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BEHIND THE SCENES

by Joe Santulli

Welcome to yet another issue of Digital Press! I've gotten many questions over the past two months about how we work, our policy on contributions, and how to get onto our staff. Essentially, our staff is no more than a group of close friends that all share a common interest. Because we've been involved in gaming together for so long, we thought that our views might be appreciated.

After an issue mails out, we go through a process of publicizing the fanzine by sending flyers to potential readers, sample issues to software companies, mail-order houses, and magazines. About two weeks before the next issue goes out, we get together and play and rate the games we've reviewed, share notes, and discuss other material in that issue. It's basically like a day to hang out and play games, but we call it a staff meeting.

Although I encourage contributions, I really can't add to this staff. As long as we remain friends and I have the time to put together D.P., it's unlikely we'll break up the team. On the other hand, any information I get is credited to the contributor, and on occasion an exceptional column will be too good not to print. I really enjoy reading what you guys send in. I hope that answers some questions. And now...

"LIFE OF THE PARTY" VIDEOGAMES

by Joe Santulli

The summer is almost upon us, and that means parties abound! If you're looking to try something different at your next party, look no farther than your videogame system. I've been to more than a few of them that could have

benefitted from a little game action, and even a couple of them that were saved by it. There is a careful formula you should adhere to, however, when contemplating breaking out the console, and I present these guidelines as well as each of our favorites for boredom-busting at a shindig.

RULE #1: STAY AWAY FROM GAMES THAT INVOLVE TAKING TURNS. You simply can't go wrong with a multi-player game. If everybody in the room has to wait on one person to finish,

you'll bore whatever life is left in the party altogether. Two-player, but especially four-player simultaneous games are essential.

Examples:

Moto-Roader, Dungeon Explorer, TV Sports series for Turbogرافx.



CLASSICS LIKE GAUNTLET II ARE GUARANTEED FAVORITES

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Also *Super Spike V'Ball*, *Off-Road* for NES.

RULE #2: CHOOSE A COOPERATIVE VERSION AS OPPOSED TO A COMPETITIVE ONE. Why?

Because you're more likely to get the crowd into the game if it's the two of you against the aliens rather than you against him. Get it? It's called fan support. Examples: *NHL Hockey*, *John Madden '92* for Genesis. *Centipede*, *Robotron 2084* for Atari 7800.

RULE #3: THE BETTER THE GRAPHICS, THE BETTER THE GAME. This usually isn't

true when it's one on one or just you against the machine. But in a crowd, looks are (almost) everything. Examples: *Streets of Rage* for Genesis. *Joe & Mac*, *Super WWF Wrestlemania* for Super NES.

RULE #4: CUTE GAMES DON'T HURT, EITHER.

Mario Brothers games appeal to a lot of people, and you can always fall back on them when there's nothing else. Examples: *Mario Bros.* for Atari 2600, 7800. *Super Mario Bros. II, III*, and *World* for NES systems.

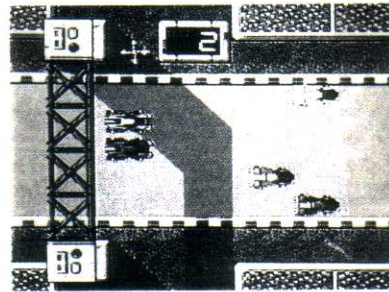
Let's take a look at some applications. My favorite party game is *Moto-Roader* for the Turbografx-16. You can play with up to five people, each with his own car and his own way to spend the money. Watch what happens when one player starts to "pull away from the pack". Everyone gangs up on him, and things tend to level off. This is a hard game to beat in a crowd, but let's see what other staffers think:

BILL: My two favorite party carts are *Jeopardy* and *Wheel of Fortune* by GameTek. *Jeopardy* is a lot of fun if you are sober and playing with a roomful of drunks. You are guaranteed to win because your opponents can't buzz in fast enough and they're too buzzed themselves to read. *Wheel of Fortune* is great because drunk people give really creative answers when they're solving the puzzles.

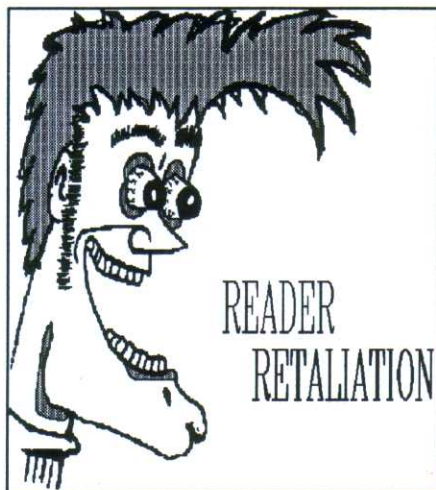
HOWIE: The Genesis game that makes the perfect party cart is *Ms. Pac-Man*. The game allows two players to cooperate with each other in gobbling dots, ghosts, and bonus goodies in the various mazes. Despite its age, it still provides the challenge and excitement a group can enjoy.

KEVIN: My favorite is the appropriately named *Party Mix* for the Atari 2600.

Four fellow gamers can compete at the same time in five different events: target practice, tug of war, an auto racing obstacle course, running conveyor belts, and pumping a handcar through a desert. Teamwork is the key element to success. Your friends will have a ball screaming out a barrage of insults and threats when someone screws up.



TURBO TITLES SUCH AS MOTO-ROADER ALLOW UP TO 5 PLAYERS!



TRUCKIN' ON "WORST OF...?"

Joe,
I just got through reading your March/April Digital Press. Do you really think that *Truckin'* (INTV) is that bad? Sure, gameplay is slow, but it's a good lesson of U.S. geography. Have you ever come across the city R.L.? This actually stands for Richard Levine, the game's designer. There is also an Imagic sign at the end of the road after driving through R.L.. It doesn't show on the map, but it is in there. In my opinion, *Truckin'* is an excellent game for INTV, cracked windshields and all.

I suppose if I were looking for a good lesson in U.S. geography, I would have enjoyed *Truckin'*. But that isn't what I expected when I bought it. Nowhere on the box does it claim to be an educational game. And when I buy a game that looks like head-to-head action and it turns out that I have to pull my truck over, snag the map from my opponent, and then trudge across the rest of the U.S. to finish the game, I get upset. Granted, *Truckin'* has its merits, but entertainment is not one of them. Not for me.

Thanks for the trick, though. One of the many "side projects" here is maintaining a "Cheater's Compendium" of tricks and passcodes. More information can be found on page 18.

Jeff Adkins
Attica, NY

FAME, FORTUNE, CLOSET CLASSICS

Dear Joe,

Congratulations for getting into Video Games and Computer Entertainment! You deserve all the praise - we really look forward to every issue. I hope the plug gets you some more readers. Have you noticed any new subscriptions rolling in? Perhaps you could mention any consequences of the VG & CE article in the next issue.

I really like the "Closet Classics" section and your choices. Pepper II is one of my all-time favorites. Good call on that one and Wing War, too. Another candidate: 5200 Space Dungeon. It received great reviews in 1983. Why this game hasn't been updated for the new systems is beyond me.

Jeff Cooper
Tulsa, OK

As far as the review in VG&CE goes, I have noticed a slight (but not overwhelming) increase in subscribers. I'm not sure why that is, but I maintain that to really enjoy Digital Press, you have to see it first-hand.

The Closet Classics section was to be NES-only this issue, but you'll see Space Dungeon has made an appearance anyway. I couldn't agree with you more.

VECTREX VAPORWARE?

Dear Digital Press,

I've a few questions about the Vectrex checklist, or perhaps better put, doubts.

Are Flip-Out Pinball and Spinball different games? I've been asked this in the past and have yet to receive a satisfactory answer.

Also, you listed Mail Plane and Dark Tower as prototypes - does anyone actually have copies of these? How did they get them, if so? And I'd always thought 3-D Pole Position was never released, but you don't even mark it as hard to find. Well, somebody find me one then!

The checklist doesn't mention Pitcher's Duel/Batters-Up Baseball. Was this unavailable, even as a prototype?

For "label-chasers", you might try to find Star Ship, the European title of Star Trek.

I've also heard rumors of the keyboard and an odd rapid-fire thingy available in Europe, but I've seen no proof of these (prove me wrong - mail the proof).

And one last rumor: the Australian version of Mine Storm is supposedly different as far as difficulty goes, and the high-level reset glitch was fixed, who knows...

Russ Perry Jr.
Omro, WI

I've gotten a lot of questions like yours, Russ. I'd never list a cartridge in Checklist Central based solely on a rumor, but at the same time, if a reliable source tells me there is such a cartridge, or they have seen it, I won't leave it out.

3-D Pole Position, Mail Plane and Dark Tower, unlike the others you mentioned as rumors, have been verified by one of our subscribers. He claims that he was working out a deal to buy these from the owner (whose father was working for GCE) but the deal fell through. I've heard similar "near miss" stories on these two as well. Is this good enough proof? I'll leave that up to you.

