Digital Flair* #1. Dan has put together a solid team of writers, which I can tell you from experience is the secret to a long-running fanzine. Not only is *Digital Flair* full of high quality reviews and commentary, it also features **BEST WRITER CANDIDATE** Cameron Davis. This guy's stuff shines right through. One of his columns "In My Perfect Opinion" had me laughing out loud. When was the last time you did that while reading a fanzine? In that column, Davis describes the various personality types at a local arcade, which is not only dead-on but just hilarious. Keep it up, my good man! Oh, and "push heavy kick button!", okay? Alrighty, then. As I dig through this stack I see a real throwback, *Paradox* (#19). I don't know what Chris Johnston and Jason Whitman have been doing for the past two years, but their return to fandom is more than welcome. *Paradox* was always one of the best, and the hiatus hasn't hurt them at all. Better start to raise the **COMEBACK OF THE YEAR** flag for these guys. I just hope they're here to stay. *Paradox* appeals to those gamers looking for commentary more than reviews, opinions more than news. And for that, I also have to award them **BEST CONTENT IN A FANZINE**. Way to go, boys. Speaking of content, how about that **MORE GENERIC THAN THE MOST GENERIC THING YOU'VE EVER SEEN AWARD**... which I'm afraid goes to some new fellas publishing *The Enigma Journal*. In Volume 2.1 we see a lot of pages that look like templates from your favorite word processor, with just a few little boxes thrown in to break things up. The only "enigma" in this journal is why they didn't come up with something original. In my opinion, "news" in a fanzine is never a good idea. Unless you're out in the field gathering it yourself, you're no way going to beat the net to the scoop, and that makes it "old news". The "News Buzz" section is frighteningly similar to the stuff written by a guy named Q, and the game reviews just aren't very interesting. A little advice: stay away from cliches! You could take a cue from **BEST REGULAR GUY FANZINE** *Above & Beyond* (#5). Editor Tom Donoho just writes what he feels, and I'm glad to report he has a lot of good things to say. There are quite a few opinions in *A&B* that I disagree with, but isn't that what fandom is all about? Express yourself. But don't tell me that **Red Alarm** has the worst graphics of any game in 1995! **Red Alarm** kicks ass! Just my opinion. Hello, **MOST DEDICATED TO FANDOM** medalist Rick Florey. There is probably no one more involved in the publishing end of things than Rick, and his 'zine *Overkill* really shows his appreciation to the hobby. In it, you will find four full pages just devoted to fandom and fanzine reviews, versus just three game reviews. *Overkill* #13 also had a terrific column called "Thought Process", in which writer Mike (last name not to be found anywhere) discusses the importance



Rick Florey's *Overkill* is the definitive source to what's going on in fandom.

of depth of gameplay and replay value. Juicy! So you're thinking, what about the classics? Anyone else doing classics? To which I slap you across the face and say, "Snap out of it, man! Where have you been for the past five years? Have you never heard of Tim Duarte's *2600 Connection*, quite possibly the **BEST CLASSIC SYSTEM SOURCE OF ALL TIME?**" Then you smack me back and I curl into a corner bleeding and crying like a child. There, I read through Tim's continuing homage to the grand daddy of big-time home consoles, the Atari 2600. Tim and I share many of the same odd attractions to the primitive works of the 1970's, but hell, those were the days. In issue # 35, **MOST PROLIFIC WRITER IN THIS HOBBY**, HANDS DOWN Russ Perry Jr. tells us a tale of a "new" game that has surfaced for the 2600 called **Save Mary**. If you've ever enjoyed a game of **Combat** or long for the days when one joystick button did it all, check out *2600 Connection*. Get the 34 back issues while you're at it, they're worth every penny. I'm just about done here, but **SHORTEST DEPARTURE FROM FANDOM** winner David Weinstein's *Monitor* hasn't been mentioned yet. What's there to say about *Monitor*? It's got some good stuff (he goes on for about a page about his disgust for pro mags) and some original stuff ("The Esper Ring" is an original story inspired by **Final Fantasy III**). I'd like to see more of these things and less white space, 'cause I think he could've squeezed the 16 page 'zine into 8 with a better layout. Good content, though. And now, in the grand tradition of FANTasmagoria, I award the **BEST FANZINE AWARD** to Robert Schmitz' *Shining Forth* (#5). Excellent work! I'm not a super fanatic RPG fan but this is a "must" for those who are, or just like intelligent writing about video gaming and nothing but. Ah, heaven. So until next time, whenever that is...



Just 'cause it didn't win any awards doesn't mean it sucks. How can you not like a 'zine with Kirby on the cover?

- SHINING FORTH**, Robert Schmitz, PO Box 98, Yorkville, NY 13495 (minimum \$1.00)
OVERKILL, Rick Florey, PO Box 2671, Bangor, ME 04402 (\$2.00)
DIGITAL FLAIR, Dan Bowder, 124 Greenhaven Ln, #2c20, Gurnee, IL 60031 (\$1.00)
PARADOX, Chris Johnston, 316 E. 11th Ave, Naperville, IL 60563 (\$1.00)
THE ENIGMA JOURNAL, Matthew Wensing, 3269 Hoylake Rd, Lake Worth, FL 33467 (\$1.50)
2600 CONNECTION, Tim Duarte, 8 Jenna Dr, Fairhaven, MA 02719-5123 (\$1.50)
THE LASER, Mike Palisano, 2 Rock Ridge Dr, Norwalk, CT 06854 (\$2.00)
MONITOR, David Weinstein, Email: netruncnerv@aol.com (\$1.50)
ABOVE & BEYOND, Tommy Donoho, 1804 Tony Ln, Wichita, KS 67212 (\$1.50)
VIDEO ZONE, Chris Kohler, 330 Totoket Rd, Northford, CT 06472 (\$1.00)



KING'S FIELD

PlayStation

Sony

RPG



Just one heck of a review, by Kevin Oleniacz

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

<input type="checkbox"/>	Multi-Player, Same Time	<input checked="" type="checkbox"/>	Data Save Features
<input checked="" type="checkbox"/>	Decent Game Ending	<input checked="" type="checkbox"/>	Hidden Stuff
<input type="checkbox"/>	Variable Skill Levels	<input checked="" type="checkbox"/>	Non-Linear Gameplay

I consider the SNES to be my "role playing" system of choice. **Final Fantasy II** and **III** and **Chrono Trigger** are my all-time favorite adventures. Sometimes I try to imagine how deep RPG's can become and to how real the graphics would become on future, superior systems. After the astronomical \$700 price tag had been slashed from the 3DO's initial release, I purchased one and tried out a few of the titles. Although advertised as an RPG, **Guardian War** is really 95% action and 5% RPG. **Hell** utilizes sensational graphics but the agonizingly slow point-and-click system along with numerous lengthy conversations really bored me. **Slayer** is more of a hack 'n slash type of game without a storyline. I had a tough time getting into **Star Control II** (although Joe loved it, rating it an 8 in a past DP). The Sony Playstation came along and I readily snatched it up along with **King's Field**. Although it's not a true RPG and falls short of my idea of the ultimate game, I finally found an adventure for a high-end system that satisfies my insatiable thirst for the genre.

Necron, an evil minion, stole the famed Moonlight Sword from the King of Verdite and hid it on the island of Melanat located in the center of the kingdom. Great treasure is rumored to have been buried on the island as well. Those who survive the voyage there cannot leave as

their life is dependent upon the isle's poisonous drinking water. Your mission, as Alexander (a loyal subject to the King), is to travel to the isle, defeat Necron and the entity which rules the isle, and retrieve the Moonlight Sword. Juicy!

Your adventure begins on the island's shore. Armed with only a dagger, you must search for gold, communicate with the inhabitants, purchase items in shops, and slay a slew of monsters. The mysteries of the island slowly unfold through conversations, discovering hidden objects and exploring scattered locations. Both combat and exploration are viewed through a first-person perspective, a 'la Doom. Only your arm and weapon are visible when battling the mindless soldiers and weird creatures. Magic crystals are obtained at various locations and contain several degrees of power. Many intriguing puzzles add a strategy element to the dominant hack 'n slash tactics.

The pop-up problem which plagued some of the early PSX carts isn't apparent. Although jerky in a few areas the surrounding graphics glide smoothly toward and away from the player. Lighting effects are used quite often and really adds to the atmosphere. Your view can also be tilted in four directions to suit your needs and to jockey into position to fight off foes, short or tall. The monster graphics are very well-defined. Gener-

ally, the creatures are scattered about, some regenerate, others such as the mini-bosses, reside in key locations but stay dead once you put them down. The graphics shin in the surrounding terrain, which range from simple brick tunnels to ice caverns to a castle complete with a moat filled with bubbling lava.

At one point I suffered total frustration and anguish. I was cruising along until I met up with a boss deep in the game. I was almost instantly slaughtered and needed to travel back and forth to build up a dozen levels before I was strong enough to stand toe to toe with it. Well, after celebrating my little victory I soon realized that I needed to defeat three more bosses, each one tougher than the last! After defeating the quartet (that took awhile) I saved my game, opened a gate to a new area and was promptly defeated by Necron. When I reloaded the game I discovered that I had to fight those bosses over again rather than starting out with Necron. Son of a....!

If one could discover an Achilles' heel with this game it could be the sounds. The effects are creepy, but they're spread out too thin. The music changes with each new area that's entered. It fits well with the mood but after a while you'd just as soon shut it off.

Complete with hidden traps, passage-
(Continued on page 25)



Beating It

Green slime is the slowest, wimpiest monster you'll face, and for a good reason. Touching one cures your character of poison.

Deja Vu

Really nothing quite like this one. You could compare it's perspective to *Doom* and its theory to *Crossed Swords* (Neo-Geo) but it's the first successful first person RPG ever.



