

DIGITAL PRESS

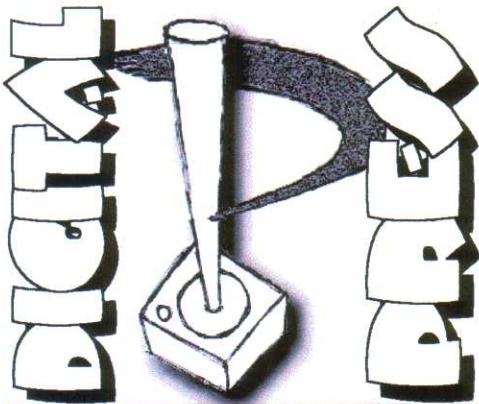
THE Bio-degradable Source for Videogamers

HELP!



#40:

dames.



**DIGITAL PRESS #40
JULY/AUGUST 1999**

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Back Issues

Available upon request. If you're very nice about it, have loads of cash on hand, or have very large breasts.

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dames.

EDITOR'S BLURB by Joe Santulli

Well, well, well, well, well, well, well... so you're back, eh? Seems like we've spent an entire summer vacation since last we graced your mailbox with our splendour of classic gaming goodness (wow, that really rolled off the tongue). Well, it has been TOO LONG. but we're all back and ready to serve you classic game players once again.

The theme: dames. You know 'em. Curvy, wiley, sometimes treacherous. Typically, they run the show. Strange thing is – in video gaming, the fairer sex seems practically helpless! With the exception of recent “developments” in gaming, pitting the female character as the lead, overall the gender of heroes greatly favors the male side. That's too bad. Because in years and years of studying the female (this includes more studying than even the most testosterone-induced of the male sect), I find them to be quite capable of holding their own. Pitfall Harry could have easily been replaced by his wife, Gertrude. Mario and Luigi overshadowed, but could have been put to shame by the lesser-known Mario sisters, Antoinette and Maria. The death-defying feats of Link are nothing compared to the virually unknown exploits of Hildegard, who actually rescued Zelda long before Link even realized she was missing. Even the ghost-chomping skills of Pac-Man could have been forgotten had the world been clued in to his wife, Ms. Pac-Man. Oh yeah, that last one happened. So you see my point then.

They say there is no “she” in videogames, and they're absolutely right. to protest this fact, this entire issue is dedicated to the female persuasion's... well, persuasion on our hobby. For where would Mario be without a girl to save? What point would there be in playing Night Trap if Dana Plato wasn't being chased around by bad actors? Who would have even heard of Dead or Alive if there weren't jiggy babes fighting the good fight? They're an important part of gaming, and that's why we did this.

God bless you, woman. God bless you each and every one.

Enjoy.

See you in Las Vegas in August!



Donkey Kong Nightmare
concept by Joe Santulli

It's that strange, ghoulish girlfriend of Mario's that inspired this issue. She waits, motionless, at the top of the steel structure. Yes folks, this was video gaming's first “goth”.

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name THIS game

Hello.

I wanted to ask you a question about an old Atari 2600 game that I can't seem to find anywhere. In this game, you are an "X" shaped spaceship. The goal of the game is to get inside this pulsating force shield that's shaped like a diamond (it has gaps to get inside), then you have to shoot this "reactor" in the middle of the screen. When you shoot the reactor, a guage begins to fall, indicating that the reactor is losing power. Eventually, the reactor explodes and you begin again. Other little flying things attack you and try to stop you, too. I used to own this cartridge a loooooong time ago. It was made by another company (not Atari, Imagic, Activision)... I remember it being a pretty inexpensive cartridge. I don't remember it's name and I've never seen it listed with any of the other Roms that I see on the internet. I think it had a one word name that was unusual.... If you know the name of this game, I'd really appreciate it if you would email me. It's driving me crazy! Thanks!

rayr10@microserve.net

You described the game so perfectly how could I NOT know it? Spacemaster X-7. The game was by 20th Century Fox, and one of those "sleepers" that was never properly recognized primarily because it was released near the end of the 2600's tenure and moments before the crash.

I believe this game was a "license" from a movie, but I've never seen the movie. Being a sci-fi fan, this can't be a good thing. Is it possible that this is one of those rare games that surpasses the potential of the movie from which it was based? Egads!

name THIS system

Hi Joe,

I found a mystery system in my closet. It fits Arcadia carts and it looks similar to pics I have seen on the Arcadia. On the top of the system it says APF (MP 1000). The back of the system yields little information other than "APF electronics". It was attached to this huge thing that I can only explain as looking similar to the Coleco Adam. I figured it was just some strange 80's "turn your game system into a computing powerhouse add on" that I would never use with any game and it simply would not be worth the price the local thrift store yokels would dictate for it. Taking all of this in count I stealthily disconnected the APF from it's odd looking counterpart and purchased the system and a few "real" Arcadia games. I probably wouldn't even be writing this message if the damn thing worked. If it had I would have simply figured that it was just an Arcadia clone that I had never seen, and happily played away. So, my question to you is....can you identify this thing with my description? Nothing by the name APF appears in your collectors guide. (By the way, the DP guide is simply amazing! Keep up the good work) I will gladly send you a photo of it when I get some film, etc. Anyway let me know what you think of this. Thanks for your help. Kurt kack-erma@oswego.edu

Kurt, hang on for the big surprise... you have an APF MP-1000 there! Betcha you didn't see that coming! Seriously, that's what you have. Two APF systems were released in the late 1970's and stuck around for a very short time, even less than the Arcadia 2001. I'd equate it's lifeline and popularity level with the RCA Studio II. The system ALMOST made it into the guide on this last edition but I don't own one and no one else cared to write about it. Since it appears you own the MP1000, you should be able to test it even without a cartridge, there's a built in game "Rocket Patrol" you can play.

To quote Sylvain DeChantal (Sly DC), author of the APF FAQ: "The APF M-1000 was released in 1977. It's a Video game system cart based, comes with 2 non-detachable joysticks with a numeric keypad on each ones (look likes a mini-calculator with a joystick), has "Reset" & "Power" buttons on the unit. Only could be played on a Color TV only. This system seems to have been the pack-in unit with Imagination Machine.

The APF MP-1000 was released in 1978. This system is basically the same as the M-1000 model but with a single difference, the MP-1000 comes with a built-in game called "Rocket Patrol". Both of these systems had

the ability to be expanded to the Imagination Machine & both can play each other cartridges..."

next steps for the guide?

Joe,

I've been collecting classic games and enjoying your Digital Press Guides for a few years now and I wanted to ask you a question. Would you consider including a section on the Nintendo Gameboy in your Next Guide and let me produce it? I know what you are thinking, the Gameboy is still in production so what's the use? Well I'll tell you why. The Nintendo Gameboy has to be one of the longest running productions in video game history and with the amount of games being produced for the system, by the time it's life span is over which I hope never happens) it will be too hard to gather the needed info for the guide. I currently live about 1 hr. away from Nintendo headquarters and I think that this can be a plus. I might be able to get some information about the licensed games that have been produced thus far. I am very interested in seeing the Digital Press guide grow and I think that this would be a logical next step. What do ya think?

Phil A. Huddy

mylar@sprynet.com

Phil,

thanks for the offer - if we ever decide to go towards handhelds, I'll be sure to get in touch with you. The plans for the next Guide pan out a little differently, however... we're going to tackle the world of 8-bit computer cartridges. That means sections on TI-99/4A, ADAM, Commodore 64, VIC, TRS-80 CoCo, and Aquarius. I'm wondering just how FAT this book will be. We may have to ship it in a box this time! Anyway, be sure to clear enough space on your bookshelf for this bad boy.

collector loco

Joe,

This has got to be the same guy that you published in DP#39 "The other weirdness" (what a riot). He called my store the other day and hung up after rambling on for some time how it is my job to meet the customers needs ! The best part was the fact that he told me he would only purchase them if they were cheap :) LOL Enjoy :)

Mike Gedeon (Owner VGC)

www.videogameconnection.com

Subj: ABOUT PURCHASING PROTOTYPES VIDEO GAMES FOR ATARI 2600 VCS.

Date: 2/27/99 5:46:36 PM Central Standard Time

From: carolyn.shaw6@gte.net (Carolyn Shaw)

To: mgedeon216@aol.com
friday feb 19, 1999

Dear, Mike Geodon My Name is MR. Chad Shaw and I AM HAVING Trouble with My Computer. I Have try to contact You About Purchasing some Prototypes Video Game Cartidges For Atari 2600 vcs is GOOD LUCK CHARLIE BROWN, MON-STERCISE, ATARI VIDEO CUBE, HOLLY MOLEY, MISS PIGGYS WEDDING, RUBIKS CUBE, AND MOTORDEO, WHITE WATER MADNESS, KLAX, SAVE MARY SAVE, PEEK A BOO, SWORDQUEST AIR-WORLD. ALL FOR ATARI 2600 VCS SYSTEM. CUBICOLOR, APPLES AND PEARS. BOING. ALSO THE MULTICART 84 GAMES PLUS PROTOTYPES FOR ATARI 5200 INCLUDES THE UNRELEASED PROTOTYPES. I NEED TO FIND OUT HOW MUCH THE VIDEO GAME CARTIDGES ARE? And WHAT ARE THE PRICES OF THE 2600 PROTOTYPES FOR ATARI 2600. PLEASE CONTACT ME. THANK YOU. Chad.Shaw 4@gte.net PLEASE CONTACT ME. THANK YOU VERY VERY MUCH. I NEED A RESPONSE NEXT WEEK. THANK YOU SAVE ME THESE VIDEO GAME CARTIDGES FOR ATARI 2600 PROTOTYPES. THANK YOU.

Yeah, that's him alright. I'd know that stilted grammar anywhere. Quite a character, et? From what Sean tells me, he hasn't stopped writing to HIM either, so look for more letters from our confused friend in future issues!

the bow spoils it

As a liberated woman of the sixties, I nominate Ms. Pacman as favorite babe. Why? Because except for the dumb bow, she did not sell out to the establishment. She made it on her own without becoming a sex object (which she could have been considering her well rounded figure). Congrats on DP39, loved it.

Gale Putt

*Hey Gale,
until someone figures out how a "pac" character does the wild thing, I'm going to have a hard time qualifying Ms. Pac-man as a video game babe. If you're looking for a female game character who made it without being a sex symbol, how about the main character from Metroid? Or Helga from the Clay Fighter series?*

NES proto?

Mr. Santulli,

I spoke with you, briefly over ICQ: a friend of mine who owns a thrift store went to an auction and ended up getting the storage locker belonging to American Technos (Or an employee who grabbed all there stuff when they closed up shop..) anyhow, aside from all there original copyright certificates, awards, a bunch of software and japanese systems, I came across a few unreleased game and the one I thought you may be interested in is a game for NES called: "Adventures of Dr. Franken", it's on what appears to be a standard NES circuit board, it has two chips, one appears to be an Eprom on a removable Eprom slot and the other looks original, on the circuit board it reads: UnEprom copyright Nintendo and the year 1989, I believe, the stickers on it are your average colored stickers that look like they're used for pricing merchandise and such and one had the word US on it and the other simply had the name of the game on it. I was wondering if this game was released in Europe or Japan and this may be a translated game or if it is an original...the circuit board didn't come in a case, but in a static free bag with a about five pounds of chips which appear to be eproms (Average chip with little metallic colored window on top?) but the tops of them were sticky as if they had labels and were erased....

I also have a ROM for Gameboy called "The Mole" which is on a piece of foam, I thought this might be the game "Mole Mania" or something...I have two gameboy cartridges with eprom slots on the back and I considered removing the ROM of one to insert the Mole ROM, as one was of Asterix the Gaul and the other was of Crash N' the Boys Street Challenge, which was in Japanese, so I assume both of these are the same as the released versions, but I didn't want to damage the ROM by bending the metal prongs... I have two modified Game Boys with a flat wire coming out of the back of each to connect to a "Nintendo Demo Vision" which appears to be the precursor to the Super Game Boy, it's a white, metal box half the size of a VCR and has input for two Game Boys and A/v output for two tv's, I also managed to get a JAMMA arcade board that was labeled "Double Dragon 3 Prototype", I plugged it into my original DD machine and it seemed to work except for lack of any audio...

I kind of went off of track there, anyhow, the main thing I was wondering about is the NES ROM, would you be able to verify it for me? I could send it in to you for evaluation, as long as you don't dump the ROM or make a copy of it, either of which would devalue it... I'd just like to know if the game is one of a kind and/or if the ROM for it has already been dumped, thus rendering it worthless....

Geoff "3DOMAN" Smith
mr3do@hotmail.com

Sounds interesting, I haven't seen too many prototype/beta NES cartridges, I guess Nintendo and its 3rd party developers were better at keeping the lid on unfinished games than the folks at Atari. Always willing to help confirm a prototype here. You don't have to send in the actual EPROM if you can take photos and send them to us, or better still email them to digitpre@ix.netcom.com. We can always ask follow-up questions if the pictures don't reveal enough.

water resistant too

I was doing about 95 mph in my 88 GTA on the way back from the flea market this weekend and spilled my drink on top of the newest edition of DIGITAL PRESS, knowing that I can't just stop on the highway I had to make it to the next exit, well needless to say everything in the seat was soaked with Sprite except the DIGITAL PRESS book that the plastic cover saved all but the very edges. I love what you are doing to the video game world.

Chrikev
chrikev@mpowernet.com

Well, that wins "story of the day". Sorry, no award, but at least you're a WINNER!

Of course, we were kind of hoping our contribution to the video game world would be the contents of Digital Press literature, but heck - if we're creating durable placemats for food and drink I'm still happy about what we've accomplished.

RESULTS OF THE DP WEBSITE POLL:

Who is your favorite video game babe?

Lara Croft (Tomb Raider)

49%

Chun Li (Street Fighter II)

23%

Mai (Fatal Fury/KOF)

12%

Dana Plato (Night Trap)

9%

Sonya Blade (Mortal Kombat)

7%

Video game damsels: Worth saving?

Investigative study by Joe Santilli

Welcome to another in my series of high-profile investigative reports: Video game damsels: Worth saving?

One might say "yes", but are you thinking clearly, my friend? Damsels are often merely playing the part of distress in an effort to gain the object of their affections. Do you truly believe, for example, that Olive Oyl (famous for her appearances in the **Popeye** series) was unable to gain Popeye's affections in any other way than to pit him against the man-monkey Bluto and the somewhat less than attractive Sea Hag? THINK AGAIN.



Olive Oyl: would prefer Bluto.

Do you believe that Mario's little princess, allegedly held "hostage" high above a steel structure, could not willingly escape and seek a life as a fashion model for K-Mart? Have you noticed the cheap pink dress? Perhaps you should, once again, THINK AGAIN.