MEGA-GAMER

Digital Press,

I just finished issue #4. You guys did a fine job. The worst of INTV was very amusing - I had forgotten most of those carts. I was a big fan of INTV, they made the best sports carts at the time. There is still no system for sports that you can program each controller at different levels like INTV did on their later sports games. Somewhere in my basement I have 30-35 carts and the computer keyboard & music synthesizer.

When Sega finishes with MLPBA Sportstalk Baseball I hope they leave out that college football music from the background of Super League '91. I need a good baseball game for my Genesis. I bet we'll have to wait for Electronic Arts to do the job (?).

I was unable to get a phone # for the Computer/Electronics Source. Do you have one? Keep up the good work.

Nicholas Masciotti
Bronx, NY

One comment before giving you that phone number, Nicholas. I liked the music on Super League '91! I'm sure Sega will drop it, however, it has a very "eastern" sound to it (I don't think we'll ever hear those conga drums in a U.S. stadium!).

By the way, the number for the Computer/Electronics Source is (718) 426-9614, and they take calls 24 hours a day. Tell 'em we sent you!

32 BIT IS THE ANSWER

Digital Press,

Genesis is not the answer.

SNES is not the answer.

Neo-Geo is not the answer.

CD-ROM is not the answer.

32-Bit is the answer!

When the 32-bit machines from Atari, Sega, and NEC/Hudson come out, video gamers everywhere will finally get what they want: fast arcade action, layered 3-d graphics, lots of on-screen objects with no slowdown or flicker. Atari, with their Jaguar, might just be the best of the three, with the lowest price tag, rumored to be in the \$200-\$300 range. Sega might have a slight advantage in graphics, but it will definitely cost more than all of them.

In the SNK Neo-Geo ad, they say the processor alone will cost more than their entire system. What a lie!! A 68030 processor does not cost more than \$100 and when we are talking about bulk quantity, the price goes down from there. They also say in their ad that they would have to include a special monitor with the system. Are they stupid? On paper, the Atari 7800 has better resolution than Genesis or TG16, but does it look sharper than the two? Say goodbye, SNK, your system is about to be junk compared to the 32-biters.

Edward Villalpando
Whittier, CA

That was a highly articulate outburst, Edward. I hope we get some reaction from other readers.

Comments? Questions? Answers? Denials? Referrals? Keep those letters coming! Write: Digital Press Reader Retaliation, 29 Cupsaw Avenue, Ringwood, NJ 07456-2919.

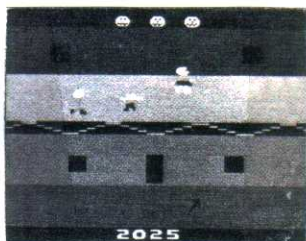
ATARI 2600 RARITIES PART 2 OF 4

by Kevin Oleniacz

Have you ever received a catalog or price list with titles you've never seen or heard of before? In this four-part column I'll share my thoughts on some of these titles that I've been able to pick up over the years.

6. Halloween (Wizard)

This game was practically invisible to the public because it presented a violent theme not suitable for young gamers. Based upon the popular movie, you control a babysitter who must continually rescue children from a maniac. Lead them to



safety at any one of the four corners of a two story building. To do this, use the button to "lock in" a child when you're positioned right above them and they will follow you. In

order to advance to the next level, either rescue five kids or stab the killer twice with a knife which is randomly placed within the house. The killer can appear from either side of a room or through a door located in the back of certain rooms. To add to the suspense, the top floor is prone to frequent blackouts.

Visually, this cart is not very offending. The babysitter's head is chopped off when she is caught and a little blood spurts out. Some blood trickles out when the children drop dead. The killer just runs off the screen when he is stabbed. I've seen more offensive material on home computers. All of the rooms are bare and never change. The eerie theme music blares out whenever the killer appears. After a few rounds the challenge really picks up but there is no variation on the gameplay and you receive no acknowledgement that a level has been completed. After a few attempts most will lose interest with this simplistic and unvaried gameplay.

7. Hole Hunter (?????)

Produced overseas in the PAL format, this manufacturer selected to remain anonymous, and I don't blame them. Playing the part of a farmer, pursue rats (which can be mistaken for any of several creatures) which appear from holes scattered across the screen. Nail them on the head with your hammer. Occasionally a snake slithers across the screen. Split it in half for bonus points. After some time elapses, your hammer disappears & reappears in another place onscreen. Falling into a hole or touching a snake is fatal, while touching a rat will subtract points. The game concludes

after 20 minutes tick away or all of your lives are lost.

All of the action is contained within one unchanging screen. Every creature either fades or flickers while the graphics appear very plain as do the sound effects. Reading the manual would falsely lead you to believe the object is to protect your crops. In reality, no fruit or veggies are in sight. You only see a mass of holes and rats aimlessly scurrying around the screen like so many lost puppies. I hope I come across some more of the creative carts this company produced. Not!

8. I Want My Mommy (Zimag)

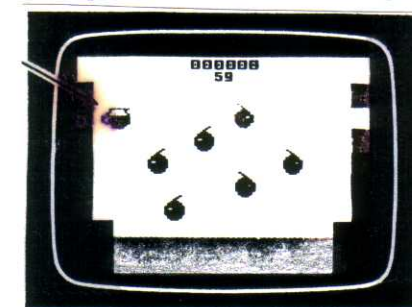
Geared towards kids, you must guide Teddy Bear up eight floors in order to reach his mommy. Lift up all ladders (2 per floor) in order to complete your quest. Avoid the dream demons as they patrol each floor. Touch one and you are transported to the beginning, minus a life. Occasionally "mommy" will throw a kiss, which floats across each floor. Catch it and a demon could permanently be knocked out. Game concludes when you succeed in finding "mommy".



This cart is actually very easy. Veteran gamers should concentrate on reaching Mommy within the shortest amount of time. Graphics are above average, but sounds are nothing to get excited about. Slower gameplay coupled with a cute theme provides a "must have" for youngsters.

9. Kool Aid Man (M Network)

This kid-oriented game was available to the public via a special offer from Kool-Aid. On one unchanging screen, catch the "thirsties" as they stop to drink water from your swimming pool, which encompasses the bottom quarter of the



screen. Do not collide with horizontally moving thirsties, walls or the pool or you will bounce uncontrollably around the

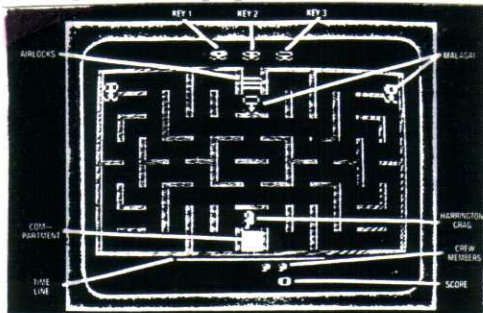
playfield. Catching W's (water), S's (sugar), and K's (Kool-Aid) which occasionally pass across the screen will enlarge Kool-Aid man & grant him temporary invincibility for a few seconds

while a tune plays. At the end of each round (consisting of 30 thirsties nabbed) and by catching letters, water will be added to the pool. Complete the round quickly in order to receive a larger bonus. Game concludes when all of the water has been sipped up.

Despite the cutesy theme, after the first few rounds gamers will discover a worthy challenge. Non-stop action incorporates this cart. The graphics are typical of M Network (average) while the sound effect of the thirsties "sipping" the water is somewhat realistic. M Network could have provided a more interesting challenge by varying the playfield rather than being restricted within one blank rectangle. Nevertheless, gamers young and old alike will log in at least a few hours with this cart.

10. Malagai (Answer)

This is similar to an advanced version of Tag confined to a maze. The object is to touch one of three "Malagai" which wander around the maze. Capture them in the correct order and within the allotted time (indicated on the screen). If correct, race to a blinking airlock while the creatures try to stop you. If the wrong creature is captured, race to a compartment at the bottom of the screen and try again. Advance to the next



round when all three creatures are captured in the correct order. A life is lost when time runs out or when a pursuing Malagia captures you. Available options include adjusting the time limit, having non-blinking airlocks and compartments, and keeping the creatures all the same color & shape.

An interesting concept done half-heartedly, the game becomes dull rather quickly. There are several different mazes, but they're all very similar. Graphics are plain, and there's nothing special about the sound, either. No special items can be picked up. It would have been helpful if a second player could have interacted, perhaps controlling the Malagai, but many other improvements could have been made as

well. Try to play through this lackluster game and you'll find yourself catching some Z's as well as the Malagai.

CONSUMER

Q & A

Let's face it. Money is tight, and there are plenty of games to be bought. So which ones do you buy first? What system fulfills your expectations? What should you steer away from? If you trust us on anything, trust us here.

Q: Tell me about the Super Scope 6. From the television ads, it looks great.

A: For the price of a Super Nintendo game (about \$60), you get the Scope and a cartridge with SIX games on it. The scope is wireless, with a "remote" sensor that you place near the television (similar to the Power Glove). The games packaged with the Scope aren't very good. *Lazer Blazer* features three military scenarios that get dull in a hurry. *Blastris* is a little better, but the whole thing is a little tough on the eyes. Not many will be able to handle more than 15 minutes at a time. The Scope itself is very accurate - a quality piece of hardware, but its value depends on future software.