Olympic Summer Games

PlayStation

U.S. Gold

Sports



Jeff Cooper
lighting the torch

Element	Joe	Kevin	Bill	Liz	Jeff
Graphics					9
Sound					7
Gameplay					7
Overall					7

<input checked="" type="checkbox"/>	Multi-Player, Same Time	<input checked="" type="checkbox"/>	Data Save Features
<input type="checkbox"/>	Decent Game Ending	<input type="checkbox"/>	Hidden Stuff
<input checked="" type="checkbox"/>	Variable Skill Levels	<input type="checkbox"/>	Non-Linear Gameplay

Pioneered by Konami in its classic **Track and Field**, the Olympic style multi-event program has been a mainstay of video and computer games. Most of these programs fall into one of two categories: 1) the button bashers, where you tap the buttons as fast as you can to build up speed and power and then push another button to jump or throw or 2) the timing tests, where success depends more on the rhythm and timing of button pushing or joystick movement. **Track and Field** and **The Activision Decathlon** (2600, 5200, Colecovision) fit into the first category, while the various superb Epyx releases (**Summer Games**, **Winter Games**, etc.) fall into the latter. U.S. Gold has borrowed from each tradition to put together a satisfying Olympic competition.

OSG features outstanding 32-bit graphics and TV style coverage, and with no less than fifteen events, the program includes plenty of variety. Would-be decathletes can compete in the 100 and 400 meter runs, the javelin, discus, long jump, hammer, triple jump, high jump, pole vault, 100 meter freestyle, rapid fire pistol, skeet shooting, archery, weight lifting, and fencing. Whew! Tired yet? With the obvious exceptions of the shooting, archery, and fencing events, each contest requires the gamer to build up power by pushing buttons and then to

time jumps, throws, angles, and so forth. The designers deserve credit for offering two different methods of achieving power. You can bash the buttons furiously in the "arcade" control mode or, in the "olympic" mode, you can build up power by timing your taps properly as a needle moves back and forth across a meter.

There's a lot to like about this program. A great deal of care obviously went into development, and most of the events play smoothly and look great. Options galore are available—you can practice any event, play against friends, compete in arcade style contests, or even compete in a full scale olympics, with all the heats and qualifiers, and with a full array of international opponents. This isn't something you will master in an afternoon.

At the same time **OSG** has its shortcomings. For one, it's needlessly difficult to get into, thanks to one of the most poorly written instruction booklets I've seen in recent years. It's not confusing merely because sentences run together without punctuation. The booklet constantly instructs us to line up this line with that meter on the other bar when it's the proper color. Though in the actual game the bars and meters are various colors, the booklet is in black and white and, frankly, half the time I had no idea

what to do. I learned the events only after much practice and help from a glossy magazine.

A more serious criticism concerns the general structure of the events themselves. Notwithstanding all the beautiful graphics and animation, when you are actually playing the game you are mainly just interacting with a bunch of meters and gauges. Remember **Summer Games** and **Winter Games**, by Epyx? In events like diving, gymnastics, ice skating, and the ski jump, you had to interact with the athlete—you had to move your joystick in response not merely in response to some bar but to what the figure was doing on screen. **OSG** desperately needs more events like these. Those ancient, dinosaur Epyx simulations offered decidedly more depth than this 32-bit wonder, and they did it without overly complicating the events. Programmers still refuse to learn a vital lesson: a knowledge of the history of videogames will result in better games. Because of its shortcoming, **Olympic Summer Games** is a good simulation that ought to have been better.

Wish List

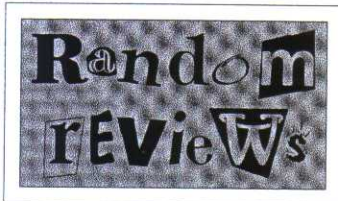
The button rapping concept isn't terrible, it's just over-used. Next time we do this, let's figure out a better way.

Beating It

Play with a joystick. It's much easier to rap on buttons on the table than it is to coordinate two hands on that tiny controller.

Deja Vu

It isn't Epyx' *Summer Games*, but it could benefit from some of their techniques. Very similar to Konami's *International Track & Field*, which was released just a week earlier!



SUPER PAC-MON

IBM P/C

Jesscreations

Arcade



Back to the classics with Joe Santulli

Element	Joe	Kevin	Bill	Liz	Jeff
Graphics	8				
Sound	n/a				
Gameplay	6				
Overall	7				

<input type="checkbox"/>	Multi-Player, Same Time	<input checked="" type="checkbox"/>	Data Save Features
<input type="checkbox"/>	Decent Game Ending	<input type="checkbox"/>	Hidden Stuff
<input checked="" type="checkbox"/>	Variable Skill Levels	<input type="checkbox"/>	Non-Linear Gameplay

This review marks the first time in Digital Press' illustrious history we've reviewed a PC shareware title. To me, shareware normally equals crapware, or you have to send us moneyware or you can't use thisware. There are, of course, exceptions to the rule. I've registered for about a dozen shareware packages over the years, out of hundreds I've tried in that time. Of those dozen, I probably got more use than dozens of other software titles I PAID for. So the track record sucks, but the winners are real winners. I have an additional motivation to review a shareware title in this case. The game designer of **Super Pac-Mon** for IBM compatibles is none other than former DP staffer Jess Ragan, creator of our logo!

I've seen some of Jess' programming work before, in a little **Space Invaders**-style game called **The Armada** over a year ago. He has come a long way since then. **Super Pac-Mon** is the closest thing I've seen to Namco's arcade sleeper **Super Pac-MAN** ever on the PC. It still needs work, but if Jess sticks with this, there's probably a career waiting around the next corner. As it stands, this is a nostalgic trip playable on just about any PC.

Playable in DOS or Windows (I'm running it in Windows 95), **SPM** opens with an impressive logo and teaser screens,

including some of Jess' familiar artwork of himself and his design staff (yep, it was even playtested! Hear that, Acc-claim?), a self-running demo of the game, high scores, point values... wow, it really looks like the arcade game! You have a nice assortment of variations at your fingertips, as Jess allows us to control the number of lives, number of ghosts on the screen, availability or unavailability of the energizers and Super Pac boosters, ability to turn the walls off or (gasp) just making them invisible, and a thankfully present option to SLOW the thing down to realistic levels when playing on a Pentium or 486DX. When I first began without looking at the options everything was moving so fast I was afraid I wouldn't even have the opportunity to try it out!

The game is a fairly accurate account of the classic. There are no sounds, which would be my next improvement if it were my project. Some of the game's objects appear a little different than their original incarnations, but you wouldn't notice unless you were comparing the two side by side or played this game to death when it was popular (that wasn't very long). In all, the graphics look like they were ripped right from the arcade. Excellent job there. I couldn't find any major glitches, but the controls require you to use the arrow keys and you have

to tap the directional to change course. If you hold it down, the PC accepts that as if you were rapping the same key many times in the same direction. That leads to a problem when you need to make a split second decision, because the PC is still calculating your last ten moves. Only ONE move should be stored in the program buffer, and that should be whatever the player last pressed or is holding at the moment. There is one other oddity: when I escape from the program, my PC's internal clock reads 12:00AM. Hey, what is this, a power outage? Minor quibble.

I have to mention that the documentation is terrific, leaving nothing to the imagination. It's also written in Jess' characteristic style - humorous, sarcastic, and right to the point. Not at all like the generic docs you usually find with shareware titles. He obviously loves the original and worked hard to get his version as close as possible. You know what? He succeeded.

You can get **Super Pac-Mon** from Jess at 8584 Peoples Road, Edmore MI 48829. If you register, you get more. The registration fee is \$15, or if you're a fanzine editor (grin), a year's subscription delivered to Jess' house. What you'll get are two updates, "Goodies" (a program filled with outtakes that Jess couldn't fit

(Continued on page 25)

Wish List

Please add sound!

Please change the way directions are entered!

Beating It

You can see all three intermissions by playing with one ghost, and removing the walls. That makes things quite easy.

Although you don't need the keys to finish a board, they're still points. Get 'em if you want a high score.

Deja Vu

Reminiscent of the Atari XE version.



TRIPLE PLAY '97

Playstation

Electronic Arts

Sports



Joe Santulli on second, nobody out.

Element	Joe	Kevin	Bill	Karl	Jeff
Graphics	8			9	9
Sound	10			9	7
Gameplay	8			8	8
Overall	9			9	8

<input checked="" type="checkbox"/>	Multi-Player, Same Time	<input checked="" type="checkbox"/>	Data Save Features
<input type="checkbox"/>	Decent Game Ending	<input checked="" type="checkbox"/>	Hidden Stuff
<input checked="" type="checkbox"/>	Variable Skill Levels	<input checked="" type="checkbox"/>	Non-Linear Gameplay

There's a little boy in each of us that wants to be out there on the baseball diamond. To run and do cartwheels in the outfield, make sand castles near second base, and throw that white chalky foul-line stuff up into the air, let it come raining down on us, and shout "how I love you, sweet chalky rain!". OK so maybe MY little boy dreams are different than yours, but I had them, and that's my point. Baseball is a part of all of us. It's no surprise then, that video game companies continually try to cash in on that, seeing that most of us gamers are, in fact, little boys.

The latest (though probably not so in about ten minutes) installment in the video game baseball niche is called **Triple Play '97** by Electronic Arts. Remember Electronic Arts? They revolutionized home sports games with **Madden Football** and the **NHL** series, did a wonderful job with **NBA Live**, but really never mastered our national pastime. I've played an awful lot of baseball games over the years, far more than I'd have space to mention, and I'll put **Triple Play '97** near the top of the list. It's still far from perfect, but it's taken the game to a new level.

TP97 features all of the trappings you'd expect from a baseball sim: all the real MLB teams, players, stats, and stadiums (complete stadium inclusion is not "a

given" in baseball sims although it should be), exhibition, season, playoff, and World Series play, and it also features an All-Star Game mode and a terrific Home Run Derby. There are options to affect the wind, time of day, and sky conditions. It tracks season stats very well, and features a "top 20" in several batting and pitching categories, allows multi-player capability (up to 8 can play at the same time!), and has the best play-by-play announcing I've heard in any sport game. It even has that chalky foul-line stuff in every game. Ah, heaven. But these are all things that I expect to get from a 32-bit system game. What makes **TP97** special?

