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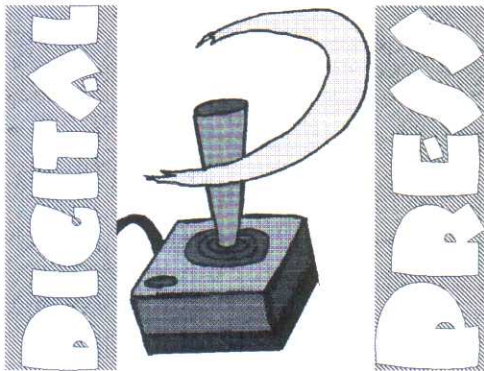
HAHAHAHA HAHAHAHA

Santulli '93

#16: Brawl.

BRAWL.
EDITOR'S BLURB by Joe Santulli

Let me start right off by apologizing to those of you who know me personally and haven't heard a word from me in the past two months. Just when I think I understand the concept of "busy", I push myself to a new level. With my full-time job, the part-time job at Electronics Boutique, Digital Press, the holidays, and those few moments I get to actually PLAY videogames, I'm afraid my social life has been put on hold. I'll be better from now on... my EB gig is over as of January 15th.

Now that that's out of the way, LLLLET's GET READY TO RRRUMBLLLLLLE! Team DP has gone all-out to give you the goods on the fighting genre, and then some. We've got first impressions of the Atari Jaguar all over the place, some more great tecchie stuff from Sean Kelly, and the usual assortment of commentary, analysis, and fresh fruit. And reviews. Man, do we have reviews! It's the holidays, after all - the time of year created for videogame fanatics like you and I. Tons of great software are on those shelves right now, and we want to make sure you know about 'em. There's a few dogs, too. Check inside.

Hey, by now you've probably realized that there's a new system coming out with every issue of DP. We've claimed that we can cover every game system from the Odyssey 100 to the 3DO, but no one on our staff is planning on getting the Pioneer Laseractive or the Amiga CDTV systems. If you own or plan to own these systems, let's talk. Truth is, this burst of gaming systems bothers me a little. How can a company devote its time to quality games when there are so many systems to produce for? How can a consumer make a decision when everyone claims to be "state of the art"? It was hard enough when the fight was between Super Nintendo and Genesis, right? Please don't crash, please don't crash, please don't crash - I don't want to go through another "shake-out" like the one in 1984!

One last thing. For those of you who own our Collector's Guide, wait until you see what we've got in store for 1994! The new Guide is already underway - and it will look more like Digital Press and less like a price guide. It will contain a full copy of PsychOpedia, with more entries than you've seen in our regular issue. It will have updated prices based on YOUR input (see the Note-Worthy section in the back). It will contain twice as much commentary than the second edition. Basically, it will make the last issue look anemic by comparison. Stay tuned for more details!
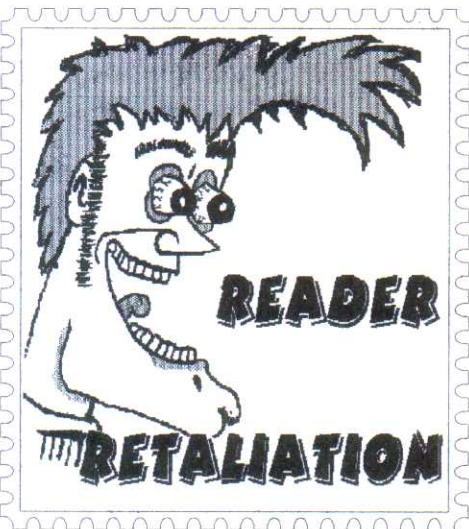
ON THE COVER

BAD MISTER FROSTY WINS THE FIGHT
by Joe Santulli

Not only do the characters from Interplay's "Clay Fighters" have real personality, the game rules! Check out our review in this issue.

DEATH OF A BELGIAN

Hey Jey!!

Enclosed I send you $11 for my subscription to DP and I can inform you that rather would like to have it directly from you than disturbing some overseas friends to ask copies. It was a big surprise to receive the latest DP directly. Probably because it was issue 13 and you needed my subscription!!! It was a big disappointment to see that my latest letter was not published. Probably you did not dare because it was an attack on your IQ of 13. Already from my former letters you censored some parts. It is a pity you censored my last one - completely!

The same disappointment I felt reading #13 was reflected to several overseas friends, who reacted in their letters to me by confirming their surprise for not finding any Belgian letter. In the meanwhile I had the same complaint for #14 and #15. Hey, Jey, this is weird. In #12 I got a COMPLETE PAGE (check it out!) and now you drop me completely! Just now when I was getting a fanclub!