Q: What's that number in the top righthand corner of my mailing label on Digital Press? I've never seen that before.

A: That is the number of the last issue you will receive under your present subscription. You will be notified on that issue that your subscription is up as well. We wouldn't want you to miss out!

Q: Pit-Fighter is the first game to use digitized graphics and appear on both the SNES and Genesis machines. Which one is better?

A: Although the Super NES version (by THQ, Inc.) features larger characters and a wider playfield, the Genesis version (by Tengen) is unquestionably better. The gameplay is smoother, there are more

digitized sounds, and more enemy characters. Tengen's version also includes the excellent intro screens showing each fighter in various training activities.

Checklist Central

COMPLETE "CHANNEL F" CHECKLIST

How much do you know about the Fairchild Channel F? One of the more rare consoles if you're a collector, there were actually TWO models! The first, which was released about the time the Atari 2600 was nearing its peak, had hardwired (non-removable) controllers that you held in a fist and could move with your thumb. The controllers were stored under a "hood" in the system. The sound came from the console itself, and not the television. How far we've come since then!

When model II was released, the Fairchild was already doomed. Better systems with quality titles were being produced for Intellivision and the Atari 2600, but "damn the torpedoes" Zircon International Inc., said, and released an improved model with removable controllers, sound through the TV, and a holder for the controllers in the back of the unit.

How was the quality of Fairchild Channel F games? Well, let's say about the same as the early Atari 2600 carts like Home Run, Slot Racers, and Space Wars. The Odyssey2 graphics were about in this category as well. Here is a complete list of all the games made for this unremarkable system:

- [] Backgammon/Acey-Ducey
- [] Baseball
- [] Blackjack
- [] Bowling
- [] *Casino Royale*
- [] Checkers
- [] Dodge-It
- [] Drag Strip
- [] Galactic Space Wars
- [] Hangman
- [] Magic Numbers
- [] Math Quiz (Add, Subtract)
- [] Math Quiz (Multiply, Divide)
- [] Maze/Cat and Mouse
- [] Memory Match
- [] Pinball Challenge
- [] Pro-Football
- [] Shooting Gallery/Desert Fox
- [] Slot Machine
- [] Sonar Search
- [] Space War
- [] Spitfire
- [X] Tennis/Hockey
- [] Tic Tac Toe/Shooting Gallery/
Doodle/Quadroodle
- [] Torpedo Alley/Robot War

- [] Video Whizball

KEY:

- Ital* rumored, may not exist
- [X] built into system



Next Issue: We'll take a look at the vastly underrated Bally Astrocade. A short-time competitor to the Atari 2600 and Intellivision systems, the Astrocade produced some real hits, and also had a built-in computer keyboard.

R a n d O m R E V I E W s

by DIGITAL PRESS STAFF

SUPER SMASH TV ACCLAIM, FOR SUPER NES

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	7	7	9	-	8	10
SOUND	9	8	9	-	9	9
GAMEPLAY	9	7	9	-	8	9
OVERALL	9	7	9	-	8	9

If you've seen the Schwarzenegger movie "The Running Man", and played the Williams' classic *Robotron 2084*, you've already had a taste of *Super Smash TV*. In a dark and distant future (1999), the violent nature of man has prevailed, and the most popular game show on television is "Smash TV", where contestants compete for cash and prizes by blowing everything to smithereens.

This game features non-stop action that can't be beat. The only time you'll get a breather is when the host pops up onscreen every so often to offer his two cents. By the way, he's also the last boss. Beat him, and you beat the game (well, sort of - there are multiple endings). Unless you have thumbs of steel, you'll probably have to pause the game at some point or suffer finger cramps! Because of the nature of the game, where you'll need to move in one direction and fire in another (like the aforementioned *Robotron 2084*), the four buttons on the SNES controller are used to control the direction of the firing. That means, in a nutshell, your thumbs are all over the place. Diagonal shots require simultaneous pressure on two buttons. Even a contortionist would grimace at this control setup.

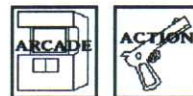
You (and a friend, if two players are available) move from room to room, wiping out the host's legions with automatic rifles, spread cannons, grenade launchers, and more, as you close in on each of the four bosses at the end of the level. These bosses are your greatest challenge - it takes hundreds of shots to put them away! You'll really want a friend to come along for this trip.

Eventually, you'll get the hang of the controls, with the lure of easy money, fantastic sound effects, and fast-moving (does that mean no slowdown? Yes!) enemies homing in on your contestant. I'm pretty sure all of the elements from the arcade version are here, although I've yet to meet "The Host with the Most" in the arcade version. Arcade fans will not be disappointed, although a joystick would help immensely!

To quote a popular television personality of the future: *Super Smash TV* is "TOTAL CARNAGE! I LOVE IT!". By the way, if you can beat my score of 39,829,320 points, my hat's off to you.

TIP: For up to seven lives and seven credits per game, move the selector to "two player game", hold the L and R buttons down and press UP.

TIP: There is a secret room on each level which can be found by going to the bottom-most, right-most room in the level and going out the right-side door (even though no "exit" light appears there). Secret rooms allow you to clean up on points and get a short-cut to the boss.



-Joe Santulli

"As close to perfect as you get. I loved the NES version and this totally blows it away. You have fast-paced action, non-stop carnage, and you win valuable prizes. What more could a gamer want? Ultra-challenging and ranks up there with the arcade version in all categories. DON'T PASS THIS CART UP."



SCHULTZ

"*Super Smash TV* has a slight resemblance to 'The Running Man' where it is either you or them in order to win. I liked everything except when the host yells 'Big Money! Big Prizes!' That was annoying. Altogether, it's a lot of fun and better than the arcade version."



HIRSCH

**WINTER CHALLENGE
BALLISTIC, FOR GENESIS**

ELEMENT	JS	KY	BS	JA	KO	HE
GRAPHICS	6	6	-	-	4	8
SOUND	4	6	-	-	4	6
GAMEPLAY	4	6	-	-	3	8
OVERALL	5	6	-	-	4	7

The Olympics in Albertville may be history, but now Ballistic introduces *Winter Challenge* for the Sega Genesis. You and up to nine other competitors (human or computer) skate or shush it out in eight events: bobsled, luge, ski jump, speed skating, slalom skiing, downhill, cross country, and biathlon. The only events missing are ice hockey and figure skating (the biggest hit at Albertville). If you're not ready for competition you can select the training option in any or all events to hone your skills. When ready for the big time, try the



BOBSLEDDING

While on the subject of options, you can choose your own as well as your competitors' country of origin and the attributes and number of players. One little feature I liked was the separate card enclosed for each event which summarizes the controls and also includes helpful suggestions for winning the gold.

The graphics and gameplay are above average. The sound effects and music are

somewhat mediocre, however, although that can be remedied by turning the sound option off.



DOWNHILL SKIING

You can save a game in progress and return to it later. You can even review your best as well as more embarrassing moments with the instant

replay feature!

In summary, this is an exciting cart that is a welcome addition to Sega's sports library. It's the most winter fun you can have without the frostbite.



-Howard Hirsch



SANTULLI

"I have a problem with a sports game that does not let two players compete at the same time, and that's just the tip of the iceberg. The downhill and slalom events don't allow you to see enough peripherally to play effectively, and the cross-country and biathlon events can take as much as five minutes to play each - if you're playing with four or five friends, well, you do the math."

"This is a state of the art olympics challenge? Who is Ballistic kidding? A DULL multi-player challenge with quite a lot of space wasted on the screen. I'd take Atari 2600 *Winter Games* (by Epyx) over this mess any time."



OLENIACZ

FOOD FIGHT
ATARI, FOR 7800

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	9	-	7	-	9	8
SOUND	7	-	7	-	8	7
GAMEPLAY	8	-	7	-	-	7
OVERALL	8	-	7	-	9	7

Surely one of the most comical arcade translations to enter the market, this enjoyable cart can be found exclusively on the 7800. In control of Charley Chuck, maneuver your way toward a rapidly melting ice cream cone on the far side of the screen. Scattered across the playfield are piles of food (i.e. pies, parsley, bananas) which Charley can fling at chefs (up to 4) which pop out of manholes and are immediately in pursuit. The chefs can also be lured into manholes for bonus points. However, after a few seconds the chefs will return to the hunt.

There are four difficulty levels to select from, and the pace quickens with 1) an increased number of manholes to avoid, 2) chefs retaliating by picking up food and flinging it at Charley, and 3) the speed of the chefs. Besides splattering your pursuers, points can be accumulated by the number of food items remaining at the end of each round. No points are received for watermelon, but the slices are limitless.

Nonstop action is provided commencing with level one. All of the characters and items are designed nicely and are easily distinguishable. The sound effects and music are above average for this system, but they match the arcade version. An interesting feature is an instant replay, which appears whenever you do particularly well on a round.