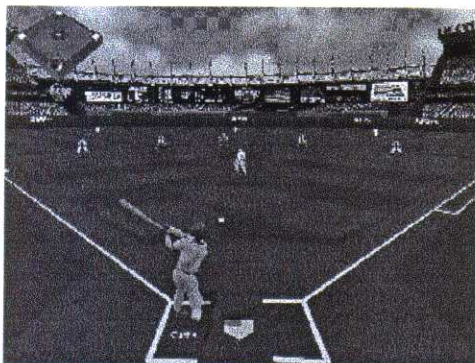
First and foremost, it captures the spirit of the game. The opening moments of each game begin with a fly-by of the stadium to the last bit of the National Anthem, which sounds a little different in each stadium. At first I thought that perhaps this was a sampled version from each stadium's "signature" singer, but Robert Merrill does NOT sing the Yankee Stadium anthem so that ain't it. Still, it's an exhilarating opening. You have view options aplenty, from behind the pitcher or behind the plate, several heights for each. Players are announced by name, and the crowd responds. Cheers erupt when rallies are starting, players charge and make diving catches and headfirst

slides into home, and there's an unusual "crunch" sound when the ball is CRUSHED. It doesn't sound realistic at all, but it sounds great anyway. Players can get hurt by diving... pitchers can get hurt by throwing pitches they're not accustomed to, and player performance suffers if the injury is minor and you opt to keep them in the game! Players go on hot or cold streaks, they can hit "behind the runner", leap to snag a potential home run from the top of the wall... whew! There's a LOT to like, here. But still I maintain that it is imperfect in many ways as well.

As good as all of that sounds, there are a few problems. The biggest one for me is the fact that the pitchers are at a constant disadvantage. It's offensive baseball all the way. The ability to hit opposite field or pull, hit a grounder or a fly ball almost at command is a bit unrealistic. Only the greatest hitters (guys like Boggs or Gwynn) can do this and even then it's not as regularly as the Orsulak's and Renteria's of the world do it in this game. By the same token, there are no "dominant" pitchers in **TP97**. If Randy Johnson truly throws the league's hardest fastball, you'd never know it. The only pitches that are hard to hit are the ones outside of the strike zone.

The graphics could have used some

(Continued on page 25)



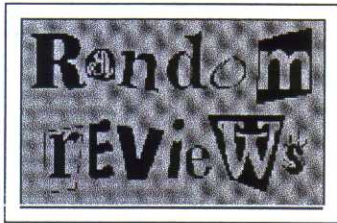
Beating It

If you want to really see some balls "go yard", try out the home run derby using a player you created with an EA game designer name.

Try Erik Kiss for starters.



It has plenty of depth and is just good fun. But oh those glitches. I hate it when my runner on first gets thrown out at second on a ground single to center.



LITE

Same great reviews, but with half the calories!

SUPER PAC-MON

(Continued from page 23)

into the game) and a character editor which will allow you to redesign the characters to your own tastes. If you're into the retro thing like I am, you gotta check this out! Oh, I almost forgot... Jess is also working on other arcade game translations: **Phyrebirds** is a homage to **Phoenix** (due late fall 1996), **Pushing Up Daisies** will be a **Ladybug** clone (due winter 1996), and **Desperation** is some kind of updated **Wizard of Wor** (a personal favorite of mine, due early winter 1997).

KING'S FIELD

(Continued from page 21)

ways and items, gamers will have their hands full with **King's Field**. Considering the current lack of available titles in this genre for the Playstation, **King's Field** is a prize find until Square begins to churn out games once again.

TRIPLE PLAY '97

(Continued from page 24)

work as well. The batters up close are a little pixelly, as are the fielders when viewing a replay. The stadiums are gorgeous in the intros and adequate if you're not looking too closely, but when you DO look closely there are many details missing. I also would have expected a "draft" style game like **World Series '95** had for the Genesis. I'm in a Rotisserie league with seven other guys and it would have been neat to simulate our teams, or draft against the computer and see how my team would fare, but alas, this is not available. You CAN trade players, however. And you CAN create players, which leads me back to the finer points of the game which you may have guessed by now definitely outnumbers the bad.

The final analysis on this game is that it's simply the best baseball sim out there right now. Keep in mind that Sony's **MLB Pennant Race** hasn't been released at the time of this writing, but even Sony will have to pull out all of the stops to top **Triple Play '97**. I have played **Hardball '97** (slow and unrealistic piece of crap), **Bottom of the 9th** (lacking options but otherwise OK), and this game is clearly the superior of the pack. You owe it to that "little boy" in you to check this one out.

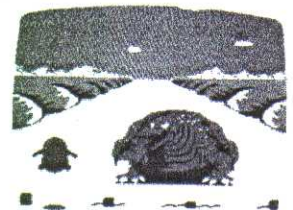
PENGUIN ADVENTURE

Konami, for MSX



How many of you out there liked **Antarctic Adventure** on the ColecoVision? How many of you knew there was a SEQUEL? There was a sequel, and **Penguin Adventure** is it. Konami took one of their most popular games and added

more tasks and gameplay. The end result is an excellent game which goes beyond the simplicity of **Antarctic Adventure**. The object of the game is to reach the golden apple tree to obtain fruit and then return to cure a virus that the princess, Penguette, has. However, the land where the golden apple tree resides is now occupied by the Physauruses, giant flying lizards. Not only will you travel through the icy regions, you'll also run, swim, and fly through forests, rivers, tunnels, underwater locales, and more. Collecting fish is now more important: you can barter in a shop to exchange them for guns, shoes, torches, propeller beanies, and more. You can also gamble your fish on a slot machine if you so choose. There is just so much to do; you have very little time to admire the charming graphics. There are 24 stages total, each one very colorful. The music fits the game well, with an appropriate score for each level. The gameplay is where this game really shines, though. I liked **Antarctic Adventure** very much, but this one is even better. What amazes me is that this game didn't appear on the NES or SMS.



A great game and one of my favorite Konami titles of all time. - Edward Villapando

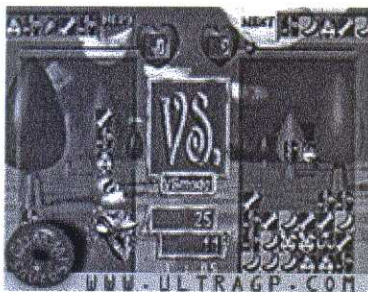
BAKU BAKU

Sega, for Saturn



Baku Baku is a nice little puzzler for the Saturn, one that borrows heavily from **Pac Attack** and cribbs a bit from **Bust A Move** and **Columns** as well. The game is simple to pick up. Little animal heads and various food items drop down in pairs. You can rotate the pair as it drops (a la **Pac Attack**) and your objective is to set up a chain of food and then drop the appropriate animal head upon it. For example, you might try to set up a horizontal chain of doggie bones and then drop a dog symbol on it. The dog head will then "come to life" and eat all the bones. Anything on top of the horizontal line will, of course, drop. If you've set things up correctly, you can create chain reactions, as in **Klax** or **Columns**: the departure of the dog bones will cause a rabbit head to fall on some carrots, which in turn will drop a panda on some bamboo blocks, and so on.

Each contest pits the gamer against either the computer or another player. The action is split screen, and every time you pull off a major munch move, a pile of food gets dumped onto your opponent's screen (hence the comparison to **Bust A Move**). As is the case in many of these puzzlers, once your screen fills to the top, it's G.O., Game Over.



The graphics in this program are definitely 32-bit, and it's nice to see a puzzler with visuals that are more than just perfunctory. On the other hand, practically every gamer understands that graphics mean very little in a puzzler. I rate the game play as better than average for this kind of contest. **Baku**

Baku is better than **Pac Attack**, but clearly a cut below **Bust A Move** and **Tetris**, which, in my book, tower above all the spin offs. If you're a huge puzzler fan, or if you're wild about **Pac Attack**, you may want to rush out and buy this. Otherwise, give it a rent first. - Jeff Cooper

World Sports Competition

Hudson Soft, for Turbografx-16



Though **World Sports Competition** also borrows from both the button bashing and the timing-style traditions of olympic simulation, it's primarily a button pounder. That's disappointing to me (I prefer timing-style contests), but if you

like the basher-type game look no further for an excellent challenge. This turbochip offers no less than eighteen different events in shooting, archery, field, rowing, swimming, and track. Admittedly, some events overlap (most of the swimming events are about the same), but there's a lot of variety here. Even if you don't like button bashers, there is still plenty included for you. Several events rely on timing and don't require any button bashing at all and, importantly, you can configure the joy pad to get maximum power by simply holding down button I. This "cheat" mode obviously ruins events like the 100- meter dash

and it renders other events overly simplified. But it's so difficult to time the release and angle in events like the javelin that the games often remain fun even if you take the button bashing out of them.

Though very hard to find, this chip was a major release for the TG insofar as great effort clearly went into the programming. Sure, the graphics aren't up to 1996 standards, but if you like button bashers this one is just as much fun as the "modern" offerings. Even if you prefer the Epyx-style timing contests, there is still some fun to be had here. Like most of these sims, I'm sure it's a real hoot to play with four or five gamers competing. - Jeff Cooper

FRANK THOMAS BIG HURT BASEBALL

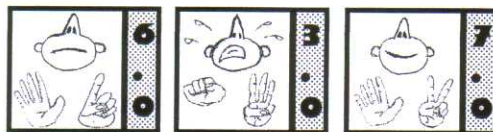
Acclaim, for Saturn (6)

HARDBALL 5

Accolade, for Playstation (3)

KEN GRIFFEY'S WINNING RUN

for SNES (7)



Basically, the two "advanced" 32-bit baseball games both stink. Frank Thomas

tries to improve upon Saturn's **World Series Baseball** but doesn't in any significant way. The gameplay is cleaned up a bit (you won't be thrown out at first on a single to right field, as you will in **WSB**) but the graphics are far less impressive. Tiger Stadium looks nothing like Tiger Stadium; all the programmers did, in essence, was to change the numbers on the walls to fit the proper dimensions. Fenway's legendary "Green Monster" was fuzzy and gray on my TV and the right field wall was tan. And I can't believe they are still releasing 32-bit sports games with no instant replay. While **FTBHB** isn't a terrible game, **Hardball 5** is. Sure, **Hardball** is a great sim and features all the statistical stuff and allows you to create your own players and so on. But the graphics are awful and the game is just no fun to play. In my opinion, neither of these games should have been released. Both will be blown away by 32-bit baseball games that are coming. I believe the companies know that, but they figured they could make a little money by releasing their offerings first.