Dana Plato, well-known for her role on "Different Strokes", appeared in the game **Night Trap**, where she begged her expectedly male would-be rescuer to protect her and her friends from vampires. Do you truly believe the weak actors pretending to be vampires actually posed a threat to Ms. Plato? Or her friends? Have you ever seen Ms. Plato's Playboy appearance? My fine friend, you should simply THINK AGAIN:



Dana Plato: placed her career above any "man".

These "damsels in distress" pose more of a threat to the male game player than any of the so-called "obstacles" in the way to saving them. This is not my *personal* observation, but a fact, one that you should be aware of. The National Association of

Damsel Studies (N.A.D.S.) states that there is a ratio of 25:1 in lives lost to damsels saved. That's right. Mario will die 25 times before he actually saves his princess. Popeye will die 25 times before saving Olive Oyl. And if THAT statistic doesn't convince

you, how about THIS one: one billion to one. You heard it right. One BILLION to ONE. Obviously the odds are stacked against the males.

To date, there has not been an effective claim that either Olive Oyl or Mario's little wench have ever been saved. There are reportedly brief moments where hearts fill the air and all seems well, but then tragedy strikes, and the damsel is once again in distress. The young woman from the game **Blueprint**, tirelessly chased for the duration of many games, has yet to be rescued by her fearless man. And yet, there have been numerous reports of death or other equally disabling ends to Bluto, **Donkey Kong**, AND the bad guy from **Blueprint**, whose name you would not recognize even if I happened to remember it. How can this be? Is this some kind of cruel joke to chivalrous men?



Mommy: turned out to be an alien, after all.

There is no need to answer. The entire "damsel in distress" ploy has now been exposed. Olive Oyl, Dana Plato, Mario-girl, Ms. **Blueprint**, and YES, even "Mommy", from the game **I Want My Mommy** are all part of this elaborate plot. It has even been said that the fair Artemis from the game **Phelios** has "pulled a fast one" on Apollo, she wasn't frozen in stone at all! It was merely a facial mask that made her appear as if she had been turned to stone. If the camera could have tilted just a bit more, Apollo would have seen that Artemis was in fact chained to a flimsy Victoria's Secret display counter.



Artemis: could have easily escaped.

Why, why, WHY is this treachery being perpetrated on our male heroes? Stay tuned for my next investigative report: Video game males: Heroes or Transvestites? Coming soon!

BELOW: Girlie from the game **Blueprint**: wasn't running very hard at all.



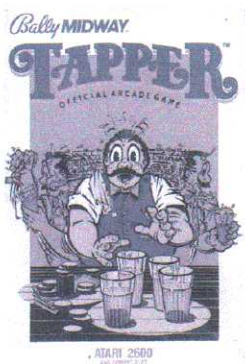
REcollecting

by Jeff Cooper

PART TWO of TWO

Last issue I mentioned that after selling my entire 2600 collection, I began "re-collecting" a little over a year ago. I discussed how different collecting is now relative to six or seven years ago, thanks primarily to the "money factor," or the fact that 2600 carts command so much damn cash these days. Trading is a lot more difficult than it used to be, and flea markets and thrift stores around me have almost completely dried up as a source of carts. Yet I've still managed to put together a collection of nearly 500 carts (over 300 boxed) without blowing a whole lot of money, and I did it in a little over a year. Time to get into the specifics of my re-collecting odyssey.

The obstacles presented by the money factor and the difficulties associated with trading and flea marketing also attracted me to starting over, because I realized that collecting would be much more difficult and, in general, a very different experience than it was the first time. Basically all I had going for me was my garage (full of every manner of old videogame junk), a ton of "connections" and friends I had made over the years, a lot of experience, and the other huge change that has come to the hobby—the internet. Would it be possible to put a decent collection together? I didn't think so.



COOP'S BIG BRAG?

Nope. I'm sure it sorta sounds that way, but in fact this article ISN'T Coop's big brag. And that's because my success has had little to do with my great wisdom or crafty trading skills. The single most important factor in putting together my second collection been the assistance of my friends, fellow collectors, and various connections. The whole process of re-collecting got started a little over a year ago when I received a call from a fellow named Johnnie in Tulsa. I had done some trading with and selling to Johnnie four or five years ago, and although I hadn't heard from him in an age, we were still friends. Johnnie explained that he was going through some changes and basically was getting out of the videogaming hobby. He had been trying to sell his entire collection of nine or ten different systems from 2600 through SNES, with carts, and had no luck locally. He wanted to know if I had any

ideas. I had no interest in the stuff myself: I explained that I had all the systems and had no interest in his 275 2600 carts because I had recently sold my own collection. I advertised his collection on the internet (didn't know about ebay yet) with no takers. To make a long story short, Johnnie eventually asked me to buy the stuff at a price so low that there was no way I wouldn't be able to eventually resell. So, I bought the collection, plucked out about thirty 2600 rares (Pandas, Zimag and stuff, no **Crazy Climbers** here), resold everything else in one lot to make back my money, and I was off.

I spread the word that I was, in a small way, putting together a 2600 collection again, and things sort of took on a momentum. One long time gamer friend pulled a box of duplicates out of his closet and sent me a bunch of titles, including a **James Bond** and a boxed **Tapper**, for nothing. A second friend did the same. I found a few dozen carts out in the garage that I didn't even know I had, and discovered that, though flea markets stink compared to what they were six years ago, is still possible to find dozens and dozens of common and semi-common games in the wild.

Very quickly I had over 200 different titles, and I realized that finding all of the hundreds of common and semi-common carts would simply take time and patience. So instead of going out of my way for that kind of stuff, I let it come to me. The trick would be to scarf up with some rares.

I knew that in order to come up with harder-to-find carts, I'd need to have something to trade, but obviously I didn't have any 2600 games to use as bait. But then I remembered an old expression: "one man's meat is another man's poison." And I had a TON of poison out in my garage: all kinds of Pong systems that had been accumulating over the years, boxes of controllers, piles of systems and carts that I never did and never would play, like APF, Bally Astrocade, Channel F, TI computer, you name it. I found that there was very little demand for this stuff, but also very little supply. So when I did find people who collect this more exotic material, they were willing to trade quality 2600 items for it. I picked up a **Stargunner**, **Submarine Commander**, **Gas Hog**, and some



rare Xonox, for example, for some oddball stuff that may have been rare, but was of little interest to me.

The next boon I discovered was the emerging popularity of something that had been close to my heart for years—videogame memorabilia. I picked up a ton of 2600 rares in trade for everything from Activision patches to posters to **Pac-Man** toys to handhelds and game watches. This memorabilia doesn't grow on trees and I've traded off very little from my personal collection. So where did it come from? Well, again, it all comes back to friends and connections. One longtime friend came across a guy selling a large lot of mint-in-box **Q*Bert**, **Frogger**, and **Pac-Man** game watches dating from the early 1980s. The seller didn't want much for them, but he had so many that my friend could not afford the whole lot. So my friend asked if I'd go in on the deal with him. "Why sure." I sold enough watches on the internet to get back all the money for both my friend and myself (if I'd known about ebay at the time I'd be retired), and I still had many watches left over to trade; through this route I came up with a mint-in-box 2600 **Berenstain Bears** and several other items on my want list. Another collector came up with a large batch of memorabilia that cost next to nothing; he had no interest in it himself, and sent it to me for what he paid. Again I sold enough to make my money back and had a ton of trade bait left over.



WHO TO TRADE WITH? AH, THE INTERNET

Through deals like these I stockpiled more and more stuff to trade. But in order to keep the collection growing, I had to find more and different people to trade with; I'd gotten about all I could from my various personal connections. Here I think I had some lucky timing. Just as I lucked out by starting my first collection before the hobby grew so immensely popular, I lucked out the second time around by starting out more or less as the internet and classic game collecting were beginning to discover one another.

Other than the money factor, the internet by far represents the biggest change associated with classic game collecting. Suddenly, instead of being immersed in my private network of dozens of 2600 collectors, I was immersed in a network of hundreds, if not thousands of Atari fanatics. The availability of rares almost instantly went up tenfold—as one collector put it, you can encounter more super rares in one month on the internet than you can in years of conventional letter-writing, flea-marketing, and so forth. The impact on trading was immediate. I had some collectable game posters that ninety-nine out of a hundred people would have no interest in. That meant that they were untradeable through conventional channels. But put them up on the internet and that one-in-a-hundred interest means that you've got five or six people fighting over this formerly worthless stuff. And with such a big audience, you are going to run into some people who have really good stuff to trade. Though fraught with pitfalls

(excuse the pun), I found that the internet can also be a good place to buy. If you are able to hang out on the usenet groups all the time (this is not an option for those among us who have lives), you can stumble across some good deals. One time, just as I signed on, somebody posted sort of an internet garage sale, something like 25 games (mostly common but all boxed and many with the old, book-style boxes) for \$20. Man, I never typed "I'll buy" so fast or hit "send" so hard. The seller got dozens of responses but I was first. Another guy needed money for surgery and threw up a pile of boxed games for seventy-five cents a piece. Same thing; the guy got deluged with responses, but I was the first to see his post and I got the goodies. Then there was the guy whose post offered boxed rares for Atari 5200. The post, which had been up for an hour or two before I saw it, was all confused, so no one called the guy. I sensed that the guy actually had 2600 rares but didn't realize it. I called and, sure enough, the guy had made a warehouse find but did not understand what he had. I told the guy I would explain things to him providing he would sell me a couple dozen of the items at the posted advertised price, and he agreed. I wish I could have bought 100 items but, like I said, I don't have a lot of money to shell out, and for just a little money I did end up with five more boxed rares for my collection and over a dozen duplicates that I've done very nicely with in trades. There was a lot of luck here; unlike some people, I do not troll the videogame usenet groups hourly, I don't even check them daily.

THE TANGLED WEB THE TRADER WEAVES . . .

Building up the collection often involved a lot of time and effort. Some deals involved a complicated intersection of several of the principles discussed above—personal connections, the internet, "one man's meat, another man's poison," etc. For example, through the internet, I ran into a guy who had some rare 2600 carts I really wanted. I had nothing to trade because the guy wanted Vectrex. I knew another guy from the net who had Vectrex, but I had nothing to trade him, either. The Vectrex guy mentioned he was going mental trying to find a particular Intellivision title, and would trade his Vectrex soul to get it. Then I recalled that a DP staffer had an extra copy of the Intellivision title the guy wanted. Even though I can't recall ever doing this DP staffer any favors (his collection is so extensive it's hard to come up with anything he needs), I explained the situation to him and he sold me the Intellivision game for quite a lot less than he could have gotten for it from someone else. So, I had the Intellivision game, which I traded for a ton of Vectrex, which in turn I traded for the coveted 2600 rares. I did have to shell out some good money to get that Intellivision game, but I ended up with a number of 2600 carts for a fraction of what they'd sell for on the open market.

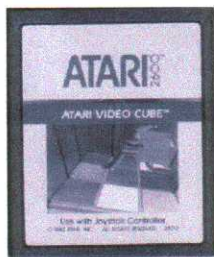
IF ALL ELSE FAILS, TRY CASH



I think it would be very difficult, if not impossible, to build a large collection quickly without using at least some

(Continued on page 8)

cash. If nothing else, I've had to use cash to buy things (like game watches) to resell in order to get profit or trade bait which I used to build the collection further. Though I've made quite a number of outright cartridge purchases, I found that, with patience and, especially, friends and connections, the hobby doesn't have to be impossibly expensive. One friend decided to part out his 2600 collection. He didn't give away anything, but he sold me a ton of stuff for way less than the "going rate." His rationale was 1) he was avoiding the hassles of auctions, etc., 2) he was still getting from me way more than what he paid for the stuff four years ago 3) he was doing me a favor. Almost all my cartridge purchases have been from friends and trading partners, at cut-rate prices (I have purchased NOTHING in the way of expensive rares from auctions), and the cash I've used has come from selling other videogame stuff. I've also had to have some money available for those instances where something turns up dirt cheap on the internet (like those lots of boxed games). I've even found a bargain or two on ebay. Things often go ridiculously high there but, once in a while, things go for bafflingly small amounts. In the last few months I saw several **Atari Video Cubes** go for well over \$100 each, then one went for around \$30. I thought **Strategy X** and \$7 was pretty reasonable, as was **Cosmic Swarm** at \$12.50 (one dealer lists the latter at \$90). A perfectly nice **Master Builder**, which lists in the conservative DP Guide at \$75, recently went to someone for around \$26.



SOME SPECIFICS

Here are some examples of how I came up with a few of the rarer items in my new collection:

- **Wing War, Master Builder, Motorodeo, Smurf Saves the Day, boxed Waterworld, Assault**, a few others – all in trade for an old arcade machine
- Boxed **Kid Vid system with Smurf Saves the Day** – in internet trade for vid memorabilia
- Boxed **Crazy Climber** – discount purchase from collector friend
- **Cakewalk** – in trade for duplicate loose **Smurf Saves the Day**
- **Halloween** – flea market find, \$1
- **Miner 2049er Vol. II** – flea market find, \$1
- **Shuttle Orbiter** – flea market find, \$1
- Boxed **Berenstain Bears** – in internet trade for vid

memorabilia

- **Chase the Chuckwagon** – discount purchase from collector friend
- Boxed **Condor Attack** – in trade for a few misc. APF, Channel F games
- Boxed **Rescue Terra I** – in trade with a dealer for vid memorabilia
- **Glib** - in internet trade for vid memorabilia Boxed **Deathtrap** – in trade with a new trading partner for a duplicate 2600 rare picked up inexpensively on the net
- Complete mint **Tooth Protectors** – in internet trade for a loose used Kid Vid controller, found at a thrift store, that had been sitting in my garage for years
- **Quadrun** (original release) - discount purchase from longtime trading partner

In conclusion, I'm sure there are some readers saying to themselves, "Look, I'm fairly new at this and I don't have friends who are going to sell me stuff cheap. And no one is going to send me memorabilia at cost that I can trade." To this I can only say that the only way to gain experience and make connections is to throw yourself into the hobby. Beat the bushes looking for stuff, remembering that though you may have no interest in this videogame junk or that, someone else may. Go out of your way to make some trades, if only for the sake of establishing connections and trading partners. And make sure people you trade with are happy with the trade. A good trading partner is far more important in the long run than any one particular deal. There are a handful of people out there that I won't trade with because in hindsight I feel they took advantage of me and I think ultimately they have only screwed themselves. There are far more people out there who I try to do favors for because they have done favors for me; many of these people have become friends.

One thing is for sure: the carts are out there. Go get 'em.



Game & Watch Primer, part 2

by Clint Dyer

Welcome to part 2 of the Game & Watch article. In this issue, we'll discuss Wide Screen and Multi-Screen G&W's, 2 of the most common versions of G&W's to be found. Forgetting their rarity for a moment, these are, in general, more fun to play than most of the other G&W's.

