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METAMORPHOSIS

EDITOR'S BLURB by Joe Santulli

Greetings, fellow game addicts! As you can see, we've made a few changes around here. Digital Press is now bolder, badder... yet prettier, like a tiny flower. But don't step on us, man, or we'll be on you like white on rice! Okay, quickly - we switched to a desktop publisher (Publish It!) from a word processor (Microsoft Word), making life a little less like Hell, and a little more like... well, it's still Hell, but at least I can do pretty fonts!

Don't be intimidated by our new Random Review format. The idea here is to start a Universal format. You should be able to photocopy our reviews and put them in a separate binder, arrange them by system, or game type, etc. and always be able to find exactly what you're looking for each time. You want the tips? See the Power Users block. Collector information? See the Collector's Notes block.

The rest of the changes you should be able to deal with, unlike the releases (or lack thereof) of Sega CD titles, which is very difficult to deal with. Are you thinking what I'm thinking about the Sega CD? I think they're having problems with the "scaling and rotation" that they promised us. If you notice, there is really none to be found in any of the current games. The ones that utilize it greatly - *Batman Returns* and *Joe Montana Football* - were scheduled to be released before Christmas, and here it is May already! Hmmm. Oh well, back to business! Stay tuned!

get a 'ticker-tape' designed (sic) by message.

DP: Now THIS is a shame! How about if you try it out yourself - I mailed out a copy of *Tower of Doom* (with box and instructions) to you on Monday. You should always have a copy of your own game for nostalgic purposes if nothing else. Have fun with it! Okay, first, what was your line of work before you became an Intellivision programmer?

BASS: I joined TRW right out of grad school, I was working there as a software engineer. I had started in Feb. 1981, just as the Reagan Administration came into office. The job I was supposed to work on was frozen, and there was an enormous delay in getting any kind of security clearance, so that limited what projects were available to me. As a result, I spent my first year there not accomplishing very much on a variety of small projects.

DP: How/Why did you come to work at Mattel?

BASS: In the spring of 1982, I heard on the radio of an Open House / Job Fair at Mattel Electronics, and I thought it would be a fun way to spend the afternoon - playing with their latest games and gadgets. I was not very happy about my job at TRW, but I wasn't looking to go anywhere. When I got there, I started talking to one of the managers about Dungeons & Dragons, a personal passion of mine. He was looking for some people to develop a D & D style game for the Intellivision Keyboard, the big keyboard. One thing led to another, and in a

CONTINUED ON PAGE 4

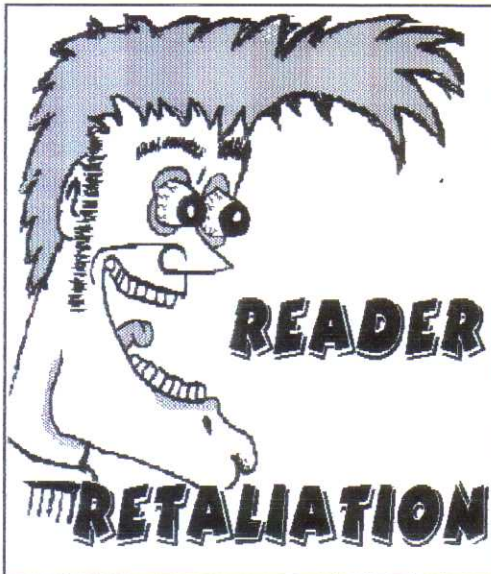
DP INTERVIEWS: DANIEL BASS, INTELLIVISION PROGRAMMER

by Sean Kelly & Joe Santulli

Daniel Bass is best known for his engrossing Intellivision adventure title *Tower of Doom*. Via staffer Sean Kelly's BBS, he agreed to conduct this interview with Digital Press

BASS: I seem to have misplaced my *Tower of Doom* Cartridge, though I had the box & instructions, and the prototype boards which I made of the last version I had compiled before the Mattel shut down. I don't know if the following survived into the final cartridge, but you can give it a try... At any point in the game, try typing "112656" on the keypad, you should

In This Issue:	PG
DP Interviews Daniel Bass	1
Reader Retaliation (Mail).....	2
Checklist Central: NES 1985-1987	5
PsychOpedia Parts H thru K	6
Save Those High Scores!	7
Random Reviews	8
FANTasmagoria	15
Collector's Corner: Atari 2600 Rip-offs Pt 2	16
Digital Press Products	17
The Worst of ColecoVision	18
Classified Section	20
Note-Worthy	back



BUSIEST PEN IN FANDOM

Joe, Et Al:

I really got a kick out of the Redd-Face game (issue #10)! I just hope Jim isn't too offended, or we may never see our orders.

I have an addition and a question about the Fairchild entry in the PsychOpedia. You missed the cartridge Alien Invasion (C026) but I had never heard of Checkers - this wouldn't be C019, would it? I've been looking for 19's title (well, and the cart too) for quite some time; could it be I've finally found it?

There was also supposed to be a "K-1 Keyboard Cartridge", and a keypad device for it, that were pictured on some boxes, but it was probably never released. If anyone knows to the contrary, please let me know.

I'm also curious where you found Super Ray, Frontline, and Flying Saucer. Perhaps you could send a copy of the labels and/or boxes of these?

Anyway, another fine issue (and I don't say that because I'm a LIFER).

Russ Perry, Jr.
Omro, WI

Has your name been in every periodical printed over the last three months? You're a busy guy - I wouldn't be surprised if I opened "Field and Stream" and saw a letter from Russ Perry in there! Thanks for keeping everybody on their toes - Super Ray and Flying Saucer, two of the three 2600 games you mentioned are the property of Al Backiel, and Frontline is Jeff Adkins. You'll have to contact them if you want label copies. Each has a cheesy hand-drawn label with only the title of the game in text. As for The Fairchild titles, C026 has been duly noted and updated in the Collector's Guide. C019 (Checkers) appears in one of their catalogs entitled

"Now Playing on Channel F". The catalog only lists up to C024, so that doesn't mean it's the most updated one they have, just that C019 is very clearly listed.

THE LAST PVV LETTER

Dear Digital Press,

Y'know, I've been a subscriber of the 2600 Connection for awhile now, and sent for all the back issues as soon as I subscribed. This was where I first heard about Jim Redd and Pleasant Valley Video. It's quite a saga... and my heart goes out to those burned. It's tough enough being an honest, hardworking, sizable dealer without fools out there jerking around the customers!

Running a business takes hard work, perseverance, and most of all, ethics. A responsibility to the customer. Jim Redd seems to have none of these things. But he keeps coming back!

Anyone out there who thinks he deserves "just one more chance", don't fool yourself, I don't know if he's an outright crook, but he's certainly an irresponsible businessman and doesn't deserve your business!

Jeff Morin
Cleveland, OH

Couldn't agree with you more, Jeff! Let's get off the PVV subject for awhile. I think Jim is "getting his", if you know what I mean (see Note-Worthy in the back if you don't).

OTHER FANZINES

Joe,

Just wanted to drop you a line to let you know that I am also on Prodigy (as well as Compuserve). I just got my 486 about a week ago. Any chance of you doing computer game reviews in DP? I really enjoyed reading #10. One question - why was my tame truncated from the Reader Retaliation letter that I wrote? No big deal, just wanted to know.

Anyway, I have a couple of inquiries for you:

- What is the deal with Mindstorm? I haven't received an issue in months. I know that I had some time left on my subscription.

- Do you know of any fanzines that focus on computer games? No, I'm not

EDITOR IN CHIEF: Joe Santulli



SENIOR WRITERS: Kevin Oleniacz, Bill Schultz

STAFF WRITERS: John Annick, Al Backiel, Howard Hirsch, Sean Kelly, Kevin Oleniacz, Joe Santulli, Liz Santulli, Bill Schultz, Edward Villalpando, Karl Youngman

GAME REVIEW PANEL: Joe Santulli, Karl Youngman, Bill Schultz, Liz Santulli, Kevin Oleniacz, Howard Hirsch

MANAGER OF NEW BUSINESS: Kevin Oleniacz

TECHNICAL CONSULTANTS: Al Backiel, Steve Bender, Edward Villalpando

ARTIST: Joe Santulli

VIDEOGAME BABE: Liz Santulli

HAIRBALLS: Mugsy

SPECIAL THANKS TO: Edward Viator, Robert Skaggs, Jr., Bobby Johnson, and Steven Hwozdik for tips!

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giving up my Sega CD & SNES, but my NES lies dormant.

- Have you ever thought of going monthly? It sucks to have to wait 2 months for another issue of DP.

- Finally, what's your opinion on this 3DO thing. I'm considering purchasing a CD-ROM for my computer. Should I wait to see what the 3DO is like? I want to do some REAL CD gaming. Waiting for Sega CD releases is like watching cars rust!

Rainer Ludloff
Baltimore, MD

From the top - Your name was truncated because issue #10 was edited on the fly. You may have also noticed the incorrect heading at the top of each page and the fact that it was a week late! I'm back on schedule now. I haven't kept up with Aaron Buckner of Mindstorm, but I do know that he's busy on NAEGE (the videogaming fan club journal). I haven't seen Mindstorm in quite awhile either. If you're looking for a great Computer Gaming Fanzine, look no further than Electronic Games' "Fanzine of the Year" winner Computer Gaming Update. Check in FANTasmagoria for more info. MONTHLY! Monthly, monthly, monthly. Yes, I've thought about it a lot, actually. I really want to do it, but I'd need an overwhelming response from current subscribers. I would probably reduce the overall size in doing this - there is only so much time I can spend doing this. And finally, I have no real opinion on 3DO as of yet. I'm looking forward to it, I'm the kind of person that will probably get it anyway. Aren't we all looking for that PERFECT gaming system?

INTELLIVISION LIST FIX

Joe,

Issue #10 of Digital Press is one of your best. Thanks for the good words about Intellivision Lines. I think I caught a couple of errors. Page 7 - Galaxian was never released by Atarisoft or anyone for the Intellivision that I know of. If you have one, send me a copy of the instruction manual or box. Page 10 - Pole Position was released by INTV, not Atarisoft. If you have one....

I am now hooked up to Prodigy. Hope to hear from you soon. Keep up the great work with your newsletter!

Ralph Linne
Editor, "Intellivision Lines"
Mentor, OH

Good to hear from you, Ralph. I've made the changes to the Collector's Guide and the "Production Copy" of PsychOpedia (a future project). Thanks for your input!

FANZINE FAN

Joe,

As always, keep up the good work, your team puts out a good fanzine. I wouldn't pay too much attention to the gaming industry so-called professionals who ask "What is the point of fanzines?" or who say a fanzine has to be professional and serious like a video magazine. Wrong on both accounts. If you have to ask what the point of fanzines are then you obviously haven't read one lately. As for it being professional and serious, you have lost the point again! I like the occasional misspelling, I like the format, I like that they are chock full of trivia, other collectors, video files, game reviews, and a lot of humor. That is the reason why I play video games - to have fun. The same reason why I read fanzines. They are entertaining. I'm grateful to Digital Press, other fanzines, and other collectors who have opened up a whole new realm of videogaming for me.

Kreag Clar
Rochester, NY

In my humble opinion, fanzines should and CAN be anything they want to be. We (I'm speaking for most faneds) are not in this for the money, only to promote the hobby and act as a medium for other gamers to share their experiences and maybe learn a thing or two. Your testimony brings salty tears to my eyes. Here's a BONUS misspelling, just for you, Kreag Clar - KAT. You're the goods, man.

