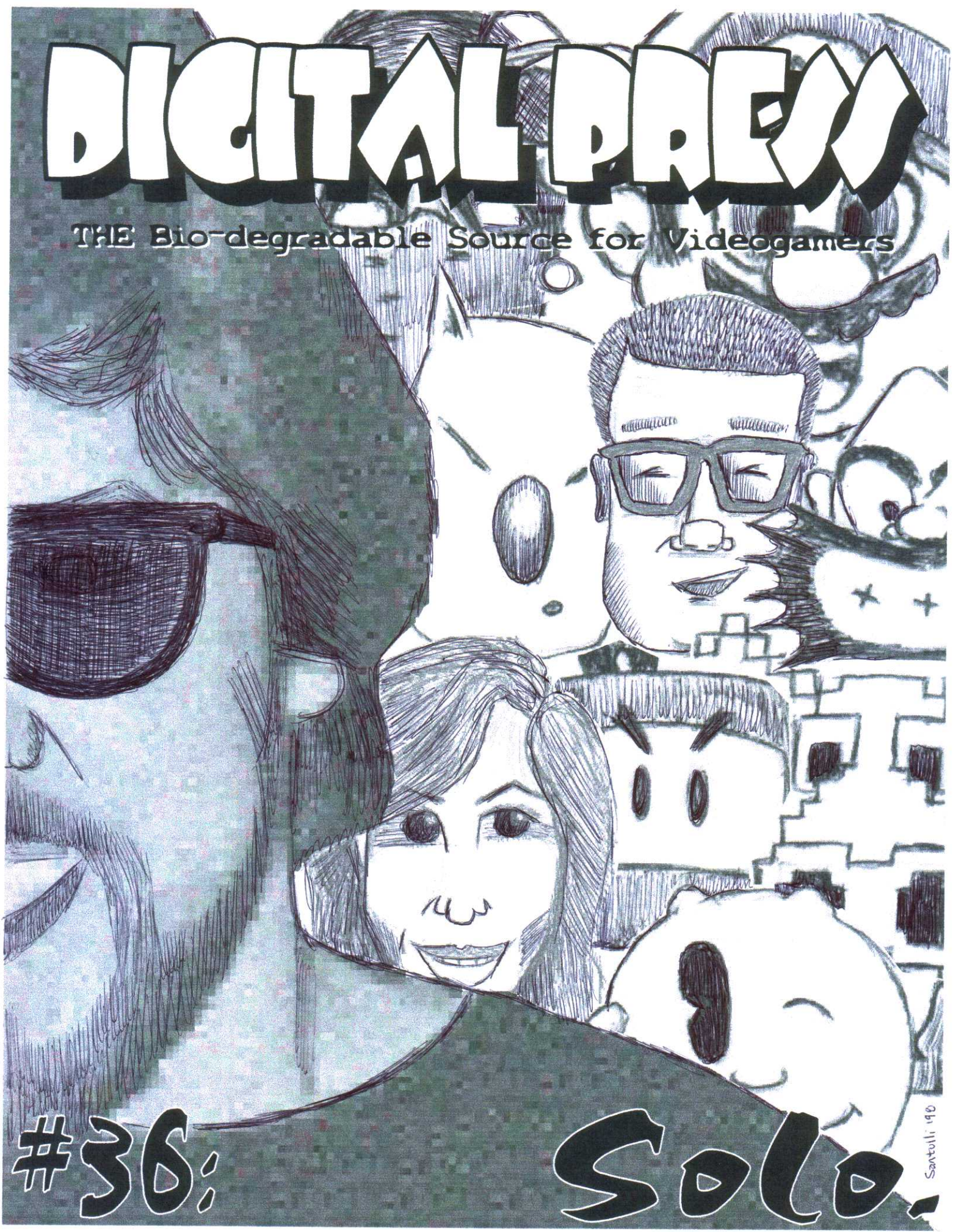


# DIGITAL PRESS

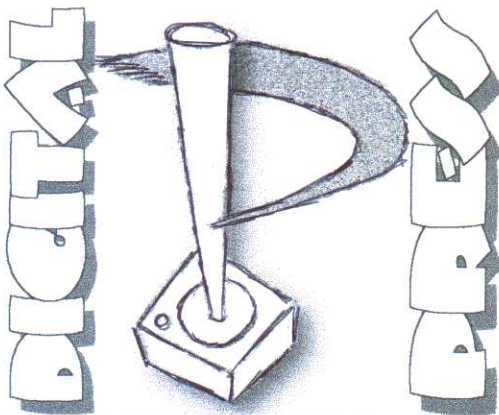
THE Bio-degradable Source for Videogamers



#36:

Solo.

Santoli 198



# Solo.

EDITOR'S BLURB by Joe Santulli

That selfish bastard! Putting himself on the cover and then doing the whole issue by himself!? Who does he think he is?

OK, relax! The staff hasn't "walked", at least not yet. I gave them a one-month vacation. The work is without pay but they still work HARD, and I had been piling up my own stuff, which kept getting cut because I wanted to use their stuff whenever possible. So I sat down this weekend, gathered up all of the work I had done over the past six months, added in some new stuff for continuity, and whipped this issue out in record time. Hopefully it doesn't LOOK like it was done in record time, though.

I used this opportunity to get a few game reviews "out of my system". I've wanted to review Atari's *Adventure* and Mattel's *Horse Racing* for years, but the opportunity never presented itself. These are two games that have helped shape my gaming tastes. I can honestly say I've spent hundreds of hours with each of these games. That means YOU can honestly say, "Santulli, get a life". Also included here are some sketches that have been lying at the bottom of the stack of material I keep in case we can't fill up 24+ pages an issue (that hasn't happened in a long, long time). I finally scanned 'em all in and here they are. If you're the kind of person who favors pretty pictures and big letters over lots of text (hello, friend!), this issue is for you! I've also re-instated the letters column. I'm really surprised so many people missed it. Again, the only reason I ditched it for the past two issues was because we had so much good material to use and something had to go.

Hey, anyone notice that Nintendo doesn't seem to be "catching up"? This really surprises me. I figured by this time they'd have at least as much shelf space as Sony, but 'round here they're in the same league as the Saturn. My local Electronics Boutique - which has for many years been the gauge that I've been able to measure the industry against - has the Playstation software right near the front of the store, along with new PC titles. Past the register/counter is the Nintendo 64, then Saturn. It's dark back there! And it's quiet, too...

Hopefully everyone who has ever wanted to OWN a Digital Press Guide 4th Edition has got it by now, because we're just about SOLD OUT! With the CD-ROM being co-packaged with the Guide for the past four months we've pretty much exhausted our supply. That's the bad news. The good news is, the 5th edition will be here this summer! I've been converting the old format into a "look" that's much more in sync with our fanzine, and the new edition will include loads of pictures, internet references, and for the very first time (gulp), Nintendo 8-bit coverage! Just a teaser, more info heading your way very soon.

Well, now on to more of ME! Hope you like it. See ya.

## DIGITAL PRESS #36 MARCH 1998

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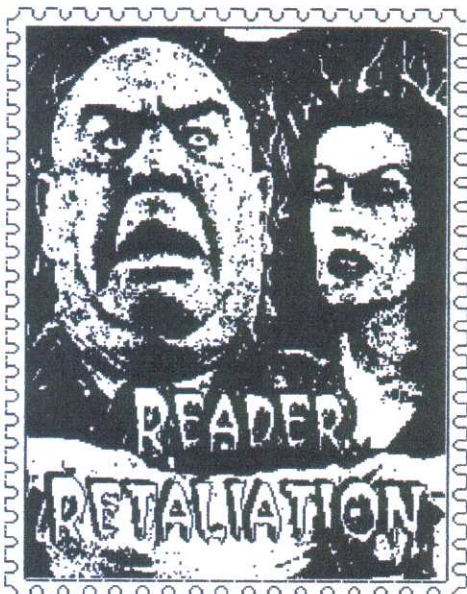
## On The Cover

Someone to Watch Over Me  
Artwork by Joe Santulli

So short a life.  
So many influences.

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## NEAR MISS

PREFACE: This series of e-mail messages began when I received notification that NCAA Basketball by EA Sports was about to be released...

*Hi there!*

*Once upon a time, a long long time ago, I used to be able to get "review copies" of requested games from EA (I used to correspond with Dany Brooks and Dave Dempsey). It's been awhile since I've asked, but is this still possible? Digital Press is as big as its ever been and probably ever will be (a whopping 1000 readers), and this game is rather timely in its release!*

*If so, please send a Playstation version to Digital Press, c/o Joe Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442. If you'd like to be added to my distribution list, just let me know... Dany used to get Digital Press to review our review, as it were.*

*If you can't send a review copy, just let me know. I'll crawl back into the tiny hole I came out of and steal one in the dead of night from my local game shop!*

*Thanks for your time,  
Joe S.*

Dear Joe,  
Thank you for your charming letter! I receive 20 requests like yours in a week and yours really stood out from the pack! Thanks for your interest in Electronic Arts. Unfortunately, at this time, we cannot fulfill your request for review software. During the past year, the volume of requests from online sites for evaluation product has grown tremendously. As a result, Electronic Arts

has instituted an evaluation program where we review and analyze online sites to determine which ones we will support. This review process occurs on a quarterly basis since new sites are constantly emerging and existing ones make frequent changes to design and content. Electronic Arts' online program supports 20 sites that match our review criteria, which we do not disclose.

Since your site is not currently supported, I would encourage you to send us background information such as hit rate, refresh frequency, number of writers and their backgrounds, types of content sections, etc. We will then pass the information on to our online site analyst for evaluation. The next review period will take place in January 1998.

Feel free to touch base with us at that time to ensure that we have the most updated data about your site.

In the meantime, let me know if you'd like press releases, fact sheets, and screen shots for NCAA March Madness 98. Thanks again for your interest.

Sincerely,  
Kathy Kostas Frazier  
Senior PR Specialist  
EA SPORTS

*Kathy,  
thanks for getting back to me so quickly. I'm glad you found my letter "interesting". MOST people say that to me, I always figured it was the sixth finger or maybe the scar that runs from my forehead down to places I'd rather not discuss. But since you haven't actually seen me... ?*

*Have I found a "loophole" in the EA online site evaluation schedule? Well, does it help my chances if I'm not reviewing the product for my website but rather for our paper distribution? The website is really just to garner additional readers. We've been producing an "underground" fanzine for six years now, distributed bi-monthly.*

*No need to respond unless this gets us in! And remind the powers that be that today's "Digital Press" could be tomorrow's "EGM"!  
Thanks again for your time!  
Joe S.*

Joe,  
I'm truly charmed. If you put me on your distribution list for the fanzine, I'll see what I can do. No promises, though. Unfortunately, we get sooooooooooooo many requests, we have had to take a "tough guy" approach. Bummer, huh?

Take care & thanks for the humor. Usually when I send my "we can't send you games

letter," I get incredibly nasty, angry emails!

Bye for now!

Kathy

*Kathy,*

*...and usually when I get the "we're not sending YOU any free games, fan-boy" response they're written as if I'm a computer and not an individual. I can imagine some people take offense by THAT kind of response - but certainly not by yours.*

*I'd be happy to add you to my distribution, free games or no. I think we're the best at what we do. Just let me know where to mail the thing and I'll send out our most recent issue.*

*Thanks again for your time and not treating us like third world citizens. Although if you consider Mars third world then you can go ahead and do that if you like. I think Sean Kelly is from there.*

*See ya.*

*Joe S.*

Joe,

Here's my snail mail address.....

Long live Digital Press! =)

Kathy

## CLASSIC TELEVISION

Dear Joe,

I was hoping someone out there could help me locate tapes of the old "Pole Position" cartoon show. As fans may remember, the show involved three siblings - Dan, Tess, and Daisy - whose parents had somehow died (they never said how!) and left them with the task of being crime-fighting agents for a secret organization called "Pole Position", run by their uncle Zachary. As cover, the trio travelled around the country in their computerized cars - Roadie and Wheels - performing in stunt shows. They also had a squeaky-voiced cat named Kuma as a mascot. It had almost nothing whatsoever to do with the arcade game upon which it was based, and came across as more of a Speed Racer parody than anything else (although some of the stories were good), and I absolutely adored it.