Then, there is that other big mystery: does Joseph has a beard, yes or no. Take the last three DP's and try to find out for yourself. Sometimes yes or sometimes no. Or maybe the artwork was done bad. Or maybe Joe shaved himself bad frequently.

I asked your phone number to Kevin, but he is not allowed to give it to me. He told me only your good friends have it (so I think nobody does!!! Woehahaaa). If you give it to me I will drop you a line and of course I will not give it to anyone else. If you don't want to, it is OK to me also and I will simply continue to be mad at you.

This time you can not say I did not sent you a decent letter, so I hope I will get my DP's (someday??!! Woehahaaa!)

Werner Bleys
Belgium

You're right about one thing - I CAN'T say "I did not sent you a decent letter", mainly because I have absolutely no idea what it means. Seriously, though Werner. I'm sending back your $11 re-subscription money. Why you would want to resubscribe to DP is beyond me! Furthermore, I hereby BAN ALL BELGIANS from reading DP (see our new disclaimer on the colophon). That's right. Any BELGIAN that attempts to subscribe will be denied. Now see what you've done to the already shaky US-Belgian relations? I hope you're happy now. Putz!

MORE FROM OVERSEAS

Hi D.P.,

Yes, it's me again, the non-Belgian guy. But do not worry, I only have decent criticism.

1. By the time you receive this letter I will own a Jaguar. Thought I'd rub it in a bit.

2. Al, my man. I used to own a Spectravision Compumate, it was for sale in Germany in 1984 from Quelle, Germany's biggest mail-order-house. The cost was DM200 and it was never featured in the catalog - you could only buy it from an outlet (as far as I can remember, that is). It also contained four music demos and two graphic demos, but the graphic demos consisted of "Snowman" and "The World". Upon moving house I packed all my VCS stuff in different boxes and hand carried them to my car. On arrival at my new destination the Compumate was missing from the main box. Peculiar, but true.

3. EGM must be America's worst gaming magazine. I gave up reading it in March '93. They deserve to fail.

4. In PsychOpedia, you forgot under "Q" the cart "Q*Bert", surely a historic game, just like River Raid was.

5. A good read was Sean Kelly's ROMpage, but I also have to say that I personally do appreciate a price guide of some form.

6. I don't need any advice from you this time; I am still shaking from the awesome "threesome" with the blonde from my wife's workplace (including handcuffs!!).

Thomas Holzer
Great Britain

That was a right good letter, ol' chap. One comment, regarding item #3. I like EGM, but NONE of the American mags come close to the English rags! The Brits write what they feel, not what the game producers want to hear. I enjoy seeing super-low ratings once in awhile (anything below a 5 - does this exist in US magazine ratings anymore?). My favorites are Super Play (the Super NES mag) and Mean Machines (Sega). Here is where you find the real reviews. EGM,

Game Player's, Gamepro... they're just good advertisements. Thanks for writing, Tom.

I AM LEGEND

Dear Kevin,

It was great to get your note. Only recently was I made aware of the interest in the old 2600 cartridges, and I am sincerely flattered that anybody would pay attention to these games anymore.

I designed Cubicolor in 1982, right after releasing Demon Attack at the Winter Consumer Electronics Show. At the time, I was growing tired of the endless array of wave oriented pattern games (the code name for Demon Attack was "Death From Above"). I had been fascinated with Rubik's Cube (this was 1982) and had a collection of Rubik-type puzzles in my office. One puzzle in particular was a two-player puzzle game called "Rubik's Race", sold by Ideal Toys. I decided that a 2600 version of "Rubik's Race" would be quickly done while I was working on a new idea, which was a game themed as a future version of Noah's Ark. This game later became Cosmic Ark.

Cubicolor was designed and programmed in 8 weeks, and was never released, as the market for space games continued to grow, and Imagic did not want to bother with a puzzle game. I am lucky to have kept 50 copies of the ROM, and can guarantee that no more will ever be made. I hope this "rounds out" your collection and that you enjoy the game. I still enjoy playing it, and have yet to find someone that can beat me at it. Have fun!

Rob Fulop
San Francisco, CA

Rob, we like the game too. You have thrown a monkey wrench into our little machine, however. We were under the impression that all of the Cubicolor's in existence had already been distributed. Also, because of its generic case, it will be impossible to tell the "real" Cubicolor's from the copied versions. Hmmm. Anyone have any ideas as to how to handle this? Keep in mind that Rob is charging $100 apiece for his last 50 chips.