FROM OVERSEAS

Hey Joe,

Over here we used to say "third time, good time" and that is precisely what I am hoping with this letter. That you would give me a sign of life. Anyway, I just have to accept your "passive aggression" of course and I can not force you to give me (even a very short) answer. But what completely surprises me is that you not even send me a copy of DIGITAL PRESS. I heard from several overseas contacts that they received their copy already three weeks ago!

I thought I sent you enough money, for the old releases and also a subscription for this year. I asked you to inform me if the money was not enough, so I could send you the extra

money later on. I sent you dollars in cash instead of Belgian Francs. What can I do more for you?

I also told you lately, that I can understand a "just married" guy. His brains are situated temporarily at "a bit lower level" for a short period. On the other hand I know a guy who married already for the fifth time and he had never any problems (except with his wives!!).

From your personal rates in D.P. I also know now, that another reason for brain damage could be constantly playing stupid Nintendo or Sega games, instead of classic games.

I took also in consideration the possibility that my English is so bad, you can not understand it. Sorry for that, because we talk Flemish (Dutch) and French over here. I do my best, and most of my overseas friends appreciate this, but do you dare to send me a French letter? (You can also publish your apologies in the next D.P. IN FRENCH!) I was also thinking that after I sended you my collection lists, that you were a bit jealous!!! But then you have to hate your good friend Al (the king of Collectors!) much, much more!! But finally I think, and this must be the real reason, you do not like Belgians at all!!!

Hey Joe, don't mess around with a Belgian guy (dixit Jimmy!) What do you have actually against Belgians?

Once again, I have to live with that and lucky for me I still have a lot of other American contacts that do like me a bit more. Last question: why can the editor of D.P. not be as good as his release? Answer: because Kevin makes the best part of it!

So, Mr. Santulli, I hope reading all this stuff makes you a bit angry and now I will get my D.P. soon. Otherwise I have to ask Al (or some friends from the 2600 Connection!!!) to send me Xerox copies.

Anyway, greetings from a small, but nice country.

Werner Bleys
BELGIUM

...And I thought only the waffles in Belgium were thick! Werner, perhaps if you'd address your letters to MY ADDRESS instead of the good people in Ringwood, NJ I'd have some idea what you're talking about. The Post Office in the USA does not employ psychics. P.S. I was brain damaged long before I got married. Have a nice day.

Questions? Answers? Denials? Referrals? Outbursts? Bring them on! Let your voice be heard! Write: Reader Retaliation, 44 Hunter Place, Pompton Lakes, NJ 07442.

few weeks I was on board at Mattel Electronics.

DP: Exactly which games did you personally program?

BASS: *Loco-Motion* was the only game I programmed start to finish. I also programmed *Tower of Doom* but I only had the game about 80% done when Mattel Electronics went out of business. I had concentrated on the special effects and mechanics, but I hadn't put in the game play and strategy that I had had in mind. A few years later, one of the guys was contracting out with whoever it was that had bought up all the Intellivision property (was that INTV?) to finish a bunch of the games that were in development when M.E. went under. *Tower of Doom* was one of those games. I had since moved from California to Massachusetts, and so had not the equipment, nor time to do the completion. He got one of the other programmers to finish it up, but he didn't add any gameplay either, he just tidied up the loose ends so that the game had an ending and wouldn't crash.

DP: Were you involved in programming any other games?

BASS: Most games were developed by a single Game Designer, with the help of certain "specialists." There were a few graphic artists who designed most of the graphics for most of the games, a few sound people who developed most of the sound effects. However, the total game development and integration was done by a single engineer. There was a lot of testing, feedback, and reviews amongst the game designers. A significant portion of our work week was assigned to playing other people's games to find bugs, cite improvements and offer suggestions. To this end I worked on several games, but that wouldn't qualify as programming. I also worked on several projects that just didn't go anywhere, and were dropped. The whole big keyboard project (for which I had been hired) was dropped not long after I started working there. It was deemed to be too expensive to produce, so that it would be unsellable. Subsequently it was redesigned, and code-named "LUCKI" [pronounced 'lucky'] for Low User-Cost Keyboard Interface. I started developing a Stock Market game for the LUCKI, when, one day, the arcade version of *Loco-Motion* turned up next to my cubicle. I watched and played several games, and I was hooked. Literally overnight I had developed an Intellivision prototype of the arcade game, and the rest, as they say, is history.

DP: What was it like working for Mattel?

BASS: It was an absolute blast! The people there were all a bunch of overgrown kids, and management encouraged us to

work on having fun as hard as getting product out. The result was an atmosphere of great teamwork and camaraderie. Some examples: The annual office party would be held by renting out a local video arcade and providing Pizza / Deli / Beer / Sodas and unlimited video games to all the staff and their families. The arrival of a new piece of equipment would often lead to the impromptu creation of a new game, using the packing materials in the hall. Several of the managers in particular were particularly creative in constructing these games. Numerous arcade machines lined the walls of the work areas, and people were encouraged to take breaks to study the games and improve our hand-eye coordination. All of Mattel Electronics and families were invited to Disney Studios for a private pre-release screening of "Tron".

DP: Can you fill us in on any 'unfinished' projects that may have been in the works when Mattel Electronics went out of business?



BASS: I'm afraid that I can't be much help here. So I'll answer a different question. Things started turning down for the entire video game market around the beginning of 1983. I finished *Loco-Motion*, and in the summer, started working on *Tower of Doom*. It was originally supposed to be a voice-optional game, and by the fall I was putting in many long hours focussed on getting that going. Around October, Mattel had its first round of layoffs. About 1/3 of the staff was gone overnight. The atmosphere had become quite depressed, and I coped by becoming ever more involved with working on *Tower of Doom*, and blocking out what was going on around me. In November we had the second round of layoffs, and another third of the staff was gone. It seemed like there was no hope left for the few of us that remained, but I kept plugging away at *T-O-D*, hoping that I'd have enough time to finish the game. Unfortunately, in January 1984, Mattel Electronics went out of business, and that was that. So, about all I remember from that time period was how depressing things got, and how desperate I was getting, hoping that I'd be able to finish *T-O-D*.

DP: As game collectors, one of the biggest problems we have is finding out exactly what games are out there to be had. Do you know of any games that may be in existence that are not listed on the 'complete' listing I sent you?

BASS: I doubt I can help you here. While I enjoyed playing the games, I was never a 'walking encyclopedia' on them.

DP: Do you still own an Intellivision system?

BASS: Yes, although I never use it. Now my son Aaron (9

years old) uses it.

DP: What was/is your personal favorite Intellivision game?

BASS: Now you're going to have me make enemies of all people whose games I don't mention! Well, leaving aside a personal bias for *Loco-Motion* and *Tower of Doom*, I really like *Thunder Castle* for its graphics and music. It is such a pleasure to look at and listen to, that you can forgive it its simple game play. There was a Pinball game I liked, but I was always more into pinball machines than Arcade Video games.

Buzz Bombers and *Thin Ice* were both cute. My favorite game when I was on mental overload was *Shark! Shark!* I found that the colors, sound, and pace of the game was generally restful and relaxing, unlike most video games which leave you all keyed up and strung out.

DP: Thanks for chatting with us, Daniel! Next issue, we'll talk to another Intellivision programmer, Ray "BurgerTime" Kaestner.

BASS: Ask Ray about his cheeseburger birthday cake!

Checklist Central

NINTENDO 8-BIT, 1985-1987

Here's the latest in a long line of Digital Press lists, only this is the first "open-ended" list we've attempted. Listed here are the earliest released NES games (10/85 to 12/87), considered to be the "golden age" of Nintendo. I found an interesting tidbit about Nintendo in an old Electronic Games magazine regarding Nintendo's entry into the US game market in 1985 that I felt would open this listing off perfectly: *"Considering that the videogame market in America has virtually disappeared, this could be a miscalculation on Nintendo's part. Described as similar to Atari's never-released 7800 system, and as an improvement over ColecoVision, (the NES) features a Nintendo arcade games "hall of fame" series and a "light wand" that is intended for target type games. The joysticks are wireless and no other cartridges are compatible with (the NES). A keyboard may at some point be sold as an accessory."* Well, even the experts can guess wrong sometimes, eh?

<input type="checkbox"/> 10 Yard Fight	10/85	Nintendo	<input type="checkbox"/> Goonies II	11/87	Konami
<input type="checkbox"/> 1942	11/86	Capcom	<input type="checkbox"/> Gotcha! {G!}	11/87	LJN
<input type="checkbox"/> 3-D Worldrunner	9/87	Acclaim	<input type="checkbox"/> Gadius	12/86	Konami
<input type="checkbox"/> Alpha Mission	10/87	SNK	<input type="checkbox"/> Gumshoe {G!}	6/86	Nintendo
<input type="checkbox"/> Arkanoid	8/87	Taito	<input type="checkbox"/> Gyromite {ROB}	10/85	Nintendo
<input type="checkbox"/> Athena	8/87	SNK	<input type="checkbox"/> Hogan's Alley {G!}	10/85	Nintendo
<input type="checkbox"/> Athletic World {PP}	9/87	Bandai	<input type="checkbox"/> Ice Climber	10/85	Nintendo
<input type="checkbox"/> Baseball	10/85	Nintendo	<input type="checkbox"/> Ikari Warriors	5/87	SNK
<input type="checkbox"/> Breakthru	11/87	Data East	<input type="checkbox"/> Jaws, The Revenge	11/87	LJN
<input type="checkbox"/> Burgertime	5/87	Data East	<input type="checkbox"/> Karate Champ	11/86	Data East
<input type="checkbox"/> Castlevania	5/87	Konami	<input type="checkbox"/> Karate Kid	11/87	LJN
<input type="checkbox"/> Chubby Cherub	10/86	Bandai	<input type="checkbox"/> Kid Icarus	8/87	Nintendo
<input type="checkbox"/> Clu Clu Land	10/85	Nintendo	<input type="checkbox"/> Kid Niki	11/87	Data East
<input type="checkbox"/> Commando	11/86	Capcom	<input type="checkbox"/> Kung Fu	10/85	Nintendo
<input type="checkbox"/> Deadly Towers	9/87	Broderbund	<input type="checkbox"/> Legend of Kage	8/87	Taito
<input type="checkbox"/> Donkey Kong	6/86	Nintendo	<input type="checkbox"/> Legend of Zelda	7/87	Nintendo
<input type="checkbox"/> Donkey Kong 3	6/86	Nintendo	<input type="checkbox"/> Lode Runner	9/87	Broderbund
<input type="checkbox"/> Donkey Kong Jr.	6/86	Nintendo	<input type="checkbox"/> Lunar Pool	10/87	FCI
<input type="checkbox"/> Donkey Kong Jr. Math	6/86	Nintendo	<input type="checkbox"/> M.U.S.C.L.E.	10/86	Bandai
<input type="checkbox"/> Double Dribble	9/87	Konami	<input type="checkbox"/> Mach Rider	10/85	Nintendo
<input type="checkbox"/> Duck Hunt	10/85	Nintendo	<input type="checkbox"/> Mario Bros	6/86	Nintendo
<input type="checkbox"/> Elevator Action	8/87	Taito	<input type="checkbox"/> Mega Man	12/87	Capcom
<input type="checkbox"/> Excitebike	10/85	Nintendo	<input type="checkbox"/> Metroid	8/87	Nintendo
<input type="checkbox"/> Ghosts N Goblins	11/86	Capcom	<input type="checkbox"/> Mike Tyson's Punch Out!	10/87	Nintendo
<input type="checkbox"/> Golf	10/85	Nintendo	<input type="checkbox"/> Mighty Bomb Jack	7/87	Tecmo