The show ran on the USA network during the 1983-84 season. In 1990-91 it was re-broadcast on the Family Channel. According to the huge video index at my local Sun-coast, a set of four tapes was released. I have "Racing to Adventure", which has 5 episodes, but the other three titles: "Road Fever", "The Trouble with Kuma", and "The Secret" continue to elude me. I also have 8 other episodes I taped myself, and was won-

dering how many there were in all.

Hope this stirs up some memories (and maybe a tape or two). This was a great show, with memorable characters and an awesome soundtrack and title theme, and looked especially good when compared to "Pac-Man", "Saturday Supercade" and other videogame-inspired shows of the time (BTW, anyone remember the game show "Starcade"?).

Here's hoping DP continues its stellar work.

C.E. Forman

Lacon, IL

ceforman@worldnet.att.net

*Hey, C.E., you know, I never really got into that show when it originally aired. I probably never gave it a chance, though. I can really appreciate your hunt for these titles... and I might be able to help, especially since you're already on the internet.*

*Check out <http://www.apexmall.com/apex-media/> on the web. They claim to have all four of these titles in stock, each is \$19.98 or less. I'm testing them out by ordering the tape you already own. If I run into problems, I'll let you know.*

## EQUAL RIGHTS FOR SATURN

Hi Joe,

Wish I could be writing just to compliment you on the great 5200 ish (and it is great), but I have a complaint as well. While flipping through the issue I noted the ad for the long-awaited CD and I thought "Well, I like to think of myself as a pretty hardcore gamer, so I gotta have this.", but then I flip through to Tony Bueno's review of *Rampage World Tour*, and I note a rather common, and annoying mistake.

Everybody on the planet knows I'm a Saturn fan, and we few and proud get really tired of having the Saturn's library lambasted for its diminutive size, only to have the mags ignore Saturn releases. A lot of people are completely unaware that *Tomb Raider*, for example, was ever released for Saturn. Several other games are advertised, reviewed, or otherwise covered for competing systems (read Playstation) and the Saturn port isn't even acknowledged. I expect that of EGM, but I was surprised to see Digital Press do the same. I'd like to point out for the record that *Rampage World Tour* is on the Saturn, and whether or not the DP crew likes it, it should be acknowl-

edged, particularly if you're in the reference business. If you wanna tone down Saturn coverage like everyone else, (and I'm not saying you are,) at least acknowledge when a game's available on the system. Otherwise, how can one be sure the info in the DP Guide's all valid?

Sorry about doing a mini-editorial on a detail, but stuff like that bugs me. Probably shouldn't so much by now, but with an over-coverage of PS and N64 items, the Saturn should at least get minimal coverage, and it's entitled to being noted for having a game available on the system.

Anyhow, as always, I'm a big fan of the mag. You're doing great overall. Keep up the good work! :)

Sincerely,

Rick Florey

Editor, Overkill Fanzine

"When too much of a good thing just isn't enough."

*Rick, I can only speak as the "editor" here, and all I can say is that I don't really edit my team's work.*

*I own a Saturn, and while I can appreciate your devotion to the system, I have to say I'm pretty much in agreement with the world that "ignores" it. Quite honestly, at one time the Saturn and Playstation sat side-by-side at our entertainment center here at 44 Hunter, but these days it's doing duty in the laundry room gathering dust. Sure, *Tomb Raider* and *Rampage WT* have been released for the Saturn, as have a number of other good titles. But what are WE playing? I don't feel like I have to mention every system a game being reviewed is available on. Look, if I'm a Saturn owner I already know *Rampage WT* is available. And since the reviewer chose to base his review on his experience with the game - that being the PSX and arcade versions - I don't see where the additional note about other systems helps anyone out. We're not advertising for anyone here. DP represents what WE play, and that isn't often what the rest of the world plays!*

*By the way, there are a few Saturn FANS here at DP (Clint and Edward in particular) that probably share your view, so I'm not speaking for everyone. This is just my humble opinion.*

## SOUND ADVICE

Sean Kelly tells me that you are the source of the great game sounds on the CD.

I was curious how you edited them so cleanly - what software program did you use? BTW, I'm always short on time, but would love to contribute something to the next DP guide. I've got lots of stuff that doesn't appear anywhere (not in the guide, nor on the CD) - mostly foreign stuff. Some of the stuff is really cool, but would take some time to dig out. Of course, I could do a few of my favorite things from memory--like the home version of the arcade laser disk games by Pioneer (*Astron Belt*, *Inter Stellar*, *Badlands* (which I desperately want to find for myself), and others). Then there are obscure systems, like the *Space Shuttle* (games seem to be a cross between ColecoVision and MSX). OF course, I realize this could get out of control very easily. Maybe I could just contribute to "normal" things--more info on the original brown INTV keyboard, historical perspective, prototypes of Nintendo games that were never released. I've got lotsof stuff that I have or know about because I've been in the business for awhile. Anyway, just let me know if there's something that you need for the next guide. I'll try and make time to do it. Talk to you later.

Dane Stegman

Akron, NY

*Dane, the process for getting game sounds onto a PC is fairly easy. I whistle the tune into the underside of my mouse and then press "P" to play them back. OK, that was pretty silly. Here's how, really:*

*My cassette deck is connected directly to my TV (we have a pretty standard "home theater" setup). Even if you don't have a receiver attached, most televisions have LINE OUT red/white outputs.*

*I have a small cassette player connected to the inputs on my soundcard for my PC. I record the game from TV, and play it using Creative's WAVE STUDIO (comes with their sound cards). I've also used shareware to reach the same results - "Cool Edit" works just fine here.*

*Once digitally recorded, I play with volume and crop any noise from the front and end of the sound byte.*

*Save it, and that's that. It really is much easier than you might have thought. You should keep in mind that stereo WAVs take up much more space and are not necessary with earlier 8-bit systems. Also, recording the byte at 11kmhz saves space over the superior sounding 22kmhz. In most cases you can't tell the difference.*

# M.A.M.E. HOW I LOVE YA

Joe,

Wow! Now I can play *Amidar* in all its glory - my high score has already doubled now that I can actually see what's going on (after tinkering with the video options). I am easily amused, but, hey, I've always liked *Amidar*!

Out of the games I can get to run, here are the ones I seem to log in the most time on: *Amidar*, *Frogger*, *Pepper II*, *Venture*,

*Arabian*, *Head On 2*, *Donkey Kong*, *DK Jr.*, *DK3*, *Ladybug*, *Mouse Trap*, *Krull*, *Q\*Bert*, *Q\*Bert's Qubes*...they seem to be more suited to keyboard control than some of the others, and I can get them to run at decent speed.

Thanks again, and have a great new year!  
Dave  
Parts Unknown, USA

*I couldn't agree with you more. The M.A.M.E. emulator is just fantastic. Arcade-perfect gaming on my PC? Long-forgotten classics like Bagman, Reactor and*

*Arabian playable for "free"? Over 250 different titles? Pinch me!*

*I've been keeping up with the latest releases and ROMs and have everything you need posted at DP Online ([www.digitpress.com](http://www.digitpress.com)). If you haven't played this yet, take a moment to download what is to date the most historic arcade emulator anywhere! I've included actual screen shots from a few choice games.*

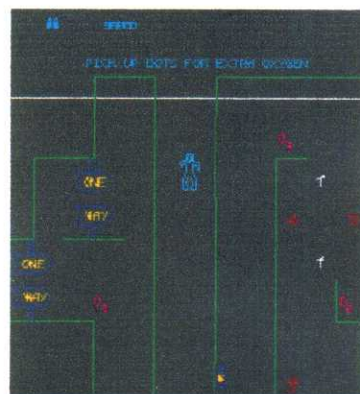
*REMEMBER, you can download MAME and its games right from Digital Press Online!*



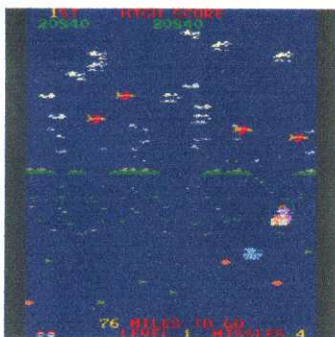
Rediscovering Mr. Dol



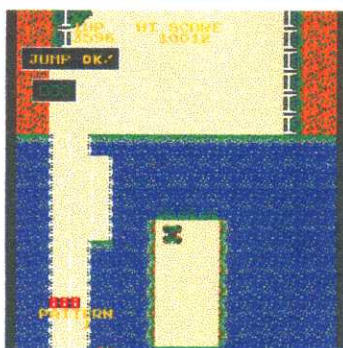
I had never even played *Blueprint* in the arcades prior to M.A.M.E.



*Major Havoc* in all of its vector glory.



The "sleeper" Stern Electronics shooter *Minefield*.



I had forgotten how much faster *Bump N Jump* was in the arcade!



*Mysterious Stones* always scared me away in the arcades... no more!



*Roc N Rope* has so much more graphic flair than the ColecoVision version



Even hi-res games like *Black Tiger* look and play great on M.A.M.E.



At last I can work on conquering *Yie-ar Kung Fu*!

# FROM WHERE I STAND

## My State of the Union Address

by Joe Santulli

*Forget everything I've ever said before, and believe this instead. Then repeat these instructions next issue.*

OK. Like I mentioned in the "Blurb" up front, I've had lots of thoughts over the past six months, but have printed very few of them. Instead, I stick 'em in this little folder called C:\DP\_CUTS. "DP Cuts" means it just didn't make it. Usually, this is where I file submissions from people who want to write for us but I didn't have the space for their stuff. Someday, someday, I'll print it all. But for now, here are a few of my own "cuts".

### The Demise of the 3DO

I remember the day the 3DO came out. I was "working" at the Electronics Boutique in the Willowbrook Mall in Wayne, NJ. Employees were always privvy to first dibs on stuff as it came in, both because we knew WHEN it was coming in, and because we could put our names on the waiting list ahead of real customers (just kidding!). Anyway, I've always been a "cutting edge" gamer. Always had to have the newest, greatest, system first. Even when I heard that the 3DO was going to be listed somewhere in the neighborhood of \$800 I thought "yep, I better hop on that deal!". It is just one of the many poor decisions I've made, but at least I'm consistent. That same philosophy sometimes gets you stuff that's limited in production. I'm always around for those "first 100 customer"-type deals.



The 3DO arrived at the store with not a roar, but a whimper. We received six of them, and only four sold on the first day. One of them was mine. I remember thinking "am I the only hardcore gamer in northern NJ?". Days later, I was thinking "am I the only hardcore gamer in the world?".

When it was released, only **Mad Dog McCree** and a few **Fatty Bears** games (I've set high score world records on the **Fatty Bears** games - they're so damn *challenging!*) were available. The system was packed with the exceptional (at that moment) **Crash 'N Burn**. I bought **Mad Dog** with the system, took it home, and didn't go to sleep that night. I was amazed with **Crash 'N Burn's** beautiful graphics, which were far and above anything I had ever seen on the Sega CD, the closest thing to a competitor at the time. I played that game until 4am, only alter-

nating occasionally with **Mad Dog McCree**, which was admittedly a disappointment. "First wave game design", I thought at the time, "Just wait until **Mad Dog II!**".

Although **Crash 'N Burn** burned away many hours, it wasn't enough to keep me satisfied. When you're an impulse console buyer, you learn to get used to waiting around for new game releases. The Genesis was the same way. So was Sega CD. But this... THIS... was unbearable. Knowing that dozens of developers were working to make quality titles for the 3DO. You could see the great screen shots on the box. Magazines were hyping everything from a "super" **Super Street Fighter** to the greatest video games full motion video had to offer. It was an unbearable time, mastering **Crash 'N Burn** and waiting.

They really trickled in. The first outstanding game I can remember was EA's **Escape from Monster Manor**, a sort-of **Doom** clone that takes place in a haunted house. Tremendous visuals, smooth gameplay... this system HAD to be the greatest thing ever to come along. Next came a short burst of great games: **Total Eclipse**, **Way of the Warrior**, **Road Rash**, **Quarantine**... PC conversions and original titles. It was enough to guarantee I'd stay happy for awhile.