VIDEOBRAIN

Hi,

I was wondering if you or any of your colleagues or readers had any information on the VIDEOBRAIN system that was out in the mid-to-late 70's. I've never seen a word printed on this system and I was wondering if anyone else remembers it. I have a unit that does not work, it has a keyboard and detachable controllers. If you could help find any information on this lost

system, I'd be really grateful.

Michael Palisano
Norwalk, CT

The Videobrain is a standalone computer system, and is a very rare find. We know of eight games that were available for this system: Word/Word 1, Vice-Versa, Othello/Reversi, Gladiator/Football/Fighting, Music Teacher 1, Lemonade Stand, Video Artist, Money Minder, Pinball. The Videobrain was a short-lived venture, a console featuring four joystick ports and expansion capability for a modem, printer and tape recorder "data" input. The expander was produced, and plugs into console. The Videobrain also featured a built in text editor (we call this "word processor" now), clock/alarm, and color bar generator (we call this "worthless" now). Hope this shred of info helps you out, although finding stuff for your defunct Videobrain may be a lost cause.

EMPIRE BUILDER

Mr. Santulli,

Could you please send me (personally) more information on the Vectrex system? That is, could you shed some light on the fact that there may be games out for the system that no one has heard of. Also, what's the deal with the 3D Imager? I read that it never came out, which is bad news because I happed to know of one & used it. (P.S. If you don't believe me, send me a line that you don't. I'll send you (personally) a picture). If you happen to read this letter please don't throw it away - at least write back and tell me to go jump off a cliff or something.

The reason I'm writing is that I have a reasonably large collection of videogame items. Vectrex, Supergrafx, & about 7 other systems. I'm not your average gamer (I'm 19). I like odd-ball things (i.e. Vectrex). I think that one day I can learn from all these misfortunes (sleepers, really) and build my own empire.

Danny Adams
Waukegan, IL

So you say you're not the average gamer! Welcome to the world of Digital Press, where NO ONE is the average gamer! You'll find the answers to your Vectrex questions in Sean Kelly's column, and everything else you wanted to know about the Vectrex in the Digital Press Classic Videogames Collector's Guide I enclosed. So come, let us build an empire together, my friend. YES! Let us populate the world with glassy eyed, slack-jawed automatons bent on promoting the videogame revolution! And bring your 3D glasses along, because you never know.

BACKING THE GUIDE

Dear DP,

Just got the "Scary" issue and read with great interest Sean Kelly's ROMpage Rebuttal. I feel that I must add my 2 cents worth. Like Sean, I've spent many years playing video games and decided several years ago to try and complet my collection of Intellivision carts just to see if I could. Along the way, I acquired other systems and began listing the carts and collecting for these as well. Until I was introduced to Sean earlier this year and until Electronic Games began reviewing fanzines I did not even realize that significatn numbers of others were "out there", sharing my interest in these older systems. I think that national exposure of fanzines by EG will stir others like me to get "connected" and that you guys will see a surge of interest very soon.

More to the point... if collector guides such as yours did not exist, I would not have been able to complete my cartridge lists and without complete listings, I wouldn't know what's out there to collect. The debate over whether or not to set suggested values doesn't make sense unless you understand that the collectors who are agains establishing values would rather have the restu of us in the dark regarding the worth of our collections. I appreciate knowing that certain carts are scarce and/or more valuable than others. And knowing this, I can be selective in my game purchases and protective of my interests when selling or trading them. Though my copy of Chase the Chuckwagon has little personal value, the knowledge of its general value will help me make a good trade or sale toward something which I want or need.

Finally, I have a number of early '80's game mags and wonder if you may be considering a review of them and their history (i.e. issues printed, scarcity, lineage to today's magazines, etc.) I think that this would be both informative in general and to the collector in particular.

Scott Williams
Madison, WI

Well stated, Scott. The personal use I've gotten out of the Collector's Guide is immeasurable. And remember, the reason we did the thing in the first place is because we'd been asked by a number of collector's who felt we would do the job right. As to your last comment about videogame mags, you can find a good primer in Jeff Adkins' "Classic Systems & Games Monthly", Volume 3, Issue 1. Jeff outlines the golden age mags in this issue. Send $1.75 to him at CS&GM, 11 Windsor, Attica, NY 14011.

STUFF

"The Brain that Wouldn't Die" video game!! That would be cool... "Doesn't she need lungs to talk?" "No, she has 'neck juice'"...

Well, if you haven't guessed all readee, I got DP nombre 15. Aaaand.... it...waaaas....uhhhh.....errrrr. GREAT! Great as usual. Dug the Halloween theme and...well, everything! So why did I say "uhhh...errr...?" I just felt like it. You know me... I'm weird.