The following information was gathered from several different sources. Camiel Dobbelaar (dobbe@xs4all.nl) was the one who really got me started on the idea of doing this when he combined information taken from the July/August issue of Retrogames, a foreign fanzine. He noticed several different things, but the most interesting is that Nintendo used a very specific numbering system with it's games. You'll notice that the original silvers start with 01 and it goes up from there, with each variety of G&W having a new starting point. What's most interesting about that is that there is plenty of room for more in almost all the categories. One thing that doesn't make sense about their numbering scheme is the first initials before the numbers. Some titles, it's easy to tell why they were named that way. FL for Flagman, MH for Manhole, etc. Others, the letters don't make any sense. AC for Ball, RC for Fire, etc. Good work Camiel, I knew that college degree was good for something! ;-) The reviews and descriptions of the types were all written by me, with help from Michael Davidson (pinwiz@pinwiz.demon.co.uk) and Camiel on some that I don't have.

Widescreen G&W's are much larger than their "original" counterparts (see part 1). The screens are about a quarter an inch larger all the way around and the cases are about half an inch longer and a bit taller. These are the most common versions of the G&W, perhaps because there were more Wide Screens made than any other version.

There are 2 different versions of the Multi Screen G&W. One version has the screens on the right and left and opens like a book and the other version has the screens on the top and bottom and opens like a calendar. The controls on the book type are on the right of the right screen and left of the left screen and the controls for the calendar type are on the left and right, similar to a regular G&W. These are also fairly common, though some are much tougher to find than any Wide Screens.

Wide Screen (21-30 or more):



PR-21 Parachute

People are parachuting out of a helicopter. You have to catch them in your boat. If you don't, they'll get eaten by sharks.



OC-22 Octopus

Guide the hero to the treasure on the right side of the screen while avoiding octopus tentacles. Then, take the treasure back to the boat. Pick up

too much treasure and the hero will move slowly and make your task much more difficult.



PP-23 Popeye

The long time rivalry is alive and well in this G&W. You play Popeye, who is in the middle of a lake between the shore and a boat. Catch items thrown by Olive Oyl while avoiding being hit on the head by Bluto (or Brutus), who is on the boat and under the dock Olive Oyl is on.



FP-24 Chef

This is a fun little game where food is thrown out onto the playing field (much like people jumping from a building in Fire), and the object is to not let the food fall to the floor. This is accomplished by juggling each piece of food until it cooks, then goes away. Pretty fun, overall! This is one of the rarer Wide Screen games!



MC-25 Mickey Mouse

You play Mickey, trying to catch eggs before they hit the ground. Minnie pops out of a window in the upper left corner to thank Mickey and end the level. It should be noted that this is one of the

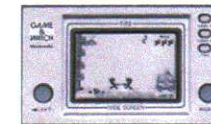
harder G&W's! The speed really picks up fast and you'll shortly find yourself scrambling (pun intended) to catch the eggs!



EG-26 Egg

Egg uses the same game 'engine' as Mickey Mouse - the same screen background, game-play, etc. except the Mickey Mouse character is replaced by a wolf or fox and instead of Minnie

Mouse popping out of the upper window there is a large cook.



FR-27 Fire

People are jumping out of the building and your job is to get them to the ambulance without letting them splat on the pavement. To accomplish this job, you are armed with only a tram-

poline and when someone hits it, they will bounce to the next spot on the pavement, where you have to "catch" them again. Continue this all the way to the right and they will bounce into the ambulance (wouldn't that hurt as well, though?). This game is probably remembered better than any other game in the G&W lineup. In fact, when someone asks me to name the game "they used to have as a kid", this is the game I mention first.



TL-28 Turtle Bridge

Carry an item from the left side of the screen to

(Continued on page 25)

DONKEY KONG

rAnDo m
ReVieW's

Many Systems

Atari/soft/Nintendo

Arcade



Joe Santulli, professional plumber and saver of damsels in pink jumpsuits

System	C-64	NES	Intellivision
Graphics	7	8	2
Sound	8	7	2
Gameplay	9	8	3
Overall	8	7	2

<input type="checkbox"/>	multi player same time	<input type="checkbox"/>	data save features
<input type="checkbox"/>	decent game ending	<input type="checkbox"/>	hidden stuff
<input checked="" type="checkbox"/>	variable skill levels	<input type="checkbox"/>	non-linear gameplay

When I was in grammar school, I knew a kid who looked a lot like an ape. His name was Richard, and my friend Kevin and I would often refer to him as "Richard of the Apes". Years later, when the game Crazy Kong turned up at my aunt's convenience store, I thought about Richard again and wished we were just a few years younger so we could have called him "Crazy Kong" instead. Then again, "Richard of the Apes" is still pretty funny. I wonder what he's doing now?

There are many ways to review a classic like this, I've chosen to skip past the game's history and present and focus instead on the many home variations of Donkey Kong, which is in some strange way a brother to the game I saw first, Crazy Kong. You all know the story by now: A plumber named Mario is the hero. Kong is at the top of the screen keeping Mario's girl hostage. Four screens appearing in various order depending on the machine you were playing, but always starting with the familiar girder and

barrels scene. Mario navigates to the top avoiding barrels, fireballs, and hot plates of god-knows-what to reach the girl. When he does, Kong grabs the girl and heads up another level. It's a lot like life. The big hairy guys just know how to get the job done.

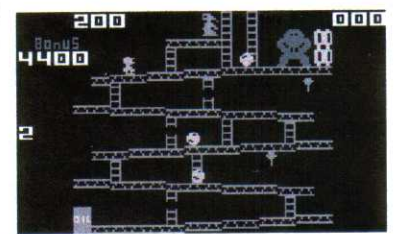
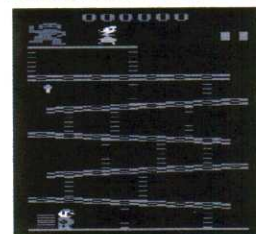
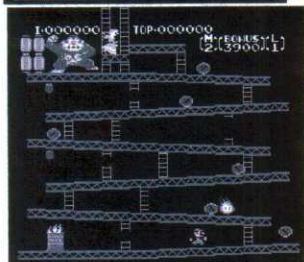
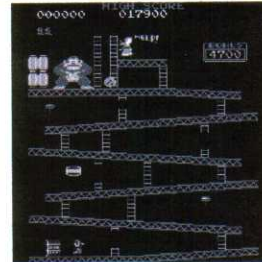
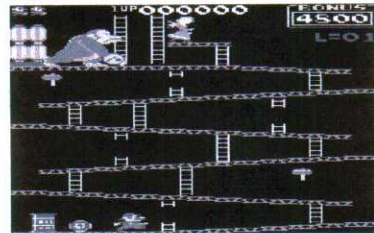
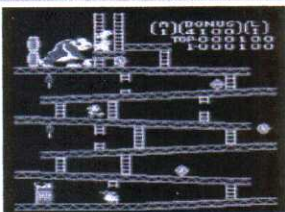
Donkey Kong was produced for many home cartridge systems. Besides being the packed-in game for the ColecoVision, cartridges were also made for the Atari VCS and 7800, Intellivision, NES, Commodore 64 and VIC-20, TI-99/4A, and Atari 8-bit computers. There's a collecting goal for ya - do you have all of those? If so, you know that they ALL play fairly well, but translate the original arcade game quite differently. Let's explore.

In the arcade version, Kong starts six girders high on the left. On the ColecoVision and Intellivision versions he starts five high and on the right. Many versions also attempted to render the playfield vertically, which makes the characters appear "fat" (not phat). Take a look at Mario on the C-64...

man, that guy is HUGE! The hammers you use to knock out fireballs are almost always in the wrong places in the home versions as well, with only the C-64 and TI-99/4A getting it right consistently. Then there's the issue of completeness, which was rarely met on the cartridge versions of the game. The hot-plate-and-conveyors-screen is missing from most of them, even the "high-end" consoles. The VIC-20 cartridge surprisingly managed to include it even though the NES version did not. It also turned up on the Coleco ADAM "super" version of the game (which, suspiciously enough, can be dumped to a ColecoVision chip).

So how would "Richard of the Apes" feel about the monkey business that transformed the home conversions? Well, he'd be quite happy, actually. Each system performs well, within its limitations (except for the abysmal Intellivision version). He'd choose the C-64 version as the best translation overall because he doesn't mind the fat juicy Mario. Personally, I'd have to agree.

I've given you hints - now can you guess which screen goes with which console? Answer is on back page!



Playstation

989 Studios

Miscellaneous



Dave Giarrusso
cuts the carpet in
this extensive re-
view

Does you gots RHYTHM? Does you gots RHYTHM?? Well, if you does gots some rhythm, then gets out to the store right now and pick up the fantastic new game Bust a Groove for your Playstation. Right now. We'll wait.

Like you, I had heard a lot of hype about BAG. (That's funny. "BAG.") Possibly like you, I wasn't really sure what all the fuss was about at first. Ironically, my typically non-game playing brother (you might say that video games aren't really his "bag"...) was one of the first people who I got some first hand BAG info from. Some of his friends had gotten their mitts on the import version of the game (ie, BAM, changed to BAG since we already had that name for the stateside puzzler starring everyone's favorite bubble blowing dinos) well ahead of its scheduled US release, and he couldn't stop raving about how great it was. As he explained the gameplay to me, my mind was busy working out the details. It made sense. It sounded elegantly simple, and easy to learn, but tough to master. Plus, if it was able to make my brother sit up and dust off his videogaming skills, it had to be good. I made up my mind to snag my own copy of the game as soon as it was released state-side.

I happened to actually see Bust a Groove, for the first time, on one of those ridiculously enormous projection screen televisions. Two guys were busy out-juking each other with Kitty-N and Shorty. My mouth must have been hanging open for a good twelve minutes before I could actually utter any words. (The last time I can honestly remember being so moved by merely looking at a game was when Ghouls and Ghosts hit home on the Genesis. I bought mine later that day. Nintendo, take note: you have not made me NEED an N64 yet. Nuts to you!) I think I finally managed a "...must... gnnnng... get... game... gnnnng..." before running blindly toward the Playstation section, wrestling the last remaining copy from the powerful clutches of a nun and a rather svelte looking woman dressed in one of those pink tutus, and finally racing back to the front of the store to pay for it. After reaching home base, I plugged it in and got ready for weeks and weeks of groove-a-riffic gameplay.

The important question is, what the hell makes BAG such a great game? Well, for starters, in our sadly same of, same of market, it is far and away the most different thing to come down the pike since,

Element	Joe	Dave	
Graphics	8	9	
Sound	9	8	
Gameplay	6	9	
Overall	7	9	

<input checked="" type="checkbox"/>	multi player same time	<input type="checkbox"/>	data save features
<input type="checkbox"/>	decent game ending	<input checked="" type="checkbox"/>	hidden stuff
<input type="checkbox"/>	variable skill levels	<input type="checkbox"/>	non-linear gameplay

well, probably since Tetris first set the world on fire. Try and find another game like BAG. You can't. It's pretty brilliantly different than anything else, and, the motion capture animation is amazingly beautiful, if you go for that sort of thing. If you go for that sort of thing, the visuals and animation alone are worth the price of admission.

Here's the deal: you pick a dancer from the group of thirteen (ten to start and three hidden) and commence in groove busting. Sound simple? Well, as long as you're not a sorry member of the Rhythmless Nation, it will be...at first. You and a friend (or the computer) get the opportunity to vie for the attention of the camera while pulling off some of the coolest dance moves ever seen, in, or out, of a game. As the music plays, each dancer must "git down" by pressing one of the four buttons on each fourth beat. There are a bunch of different tunes, and each has slightly different rhythm, so pay attention. (Note: the game has the option of turning off the lyrics - you may wish to do so since some of the songs' lyrics are downright STOOpid - its only minor flaw.) As the game progresses, the moves become more difficult, requiring a combination of keypad presses prior to the final button press. The keypad movements need not be in time to the tunes, so long as the button is pressed on the fourth beat. That's all there is to it!

Sounds easy, but, there is more than enough variety and depth to this game for funk-fiends of all skill levels. See, the screen displays a possible move or two for each of the dancers. However, once the player's "groove-meter" begins to fill up with "groove-tron" energy, moves that ARENT displayed can be

substituted by the expert player, as long as A) the player has enough energy to pull off the desired move, and B) the player chooses the right part of the song to execute said move. Sound confusing? It is at first, until you've spent lots and lots of hours in front of the TV with plenty of sugar by your side. By then, you should be able to plow through any of your characters' moves at the drop of a 45 rpm record and hog up the camera, as well as the glory, for the entire length of the song.

Oh yeah. Of the four buttons on the controller, only two of them are strictly for dancing. The other two are for attacking or dodging attacks. Like the dance buttons, they must be pressed on the fourth beat. Subtle clues are given when the opponent is readying his or her brand of interruption, so pay close attention and take note when you see or hear something strange from the other side of the dance floor. If you don't, you'll likely wind up smashed, shot, kissed, pummeled, or otherwise thrown out of step while attempting to create some o' that "mad hype smack" on the dance floor.

The important thing to remember when playing this game is that the RHYTHM is all important. If you ain't got none, then you probably oughta stick to watching, or, playing a couple of rounds of Pac-Man. Or maybe Smurf Rescue. Or Sssnake.

My fondest wish is that other gaming companies will take notice of BAG and follow in its footsteps, not by putting out a bunch of crappy watered down imitations of BAG, but by producing games that are equally as innovative, imaginative, and just plain different. Much to my chagrin, our fearless leader has already informed me that other companies are already jumping on the dance-o-rama bandwagon. I guess there's just no room for any substantial risk taking in the game industry anymore. Well, perhaps someday...

Powder puff power rating: This game is chock full o' girls, and they're awful cute in that gaming girlie way. Women will dig 'em because they're portrayed in a good light (ie, they can actively kick some tail and aren't standing around doing the "help, help!" thing), and guys will dig 'em 'cause they've got nice boobies. I hope we can say "boobies." If not, I'll just say they're busy busting some seriously hype grooves with some seriously hype busts. Yeah. No matter how you slice it, no Playstation library is complete without this game.



Hot chicks and non-threatening males.
HOO HAH!

MALIBU BIKINI VOLLEYBALL



Lynx

Atari

Sports



AI Backiel
Simply noting the technical aspects of this fine sport

Element	AI		
Graphics	6		
Sound	3		
Gameplay	4		
Overall	4		

X	multi player same time		data save features
	decent game ending		hidden stuff
X	variable skill levels		non-linear gameplay

When the theme for this issue was decided upon, I thought back to the classic game systems which are my specialty. There was not much to go on. We had done previous reviews of the ones I picked. In the early days the companies were more puritanical or concentrated more on macho themes. The female characters were mostly damsels in distress. The Lynx game I came up with, I must admit, was due to the titillating title. I always liked the word "titillating", sort of self-defining I thought. I was disappointed when I found out that it is derived from the Latin word meaning "to tickle".