<input type="checkbox"/> Pinball	10/85	Nintendo	<input type="checkbox"/> Tag Team Wrestling	10/86	Data East
<input type="checkbox"/> Popeye	6/86	Nintendo	<input type="checkbox"/> Tennis	10/85	Nintendo
<input type="checkbox"/> Pro Wrestling	3/87	Nintendo	<input type="checkbox"/> Tiger Heli	10/87	Acclaim
<input type="checkbox"/> Raid on Bungeling Bay	9/87	Broderbund	<input type="checkbox"/> Top Gun	11/87	Konami
<input type="checkbox"/> Ring King	9/87	Data East	<input type="checkbox"/> Track 'N Field	4/87	Konami
<input type="checkbox"/> Rush 'N Attack	4/87	Konami	<input type="checkbox"/> Trojan	2/87	Capcom
<input type="checkbox"/> Rygar	7/87	Tecmo	<input type="checkbox"/> Urban Champion	6/86	Nintendo
<input type="checkbox"/> Section Z	7/87	Capcom	<input type="checkbox"/> Volleyball	3/87	Nintendo
<input type="checkbox"/> Side Pocket	11/87	Data East	<input type="checkbox"/> Wild Gunman {G!}	10/85	Nintendo
<input type="checkbox"/> Sky Kid	9/87	Sunsoft	<input type="checkbox"/> Winter Games	9/87	Epyx
<input type="checkbox"/> Soccer	3/87	Nintendo	<input type="checkbox"/> Wizards & Warriors	12/87	Acclaim
<input type="checkbox"/> Solomon's Key	7/87	Tecmo	<input type="checkbox"/> Wrecking Crew	10/85	Nintendo
<input type="checkbox"/> Spelunker	9/87	Broderbund	<input type="checkbox"/> Zanac	10/87	FCI
<input type="checkbox"/> Spy Hunter	9/87	Sunsoft			
<input type="checkbox"/> Sqoon	9/87	Irem			
<input type="checkbox"/> Stack-Up {ROB}	10/85	Nintendo			
<input type="checkbox"/> Stadium Events {PP}	9/87	Bandai			
<input type="checkbox"/> Star Force	11/87	Tecmo			
<input type="checkbox"/> Star Voyager	9/87	Acclaim			
<input type="checkbox"/> Stinger	9/87	Konami			
<input type="checkbox"/> Super Mario Bros	10/85	Nintendo			
<input type="checkbox"/> Super Pitfall	11/87	Activision			

LEGEND:

{!}=Required peripheral

{G}=Light Gun

{PP}=Power Pad

{ROB}=R.O.B. Unit

BOLD=Digital Press Recommends

Psychopedia

PARTS H THRU K

by Joe Santulli

Halloween - (Wizard, for Atari 2600) A game considered by many to be "tasteless", it also serves as an example of just how popular the Atari 2600 was at the time. Besides Halloween, another violent game, Texas Chainsaw Massacre and several adult games by Mystique and Playaround were geared to a more mature audience. In Halloween, the object is to protect children from a knife-wielding homicidal maniac. If you fail, blood spurts from the victim. Graphics: 7, Sound: 8, Gameplay: 8, Overall: 8.

Happy Trails - (Activision, for Intellivision) Another Carole Shaw creation, this game used similar play mechanics to Loco-Motion by Mattel. By moving tiles around the playfield, you try to lead your cowboy toward gold and the capture of the villain. If you're not fast, you could lead him into an unoccupied square or a dead end. Graphics: 7, Sound: 7, Gameplay: 8, Overall: 7.

Horse Racing - (Mattel, for Intellivision) One of Digital Press' "Best of the Intellivision". A strategy game, gambling game, and action game all in one. You can read over the horse's prior races and odds, bet on any of the contenders, and even jockey the horse through the race. Two players can compete. The graphics are well done and this remains the best (and only) true horse racing simulation for cartridge-based systems! Graphics: 8, Sound: 8, Gameplay: 10, Overall: 9.

Imagic - One of the giants of the industry during the "classic system" period, sharing high third party kudos with the likes of Activision and

Parker Brothers. Imagic's games were packaged in the signature silver box with the title background color representative of the system the game was for (for example, Atari 2600 games were in orange, Intellivision games were in blue, Odyssey2 games were in yellow). The casings were unique, too, in that they were the first to have an easy-to-handle "grip" that tapered at the edge.

Not as consistent as a company like Activision, for example, Imagic has its winners, but also some real duds. Overall, the games are good quality. In another parallel to Activision, many of Imagic's games were variations on already popular themes: Quick Step is a Q*Bert imitation, Demon Attack was an early imitator of Galaxian, and Shootin' Gallery plays a bit like Carnival. On the other hand, there are plenty of original titles by this company, and they had several unique games on different systems to add to the variety.

SOFTWARE INFORMATION:

OF TITLES: 28 plus 1 known prototype. **TITLE LIST:** Atlantis (2600, INTV, ODY2), Beauty & the Beast (INTV), Cosmic Ark (2600), Cubicolor (2600), Demon Attack (2600, INTV, ODY2), Dracula (INTV), Dragonfire (2600, CLCO, INTV), Fathom (2600, CLCO, INTV), Fire Fighter (2600), Ice Trek (INTV), Laser Gates (2600), Microsurgeon (INTV), Moonsweeper (2600, CLCO), No Escape (2600), Nova Blast (CLCO, INTV), Quick Step (2600), Riddle of the Sphinx (2600), Safecracker (INTV), Shootin' Gallery (2600), Solar Storm (2600), Star Voyager (2600), Subterranea (2600), Swords & Serpents (INTV), Tournament Tennis (CLCO), Trick Shot (2600), Tropical Trouble (INTV), Truckin' (INTV), White Water (INTV), Wing War (2600, CLCO). **DIGITAL PRESS FAVORITE:** For the

2600: Laser Gates, for the Intellivision: Microsurgeon. DIGITAL PRESS DUD: Fire Fighter.

Incredible Wizard, The - See Wizard of Wor.

Intellivision - See Mattel Intellivision.

Intellivoice - The voice synthesis module for Mattel's Intellivision, this compact peripheral plugs into the cartridge port and accepts any cartridge - voice or not - into its input slot. Only four games were released with the Intellivoice module in mind (B-17 Bomber, Bomb Squad, Space Spartans, and Tron Solar Sailer), and another used it to enhance the computer system (World Series Baseball). Nevertheless, the voices were very clear, varied, and useful - you literally could not play the four original games without the voices. Unlike today's "speech synthesis" games, where the speech is merely a perk, the Intellivoice urged you to pay attention.

INTV - In the humble opinion of Digital Press, the people that took the Intellivision off of Mattel's hands also made the best games ever for this system. Some of them are so good that they can stand right in there with today's big boys.

The software listing below only lists those games that were originally marketed by INTV. Since they purchased Mattel Electronics, however, all of their games were also marketed with the INTV label later on in the Intellivision years. Note, however, that the licenses (i.e. NFL, USCF, NHL) were dropped and the titles were renamed more generically.

Most of the INTV carts are originals and lots of fun, although two (Dig Dug, Pole Position) are arcade conversions. The sports titles improved on earlier efforts by allowing solo play and adding features galore. As mentioned earlier, games like Body Slam!, Super Pro Football, and Stadium Mud Buggies still play well by today's standards. In Hover Force, you can pilot a helicopter to put out fires and blow away enemy copters. In Thin Ice, you're a penguin negotiating a Qix-like arcade challenge. Diner is the 3-D sequel to Burgertime. Tower of Doom is a Dungeons & Dragons style game that actually improved on the gameplay of earlier AD&D titles by Mattel.

Triple Challenge is Mattel's Checkers, Chess, and Backgammon all rolled into one cart.

SOFTWARE INFORMATION:

OF TITLES: 18 for Intellivision. TITLE LIST: Big League Baseball, Body Slam Super Pro Wrestling, Chip Shot Super Pro Golf, Dig Dug, Diner, Hover Force, Learning Fun I, Learning Fun II, Mountain Madness Super Pro Skiing, Pole Position, Slam Dunk Super Pro Basketball, Spiker Super Pro Volleyball, Stadium Mud Buggies, Super Pro Decathlon, Super Pro Football, Thin Ice, Tower of Doom, Triple Challenge. DIGITAL PRESS FAVORITE: Body Slam! Super Pro Wrestling. DIGITAL PRESS DUD: Slap Shot Super Pro Hockey.

Joyboard, The - (by Amiga for 2600) The company that later went on to create state-of-the-art computers started in the electronics scene with the Joyboard for the Atari 2600. The idea was to stand on the large plastic controller (plugged into the joystick port), and rock forward, back, left, and right to move the onscreen persona. Mogul Maniac was the skiing game that came with the Joyboard, and a surfing game (Surf's Up) was never released.

Joystik - A somewhat popular magazine during the early 80's, Joystik featured the standard game reviews, news, and tips, but was exceptional at strategy sections. Each issue was devoted to a particular game where a 2-4 page strategy guide laid out all of the maps and tips to conquer the game. Joystik was not limited to home systems, either. They frequently covered arcade games as well.

K.C. Munchkin - (by Magnavox for Odyssey2) K.C. is known as the game that kept Odyssey2 in the videogame market much longer than it should have been. Riding on the success of Pac-Man, K.C. imitated the best points and improved in some areas. For example, the walls of the maze are not always in the same layout. A sequel, K.C.'s Krazy Chase utilized "The Voice", the Odyssey2 speech synthesizer. Graphics: 6, Sound: 5, Gameplay: 9, Overall: 8.

Kitchen, Garry - A popular programmer for Activision, Garry Kitchen is best known for the Atari 2600's Keystone Kapers and Pressure Cooker.

SAVE THOSE HIGH SCORES!

by Al Backiel

You have just scored your highest game of DEFENDER ever. Now what? It is unlikely you will remember the exact total a week from now, let alone when you did it. You probably have a large collection. Multiply this by the number of game variations. The best thing to do at this point is to set up a record keeping system - one that provides easy reference. The next time you play any game you will know if your score was good, bad, or ugly.

Here is the method I'm using. I have set up a series of small loose-leaf notebooks. A typical page starts off with the game title on the top line. New pages are added for each new game acquired. After the title, a box matrix is drawn which has a line for every game variation. The high scores, level and date are entered here in pencil (hopefully they will improve). This

matrix may be divided in half if the A/B difficulty switches are a factor or if there is a 2 player mode. The next paragraph describes the operation of the joystick or other controller with a brief summary of all directions plus the fire button. Next comes OBJECTIVE. For example, save the princess while fighting off enemies to do so. One might also add the number of lives at the start, whether there is a time limit involved and other basic data. Next is OBJECTS. A list of all the main enemies, bonus items etc. and briefly what happens when you come into contact or how they can be collected or destroyed. The final paragraph is SCORING. This is just a list of each scoring possibility followed by the point value of each. Some items may be worth more than others. It is also nice to know

CONTINUED ON PAGE 19



Rampage

Sega Master System

Activision

Arcade



REVIEW BY
HOWARD HIRSCH,
MONSTER AT
LARGE

Did you ever want to be the villain and triumph over the hero(es)? In *Rampage*, you get to do so. Choose from those mutated, pissed-off monsters. An ape, a wolf, or a lizard, each of gigantic proportions. Once you choose, START TRASHING cities - there are fifty of them in all!