But enough praise. I have to say that it was a pretty stupid comparison of mine in Video Apocalypse #5. You probably know which 'un I'm talking about: "I'm turning into a Joe Santulli!" Uh huh, yah! Duhhh. So, according to VA #5, you're an old fart that ignores every new system that comes along... ahh right! That's why you bought a 3DO!!! I'm such a dork. Sorry 'bout that. I'm not all that new to fandom anymore, but sometimes I tend to act like it... goo goo ga ga pee pee poo poo.

Cows have asparagus.

MJ Lesnick
Editor, Video Apocalypse

NES ALL-INCLUSIVE

Joe,

In a belated response to Jeff Cooper's letter in ish #12, I've been working on an "all-inclusive" NES game list for quite awhile now. I would be more than willing to write articles about NES games, in order to help answer Jeff's questions, some of my own, and anyone else out there who might be interested. My own curiosity got me started on typing up the list, and I know there are probably some strange and obscure games out there that have not been seen up this way. Anyway, let me know what I can contribute!

Dave Giarrusso
Liverpool, NY

Few people know that we dropped the NES section of the latest Collector's Guide because of the trouble we were having agreeing on prices (True! Jess Ragan wrote the intro that we will inevitably use). Now that Funcoland has really gone national, I believe we have a base at last. However, when we start digging in we'll be getting people like you involved in the process. Thanks, in advance, for helping out!

SATAN WHO?

Joe,

I used your PVV kit and got some responses from it. Only problem is, Jim Redd has moved (according to the Attorney General). I've enclosed a copy of the letter. The BBB referred me to the A.G. Actually, I first contacted them 2 years ago, but they couldn't get a response from Redd so they dropped the issue. I haven't heard back from the U.S. postal service. If you decide to update your kit with the new address (and those for the BBB and A.G., could you send me a copy of 'em? I'd really appreciate it.

In response to your "Dark Side" column, what about *Satan's Hollow*? Somebody WAS foolish enough! Not very gory, but the sound of Satan's fire-breathing blast was a little intimidating back then. *Crossbow* had a few "Satanic" pics on some screens - on the town screen and in the castle, I think. *Sinistar* looked more like the devil that a menacing versin of J.S.'s Giant Robot! And how about that scream "BEWARE... I LIVE! AAARRRGGHHH!!" Good enough for me!

Glad to see *Tempest* is finally being converted for a few systems. I've played the *Microsoft Arcade* and for $30 it's a fantastic deal. The *Asteroids* version is totally exact, right down to the digitized sound effects and the shapes of the asteroids (trust me - I've got the machine in my house!) *Tempest* would have been more enjoyable with the original "paddle" knob. Too bad no one ever took advantage of those *Indy 500* controllers. I heard that Jeff (Mr. Llama) Minter was doing the *Tempest* game for the Jaguar. And how 'bout the Jag only having 2 meg of RAM (way to go, guys...). So that's why it's so cheap! Sam Tramiel even admitted the low-RAM could be a problem down the road - NO S&#@! JERKY!! I can see it now - all the carts will have this little CBS-like "EXTRA ROM PLUS" sticker on 'em! Supposedly, it's going to run CD ROM's and VR stuff, too! Maybe Trip Hawkins was right after all...

Scott Stilphen
Harding, PA

Excellent observations, Scottie! But...pssst!....don't let any of our readers' moms find out about the Satan stuff! We wouldn't want them to blame DP years down the road when their kids end up in some evil predicament... like in the White House, for example. And I totally agree with your raves about Microsoft Arcade. It's replaced Solitaire and Minesweeper in my office (my real job!). If you skip around, you'll find some interesting documentation on-line about the games, their creators, and more. It's a terrific program.

REACH OUT!!
We know you have something to say - let it be heard! If you can't reach us here, try AMERICA ONLINE. Post Office Name - DigitPress

THE SIX INTANGIBLES OF VIDEOGAMES
by Joe Santulli

Every time I play a game that I like, I try to pinpoint what it is that makes the game so much fun, and how I can relay that information to you maniacs out there. The obvious, fundamental rules say that graphics, sound, and playability can determine the quality of a title. I'm a firm believer of this, but there's always more detail underlying this. There are "options" and "re-playability", and "fun factor", all of which are even more vague than the term "gameplay".

In analyzing videogames for the past few years, I've found some features that REALLY make a game shine. Any of these six "intangibles" are cause to add a point on the one-to-ten scale, but where?