Even though it's a 16-bit game, **Ken Griffey's Winning Run** is vastly superior to both **Hardball** and **Frank Thomas**. The graphics are wonderful (though they are nothing close to those of Saturn's **WSB**) and the arcade-style gameplay is lots of fun. But for several reasons, I can't give this one a really high rating. First, besides Griffey himself, there are no major league players. Secondly, the cart does not allow you to program in the names of the major leaguers (or your friends or whatever) as the first **Ken Griffey Baseball** did. Why on earth not??? Third, there are inexcusable glitches in gameplay—for example, your runner on first will often be thrown out at second on a ground single to center. Given the great effort that went into this game, these annoying problems are very hard to understand. Though this is the best of the SNES baseball carts, it's not the best 16-bit game, at least in my opinion. I prefer **WSB** for Genesis. And yes, **Winning Run** may outclass some 32-bit offerings, as reviewers have been quick to point out. That's not saying much, with competition like **Hardball** and **Frank Thomas**. Be patient. Some great 32-bit baseball is coming, and should be available by the time you read this. - Jeff Cooper

PIG OUT

Leland, Coin-op



Around 1990 or 91, Leland's little seen masterpiece **Pig Out** appeared in arcades. We've complained countless times how games from the 90's lack the creativity, charm, and addictive game play of those from the 80's. **Pig Out** is one of the few exceptions. Imagine if you will, game play mechanics from such classics as **Donkey Kong**, **Burgertime**, and **Food Fight** in a modern game with TONS of levels, digitized speech, and a wonderful sense of humor. The object is to manipulate the swine protagonist to eat all the food while avoiding wolves and occasionally a mad butcher. Weapons are used to fend off enemies, ranging from tin cans to boomerangs to bowling balls. I don't remember all the levels, but I do remember a library, Italian restaurant, burning building, sewer, circus, factory, and parking garage. And each level had its own special nuances, such as the tightrope and ball balancing seal in the circus, the chef constantly tossing meatballs in the Italian restaurant, the trampoline held by firemen beneath the burning building, alligators and vines in the sewer, conveyor belts in the factory, and elevator in the parking garage. Some of the game's humorous mementos include the pig experiencing flatulence, getting temporarily buzzed after drinking a mug of beer, the librarian getting pissed off and shouting, "QUIET!", and the butcher stamping "GRADE A" on a package of pork chops when he catches you. This game never had a home incantation, which is a tragedy. **Pig Out** to me is the only video game that might give **Mr. Do!** a serious run for his money. - Tony Bueno

ROLLERBALL

for NES

TIME CRUISE

Face, for TurbografX-16



One principle piece of advice the founding fathers passed down (I'm writing on the Fourth of July) was to "question authority." So, after editor Santulli, a leading authority on videogames,

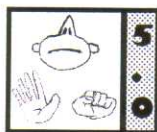
described **Rollerball** as a winning pin sim for the NES, I ran down to FuncoLand, bought the cart for four bucks, and checked it out.

After playing for a couple of hours—cursing much of the way—I concluded that our editor is correct. **Rollerball** is surprisingly good. The graphics are by no means stunning, and the game features only two main boards. But the ball movement and flipper action are remarkably realistic and the game presents a real challenge. Quite a bit is packed in here. One set of drop targets, for example, sets a series of images on another target in motion. The game will be affected in different ways depending on which image is showing when you hit the target: the key offers you a chance to reach a bonus screen, other items provide big points, one reverses the flippers, another makes the flippers invisible and so on. The cart also includes several other games that remind me too much of 2600 **Video Olympics**; pinball is clearly the main attraction here, and it's very well done.

As much as I like **Rollerball**, comparing that NES pin sim to TG16's **Time Cruise** is sorta like comparing 2600 **Realsports Soccer** to EA's **FIFA '96**. **Time Cruise** is one of the best video pins out there. It features seven interconnected main boards (a three-tiered board in the center, not unlike **Devil's Crush**, and a two-tiered board to either side) and a ton of bonus screens. Somehow, it all holds together without leaving your head spinning like a pinball. The bonus screens are extremely well done and some are very imaginative. One sends you back to cave-man times for a crude game of golf. Another features a medieval theme. Another, set in the future, is like those old labyrinth games in which you try to tilt a ball bearing through a maze. My favorite is sort of a bizarre tribute to Salvador Dali, melted clocks and all. The graphics, colors, gameplay, and music are all first rate. My only criticism of the game is that it's too easy. I can beat some of the bonus screens every time, and it's gotten to the point where I try to see how well I can do on just one ball. The TurboExpress handheld unit rips through a set of batteries in about three hours, and with practice you could easily spend that long on one game of **Time Cruise**. Still, chalk up a winner from the programmers at FACE. If the lack of difficulty doesn't scare you off, this one is worth mailing away for at retail price. Add it to **Devil's Crush** and you have two great pins for the TG16 that rival any other. - Jeff Cooper

HELL

Take 2, for 3DO



I've always been a great fan of fantasy/RPG's. My interest originated from hours of play with the Atari 2600's **Adventure** and **Dragonstomper**, which paved the way for home role-playing. **Hell** doesn't follow the pattern of a typical RPG. It's

an adult oriented adventure utilizing the familiar point-and-click system similar to the Sierra computer games (ie **Leisure Suit Larry**, **King's Quest**, etc) or **Maniac Mansion**. The interesting storyline involves two former agents who must solve the mystery of why their government is trying to bump them off, discover the secrets of "Hell", and rescue rebels who are prisoners, eternally damned to "Hell". The graphics are comprised of caricatures of actors, including Dennis Hopper who plays an influential demon. My gripe is that the plot really drags on...

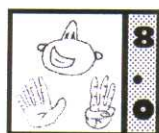


Extremely lengthy monotonous conversations do not help the already slow pace. Unfortunately you can't skip past them - well, you CAN... but you'll miss something important most of the time. Overall the game is very unique, borderline interesting. For the most part, however, the challenge and pace won't

meet most gamer's standards, even RPG fans. - Kevin Olenicz

JOUST 2 - SURVIVAL OF THE FITTEST

Williams, Coin-op



Joust 2, one of the rarest arcade games ever (under 1000 produced), was a definite winner. This one had identical game play to the original, but with 10 times as many levels and enemies,

and the ability to transform from an ostrich to a pegasus with the push of a button. The level to begin on is selected at the beginning and ranges from serf (1) to king (35). Much unlike the original's mere disappearance of platforms for level variation, **Joust 2** had spectacular settings such as space stations, ancient pyramids, vultures' lairs, Greek coliseums, and dozens more. Dangers existed not only from enemies, but also from parts of the level, such as steam rising from mechanical platforms and crushing robotic arms in narrow corridors. One level even contained a giant robot whose rivets must be stabbed with the player's lance before completion of the level. Hatched warriors posed a threat and could easily stab and kill the ostrich (but not the pegasus), and eggs that fell into the lava mutated into larger, more deadly vultures. Bonus stages took place in caves where crystals must be collected before they transformed into small, fast, very deadly bats. And I am certain that all of this is merely a fraction of what the game contained. If there's ever a Williams Arcade Classics Vol. II, let's keep our fingers crossed that **Joust 2** will be included. - Tony Bueno

THE PUNISHER

LJN, for NES



The Punisher is one of the numerous side scrolling shooting contests a la **Operation Wolf**. The game certainly breaks no new ground and offers nothing spectacular audiovisually, either. However, game play is surprisingly habit forming and kept me coming back for more, even after completing the game for the first time within one hour. Aiming your crosshairs to blast enemies and collect powerups is hackneyed to say the least, yet there's something almost therapeutic about the game. I really like the way everything may be filled with holes and nearly everything contains a power up of some sort. Statistics give the player incentive to strive for a higher kill percentage or to possibly complete the game without dying. It's difficult to say why I like the game so much, other than that it's simply a hell of a lot of fun. - Tony Bueno

SYD ⊕ VALIS

Renovation, for Genesis



In order to create a lasting impression on video gamers, a game needs to have a unique concept, exhibit a great deal of depth, have excellent replay value, or, preferably, all of the above.

Syd of Valis contains none of these traits. Other than featuring a heroine as the central character, this game is just another standard platformer. It also sorely lacks in the options department. You have a whopping five classes of armor and four weapons, each of which is obtained after defeating bosses and mini-bosses. The first of the five levels is a cakewalk. In fact, you can rack up lives by destroying the regenerating enemies over and over again. A thin storyline tops off this rather mediocre effort. A one-time rental at best. - Kevin Oleniacz

LANDSTALKER

Sega, for Genesis

Landstalker is an uncommon mix of an action game accompanied by an involving story line. In this case the combo works



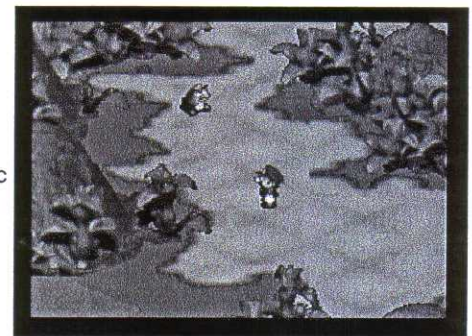
quite well. Battle various creatures via an overhead/side view while collecting helpful objects and gold. Communicate with inhabitants and purchase items at shops. Once the semi-awkward controls are mastered (diagonals, rather than up/down/left/right movements are required because of the 45 degree 3D effect) you will find this quite an addictive and challenging game. Your objective is not to score points but to travel from one area to the next while keeping an eye on your hit point gauge. This formula succeeds because brainwork, not all-out slaughter, is necessary to succeed. Best of all, **Landstalker** can be found in the bargain bins! I highly recommend it. - Kevin Oleniacz

SUPER MARIO RPG

Nintendo, for Super NES



I guess it just wouldn't be right for a guy like me, who never finishes ANY game, EVER, to finish a game and not tell the world about it. The fact that I ripped through **Super Mario RPG** in a week is both good and bad news. The bad news is for RPG fans, who will find the lack of challenge a severe disappointment. The game is entirely too short to have the title RPG on the box. The good news is that "instant gratification" gamers such as myself will find that the pace just right. Unlike many role playing games, there is no point in this one where you'll feel "stuck". Things progress somewhat linearly although you can always go back to places you've been before to find a few secrets. As a short RPG, (You're thinking: Good gosh, how many times is he gonna use the word "RPG"? To which I reply Hey, as many times as I RPG want RPG because this is my RPG review!) this is a good one. You can feel the influences of co-producers Squaresoft throughout. The graphics are dynamite, with even the most insignificant experience-point-fodder extremely well-animated and 3D rendered. The music is very catchy, and I found myself humming the jungle themes at the most inappropriate times (don't let the priest catch YOU doing this during mass). A good portion of the game is spent getting "frog coins" (the Mario equivalent of "brownie points") via action-games that were all quite enjoyable. There are enough secrets in the game to keep you playing it longer than you need to to win, another good feature. So what's not to like? Nothing, I say. **Final Fantasy III** stands today as one of my top ten of all time, and while **Super Mario RPG** isn't anywhere near that particular list, it stands toe to toe with the best in terms of solid entertainment. - Joe Santulli