It seemed that just as the 3DO had found its niche, along came the Sega Saturn. Even with a library of nearly 100 games, the 3DO was doomed. Sure, I bought the Saturn the day it came out. When I saw a giant worm rise from the desert sand in **Panzer Dragoon**, I knew it was something the 3DO could never do. I thought that same "this is the great-



**Escape From Monster Manor** was the first sign that 3DO buyers had done the right thing: Electronic Arts was aboard and doing nice things for us.

**Joe Santulli's  
TOP TEN 3DO Games  
(in no particular order):**

**Road Rash**  
**Wing Commander III**  
**Blade Force**  
**Starfighter**  
**Way of the Warrior**  
**Foes of Ali**  
**Psychic Detective**  
**Return Fire**  
**Captain Quazar**  
**Po'ed**

est thing I've ever seen" thoughts, but part of me lamented the 3DO, a system that had already developed a double-cancer that I knew would kill it: Sega and Sony.



Just as the games were really starting to pick up, along came the "big boys" to lay their collective sledge hammers to our beloved 3DO's future.

In a few short months the world had forgotten about this system, its rather extensive library shoved off of retail shelves to make way for the new 32 bit systems. It's too bad - because the peak of 3DO games came right at about this time:

**Blade Force**, **StarFighter**, and **Battlesport**... games that would be all but lost in the mix when the better systems came to town.

It all happened so fast - even the usual "bargain bin" hunting seemed to be cut short. I was able to pick up 20-30 titles at incredible prices, but I missed quite a few simply because time ran out. Now it's getting very difficult to find the less common games, and imported titles are really scarce. To those of you who haven't yet begun the hunt. Get moving! This system is not only one of quality but I suspect one of scarcity... which means collectibility! The systems are going very cheap right now, as are many of the games. It's the best time to build a collection. Don't miss it!

## The rise of "hybrid" style games

All I have to say is, it's about time. Well, that's not ALL I have to say. If it were, this would be a really short column. No can do. So all I have to say is, it's about time and here's why I think that.

I've been wondering for a long time just how long game designers were going to keep up the facade. You know, just



about everything you play these days is exactly the same thing you've played before only with different graphics or a slightly new gimmick. But what I've been thinking is that they're gonna run out of ideas, once they hit the ceiling on "blow your mind" graphics. At that point, they'll either have to create brand new original games (Ha! Not likely!) or start "merging" concepts to create hybrid genres.

I'm a fan of the hybrid. I AM a hybrid, aren't I? Why shouldn't I like the results of a merger between two preferably successful "parents"? Hybrid games have been around for as long as I can remember, only they weren't as necessary back then. Remember **Mail Order Monsters**? It was a Commodore-64 game that challenged you to build a monster, and then use the monster. So we saw a strategy title merged with an action title. Few may recall **World Court Tennis** or **Final Lap Twin** on the TurboGrafx-16, but both featured an RPG mode to go along with the action. Play tennis or race against town toughs, buy items

to increase your abilities, head out and find a boss. Hybrid. Or how about **Actraiser** for Super Nintendo? Create city in simulation mode, defend city in action mode. Hybrid. **Tobal 2**? Hybrid. Search town for clues, buy items. Use items from town in battles. That's just a sample! Just wait until you see what's coming down the pike!

**Final Fantasy Tactics** is to me, the first high visibility "flag" in the ground for hybrid gaming. Almost without notice, Square has developed a game that combines role-playing elements with wargaming strategy. Sure, it's been done. Look at **Ogre Battle** or **Vandal-Hearts**. But with **Final Fantasy Tactics** it's deeper on BOTH sides. Square has really dug in, and rather than sit on the fence between two genres, they've established a new one.

I'm glad to see this happening. Gamers are really getting sophisticated. We're bored with fighting games, role-playing games, sports games, driving games... let's start to mix them up. I really want to see something new. Show me a sports game with role-playing elements! Give me a driving game where I have to fight in between rides (more hybrids: **Techno-cop** and **Outlander**)! How about a platform game with strategy contests replacing end-level bosses?

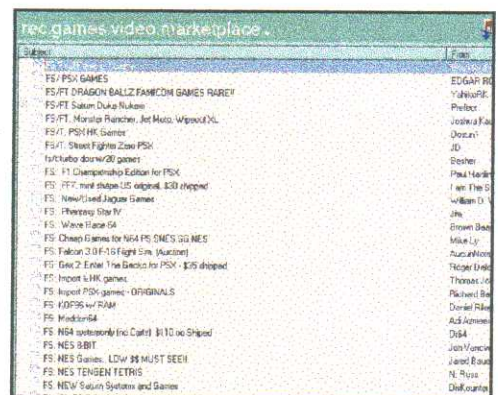
I know it can be done... it's already started.

## Damned greedy sellers

OK. What the hell is going on? Has the entire gaming community suddenly gone... smart? Whatever happened to the days where I could log onto the usenet and find someone unloading a collection of Nintendo games at \$2 each? Gone. Those days are hopelessly gone. It seems someone TOLD the sellers exactly how much their used games are worth and now they've taken up AUCTIONING them all off. Gone are the days where FuncoLand could bamboozle some hapless consumer into thinking their games were actually worth \$.50 apiece when instead they could get \$10 over the internet!

Oh sure, used games are still around. Lots of them. But the value has really skyrocketed. And I really shouldn't say it's the "value", per se... it's more the perceived value. The trouble is, rather than unload an entire collection, consumers have learned to sell pieces at higher resale prices. Damn them!

It's this damned internet that's ruined everything. It has *helped* us find things we wouldn't be able to by randomly searching local garage sales and skimming want ads, but it has more than made up for that convenience in overall cost to the buyer (we collectors, that is). Sure, you'll find a post heading in [rec.games.marketplace](http://rec.games.marketplace) listed FS:



[rec.games.video.marketplace](http://rec.games.video.marketplace) has never looked bleaker - practically everything is an AUCTION lately. Just TRY to find a great package deal out there!

CHASE THE CHUCKWAGON, but you'll probably never see a post heading FS: 50 COLECOVISION GAMES \$50 ever again. And if you do, you can be pretty sure there's a snag ("oh, they're all 'Donkey Kong's", for example).

Anybody out there have any exceptional "finds" recently? I'd love to hear about them. If nothing else, it may restore my hopes in collecting again!

## Disappointed with sequels

I have always felt that video game sequels do NOT follow the same patterns as movie sequels often do. You've undoubtedly discovered the horrors of movies like Home Alone 2, Sister Act 2, Speed 2, Caddyshack 2, Jaws 2, and many other "2"s, "3"s, and beyond. Typically, movie sequels do not live up their original. This isn't ALWAYS the case - there are good movie sequels - but they're the exception. In gaming it's the other way around. Technology almost always improves a game, and most players want the "original engine" with added options and improved technology. That makes sequel design pretty easy, if you think about it. Keep the good stuff intact. Fix the bugs. Add features. Release.

To make things even easier for game designers, there are so many sources for them to learn exactly what it is gamers would want to see in a sequel. Magazines, fanzines (hello!), the net, e-mail... it's all within arms length. What I've seen over the years is a fairly consistent stream of good sequels.

Sports games: Sports games are almost always improved upon. Look at the difference between NBA Live '96, '97, '98 on the Playstation. Little characters, then big characters, then big, smooth characters. And yet, developers must take caution when changing the "engine": for example, Madden '94 inexplicably ruined the series for future years on the Genesis. More on this later.

Role playing games: RPG's get bigger. Final Fantasy: good little RPG. Final Fantasy II: sprawling epic. Final Fantasy III: legendary gaming. Final Fantasy VII: three CD's of legendary gaming. Bigger IS better here. Usually. More on this later.

Fighting games: new characters and better graphics are usually the reasons to buy a sequelized fighting game. In every good series, you find important changes. Recently the changes seem less dramatic. More on this later.



The Need for Speed series has actually gotten worse with each passing sequel!

than ever. More on this later.

OK, it's "later" right now. Remember that I'm a fan of sequels. If I'M starting to notice a problem here then I certainly can't be

the first to point them out. ARE sports games improving? It used to be a *guaranteed* thing, but there have been some god-awful "updates" of late. NBA In The Zone '98 feels worse than last year's effort. Same goes for Bottom of the Ninth's sequel. Why? Because they're not changing with the times and consequently our expectations. RPG's have always had their inferior games, but lately I'm starting to feel like even the great new ones have a tired feel. No one enjoyed Final Fantasy III more than I did. I played Final Fantasy VII to the end, liked it... but still didn't get that awe-inspiring feeling of conquering the game that I had in previous incarnations. I won't say FFVII is anything less than a great game, but I still think FFIII is a *better* one. As for the fighting game genre, I think we're in "pause mode". The 2-D fighter sequels have been good, but just variations on Capcom coin-ops with not much original material to set them apart. The 3-D fighter sequels don't seem to expand at all. For example, considering its three year gap, you won't see three year's worth of change between Battle Arena Toshinden and Battle Arena Toshinden 3. Driving game and platform game sequels have been at similar "stalls". The only really good platform sequel I've played over the past year is Crash Bandicoot 2. And while Test Drive 4 is a vast improvement over the previous 3 installments, it doesn't really stand out among driving games. If you haven't "nailed it" by the fourth try, isn't it time to move on to something else?

I'm not down on game designers, either. It's obvious that the ones who are really putting forth an effort are still making great sequels happen. Resident Evil 2 is so cool! NHL '98 is the best hockey game I've EVER played! Coolboarders 2 was the most pleasant surprise of 1997 for me! It CAN be done.

I'm hoping that this little downward trend we're experiencing quickly flattens out and then soars upward. With a little creativity, sequel-gaming could provide the muscle we all expect in the future.



## What I want in a sports game

Speaking of sequels, allow me to appeal not just to the sports game fan but also to any game designers who happen to be reading along. There should be a template of "givens" by now that *anyone* planning on releasing a sports game should follow. Miss any of these, and some committee ought to come down from the heavens and ZAP said game from the face of this gaming earth. There should be some way to prevent these lack-luster sports games from being released if they fail to hit certain minimum requirements. We're all looking for that *ultimate* sports game, and there have been plenty of satisfying releases, but it's a real nuisance when a successful concept that's been done by a game last year ISN'T being done by everyone a year later. Example: "icon passing". Sony developed this, it allows you to choose who you pass to, rather than having to face that player when passing. It was a great concept, and mostly everyone has made it part of the template. MOSTLY everyone. And there's no good reason why *anyone* would leave it out.

In 1994, Sega released their first World Series Baseball line

(Continued on page 21)





# Adventure

Atari 2600

Atari

Adventure



Cubes and ducks and arrows, oh my!

Element	Joe						
Graphics	4						
Sound	2						
Gameplay	10						
Overall	9						

	Multi-Player, Same Time		Data Save Features
	Decent Game Ending	X	Hidden Stuff
X	Variable Skill Levels	X	Non-Linear Gameplay

In another reference I had made to Atari's **Adventure** several years ago (I think it's in the DP Collector's Guide), I stated that this was the first game that made me understand the potential video games had, and ultimately the one that hooked me for good. It's funny, when you look at this game today it's SO outdated: no screen has more than two background colors, the elements of the game are extremely simple (your character is a tiny square), there's practically no sound in the game, having more than two objects occupy any screen causes everything to flicker... and yet it's just as much fun to play as it ever was. Some may wonder why. I don't because I KNOW why.