With plenty of food to toss, and with comical antagonists present, you can't go wrong with this cart. This is arguably the best arcade translation ever for a classic system.

TIP: In the tougher rounds, make sure you carry an item when you eat the cone. At the start of the next round, you will still be carrying that item, and if you start out in a tough spot the odds of survival will greatly increase.



-Kevin Oleniacz



HIRSCH

"The object is simple. You pick up food and toss it at the chefs that are coming after you for points. This game is OK, but I am sure there are better ones for this system."

TWO CRUDE DUDES
DATA EAST, FOR GENESIS

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	7	7	8	-	7	9
SOUND	6	6	8	-	7	7
GAMEPLAY	7	7	7	-	7	8
OVERALL	7	7	7	-	7	8

Do you like two-fisted, hard hitting action? If you said "yes", then *Two Crude Dudes* from Data East is the game cart for you to check out. *Dudes* takes place in the year 2010, after a series of nuclear explosions have hit NYC. Your job as one of the Dudes (Biff or Spike) is to reclaim the city from a group of terrorists known as "Big Valley". You stand to earn a lot of cash because you are the biggest, baddest, most merciless mercenary in the world.

This game cart has a great deal to offer the most bloodthirsty of gamers. You can pummel your enemies with everything from a series of punches and kicks to literally picking up a car and dropping it on them.



KRAK THE ENEMY

There are five stages to *Dudes*. In each level you are confronted by assorted mutant meanies (bosses) and recurring henchmen. Some of the mutants are

particularly deadly, such as "Armour-Dillo", who will try to bowl you over in his armored hide, and the "Master Reaper", a killer with two giant sickles for arms (this guy would make the Grim Reaper green with envy). After defeating the boss, you can power-up by drinking Power Cola by pounding on the soda machine. You can also find a soda machine in each level to replenish your strength. Check out the bodybuilding poses by Biff and Spike after they beat a mutant - it's a trip.

Overall this is a worthy entry into the action cart realm from Data East. *Two Crude Dudes* plays like SNES' *Final Fight* and Sega's *Streets of Rage*. The 8-megabit graphics are great, as is the sound, but the problem is that no new ground is broken, which keeps it from being a tremendous game. The controls are fairly simple, and there are three difficulty levels for a bit of a challenge. Most importantly, *Dudes* is a two-player game allowing you to bring a friend to add to the mayhem.

A heavy metal, cyber-punk game cart, this one is a lot of fun but don't expect "Streets of Rage II", so grab a friend and party on with *Two Crude Dudes*.



-Bill S.



SANTULLI

"What seemed like a great idea at first got tiresome pretty quickly. I liked the idea of picking up enemies, cars, street signs, etc., but the challenge just wasn't there. Unintelligent enemies, mediocre graphics, and repetitive gameplay."

"A two-dimensional fighting contest with cartoony-type elements, *Two Crude Dudes* did not impress me. I'll stick to *Streets of Rage*."



OLENIACZ

**SUPER WWF WRESTLEMANIA
LJN, FOR SUPER NES**

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	9	8	9	-	9	9
SOUND	6	7	9	-	8	8
GAMEPLAY	6	8	6	-	6	9
OVERALL	7	8	7	-	7	9

Hands up if you're bored with mediocre wrestling games that capitalize on big-name stars but fail to deliver in the "game" category. That's one...two...okay, EVERYONE. Apparently, certain software designers don't know this, because LJN just couldn't wait to get the first one out on the market for the Super Nintendo. Another one - hands up if you're bored with "Super" thrown in front of every game that supposedly represents state-of-the-art? I'm not even going to count this time. I know the answer.

I bought this game because the graphics looked so great on the box and in various press release info that I



OUCH, THAT HURTS

couldn't possibly pass it up. Throw in ten of the most interesting WWF characters, two-player action, and "survivor series"

matches, and you should have one heck of a wrestling game in your hands. Should, but don't.

The incredible graphics are just that - incredible. The wrestlers are animated very fluidly. At times, you might think you're looking at a digitized image in action (there are real digitized images in the wrestler selection screen). They leap off the turnbuckle, flip opponents out of the ring, deliver bone-crushing body-slams and kicks, and all of the other basic moves of pro wrestling. Unfortunately, it wears pretty thin at that point. The background scrolls around very unrealistically, as if the cameraman were a step behind the action at all times - and the terrific moves are shared by each and every wrestler.

"Earthquake", a 450+ lb. monster performs the same exact moves as the wily "Jake the Snake Roberts". In fact, there's absolutely no difference between the wrestlers other than the way they look.

Sound effects are strictly generic, and there are no options to speak of, other than selecting from one-on-one, tag team, or survivor series bouts. No tournaments. No two-player cooperative mode. No training. No pre/post game hoopla. Just pin your man and start again. The bottom line on *Super WWF Wrestlemania* is this: If you absolutely have to have a wrestling game on your SNES, go for it - otherwise, stick with the outstanding *Tecmo World Wrestling* (for the 8-bit NES) or wait for something better.

TIP: While outside the ring, try to lure your opponent to the front. You can do all of the moves you could do while inside the ring there, as opposed to the sides, where your moves are limited.



-Joe Santulli



SCHULTZ

"This cart starts off real impressively, with great detailed graphics and excellent sound, but as I played it I got bored for two reasons: 1) No signature moves by the wrestlers and 2) Very slow movement. True wrestling fans may want to wait for something better."

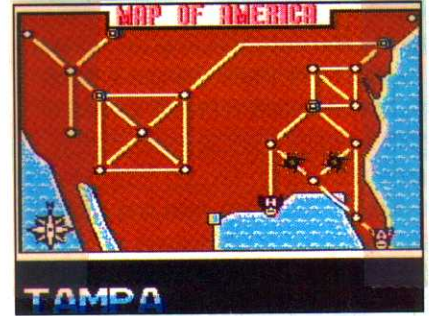
CAPTAIN AMERICA AND THE AVENGERS DATA EAST, FOR NINTENDO

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	7	-	4	-	8	9
SOUND	3	-	4	-	6	8
GAMEPLAY	5	-	4	-	6	10
OVERALL	5	-	4	-	6	9

Captain America is one of Marvel's oldest, most popular heroes and is deserving of a great video game, right? Here it is. NOT! This cart by Data East is a total disappointment from the opening screen right on through to the end of the game.

The basic premise of this cart is that you are either Captain America or Hawkeye

and you must rescue your fellow Avengers, Iron Man and The Vision, from the clutches of the evil Mandarin. This task is accomplished by crisscrossing around a map of America to find your trapped comrades. While you visit cities like Tampa, FL and Montgomery, AL, Cap runs into some of his old nemesis (you become Hawkeye if you lose all of your lives as Cap) such as



SO THIS IS THE USA?

Ultron, Crossbones, and the Wizard. In between clearing out various levels you get treated to a "red alert" scene where you are attacked by androids firing missiles and power blasts or soldiers pelting you with ammo. If you happen to catch up with Hawkeye you may then switch between the two heroes depending upon the needs of the situation. That is how the cart works but the problem is it doesn't work on any level. Let's look at some of the real bad points.

The map of the U.S. is horrible, as it looks nothing like the U.S. I know. Furthermore, the icons of Cap and Hawkeye you use to move around look exactly the same, except Cap has an "A" on his mask and Hawkeye an "H". As you play you'll notice Captain America fighting in Tampa is set up the same as Hawkeye fighting on the banks of the Mississippi River. The graphics are exactly the same except for the colors and item location. This is the same for many of the areas in the game. I will say that Cap and Hawkeye look O.K., but not great. My next bone



HAWKEYE BELOW THE SKYLINE

of contention is the cinematic intermissions that are supposed to give you hints to help find the missing Avengers. The Wasp gives the same message to you whether you're Cap or Hawkeye and they give the same exact reply: "Roger, Wasp!". I mean c'mon, guys! Give us a break!

One bright spot in this cart is that there is a challenge level where one gamer can be either character and another player can be one of the master villains. The first player to get three wins takes the contest. This was good only on a strictly slugfest level.

On a whole I was really disappointed with every aspect of this game. All Data East had to do was release an NES version of the coin-op and they'd have had a hit. Instead, this cart seems rushed and is a bad combination of *Double Dragon* and *Contra*. After playing this you may wish the Mandarin had kidnapped you instead of the Avengers.



-Bill Schultz

"I thought it was a great idea basing a game upon Marvel characters. Unfortunately, this action game really has nothing to set it apart from many other carts of this genre."



OLENIACZ



HIRSCH

"This one is for the superhero freak who wants to stop the forces of evil in this county, city by city! Timing is especially important when you have to jump and destroy your enemies."