OUTLAW

Atari, for Atari VCS



Because it contains large, blocky graphics, limited sound effects, and a restricted playfield, many will find the age of this game quite appar-

ent. Look beyond these cosmetic shortcomings and you will find one of the most addictive games ever made, and one of the first head-to-head contests ever created (Santulli believes **Outlaw** is the ancestor of today's fighting games). Patterned after two popular arcade games from the 1970's (Gunslinger and Boot Hill), the simple object is to gun down your opponent ten times. Among the slew of options are stationary cactus, shootable walls, and stage coaches. Although the games are quite short this remains near the top of my list as one of the favorites for classic hand to hand competition. - Kevin Oleniacz

SEGA NOMAD

Sega



Quite simply, the Nomad is a portable Genesis. The external features include a 3" by 2½" color backlit display, six button controller, an optional AV jack (to connect to a larger monitor - you could buy a Nomad instead of a Genesis), a headphone extension and a second player control port. It requires six AA batteries or a Game Gear A/C power supply. Expect fresh batteries to burn out in 3 to 4 hours. The screen is crystal clear, the colors are vibrant, and only miniscule details are lost on the small screen. Besides the battery situation, my only complaint is that the Nomad should only be used for slow to moderately-paced games. Fast action results in picture distortion and severe blurring. Titles such as **Streets of Rage** do NOT work well. You also can forget the possibilities of Sega CD or 32X, neither is useable with the Nomad. Otherwise a brilliant offering by Sega. - Kevin Oleniacz

TRICKY KICK

IGS, for Turbografx-16



Tricky Kick is an intriguing mind-bender. There are six different challenges which can be tackled in any order you desire, with ten progressively difficult stages within each. The premise is to move a pair of identical icons adjacent to one another, making both disappear, within a set time limit. Do this by pushing, kicking, or shoving the objects across the screen with your tiny character (who changes based on the world you're playing). The playfield can be confined to a portion of the screen, within a larger maze, or have additional obstacles, secret passages, and bumpers. Although the overall objective may seem simple, it's these "simple to learn/difficult to master" video games that everyone finds so addictive. I'd consider this to be a cross between **Tetris** and **Shanghai**. Positive point: the small sprites are very clear and well-drawn. Negative point: the game itself is surrounded by a weak story line and the conclusion is awful. How many times do we have to say it? The endings in video games are vital. Despite this, the mental challenge alone rates this high on my list of TG-16 games. - Kevin Oleniacz (8)

BATTLETOADS

Tradewest, for Game Boy



Not to be confused with **Battletoads in Rognarock's World**, which is the same as the superb NES release, the original Game Boy **Battletoads** is certainly one of the finest ever released

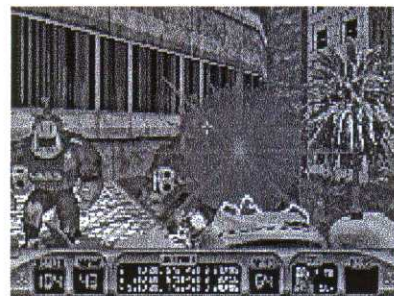
for this system. Pimple and Rash have both been kidnapped, (how original!) and Zitz must fight to save them. Zitz must overcome a veritable smorgasbord of obstacles ranging from fist fights with enemies on ground level to blasting enemies on a rocket, commandeering a water jetski, escaping an underground labyrinth in a race against time, repelling a trap-filled chasm, and floating through a heavily guarded corridor using a jetpack. Many of the characters and humorous animation from the NES cart are included as well. This is the closest I've seen to a 10 for this system. For some unfathomable reason, all the reviews I read called this one mediocre, yet those same damn reviewers gave the lackluster Super NES version nothing but praise. Go figure. - Tony Bueno

DUKE NUKEM 3D

3D Realms, for PC



Doom is quite possibly the most copied video game since **Street Fighter II**. **Rise of the Triad**, **PO'ed**, **Dark Forces**, **Heretic**, and many others have capitalized on its success, but probably the most successful of all the **Doom** wannabes is **Duke Nukem 3D**. **DN3D** combines all the virtues of the aforementioned titles, and adds a much greater level of interactivity. Here the player must jump, swim, wade, and fly through every level to find all the secrets and emerge victorious. It also seems to cater to adults with a slightly off-color sense of humor, as **Duke** explores sleazy movie theaters, adult bookstores, and even encounters topless (but with pasties) dancers. Almost everything is interactive, as toilets, fire hydrants, air conditioning vents, windows, and mirrors very often contain secrets or may be utilized to the player's advantage (or disadvantage) in one way or another. This one is definitely worth a look. - Tony Bueno



ALs BIG TOP RING NUMBER ONE FLYING CLOWNS

CIRCUS ATARI

Atari, for 2600



The objective of this type of game is the same as in **Breakout**: knock out rows of bricks (in this case, balloons) using the paddle controllers. To do this, you jump on the high end of a teeter-totter and catapult a clown on the low end upwards to break the balloons at the top of the screen. The balloons are actually colored squares. They scroll in 3 rows in an alternating fashion. There are 2 trampolines (platforms) on each side of the screen to jump from. The big points come when you get the clown to stay aloft long for awhile and knock out multiple balloons. When you miss the see-saw, the death

scene is a little sick - you land on your head with your arms and legs flailing in the air. A trace of Atari's dark side, perhaps? This game is probably the most primitive graphically to "clone" titles on other classic systems, but it's still my favorite. **Circus Atari** is the only one that lets you switch the direction of the see-saw, which comes in handy when making last second adjustments. It's also the only one with an "extra clown" bonus. The speed of the rebounding clowns can be either fast or slow by setting the switches. There is a wide-ranging game variation matrix here, too: you can have barriers that must be shot between or they will bounce the clown back sharply... there is a feature similar to the one in Atari's **Breakout**, where you can break through the balloons right to the top of the screen... usually you have to take out one row completely before a new one appears but in another variation, ALL rows must be eliminated before you get a new set of balloons. The Atari version thankfully has the longest see-saw and is probably the easiest to control. Although you only get five lives at start, with bonuses it is possible to max out the score at 9,999! - Al Backiel

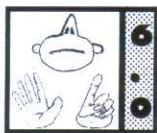
P.T. BARNUMS ACROBATS N.A.P., for Odyssey2



The Odyssey2's answer to **Circus Atari** is a talking game endorsed by Ringling Brothers, Barnum and Bailey Circus! You'll need a peripheral, "The Voice" module. As a matter of fact, it can be very talkative, to the point of babbling.

"INCREDIBLE"... "OUCH"... "LOOK OUT"... and many more come pouring forth. It can even get insulting, as it blurts out "TURKEY!". A lot can be heard by just waiting after hitting reset. Instead of clowns, there are acrobats here, which kind of make sense. After all, how aerodynamic could a clown BE in baggy pants, 20 inch shoes and a floppy wig, anyway? There are the usual three colored rows of balloons. More rounded than on Atari's game, but far fewer as well. They don't scroll either, rather, they move alternately from side to side. This is the most challenging of the **Breakout** meets the circus genre because the O2 joystick makes the see-saw very hard to position. Another problem is that the acrobats jump outwards off of the trampoline and it's hard to gauge where they'll land. You get ten lives and no more. If you can score 1000 points, you're doing great - the register only goes to 999! The game variations include one where the balloons are stationary. Another has a single stationary shield that blocks your acrobats. Another has random shields that can disappear and re-appear in different spots. A so-so effort. - Al Backiel

CLOWNS, BRICKYARD Bally, for Astrocade



Bally's conversion is a few years older than **Circus Atari**, so they may have come up with the idea first. Does that make **Clowns/Brickyard** seem any more original today? Sorry. The clowns are quite large here and look like those stick figures that you sometimes see on road signs. Before initially jumping on the see-saw, these guys do a little dance to circus music. They are a lot easier to catch, unlike the Odyssey2 game. The balloons are the most realistic looking of these games and each has a single spot or shadow. They scroll rather slowly and move in alternating directions. The only thing I don't like is the fact that you can start out with 99

lives, just too tempting. What would be considered the "normal" amount? 3? 10? We'll never know. This is the only version that has a white background, the others are black, and these clowns seem to have a rather strange action off of the balloons, and a longer "hang time", too. It even pauses for a brief moment when you hit the last balloon in a row, playing "We're in the Money" as it builds a new one. The Bally joystick/paddle works almost as well as the Atari paddles and ten times better than the Odyssey2 sticks. - Al Backiel

ALs BIG TOP RING NUMBER TWO THE GREAT ZUCCHINI HUMAN CANNONBALL Atari, for 2600



The objective in **Human Cannonball** is to shoot the man out of the cannon and into a water tower. Before you can do that, you have to do some math. There are three variables to consider: the angle of the cannon (trajectory), the rate of speed of the man after being shot, and the distance between the cannon and tower. Angle, speed, and distance must be correct or else our daredevil winds up flat as a pancake. Not as gruesome as **Circus Atari**, though! At first I thought the words "UH OH" were being displayed when this happens, but actually it says "OU CH" (the game is really very primitive - that was a tremendous special effect for its time). If I had the time or really wanted to beat this game, I would develop a formula or construct a chart. But I don't want to. Atari used a similar concept in **Sky Diver** (timing, wind direction, and drift) to land a parachutist onto his mark. I do like the game **Artillery Duel** quite a bit more - **Human Cannonball** tries hard to duplicate that game - mainly because you're playing directly against a human opponent. I'd just like to nitpick here, if I may. I don't ever recall seeing anything other than a net used to catch a real life human cannonball. Maybe Atari figured his butt catches on fire and he has to duck out of there fast! You only get seven lives to get a high score. There are plenty of variations, most of which require you to change your mathematical formula. There is a real toughie that has a scrolling window which must be shot through to reach the water tower. The size of the tower can be adjusted with the difficulty switches. Ancient gaming the way I guess it was meant to be. - Al Backiel