If you find the battle too difficult by yourself, bring along a friend for double the damage. Along the way you must avoid things like gunfire, grenades, dynamite, tanks, police cars and lightning bolts. These nuisances cause damage and if you lose all of your energy you turn back into an embarrassed (naked) human. Of course, to keep up your strength, you can have some toast, a burger, or maybe

you'd prefer to nosh on a scrumptious human (they're very nutritious in this game). This cart gets a great big F (that's like an A+) for Fun, and my nomination for "life of the party" game. The only really bad part is that the game can sometimes go on forever. There are countless opportunities to increase your energy, and the enemy attacks work very slowly against you. A skill level is badly needed here.

Rampage is available on quite a few systems: Atari 2600, Atari 7800, Sega Master System, Nintendo 8-bit, and Lynx. Of all the versions I've played, I think the Sega Master System is the best. It also happens to be the easiest. I was able to finish the fifty cities after two games, and with two players it's a cakewalk.

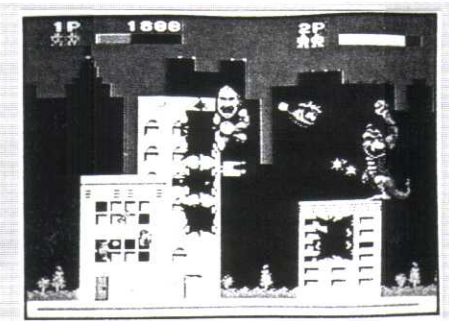
I was able to finish all 50 cities in just a few tries, and now I can do it easily without losing any lives! Kids, don't try this at home - finishing the game can take as long as 2 hours! No password, no save!

As for the other versions, the Lynx version is the hardest, and looks the best, but the game screen scrolls all over the place. Some buildings are four or five screens high! For Com-Lynx action, on the other hand, game really shines.

The Atari 2600 version is undoubtedly the weakest, but still maintains most of the game elements from the arcade. Okay, I'm outta here.

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	9	?	?	8	7	9
SOUND	7	?	?	7	6	9
GAMEPLAY	7	?	?	8	8	9
OVERALL	8	?	?	7	8	9

L. Santulli: "It's hard to be BAD at this game, and it's repetitive, too. The cities change, but the buildings look the same! Punching the buildings was fun, though."



J. Santulli "A huge improvement, graphically, over every other version I've seen (including the Lynx), but the gameplay is just too easy!"

Collector Notes

Sega Master System games are currently disappearing off of retail shelves and being reintroduced at swap meets and in discount racks. Pick them up now while you can still get a good selection! You'll find their overall quality superior to NES 8-bit games.

Power Users

If you're stuck on a collapsing building, just jump off - no damage is taken this way. Also, listen for the annoying warning beep. It means you're getting low in energy. At this point, concentrate on grabbing humans from the windows to restore it.

Origin

The arcade game was actually quite original. As a result, there is no videogame tree to trace back here. The inspiration from this game comes from those campy "giant monster" movies which our entire staff loves.



StarFox

Super NES
Nintendo
Simulation/Shooter


PILOTED
BY
JOE SANTULLI

Whenever I see a reviewer give a game a "10" overall, I expect some pretty serious arguments to back up his/her number. Let's face it. You're basically saying "this is as good as it can be". When I give a "10" to a game, I don't mean to say that at all, however. I use a 10 as a "flag" that says, "HEY! READER! DO YOU HAVE THIS SYSTEM? THEN GET THIS GAME!" In no way would I say that *StarFox* is perfect, but I will go on record as saying that it's currently the best videogame on the market.

So, now you'll expect those backing arguments, right? Well, I could go on and on about how smooth the animation is, and that even though the graphics are mostly polygons, you quickly overlook

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	9	9	9	?	10	?
SOUND	10	8	9	?	9	?
GAMEPLAY	10	9	9	?	9	?
OVERALL	10	9	9	?	9	?

this because you are really "in the game" from start to finish. I could also applaud the fantastic soundtrack and realistic sound effects that will certainly put Nintendo right up there with Konami and Square as one of the greats in this area, but, I won't. I'm going to stop telling you all of the great stuff about this game because every magazine (and probably 90% of the fanzines you'll see this month) are doing that for me. Instead, I want to explain how to get to two of the hidden levels since you're going to buy this game if you have a SNES anyway and will need this information NOW.

BLACK HOLE - The "Black Hole" level appears on the map with no path leading to it. You must go to Level

One, "Asteroid" to get there. About halfway through the level, a long bar of asteroids comes spinning your way. In the center is a brown one, you must shoot it just before you're about to collide with it. Two more similar bars will come at you, do the same thing. If you did it right, an asteroid with a mean face on it will appear. Shoot it, and it becomes the black hole. Enter it to reach that level. Once inside, you will find a limbo-like world where enemy ships float lifelessly. Three doors contain power-ups, three rings will lead you out of the black hole. Door 1: Twin Blaster; Ring 1: Sector Y; Door 2: Nova

CONTINUED ON PAGE 19

Youngman: "One of the most fast-paced games I've seen. It puts you right in the middle of the battle. The scaling effect is done almost to perfection."



Schultz: "If this is what we can expect from a SNES and a Super FX chip, I can't wait for Nintendo's CD-ROM! A superior game."

Collector Notes

This game presently retails at \$44.95 (K-Mart). From a collector's standpoint, this game will be a "history" maker in that it is the first cartridge to use Nintendo's patented Super FX chip, which is responsible for the game's smooth scaling and 3-D feel.

Power Users

PLAY WITH SHIPS - At the continue screen, press any button on pad 2 to change the ship that is rotating on the left side of the screen. Now, with pad 1, press up/down to rotate its X axis, left/right for Y axis, L and R to zoom in and out, and the X button to freeze all movement.

Origin

Super NES owners may equate some of the gameplay mechanics to those of *Wing Commander*, but the earliest inspiration would appear to have come from *Afterburner*, with the 3-D graphics and "behind the ship" point of view.



Killer Bees

Odyssey2

N.A.P.

Action



REVIEW
BY KEVIN
"WORKER BEE"
OLENIACZ

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	4	?	?	3	6	?
SOUND	5	?	?	4	5	?
GAMEPLAY	6	?	?	3	8	?
OVERALL	6	?	?	4	7	?

All software for this system displays unimpressive sound effects, graphics, and simplistic gameplay. In order to illustrate an unbiased opinion, one must keep in mind that the Odyssey2 is a step above those "dedicated TV games" like *Pong*.

Killer Bees holds a slight edge in replay value over the majority of the O2 library. The basic idea is to repeatedly sting five wandering "Beebots" with your swarm of a dozen bees. The lone threat is a trio of killer bees. They appear out of tunnels at the edges of the screen, initially wander around and become more aggressive as time passes. Your defensive weapon is a "Roshay Ray Electrode", a horizontal beam of

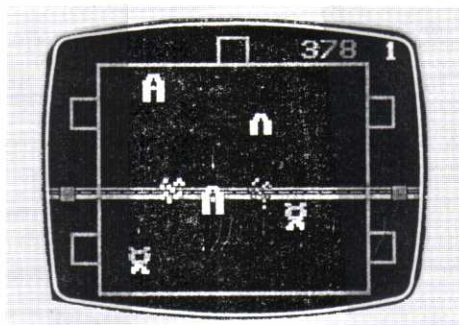
light that zaps any killer bees hovering along the same horizontal plane as your swarm. The electrode is recharged whenever a Beebot dies. Tombstones mark the demise of Beebots and serve as obstacles for the survivors. Destroying all Beebots will 1) conclude the round; 2) grant bonus points for all remaining bees in your swarm; 3) restore your swarm to full health and; 4) commence play at a more frantic pace. The game concludes when all bees in your swarm are lost.

The graphics are comprised of dots (bees), circles with outgrowths of legs and antennas (Beebots), and misshapen A's (grave markers). The sound department did not live up to my expecta-

tions. Used in conjunction with "The Voice", Odyssey2's voice synthesis peripheral, only clicks and screeches are heard instead of actual speech. On the other hand, one is rewarded with a fast-paced contest (a total of 26 challenge levels are offered here) and at least the desire to play for awhile. Other Odyssey2 releases set forth an impulse to rip the game from the console after one or two attempts.

Killer Bees is not bad but it's far from the perfect game. It is very addictive.

J. Santulli: "This game has to go down as one of the strangest of all time. The voice module only enhances the 'weird' feel of the game."



L. Santulli: "I can't believe some of these old games... they're so one-dimensional sometimes. This game gets boring really fast."

Collector Notes

This game was one of the last released for the Odyssey2. It is one of the cartridges that bear an explanation and brief instructions on the label! The Digital Press Collectors Guide lists this game at \$10, and highlights it as recommended software to Odyssey2 players.

Power Users

Before firing your ray, cripple at least one of the Beebots in order to be assured of obtaining a quick recharge.

Origin

We can only assume that this game was inspired by the "killer bee" craze that was rampaging through the late 1970's. The gameplay is rather unique.



Tony LaRussa Baseball

Genesis

Electronic Arts

Sports



JOE SANTULLI
ON
THE HILL

Tony LaRussa was never a favorite of mine (I'm a Yankee fan!), but thanks to Electronic Arts and Sega Genesis, I'm beginning to think I've been hard on the guy in the past. I say this because his game's debut on the Genesis is actually better than I expected it would be.

In one 8 meg cartridge, the gang at EA have managed to squeeze in 26 major league teams' rosters as well as each player's 1992 statistics AND ratings in many vital categories. If you're a stat maven such as myself, you'll go wild over some of the ratings (a players susceptibility to injury, for example, or his ability to maintain a streak). The attention to detail goes even further - you can set up batting orders for any/every team - one each for "vs. lefty and vs.

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	7	9	7	?	8	9
SOUND	7	7	6	?	8	8
GAMEPLAY	9	10	7	?	9	9
OVERALL	8	9	7	?	8	8

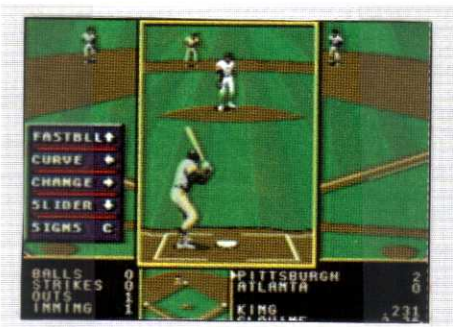
rightly" pitching, because each hitter has separate batting stats for each! I really like the fact that you don't have to manage just one team, you can manage the entire league if you like. And if you don't like swinging the bat or fielding, you can let Sega play out the game for you, with strictly managerial decisions made through the course of the game. Further still, you can just sit back and watch the day's worth of games tick away (about 45 seconds a day) until a designated point in the season, then you can pick any of the games to play at that point. The truth is, there are just so many ways to enjoy this game, that I could never list them ALL here.

Alright, you potential buyers are thinking, "there are plenty of options, but how is the gameplay itself?". This

baseball fan is happy to say that to date, it's the best I've played on a home system. The graphics won't knock your socks off, but the players act much more intelligently in *Tony LaRussa* than in other video baseball games I've played. They leap at the wall, dive in the gaps, back each other up, converge on high pops - and the computer graciously switches to the nearest fielder for you, even when the ball rolls past your infielder into the outfield. I'm not calling this the perfect baseball, because I noted a few things I really didn't like: the "blah" stadiums, the lack of variety on the pitchers mound, the sometimes sloppy baserunning, and the biggest bummer - the stats you compile in "season mode" are erased

CONTINUED ON PAGE 19

Youngman: "LaRussa is a combination of the best of baseball games, and then some.. I'd rate it a little higher as a simulation than an arcade style game."