Think of every game I play as a skeleton, "fleshed out" with graphics, sound effects, joypad combinations, and music. Now, apply that to a highly successful and interactive title like **Tomb Raider**. In **Tomb Raider**, if you take away all of the skin, there's still a terrific skeleton underneath. Lara would be represented by a tiny block (heavens forbid!) moving through many indistinct areas (no texture maps), picking up items, bringing them to other places to unlock the entry to the next section, and so on. Along the way, your tiny block would have the opportunity to turn the tables on the bad guys,

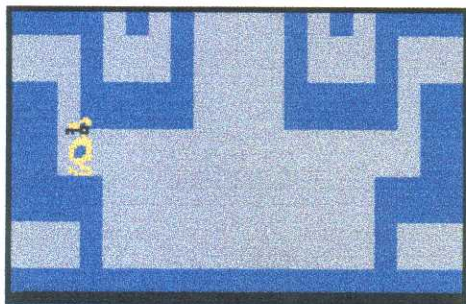
and there would still be those wonderful surprises along the way. **Tomb Raider's** "skeleton" would be a fun game to play (albeit outdated in its presentation), and this is just an example of a successful skeleton. You can apply this to many more. **Adventure** was the first of its kind.

For those of you who still haven't experienced this game, let me briefly describe it to you. The goal is to find a chalice and return it to the gold castle, where you start the quest. There are three dragons along the way that want to eat you. You can kill them with a sword or just avoid them, but they're usually hanging around guarding something you'll need to get that chalice. There are three castles - the gold one is just one room. The white one has a maze with an inaccessible area that you'll need to find a magic bridge to cross into. The black one is darkened and complicated - you can only see about three character lengths in any direction. There is a key for each castle that you'll need to get inside. There's a magnet that allows you to pull items from across an entire screen, even through walls. There's a bat that flies around and tries to switch his item with yours (in the worst of cases he switches his dragon for your chalice!), and of course, there's the chalice.

Part of the "skeleton" that makes everything work so well is the wonderful AI. The bat is a constant nuisance, and good players will find a way to take him right out of the picture by locking him in a castle early on. The dragons have their own personalities - the red one is really fast, but the gold and green one guard specific items as if they have their own agenda. Further, the difficulty switches change the entire complexion of the game, allowing the dragons to be even faster and/or smarter (they'll run away if you have the sword). Add to this a "randomizer" level where anything can appear in any area, and you have all the makings of an endlessly replayable classic.

My friend Kevin and I discovered the now-legendary "dot", a key to an Easter Egg that allows you to enter a secret room and see the programmer's name flashing across the screen. Actually, I found the dot, Kevin figured out what to do with it. I don't know if everyone got to experience that thrill before having it spoiled by a magazine telling you how to find it, but I can tell you that to this day it was one of the great gaming experiences of my time.

**Adventure** is still fun to play, and probably always will be. It is one of the few games that upholds its namesake.



A square eaten by a duck - what fun!

## dot spoiler

Go to the black castle with the bridge and find a square area 1 screen left of the maze entrance that no path leads into, use the bridge to cross into it, then grab an invisible "dot" (you'll hear the sound of it being picked up). Bring the dot to the screen below and to the right of the gold castle, drop it and two other objects here and you'll be able to pass thru the wall to the right!



# COOLBOARDERS 2



Playstation

Sony

Sports/Racing



Don't talk to me about stale fish and stiffies...

Element	Joe			
Graphics	8			
Sound	8			
Gameplay	9			
Overall	9			

<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

Talk about being caught off-guard! I rented this game one night because most of the newer titles I wanted to try were out and I'm a fan of racing games - figured it would be worth the price of rental. Of course, I had heard O.K. things about the first **Coolboarders**, but I wasn't thrilled with it. The original seemed somewhat stiff, like robots on ice, and there wasn't enough variety in the game for my tastes. Most game sequels surpass the original, so I expected an improved game.

That was almost three months ago, and I haven't put the game away since. This has been the most unexpected surprise of the year for me. I went and purchased it after a night of non-stop freestyling (I hadn't even gotten into all of the other modes of play), but I've seen nothing but lukewarm reviews ever since. I don't understand that. Many mags have criticized the game's graphics, complaining about the "seams" in the snow. Yeah, there are seams. They look like hairline flashes that quickly streak across the screen from time to time. Funny, I think I've seen this same problem in more critically acclaimed games like **Twisted Metal 2**. Reviewers may have mentioned it, but this quirk didn't hurt its overall score. So why knock **Coolboarders 2** for its "seams"? It is such a minor quibble in

a game that has so much to like!

What I like: most importantly, the overall sensation of speed, catching air, bailing out, and smashing into trees and rocks is perfect. Some courses have ice which makes you accelerate, causing snowboard control chaos. There are tunnels, trees, multiple paths, bridges, cliffs, and jumps across chasms. There are ten different downhill courses, all of which have their own personality (not just generic downhill runs), and a mirror mode to tackle once you've mastered them. There are four boarders with different skills, and three hidden ones (that I know of). There's a freestyle downhill race where you can try to beat fastest times, highest trick point totals, or a combination of the two for each course, and the top three scores are saved to memory! There's a trick jump course that helps train you but also scores you. There's a half-pipe challenge, where you can put your tricks to the test. There's a board park that lets you practice without competition. You can play two players head-to-head (this has been the source of many long gaming sessions with family and friends here at 44 Hunter) with several scoring and handicap options. There's a "ghost mode" so you can race against yourself. You can play a competition tournament against 7 computer players, which alternates between trick

and downhill competition. The music is very good, and you can adjust the volume for it if you don't like it. I adjust the announcer's volume to zero, he gets a little annoying. For the artistically inclined, there is a board design mode - it isn't the greatest, but you can save your design and use your board anywhere. You can really see the board designs in the replay mode, which features multiple camera angles and is a very cool feature. I was able to fairly accurately draw the "Rotting Marys" logo (my volleyball team), how brilliant to be able to see it up close on some of the replays!

What I don't like: those seams. Damn, if they could have conquered those giant polygon slopes this would be perfection. As it stands, this graphic "glitch" knocks a point off of the score. You get used to it, but every once in awhile you notice the streak and wonder why the talented UEP Systems programmers couldn't get over that hurdle.

It has always been my duty as editor to inform you of games that are looked over, ignored, or otherwise underrated. Trust me on this one, **Coolboarders 2** is a winner.



Wish I could get up like that...

## hidden guys

I've found 3 hidden characters:  
**Snow Woman:** get the high score on all ten tracks (time, trick, total). The tenth track opens when you do this for the first 9.  
**Gray the Alien:** score very high (at least 40 out of 50) on the halfpipe event.  
**Boss:** win the competition mode in mirror mode. The first time you come in first, second or third you'll open up mirror mode.



The head-to-head mode is perfect!

# NEURODANCER

3DO

PIXIS

Adult



All in the name  
of better game  
playing for all

Element	Joe						
Graphics	6					Multi-Player, Same Time	Data Save Features
Sound	4					Decent Game Ending	Hidden Stuff
Gameplay	3					Variable Skill Levels	Non-Linear Gameplay
Overall	3						

Here's one of those gaming "anomalies" that pop up for just about every system once its been around a year or more. It's the "adult" game, geared at opportunistically taking advantage of both the rising videogame market AND the ever-popular adult video market. Now this is what I call capitalism! It is not, however, what I would call good gaming.

Is **Neurodancer** entertaining? Well, it all depends on your point of view. More specifically, it all depends on how badly you need to see a naked woman. I consider myself very high on this list. I'm the kind of fellow who would watch a late movie on HBO because I was told the nude scenes were good. And yes, I'm the kind of fellow who would purchase a game like **Neurodancer** (although it was heavily discounted due to the fall of the 3DO system) because it has a pretty hot looking stripper on the cover. Much like those late movies, this game was a disappointment, naked women or no naked women.

The purpose of the game is to rack up enough cyber-credits to pay for one of three pretty girls take off their clothes. Yep, that's really it. No post-apocalyptic background story. No high-scoring sub-games. There isn't even a way to win or lose. Just "steal" energy from an unmanned energy factory (I don't know

what this boring maze is supposed to be, they don't really get into that here) for credits, then dial a babe! The three actresses in the game are surprisingly attractive! You pay for each article of clothing removed. Once she's completely nekkid, you start paying to touch her. That's where this thing really starts to get silly.

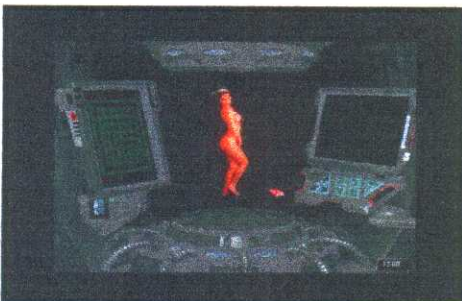
With its patented TFUI (Touch & Feel User Interface), a slightly closer view of your topless cyber-date appears, and if you point at the breastal region, a hand from off-screen appears to fondle her earthy goods (hey, that hand looks like Howie's!). Or, you can touch her face... but understandably that's not much fun. Attempt to touch the little vixen "below the equator" and she slaps your hand away. I'm not quite as embarrassed reporting these findings to you as I was actually trying them out, but this review IS all in the name of better game playing for all, right?!

I'm sure at this point some of you are still drooling at the chance to own this game, sick pervies that you are. But let me assure you, there are pitfalls to overcome. It's not all naked chicks and boob-touching, I'm afraid. Remember, in order to get the right to call up one of the gals you have to steal energy. And this, my lusty friends, is enough to take you right out of the mood. To get the energy, you

have to maneuver a remote pod through an incredibly dull, dark, and simplistic maze. The going is VERY slow here - crawl a little bit ahead. Turn slowly, crawl a little bit ahead, get the energy. Turn slowly, crawl back a little bit... uh it's so tedious you have to wonder why they even bothered adding this "game" portion to the... er... game.

Now here's my final take on this title. First of all, I'm hoping that any future attempts at the adult market via video game developers either A) completely removes the game aspect and just leaves the thing in a "virtual" pervert mode, much like the stripping section of this game; or B) makes a good game where naked chicks just happen to be part of the action. PC games have come a long way in this respect (or so they tell me) and console gamers expect the same consideration. The 3DO was victim of several weak adult titles, several of which were actually purchaseable at Electronics Boutique! That **ALONE** should tell you it isn't worth buying. When I buy an adult game it had better be from a sweaty, smelly, darkened cave. Not in a place where my Mom gets gift certificates for Christmas!

There, I'm done. That wasn't so bad, was it? Remember that softcore stuff like this is available on late nite TV. You don't need this game.



She's naked alright, but I can't see anything!



Yes.



Yes.



Yes.

# Horse Racing



## Intellivision      Mattel      Gambling



Pour yourself a mint julep and read on...

Element	Joe			
Graphics	7			
Sound	8			
Gameplay	9			
Overall	9			

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

1979.

1979... it's been almost TWENTY years, and to this day, no one has made a better horse racing simulation than Mattel's 1979 release, aptly titled **Horse Racing**.

I've played a few of them, even very recently. **Winning Post** for the Saturn is a decent "own a race horse" simulation, but does not allow any interactivity during the race. It's also tedious in its presentation, forcing you to pay attention to every little detail. I don't care how much the horse needs to eat. Just give me the reins! Another simulation, **Virtua Gallop** (and **Virtual Gallop 2!**) allows you to ride the horse and isn't too bad of a game but really lacks in the gambling area. A few PC games came close to the Intellivision game, but no real challengers. Not yet.

It isn't to say that anything released in the past 20 years isn't worthwhile. No, I'm saying that nothing has attained the greatness of this one. Mattel found the perfect balance of strategy and action that hasn't been re-discovered since.

**Horse Racing** is playable by six at once, although only two can actually control a jockey at any given time. Each game is composed of ten races of vary-

ing lengths and weather conditions, and eight horses in the field. Four of the eight race at a time. As the player, you can gamble to "win" (there's no "place" or "show" probably because there are only four horses!) or "exacta", where you bet which will be the first and second place horse. "Win" bets pay at the odds posted just before the race, and "exacta" bets always pay 15 to 1.