ALs BIG TOP RING NUMBER THREE THE CHINESE JUGGLER DISHASTER Zimag, for 2600



A very common part of every juggler's repertoire seems to be keeping a series of plates spinning on sticks, every so often adding more and more plates to amaze the audience. Unfor-

Unfortunately, it's more fun to watch than it is to play as a video game, making you wonder why anyone ever wants to do this kind of thing for a living. **Dishaster** gets to be so monotonous so quickly because if you play in a systematic manner it's too easy: I move sequentially from left to right and repeat. Yep, really tough patter. I figure you are less likely to get in trouble if you are consistent. I work systematically so that the timing is divided evenly among the plates. You don't have to be precise with the joystick to spin those plates, just close. I was able to max out the easy version without dropping a plate after several hours. I was hoping something interesting would happen, but the score just resets to zero after passing 999,999. I have managed 8 plates until I got tired and quit. I think 10 might be impossible (challengers?). Hey, what do you want? The juggler is only supposed to be a little girl. This Zimag release has four variations. There is another release by Bit Corp. called **Dancing Plates** which has 8 game variations. Also, the graphics are slightly changed to a more oriental-looking border design. Really ho-ho-ho. - Al Backiel

AL'S BIG TOP CENTER RING THE GRAND FINALE CIRCUS CHARLIE Unknown, for NES (bootleg)



You may recall seeing the cancellation notice of **Circus Charlie**, which was reprinted in Digital Press (#21, page 23). It's a shame that we never got to see this excellent game on the VCS or ColecoVision as planned. There were planned to be four screens/acts on the VCS and five on ColecoVision. Unfortunately, Parker Brothers pulled the plug right around the time of the crash of 1984. Jess Ragan reported that the game was released on the C-64. Like Joe, I found my copy on a NES multicart and it is called (probably to avoid litigation) **CIRCUS**. But it's definitely the same game as the proposed **Circus Charlie**. If you ever get the opportunity to pick this one up, it's worth owning. It's cute, it's fun, it has catchy circus music, and there are five screens. Each is a different circus act. Your on-screen character is (would you have guessed) a clown who looks suspiciously like Mr. Do!

Show 1 - Ride the lion through the flaming hoops.

Show 2 - Jump over charging monkeys on a tightrope.

Show 3 - Jump and balance on large balls while avoiding crashes.

Show 4 - Ride horses bareback and spring on and off.

Show 5 - Jump and bounce on a trampolite across the trapeze.

In each screen there is an opportunity for a bonus score. For example: in show 3, if you skip over a ball, you get 500 points extra. The objective is to reach the end platform to finish a level and gain an extra clown. The crowd roars it's approval. Timing is everything. The fifth screen is particularly challenging. Finish that one and the game recycles at a faster clip. - Al Backiel



Despite its simplicity, **Breakout** was a fresh new concept introduced in the arcades (aka Jail Break, Break Thru, and others). The 2600 translation proved to be equally addictive. **Warlords** was patterned after the classic **Breakout**. An evenly distributed split-screen with four break-away "castles" replace the single layered wall. Your "man" or warlord resides behind the castle while each player controls a shield outside the castle. The premise is to break away your opponent's castle, one brick at a time via a bouncing ball that you can deflect from your shield. Get through and the ball can connect with an enemy warlord, eliminating that player from the game. Beat the other three warlords and you win the battle. Oh yeah, when you beat a warlord, a computer controlled "ghost" continues to affect the direction of the ball. Four humans can play at once, or you can combine human and computer controlled players (way ahead of its time here). The first player to win five rounds wins the war. Options include adjustable ball speed, reflective or catchable balls, and a really slow children's version. Besides its addictive qualities, **Warlords** is very fast paced and has superb replay value due to its many options. It is also a fabulous party game! **Warlords** is one of my favorite classic multiplayer games. The revival of the **Breakout** concept works really well here. - Kevin Oleniacz

SWORD OF VERMILLION Sega, for Genesis



The RPG genre for the Genesis never really obtained the level of notoriety that SNES RPG's have. There aren't any outstanding epic quests that measure up to the **Final Fantasy** series (please don't say **Phantasy Star**). **Sword of Vermillion** was one of the early Genesis RPG's. Although decent in some respects, **S of V's** age is apparent. The thin storyline follows a well-traveled path. It, you venture from one locale to another, picking up clues and helpful items, ultimately saving the world from the clutches of evil (zzz). All that's involved is travel - from castle to dungeon maze to town, and back to castle again. The cycle seemingly repeats ad infinitum. Party members are not drafted and the main character doesn't really have a personality. The maximum level of 31 [editor's note: that's still one higher than **Super Mario RPG!**] is easily obtainable before your final destination is reached. Other than the monster graphics, which only contain a dozen classes of beasties, **S of V's** overall design is parallel to any 8-bit game. The tilted top view switches to a side view during combat.

In spite of all of this, this game has its merits, too. It's better than average in comparison to other Genesis RPG's. Unlike EA's **Rings of Power** which is painfully slow (failing one of my prime criteria for "good" RPG's), this one moves along just fine. The game is easy to pick up, follow, and enjoy, unlike Renovation's **Traysia** or EA's **Buck Rogers**. The action sequences contain a smooth and simple interface without any impossible jumps or "stuck" points, like those found in the otherwise excellent **Landstalker**. **Sword of Vermillion** is a fine investment for the adventurer who keeps an eye on the bargain bins, but this game is no **Final Fantasy**... nor is it even **Phantasy Star IV**, for that matter. - Kevin Oleniacz

WARLORDS Atari for Atari 2600

TOY STORY

Sega, for Genesis



Before I give you an explanation on how and/or why I came up with this score, I will say this: the movie that this cart is based on was a riot.

Adults as well as children can relate to **Toy Story**. Enough said. In this game version, you play Woody, the cowboy. You must have him follow the various tasks that are outlined on an Etch-a-Sketch opening screen. In some instances, he may have to perform within a time limit while avoiding nasties that can harm him. Luckily, he is handy with a whip so he can defend himself well. Each scenario is based on the motion picture, from the "Bucket of Soldiers" to "Sid's Mutated Creations". Of course, before you even get started, you are given some options (of which there are too few) including # of lives, control setup, and story line. The story line allows you to familiarize yourself with the characters and plot of **Toy Story**. As for the gameplay, I just hate playing through a game watching a timer tick away. Avoiding pitfalls in these platform games is hard enough! The background music in my opinion leaves something to be desired, too. That's it for the down sides, everything else was well above average. Like other platformers, timing is important in **Toy Story**, as is attention to the level details (to get all the hidden stuff). Good game, but it only makes me want the home video more. - Howie Hirsch

SEGA SIX-PACK

Sega, for Genesis



The 6-pak is a compilation of Sega "classic" games, which includes **Golden Axe**, **Revenge of Shinobi**, **Columns**, **Super Hang-on**, **Streets of Rage**, and **Sonic the Hedgehog**. These are all great games and there is bound to be a game

in here for someone in the family. You really can't go wrong with this cart: six games in one, all proven hits. If you are just starting off 16-bit gaming or just getting back INTO it (like me), this is the perfect place to start. - Edward Villalpando

MOTOCROSS CHAMPIONSHIP

Sega, for 32X



There's not many motocross games out there. This is one of the better ones, maybe because it's 32-bit. With its photo-realistic backgrounds and mode 7-ish scaling, **Motocross Championship** is really cool to look at. Also, the tracks look to be somewhat texture-mapped. Graphics

aside, this is kind of fun to play, too. Although the punching and kicking add absolutely nothing to the game, the racing aspect is a solid main attraction. A couple of problems: the scoreboard border at the bottom is way too big for the puny amount of information it displays. A full-screen playfield would have been much better. The other problem is that sometimes your racer disappears into the border and that can lead to unfair situations, like when you are getting mugged by opponents. Overall, this is a decent game for the 32X, even though it might not be 32-bit enough for many. Used copies go for less than \$10, well worth the price. - Edward Villalpando

GOLGO 13

Sega, for Sega SG-1000



Any look at classic gaming should include a look at the classic Japanese gaming consoles as well. One such console is the SG-1000, which is the precursor to the Sega Mark III (which later became the Master System here in the U.S.).

Games for this system are incredibly hard to find, but I've had the good fortune to stumble into a few of them. One of them is **Golgo 13**, an action game by Sega. This is not the same game as the Famicom/NES! The object of this game is to shoot out the windows of a hi-jacked passenger train, allowing the hostages to escape. The moving train is at the top of the screen, a cargo train (with low spots and gaps to allow your shots to pass through) is in the middle, and street traffic moves at the bottom of the screen, along with your agent, **Golgo 13** (he's hanging out of his car window with a gun). As if all of those obstacles aren't enough, a pesky helicopter appears at later levels, armed and ready to take you out. Oh, did I mention the train is loaded with explosives? You must have perfect aim, because if you hit a black window, the whole train explodes! The game is also timed, so if you don't get all of the hostages the train speeds off and you fail your mission. **Golgo 13** is a fun game and your target-shooting skills are definitely put to the test, however the game gets difficult to early on, and the screens lack variety as you progress. Your crosshair gets lost in the graphics at times although that's a minor complaint. Just playing this game makes me wonder what other games are out there for this system. - Edward Villalpando

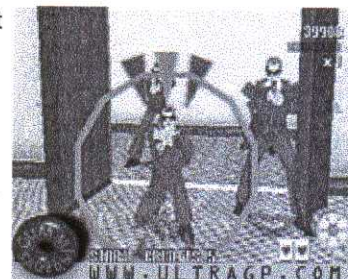
VIRTUA COP

Sega, for Saturn



If you've been to an arcade in the past year or so, you know that **Virtua Cop** is one of the best "light gun" games ever, and it's also available on the home Sega system, Saturn. For those who haven't had the pleasure to play this game, it's

basically a cops and robbers game using texture-mapped polygons running at 30 frames per second. This is the most fun I've had on the Saturn to date. The urge to shoot at things and watch them fall over or break is just too cool. Once you get into a rhythm, it's hard to put this game down. A control pad can be used, but the gun is a MUST for the full effect. So for the most fun you can have shooting at people without actually having to go to jail, **Virtua Cop** is the game for you. This is one reason why I own a Saturn and not a Playstation. - Edward Villalpando



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ROMPAGE!