Hirsch: "The vocals could've used some improvement... otherwise an excellent addition. What took them so long?"



Collector Notes

This 8-meg, battery backup cart retails at \$64.99. Think of this game the way you would John Madden's first Genesis football. It wasn't perfect, but it was far better than the next best thing. It will probably remain the best until we see LaRussa '94.

Power Users

Players who only had a few at-bats are tempting to use, especially if they have high batting averages or ratings. Be warned, however, that if you over-use these players in "season mode", they will often get injured! The program will constantly attempt to adjust the player to his real life stats.

Origin

Originally a PC game, *Tony LaRussa Baseball* retains most of the features of the original. It uses a managerial interface like *Micro-league Baseball*, but also has the action modes that will look familiar to Genesis *RBI Baseball* owners.



X-Men

Genesis

Sega

Action/Quest



A MUTATED
REVIEW BY BILL
SCHULTZ

Sega has finally brought that merry band of mutants, The X-Men, to the Genesis game system. It sure was a long wait, due to Sega's unhappiness with the first version of this long awaited cart. Was it worth it? Maybe...

X-Men is a game that comes to you with a lot of potential, but kind of leaves you feeling like you've played this game a million times before. Before I go on, let me warn you that I am a major comic book fan and I may have expected a bit more out of this cart than another gamer would, especially with the X-Men being my faves. Now then, on to the cart.

The X-Men is most definitely a challenging game, but seems to fall into the same category as Sega's earlier effort, *Chakan, the Forever Man* in that much

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	8	?	7	8	6	?
SOUND	5	?	6	7	5	?
GAMEPLAY	6	?	8	6	5	?
OVERALL	6	?	7	6	5	?

of your time is spent jumping and avoiding objects or enemies and not enough time slugging it out with the bad guys. You can choose to be Cyclops, Wolverine, Gambit, or Nightcrawler, while receiving much needed support from reserve members Storm, Rogue, Iceman, and Archangel. These four reservist X-Men are most important for taking out those hard to kill bosses, like Juggernaut and Apocalypse.

The cart sports some highly detailed images of our favorite band of mutants and their foes, but I found them to be kind of on the small side. The sound for *X-Men* is about average, but the sounds of the heroes or villains using their powers is pretty cool.

After playing this game for quite awhile I discovered that the most valu-

able X-Man by far is Nightcrawler. His ability to teleport through objects is of the utmost importance because of the amount of obstacles in your path trying to reach the boss. I also found that using Gambit or Cyclops throughout most levels was a pretty good strategy because they seem to move more smoothly, jump higher, and use projectile attacks as opposed to in-close fighting like Wolverine and Nightcrawler. The game also utilizes a lot of hidden passages and icon retrieval, which can be a pain in the two player mode with a greedy friend. In this mode, the game isn't much better, maybe just a bit more confusing. I found that I didn't

CONTINUED ON PAGE 19

J. Santulli: "Unlike the comic book, the X-men seem to put away enemies with one punch. If this game were more of a fighting contest it would be a winner."



Oleniacz: "The selection of characters containing specialized powers has been done before. I've experienced superior offerings within this genre."

Collector Notes

X-Men currently retails at \$49.99. The staff agreed that this is not the kind of game that a Genesis player would consider a "must have" in his/her collection, unless you're an *X-Men* paraphernalia collector as well.

Power Users

To skip levels 1 & 2, start as Gambit, and jump into the machinery at the upper left of the Danger Room. When the screen turns black, hold the A button. To beat Apocalypse, use Nightcrawler, and hold down the "phase" button when he attacks. He'll drain his own energy this way!

Origin

Basically a jump/shooter, from the *Contra* family tree. The X-Men have been a popular Marvel Comics team since the 1960's, with several spinoff teams (X-Factor, X-Force) also doing well.



It's Only Rock N Roll

ColecoVision

Xonox

Strategy



**KEVIN
OLENIACZ ON
LEAD VOCALS**

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	1	?	?	3	5	?
SOUND	1	?	?	1	3	?
GAMEPLAY	4	?	?	2	3	?
OVERALL	2	?	?	2	3	?

Not having an opportunity to preview this title before I acquired it, I anticipated limited gameplay accompanied by an assortment of musical overtures. My prediction was on target concerning the former but the latter fell far short of my expectations.

As an organizer of a newly formed rock band, strive to fulfill your aspirations of rising to the top of the music profession. To succeed you'll need to obtain \$1 million, 1000 popularity points, and three status symbols. You have 60 months to reach stardom.

To begin, one must create some songs. After a few seconds corny lyrics are displayed followed by a rating on a scale of 1 to 10. Accept or reject that particular song. You have three attempts to create a satisfactory song be-

fore a month elapses.

The next step is to organize a concert. Begin by performing in subways and parks. Eventually work your way up to a world tour. Fan clubs are costly but you'll greatly benefit in the long run. Hire a manager who negotiates a recording contract - a great risk is involved as a lousy manager is the greatest stumbling block to success. Energy is consumed whenever a concert or tour is performed. Taking a vacation restores energy but it may have a negative impact on your popularity rating. Apply for a bank loan if your financial resources are depleted. Top ten charts, news bulletins and status reports frequently appear and give tips on how to direct your career.

This offering is comprised of practi-

cally 100% text with the lone graphics appearing at the conclusion of a concert or tour. The band performs a song (it's the same song, whether you're a few months or a few years into the game). The music variety is purely embedded in the lyrics and not the melody. This cart contains characteristics of text adventures designed for early computers (i.e., a long pause whenever lyrics are created) and could conceivably be written in BASIC. However, *It's Only Rock 'N Roll* does not paint a vivid picture in your mind the way old Info-com adventures did. Statistical nuts probably will disagree with my opinions but I think this is one of the worst games designed for the ColecoVision, and should not have appeared on a cart-based system.

L. Santulli: "This is SO BORING! What good is a game if you're just selecting from a bunch of menus?! There's no fun in this at all!"



J. Santulli: "You can't give this game more than a '1' in graphics and sound, because there are no graphics or sound. Very, very, slow gameplay."

Collector Notes

The Digital Press Collectors Guide lists this game at \$20.00. It's not impossible to find, but you'll have to look around. Definitely of interest to collectors. This was Xonox' last ColecoVision release.

Power Users

You'll HAVE to borrow money from the bank to go on your first decent tour (after you've recorded an album). If you try to avoid it, you'll run out of time before you have enough money of your own. Try to record an album right after the MTV WANTS YOUR BAND TO RECORD A VIDEO (doy!)

Origin

This game plays right from BASIC programs of the early 1980's. Although we've never seen it, it's most likely that this game was converted directly from an Apple Computer game.

RaNDom reVIEWS

LITE

Where we present game reviews with more taste but only half the calories!

ROBIN HOOD

QUELLE INTERNATIONAL, FOR ATARI 2600

Doubts as to the existence of this German offering plagued my mind for quite awhile, but it recently arrived in this collector's hands. It's an extremely simple concept where one must protect a ship from invaders. All action is restricted to the middle third of the screen. An onslaught of invaders ascend four ladders toward a lone deck. Smack them over the head when they arrive at the top of the ladders, otherwise your character will be thrown overboard and lose a life. The challenge is, fast paced and the graphics are decent but half the screen is wasted by the ship's sails and the background. Because it is rare this would be considered a gem in a collector's eye, but if you're looking to spend a quality afternoon with your 2600, this cart won't satisfy your gaming tastes. NOTES: This was also released overseas by Technovision as "Save Our Ship". Do not confuse this offering with Xonox's *Robin Hood*, as they are not related in any way. (KO)

CYBORG JUSTICE

SEGA, FOR GENESIS

This game comes very close to being something really special. It's basically a robotic version of *Streets of Rage*, but the robots are more fun - you can create them yourself! You can brutally tear off pieces of opponent robots. Different parts allow you to do different moves: the Somersault Legs, for example, make spinning kick attacks possible. What is even more impressive is that the action is very well animated. For example, watch the sparks fly when you apply your Razor Arm to an enemy robot, or the "oomph" it takes when you pull off an opponent's arm! On jumps, your character doesn't just float down like most action games of this sort, the joints actually "give" like shock absorbers! Kudos to the animation team.

Like I said before, however, this isn't *the greatest* simply because the arcade part of the game is very mediocre, with only the backgrounds changing to denote a new level. The music leaves something to be desired as well. I wonder what's going on at Sega - is there a strike going on with the music programmers?

Well, I'm not going to bicker over minor points like music in a fighting game. Overall, this is an impressive effort, 'cause *Cyborg Justice* is one kickin' game! (JS)

TINY TOONS: BUSTER BUSTS LOOSE!

KONAMI, FOR SUPER NES

It's getting to the point now where all you have to do is pick up the box of a Konami game for Super Nintendo and you've seen enough to justify a purchase. In their latest offering, *Buster Busts Loose!*, the box boasts 11 levels, each more unique than the last. The graphics are sharp, and the sound... well, you can't see it on the box, but what Super Nintendo player doesn't hear the classic scores from *Castlevania IV* or *Contra III* ringing around their head when you hear the very word - Konami?

Since this is the case, suffice to say that *Buster Busts Loose* is what you would expect from Konami. The levels are as varied as they advertise, the graphics capture the daily cartoon style quite well, and the sounds are most appropriate. Still, this game would've been much better if a two-player option was included. In some areas, the game BEGS for it (One-player handball?). But for those of you who enjoy a game that you can pop in and be both challenged and entertained while the wife is asleep on a Saturday morning, don't let *Buster Busts Loose* get away from you. (JS)

SHANGHAI II: EYE OF THE DRAGON

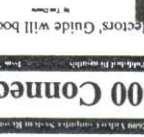
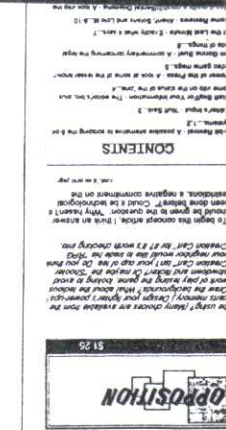
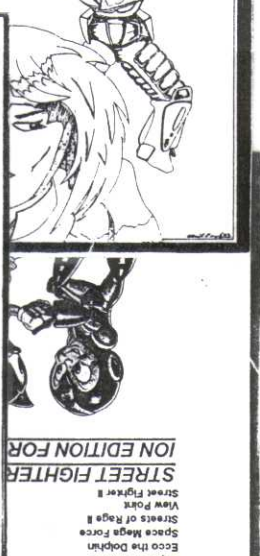
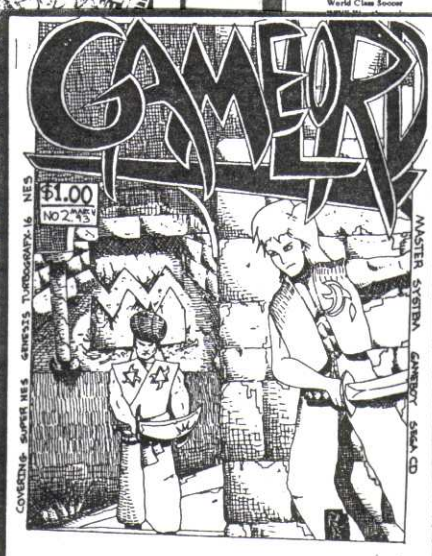
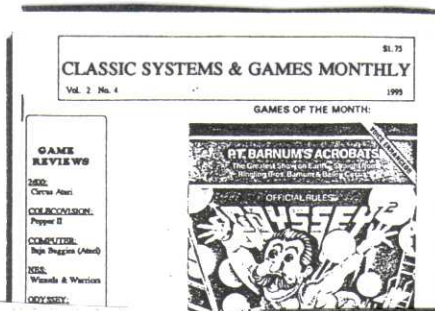
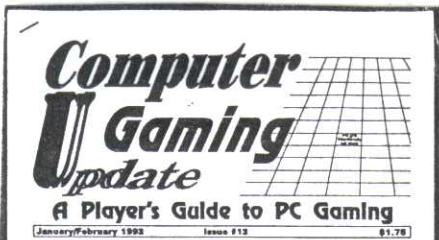
ACTIVISION, FOR SUPER NES

To be honest, I really didn't know how to play *Shanghai* until I picked up this game. Like Cribbage, Backgammon, or Boticelli, *Shanghai* isn't exactly a neighborhood kid's game, nor is it a "boys night out" game. I did know that it was enormously popular, and that it's probably just me being ignorant again. Well, I've learned how to play now, and I just want to say... I CAN'T TEAR MYSELF AWAY FROM THIS GAME! SEND FOOD AND WATER! It's fortunate that *Shanghai* is such an easy game to learn, because to look at it, you would expect a manual higher than the Great Wall of China. Yes - understanding the game is very easy. Mastering the game is damn near impossible.