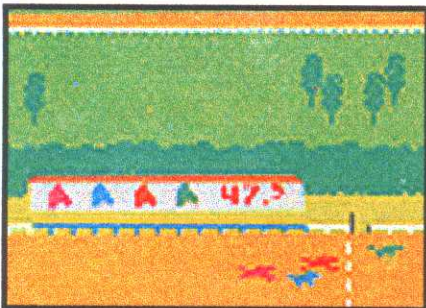
The betting sheet is very well done considering the limited space on the screen. For each horse you can see its current odds, its previous three race times, the length and type of race (dry, wet, or turf), and the order the horses it raced with came in on that race. With all of this knowledge, you can make a tactical bet. It isn't all luck, as many racing sims have forgotten. The later in the game you get, the better the information. Most games I've played with a group of people result in an intense tenth race where everyone has gambled everything they have and the two best jockeys are in control! As surprising as it may sound, **Horse Racing** is both an excellent party game and an exciting experience.

The artificial intelligence is right up there, especially considering the year it was made. Horses behave randomly from game to game - don't expect

"Green" to race like it did last time you played. The field is cleared with every new night at the track. Horses behave differently, but consistently across races. Be sure that at least one of those eight horses is an excellent turf runner, another is a mudder, several are strong starters and several more have good endurance. Your success in the game will ultimately be how quickly you can pick out each horse's strengths.

The head-to-head racing is the highlight here. Although the race is basically a horizontal race from left to right, you have many options as a jockey. Besides the expected "blocking" techniques that you'll have to master, you'll also need to know when it's best to coax a horse (which slightly speeds it up during the first half of the race) and when to whip a horse (only allowed once, gives it a super speed boost that results in decreased performance when it wears off).

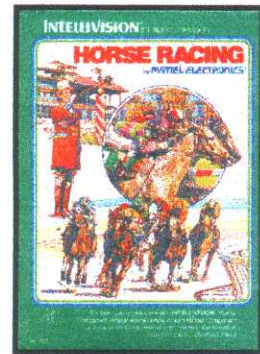
I've always been a big fan of trackside gambling, which is perhaps why I'm a bit biased on this game. It accurately represents the sport within its limits and is guaranteed to be a hit with a crowd of people. One of my favorites on the Intellivision system.



These horses raised around nuclear sites!

### green boxes

The Mattel "Gaming Network" series of games were packed in green boxes and consisted of the following titles: **Las Vegas Poker & Blackjack**, **Las Vegas Roulette**, **Royal Dealer**, and **Horse Racing**. Each is in its own right a superb game. A fifth game, **Las Vegas Craps**, was completed but never released. Hopefully it turns up someday soon!





# STAR FORTRESS

**ColecoVision      John Dondzila      Arcade**



Old game consoles never die, they just smoke a lot

Element	Joe						
Graphics	6					Multi-Player, Same Time	
Sound	7					Decent Game Ending	X
Gameplay	7					Variable Skill Levels	
Overall	7						Data Save Features
							Hidden Stuff
							Non-Linear Gameplay

Mr. Dondzila is at it again.

This is the guy who has graced the long-dead Vectrex game systems with four new games in the past three years (**Vector Vaders**, **Patriots**, **All Good Things**, and **Spike Hoppin'**). You'll find most of them reviewed in back issues of DP. Well, he's at it again, and this time he's taken on the system that destroyed my youth, the ColecoVision.

I'll start the description with the designer's own words (and plug): "**Star Fortress** is based on the early 80's style space shooter games, where you (or a second player) attempt to penetrate the shields of a heavily armored space ship. You can maneuver your ship around the fortress and shoot at the 3 revolving energy shields. As you weaken pieces of the shields, these pieces will break off. Once having cleared a path to the center, you can attempt to land a shot at the mothership and destroy it. But watch out! Also revolving around the shields are energy balls which will break loose and try to home in on your ship. You can attempt to out-manuever the energy balls or shoot them down. Once you break through the inner shields, the mother ship will fire huge energy balls which you can only outrun, but not destroy. When you destroy the mother ship, a new level will begin with an increase in the skill diffi-

culty.

You can purchase a copy of **Star Fortress** from the author for \$20.00 US. This includes shipping. Canadian orders please add \$3.00 for postage, European orders add \$4.00 for postage. For ordering info, contact [pcjohn@monmouth.com](mailto:pcjohn@monmouth.com) **Star Fortress** comes packaged in its own plastic case with full color insert and instructions. It's a great addition to anyone's Colecovision game library and the game even comes programmed with a few extra surprises!"

If Mr. Dondzila's description of the game sounds somewhat familiar, it should be. **Star Fortress** now represents the ColecoVision version of **Star Castle**. Up until now, **Star Castle** only existed on the Vectrex system.

I probably don't have to tell you how I feel about **Star Castle**. It was a favorite of mine, a game that appeared for several months in the delicatessen near my home where I grew up. Frequent "sleepers" like this one appeared there, all of them with some great memories: **Ladybug**, **Bosconian**, **Moon Cresta**... and of those, **Star Castle** enjoyed the greatest attention back then. On the Vectrex, the game was simulated almost perfectly, although a few vectors were cut out here and there. Dondzila's recreation of the game is in some respects CLOSER to the Cinematronics' arcade

game than the Vectrex version was.

**Star Fortress** has better visuals (color, of course!), and its wider screen is much more accurate than the tiny cramped play area of the Vectrex game.

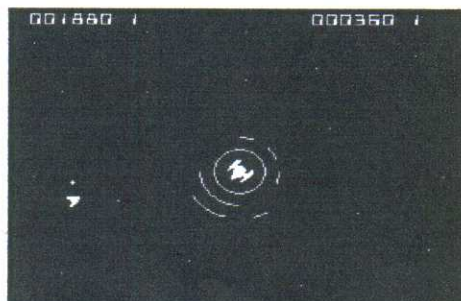
There are still some issues, however. Although a little practice will get you far, **Star Fortress** lacks the "feel" of the arcade game. The ship moves very suddenly, almost TOO responsively to the controls. Turning should always be quick, but the thrust is set too high. Even tapping on the button rockets you faster than I'd like. The center cannon also shoots TOO quickly, and the pursuing sparks move TOO fast. It's supposed to be difficult to avoid, but it fires with hardly a moment to react. Unlike the coin-op, you can ill afford to spend even a moment standing still. I can appreciate the difficult skill level but would have liked a few easier levels (something a little slower!) to start out with.

Even with these nit-picks, veteran gamers will fawn over this one. It is perhaps the finest shooter available on the ColecoVision. Keep in mind that this is only a first effort on this console. Imagine what he may have up his sleeve in the future!

I urge you to support John Dondzila's work. Email him, buy his games, or check out his site (<http://www.monmouth.com/~pcjohn/>) today!



The copyright reads: 1997!



Now you see him...



Now you don't!

## CYBERDILLO Panasonic, for 3DO

It will always amaze me that the FIRST Doom clone for the Panasonic 3DO (which was in and of itself, "DOOM"ed) was its first. That game was called **Escape from Monster Manor**. Although the background textures were rather repetitive and the action sometimes sparse, the game flowed smoothly, featured outstanding graphics, and presented quite a worthy challenge. Isn't it strange that other first-person shooters couldn't build on that?

**Killing Time**, while a fine and vast game suffered from some serious choppiness and VERY long periods of inactivity (one of the few games you actually wished dead bad guys would regenerate). **Doom** for the 3DO was a complete sham-

bles, probably the most sluggish version of that game to appear anywhere. Then there's this mistake. **Cyberdillo** attempts to be different by offering "funny"

backgrounds and enemy design. You're in the 1970's! That's gotta be funny! You're in a psychotic playland! Oh har de har har! Now look, game designers... lissen up! I don't ever want to see another fucking "farting" bad guy in a game. Got that? And here are some other bad things in **Cyberdillo** that you I had better not catch you thinking about using again: lava lamps, urine, barf, dog butts... oh yeah, and armadillos, too. I'd like to say something redeeming about this game but unfortunately there is so much pixellation that I could barely make out what was even going on. And I played sixteen levels! Chunky, stupid, and not at all interesting. Pass, big time. - Joe Santulli



# 2

## STRAHL Panasonic, for 3DO

The 3DO was around just long enough to experience every genre done good and bad. It was considered a "cutting edge" system at a time when Full Motion Video (FMV) games were still considered a way to go. Well, in recent years game designers have shied away from the FMV genre, primarily because most gamers simply don't like 'em. I'm not one of those gamers. I happen to enjoy a good FMV game. In fact, I'll go on record as saying that **Dragon's Lair** was a favorite of mine, as was **Space Ace**. I played through the Sega CD games **Critical Strike**, **Ground Zero Texas**, and **Fahrenheit**, and I can say I liked them all. **Strahl** isn't the best FMV game on the 3DO (I think **Psychic Detective** gets

that honor), but it's a good one.

Consisting of completely original art done in classic anime style, **Strahl** is the story of a young swordsman's battle against evil forces. He's

trying to get the world to develop, you see... and each battle he wins moves the development along. To play, you simply have to "follow the leader" (one of the game's downsides), guiding the main character through each scene.

The game's merits are strictly on its artwork. Gameplay is limited to four directions, an attack, and a strength move (tap repeatedly). This is too bad - because had the game taken a cue from **Dragon's Lair** or **Space Ace**, you would have had visual clues, not solutions, to guide you. As it stands, you simply have to react quickly to the onscreen commands.

**Strahl** is a great looking game, with little breakup in the full-screen video you are presented with. Besides its lacking gameplay style it also suffers from being way too short. Either of these corrected would have yielded a real winner, but instead it winds up somewhere lost in the mediocre bulk of 3DO titles. - Joe Santulli



# 6

## TRIP'D

Panasonic, for 3DO

Yep, it certainly seems as if the person responsible "tripped" at some point, probably while actually designing this unusual game. When I say "tripped", I DON'T mean "fell down" or even "blew it"... I mean "was hopped up on LSD"! One of the great under-rat'd and non-review'd games of the 3DO era, **Trip'd** is of the **Tetris** family of games, where stuff falls from the top and you have to keep it all in order near the bottom. I haven't played many games of this genre that I would consider bad, but there aren't many that rise above mediocre, either. **Trip'd** is near the high end of the mediocre scale, and that's quite an accomplishment.

What sets this game apart from the countless clones of **Tetris** is its bizarre environment. You are preventing "alien eggs" from reaching the earth. The eggs come in various shapes and colors which, when placed together in a line of four, causes all four to disappear. Any-



thing lying on top of the set drops down to take its place (much like Sega's **Columns** or **Puyo Puyo**). The change in gameplay occurs when you form a square, where rather than disappearing, the set turns into a giant alien that takes up four eggs' worth of space. In order to remove the alien, you'll need to match four of the same colored eggs AGAIN, after which the eggs and the alien disappear.

Another catch: when an alien disappears, it triggers an event. The effects will vary depending on which alien type you're playing and whether you're in one or two player mode. Usually it's something that really helps, like an entire layer or two of eggs will disappear from your stack or your opponent's stack will increase. There's one alien, though, that's always going to cause you trouble - even eliminating him causes extra eggs to fall on YOUR side.

This may not sound all that exciting, and truth is, it's not unless you really enjoy these kinds of games. If you do, **Trip'd** is a heckuva lot of fun. It also features some wacky graphics and a very unusual "Dance" mode that is reminiscent of the **Toe Jam & Earl** rap mode. Every key represents an instrument and/or video effect. Make beautiful music or just annoy anyone else in your house at the time, it's fun either way. Seek it out, puzzle fans. - Joe Santulli



## RESIDENT EVIL 2 Capcom, for Playstation

You've already seen the commercials and witnessed hundreds of screen shots of this game. In fact, I'll bet you're reading this to find out if we agree on this game, not to find out what it's all about. In case I'm not right about this, here's a brief synopsis: you have to kill monsters, and it's a sequel. OK,



now on to the good and bad points of the game.

The first **Resident Evil** was a Playstation seller. It featured full polygonal characters set against a gorgeous haunted

house backdrop. The story was engrossing, the music haunting, and the gameplay top-notch. Whatever hype the first game got it fully deserved, because it did things no other game has before, and helped put the Playstation on top. It was only natural that a sequel would come along to either improve upon or feed off of the fame of the original.