At any rate, I think that volleyball belongs on the beach and not indoors.

But as far as bikini volleyball, how does that make it a different game? I am being facetious, because this was obviously a marketing play. I can see where this competition would create a distraction for the male players. The Olympic sport has separate male and female teams consisting of 6 players per side. In this game we have mixed doubles only. But for all you hormone-wild teenagers out there, don't expect to see a lot of "jiggle". This is a small screen, so forget about it. The only babes to really be seen up close and personal are on the packaging,

the double-screen pinup shown during the intro, and the scoreboard. All are relatively mild by today's standards, yet it is still surprising for an Atari release. I don't think any nude codes exist. If you find one, by all means share it with us.

I have only played the so-called 1-player version. The reason I put it this was is because you have to work both sides of the court by manipulating the top and bottom buttons, or else one team partner will drop the ball. Plenty of opportunity to cheat provided you can get the ball over the net, but that's another story. This game was really made for the ComLynx cable which also requires having additional copies to play against 2/3/4 players. This would probably make it more playable.

The game remains true to the basic play of volleyball. The major difference being the number of players. Part of the fun of v-ball is keeping the ball in play and not making mistakes. This game does have the set, spike, diving shot and the block all of which are tough to execute. The major problem I have is that when the ball is being served, half of the left court disappears along with the served ball as it switches screens views. The serve is an overhand shot, but it is too

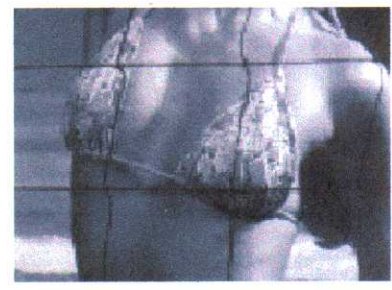
automatic. There is an option where you get a box showing where the ball will land similar to displaying a shadow. Even so, there isn't enough time to react effectively. The timed versions were not necessary. All the volleyball contests I've witnessed in "real life" had no specific time limit, but were determined by set scores. There are 10/12/15 point game choices, but not the more obvious 21 point game. I hate to nitpick, but this score should have been available. I would have liked to see a complete playing field, but I do like the side view perspective for a change. The music gets on your nerves and reminds me of those old porno sound tracks. There is some speech which is amusing. Like "Nice game...NOT". My sentiments about this game exactly! The game does get boring because it is so difficult and moves at a slower pace than say... tennis. There are high speeds, but this makes the game play even MORE impossible. There are also variable wind speeds which I also avoided for this very same reason. This game is a poor substitute for the real thing. I have too many fond memories of playing volleyball at company picnics and on the beach to get involved with this weak Lynx effort.



Here's the box that Malibu Bikini Volleyball was packaged in.



Note the exquisite box art, focusing on the sport of volleyball.



Let's not forget there are bikinis. Note the fine design in this pattern.

SUPER PUZZLE FIGHTER II TURBO

Playstation

Capcom

Puzzle



Review by Dave Giarrusso, international man of mystery

Element	Dave	Joe	
Graphics	8	7	
Sound	7	6	
Gameplay	8	8	
Overall	8	7	

X	multi player same time	X	data save features
	decent game ending	X	hidden stuff
X	variable skill levels		non-linear gameplay

INGREDIENTS:

- One cup Tetris
- One cup Columns
- Two cups Street Fighter II
- One cup Darkstalkers
- Dash of Pocket Fighter

DIRECTIONS: Combine Tetris and Columns until homogenized, then gradually fold in Street Fighter, Darkstalkers, and Pocket Fighter. Fill shallow pan evenly and bake in preheated oven at 375 degrees for forty minutes or until golden brown. Cool on wire rack for one hour. Makes about two dozen.

And there you have it. A recipe for one of the most addictive puzzle games out there. While this game doesn't break a whole lot of new ground like Klax did, (note: Klax is still the best puzzle game around) it makes up for its attempt to grab a section of the "bored-stiff-with-Tetris" set with its amusing animated fighting game characters and their over the top goofy charm.

Picture your standard Tetris-clone split screen. This time around, colored gems are falling from the sky. There are four colors: red, blue, green, yellow, and four types of gem: normal, crush, counter, (each of which comes in all four colors) and rainbow. Four or more normal gems can be used to build power gems, and the bigger, the better. The crush gems (typically) destroy all of the networked same colored gems they touch (adjacent only - no diagonals). They also have the ability to take out a couple of differing color coun-

ter gems (more on that later). The counter gems are very aptly named, since, they A) count down from a particular number before turning into a normal gem, and B) are used to counter your offensive moves. For instance, if you set up a nice two or three chain, or crush a humongous power gem, you will dump a slew of counter gems on your opponent. However, your opponent can then counter your counter gems by pulling off a combo or power crush of their own. Unless, of course, you pull off an amazingly ridiculous combination of chains and power gems that KO your opponent before he or she has a chance to retaliate.

The counter gems also fall in one of several predetermined attack patterns, which, if you wish to succeed after the first few rounds, are a good thing to take a look at. Studying the counter patterns is akin to knowing all of your opponents moves in the Capcom fighters - once you are familiar with them, it's much easier to block and counter. Landing a crush gem next to a matching normal gem and a counter gem or gems will take out any adjacent counter gems, regardless of color. Dropping a rainbow gem on a normal gem shatters all of the like-colored normal and crush gems on the screen, instantly, and landing it at the bottom of the screen awards the player the "tech bonus."

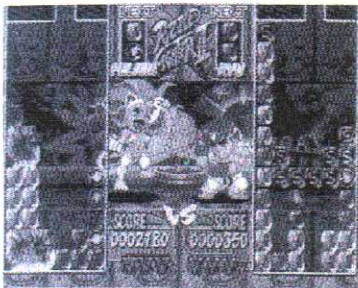
The game SOUNDS confusing (at least, to my feeble mind - I tried for well over eleven minutes to decipher the directions before completely giving up on them and going back to the standard, learn-by-doing approach) but in actuality, it's not too difficult to get the hang of after several hours of yelling and screaming at the television.

Super Puzzle Fighter II Turbo is a real "gem," (ugh) of a puzzle game and succeeds for literally tons of reasons. Capcom manages to combine good puzzle gaming action with lots of established characters from their other games (told ya, I dig those crossovers and this one works like a charm). It has a really neat-o gem smashing sound effect that makes you really feel like you're shattering the gems with a ball peen hammer. It spews out lots of nutty sayings - I LIVE to beat my girlie with Felicia, just to see Felicia taunt

her with "I won by a tail's length. Now go back to my litterbox!" Go back to my litterbox? Who the hell wrote that one?! Morrigan even "says," "It's not whether or I win or lose, just as long as I piss you off!" She really does. Hang out with Yoda, she used to.

SPFIIT is a great change of pace from the ever increasing library of Capcom 2D fighting fare, but it's just as challenging. All of the characters use their signature moves, and utter some of their signature sayings ("Sho-Ryu-Ken," "Meow"), and they're just as fun to watch here as they are to watch in their original settings. Finally, SPFIIT ("spiff it?") is a big, and absolutely necessary might I add, self parody. After all, there were three hundred and sixty seven incarnations of Street Fighter II _____ (fill in the blank with any combination of the following adjectives: turbo; deluxe; special; tournament; super; movie; hyper; gold; blue; purple; ex; fx; sex; crazy; alpha; theta; lasorda; head-busting; killer; zany; wacky; smacky, etc.) before the fifteen year old Capcom CEO finally got his head outta that Larsen-era Spider Man comic long enough to approve that revolutionary new game with the revolutionary new name, Street Fighter III.

Femme fatale fighting factor: Grab your girl, plug this game into your PSX, then ignore it while you "wrestle" for a couple hours. If and when you need a rest, wipe the sweat from your brow and play this game. According to Cosmo magazine, your woman WILL play this game. Guaranteed.



You're playing COLUMNS, but the results are displayed in fight moves.



Nice effects come with winning. So win.

PAC-N-PAL



Arcade

Namco

Arcade



Yes, it's by Dave Giarrusso, who is totally hogging up the space for this issue

Element	Dave	Joe	
Graphics	7	6	
Sound	5	5	
Gameplay	8	7	
Overall	8	7	

multi player same time		data save features
decent game ending		hidden stuff
variable skill levels		non-linear gameplay

Remember those damn "darken in the bubble with your number two pencil" tests, like the SATs or Iowa Standardized Brain Busters? Okay, okay, we all hated being run through that maze like the proverbial lemur, but remember 'em? They always had analogy questions on them that went a little something like this:

Ms. Pac-Man is to Junior Pac-Man as Super Pac-Man is to _____?

- A) Super Breakout
- B) Superman
- C) Pac-Man Plus
- D) Pac & Pal
- E) Baby Pac-Man

Well? Remember to completely fill in the circle that corresponds to the best answer, and make no stray marks on your answer sheet! Didja get that one right? If so, chalk up a coupla hundred VAT (Videogame Aptitude Test) points for yourself and read on!

My favorite Pac-Man game has always been, and always will be, Super Pac-Man. Pac & Pal is a direct descendent of Super Pac-Man, a spinoff if you will, not unlike Mork and Mindy or The Simpson Family Smile-Time Variety Hour. It's a game decidedly similar to its Super parent, but, is different enough to not only warrant its own title, but, plays great and adds more than a few nice new twists to the gameplay. For example, while playing this game, your laundry automatically sorts, washes, and dries itself. It really does.

Hang on to your hats, here's the plot: you're Pac-Man! In a maze reminiscent of the Super version sans side-doors, you are once again chased by those

wacky monsters, but, wait - something new has been added: "Pal." Pal turns out to be much more of a nuisance than an actual ally, a Dennis the Menace of the Pac set. She (see, here's the "Girls, Girls, Girls" tie in) runs around the maze and tries to steal Pac-Man's goodies by grabbing them and delivering them to the monsters' hideout. Not THOSE goodies. Get yer head out of the sewer! We ARE still talking about Pac-Man here...jeeeze!

Pac-Man's goal is to eat all of the goodies (keys, lemons, strawberries, etc.) on the screen, which must be unlocked this time around NOT by eating a key, but instead, by turning over a playing card. Only three targets can be unlocked simultaneously, so it's a good idea to eat them asap in order to keep turnin' those cards over. Once a card is flipped over, its corresponding target is ripe for the eating, or, in Pal's case, for the stealing. Pal can grab the targets, but Pac-Man can retaliate by heading her off at the pass and taking his prize back. Isn't that just like a woman? Taking away what you worked so hard to obtain with nary a second thought or any feelings of guilt? Man. Hey, now don't start in on me, I was just remembering the opening of "The Jetsons" where George takes a bill out of his wallet to give to Jane (his wife) and instead of taking the bill, she grabs his whole wallet. Remember? Television is to blame for that remark! It's television's fault I tell's ya! Anyway, if she manages to steal the goodies and get them into the monsters' lair, that's it - they're gone. Bonus points are tallied up at the end of each round, and a flawless round yields several thousand points instead of a few hundred for a less than perfect performance.

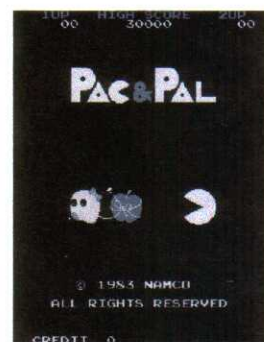
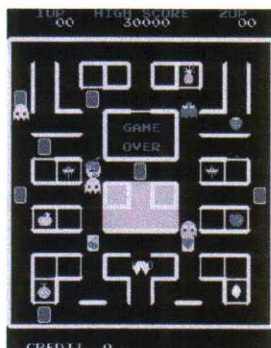
Pac & Pal is devoid of the entertaining intermissions we're fond of, and another Pac-standard is conspicuously absent as well: power pills. There aren't any. None. Instead, there are two targets that will bestow the power of another of Namco's great games upon our beloved little Pac-Man - what a cool idea! (I REALLY dig cross-game tie ins like this one.) For example, in the first two rounds, two of the targets are Galaxians first seen in Galaxian, and later in Galaga where they use their tractor beam to capture the player's ship. Here, when Pac-Man manages to chomp one down, HE turns blue (O'Henry would be proud) instead of the monsters, and he can now blast 'em with, you guessed it, the Galaga beam. I find this concept way too cool for words, but, well, it could just

be me - I also happen to like renting awful movies like "This Island Earth," or "Elves," starring everyone's favorite narcotics abusing actor, Dan Haggerty of "Grizzly Adams" fame. Successive rounds include the Rally-X car, which gives Pac the power to blind the monsters with smokescreens (isn't that a Thomas Dolby song?) and a trumpet which blasts the monsters with musical notes.

Every couple of rounds, you're treated to a free for all romp (rest) around a maze full of nothing but cards. They reveal one of three things: a dollar sign, Pal, or the red monster. Pal doubles the bonus value while the monster, naturally, ends the round. It's tough to turn them all over, but it is do-able. The problem is that the three objects are randomly placed - as of press time, I haven't discovered any reliable method of determining where to begin and where to go next in order to grab all of the bonus points - anyone?

Pac & Pal has the typical, bold Pac-graphics that we've all come to know and love, and wonderfully whimsical music that rivals even the most grandiose Disney animated short. If you're good at Super Pac-Man, then you'll likely be burning up the high score tables on this one in no time.

Girlie gaming gauge: though one of the characters is a female, that's about it in this one, kiddies. This game is a hit with the ladies though, and while I still give Super Pac-Man the coveted "best in series" title, the women prefer this one over Super Pac-Man by a two to one margin. Let's face it, any game with Pac-Man in it is minimally a good game - this one's a definite winner.



X-MAN

Atari 2600

Universal Gamex

Maze



Keita Iida takes a "crack" at this "outstanding" game for adults

Element	Keita	Joe	
Graphics	?	3	
Sound	?	1	
Gameplay	?	4	
Overall	?	3	

multi player same time	data save features
decent game ending	hidden stuff
variable skill levels	non-linear gameplay

Nowadays, it's possible to take an objective look at game software packages designed specifically for adults, without a big furor over the whole thing. But back then, it wasn't the case. Most video-game magazines back in the 2600 days either blasted X-rated games because they were explicit, or didn't provide any coverage for them altogether. None of the adult offerings during the early '80s survive the public outcry against sexually explicit videogames, and X-Man was no exception.

X-Man is an extreme game possibility built into the familiar maze-game format. The story could easily be about munchers and monsters, but it's not. Boy wants girl and girl wants boy and both want to do what all humans want to do -- well, maybe except for Clint!). Sure, there's major hassle involved in achieving satisfactory results and reaching the goal. So, how much more true to life can you get?