Besides having several "tile sets" to play with (that's in case you get tired of looking at all of those Japanese characters", there is also a devious little game within the standard *Shanghai* game called "Eye of the Dragon". In it, you play head to head against another player or the computer as the "master" (trying to fill in the grid with tiles) or the "slayer" (trying to remove the tiles). Totally addictive! (JS)

FANTASY MAGAZINES

Fanzine Reviews by Joe Santulli



This issue's round up includes more notably absent zines than usual: No *New World News* (two time winner of our EDITOR'S CHOICE). No *Paradox*, no *Intellivision Lines*. We haven't even seen *Codename: Megazine*, *Megaforce*, or *The Shape of Gaming to Come!* Maybe March and April are fanzine editor vacation months and nobody told me. Despite that, though, I can truthfully say that the overall quality of the zines I DID receive this go-round is the best I've seen. You could confidently fork over your hard-earned cash to ANY of the 8 fanzines featured here, and you'd be completely satisfied. Okay, let's get into some specifics! Our **BEST NEW FANZINE** goes hands down to Jeff Bogumil's *Concordant Opposition*. You may have seen Jeff's artwork in *Video Game Review*. In his fanzine, you'll see he's an equally talented

editor. *C.O.* covers primarily current systems, but it looks like "classic systems" will get some space in the future. Our first **MAGAZINE QUALITY** award goes to *Computer Gaming Update #13*, edited by Danny Han. I can understand how *Digital Press* lost the "Fanzine of the Year" award from *Electronic Games Magazine* to this fine publication. If you're into computer games, this is a must have! **QUOTE OF THE MONTH:** *Gamelord's* Pat Reynolds (speaking of Prince of Persia) "When you send guards to their deaths they end up lying in a pool of blood. Way to go, Sega!". Pat, don't ever leave us! You're my kind of gamer! **MOST UNLIKELY PREDICTION** occurs in *Video Game Revolution #5*, when Nathan Hauke predicts that Sega will figure out a technique to use 128 colors on the Genesis. Nathan, I hope you were joking

- if not, I hope you're not holding your breath! *Video Game Revolution* also gets the **BEST CES COVERAGE AWARD**, six massive pages of Winter CES goings-on. I would rather have seen those six pages go toward something I haven't already seen in the pro mags, but if you're an information fiend, you should check this out! Onward, now, to the **BEST COVER ART**, done in dramatic style by Pat Reynolds, on *Gamelord #2*. There must be a zillion little lines that make up this drawing. Amazing! And the 'zine is top-notch as well. In the rare awards category, **WORST CLIP ART THAT IS USED AD INFINITUM** goes to my man, Jeff Adkins. You can't beat the content of this classic system 'zine, but the stock pictures are getting stale. How about some game screens, Jeff? Anyway, *CS&GM* is also the **BEST CLASSIC SYSTEM ZINE**, beating out the uncharacteristically mediocre effort in *Atari 2600 Connection #15*. Tim Duarte is a class act,

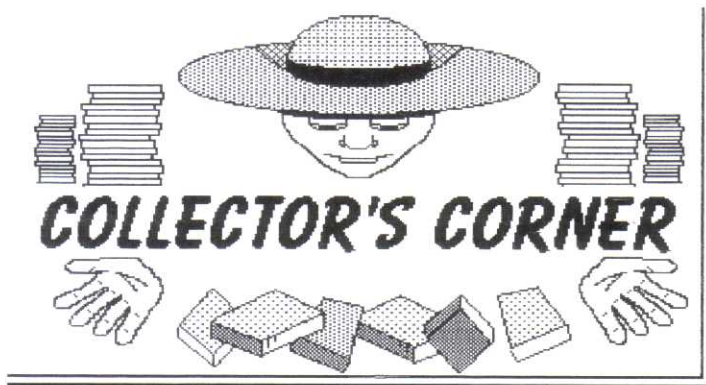
but I hope he puts as much effort into the *Connection* as he does in his business venture *The Videogame Trader*. **PERPETUAL RUNNER-UP AWARD**, which I'm sorry to say goes to *Video Views # 16*. I think this is one of the top three fanzines, consistently timely and well written. Only there is always ONE fanzine that seems a little better - more daring, more controversial, or more fun. This time, it was **EDITOR'S CHOICE** winner *Project:Ignition*. Hey, Jess, great job!! The cover art just pulls you into the world of videogaming, and this fanzine has a personality that just can't be beat. Even *New World News* would've had a hard time competing this time. *P:I* has great 'toons, an informative continuing series in "Top 50 Games of All Time", and page after page of opinions that will either make you go "Hmmm..." or raise an eyebrow. Either way, you can't afford NOT to check it out!

FANTASMAGORIA

HALL OF FAME

These are the Top Ten Fanzines at present as rated by our staff:

- 2600 Connection/Tim Duarte/PO Box N 664/Westport, MA 02790/8 pgs/\$1.50
- Codename:MegaZine/Chris Larson/1209 Frisina/Pawnee, IL 62558/26 pgs/\$1.50
- Gamelord/Pat Reynolds/1740 Millbrook SE/Grand Rapids, MI 49508/18 pgs/\$1.00
- NAEGE Journal/Danny Han/PO Box 240523/Honolulu, HI 96824/19 pgs
- New World News/James Thomas/3200 Laurelhurst Dr./Rancho Cordova, CA 95670/20 pgs/\$3.50
- Paradox/Chris Johnston/316 E. 11th Ave/Naperville, IL 60563/28 pgs/\$1.00
- Project: Ignition/Jess Ragan/707 W. Randall St./Tekonsha, MI 49092/17 pgs/\$1.00
- Video Game Review/Travis Scott/8 Peppertree/Anderson, SC 29621/22 pgs/\$1.00
- Video Game Revolution/Nathan Hauke/2915 E. Allerton Ave./St. Francis, WI 53235/24 pgs/\$1.50
- Video Views/Ulrich Kempf/Patterson Rd RR5 #212/Watertown, NY 13601/20 pgs/\$1.50



ATARI 2600 RIP-OFF GAMES, PART 2 OF 3

by Kevin Oleniacz

Not all Atari clones were visible to the public. Some were produced in very limited quantities by anonymous companies in Europe. Popular arcade translations (i.e. Parker Bros. *Pop-eye*) didn't escape duplication. Many Atari releases popped up in Taiwan as well. Some of these, such as *See Saw (Circus Atari)* were renamed and all documentation was displayed on the box.

MULTICARTS - A favorite ploy of pirates was to program several games onto one cart. The original high quality concepts of Activision appeared to be the primary choice of these ripoff artists. These offerings were bundled together in "4-in-one" or "8-in-one" carts and distributed throughout Europe. HES, based in Australia, entitled their multicarts as "2-Pak Specials", "Smash Hit Paks", "Rad Action Paks", etc. Activision titles dominated these multicarts. Tiny switches on the cartridge itself determined the game to be loaded on several European releases as well. A 32-in-1 cart by Atari was packed in with the Atari 2600 Jr. model in

England. The games consist primarily of early Atari and Activision titles. The selection is accomplished by flipping the on/off switch repeatedly. A 128-in-1 system appeared in Taiwan, consisting of a great deal of third-party software. Many of the games names changed, and some are misleading (i.e. Tigervision's *Jawbreaker* was retitled *Pac-Man!*)

DISGUISES - Both legal companies and underground pirates attempted to disguise their devious efforts by altering the graphics, creating new titles, and in some cases instituting minor changes to the gameplay. Once again, Activision appeared to be the preferred target. Panda stripped the graphic quality of *River Raid* but ingeniously kept the gameplay intact in *Harbor Escape*. Suntek's *Bermuda* is a lesser known clone of *River Raid*. Rainbow Vision created *Catch Time* (Activision's *Plaque Attack*), whereas you must defend an apple orchard from pests rather than teeth from junk food. Graphics are very sharp and this is one of the few duplications that actually measures up to the original. On the other hand, Rainbow Vision completely botched their translation of *Dolphin*, entitled *Tuby Bird*. The graphics are extremely poor, the sounds (which were so crucial in the original) are very unreliable. This company also converted Activision's *Crackpots* (*Boom Bang*). There are countless others: *Pitfall!* appeared under the titles *Tomboy* (by Suntek) and *Dschungel Boy* (Quelle). The clone variations are easier to master, as snapping alligator jaws (the toughest of *Pitfall!*'s obstacles) are replaced by stationary lilly pads. The all-out action helicopter shooter *Chopper Command* appeared with blocky graphics under the titles *Pyramid Wars* (Rainbow Vision & Suntek) and *Wustenschlact* (Quelle).

EVEN WORSE - Rainbow Vision & Quelle performed the impossible: transforming a total dud - Tigervision's *King Kong* - into an absolute nightmare! The kind of game no gamer should get stuck with: *Pac-Kong*. Additional frustration has been added into this game in the form of practically impossible flapping blocks that can fall from one side of the screen to the other (and into you) in an instant.

NEXT - In part 3 I'll discuss some more thinly disguised clones along with identical games copied from the 2600 library, and vice-versa.

CORRECTION - In part 1 I mentioned that *Steeple Chase* by Sears and Video Gems were the same game, but in fact they are unrelated. The scarce Video Gems offering consists of a challenging obstacle course complete with hedges, fences, and puddles. A split screen displays both an above and side view of your horsey.

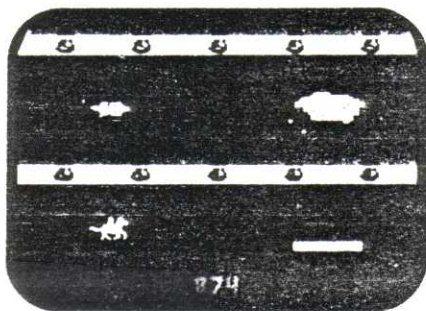
STEEPLECHASE

A SPLIT-SCREEN HORSE RACING GAME

Mount up ready to go ride your thoroughbred up, down, around and through a zany steeplechase course. Challenge the hedges, puddles and fences on your way to the world's fastest time.

You're aided by unique split screen imagining that gives you a full perspective of the course. See all the action from both top and side views.