**EXILE
RENOVATION, FOR GENESIS**

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	7	7	6	-	9	7
SOUND	8	8	8	-	8	8
GAMEPLAY	6	7	6	-	4	8
OVERALL	6	7	7	-	6	7

Amidst the slew of RPG's to enter the Genesis market, *Exile* initially presented itself as one of the better offerings. With its clear, eye pleasing graphics and

hot tunes blaring from the TV speakers, as well as a mix of action sequences and RPG features, how can one go wrong? Playing the role of Sadler, master swordsman and rebel leader, fulfill your quest to defeat the rival country of Luciel. This menace aims to conquer the world by destroying friend and foe alike.

While in RPG mode, you can gather information from residents and shop at stores. Upgrade your sword, shield, and armor, or purchase special items. These items can recover magic or hit points, or increase your offensive or defensive power for 20 seconds. Interacting with certain characters leads to non-animated close-ups and often very lengthy conversations. An overhead perspective is displayed while your character wanders around.

The action scenes display a side view of Sadler. Often you'll encounter very weak enemies and a maze of doorways within castles and caves. Your gold supply along with experience points build up as each creature is slain, thereby increasing you level and offensive/defensive powers. Magic consists of fire, which emits a very damaging blow onto the enemy; ice, which damages all on-screen foes; restoration, which recovers hit points; and warp, which teleports Sadler to the entrance of the action scene. Between areas is the map screen, where one can select between any of two or three locations to visit.

Several plot twists inhabit the story line. However, you don't really need to know anything about the plot to complete your quest. If you're expecting a well-drawn out saga, you'll be disappointed. I managed to complete the game within four hours. Look beyond the excellent graphics and sound and what do you have? Relatively easy action sequences along with an extremely short linear quest with hardly any problem solving: an RPG fan's worst nightmare.

TIP: If your hit points are low, return to the beginning of the action scene (with WARP magic or by foot), as both your hit and magic points will be replenished.



-Kevin Oleniacz

"I can appreciate the attempt to add a storyline to the game, but some of the text in *Exile* just goes on forever."



YOUNGMAN



SANTULLI

"About the only real highlight of this game is the excellent musical scores. I think this type of RPG poses a problem: too much action scenes for RPG fans and too much RPG for action fans."

**ROLLING THUNDER II
NAMCO, FOR GENESIS**

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	8	9	8	-	8	9
SOUND	8	8	9	-	8	8
GAMEPLAY	9	9	8	-	8	9
OVERALL	9	9	8	-	8	9

Whereas most reviews begin with the basic plot behind the game, let's just say that this game has a run-of-the mill espionage plot and jump right into what makes this one of the best action games ever made for the Genesis.

First and foremost, there's a real challenge here. You have only the standard run, jump, and shoot abilities, with enemies doing the same to block your progress.



STALKING THE ENEMY

The difference between this and others of its ilk is that the gameplay is seamless. You are constantly posed with new

challenges without the feeling that you're playing the same game with new

backgrounds. Everything moves very quickly, demanding lightning-fast reflexes, and in many cases, your ability to pass through an area depends on your ability to think fast (think? I thought this was an action game!).

The two-player simultaneous mode goes beyond the norm as well. Instead of a dead player just popping back on the screen, it's the duty of the surviving player to fight on until he/she can recover the other. It's a neat twist, usually resulting in one player cheering on the other. Now *that's* teamwork.

The graphics and sound won't blow you away, but they are very well done. Usually, you won't even notice the intricacies of each level unless you pause the game to get a good look. I must say, also, that the graphics get better with each level. There's a fantastic Egyptian motif in one of the later levels and level 10 will remind arcade-goers of the classic *Elevator Action*. There's a lot going on throughout the eleven levels of play.

If you thought you'd seen it all in games like *ESwat*, *Dick Tracy*, and *Batman* for the Genesis, you won't want to miss *Rolling Thunder II*. It should be considered the new standard for 16-bit action games.

TIP: To get to my favorite level in the game, you should know that a digital nucleus punched the device.



-Joe Santulli



SCHULTZ

"A very good addition to the action games available for Genesis. Showcase graphics combined with challenging gameplay make this cart a real winner. The two-player simultaneous mode doesn't hurt, either. The sounds are awesome."



YOUNGMAN

"I'm funny this way, but I like game characters that actually have human proportions (like this one does). A very challenging game, it can be frustrating at times, but it'll keep you coming back."

SPACE PANIC
COLECO, FOR COLECOVISION

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	5	7	5	-	5	7
SOUND	4	7	5	-	4	6
GAMEPLAY	6	7	4	-	4	7
OVERALL	5	7	5	-	4	7

When I originally heard about a game called "Space Panic", I was expecting to see another fast-paced shooter. Instead I discovered a one-dimensional climbing/digging contest.

Maneuver your spaceman up and down ladders and across four girders while avoiding several space monsters. Dig holes in the girders to trap monsters. In order to eliminate the creatures, quickly fill in the holes. Some must fall through two or three floors before they die. A bonus timer (oxygen) continually counts down so don't waste any time! In addition, dropping one creature onto another nets you bonus points. Advance to the next screen when all of the creatures are wiped out.

A slightly creative idea for its time (it was recreated as *Lode Runner* for computers shortly afterward), this simple concept held my interest only for a short time. There is a good challenge here, but after a few rounds the creatures quickly speed up and the ladders consist of a great portion of the playfield. As a result, any previous strategy is abandoned, and you are reduced to isolating yourself between two holes and waiting for creatures to fall in. The game is not visually eye-pleasing, as the major portion of the screen consists of plain girders. The sound effects are equally unimpressive.

Coleco had resurrected several short-lived arcade games and transformed them into home favorites, but they should have let *Space Panic* rest in peace.



-Kevin Oleniacz

"Timing and strategy are important to get rid of the monsters and clear the round before your oxygen supply depletes. I would have to say that *Lode Runner* was a better game, otherwise, this one is OK."



HIRSCH

Y'S III: WANDERERS FROM Y'S
AMERICAN SAMMY, FOR SNES

ELEMENT	JS	KY	BS	JA	KO	HH
GRAPHICS	7	6	5	-	7	9
SOUND	6	7	6	-	6	8
GAMEPLAY	7	7	5	-	8	8
OVERALL	7	7	5	-	7	9

In the world of role-playing games, there are three heavyweights: the *Phantasy Star* series, which is more role-playing than action, the *Valis* series, which is more action than role-playing, and the *Y's* series, which is a fair combination of both elements. It's probably no coincidence that there are three of each title. This offering is available for both the SNES and the Genesis, although produced by different companies.

In *Y's III: Wanderers from Y's* (that "eeez" folks, not "whys"), you once again pick up the sword and attempt to right a wrong done to the local patronage. Traveling from dangerous locale to dangerous locale, dispatch sundry monsters, collect magical artifacts, and win the babe. It's a tried and true formula, if not an overused one.

By this time, everyone knows about the Super Nintendo's incredible sound chip, scaling and rotation capabilities, and diverse color palette. I'm sorry to say that none of these are taken advantage of in this game. In fact, the Genesis version (by Renovation) had much better graphics and sound. The gameplay is smooth, however, and I found that the slowdown factor was not present throughout the adventure. The controls are simple to work with, and the

challenge was just enough to keep you coming back for more.

Overall, *Y's III* was short but entertaining. If you're considering purchasing the Genesis version, give that an extra point in all areas from me. Fans of the first two *Y's* adventures should not be disappointed with either version.

TIP: *There are a few places in the game where you can stand in place and swing your sword, and the beasties just walk right into their doom. If you can rubberband your button down on one of these spots and leave the game for a few hours, you can build your character up to the max.*



-Joe Santulli



OLENIACZ

"A can't miss RPG/action cart. The story rolls along at a nice pace and holds your attention. Only average graphics supplement the plot and the soundtrack does not take advantage of the SNES' capabilities."

The Liz-O-Meter

This special section of the reviews is included for the gals - An overall "best to worst" using all of this edition's cartridges. We know that women have a slightly different view on gaming, so resident female critic Liz Nardella offers her overall "fun" scale here. Guys, take note. If you're trying to keep your girlfriend or wife at home with you, she's most likely to play the ones close to the top of this chart.

WHAT SHE SAID: "Although the controls were tough - grab, punch, and jump - *Two Crude Dudes* was the most fun of the group. I especially liked the Power Cola machines and the pose-downs at the end of each level. With *Super Smash TV*, it took awhile for me to get the shooting down, but once I got used to it, it played really well - the bosses were tough, too. *Y's III* was better than *Exile*, but there was too much running and jumping and not enough fighting. I thought the *Captain America* game was just plain boring, and *Food Fight* was very sluggish. It was hard to adjust to it after playing a few 16-bit games."



- TWO CRUDE DUDES**
- SUPER WWF**
- WINTER CHALLENGE**
- SUPER SMASH TV**
- ROLLING THUNDER II**
- Y'S III: WANDERERS**
- CAPTAIN AMERICA**
- EXILE**
- SPACE PANIC**
- FOOD FIGHT**

HIRSCH'S THEORY OF EVOLUTION

by Howard Hirsch

Shortly after I purchased "*Winter Challenge*" at my local retailer, I went home to play it. As I was skiing along, I glanced over at my Atari 2600 games and realized that I was playing a souped-up version of *Winter Games* by Epyx! The

more I thought (yipe!) about it, the more I saw this trend. Our old 2600 games are largely the ancestors of many of today's 16-bit games. Below is a list of games that follow this theory.