The opening sequence sets up the action as boy chases girl (both without any clothing on) across the screen a couple of times and into a room behind the door. Girl disappears and the maze sequence begins. The door behind which the fair damsel is waiting is located center screen. There is only one path to the maze that leads to the door and it spirals in from the outside edges. An attacker in the shape of either scissors, teeth or a menacing crab moves through the maze in search of the X-Man, trying to get him (and his "member") before he can get to the door. There's a

time limit involved as well.

X-Man moves quickly through the maze. He has 99 seconds in which to reach the door without being caught. He also has four chances. He loses one each time an attacking object catches up to him, and he loses the game when all four chances are gone without bringing the journey to a successful conclusion. Scoring is based upon how much time is left on the clock by the time X-Man gets to the door, so the faster he is able to get there the more he will score. No points are given if the guy is caught by an attacker. Visual and auditory warnings are given when there are only ten seconds remaining on the countdown timer. These remind the player that time is running out and a life may be lost if X can't get to the door in time.

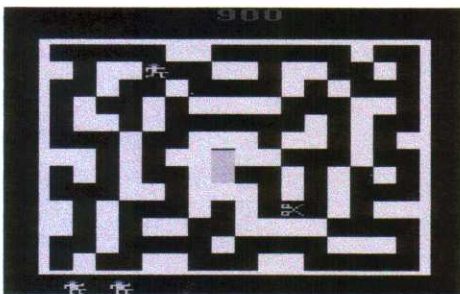
Once the door has been reached the screen changes to what is supposedly a scene in the room behind the door. Having achieved his first goal, now it's time for him to REALLY score! He gets to have sex with the girl and has 30 seconds in which to produce mutually satisfactory results. For those of you who don't get what I mean, let's just say his goal is to make her climax. And if you still don't get it, check out some of the programs on the Discovery Channel. Anyways, this is called the "Sexy Surprise Mode". A Sexual Excitement Meter at the bottom of the screen indicates just how well the busy little guy is doing. Bonus points are scored for every increment on the Meter that is reached during the action. Bonus points are also scored for the number of seconds remaining on the countdown time at the conclusion of this mode. If the player does not manage to reach the highest level on the excitement meter, all points scored up to that time are lost.

After accomplishing his task, he gets the chance to try it all again with a new maze and different attacker. This time the door is brown instead of orange and the action that goes on behind it differs in style from that of the first door. The third successful run through the maze brings

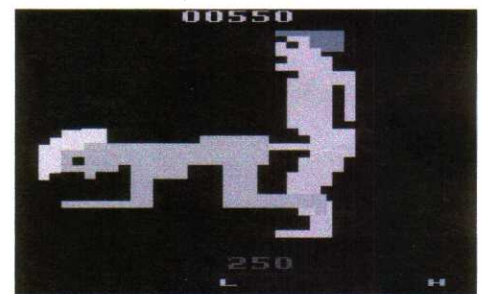
yet another variation on the theme. After achieving entry to the fourth door, a green one this time, the player reaps his reward by being able to watch all the action for 30 seconds without having to do any of the work. The entire cycle is then repeated.

The graphics for the game are average, the maze sequences being much smaller than the character figures in the second stage. All character representations are blocky with the exception of the attacker. Well, except for the boy and girl's private parts, which are greatly exaggerated (well, maybe not according to Hardie). A lot of colorfully explosive graphics are called for (if you play well enough) and provided. The images provide amusement in a cartoon-like way. There is nothing here to be taken seriously. Sounds are not very impressive, but X-Man depends much more on visual than sound representations anyways.

As you'd expect, this is not a game for everyone. It does not pretend to be. For those adults interested in combining the entertainment of a video game challenge with the illicit thrill of being naughty, there are definitely better ways to spend your free time. I mean, don't expect any virtual reality-type stuff here, OK? It's all in good humor, and it can probably be considered more of a parody of sex than anything. I also don't know of any other adult game who's penalty of losing is so severe!



Seems to be one of those generic maze games of the 80's until...



You make it to "the end". Have you played Atari today?

THE YAKAYU-KEN SPECIAL

Societa Daikanyama, for 3-D-O

Rock. Paper. Scissors. Remember that game? Well, how about putting this game in which the winner gets to take the clothes off of beautiful young Japanese girls? It's a fairly simple concept, and for the most part, it works. The rules are simple; choose 1 of 3 hand signals (rock/paper/scissors), then press the right button, and hope that you win. Just remember, rock blunts (or breaks) scissors, paper covers rock, and scissors cut paper. Ties also occur. The 3-D-O displays 1 of the 8 selectable ladies, and after a brief interview, it's time to play! A FMV sequence proceeds with the girl that you chose doing her little dance, then finally prompting you to choose your selection. Each of you gets 5 chances to win a game. If you win, 1 article of clothing will be removed. Lose, and...you lose 1 chance. Nothing else happens to you. The 5 pieces of clothing usually are: jacket, blouse, skirt, bra, panties. In that order. Some of the girls wear stockings, which counts as a turn (that's not cool!). With each win, the girls will dance minus the clothing that you "won".

Now, while the panties do indeed come off, you don't see anything naughty, because they usually sit or lay down, blocking your view. Also, I would have liked to be able to choose which clothes come off first. Oh well, I've seen worse adult games than this. - Edward Villalpando



ZZYZZYXX

Cinematronics, for Arcade

Female characters in video games during the pre-crash era had been few and far between. Even when they did, their roles were usually regulated to being the object of the game. The prize the player sought to win, usually in some form of rescue scenario, such as Donkey Kong. Occasional a good female character would sneak in, like Ms. Pac-Man or the motherly Kangaroo.

This review isn't about any of those. Instead, this is about Lola. She wasn't a showgirl, but she was the object of a little green man's affection in *Zzyzyxx* (AKA Brix) which was produced by Cinematronics in 1982.

The screen is divided into 12 rows of bright orange bricks. These bricks scroll alternately left to right and right to left. There are gaps in these bricks that allow *Zzyzyxx* and his enemies to move up and down. These gaps are always one brick wide, so moving left or right is not an option. This game features the first, and to my knowledge, the only "Make-A-Brick" button. This button fills the space you are in with another brick. You are safe until you are forced out after a few seconds into the next space, whether it contains an enemy or not!

Perched at the top of the playfield, Lola is in no immediate danger at all, although her suitor tries to gather gifts for Lola to "make Lola happy."

The evil Rattifers vaguely resemble a Space Invader with a triangular head and two bowed legs and eyes.

Visually uninteresting, the only thing that differentiates them is their colors.

When *Zzyzyxx* has enough gifts, then he can move to Lola's place, where he does a little victory dance.

Lola suddenly reappears at the bottom of the screen and the bricks turn purple for a short time. During this time, you can imprison the Rattifer within a brick by touching them. You must then get more gifts until Lola whistles for you, and the you again move onto her space. This constitutes a "lap." When you complete a lap, you are treated with an animated intermission, such as Lola perched atop a tall tower of bricks and *Zzyzyxx* kicking them out from under her. Just to get her down so he can be with her, I'm sure. Each level has a certain number of laps that must be completed, which is displayed in the upper left corner along with the score and number of men remaining.

In later level, more hazards appear such as bombs that fall on you, missiles that shoot up at you, cracked bricks that threaten to fall on you. Those who hated Game Plan's *Kaos* will be especially frustrated with *Zzyzyxx*.

The most disturbing thing in, my humble opinion, is how blatant a gold-digger Lola is. Does this teach little boys that girls are creatures that wear too much lipstick and need things to be happy?

I guess if you get advice on relationships from a video game you have more serious problems. -Jack Spencer Jr.



Bust-a-Move

Taito for arcade, PSX

Didja really think you could flip through an issue of DP devoted to girls and games and NOT wind up reading about every game ever made that contains the word "bust" in the title? Get it? Bust? This game was originally called "Busty Boobs," and while the gameplay was nearly identical, the graphics were drastically different. At some point, the uptight corporate schills stepped in and forced the designers to make an aesthetic 180 degree turn, and we wound up with the equally challenging, but much less stimulating, *Bust a Move*.

And now, we shall commence in move busting.

A brief discussion following the "won't someone please think of the children..." meeting led to the consensus that the world needed another game starring everyone's favorite bubble blowing twin dinosaurs, Bub and Bob. We first met this syrupy sweet duo in the game *Bubble Bobble*, where they had to rescue their respective girlfriends from the clutches of an evil monster by trapping tons of his less threatening henchmen in bubbles, and then, popping them. The bubbles, not the evil henchmen - we're not discussing the diabolically sadistic plot of *Dig Dug*.

Several years later, when the puzzle game boom was in full swing, everyone and their uncle, and their uncle's sister's pet rat had to get some sort of Tetris clone out into the market. Some were exceptionally good, Pac

Attack, Bakku Bakku, and many (too many to even list) were exceptionally mediocre. One of the best slices of the puzzle craze pie was, and still is darn it, Bust a Move.

The game play is deceptively simple: there are a bunch of colored bubbles at the top of the screen at the start of each round. As the round progresses, the bubbles drop down toward the bottom of the screen, and if they cross a line near our heroes, the game ends. Bub and Bob are placed at the bottom of the screen and have a strange bubble launching contraption at their disposal, which they use to aim the "next" bubble. Placing three bubbles of the same color so that they touch each other causes them to burst, and points are tacked on to the gamer's score.

Sounds simple enough, but, it's not quite that easy once you get started - the hallmark of a truly addictive puzzler. The two key modes in Bust a Move are the two player mode and the single player "puzzle" mode. In the single player mode, the object is to clear each round of all the bubbles before time effectively runs out. There is no time limit per se, however, after too much dilly-dallying, the bubbles quickly crowd our helpless dino-pal out of the picture. In two player mode, the action really heats up, since the objective is now to fill the other player's side of the screen with bubbles. Clearing your own screen no longer has any real value in and of itself, but the better you play, the more bubbles get sent over to your competition's side of the screen.

Titillating Tachometer: Like most of today's games, there are a handful of female characters in the supporting cast of Bust a Move. However, according to our femme fatale gaming survey, it really takes almost no cajoling on your part to get your girlfriend/wife to spend a couple hours with you and Bust a Move. Maybe they like the cuddly little ol' dinos. Maybe they like the colorful bubbles and cartoony music. Or maybe, just maybe, they just like the prospect of really kicking your die-hard gaming ass at something they are just beginning to learn while you have already logged in over thirty three thousand hours on this title. Not that that happened to me. Oh no. Ahem. - Dave Giarrusso



Trouble Shooter

Vic Tokai, for Sega Genesis

I couldn't possibly do this review justice without quoting something from the highly entertaining packaging: "Sometimes the best man for the job is a woman..." is the game's signature on the back of the box. "Madison and her faithful sidekick, Crystal, go through five stages of violent combat to rescue the prince. They encounter all sorts of fearful creatures in their adventure throughout Blackball's domain". Are you kidding me? Madison and her sidekick Crystal? A villain named BLACK-BALL? MEN! Somebody write a letter to Vic Tokai, I think this game is *teasing* us!

I'm not sure how any red-blooded male could turn down this kind of packaging. I bought Trouble Shooter

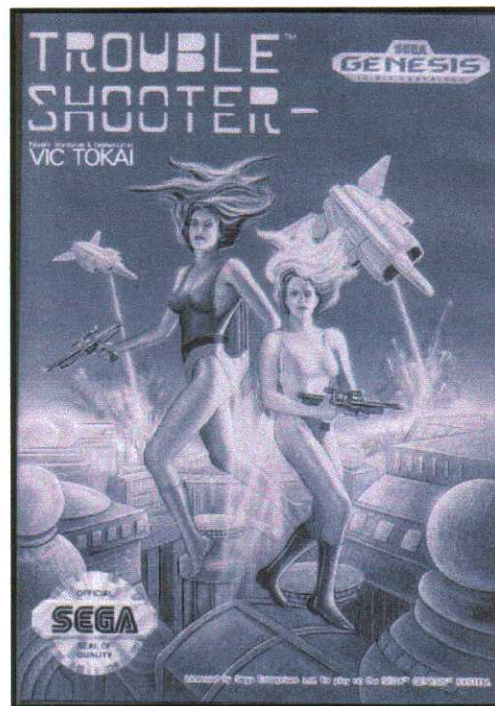
just a few weeks after it came out. The fact that I was an avid Sega player at the time meant nothing. I simply had to see how two bimbos with guns were going to save the day. I don't believe that had ever been done before (neither by video game bimbos or real life ones).

Much to my surprise, this game isn't too bad. It's a shooter released in 1991, the peak of the Genesis' horizontal shooter faze. Of course, every game needed a gimmick at that time, and though the gimmick MAY seem to have been the obvious lesbian connotations, it also happens to feature two characters onscreen at once. Oddly enough, it's a one-player game. You control one of the gals, and the other just sort of follow along, much like the "option" weapons in games like R-Type or Phelios.

The sound and graphics won't WOW you, but they're adequate, and the game manages to move along pretty smoothly. It isn't one of those flicker-fests that we saw with earlier Genesis shooters. Another high point is the fact that the game goes beyond the call of duty in its scoring system, which is quite intelligent: you get bonus points for the amount of life and firepower left over at the end of a round.

The power-up system sucks (you pick a special weapon between stages, otherwise its your plain old pulse rifles), and the game is way too short at five stages, but I'm still strangely drawn to it. There are enough shooter-style games in the Genesis to stun the Empire itself, but very few horizontal shooters are as fast or addicting as Trouble Shooter.

Still, it isn't going to set any records. It will simply go down as the game featuring two bimbos who save the day... if you win. Otherwise it's just the game featuring two bimbos who go down. Wait, that didn't come out right. - Joe Santulli



Rand om Reviews Lite



Mysteries SOLVED

By Al Backiel

Back in issue #33, I posed several questions about video games which I laid out on the table in the hopes that our readers would be able to come up with the answers. I am pleased to report some progress. As far as my question "How does one dispose of the final boss in Midnight Mutants (7800)?" Here is a complete walk-through for your viewing pleasure courtesy of John K. Harvey. I was able to complete the game using his good advice, but I must admit, it still was not easy! The last boss was still mean and nasty. Now I know why they call them bosses. I was also able to get to an area that had been unreachable, i.e. the diamond at the base of the cliffs. Here then is the full solution:

Part I - Preparation. Opening screen. Go up to the mansion. Do not get the health or purity stuff. Go in the mansion. Go left, then up. Get the knife. Go back to start, avoiding the two life containers. Go right, into the church. Get the cross. Exit the church. While heading back to start, look for a path at the top of the screen. Take that. When you emerge in a pumpkin patch, (here's a cool trick). Move left until you are far away from the path you came in on. Press down. If you end up on the path, you weren't far enough over. When you make it down, press up. In front of you should be a lantern. If not, move to the right some, and you'll see it. Pick it up. After getting the lantern, go up one screen. You should the path you came in on!! Get on the path, press down and take the path back to start (the heart area).

Part II - More Power. (Note: you are not powerful enough to kill the mutants yet).