The action gets faster and faster. You test every skill you know, plus invent a few new ones, but stay on that horse you will



Digital Press

PRODUCTS

DIGITAL PRESS' COLLECTOR'S GUIDE #1

THE comprehensive collector's guide to classic videogames! YES - a complete price guide for all of the cartridges from the classic era, with illustrations and commentary. Includes listings for Arcadia 2001, Astrocade, Atari 2600, 5200, 7800, ColecoVision, Channel F, Intellivision, Odyssey2, and Vectrex! It even offers insightful information on collectibility by cartridge and highlights recommended software? What are you waiting for? 40 pages. \$5.00

VIDEO FANZINES!

See the games up close and personal like! Each video is at least 1 hour, contains loads 'o' game reviews, special features, and DP personnel take a stab at speech in #'s 8, 9, and 10! Available: Video Fanzines # 5, 6, 7, 8, 9, 10. \$8.00.*

ATARI 7800 "COMPLEAT" VIDEO!

It's hard to beat the overall quality of this system's games, and this video shows why. ALL of the Atari 7800's games are reviewed here (2-3 mins. each). Approx. 120 mins. \$8.00.*

ATARI 5200 VIDEO REVIEW

If ever there was a comprehensive look at this classic system, this must be it. 50+ games are shown on this tape (2-3 mins. each). Approx. 120 mins. \$8.00.*

COLECOVISION VIDEO REVIEW

Like the 5200 video, yet strangely different! Approx. 120 mins. \$8.00.*

* Please allow 2-4 weeks for tapes delivery!

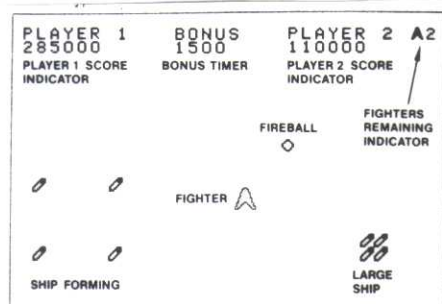
THE "WORST OF..." SERIES

THE WORST OF COLECOVISION

by Joe Santulli

TOMARC THE BARBARIAN (Xonox) - To this day, I haven't found the patience to complete this game. By all appearances (the box description, the manual), this game would seem to be an action adventure. Suddenly you realize you made a mistake when it turns out to be a jumping contest of incredibly frustrating proportions! To make matters worse, the backgrounds are mostly plain black, and the main character looks like a frog with a sword. Aggravating sound effects and that "Oops, missed. Try again. Oops, missed. Try again etc." gameplay that I despise so much make this mess unplayable.

SPACE FURY (Coleco) - The game really kicks in with a



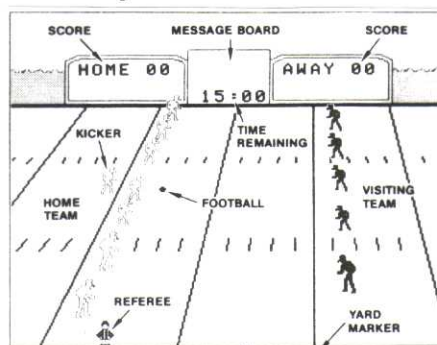
large graphic of an alien's head, groovy space music, and some taunting remarks to inspire you. Then what happens? You're thrust into a post-Asteroids world of single-colored enemy ships

and simple geometrically shaped graphics. What's the deal? Well, I believe that the designers wanted to mimic the arcade game a little TOO much, instead of improving on it (which was easy to do, even on the ColecoVision). You may believe they were just plain lazy. Either way, this game is dull.

SUPER CROSSFORCE (Spectravision) - Was the original *Crossforce* a big hit on the Atari 2600 or something? I don't think so! Come to think of it, on the Atari 2600 the graphics were kind of nice, whereas this version stinks like yesterday's diapers. There simply isn't enough variety in the enemy armada nor are the background graphics good enough to make you forget that. It's just another one of those shooters that wasn't necessary for this system.

METEORIC SHOWER (Telegames) - Unless you're a Telegames owner or know someone that can transfer the game onto a ColecoVision cart for you, this game will never touch your life. Be grateful for that! *M.S.* is something like *Galaxian* turned upside down, except that once again, the sprites are single colored and non-detailed. The action is repetitive to the extreme. What is most heinous about this is that Telegames could have packaged one of their better games (*Tank Wars*, for example) into the system instead. Hey, what do you want for nothing? Something you might actually play?

SUPER ACTION FOOTBALL (Coleco) - I was so excited when this game came out. The best football game at the time



was Intellivision's *NFL Football*, but you could only play that with one player. Imagine how disappointed I was when I discovered this overcomplicated, cluttered, two-dimensional game on a three-dimensional playfield, blocky-looking, sluggish, need-to-be-a-

MENSA-graduate to remember the buttons, "super" action game was still no better. One of the least memorable sports videogames of our time.

JAMES BOND 007 (Parker Bros) - You might have expected Parker Bros to escape a list like this. They made quality games for ColecoVision as well as other systems. This game was made for the 2600 and 5200 as well, and I just don't understand why. In the first level alone, most of the obstacles you must avoid are invisible (unless you hit a flying diamond that temporarily lights up the screen) making the going rather frustrating. You are also hit at times with absolutely no time to react, which doesn't help. Things don't get better as you progress. I especially frown on the fact that you have to return to the beginning of the level when you blow it - something that happens way too often.

FRANTIC FREDDY (Spectravision) - From the "What the.....?" department of videogames, it appears a hot dog with



a fire helmet has decided to go to battle against blobs of fire that can change colors. Tiny, dung-like pieces fall from a building as he races to put out the fires with blue-colored dung-like pieces. If our weiner-like hero succeeds, it's off to a maze where he must climb to the top of another building whilst avoiding more intelligent blobs of fire. Anyone can do without a game like this. It's *Donkey Kong* meets "a bad dream you once had", and it really doesn't work.

ILLUSIONS (Coleco) - You either like it, or you hate it with a passion. One of Coleco's last releases, this game uses some pretty bizarre abstracts for a playfield, as you try to gather up little blobs to get to the next screen. The optical illusions will drive many players wild, as will the offbeat music. Personally, I don't hate this game, but I know too many people that do to leave it off of this list.

IT'S ONLY ROCK N ROLL (Xonox) - See the review of this one elsewhere in this issue. Hey, it's a text game on the ColecoVision?! Enough said!

ONE ON ONE BASKETBALL (Micro-Fun) - What was an enormously popular game for Electronic Arts appears to have lost some of its flair here. You might think you're playing a 2600 game because the two players look like the robots from Atari's *Berzerk!* Bland backgrounds help disenchant what could have been a great seller on this system. I wonder what Larry Bird thought when he saw himself on the ColecoVision? What would you think if you were depicted like Robot from "Lost in Space"?

X-MEN (Cont'd)

progress much farther in the two player mode and probably had greater success playing on my own.

The X-Men is a very challenging game if you are into carts like *Sonic* or *Spider-Man*, but if you're looking for an "in your face" fighting game or a comic book come to life, this game just doesn't cut it. If Sega had designed the game to be more like the arcade version, this game would have been a knockout, but in its current incarnation it's just OK. I leave you fellow gamers with one question. When is someone going to make a videogame that is worthy of being adapted from a comic book? See ya in the funny pages.

TONY LARUSSA BASEBALL (Cont'd)

when you turn off the Genesis. Hopefully LaRussa '94 will correct these things, as well as pick up a few of the improvements from LaRussa II on the P/C's. Baseball season is here, sports fans, and I'll be spending plenty of it right here in front of my Genesis.

STARFOX (Cont'd)

Bomb; Ring 2: Sector Z; Door 3: Venom (level one); Ring 3: Nova Bomb. There is no boss.

OUT OF THIS DIMENSION This hidden level is tougher to reach. Go to Level Three, "Asteroids". You'll see large asteroids that are darker and about five times larger than the rest. Destroy THE SECOND ONE (you'll need a nova bomb and some laser power), and a large bird will appear. Collide

with it, and it will take you to this level. Once inside, you will hear weird music, get attacked by paper airplanes, and fight a slot machine boss at the end. Get three "7's" on the slot machine, and THE END appears in jumbled up letters. Even if you put them in order however, there doesn't seem to be a way out of this level! Hopefully one of the mags or another fanzine will give us the answer soon, because I'm going crazy here!

THE WHALE One last tip. In "Sector Z", a cosmic ballet consisting of giant red stingrays, squid-like vessels, and one giant blue stingray confront you. If you shoot ALL of the red stingrays and don't hit the blue one, a massive whale will pass you from behind, dropping loads of power-ups in its wake - right before you battle the boss of the level.

So there you have it. If you've been wondering if this "shooter" is something you would like, trust me. I rarely give a game a "10".

SAVE THOSE HIGH SCORES (Cont'd.)

at what point you are granted an extra life. Naturally the above information can be gotten from the instruction manual with a little digging but it's nice to have instant access. If one has a large collection and hasn't played that particular game in awhile, one tends to forget even the basic details.

The ultimate objective is to solve or max out each game if possible. There is a good deal of satisfaction in reaching the final screen. Many times you are rewarded with a special display. You may even want to take a picture of the event. Rolling the register is like reaching the bottom of the cookie jar. You are satisfied but there is nothing left. The game may not end and the score may revert back to zero.

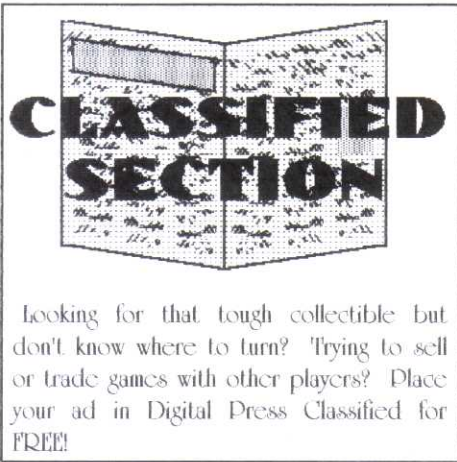
Some of the other systems which you may want to try instead are: 1) sticking a label on the back of each cart. I don't advocate this method since you may somehow damage the cart or even the port. 2) using an index card file. This would probably work well. 3) using a computer to produce a worksheet via a desktop publishing program. The only drawback would be a situation where you may need to do some heavy updating and rerunning to get a new listing.

That's about it. You've earned those high scores with blood, sweat, and tears! Just kidding - but you should be able to record them for posterity.

CORRECTIONS!

In part 1 of Atari 2600 Ripoffs, Kevin mentioned that *Steeple Chase* by Sears and Video Gems were the same game, but in fact they are unrelated. The scarce Video Gems offering consists of a challenging obstacle course complete with hedges, fences, and puddles. A split screen displays both an above and side view of your horsey.

Also, Rainer HG Ludloff was not credited for the first letter in Reader Retaliation (DP #10), and the headings on every page read, incorrectly JAN/FEB 1993. There's also about a dozen typos. Boy, did we screw up!



Looking for that tough collectible but don't know where to turn? Trying to sell or trade games with other players? Place your ad in Digital Press Classified for FREE!

WANTED: Odyssey2 Great Wall Street Fortune Hunt (Game Board) and PT Barnum's Acrobats; Atari 2600 Beamrider, Escape from the Mindmaster, Ram It, Spacemaster X-7; Atari 5200 Pitfall II. **FOR SALE:** Over 400 games for "classic" systems through Digital Press Products. Send SASE to: Digital Press Products, 44 Hunter Place, Pompton Lakes, NJ 07442.