FEATURING
SEAN KELLY

DP Staff in Turmoil!

Well folks, this has sure been an interesting couple of months for your fearless DP staff. Some very serious discussion has taken place and a few tempers have even flared. Everything turned out cool in the end (or so Joe thinks! haha) so no need to worry, but the hot topic has been the new DP Guide which some of you probably have already received.

The DP Guide has undergone a pretty drastic change for those of you that haven't seen it yet. There are no longer any prices in the Guide! It now uses a rating scale as opposed to the dollar values it used in previous revisions and in discussing whether or not to make this change, opinions were greatly varied among the staff.

Who was on what side is really not important, and possibly better kept anonymous, but, as is usually the case here, I will make my position known and throw out some ideas or food for thought. I was in favor of KEEPING THE DAMN PRICES IN THE GUIDE! I was outvoted or overruled depending on how you want to look at it, but as you can or will see, I lost the argument.

Lemme give you a little background as to how the change came about. Joe gets letters - probably lots of letters from you guys. Apparently there was enough of you suggesting the change that made Joe decide a rating system was what people wanted and, even though I don't recall this, Joe notified the staff that the change was going to take place. Sometime in May Joe drops the staff a line informing us the he has gone through the entire Guide and changed all the prices over to the new rating system - a huge pain in the butt I'd imagine. The reaction he got from several of us was, let's say, less than favorable and the "discussion" began. Initially Joe stood firm on the change until he was convinced to re-consider his position and he became a little more open to suggestions. However, having just done all the work changing everything over to a rating system, convincing him to change it back was pretty much going to take divine intervention. I told him I had gotten a message from God, but he didn't believe m for some reason - the scum!

Here's the dilemma in my eyes. We now have some fairly stiff competition in the JerryG Guide. While many people will see Jerry's book as biased because of his involvement re-selling classic games, nobody can legitimately deny Jerry's knowledge on the subject of classic games as he's taken the hobby one step further than most of us and become fanatical

about it in gathering cartridges and information on the games. The information in both Guides is nothing short of staggering! Prices are subjective however, and with the DP Guide's values or ratings being those of a group of collectors with a great deal of collective experience in scrounging for these games, one would surmise that the DP Guide may be more accurate as to the rarity of the games overall.

If the hobby continues to grow at the rate it is now, and most people agree that it will, these Guides will be relied upon more and more by new collectors. There may or may not be room for more than one Guide of this type, but the bottom line will

likely be that only one will be considered the "Becketts" of the hobby, while others will be considered secondary.

My thoughts are simple: People would much rather look up their new find and see a dollar value next to it than some type of rating that they have to try and cross-reference with another cartridge. I mean if your new **Sir Lancelot** cartridge is rated as a 6 in the DP Guide - so what?! The only instance where this type of rating can be used is in trading and in some cases not even there. I know I personally would much rather be able to go through my collection and, using the DP Guide, be able to determine an approximate value of my collection overall. Simply saying I have 13-10's, 43-9's, and 220-3's according to the Guide just doesn't do anything for me.



Nope, it's not a bad photocopy, gang, this is REALLY what Sean Kelly looks like. Somehow, the kids turned out OK....

Let's say I've got this same **Sir**

Lancelot cartridge already and am considering trading it now, but nobody seems to have anything for the 2600 that I need, now I have to do a cross-platform comparison with this type of rating and things could get sticky here. **Sir Lancelot** is rated a 6 in the Guide and someone offers me an Intellivision **Turbo** cartridge for it which is also rated a 6. Well, **Turbo** is pretty hard to find so a 6 is probably a pretty good rating for it, but not nearly as many people collect Intellivision games as do the 2600, so am I getting ripped off by making this trade? If I were selling a 2600 **Sir Lancelot** and an Intellivision **Turbo** at the same time, do you think they would both go for the same amount? Hell no, because of the basic laws of supply and demand. Fewer people need the **Turbo** cartridge so it would go for less while a mess of people would be after the **Sir Lancelot** cart so I could probably do very well selling it.

Now I do have to be fair here and give the ratings system it's just due. There are advantages to a rating system over dollar

ratings the main one being market volatility. The values of cartridges change quite often depending on several factors.

Chase the Chuckwagon is probably one of the most notorious "rare" game for the 2600, but it's value has dropped considerably over the past few months because: a) the collectors that are willing to or can afford to shell out the big bucks already have it, b) new collectors are not desperate for something new just yet, and c) a number of people have tried to cash in on it's value recently making it look less rare than it really is. The rating system values cartridges in comparison to other cartridges so if the market shifts, the values do also under a rating system without any work on the part of the "raters". I'm not suggesting the ratings are a lazy way out of having to update the Guide. It would be virtually impossible to keep up with changing values in a medium such as the DP Guide.

While I am not privy to the actual letters Joe has been reading on the subject, I feel pretty safe in assuming at least some of them are from people that are of the opinion that Guides of this type are "ruining the hobby". I have heard this many times myself and agree to a certain extent. Trades with someone that uses the Guide as a "bible" are quite the pain in the ass because people like this are expecting to match dollar for dollar (which I will get into a little later) in every trade. At the same time it's protecting these same people from getting ripped off by less than scrupulous collectors or dealers out there. Guides of this type DO make things difficult in this regard, but overall the benefits outweigh the problems if you take a good honest subjective look at it.

Something you have read about right on these pages before in other collectors casually "dropping off" copies of the Guide with their sources will never fly with me and according to what I have been hearing, it's getting worse. A "dealer" on the east coast has now started "expanding" his operations into other states and dropping off a sneaky little Guide of his own at thrift stores and pawn shops in other states. I don't know for sure, but I'd be willing to bet the farm that the prices in his Guide are

just a LITTLE less than what you might find in DP. Especially since they're the prices he is offering to pay these places should they take in any of the titles he's looking for. I'm pretty sure this person is a subscriber here and probably reading this. You are pond scum, sir!

Since the Guide's inception we've had the people that insisted on using it as a bible for game values despite a specific warning to the contrary in the Guide itself. The dollar values were never intended to be perfect (and never were). A ratings system does take care of this problem for the most part. There is a fair range in dollar values for each rating and this makes it difficult to take the Guide's ratings literally.

All in all, there are probably some fair arguments for both sides of the issue. In my opinion the prices, while more of a pain to keep updated, are going to be much more informative overall. To the average schmoo, prices would be much easier to deal with. Everyone knows what dollars are and even though the ratings can be converted into dollars if you wanted to figure it out, why should we have to?

So where do we go from here you ask? Well I'll tell you if you're good. What we probably DON'T need is 1000 people writing Joe letters expressing their opinions on the subject. He never reads his mail anyway....hahaha! What might be a good idea would be to write a well-versed letter for publication in the DP feedback column. We don't necessarily need information on what people think this or that cart should be rated at, but we are interested in opinions as to whether you'd prefer prices or ratings. You can write a letter to Joe or you can e-mail me your opinions over the internet at skelly@xnet.com.

Well that about wraps it up folks. Please don't bombard Joe with mail about this because I know he gets enough already. E-mail me if you have access to the net and I will tally the opinions. Oh and by the way....shut your face if you don't agree with me! hahaha...

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#15: SCARY: Creepy Classic Carts; Horror Games We'll Never See; Rare Ware; Compu-Mate; Fanzine X-ing with VG Experience.

#16: BRAWL: Six Intangibles of Videogames; Tournament Fighting Games Side-by-Side; The Perfect Fighting Game; Alan Jaguar First Impressions; Upgrading your Genesis; Fanzine X-ing with Zineophilia; Worst of Neo-Geo, pt 1.

#17: BRATS: Jess Ragan's Land of Rare & Exotic Coin-Ops; Hollywood Looks at Videogames II; Classic Kids' Games; Jaguar Rebuttal.

#18: FOOLISH: April Fools 1994.

#19: RUSH: Collectors, hobbyists or bid-dies?; Jess Ragan's Land of Rare & Exotic Coin-Ops pt 2; The GameLine System; Classic "Panic Games"

#20: ALTERNATIVES: Classic Videogame Board Games; SCES '94 Coverage; Videogame Trading Cards II; Classic Knick-Knacks; Name This Game Contest; Fanzine X-ing with The Laser.

#21: FAME: John Van Ryzin Interview; Ten Best and Worst Endorsements; Dealers vs. Bootleggers; Videogame Soundtracks; Classic "Endorsed" Games.

#22: REQUISITION: Adult Video Games; Fanzine X-ing with Infestation; Classic Favorites; Video Game Cartoons; Way of the Warrior Survival Guide; Sega Master System US Cartridge Listing; Tribute to the "Old" Atari; Guide Addendum 3.01.

#23: BRAIN: Top Ten Brain Games; ROMpage "Sega Hates Us"; PsychOphile Brain Games; Guide Addendum 3.02.

#24: PAC: Pac-Man Collectibles; Pac-Man Oddities; Pac-Man Reviews; Guide Addendum 3.03.

#25: SPORT: Unusual Sports in Video Games; Whatever Happened to Pleasant

Valley Video Games?; ROMpage "Drought" Alternate Currents; Running Your Own Sports League; Guide Addendum 3.04.

#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.

#27: DRIVE: The Many Faces of Auto Racing; ROMpage Day-eh-woo; The 32-bit Cashectomy; Classic Driving Games; Mortal Kombat Movie Review.

#28: RECYCLE: Recycled Game Titles; Golden Age Recycles; DP Index; Guide Addendum 3.06; Scavenger Hunt III; Sportsman's Paradise.

#29: LOST: TV Boy Review; Video Game Jukeboxes; ROMpage 32 Bit Wars; 75 Games You Might Have Missed; Classic Sleepers; Guide Addendum 3.07; Why Prices?

#30: BLURB-A-THON: The Game Closet Recreated; Mr. Do! FAQ; Hollywood Looks at Video Games Continued; Interview with John Dondzila - Vectrex programmer; Virtual Boy Flash; Atari: What Went Wrong?; Stuff To Do This Summer.