Go all the way down from the start. Go right (be prepared to use your knife on the dogs!!). Go up when you are done going right. Go up again (one more screen). Go left until you hit the second path on your left (not including the one you are standing on).

Go up and get the diamond. Go back down. Go right two paths (to the original). Go up. Go up. Go all the way left. Touch the well to refresh your energy. Go into the cabin. Get the axe. Go into the fireplace (you have the lantern, yes?). Do not kill the green guys. Go right across skipping the first tunnel down and taking the second. You will pick up the diamond hidden in the cave in the cliffs. Go back to the cabin, exit, go to the well again. Go right, and take the first path up. Touch the little black thing in the center. You will warp to another area on the board. Get the diamond.

Part III - The Ram's Head. Go down, and left until you see the third bush (on the bottom) which is missing a shadow. That is a secret path. Go down it, right and down to the next screen. Go left, get the diamond. Go right. Note: The dogs are ruthless when you go inside! Be prepared to whip out your axe! Keep going right, and pick up the blue health vial, and go up. It's boss time! Hit the nub on the top of his head till he's dead.

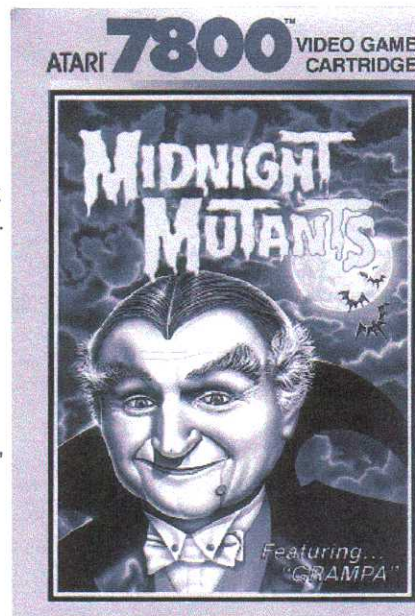
You are in the stable, go up. Out the bush. Go right to the start.

Go up to the mansion (get the purify vial). Go in the mansion. Up. Up. Left. Up staircases (you can't kill the guys on the stairs yet). At the top, shoot axes left and right and kill all zombies (should be about 7 more or less). When you hear a sound, or no zombies come after you, go left, and get the diamond. Go all the way right and go into the rightmost room at the top. Kill the zombies, and get the diamond. Exit the room, go left and into the next room. Kill all guys. Get the vial, which will recharge your health. Repeat in the next room. Get the diamond. Repeat in the next room. Get the purify vial. Purity restored! Exit. Go in the room on your left. Kill all. Get the key. Go down. Go in the room on the left. Get the diamond. Go out, up right, down 2 staircases, and right. Go down. Go left into the lab. Once in the lab, shoot axes left and right to kill all zombies (they will come to you). When they are dead, or you here a tone, go left thru the barbed wire. Get the blaster.

Go down.

Part IV - The Catacombs. Go left. Go all the way down, 'til you hit a dead end. Kill all the green guys there by not moving when you get to the dead end screen. They can't touch you when you are just entering that screen. Get the heavy blaster (ooh mama!) (Note: if you ever get less than 50% purity or need to use the life potion, DO IT). Go up, right, up, right, and up. Keep going up till you get to the ship. NOTE: IF YOU GET ON THE SHIP, DO NOT TOUCH THE GHOSTS! THEY STEAL YOUR DIAMONDS AND CAN NEVER BE RE-ACQUIRED! Go right in the ship, and get the necklace. Go down, go left, go up, left, up, right up. You should be out of the catacombs.

(Continued on page 20)



ROMpage!

featuring
Sean Kelly

Hey boys and girls. We have a few topics to discuss this issue so let's do it...

I got a lot of feedback regarding last issue's column in which I quoted most of a letter from one of my "friends" in the classic gaming community. Never fear....that was one of four letters I've gotten from that gentleman. Watch for more in coming issues.

The other day a guy I trade and shoot the shit with online and I were discussing a new videogame system and had a difference of opinion. Not an argument, just a friendly difference of opinion. Quit that chuckling over there - I DO have friendly differences of opinion with folks! To illustrate just how little I know about the system we were talking about, I'm not even sure of it's name. I believe it's called the Wonder Swan and it was/is made by SNK - the Neo Geo folks.

I'll be the first to admit that I don't keep all that up-to-speed with all the newest gaming gossip - at least about "modern" systems. So when the topic came up, I had to cruise the web a bit for info on the system so I knew what I was talking about.

As I said, the system was developed by SNK but what struck me most about it is that it's BLACK & WHITE! What the hell is that in this day and age? Perhaps SNK should organize a company field-trip day and peruse their local thrift stores and take note of all the Game.com's starting to pile-up at the thrifts already. While I don't have either company's balance sheet in front of me, something tells me that Tiger Electronics has just a little more cash than SNK. What would make them think their system had anything of a better shot at it than Game.com?

Sure, the one-word rationalization for any B&W system today is Gameboy. Nintendo's Gameboy system is still extremely popular yet even the Big N has seen fit to cut-loose with a color version of it albiet a weak-ass color version in my opinion - a topic for another day though. The thing is this though...the Gameboy was released over 10 years ago already! At the time, anything portable was "cutting-edge".

While I don't want to get too in-depth as to why the Gameboy has survived the same market that has crushed others, one of the main reasons is software. The Gameboy was always heavily supported by Nintendo and a host of third-party developers. Another reason for it's success was it's timing. Maybe SNK and other companies can get developers to sign-on to their product, but they can't turn back the clock and enter a market that was begging for something like the Gameboy. We already have the Gameboy, what's so much better about your system that's going to make us want to dump a system for which there are already hundreds of games and even

utility software available?

We're agreed up to this point. SNK apparently had other ideas for our discussion as they throw a monkey wrench right in the middle of it and announced a color version of their Wonder Swan system. My conversation partner sees this as an excellent move and applauds SNK for listening to their customers and developing the products they ask for. I beg to differ...

Maybe I'm too skeptical or distrusting, but I see it quite differently. I see SNK as a company that had just spent a decent chunk of change developing a B&W system that was doomed to failure from the moment of conception trying to save itself by quickly offering a better system that at least has a slight chance of succeeding. Now I won't get into how the hell the idea for a B&W system got past someone saying "Are you stupid AND unemployed", but I simply refuse to believe that the color system wasn't in development before the B&W system was released. There was only a matter of a few short months between the release of the B&W system and the announcement of the color version.

Here's how I picture the scene. The B&W prototype system finally reaches the desk of someone at SNK that DOESN'T have a crack habit and the guy immediately realizes the system is gonna bomb. He tells them to get to work on a color system but keeps things rolling with the B&W version. They release it as scheduled and sell a few thousand systems to try and recover some of their development costs and announce the color system. They give the standard bull-shit about how both systems will be supported but we all know the inferior system is history.

Now I don't know retail prices on either system but if it's more than \$4.32 and I just shelled-out my cash for the B&W system, I'm pissed! I don't see them as reacting to my needs. It's much more along the lines of helping themselves to my wallet.

I've said this before and I'm going to say it again because SNK would have been the perfect company to do something like this. What would be so terrible about another "elite-type" system like the Neo Geo? I know the Neo Geo never did blockbusters, but I'd venture to say it sold well enough for SNK to make a decent buck off it and I know everyone at least wanted one at the time. I believe a portable system along the same lines would do well with the same crowd that bought their Neo Geo system. It would have to be state-of-the-art and combine several different devices into one neat package, but it's very possible in my opinion. Perhaps offer add-on components that could turn the system into a top-of-the-line digital camera or even a digital camcorder. Whatever they do, we definitely don't need another B&W portable videogame system and we really don't need just another plain-old color system either.

The other topic I wanted to cover this issue will show you just how widely-read this 'zine is. :)

A few weeks back I decided to stop by a local used videogame dealer that I used to frequent several years back. While I can't mention any names here, it used to be a great place to shop for classic games. The owner's philosophy was that if he paid a quarter for a game and sold it to me for two bucks, he was making plenty of money on the deal. To my credit, I did tell him that he could make more money on some of the games he sold me if he put them on the net or made himself more well-known nationwide, but he wasn't interested so I kept buying all the better games he had for his two buck asking price. As this collecting thing gets more popular and others start to find this guy, his prices start going up and don't stop until they eventually become "collector's prices". He is no longer interested in what he pays for games versus what he sells them for, now he charges what they're "worth".

Hey, more power to him, but I'm not interested in paying those kind of prices so I stop shopping there until, as I said, after not having been there in at least 2 years, I decide to take a peek and see if he's got anything I could use.

It's a small-store, but I browse around for 10-15 minutes checking-out his offerings. There's some decent stuff there but it's all priced at those "collector's prices" or more. I see a few Vectrex systems on a shelf with prices ranging from \$100 up to \$180 for one that's supposed to be "extra nice". Whatever....too rich for my blood.

All the while I'm walking around, the owner, with whom I used to have lengthy conversations, just kinda stands there and doesn't say a word. Just as I'm ready to make my way to the door, he comes to life and says something along the lines of

"I read what you wrote about me in Digital Press and didn't think it was very cool. If you had a problem, you know where I am. You

could have been a man and called me to talk about it."

So I stop and turn towards the guy and let out a completely confused "HUH??". Apparently the guy had read one of these fine columns and took offense at what I had written. While I generally refrain from mentioning any names here, he was confident I was talking about him. At the time I didn't have enough time to remember what article he was talking about so he went on about one in which I had talked about dealers taking our Digital Press Collector's Guide and using it to price their merchandise. He mentioned that it was unfair of me to slam dealers for using the guide in such a way as, for people like him, it's the only thing he has to go by. He continued on about how he wasn't a subscriber and that someone had just brought the article to his attention which I didn't necessarily believe. If you're reading this....liar, liar, pants on fire!

Well, here I am standing in front of a guy that has been offended by something I wrote in ROMPage - COOL! I listened to him talk for a good half-hour about this and that. I explained to him that I stand by what I write here although I did attempt to keep the peace to a certain extent by telling him I probably wasn't talking about him in particular but that he may fall into the category of people I was talking about which is absolutely true regardless of what particular article he was referring to.

I don't really know what he hoped to accomplish by bringing his displeasure with my article to my attention as, in the end, nothing changed. He asked that we call it water under the bridge and move on for whatever reason. I mean I hadn't been there for two years or so and probably won't be back for at least another two and that is if he's even still there. As I walked out the door, my opinions remained the same as did his. Still, made for an interesting afternoon. At least now I know why I've been slaving away writing these articles every issue for the glory of the Santulli - I'm famous now! :)

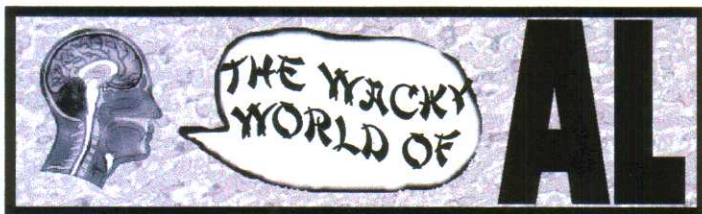
Kill all the guys. Get the vial. You should have full health and a vial in reserve. Go into the PA.

Part VII - Dr. Evil (This guy needs some q-tips). To kill Dr. Evil, you must shoot him in the ears when green crap comes out of them. I usually stay on the left, and move right when the head is right, hold down the button and move left, following him and shooting into his left ear. You will probably need to use the extra vial.

Part VIII - Grampa. Get the pumpkin. Go all the way down, left, down, all the way left, up to start, right, up to the pumpkin patch, move left, press down. Go into the circle. Set to pumpkin. Press button. The End! You can press the right button to see what Grampa says. Also, set your item to the blaster, and shoot. The field disappears! You can shoot around till you are bored enough to turn the game off. My best score was 9,975,000.

That's it. I would just like to add a reminder to use the cross during heavy infestations of bats or birds. Also there is another diamond in the mansion on the first floor, right-hand corner that you can get by killing a few baddies.

One other question has been resolved. The multi-part question on contest results. In this case whether Waterworld was ever paid out. See John Hardie's interview with Michael Rideout in issue #37 for full details.



(Continued from page 18)

Part V - The Necklace. Go right thru the lab, exit, kill the 2 guys, get a diamond, go up the stairs, left, down twice and exit the mansion. Go down to start, getting the health vial. Use the right button to switch to the necklace. Go in and get the heart. Get out of there, go back to heavy blaster mode. Time to kick some butt!

Part VI - The Skull. Go right, and down into the crypt. Do not touch ANY ghosts! Go left. Switch to the key, open the crypt, switch to the blaster, go in the coffin, kill the skull by shooting into his eye sockets. Go up and out. Left to start. Up, up, left, get the diamond, back to start. Go left, then down (not behind the bush), go left, kill every zombie on the pier, get the diamond. You are now ready for some action. Go back to start. Go down to the cliffs. Go right to the end, go up, go right, go up (really far). Kill all four guys on the skull screen. DO NOT PRESS THE RIGHT BUTTON WHEN ALL ARE DEAD OR YOU WILL HAVE TO DO THIS AGAIN, BECAUSE THE TOP OF THE SCREEN WILL CLOSE UP. It's a cool bug. Go up.

Dinner with Bob Polara

Interview by Al Backiel

Digital Press hooked up with ace Atari ex-programmer Bob Polara recently on the Internet. Our Email conversations resulted in the following exclusive interview.

DP: Where did you receive your programming education?

BP: In high school and college. Mostly using Basic, Cobol, Fortran and Assembly on mainframes.

DP: How did you land a job at Atari?

BP: I had just left Commodore - programming the Pet computer. Atari was just starting to develop on the Atari 800 and they were interested in me doing similar applications, games.

DP: What was it like at Atari? Was it laid back? Strict? Was there a dress code? Impossible deadlines? What did you guys do for amusement?

BP: On my first interview I wore a blue vested suit. On my second they insisted I be more informal. Atari was very loose and friendly with a lot of cool people working there that liked to party, and play games, but also take great pride in the design process of video games. It was a lot like a college atmosphere. We were mostly the same age at that time (early to late twenties). More than just colleagues, we were friends. We had lots of space to develop with, large labs to work in

as well as offices to escape to. We had no dress code. Most of us occasionally worked to the wee hours in the morning. We used to play volleyball out in the sand court a couple of days a week. Had a hot tub, sauna and work out room and frequent keg parties. Our building on Borregas in Sunnyvale was nicknamed the "Country Club". I remember when a half dozen suits came into my lab to see my 2600 volleyball game while I was wearing a tank top, shorts, and sandals. They would then inquire about a round ball.

DP: Who were some of your colleagues? Do you still maintain contact with them?

BP: I pretty much had most of my friends there. We were all about the same age and single so we hung out together for offsite after work activities. I would say I currently stay in contact with about 20% of them. After all most of us left over 14 years ago!

DP: How long were you at Atari? Were you there when it was sold to Warner Bros.? Tramiel?