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FOR SALE: New model Atari Lynx, like new w/box, includes AC adaptor, California Games, Comlynx, STUN Runner, Blue Lightning, APB, W/retail boxes for \$140. Also, Intellivision I unit in box w/20 games (mostly common titles) for \$50. Atari Lynx Warbirds like new: \$18. **WILL TRADE:** above for SNES games I need, hard-to-find 2600 games, or quality Game Gear or Sega Master System games. Jonathan Folkers, 46 Marion West, Princeton, NJ 08540.

SEGA MASTER SYSTEM OWNERS: If your SMS is collecting dust due to a lack of use, what you need is the premiere issue of SMS Unlimited. It features 8 pages of news, reviews and opinions. Send \$1.00 to SMS Unlimited, c/o Jeff Bogumil, 187 N. State RR 2 Apt. B-201, New Martinsville, WV 26155-1631.

WANTED: Zap Pax cards 41, 68, 106; Dragon's Lair cards 23-27, 30, 36-37, 39-43; need many Pac-Man, Ms. Pac-Man, Super Pac-Man, Donkey Kong, Pac-Baby (exist?), Donkey Kong Jr. (exist?), Video City scratch-

offs, Nintendo scratchoffs, sets preferable, also many classic games needed. Russ Perry Jr, 5970 Scott St, Omro, WI 54963, (414) 685-6187.

WANTED: The last two carts to complete my Odyssey2 collection: Power Lords and Turtles. **ALSO WANTED:** Atari 2600 Shootin' Gallery, Track 'N Field, Playaround double-enders, and a normal blood pressure after waiting 2 years (and still waiting) for my order from Pleasant Valley Video. Call (201) 835-8156 after 7pm EST weeknights, anytime on weekends, or write Kevin Olenicz, 96 Bucna Vista Dr, Ringwood, NJ 07456.

FOR SALE: Atari 2600 Xenophobe, Secret Quest, Dark Chambers (new in box) \$10/each; Atari 7800 Jinks, Midnight Mutants, Dark Chambers (new in box) \$10/each; Atari 2600 Title Match, Airlock, Entombed, Fast Eddie (used) \$5/each. **WANTED:** Atari 2600 King Kong, Jawbreaker, Picnic, Miner 2049'er, Plaque Attack, Frogger II, others. Will trade for above as well. William Smith Jr, 112 Rice Terrace, Bristol, VA 24201.

WOULD YOU LIKE to be a writer or artist for a Classic Video Game newsletter? If you would, write to: Jon Adam Costa, PO Box 617, Hereford, PA 18056.

THE COLLECTOR'S GUIDE TO 2600 GAMES is now available. A useful companion piece to Digital Press' more extensive price catalog, the guide rates every 2600 cartridge on a scale of collectibility and offers the expertise of ten of the leading 2600 collectors from around the nation. Each expert rated cartridge scarcity on a scale of 1-5, averaged on the guide itself. An ideal reference for trading and cart hunting. The guide features an informative introduction to collecting 2600 carts, and is available for \$2.50 (which includes postage) from Jeff Cooper, 6407 S. 28th West Pl, Tulsa, OK 74132.

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- #1: Neo-Geo: Worth Its Weight?, Atari 7800 Checklist, Worst of Atari 2600 pt 1, Genesis Golf Side-by-Side.
- #2: Whither ColecoVision?, ColecoVision Checklist pt 1, Family Tree: Shooters, Worst of 2600 pt 2.
- #3: How to Train a Non-Gamer, Genesis Football Side-by-Side, Worst of 2600 pt 3, ColecoVision Checklist pt 2, Streets of Rage Strategy.
- #4: Whatever Happened To...?, Vectrex Checklist, Worst of Intellivision, Videogame Mags Side-by-Side, 2600 Rarities pt 1.
- #5: "Life of the Party" Videogames, Channel F Checklist, 2600 Rarities pt 2, Gamepro TV Review, Scavenger Hunt Contest.
- #6: Weird Games, Summer CES '92, Buyer's Guide to Classic Systems, SNES Golf Side-by-Side, Astrocade Checklist, 2600 Rarities pt 3.
- #7: What If?... Worst of Genesis Vol I, Atari 5200 Checklist, Atari 5200 Vs. ColecoVision Side by Side, 2600 Rarities pt 4.
- #8: The Darker Side of Gaming, Odyssey2 Checklist, Collectors Corner: Supercharger pt 1, PsychOpedia begins.
- #9: Ups & Downs of '92, Night Trap Solution, Supercharger pt 2, Intellivision Checklist pt 1.
- #10: Sequels, DP Style, Atari 2600 Rip-Offs part 1, Intellivision Checklist pt 2, ColecoVision A/V inputs, New 5200 Prototypes Discovered, Coleco Adam Feature.



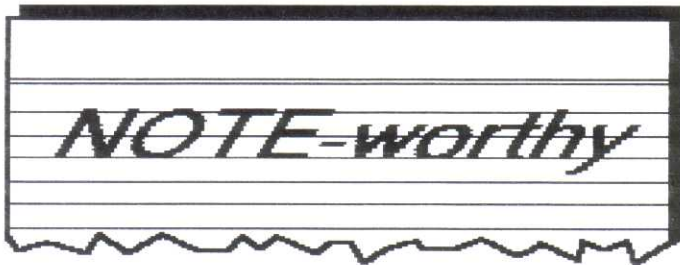
ATARI GAME CARTRIDGES, 2600 & 7800 Atari titles "New in Box"

Ask for ATARI List # 101

Frank M. Polosky
PO Box 9542
Pittsburg, PA 15223



DIGITAL PRESS
44 HUNTER PLACE
POMPTON LAKES, NJ 07442-2037

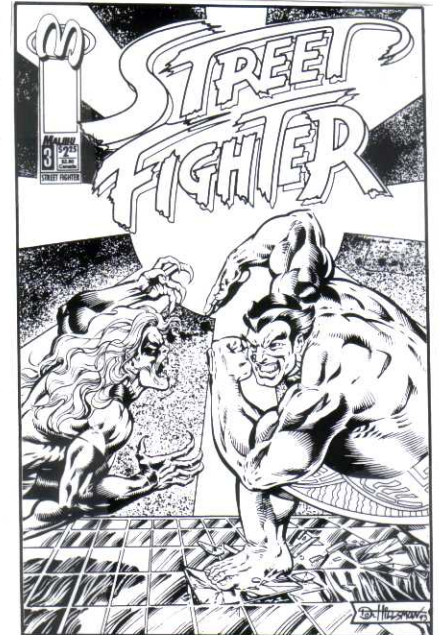


PLEASANT VALLEY VIDEO UPDATE

In February, I reported the shady practices of this "business" to the Attorney General of Ohio and to the Better Business Bureau. Since then I've received two phone calls and a letter from Allene Alley of the Attorney General's office. She's been following up my case by mailing certified letters to PVV, tracking down their bank accounts, and attempting to contact PVV by phone. In the words of the Attorney General, Jim Redd is "one tough person to get a hold of". If you have any useful information which can aid the Attorney General, please mail it to my attention. My address can be found in this issue's Classified Section. In contrast, I've received the same response from the BBB as from PVV: none whatsoever. (KO)

GREAT COMIC/VIDEOGAME CROSSOVERS

Look at what Malibu Comics is doing for videogamers - bringing some of the characters to "life", in two of the hottest books on the stands. Both *Ex-Mutants* and *Street Fighter* (that's issue #3 at right) are available now in both comic and videogame form! Malibu also produces *Dinosaurs for Hire* (a Joe Santulli Top 10) and *Gravestone*, both of which are highly recommended reading. Try out an issue if you're looking for some diverse summer reading, and you might learn something about those characters you've been toying around with all this time! (JS)



FANDOM CENTRAL

Recent installments of this column have celebrated the joys of fanzine publishing. This month, I'm turning traitor. I feel slightly disloyal suggesting that there are other fan activities besides personal publishing. The one up for discussion this time is conventions.

The summer Consumer Electronics Show, held annually in Chicago, has graciously opened its doors to the public. They've given the general public a chance to see the cutting edge of electronic gaming.

Without minimizing the importance of such events, they don't qualify as fan activity. What doesn't exist yet is a convention by and for electronic gaming fans. Almost every other comparable hobby group has one or more of them. In fact, I just came back from a small convention for sci-fi-oriented fanzine fans, and it's time for electronic gaming to try one, too.

What would electronic gaming fans do at such a gathering? Some examples are: speeches and panels featuring professional game creators, a dealer's room for gaming merchandise, an art show, demonstrations of game design/development techniques, etc.

I'd like to hear some thoughts on this subject from the fans. I'll report any progress in future CGRs.

If you were afraid I'd forget fanzines this month, relax. Here's a rundown on some of this month's most entertaining publications.

Digital Press #11

Edited by Joe Santulli
44 Hunter Pl., Pompton Lakes, NJ
07442

Bi-monthly, \$1.50 per issue,
22 pages

Joe got his hands on a good desktop publishing program, Publish It!. The improvement is obvious from

the front page to the last. Digital Press always read well, but now the appearance is good, too. The editor probably will experiment with his software over the next few issues, so expect refinements to keep the 'zine improving in this regard.

Classic systems get a lot of space in the current issue. There's a checklist of 1985-1987 Nintendo cartridges, an essay on the worst ColecoVision titles, and a column about collecting 2600 carts. Other material includes two more sections of Santulli's gaming encyclopedia, reviews of games and fanzines, and a sizable letter column.

Digital Press is an always enjoyable fanzine. The computer gaming content is not high, but most active gamers will enjoy it.

Dystopia #1

Edited by Dennis Crowley
6 Hill Street, Medway, MA 02053
Frequent, #2 per issue, 56 pages

Power Play is dead, but there are no fannish blues on Hill Street. Dennis hardly paused before rolling out the first issue of what promises to be an even better publication! It's such an outstanding value that the editor is forgiven for squandering several pages on information that would've fit into a quarter-page colophon. Video games are Dennis' first love, but he presents articles and reviews bearing on all aspects of the hobby. Few fanzines can match his covering of multimedia games for the TurboDuo. Despite the meaning of its name, its tomorrows are bright with promise.

Random Access #1

Edited by Scott Boehmer
118 Surrey Lane, Lake Forest, IL
60045
Frequent, \$1 per issue, 12 pages

This is a first issue, but Scott is one of the best-known and most-respected fanzine editors in the field. His new title offers a wider range of material than his popular Video Views. Scott usually produces an enjoyable fanzine, and this is one of his best efforts.

A visit to a coin-op and video game museum in St. Louis provides material for the lead feature. Other highlights include Scott's chatty editorial, fanzine reviews, and a preview of 3DO.

Uproar #2

Edited by Michael Pittaro
18 Old Coach Rd., Hudson, NH
03051

Frequent, \$1 per issue, 22 pages

Utilitarian, yet attractive three-column layout makes this up-and-comer a pleasure to read. Duplication is still on only on one side of the page, though. Mike should probably consider the virtues of two-sided reproduction when he perpetrates future issues.

This issue covers most facets of electronic gaming, though cartridges are the biggest segment of the editorial mix. The main computer story is a feature on the Amiga Street Fighter. Michael is rapidly developing a natural, easy-going style that puts readers into a receptive mood. His sense of humor flashes here and there, too, and fandom may have gained another badly needed funnyman. Electronic gaming is a serious hobby, but a little bit of levity every now and then helps keep it all in good perspective.

Attention fanzine editors: If you'd like your fanzine reviewed in **Computer Game Review**, send it to: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.