2600 FANS: Send \$1 for a sample issue of the 2600 Connection, the newsletter for Atari 2600 VCS fanatics. Send to: 8 Jenna Dr., Fairhaven, MA 02719-5123. email: tduarte@pictac.com, web: www.pictac.com/~tduarte.

COME VISIT THE COLLECTOR'S CONNECTION for your Atari, Colecovision, and Intellivision needs!!! Located in Northern NJ. at 236 Main St. Ridgefield Park, NJ 07660. 201-440-2898.

VIDEO GAMES: Buy, sell, and trade. ALL Systems. Send \$1.00 for a 40 page "newsletter" or send your list of games for sale or trade to receive a free catalog. Frank M. Polosky, PO Box 9542, Pgh, PA 15223.

FOR SALE OR TRADE: Atari 2600 Condor Attack, Waterworld, Gremlins, Mr. Do's Castle, Pengo, Frogger II, Spy Hunter, Tapper; Atari 5200 Zaxxon, Beamrider; Atari 7800 Water Ski; ColecoVision Spy Hunter, Star Wars, James Bond, Tapper; Vectrex system (\$80), Web Wars, Art Master; Intellivision Test Cartridge, Super Cobra; NES Pac-Mania, Tetris (Tengen), Qix; Handhelds/table-tops Mario Bros game/watch, Scramble, Frogger, Pac Man 2, Microvision system, Touch Me, Pac Man, Ms. Pac Man, Super Mario Bros game/watch, Climber game/watch. More games and systems available. Still looking for O2 Popeye and others for trade. Edward Villalpando, 13525 Utica St., Whittier, CA 90605.

FOR SALE: games \$10 each or 2 for \$35 (postage paid): 3DO Pebble Beach Golf, Return Fire, ShockWave; SNES Firestriker, Pink Goes to Hollywood; Sega CD Blackhole Assault, Cobra Command, NFL's Greatest, Robo Aleste, Star Wars Chess. **WANTED:** 2600 Cakewalk, Mr. Do's Castle, Q*Bert's Qubes, Mangia, Master Builder, Gas Hog; Genesis Space Invaders '91. Kevin Oleniacz, 96 Buena Vista Dr, Ringwood, NJ 07456.

WANTED: Japanese videogames, especially dedicateds and pre-Famicom systems. Especially want Sega SG-1000, Atari 2800, Bandai Kousokusen (Vectrex) and Epoch PokeKon

(Continued from page 18)

deal of work to compile lists and values for another system with such a large library of games.

Also, I know that in compiling both the DP and Jerry guides, there were people with very large collections from whom to draw knowledge as to how hard-to-find certain games are. I personally have not heard of even one person that had what they could call

Classified



Section

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(Pocket Computer). Also looking for European systems such as Binatone, Radofin, Palladium, Luxor, Saba, Creativision, etc etc. Russ Perry Jr, 5970 Scott St, Omro WI 54963-9413, 414-685-6187, slapdash@athenet.net.

FOR SALE: Atari Lynx handheld w/box and instructions \$35; the following Lynx games \$10 each with instructions: Pit Fighter, Shadow of the Beast, Checkered Flag, Pinball Jam. The following Arcadia 2001 games w/box and instructions \$8 each: Space Mission, Space Vultures. No extra charge for shipping. Write: Shawn Surmick, 25 Truman Ct, Boyertown, PA 19512.

WANTED: Merchandise, toys, advertisements, etc related to Pac-Man, Q*Bert, Frogger, etc. One or many items. Rich Fenick, 1081 Merilion Ave, Westbury, NY 11590. (516) 338-0655.

WANTED: Turbogرافx-16 games Fighting Street, Exile 2, Y's III: Wanderers from Y's, Neutopia, and Cotton. Also Turbogرافx-16 CD 3.0 system card. David Weinstein, 15 Lakeside Drive, Marlton, NJ 08053-2704. Email

netrunnerv@aol.com.

FOR SALE OR TRADE: About 50 Videopac-Cartridges for the Philips G7000/7400 system (=Odyssey2 in the USA), most with box and instructions! **WANTED:** Atari 5200 game console, all games for the 5200, Mattel Intellivision II and III Game console, games for the Odyssey2, Odyssey3 game console and much more! Please send lists! Dieter Konig, Werk-VI-Str. 22/31, A-8605 Kapfenbert, Austria/Europe. Tel+Fax 0043/3862/21376.

WANTED: Sega CD or Turbo Duo CD attachment for the Pioneer Laseractive player. I would also like to buy some of the laserdiscs for it too. Any help would be appreciated. Write: Steve Wicoff, 525 North Holiday, Grand Prairie, TX 75052-5844.

FOR SALE: 2600 Mogul Maniac, no end label: \$8.00; 2600 Spiderdroid, sealed, box, inst: \$8.00; 2600 Suicide Mission, Cassette, box, inst: \$6.00; 2600 Racquetball: \$5.00; 2600 Bridge, inst: \$5.00; 2600 Blueprint: \$5.00; 2600 Revenge/Beefsteak Tomatoes: \$5.00; 2600 Solaris, inst: \$4.00; 2600 Congo Bongo: \$4.00; 5200 Dreadnaught Factor: \$6.00; 5200 Congo Bongo: \$5.00; 7800 Double Dragon, box, inst: \$8.00; 7800 Super Huey, box, inst: \$8.00; CLCO War Room: \$9.00; GEN NHL '95, box, inst: \$15.00; IBCD 7th Guest, sealed, box, inst: \$20.00; IBCD Playboy Screen Saver, Mature version, inst: \$12.00; IBM Sound Blaster Pro w/Speakers, box, inst: \$30.00; INTV Blockade Runner: \$7.00; INTV Beauty & the Beast, box, inst: \$5.00; ODY2 Quest for the Rings, some pieces missing, box, inst: \$15.00; SNES Mortal Kombar II, sealed, box, inst: \$15.00; TG16 Splatterhouse, sealed, box, inst: \$7.00; TG16 Final Lap Twin, inst: \$5.00; VECT Armor Attack, box, inst: \$12.00. **WANTED:** Atari 2600 Dragonstomper and Chuck Norris/Artillery Duel. Joe Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442.

LOOKING FOR A PROGRAMMER for an Atari 2600 RPG. If interested, please write to: clint_dyer@prodigy.com or 2007 Harrison Ave., San Mateo, CA 94403-1009. Thanks!



a "complete" or "nearly complete" collection of NES games.

From: mdoerty@wvnmvs.wvnet.edu
Newsgroups: rec.games.video.classic
Subject: Re: CLASSIC VIDEOGAMES COL-

LECTOR'S GUIDE

Message-ID:

<1996Jul30.084827.17638@wvnmvs>

Date: 30 Jul 96 08:48:27 EDT

References: <4td7m9\$41m@dfw-

ixnews9.ix.netcom.com>

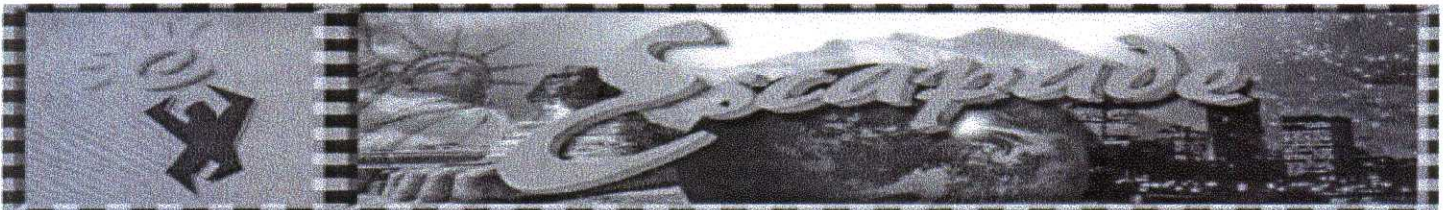
<4tguat\$mm8@news2.ios.com>

<4tjdk7\$sag@flood.xnet.com>

I think there are two reasons for the SMS being included and the NES not.

1. Shear numbers. As has previously

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Pompton Lakes, NJ 07442

NOTE-WORTHY

(Continued from page 35)

been mentioned, there are so many Nintendo carts out there. No one knows what there is. I have seen a flea market vendor with 60 different boxed titles (no directions, these were old rental carts). And I am in West Virginia -- not exactly a thriving metropolis. Those numbers make it difficult to get a complete list (this side of Nintendo). Also, they are indicative of Nintendo's market domination, which is irksome to some people.

2. SMS carts are only available in the US on the secondary and tertiary markets, except in rare circumstances. Meanwhile, you can still buy NES at Kaybee and Toys R Us. SAo the NES is still an active, retail system in many parts of the US 9t(though it is in fact being closed out as I write).

Just my opinion.
mike dougherty

ps -- What do I know. The first system I bought was an Intellivision. 8*>

From: Library Machine 1 <lib1@montcalm.cc.mi.us>
Newsgroups: rec.games.video.classic
Subject: Re: CLASSIC VIDEOGAMES COLLECTOR'S GUIDE
Date: 30 Jul 1996 14:58:17 GMT
Message-ID: <4tl7u9\$bb7@news.gvsu.edu>
References: <4td7m9\$41m@dfw-ixnews9.ix.netcom.com>
<4tguat\$mm8@news2.ios.com> <4tjdk7\$sag@flood.xnet.com>

Well, I *was* working on an NES User's Guide, with reviews and/or descriptions of each game, but the list of games alone was huge and almost nobody was willing to assist me with it, so it's in limbo now. I might get back to it one of these days... I just don't have the motivation to do it right now.

Maneki-Neko
jessd@montcalm.cc.mi.us

From: fedeedw@charlie.cns.iit.edu (Edward Federmeier)
Newsgroups: rec.games.video.classic
Subject: Re: CLASSIC VIDEOGAMES COLLECTOR'S GUIDE
Date: 30 Jul 1996 16:05:29 -0500
Message-ID: <4tltep\$nc3@charlie.cns.iit.edu>
References: <4td7m9\$41m@dfw-ixnews9.ix.netcom.com>
<4tguat\$mm8@news2.ios.com> <4tjdk7\$sag@flood.xnet.com>
<1996Jul30.084827.17638@wvnmvs>

In article <1996Jul30.084827.17638@wvnmvs>,
<mdoerty@wvnmvs.wvnet.edu> wrote:
>I think there are two reasons for the SMS being in-