This game is no "feeder". While many of the elements of the first game are present in this new adventure, **Resident Evil 2** is a masterpiece by its own rights. The graphics are quite an improvement, and I didn't think they could get them much better than the original. The characters, especially the zombies,

move more realistically and have far greater detail than ever. The play area actually looks better than before, with background elements "blending in" better with the character graphics this time. The play area is larger, too - rather than being confined to one building, this game's locales include a zombie infested street, a gun shop, a police station, and a sewer system. In addition, there are two disks - one for each character - with two different missions on each. Now the missions aren't completely unique, as they include the same locales and characters, but things are in different places, camera angles change, and the storyline adjusts to your saved game from the OTHER character. It's quite a neat twist and dramatically improves replay value. It's like getting the **Resident Evil 2** "Director's Cut" built right into the game. There are lots of surprises, enough to make me jump out of my chair a few times (that ISN'T easy to do, I'm a horror movie veteran!). The music sets the mood perfectly.

So it turns out I've probably told you everything you already know. It's hard NOT to like a game like this, one that is obviously a labor of love to a great team of talented designers. It's certain to be one of the "ten best" of the year. Playstation owners "must have" **Resident Evil 2**, by gosh. - Joe Santulli



## Monster Rancher Tecmo, for Playstation

I really hope the "virtual pet" fad is near an end. First it was those silly keychains, and now it's creeping into our video games. **Monster Rancher** may be the first to capitalize on the fad, but I'm sure it won't be the last. The problem with fads is that years down the road we all wonder why we were so enamored by them. I can only hope that the people who think **Monster Rancher** is such a "deep, innovative game" will realize when reading their work years from now that they simply got suckered into the trend.

Just for a moment I will entertain the possibility that this game is in no way inspired by or attempts to be a Tamogachi pet. It is a game where you create a baby monster either by purchasing from town or creating one in the shrine (you can use any CD to randomly generate a new monster, a good feature). You then raise the pet by feeding it properly, training it, making it work, getting it into tournaments, and exploring. The feeding, training, and work are non-interactive menu selections essentially - just choices you can make to add to your pet's skills. The tournament battles are somewhat interactive in that you choose how your monster will attack. The explorations require you to find items within a set time limit in a somewhat complex maze.

You'll find that 90% of the game is spent in battles, and here is where I have a real problem. If YOU knew that your game was going to be primarily a fighting game, wouldn't YOU make the fighting game something to look forward to? Instead of a fighter, however, you are stuck in a decision making process

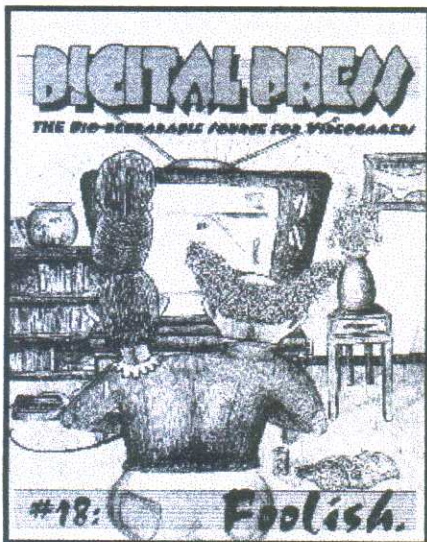


# JOE SANTULLI'S GALLERY OF FINE ARTS

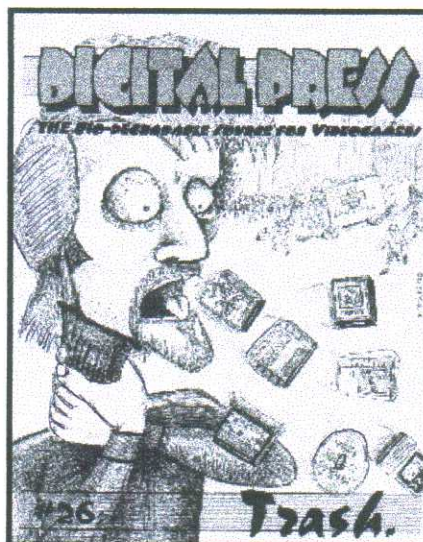
*I have always found drawing to be very therapeutic. Much like getting completely absorbed by a video game, taking pencil and pen to paper has really taken my mind off of everything going on around me. WHERE it has taken me I can never truly say, but if you've been reading DP for awhile, you understand that it's definitely in a universe far far away. I dug up some old artwork and compiled this mini-"gallery" for those of you who, like me, prefer pictures over lots of words!*

## The Digital Press Cover Art Wing

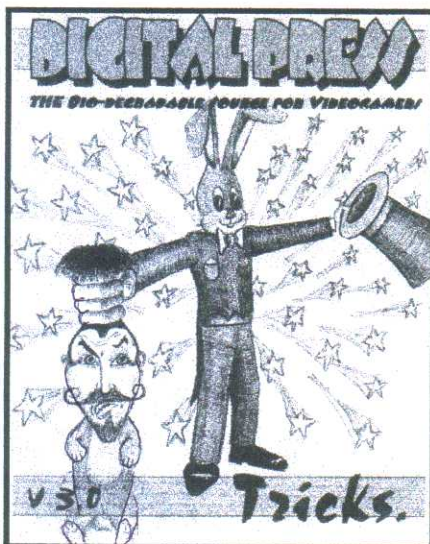
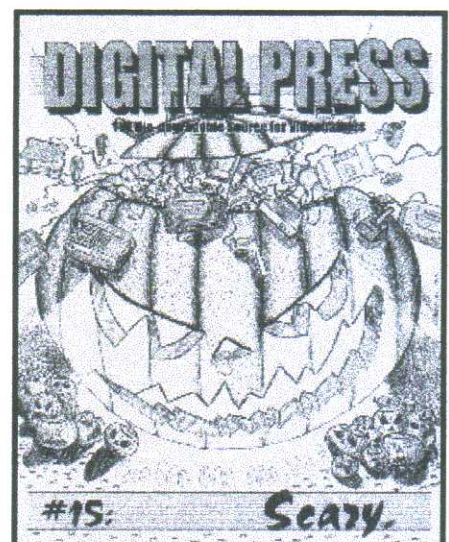
One of my favorite covers was from this April Fools issue. I've always had a strange fascination for "two headed people". Hey man, no one has ever called me well-adjusted.



Every once in awhile, a drawing comes to me from a dream. This cover was inspired by the night I had a nightmare about choking on a cartridge. Must have gone to bed hungry that night.



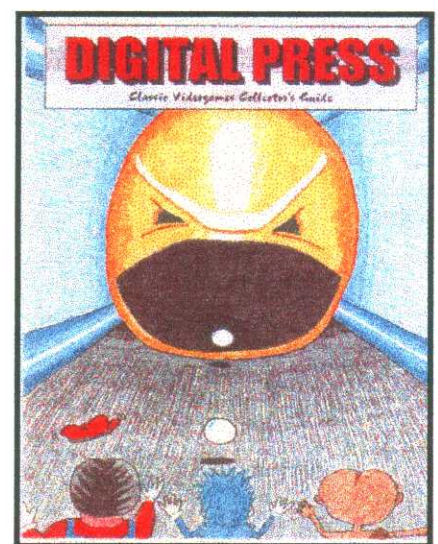
Aspiring artists: you can sometimes fool people into thinking you're a good artist by overcrowding the picture. This damn cover took me three nights to finish, with its hundreds of tiny spiders and punkin heads.



Here are two covers very few Digital Press subscribers have seen:

To the left, the cover to the rather short-lived Cheater's Compendium called "Tricks". I had meant to use the cover art in a real issue of DP but never found the opportunity. As you can see, even with light-hearted topics I'm not very good at shaking the dark nature of my artwork. Maybe it's the pen I'm using?

To the right, the cover to the SECOND edition of the Digital Press Collector's Guide. This was one of my few COLOR efforts (and it probably looks better than this black and white conversion). The FIRST edition featured a similar theme: Mario, Sonic, and Bonk being crushed by a plummeting stack of classic system consoles. You probably own Guide edition 3 and 4, neither of which feature very original covers. I'll get back to the destruction of modern gaming icons with the next edition, I promise!





# The Short Subjects Wing

In 1991, JUST prior to formulating the idea Kevin and I came up with one Sunday afternoon to start up a newsletter for classic gaming fanatics (Digital Press for the chronologically impaired), I had been on a frenzy of designing one-panel cartoons. I was really looking for some kind of creative outlet. There must be seventy or eighty of these things in the pile I drew these from, here's a sampling for ya.



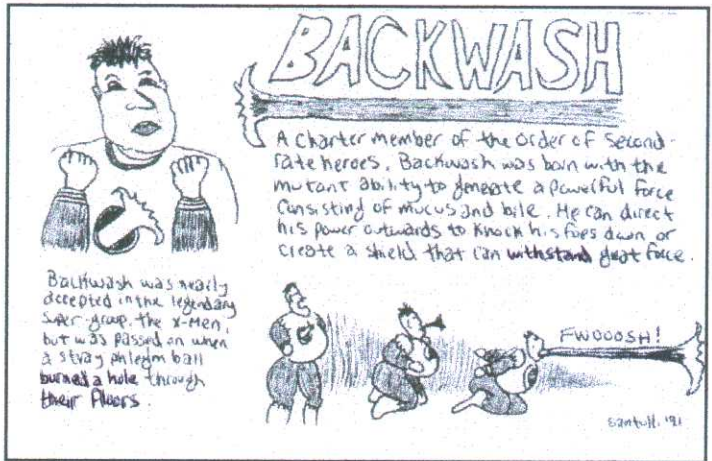
"Fetal Attraction"



"What Cartoon Characters Watch on TV"



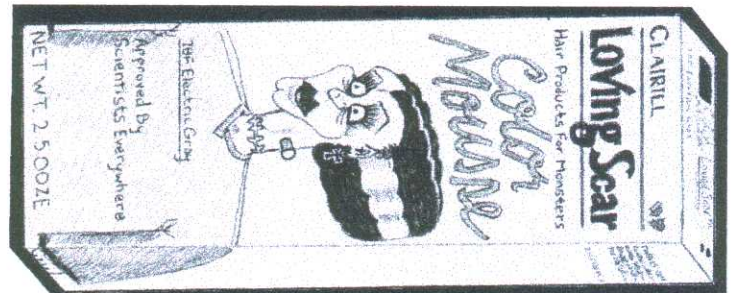
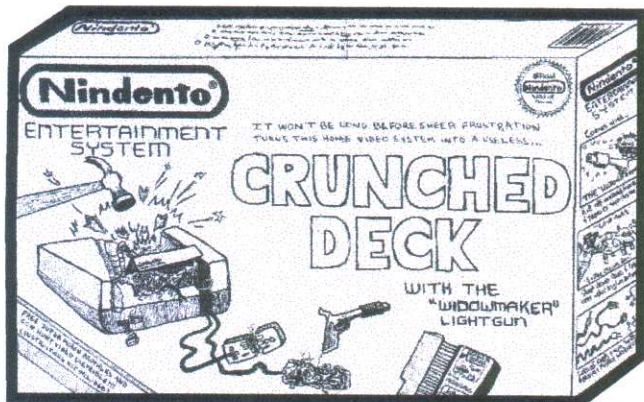
"Animal Cracker Rights Activists"



"Backwash", of the Order Of Marginally Powerful Superheroes (O.O.M.P.H.)

# The Wacky Packages Wannabe Wing

Kevin and I were also big-time Wacky Packages collectors. Despite nearly 500 different parodies brought to us from the good people at Topps, I pictured more. I had nearly an entire new set ready to submit to Topps, but I was never very good at getting these things into the right hands. Here are my two favorites:



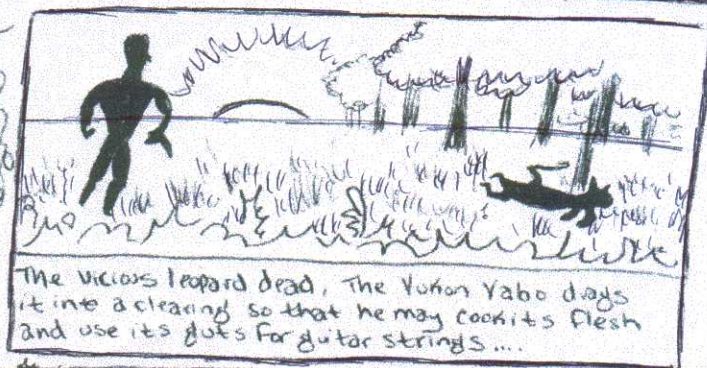
# The Comic Book Hero Wing

The next two pages feature full-page "strips" that were the beginning of much larger epics. This first one was started as a goof to send to my bud John Annick (the original ROMpage columnist!) parodying his trip to the Alaskan Yukon. The second one appeared in an ancient issue of Digital Press and was to continue across further issues, but I never really found the time to get O.O.M.P.H. off the ground. Maybe a future project?