ATARI 2600

- Winter Games
- Spider-Man
- Pole-Position
- Enduro

GENESIS

- Winter Challenge
- Spider-Man
- Super Monaco GP
- Out Run

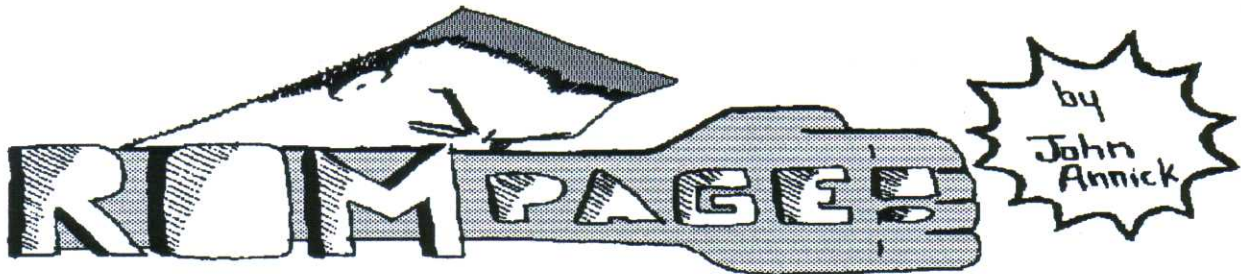
Pole-Position
Enduro
Adventure
Pac-Man
Space Invaders
Dark Chambers
Realsports Baseball
Super Football

Super Monaco GP
Out Run
Phantasy Star III
Ms. Pac-Man
Space Invaders 91
The Immortal
Tommy Lasorda BB
John Madden '92

Solaris
Ice Hockey
Basketball

Air Diver
NHL Hockey
Pat Riley BB

READERS! How many more 16-bit games do you know of that have roots in the pre-Nintendo era? Write them down and send them to us!



Q & A

Q & A is a new column which is designed to get a fresh look at problems/questions faced by videogame enthusiasts from a non-gamer's perspective. This month's guest columnist is Dirk Eisen, the "Rahway High School senior class bully".

Q: I really liked John Madden Football and am thinking about purchasing Madden '92, the updated version. What are the differences and is it worth buying?
J. Tewback, Montpelier, VT

A: *Uhhhhh, I give up, one is new than the other? It's football, dweebie, what did they do, change the rules during the off-season? Next question.*

Q: The Sega Genesis and Super NES home entertainment systems each have a 16-bit processor. Does this mean they both have the same capabilities or is one processor superior to the other?

John B. Bootee, Grovers Mills, NJ

A: *Listen, loser. In case you hadn't noticed, there's a recession going on. Who has the money to buy two systems anyway?! Your type really makes me sick: "what's better Coke or Pepsi?", "who would win in a fight, Batman or Superman?". Always asking stupid questions. Get a grip on reality and come back to earth with us humans.*

Q: I keep getting stuck on level 6 of "Revenge of Shinobi". No matter what I do, I just can't get past the boss. Any suggestions?

Earl Scheib, Bird In Hand, PA

A: *First thing you should try is getting a life. If that doesn't work, try wearing a bra on your head. It worked in Weird Science.*

Q: How long do you think it will be before the advances in virtual reality and teraflop computers, which can process a trillion computations a second, will affect home entertainment? A high performance computer network, linked through fiber optics could be the breakthrough we need in order to make home computing as accessible as cable TV. What do you think?

Mahat Maccoat Jeeves, Bombay, India

A: *Try getting out once in awhile instead of dreaming of what's going to replace cable TV!! Friggin' couch potato.*

GAMES AT A GLANCE

A cursory look at a random sampling of some Genesis games for those intending to rent or buy.

POPULOUS by Electronic Arts

Quick Look: Build a world for you followers while destroying those who refuse to cower in your divine presence (or who do not appreciate your good looks and boyish charm).

Gamer's View: Fine game, if you can sleep at night after sending thousands of innocent souls into the abyss.

JOHN MADDEN FOOTBALL by Electronic Arts

Quick Look: Intelligent game for serious football fans.

Gamer's View: For a real good time, master the game against the computer, then invite a friend over who loves football but has never played the Genesis game. Vince Lombardi would have wanted it that way.

M-1 ABRAMS BATTLE TANK by Sega

Quick Look: 8 scenarios featuring NATO's main battle tank protecting Europe from the "Red Threat".

Gamer's View: Anachronistic, somewhat like playing Buster Douglas Boxing.

ALTERED BEAST by Sega

Quick Look: Lycanthrope heroes combat a host of scary bad guys ranging from ants with big members to flying phlegm.

Gamer's View: Initially packaged with the Genesis. What do you want for nothing, you money back?

DEFENDER OF ROME by Electronic Arts

Quick Look: Conquer Europe using skill and negotiation. When that doesn't work, murder da' bums.

Gamer's View: Bonus points if you can get Cleopatra to surrender to huge, thrusting, powerful members of you Roman Legions without a fight.

FANZINES MAGAZINES

Here's a quick review of some of the fanzines that have crossed our desk in the past two months.



THE PANIC ZONE #5

EDITOR: CHRIS LARSON

3217 23rd Avenue SE, Rio Rancho, NM 87124

Published Monthly, \$1/issue \$2.50/3 issues, 20 pages.

This fanzine provides coverage of all the current systems, including the portables. Contained within this special "mega review" issue are reviews for both older and more current releases, fanzine reviews, general news, and feature articles on video football, icons of the gaming universe, and the decline of the Sega Master System.

Both positive and negative points are stressed within the reviews, and this leads to interesting reading, but the concept behind the game is not really explained. The main gripe I have is that the editor wastes too much space with very large print and wide margins. In addition, many of the photos used to supplement the reviews appear too dark. On the bright side, Chris is very opinionated and employs a touch of humor in his writing. He also encourages reader feedback and submissions, which provides a varied blend

of views.

If, in the future, this fanzine is organized more compactly and with lengthier reviews, it has the potential to become a very good 'zine.

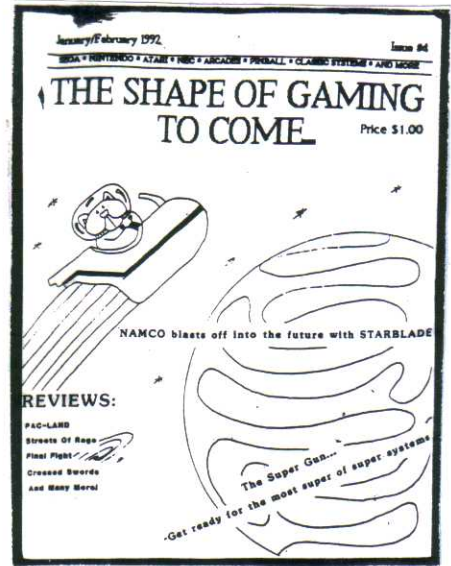
-Kevin Oleniacz

THE SHAPE OF GAMING TO COME #4

EDITOR: DARREN A. KROLEWSKI
12311 Conservation Way, Utica, MI 48315
Published Bi-monthly, \$1/issue \$5/year, 14 pages.

New information and gaming gossip are the highlights to this well-formatted fanzine. Editor Darren Krolewski is really on top of things, reporting on the new Super Gun product (a system that allows you to use whole arcade motherboards instead of cartridges) earlier than anyone we've seen. Furthermore, much information is crammed into nooks and crannies of the pages. There is more stuff in 14 pages here than you are likely to find in 20 pages of most other publications.

I think the pictures should have been left out altogether (I couldn't make out any of them in my issue). Overall the look is pretty good, and Darren plans to move into laser quality printing within the next few months. Keep a watchful eye out for "The Shape of Gaming to Come". I'm sure it figures in the shape of fanzines to come.
-Joe Santulli



ATARI 2600 CONNECTION #9

EDITOR: TIM DUARTE
PO Box N 664, Westport, MA 02790
Published Bi-Monthly, \$1/issue \$6/year, 10 pages.

I can't say enough good things about Tim Duarte's "Atari 2600 Connection". If you own this system, you shouldn't miss an issue. In issue #9, Tim and his staff include features on Canadian Atari games, a complete (and very helpful) guide to solving Pitfall!, a look at some of the awards and clubs offered to 2600 players in the past, classifieds, and more. The layout is consistently impressive, undoubtedly one of the most professional looking fanzines available. Who would've thought a fanzine dedicated to the Atari 2600 could find material for nine issues? We did. Don't miss this excellent publication.
-Joe Santulli

DIGITAL PRESS PRODUCTS!

DIGITAL PRESS VIDEO #5

Want to see this edition's RANDOM REVIEWS games up-close and personal? See the games reviewed on tape, with a pretty good representation (5-10 mins each) to better help you decide "which games are for me?". Send \$5.95 + \$1.25 for postage (that's \$7.20 total). Allow 3 weeks for shipping.