BP: I was there '78 to '84. Best 6 years of my life. I left shortly after Tramiel bought the company.

DP: How long did it take you to code and test Defender (2600)? How did you manage to do so much with so little storage?

BP: About 6 months was the standard for most of these games. We were able to get away with such little ROM(4K) and RAM(128

bytes) because we didn't stress graphics as much as game play. The low-res playfield had a lot to do with it as well. Most of the space was for logic. The drawbacks for the machine were the cycle limitations per scan line (called the 76 cycle blues) and only having 5 objects to move around: 2 missiles, 2 players, and a ball. If the calculations in the game loop exceeded a certain time the screen would roll, which was considered a fatal. Surprisingly enough however, we had lots of colors because all the lums were available.

DP: What are the steps to doing a coin-op translation like Defender? Do you get use of a coin-op to play? Do you get a copy of the original source code to look at? Do you work with video tapes or screen captures?

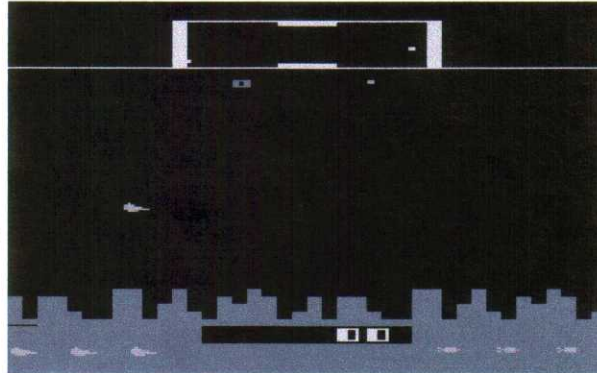
BP: We had all the games in house that we translated to. The main challenge with Defender was getting it to work and feel right using only the joystick rather than all those buttons. A number of people actually preferred this version because of the ease of play. Hardcore gamers obviously like the coin-op version. The long range scanner was also quite tricky. The only thing I would have done different if I had to do it over again would be to make more of an effort to avoid the ship from disappearing when firing. The original source is usually useless to us because of the major design changes. Screen captures were also unnecessary. We just need the game play, then we add the graphics. Usually a whole game would be completed by just using boxes as the objects.

DP: By now most of our readers know how to find your hidden initials in Defender. What is the significance of the "25"? (ed. note.. During the 25th wave, the 25th shot from the 25th line of resolution or the top causes all enemies to change temporarily to BP).

BP: If you caught a humanoid and hold him at exactly 25 lines above the city in the 25th wave the aliens would change to BP's as long as you held it there. I think most people would find this by accident by seeing the aliens flash as they passed that line.

DP: I was one of the first gamers to find your hidden initials in Desert Falcon (2600). (ed. note ...Go for a swim around the northern part of the lake while carrying a super power, preferably invincibility). Having reported it to Computer Entertainer newsletter back in Mar '88. Are there any "easter eggs" tucked away in Sprintmaster or Road Runner or any other of your other 2600 games? If so, how does one access them?

BP: Real Sports Volleyball had a kind of easter egg in that if you waited long enough, the screen would get darker and darker and a small shark would come out and go across the horizon. (ed. note... After loading, hit reset until you get to serve the ball. Red team/ left court. Then do nothing! Admire the sunset. When the sun has disappeared below the horizon, a shark fin can be seen crossing the



horizon as darkness sets in. This takes about 8 minutes. Also notice that holding down reset momentarily causes 2 bouncing balls).

DP: Speaking of Road Runner for the 2600, why did it take Atari so long to release this game? The game is copyrighted 1989, yet it did not hit the stores until mid-1992? And even then, mostly overseas.

BP: Road Runner was my last 2600 game (and probably one of the last in the industry) and I don't know if the market was clearly defined at that time. I had contracted that game so I was separated from the inside scoop. It didn't take more than 6 months to develop so I guess it was on hold for a while.

DP: Was Stunt Cycle based on the coin-op or that early dedicated video game console that came with the motorcycle handle bars?

BP: Stunt Cycle was not only my first attempt at the 2600, but one of the first machine language programs I ever wrote. It was based on the dedicated console. It was only 2K. The graphics were later changed to emulate the show "Dukes of Hazzard" using an orange car and a lake instead of the motorcycle and buses. The problem was the game used the paddle controller.

DP: I noticed that you worked on several games which were stopped and put aside. Today Holey Moley, Dukes of Hazzard, Stunt Cycle and Bugs Bunny exist only as prototypes. Were you given other priorities? Did the licensing fall through? Did you find these decisions frustrating?

BP: I always found it frustrating to put my heart and soul into a project and then have it shelved. Holey Moley was never really finished. It used the large keypad. I thought Bugs Bunny had the cutest graphics of any 2600 game. It play tested with teenagers against "Snoopy and the Red Baron", a very unfair comparison. It had very simple but fun game play which would have been well suited for younger kids and uncoordinated adults.

DP: I see from your list that you did several fishing games on various platforms for THQ. Are you a fishing buff in real life?

BP: I took the job at T.H.Q. because I thought the idea of a fishing game on the SNES and Sega Genesis was a great refreshing change from the slew of fighting and side scrolling games. These were about bass fishing, but I've never caught a bass in my life!

I do enjoy ocean fishing and have caught my share of large salmon. I didn't even know the names of any lures before I started that project.

DP: You did several programs while at Atari for their 800 computer. Mugwump sounds interesting. What was that one about?

BP: The full name was "Hide the Mugwump". Kind of like a cutesy battleship game with kiddie animal characters.

DP: The 2600 version of Rampage that you did for Activision. Were you actually working there or was this done as a freelance assignment?

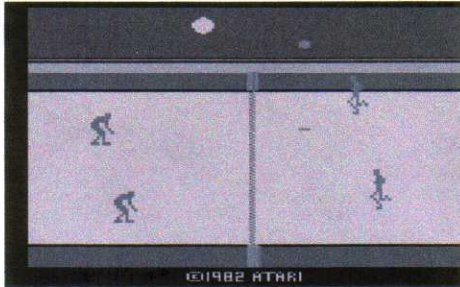
BP: I did that on a contract basis for the newly named Mediagenic. Just like all the other Rampage games they did, the debug stage took longer than anticipated due to the chaotic nature of the game.

DP: What was the status of BOBCO and the geography lessons? Was this your own corporation?

BP: Some former Atari friends of mine started a small company developing educational software for the C64 using a Kaypro 10 as a

development environment. I decided to do the same thing while licensing some of their tools. I took a year developing "World Geography" which was similar in style to "States in Capitals" only on a "global" scale. I had the world's best graphic artist, Alan Murphy do the graphics for me on a royalty basis (He was the one that jokingly put BOBCO on the screen, which soon became the company name). I tried to get it published but found it was too "educational" for most game companies. Interestingly enough I approached Broderbund at the time but they were already working on a soon too be very popular geography game. They suggested to me to make the

whole game multiple choice rather than a keyboard input based game. I eventually published it myself and spent a year marketing it by going to shows and getting distribution. I had it available in German and Spanish, and licensed a version to AriolaSoft, a subsidiary of Bertelsmann in Europe. I sold a fair amount that way and even had it in catalogs opposite Broderbund's Product. I eventually wrote it for the Apple II, but was too late for the industry.



DP: On a more technical note, but in layman terms. What are the basic differences between coding in: BASIC, 6502, 65816, and 68000?

BP: Basic is the high level language that most people first dabble with when starting to program. 6502 is the 8 bit assembly language used for the Atari, Commodore and Apple II computers. It consists of mostly loading and storing, using three letter commands such as LDA and STA. The 65816 was the 16 bit version of 6502 used in the SNES. The 68000 was used in the Sega Genesis.

DP: It looks like nowadays you are creating PC-based programs in C Language. How much different is this environment from the old days? Have you given any thoughts to doing something else for the older systems?

BP: The main difference now is that I'm doing video redemption games which kind of go against the grain of my last 15 years of video game design. These games are designed solely based on arcade type earnings which means the game should only last a few minutes as you pump in quarters. The game play has to be as simple as possible. I'm used to games taking 40 hours to play in the homes. The advantage is it only takes about 2-3 months to finish a game and the debugging stage is fairly short due to the extremely simple and brief game playing time.

I think I might want to do a 2600 game again for old time sake.

DP: What memories do you have of your colleagues?

BP: Here's a short list (excuse my spelling):

Dennis Koble: His decision to have me work on the 2600.

Jim Huether, Warren Robinette: Showing me the ropes to the 2600.

Rob Fulop: A feature a day. The wisest of the bunch. A great professional poker player.

Carla Meninski: The best of the few female designers. Dancing and singing in the labs.

Tod Frye: Climbing the walls!

Howard Scott Warshaw: Holding a styrofoam cup, flicking ashes into it doing his schtick.

Alan Miller: The most mellow of them all.

Dave Johnson: Drank milk for his ulcer, became one of my best friends.

Rick Mauer: The work of art of Space Invaders. The start of the new revolution.

Brad Stewart: His bad puns.

Marylyn Churchill: Did all the art for 8 games at a time.

Bill Aspromonte: Greatly upstaged Defender with Stargate. Great



waterskier.

Sandy Maywald/Nick Turner: His fish tank.

Jim Andreassen: Lining up his cigarette butts. Always mellow and smiling.

Rob Zydyble: Biked to work on Matilda.

A real Berkeley boy.

Eric Manghise: Great hats.

Andy Fuchs: His sound room.

Tom Reuterdaul: Great crepes (remember, Jim?).

Frank Hauseman: His Centipede game.

Doug Neubeur: Star Raiders was our favorite game. He was a chip designer.

Matt Hubbard: Winner on Jeopardy.

Backgammon king. Lead singer in a punk band.

David Crane: Cranked them out.

Jan Boem: Running around carrying eproms.

Larry Kaplan: Air-Sea Battle. The best feel of any game.

Dan Hitchens: His "Berzerk" laugh.

Joe Copson: His vet pictures.

George Simcock: Going into Real Estate?

Mark Hahn: Called me a "beach weasel" and said "Life sucks then you die!". He really wasn't a negative person though.

These were the smartest, friendliest, funniest and most diverse creative people I've ever known.



Bob Polaro - Career Projects Completed

PROGRAM	STATUS	LANG	%	SYSTEM	K	COMPANY
Stunt Cycle	Shelved	6502	SOLE	Atari 2600	2k	ATARI
Dukes of Hazzard	Shelved	6502	SOLE	Atari 2600	2k	ATARI
Defender	Released	6502	SOLE	Atari 2600	4k	ATARI
Real Sports Volleyball	Released	6502	SOLE	Atari 2600	4k	ATARI
Holey Moley	Shelved	6502	SOLE	Atari 2600	8k	ATARI
Bugs Bunny	Shelved	6502	SOLE	Atari 2600	8k	ATARI
Desert Falcon	Released	6502	SOLE	Atari 2600	16k	ATARI CORP
SprintMaster	Released	6502	SOLE	Atari 2600	16k	ATARI CORP
Road Runner	Released	6502	SOLE	Atari 2600	16k	ATARI CORP
Rampage	Released	6502	SOLE	Atari 2600	16k	ACTIVISION
Lemonade Stand	Released	Basic	SOLE	Atari 800	ATARI	
Mugwump	Released	Basic	SOLE	Atari 800	ATARI	
Hangman	Released	Basic	SOLE	Atari 800	ATARI	
States and Capitals	Released	Basic	SOLE	Atari 800	ATARI	
European States and Capitals	Released	Basic	SOLE	Atari 800	ATARI	
Biorythm	Released	Basic	SOLE	Atari 800	ATARI	
AtariTrek	Released	Basic	SOLE	Atari 800	ATARI	
Baseball	Released	Basic	SOLE	Commodore Pet		Commodore
Stock Portfolio	Released	Basic	SOLE	Commodore Pet		Commodore
BlackJack	Shelved	Basic	SOLE	Commodore Pet		Commodore
World Geog. - C64	Released	6502	SOLE	Commodore 64		BOBCO
World Geog. - C64 - Spanish	Released	6502	SOLE	Commodore 64		BOBCO
World Geog. - C64 - German	Released	6502	SOLE	Commodore 64		BOBCO
World Geog. - Apple II	Released	6502	SOLE	Apple II		BOBCO
Bass Masters Classic	Released	65816	LEAD	Super Nintendo		T.H.Q.
Bass Masters Classic	Released	68000	ASSIST S	ega		T.H.Q.
Bass Masters - Japanese	Released	65816	LEAD	Super Nintendo		T.H.Q.
The Mask	Released	65816	ASSIST	Super Nintendo		T.H.Q.
Bass Masters - Pro Edition	Released	65816	LEAD	Super Nintendo		T.H.Q.
Bass Masters - Pro Edition	Released	68000	ASSIST	Sega		T.H.Q.
Slide Master	Released	C	SOLE	PC-redemption		LAZERTRON
Hoppin' Harry	Released	C	SOLE	PC-redemption		LAZERTRON
Word Master	Released	C	SOLE	PC-redemption		LAZERTRON
Spin Streak	Released	C	SOLE	PC-redemption		LAZERTRON
Sluggers Alley	Released	C	ASSIST	PC-redemption		LAZERTRON
Various Accounting Packages	Released	Basic	SOLE	Data Gen. Nova II Adam Systems		

Game & Watch Primer, part 2

Nintendo

(Continued from page 9)

the right. The bridge is (surprise) made of turtles, who occasionally dip down and grab a bite to eat. Jump on them when they're grabbing a bite and you drown.



ID-29 Fire Attack

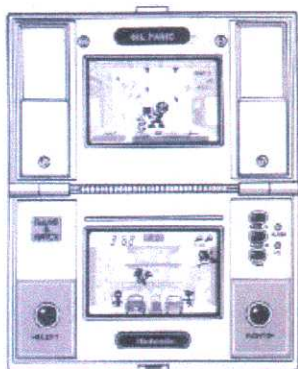
Guys are throwing fire at your hut from 4 different angles. You have to put the fires out before your hut burns down. I've never cared much for this G&W, as you really have to be able to keep your eye on several different areas at once.



SP-30 Snoopy Tennis

You're Snoopy, on the right hand side of the screen. Charlie Brown is on the left, hitting tennis balls at you on 3 different levels. The object is hit the tennis balls back at Charlie Brown and off the screen. To make things more difficult, Lucy appears to hit returned balls back at you. It should also be mentioned that this is the first G&W to keep score above 999 points (the rest just stop at 999 and you can keep playing).