He lives wild. Every day of his life makes lifetimes of white trash like you or I seem hopelessly dull. He is a living, breathing, God-like creation of a man. Women crave him. Animals hump his leg. Small children do not scream when he is near. But today, he will meet his match. A villain of epic proportions bent on destroying him or at least wounding him a bit. Yes, friends, today we will peek into -

The Continuing Adventures of ...

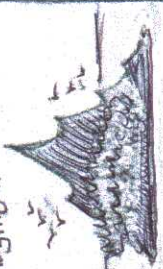
## “GRIZZLY” ANNICK



# O.O.M.P.H.

Order of Marginally Powerful HEROES

On a remote island, inhabited by tribal natives skilled in hunting, fighting and video game playing.

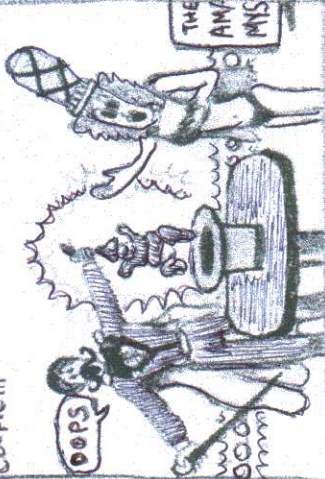


For it is said, "Even a man who's true of heart..."

HALT fowl creature of the night and return to..."

HAH! Mokeime!

Rules one Voodoo JANE, abandoned here as an infant. She is believed to be the offspring of a struggling magician couple...



oops

Can become a SLUG when the dew is thick...

And says his prayers by night...

When danger befalls the natives on this hostile island, Voodoo JANE endows the powers of magic to ward off evil!



MEANWHILE...



Let's make some noise!

And the moon is Full and bright!

WALLA-WALLA HUMBALLA!

Hrmf! Do your stupid rain-dance!

Rain can't harm ME!

EH? Is not rain, IS SALT WATER!

SSSSSSSS

PUNK.

Voodoo Jane is the low in these parts... no slug parts... no bed... too slimy... no bed... too crunchy... no moth with strong enough wings... no well, you get the picture, just imagine what she would do to a human! YECK!

(Continued from page 15)

that for some reason ALSO includes some button punching. It's a weird concept. Now, had Tecmo made the fighting portion akin to **Bloody Roar**, or any decent fighting game, they would have really made me happy. As it stands, however, I'm not amused by this sequence that takes too long to get started (there's an introduction before every fight that you cannot bypass) and doesn't involve the player enough.

Monsters age, die, and you can breed them to create new, tougher kids. But as hard as I tried, I just couldn't get into it. The fighting dragged the entire strategy element down for me.

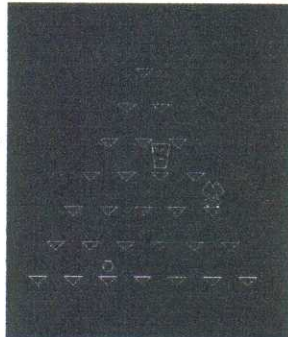
If you want to play something really innovative by Tecmo, try **Tecmo's Deception**, which is still in my opinion one of the great underrated strategy/RPG's of all time. - Joe Santulli

5

## *Spike Hoppin'*

John Dondzila, for Vectrex

The lovable **Q\*Bert** descendant from GCE's Vectrex game **Spike** is back again, thanks to yet another fabulous offering from John Dondzila, who has kept the Vectrex alive for another year! As you may recall, Spike is the guy who was trying to save Molly from the clutches of his arch-nemesis Spud. It was the only Vectrex game to feature voice synthesis (there wasn't much but it was still pretty neat). Spike returned in Dondzila's 1997 release **All Good Things**, where in Spike's Water Balloons he was up against Spud's mischief once again.



A year has passed, and Spike and Spud are still at it! Finally, he shows up in a game that was really meant for him - a **Q\*Bert** clone called **Spike Hoppin'**. Dondzila has reached the logical "next stage" for the Vectrex hero, simulating most of the characters from **Q\*Bert**: there's Spud, who replaces Coily, an hourglass replaces the green ball, the discs are there for a quick ride to the top (although Spud doesn't have to chase you there - hoppin' on a disc automatically knocks him off the pyramid), and even the sideways-jumping enemies make an appearance after several stages.

The game plays great on the Vectrex, where instead of color changes the pyramid triangles dim out when you land on them. Dim them all and it's off to the next stage. Controls respond well, something that could have easily gone wrong in a game where everything moves on a 45 degree angle. To add to the game's value, there's a hidden game of **Centipede** (which is pretty good but wouldn't sell on its own) and an alternate opening screen (I've hidden these codes somewhere in this issue... heh, heh).

I can't credit Mr. Dondzila enough. Keep the Vec-

trex alive! You can purchase a copy of **Spike Hoppin'** for \$20.00, which includes shipping. Canadian orders add \$3.00 for postage, European orders add \$4.00 for postage. For ordering and availability info, Email him directly at pcjohn@monmouth.com. - Joe Santulli

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## **DIG DUG 2**

Namcot, for NES

Dug and the boys return for another shot at "king of the dirt". In this little-talked about sequel, Dug takes to the surface and tries to wipe out the Pookas and the Fygars by eliminating the ground from under them, thereby forcing them into the briny deep. You see, ALL of **Dig Dug 2's** stages take place on islands that have fault lines just perfect for Dug's destructive nature.



In the original game, the goal was to knock off the bad guys by either dropping rocks on them or blowing them up, balloon style, until they popped. This time, you either create a fault line that causes their section of the island to crumble into the water or, once again, fill them with air until their lungs burst. You know, the more I think about this character, the less I like him. What a fucking violent asshole!

Alright, but how is the game? Well, it doesn't "better" the original in any way. It's just about on par with it however. I've always considered **Mr. Do!** to be the game that improved **Dig Dug's** theory, whereas **Dig Dug 2** changes the theory while maintaining the characters. It's still pretty one-dimensional, though... and not much changes between levels other than the fact that they get bigger and the bad guys get faster.

Think of **Dig Dug 2** as a cross between the original game, **Qix** (in that you have to box off the enemy into an unstable section of the screen), and **Splash Lake** for the TurbografX-CD (which plays quite a bit like this one). The added elements of strategy don't add much to the overall gameplay, although "dropping them" nets you far more points than "popping them". The graphics are colorful but repetitious and the music, while reminiscent of the first game, still manages to get on your nerves after a while.

If you love the characters from **Dig Dug** and want to see them misbehaving above the earth's crust for a change, check this one out. Otherwise, play the far superior **Mr. Do!** for your subterranean gaming thrills. - Joe Santulli

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(Continued from page 8)

of games for the Genesis. It was a milestone for console baseball games, including three great innovations: an extremely up close perspective on the batter/pitcher screen; a contact zone for the hitter to swing through a selected section of the strike zone; and a fantasy baseball mode that lets you draft teams from scratch. The first two have been instituted by many games since, but I have yet to see a fantasy mode in a baseball game since. In fact, only the recent crop of 1998 football games have included a draft mode, which is at least close. Why not have a draft mode in EVERY baseball game? Fantasy baseball is SO popular! It really makes the game much deeper to be able to play general manager against the computer.

Ages ago I remember playing a hockey game on my Commodore 64 that was unremarkable in its gameplay but outstanding in terms of general manager features. Although there were no real players, when a season ended your players aged a year, their skills changed as a result, and you were posed with trade issues the following season. Further, rookies would join the league, older players would retire, and you could train your existing team to improve their skills in selected areas. What a brilliant idea. Ten years old (at least), and I haven't seen it since! It looks like EA Sports may work at least some of this concept in their 1998 NCAA Basketball title. I can only hope.

The "create a player" option was added to the sports game template several years ago but hasn't developed much since. I really can't understand why the player design program only allows you to select from a dozen or so different heads and three or four body sizes. Why not open up the entire library of existing players and choose their heads? NBA Live '98 has fairly accurate NBA player portrayals - but it doesn't let me select from any of them. Rather, I have to try to get as close as I can using what really just seems to be a collection of hairstyles. None of those generic hairstyles match mine (uh oh, is this telling me something?). That means I'll either have to cut my hair differently or have my onscreen counterparts' hair look like Samuel L Jackson's. You know what? Just put a face editor in next year's version (even a basic one like Coolboarders 2's board editor). Think of the possibilities!

Statistics. I really enjoy games that have vast stat-tracking abilities. I like to be able to measure my numbers against a friend, or my team against the computer's guys. Every year, however, there seems to be a problem with this. It almost seems as if the computer player stats are tracked against "what would normally happen in the NBA", given your game-length options, but not at all "what would normally happen" in the video game itself. For example, if I set the quarter length of NBA

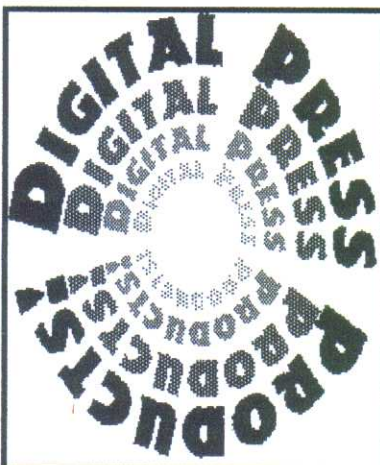
Live '98 to regulation, I'm scoring 180 points a game. OK, the AI isn't very good with "real" time and I can forgive that. So I set the quarter length of the game down to about 5 or 6 minutes, and now I'm getting fairly realistic scores. Play in season mode with that setting, however, and the stats get very ugly. My guys are scoring what I would expect: 15-20 points per game, but the computer "leaders", are getting 8-10. Forget about steals and blocks, they're not even in the same neighborhood! The season stats also don't take into account what happens when an important trade occurs: if I move a high scoring "bench player" onto a team that would use him as their go-to guy, the stats don't reflect it. He's still getting about 6 points per game, despite the fact that he's the starting forward with a high shot percentage. It's weird enough that it throws off the "simulation" feel that it's supposed to be *creating*. Designers should seriously look into this.

One last thing. I really miss the old "what's going on around the league" feature. For some reason, this has been dropped from both the Madden and NHL series by EA and hasn't been picked up by anyone else since! Do you remember how cool it used to be to get to watch game-ending plays from close games around the league when you were in Madden's (or NHL's) season mode? It added to the realism for me and that's what I thought season play was all about

## CLASSIC GAME STATIONS



Subscriber Rayth Orlea from Danville, IL sent us this photo of his gaming station. Pretty nifty! Got a set-up like Rayth's? Send us a photograph... we'll print it!



### DP 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, Coleco-Vision, and AdventureVision. Arcadia 2001, Astrocade,

Vectrex, Studio II, Odyssey II, Sega Master System and Turbograft-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, RCA Studio II, Sega Master System, PC Engine, and Turbograft-16
- \* 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.

#### 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!

**I'LL CHIP AND SHIP** any american PlayStation for \$40 in the U.S. I have chipped over 176 systems, I know what I'm doing. The PlayStations are checked to see if they work before I chip them and after. I won't take any chances in messing up your \$150 system. If you have messed up your system by trying to fit a chip by yourself then I may be able to fix it but the price will range from \$20 to \$100 with out shipping cost. When sending your system Pack it good to prevent damage from shipping. If you have any questions feel free to Mail me at [Workors@pacbell.net](mailto:Workors@pacbell.net) or call (714)-434-0161 if you in OC. CA area.