CHEATER'S COMPENDIUM #1

"Easter eggs", passwords, and winning tips can be found every month by skimming through magazines, but the Cheater's Compendium has them all in one place! New games and old alike, the Compendium will be updated quarterly. Issue #1 is available for just \$1.50.

To order, send check, money order, or cash (we're easy) to DIGITAL PRESS PRODUCTS, 29 Cupsaw Avenue, Ringwood, NJ 07456-2919. Make checks payable to Joe Santulli

PRESS PROFILE: KARL YOUNGMAN



NAME: Karl Youngman

AGE: 27

OCCUPATION: Technical Analyst for IMS America.

HOBBIES: Sports, Country Music, Babe Hunting.

DATA: "Ace" Youngman's gaming interests began with the Intellivision. Seeing that you could still play sports on a rainy day, it was only natural that he would spend most of his video-time playing Mattel's *NBA Basketball* and *NHL Hockey*. Karl plays more Genesis now than anything, and just try to beat him in *Tommy Lasorda Baseball*. I'd rather face the All-Star Team.

GAMEPRO TV REVIEW

by Kevin Oleniacz

Last issue we've taken a peek at the pro magazines and how they compare against each other. Now we'll take a look at Gamepro magazine's TV program.

Hosted by J.D. Roth and Brennan Howard, this 1/2 hour program features tips and reviews for the current systems. A major portion of the program consists of S.W.A.T. (Secret Weapons And Tactics) either submitted by Gamepro's staff or by a viewer via videotape. Also each week a viewer is selected to present a specific question on tape concerning a game. All tips and strategies are demonstrated. One or two new carts are reviewed, with one of the hosts expaining the background, gameplay, and high and low points while presenting ratings. A "Pro Challenge Board" flashes pictures of viewers with their high scores. A "Cutting Edge" section discusses new systems and developments in hardware while an occasional arcade segment displays hot new arcade offerings.

The last few shows were hosted solely by J.D. Roth. The high scores and the arcade segments have been dropped, and replaced by Blockbuster Video's top ten Nintendo rentals and an "Inside Info" segment, which demonstrates the conclusion of games.



BOZO

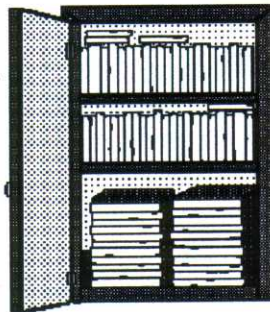
Overall the program displays many helpful tips and somewhat informative reviews (although J.D. seems to occasionally rush through this) but an expanded time slot would benefit the quality of the show. Brennan Howard

often acts like a clown. Sometimes he's comical but more often his joking gets out of hand. A highlight is when J.D. is ready to present a tip, he projects an illusion of actually stepping right into the game.

The main gripe I have is that the program heavily favors Nintendo. Over 50% of the reviews and tips featured are for the NES. Handheld systems are practically unseen, except for the Game Boy. Another complaint I have concerns the advertisers. During the first few weeks some of the ads were videogame related. These were gradually replaced by ads for gum, cereal, and toys. I would have thought this a great opportunity for game manufacturers to display their new products.

Overall, if Gamepro spreads their coverage more evenly and expands their time slot, most viewers would better appreciate the program.

CLOSET



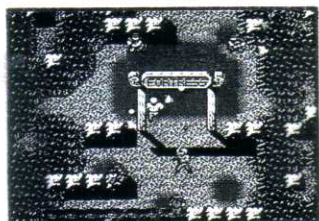
CLASSICS

VOLUME 5: (NINTENDO ONLY)

by Digital Press Staff

Here are this issue's entries in the "sleeper" category: those games that received little attention despite the hours of enjoyment we had with them:

1. **Guerilla War** by SNK (for NES) - Before



IN FRONT OF THE FORT

SNK ventured into their own home video game system, they produced a few real gems for the 8-bit NES. My favorite of these is Guerilla War, which is a Commando-style game. You can play with another person, the graphics are decidedly different level by level (and quite detailed at that), and it moves fast. The one criticism of the game is that the unlimited continues allow you to finish the game every time. The relative difficulty isn't too high, either, but then again, it's fun to cut a path through enemy soldiers with hardly a fight, isn't it?

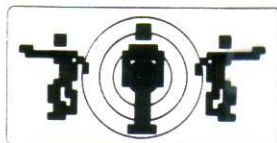
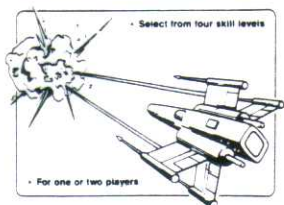
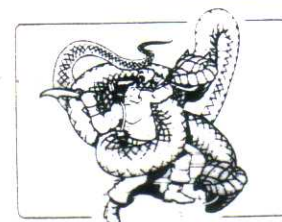
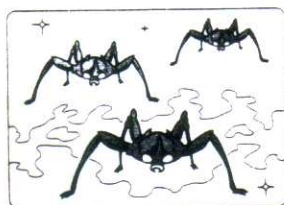
2. **Freedom Force** by SunSoft (for NES) - *Freedom Force* was one of the first Nintendo games to use the "zapper" and is on still one of the best. This game has

a very high violence factor with terrorists oozing blood from being shot. The action is tense and fast-paced, especially inside the airport terminal. The opening cinematic graphics are really good, comparable to a lot of NES games on the shelves now. A word of caution: the violence may be a bit much for very young gamers. Also take note that *Freedom Force* is a two player game, although not simultaneously. Load up your magnum, take a partner to ride shotgun and stop those terrorists!

3. **Tecmo World Wrestling** by Tecmo (for NES) - This is one of the best wrestling games to come out for any system. There's a large variety of characters to choose from, each with their own special moves. You can fight outside of the ring. You can fight tournament-style until you've captured the belt. A tag-team feature would have been nice, but Tecmo filled the gap in many other ways, with great graphics, cinema displays on devastating moves, and training modes between fights.

HISTORY POP QUIZ #4: COLECO COVERS

ColecoVision owners will probably recognize the following pictures from the instruction booklets of their games. Others, however, may not see the connection between the name of the game and the picture (which was usually taken from the side of the arcade machine the game was translated from). We've listed some titles at the bottom of the page, but there are more titles than pictures. Can you name them all?



ColecoVision Titles: Carnival, Congo Bongo, Cosmic Avenger, Frenzy, Gorf, Ladybug, Pepper II, Roc N' Rope, Slither, Space Panic, Spy Hunter, Venture, Victory.

ANSWER to QUIZ # 3:



DIGITAL PRESS' 1st ANNUAL SCAVENGER HUNT

Take the challenge! How many of these items can you find before June 15, 1992? Prove that you've found the most and you'll win:

- An Intellivision II system!
- A dozen Intellivision games to get you started!
- A lifetime subscription to Digital Press!
- The envy and admiration of gamers everywhere!

A game review in a magazine or fanzine where the reviewer gave the lowest possible score in any given category.

A cartridge label with a duck pictured on it.

A videogame magazine cover dated January 1985.

An advertisement for a game or peripheral that was never released.

A photograph of a game designer from a company other than Activision.

A recording of 'Pac-Man Fever' on cassette.

A picture of a game screen with a castle on it.

A page from an instruction manual with at least two misspellings.

A page from a magazine with the wrong name attached to the picture of a videogame.

An arcade token.

*A clipping from a television listing displaying the airing of either Pac-Man, Q*Bert, Donkey Kong, or Pole Position cartoons.*

A classified ad where the owner is selling an Atari 2600 system.

The signature of videogame designer Carole Shaw.

Any game card from the 'Dragon's Lair' trading card set.

Any of the Activision patches awarded for high scores in their games.

A Nintendo cereal box.

An Atari Age product, not including the magazine itself.

A Golden Axe poster.

A Mario or Luigi doll of any size.

HINT: one of these can be found in a past issue of Digital Press.

RULES: Contest is not open to Digital Press staff or family. Legible facsimiles will be accepted (i.e., Xerox copies). Entire entry must be postmarked by June 15, 1992.

RARE 5200 GAME DISCOVERED! "THE LAST STARFIGHTER"

by Al Backiel

This Atari 5200 prototype (c.1984) has only recently come to my attention. As far as I know this is the first report of its existence. It is available on chip only and is written over a more common game. It seems to be complete. The game has very pretty graphics and the game play is excellent, though somewhat difficult. The screens resemble the movie of the same name.