Multi Screen (51-65 or more):



OP-51 Oil Panic

This is perhaps, the most interesting Multi-Screen title. The two screens represent entirely different gameplay elements. On the top screen, you play "the guy" (might be Mario) who has to catch oil in a bucket without letting any spill. Then, when your bucket gets full, you have to go to the window and drop the oil down to your counterpart below. The object on the bottom screen is to simply catch the oil. The trick is that you don't actually get to control your counterpart. He moves back

and forth at a certain interval and if you dump when he's not there, oil gets all over your boss or a girl and a policeman comes to take your life away (it is, after all, illegal to dump oil, isn't it?). Another interesting thing is that you can have 2 misses on the top AND bottom without the game ending. If either side reaches three, the game ends.

DK-52 Donkey Kong

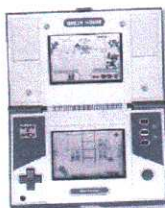
The most common of the G&W's and one of the most popular, the object of this one is to, what else, rescue the girl who has been captured by Donkey Kong. In order to do this, you have to move up the first screen, jumping over barrels to reach the ladder at the end which leads to the second level. Then, on the

second screen, turn on the crane, then jump over to it and take one girder wire away from the ones holding up the girder. Repeating this 4 times will cause Donkey Kong to fall and the girl to be rescued. Strangely enough, though, the girl gets captured right away and it's up to you to rescue her again.



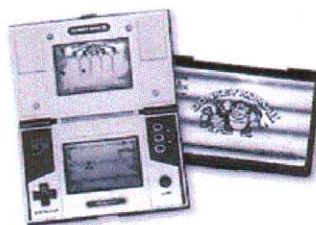
DM-53 Mickey & Donald

Mickey, Pluto and Donald have to work together to put out flames rising up the building. Pluto pumps the water from the truck at the bottom of the building, Mickey helps Pluto and repairs breaks in the water line and Donald pours the water. Every so often, the "level" ends and Minnie shows up to lay some lovin' on Mickey and the game gets faster and harder (wouldn't you if you got lovin' from Minnie?)



GH-54 Greenhouse

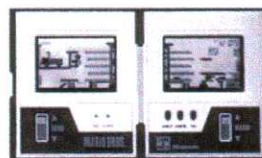
Pesky worms and spiders are trying to destroy your precious flowers. You have to move alternately between the top and bottom screens while spraying pesticides at the little devils to save your plants. This is another of the G&W's that require you to keep your eyes in more than one place at the same time.



JR-55 Donkey Kong 2

On the first screen, pick up a key and guide Donkey Kong Jr. to the right jumping over monkey eating Crocodiles. Then head up the vines, and left, avoiding electrical sparks both above and below you. Eventually, you'll reach the vines leading up to the second screen.

On the second screen, avoid flying birds and ground Crocodiles while climbing up ropes to "unlock" the chains that hold Donkey Kong. Then, go back to the beginning and grab the next key. 4 keys successfully placed and you rescue Donkey Kong and get to do it all over again.



MW-56 Mario Bros.

The object of this game is to guide packages from one side of the screen to the other. You control both Mario on the left and Luigi (well, it's probably Luigi, so I'll call him that even though I'm not sure) on the right side of the screen.

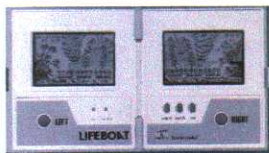
Mario puts the package on the moving elevator and sends it toward Luigi. Luigi has to catch it, then pass it back to Mario and then Mario must place it on the next moving elevator and send it back to Luigi. At the top, Luigi throws the package into a truck (what, no sleigh?!) and goes onto the next package coming toward him. When you fill up the truck with packages, a new level starts and the game gets faster and harder!

LP-57 Rainshower

Pull and push clotheslines to avoid letting the rain hit the shirts on the lines. This is one of the most impossible Game & Watches, because your eyes have to be in two places at one time (this one is a bit worse on that subject than the ones above).

(Continued on page 25)

(Continued from page 24)



TC-58 Lifeboat

The boat is on fire. People are jumping off. What will you do? What will you do? You have to catch them in your boat and bring them to safety of course. You can only fit 4 people in your boat and if you

try and fit more, they plunge into the ocean and get eaten by sharks.



PB-59 Pinball

It's pinball. Each screen has flippers and the usual assortment of things to hit. Not an overpowering pinball game, but decent none-the-less.



BJ-60 Blackjack

It's blackjack. Not much new blackjack wise, in fact, a pretty poor version of blackjack overall! It should be mentioned that this is the only G&W to keep track of seconds in addition to minutes/hours.

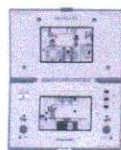


MG-61 Squish

Guide our hero through the maze. The only problem is the maze moves left, right, up and down and switches rapidly. Get caught in the wrong place and you get squished! This is one of the most fast paced G&W's made and will have your hands sweating in no time!

BD-62 Bombsweeper

There's a mad bomber on the loose. You have to push walls through the level to get to the bomb(s) and disarm it/them. This puzzler is one of the most replayable and enjoyable G&W's made (well, that is once you get past level 4 – the "impossible level").



JB-63 Safebuster

This one is primarily a clone of Oil Panic.

MV-64 Goldcliff

This is a 'disappearing platforms' game - your man starts at the bottom of the screen and has to jump up on the appearing/disappearing platforms to reach a 'gem?' at the top of the screen.



ZL-65 Zelda

This is one of my favorite G&W's! You have to get link through the levels by defeating the enemy on the right side of the screen while avoiding Stalfos' underneath you and ghosts to the left who throw knives at you.

Certain levels will reveal weapon and life power-ups, which is a rare feature that really adds a lot of replay value. When you defeat the Goblin on the right, you get to choose from 2 paths. When you get to the top of the level, you fight a huge dragon and once you defeat him, get a piece of the Tri-force and start the next level.

The first part of this article appeared in the last issue of Digital Press. If you missed it, get it! The third and fourth parts will appear in the next 2 issues of Digital Press - hope you have a subscription!

Baby, I'm a MAN

by Russ Perry Jr.

I'm going to tell you about a little personality quirk I have. It's nothing TOO weird, mind you. Plus, I know I'm not alone out there, so I have nothing to be embarrassed about in my admission, right? Basically, given a videogame with a choice, I almost always play a female character. There, I said it. To be honest, I'm not entirely sure why I do this. And of course I'm not about to hire a psychiatrist to help me figure it out, since those funds are better served buying me more games instead. But I know a couple ideas a psychiatrist might investigate...

1) Control

A cynical suggestion would be that I choose female characters to act out a desire to control women. Eesh, I don't think so. If it WERE true, I'd spend far more time in singles bars trying to find subjects with low self-esteem and do it for real. On the other hand, game worlds might be the only place I could hope to control a woman, but if this is my reason for doing it, it sure hides itself well.

2) Transvestitism

Could it be that I choose female characters to display my feminine side, or, goodness, that I want to BE female? Again, if this were true, I'd spend far more time in singles bars, only I'd be wearing a miniskirt. No, I don't think this is it, unless I'm destined to be one enthusiastic lesbian.

3) Obsession

This isn't so much a cause, but might be suggested to explain the result – that no matter what started it, I'm now obsessed with female characters. I like the word obsession, and I do occasionally use it to describe some of my interests, but it really doesn't apply. If I were truly obsessed, I wouldn't play games without a female character, yet I do. And once in a while I DO choose male characters even when a female is available (though I can't remember it happening in the recent past). So, I don't think I do it because I'm driven by some obsession to do so.

4) Chivalry

Perhaps I play female characters to protect them – out of some sort of notion of the fairer sex needing my help? I'd like to think that this isn't true, that I treat women as equals, and that I believe women can accomplish anything men can. Perhaps occasionally the "white knight" side of me rises to the fore, but I don't see it this way. If I was really fighting for the underdog, I'd have to apply this to other situations too – picking children over adults, smaller men over beefier ones, humans over machines – and I tend not to do that. So what drives me? I think I know what it is, and perhaps there's only one way to put it...

5) Desire

Gosh I like women. I do. I REALLY do. I seem to have that in common with many a game programmer; and if these guys took the time and effort to make their female characters look cute, shouldn't I appreciate them as the works of art they are? It's all fine and dandy to see them on the game box and the selection screens, but if I actually PLAY as one of them, why, then she's on the screen for a nice long while and I can admire her the whole time. Sure I control her, and hopefully protect her, and perhaps in some weird abstract way I AM her, but I'm really just there to watch her flit about.

Of course, the 3D revolution in games is starting to mess with me a bit. I play Quake II after work at least once a week, and I've picked out this great skin called HappyEvil – a female marine with a blue jump suit with a big blue smiley face across the back. The only problem is, I can't even see her when I play, since I'm looking through her eyes. I guess this is where it DOES approach obsession... My fellow players, bored with seeing her every time, are trying to convince me to use a different skin once in a while. But now that I think of it, maybe I should be trying to talk THEM into using the HappyEvil skin so I can finally see my girl in action...

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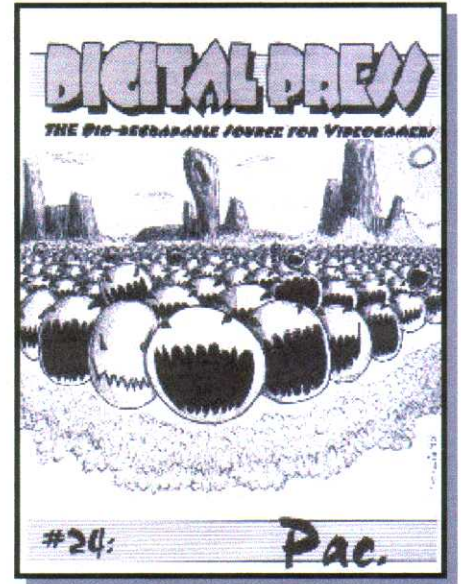
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•**A Museum Exhibit** featuring both historic and rare items, including never released systems, hardware and games. Just about every game machine and computer will be represented, from Atari to Vectrex. The museum will also feature never-released prototype systems as well as accessories, artwork, memorabilia, and much, much more. The CGE Museum will arguably have the largest gathering of classic gaming items ever brought together in one place!

•A vast array of coin-operated (arcade) machines available for play. Among them are **Freeze** (an unreleased 1993 Atari Games prototype), **Computer Space** (first arcade game ever made - by Nolan Bushnell), **Pong** (first commercial coin-op success in history), **Asteroids, Battlezone, Joust, Tempest, Centipede, Star Wars, Tron, Gauntlet, Defender, Space Invaders, Donkey Kong, Sinistar, Crazy Climber, Zaxxon, Star Castle, Gorf, Qix, Venture, Gyryss, Robotron: 2084** and **Wizard of Wor**.

•**Home videogame and computer game stations** -- There will be rows and rows of game machines set-up for play. Everything from the Vectrex to ColecoVision will be hooked up for everyone to try out. You'll even get a chance to play games for obscure (and rare) machines like the Bally Astrocade and Emerson Arcadia. If it was made, it'll be there to play.

•**Vendors and exhibitors galore** -- This will be your chance to buy classic video game systems and cartridges/disks for bargain prices. A large number of dealers will be selling everything from Pac-Man stuffed dolls to Vectrex cartridges and other memorabilia/collectibles. Exhibitors will be showing off and promoting classic games in development for contemporary game systems and computers. Others will be demonstrating their latest game releases for the classic systems. If you're a classic gaming fan, we're confident that there will be something for everyone.

•**Video Game Tournaments** with prizes for the winners. Details of the tournaments, including the games that will be featured, will be made available shortly.

•There will be a **raffle for a mint-condition classic arcade machine!** The drawing will take place on Sunday, and raffles will cost \$3 for one ticket, \$5 for two tickets and \$10 for five. And -- get this -- the winner will receive FREE shipping of the machine anywhere in the continental United States! All proceeds will go to the local Las Vegas Salvation Army. Various other secondary prizes will be given away throughout the weekend as well. The machine comes courtesy of Mr. Tim Arnold. The grand prize machine has yet to be determined; stay tuned.

•Classic Gaming Expo and **Twin Galaxies** are teaming up to enable players a chance at being immortalized in the **Twin Galaxies Videogame World Record Book**. A score that has been verified and which beats the high score currently in the Twin Galaxies book will be chronicled in next year's edition. If you'd like a shot at supremacy in any game, bring your cartridge or disk to the show (or play one of many coin-ops on hand) and strut your stuff since just about every game ever made is represented in the scorebook.

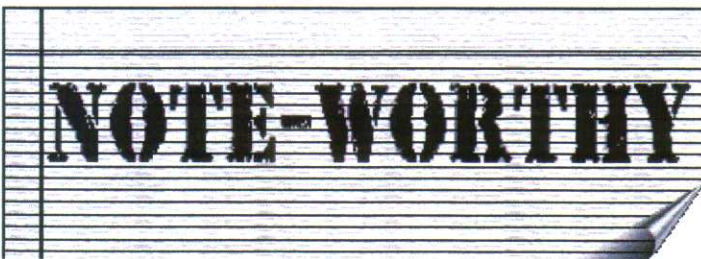
•A collectors' **buy and sell** swap session following the show. This will enable individual collectors to buy and trade classic video and computer games in a flea market-type setting.

•Classic Gaming Expo™ **memorabilia** will be on sale, including hats, mugs and T-shirts.



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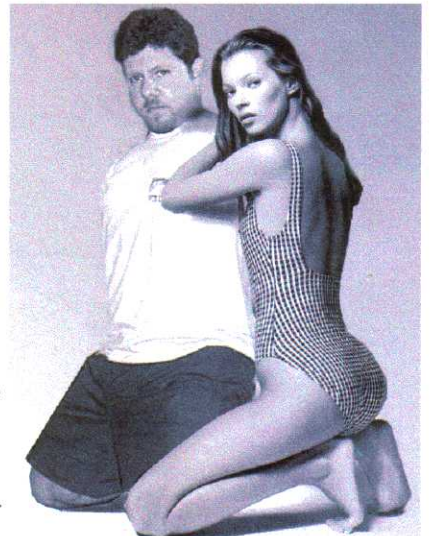
Did you guess which screen goes to which system? Here's the answer: [top row] Atari 7800, Commodore 64, Arcade version (trick question), ColecoVision, [bottom row] Nintendo NES, Atari 2600, VIC-20, Intellivision.

cge99 event draws near

If you haven't registered for the Classic Gaming Expo in Las Vegas August 14th and 15th, better get on your horse! Any "classic" game aficionado worth his/her salt will be there. For details, see the advertisement and event information on the inside page!

still working on the advert

Kate Moss continues to look for that perfect angle to sell copies of Digital Press and the Digital Press Collector's Guide to the masses. Although the line of classic videogame literature really isn't intended for the jet-set supermodel crowd, her work as unofficial spokes-model to Digital Press is unrelenting. Pictured here – the last shot from a grueling day of photography and sunbathing near the beaches of scenic Pompton Lakes with DP editor-in-chief Joe Santulli. Santulli is sporting "Rotting Marys" volleyball attire. Kate did not make the team and was asked not to wear official team sportswear, so she sports this decent looking Calvin Klein one-piece.



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

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