**FOR SALE:** Vectrex with one controller, \$125 plus exact shipping. I also have a few Vectrex game cartridges which are available for trade only. Matthew Archambeau, PO Box 80165, Austin, TX 78708-0165.

**BUY, SELL, TRADE!** Get your copy of **CONTINUE?**, featuring titles for the Master System, Genesis/Mega Drive, Sega CD, Super Nintendo/Super Famicom, TG-16/Duo, 3DO & Lynx - plus hint books, controllers, and movies, too!! Send \$1.00 to Greg Wilcox, 1598 Unionport Road (7E) Bronx, NY 10462-6061.

**WANTED:** Pac-Man and Nolan Bushnell's Chuck E. Cheese Pizza Time Theatre memorabilia. Write: John L Mooney, 1031 McLinden Ave, Smyrna, GA 30080.

**FOR SALE OR TRADE:** Atari VCS Supercharger w/Phaser Patrol, Bugs Bunny, Monstercise, Great Escape; ColecoVision Illusions, Aquattack, Roc N Rope; Virtual Boy Virtual Fishing, 3D Tetris, V-Tetris, Nester's Funky Bowling; Master System Montezuma's Revenge, Phantasy Star, RC Grand Prix; Intellivision Draughts, Fathom, Crosswords (computer); SG1000 Sokoban, Zoom 909, Hockey; Handhelds/tabletops Look Alive Football, TRON, Thundering Turbos, Lion. Many more games and systems available. Write for list. Edward Villalpando, 13525 Utica St, Whittier, CA 90605.


**WANTED:** Q\*Bert, Pac-Man, & Frogger memorabilia: Write: Rich Fenick, 1081 Merilou Ave, Westbury, NY 11590.

**VIDEO GAMES:** buy, sell and trade for all system write to Po Box 242 Shermansdale Pa 17090 or e-mail me at to get on mailing list. [katom96@aol](mailto:katom96@aol)

**GAMERS!** Come visit Adventure Planet/ Comic Relief for your Atari, Colecovision, Intellivision, and other video game needs!!! Located in central NJ at 1655-134 Oak Tree Road, Edison, NJ 08820 732-494-2343 in the Oak Tree Shopping Center.

**FOR TRADE:** NES Tengen Pacman licensed with box and manual R; Magician with box and manual ER; Tombs and Treasures with box and manual ER; Treasure Master with box and manual ER; Tengen Tetris with box ER; Quattro 4 in 1 Arcade with box ER; Pool of Radiance with box and manual R; Galaga with manual R; Pyramid with box and manual ER;

# Classified



# Section

Digital Press Classifieds are FREE! Hook up with your fellow collectors - tell us what you want and will barter for today!

Star Wars Empire Strikes Back R; Snow Brothers R. **WANTED:** Looking for old Ultima and Infocom computer games mostly. Will consider cash offers. Please email me for specifics on the computer games. Email: [TomMage@aol.com](mailto:TomMage@aol.com)

**WANTED:** all types of HANDHELD and TABLETOP games. Also: GALAGA upright or cocktail arcade in the nyc area. send list to: s.m., 528 E13thST #1C, NY NY 10009 or e-mail: [VERYTHING@aol.com](mailto:VERYTHING@aol.com)

**ATTENTION 2600 Owners:** Send \$1.50 for a sample of the 2600 Connection, the newsletter with 100% Atari 2600 coverage. Tim Duarte, PO Box 885, Mattapoisett, MA 02739-0885. web: <http://www.geocities.com/TimesSquare/Lair/9260> Items for sale: <http://members.tripod.com/~tim2600/forsale.txt>

**SELL YOUR VIDEO GAMES ONLINE!** join the asapmail at [www.asapusa.com](http://www.asapusa.com) -- low start-up price, minimal maintenance. leave mail to [larry@asapusa.com](mailto:larry@asapusa.com) for further information.


**WANTED:** Magazines! I'm looking for any home videogame and/or arcade-related magazines dated prior to 1986. If you have any available for trade or sale, please contact me at [skelly@xnet.com](mailto:skelly@xnet.com) or mail me at: Sean Kelly, 5789 N. Milwaukee, Chicago, IL 60646. Thanks!

**FOR SALE:** 3DO Microcosm (w/jewel case) - Instructions, \$5; 5200 Congo Bongo - \$5; 7800 Desert Falcon - Instructions, Box, \$7; 7800 Hat Trick - Instructions, Box, \$7; 7800 Super Huey - Instructions, Box, \$8; AT26 Blueprint - \$3; AT26 Bridge - Instructions, \$5; AT26 Keystone Kapers (blue label) - Instructions, \$6; AT26 Megamania (blue label) - \$5; AT26 Mogul Maniac (no end label) - \$8; AT26 Racquetball - \$5; AT26 Revenge/Beefsteak Tomatoes - \$5; AT26 Solaris - Instructions, \$4; AT26 Spiderdroid (sealed) - Instructions, Box, \$8; CLCO Burgertime - \$3; CLCO Carnival - \$3; CLCO Centipede (damaged label) - \$3; CLCO Cosmic Avenger - \$2; CLCO De-

fender - \$6; CLCO Donkey Kong Jr. - \$3; CLCO Expansion Module #1 (plays VCS cartridges) - \$12; CLCO Ken Uston's Blackjack & Poker - \$3; CLCO Ladybug - \$4; CLCO Looping - \$3; CLCO Mouse Trap - \$3; CLCO Mr. Do! - \$3; CLCO Omega Race (damaged label) - \$4; CLCO Popey - \$4; CLCO Smurf - \$3; CLCO Space Fury - \$3; CLCO Space Panic - \$3; CLCO Spy Hunter - \$5; CLCO Super Action Baseball - \$3; CLCO Time Pilot - \$4; CLCO Venture - \$2; CLCO War Room - \$9; CLCO Zaxxon - \$2; GEN NHL '95 - Instructions, Box, \$15; IBCD 7th Guest (sealed) - Instructions, Box, \$10; IBCD Playboy Screen Saver (mature version) - Instructions, \$9; IBM Sound Blaster Pro w/Speakers - Instructions, Box, \$20; INTV Beauty & the Beast - Instructions, Box, \$3; INTV Blockade Runner - \$7; INTV Pinball - Instructions, Overlay, \$5; To see the "flyby" sequence in John Dondzila's "Spike Hoppin", hold buttons 1, 2, and 4 as you turn the system on. N64 Star Fox - Instructions, Box, \$20; NES Spy Hunter - \$8; ODY2 Quest for the Rings (some pieces missing) - Instructions, Box, \$15; SMS Afterburner - Instructions, Box, \$4; SNES Mortal Combat II (sealed) - Instructions, Box, \$10; TG16 Aero Blasters (with CD case) - Instructions, \$8; TG16 Final Lap Twin - Instructions, \$5; TG16 Neutopia (with CD case) - Instructions, \$10; TG16 R-Type - Instructions, Box, \$10; TG16 Splatterhouse (sealed) - Instructions, Box, \$7; VBOY Golf - \$5; VBOY Mario Tennis - Instructions, \$5; VBOY Teleroboxer - \$5; VBOY Vertical Force - Instructions, \$5. **WANTED:** Virtual Boy Waterworld, Bomb Jack. Write: Joe Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442 or email: [digitpre@ix.netcom.com](mailto:digitpre@ix.netcom.com).

**FOR SALE:** Sega Saturn Games: Legend of Oasis, Clockwork Knight, Impact Racing, Skeleton Warriors, Star Fighter, Toshinden URA, Sega Rally Championship, NFL Quarterback Club 97, Shinobi Legions, Astal, Alone in the Dark, Battle Monsters, Virtual On, Virtua Fighter Kids, and NHL 97. All are in mint condition w/box & instr. All are \$15.00 each and that includes shipping. Email me at [ssurmick@aol.com](mailto:ssurmick@aol.com) or write me at: Shawn Surmick, 25 Truman Court, Boyertown PA 19512.

**WANTED:** 2600 Q\*Bert's Qubes, Quadrun, Halloween. [dtgiarru@omlaw.com](mailto:dtgiarru@omlaw.com)



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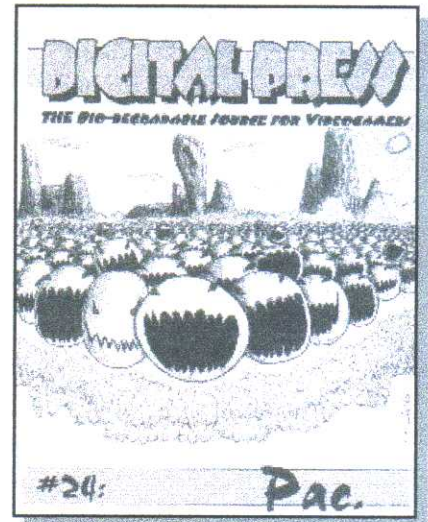
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MAGAZINES

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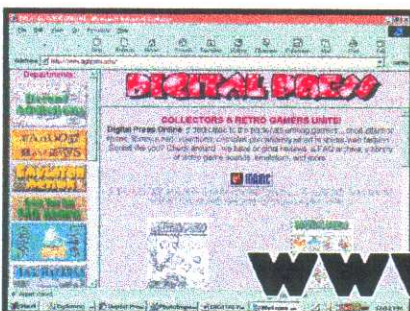
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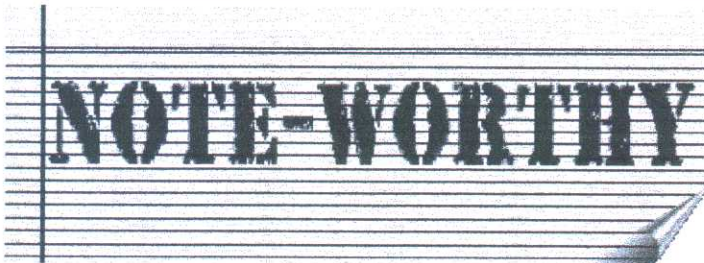


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### game storage tips

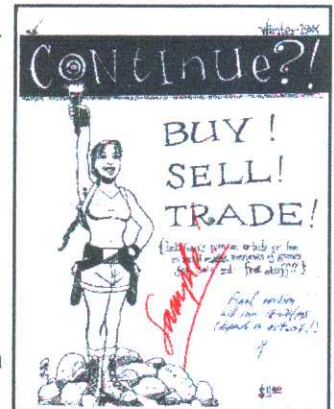
These have been mentioned before, but for anyone looking for a way to store their carts in a better fashion, Wal-Mart has stackable plastic drawers that work great. They're made by Sterilite, dimensions of 19 3/4"L x 15 3/4"W x 8 1/2"H. Each drawer will perfectly fit 84 2600 carts and they're tall enough for 5200, NES, and Xonox double enders.

The bonus right now is that you get a free 12qt storage container inside with purchase. Plus there has been a price roll-back (so it says) to \$8.84. Not the cheapest way to go, but as others will attest, definitely better than stacking/unstacking bins to get at that one game. Not all the drawers have the bonus container though, depends on what inventory they have out.

Supplies were running low at my local store too. - Alex Bilstein (bilstein@mail.utexas.edu).

### new kid in town

His name is Greg Wilcox, and he's the editor-in-chief of a brand new source for gamers called "Continue?". This great new 'zine has coverage for just about every system, and our sample issue covers Greg's favorites on the Sega Master System, Turbografx-16, Turbo CD, and Genesis/Megadrive. It's obvious he has loads of experience (there's even a little "gettin' to know me segment right at the start) and he's a heck of an artist to boot. I'd have to say that if you enjoy Digital Press, you should give this one a look. And I don't say that very often. You can get a copy by sending \$1 to Greg Wilcox c/o Continue? 1598 Unionport Road (7E), Bronx, NY 10462-6061. Tell him DP sent ya.



*Digital Press* is dedicated to the memory of my best friend, Kevin Oleniacz. Kevin's spirit will be with us through every homing missile fired, knockout punch delivered, UFO destroyed, and finish line crossed.

Play recklessly. Think positively. Live EVERY moment to the fullest.