Since there are no instructions, here is what I have been able to figure out:

TOP FIRE: Fire/Power-Up (at base)
BOTTOM FIRE: Drop Bombs
1 KEY: Galaxy Map
KEY: Difficulty Factor 1/2/3
START: Launch
RESET: Reset
PAUSE: Pause
JOYSTICK: Direct Starfighter/warp path

There is the usual 5200 title screen, followed by the Starfighter launch which also contains the message GREETINGS STARFIGHTER.... YOU HAVE BEEN RECRUITED BY THE STAR LEAGUE TO DEFEND THE FRONTIER AGAINST XUR AND THE KO-DAN ARMADA. After launch, you are on a planet shown via split-screen at the horizon. The skies are infested with enemy fighters and an occasional command ship. There is a radar screen on your console which shows your enemies' position. Another screen can be called up displaying your proximity in the entire galaxy. You may decide to warp to any other planet, starbase (blinking) for fuel/replenishment, or attack an incoming enemy fleet head-on. This is provided that you have enough energy to warp and are not presently under attack.

This game can be ordered through Brad at Best Electronics. Call (408) 243-6950 and mention my name.

READERS! If you have any additional information about this cart, please get in touch with us at Digital Press.

DIGITAL PRESS



Looking for used or hard-to-find cartridges? Want to sell something to a collector? Let DIGITAL PRESS help. Send us your ad and we'll print it, free of charge!

WANTED: Desperately seeking Intellivision Safecracker, Shark Shark!, and Stadium Mud Buggies. Also wanted: Odyssey2 cartridges.
FOR SALE: Atari 2600 carts Dark Caverns, Megamania, River Raid, Space Invaders, Missile Command, California Games, Defender, Asteroids, Yars' Revenge, Berserk, Skiing, \$3 each. Joe Santulli, 29 Cupsaw Ave., Ringwood, NJ 07456-2919.

FOR SALE: Over 60 Atari 2600 carts w/ instructions - send for free list!; Atari XE Gato (new - \$7); Genesis Back to the Future III (like new -\$35); Commodore 64 games also available. **WANTED:** C-64 disk New York City, 2600 carts: Mangia, Master Builder, Sinistar,

Frogger II, many others. Write or call: Kevin Oleniacz, 96 Buena Vista Dr., Ringwood, NJ, 07456. (201) 835-8156 after 7pm weeknights, anytime on weekends.

WANTED: Military Madness for Turbogرافx-16. Write: John Annick, 68 North St. Winooski, VT 05404 or call (802) 655-3651.

WANTED: Odyssey II Power Lords and Pink Panther. Steve Bender, 727 N. 4th Ave., Kent, WA 98032 or call (206) 850-3152.

FOR SALE: Atari 2600 Spy Hunter \$10, Zaxxon, \$7; Mountain King, Masters of the Universe, \$6 each; Atari 5200 Pole Position, Star Raiders, \$5; Intellivision Night

Stalker, LV Poker & Blackjack, B-17 Bomber, Advanced D&D with box & instructions, \$3 each; PBA Bowling, Pitfall, NFL Football, Auto Racing, Frogger with box & inst, \$2 each; Space Battle, Astrosmash, Star Strike, Armor Battle, PGA Golf, Tennis with box & inst, \$1.50 each; Space Spartans, Demon Attack, Armor Battle without box & inst, \$1 each. Include \$1 postage for 1st cart, \$.50 for each additional. David DiSalvatore, 2015 Newhaven Dr., Baltimore, MD 21221-1740 or call (410) 574-3012.

WANTED: Microvision, APF MP1000, Emerson Arcadia, various handhelds and dedicated TV games; Kid Vid and Compu-mate; 2600 games: Crazy Climber, Cubicolor, Custer's Revenge, Gameline Master Module, Gamma Attack, Harem, Gas Hog, Music Machine, Lockjaw, Rescue Terra I, Rush Hour, Slot Machine, Snowplow, Submarine Commander, Tapper, Video Life, Wings, Z-Tack, many others; many carts for other systems. Send list to Russ Perry Jr. 5970 Scott St. Omro, WI 54963 (414) 685-6187.

WANTED: Xerox copy of owner's manual for the Atari C-380 Video Pinball system. This is an early multi-game, color, paddle controlled system. Will gladly pay postage and handling. Al Backiel, 253 Rock Rd., Ridgewood, NJ 07450.

WANTED: Cartridges and hardware for Atari 2600, Vectrex, and ColecoVision/Adam. **FOR SALE:** (or trade) Cartridges for Atari 2600, 5200, ColecoVision, Odyssey2. Write: James G. Davis, 405 Barrett Ave, Hartford, KY 42347 or call after 7pm (502) 298-7327.

BUY & SELL: Apple II manuals, software originals, Computer & videogame magazines, Atari 2600, 5200, 7800, 65-XE, ColecoVision, Intellivision, Commodore, IBM & more. Dungeons & Dragons, Sci-Fi, Adventure & Fantasy Accessories. Unusual & hard to find items. Quality at affordable prices. Send \$1 for your bargain catalog today! Frank Polosky, P.O. Box 9542, Pgh, PA 15223.

FOR SALE: Over 150 different Atari 2600 games. Also Atari 5200, ColecoVision & Intellivision. Write Jeff Adkins, 11 Windsor,

Attica, NY 14011 for list or call (716) 591-1519.

FOR SALE: Sega Master System, with instruction manual (Hang On/Safari Hunt built in [instructions included]). Complete with hook-up, 2 control pads, light phaser, AC adaptor, F-type converter w/matching transformer, 7 carts: Afterburner, Thunderblade, California Games, Pro Wrestling, Shinobi, Great Baseball, and Alex Kidd: The Lost Stars. All for just \$110. Write or call: Jeffrey Stewart, 1014 W. Parkway Dr., Cleveland, MS 38732. (601) 843-7385. Must pay \$15 extra for shipping/handling.

WANTED: Commando, Impossible Mission, Fight Night, Mario Bros., Desert Falcon & Dark Chambers for Atari 7800. Also want 7800 ProLine sticks for \$6 each. I can't offer more because they break easily. Mark Allen, URH 450 Townsend, 1010 W. Illinois, Urbana, IL 61801.

FOR SALE: Vectrex with eight games. Excellent condition. Best offer, or may trade for old videogame memorabilia. For information write Jeff Cooper, 6407 South 28th West Place, Tulsa, OK 74132.

WANTED: Vectrex Pole Position, Polar Rescue, Web Wars, Heads-Up Soccer, Star Castle, Light Pen. Atari 7800 Pyromania, Ikari Warriors. Atari 5200 Rescue on Fractalus, Meteorites. Edward Villalpando, 13525 Utica St, Whittier, CA 90605.

FANZINE PLUGS

INTERESTED IN THE ATARI 2600? Send \$1 for a sample of the 2600 Connection, a newsletter for Atari 2600 fans. Tim Duarte, P.O. Box N664, Westport, MA 02790 (508) 636-3674.

THE FUTURE IS NOW! Bi-monthly fanzine covering the latest innovations in the world of video gaming. All major systems, arcades, Pinball, Atari, and Vectrex. \$5/year or \$1 for sample issue to: The Shape of Gaming to Come, 12311 Conservation Trail, Utica MI 48315.

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- Weird Games
- Complete Astrocade Checklist
- Atari 2600 Rarities, pt. 3 of 4
- Closet Classics
- Random Reviews, and more

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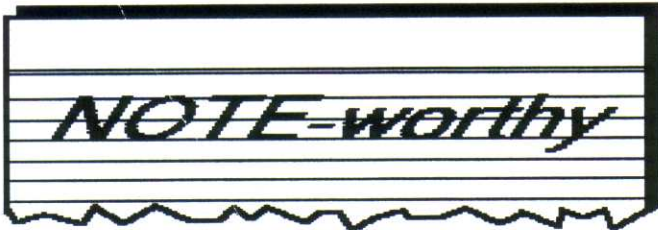


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JHC ELECTRONICS SERVICES

Intellivision owners rejoice! A California-based electronics outfit has picked up support where INTV left off. Write to them for a catalog, where you will find a pretty impressive selection of games as well as parts and hardware for the Intellivision console. They even carry some of the more recent carts Super Pro Wrestling, Slap Shot Hockey, and Mountain Madness: Super Pro Skiing among them. Write or call them at 4548 W. 147th St., Lawndale, CA 90260 (310) 769-1282.

ACCOLADE

The controversial battle between Sega and Accolade rages on! If you haven't been following the suit, Sega filed a claim against Accolade (Ballistic games for the Genesis) with a U.S. District Court

alleging that Accolade's software displaying "Produced By or Under License From Sega Enterprises Ltd." infringes Sega's trademark. Accolade, in turn, counter-sued seeking recovery from Sega for unfairly misleading consumers into believing that Accolade's Sega Genesis compatible cartridges are either produced by or licensed from Sega, neither of which is accurate. We'll keep you posted on the events that follow...

PLEASANT VALLEY VIDEO

This mail order "business", based in Ohio, offers a great selection of titles for the classic systems. Unfortunately, the odds of receiving your order are practically zero. Attempt to correspond through the mail and you won't receive a response. Call their business number and their phone is either off the hook or not answered. On a rare occasion when the phone is picked up the person plays games by not speaking and then hangs up when you talk. I've placed a large order last June and I'm still waiting for my games. Obviously the owner Jim Redd is either a crook or has no clue as to how to run a business. If anyone recommends PVV, ask them how the service has been.