Well, for one, in these very pages. From now on, you'll see icons for the intangibles near the numerical game ratings section of each game review. Here is a description of each, and the reason why I feel they're so important to modern videogame design:

1. Simultaneous multi player action. This has been, and always will be, the most important intangible for me. Excellent games allow two players to compete head to head, and even better ones include cooperative modes as well. If the game is done right, you should be able to "practice" in a one-player game, but mastery can never be truly achieved until the two (or more) player game is conquered. A good recent example of this is in *Konami's Zombies Ate My Neighbors*. The game is extremely difficult for one person to complete, but get two in there - cooperating - and you have a fighting chance. Even "classics" like *Centipede* and *Asteroids* were enhanced with this feature when they appeared on the Atari 7800.

In both games, competitive and cooperative modes were included so both players could play at the same time.

2. Data saved to cartridge. Is this too much to ask? Granted, a battery must be added to the cartridge to achieve this. In worst-case scenarios, this adds $10 to the cost of the game. While some players may grimace at that thought, consider this: many of our recent games already have batteries in them, and they still don't store the high scores! What's up with that? To date, the best example of keeping high scores is Electronic Arts' *NHL Hockey '94*. Not only can you keep up to seven players' (or teammates) personal highs, but each NHL player also has personal highs with the player who generated the stats' name prominently displayed for each! Well done, EA. We hope to see more of this in the future.

3. Significant game ending. I hear a lot of players complaining about this lately. I can't blame them one bit. You play your heart out to beat the game and the designers don't even have the courtesy to recognize the achievement. A "significant" game ending for me is not "CONGRATULATION", it's not "YOU ARE THE MASTER", and it's certainly not "YOU WIN". It's an extra level where you play through for bonus points, or an extended series of intermissions showing a conclusion. Again, *Zombies Ate My Neighbors* is a good example. After beating the final boss, you play a special "Credit Level", where you get the obligatory credits by bumping into some of the stationary characters, but can also collect extra points here. In *Toe Jam & Earl*, you play a non-threatening final level on your home planet. You never forget the games with good endings. If you were designing these things for a living, wouldn't you want a player to remember you?

4. Hidden areas. Contrary to popular belief, *Super Mario Bros.* was NOT the first game to incorporate "hidden" rooms. The first known occurrence of this was in Atari's *Adventure* for the 2600. In that game, a hidden room in an unlit maze contained an object (a dot) that was to be the key to a secret screen containing the programmer's name. While this did not enhance the player's abilities in any way, it did enhance the fun. "Fun" is the reason why I play videogames. In this gamer's opinion, EVERY game should have secrets. Undocumented bonuses, screens that would not normally be found in the obvious course of action, or messages, items, and skills that could not be attained without really digging into the game. It doesn't have to be for the experts, either. It could be something that happens in the first level of the game. One early example of this is in Imagic's *Riddle of the Sphinx*. Players know that the goal

Gunstar Heroes (Sega) allows players to tackle the first four stages in ANY order

is to move to the top of the screen. But if you start the game and move down - you can pick up a valuable object right away! Many games, especially "Mario" style games, incorporate the hidden area/item feature, but many times it just seems passe. I like the feeling that I've really stumbled into something. It keeps the game fresh.

5. Adjustable difficulty levels. It goes without saying, really. Young children should be able to play the game on novice, and expert players should play on hard or very hard. Still, I'm surprised by how many games do not include any adjustability here. Activision's *Aliens vs. Predator* for SNES has no skill levels. Either does *Bram Stoker's Dracula* for Sega CD. Incredible! In the best use of this feature, the skill levels content is changed as well as the sheer numbers of attackers and game speed. Two good examples: *Mickey Mouse's Castle of Illusion* and *Gunstar Heroes* by Sega, for the Genesis. In these games, the various skill levels incorporate different elements into the game. It's also a good idea to "shut out" players from certain screens or levels if they're playing on an easy level. Make them fight for the right to that area!

6. Non-linear game play. Repetition is the sincerest form of programming laziness. Computers *can do* "random". It doesn't seem to be sinking in, though. Honestly, who likes to play a game where everything is in the same place all the time? That's just good memorization that gets you to the end - not skill. In the best-case scenario, the order in which the game can be tackled should be either randomly selected or player selected. Again, Sega's *Gunstar Heroes* shines. Not only can you select the order in which to tackle the first four stages, but one of the stages' progress is controlled by a roll of the dice!

Splatterhouse 3 also features non-linear gameplay.

Splatterhouse 3 for the Genesis also features non-linear gameplay. You can travel through the house in any fashion you choose. You want to backtrack?! Go ahead, if it makes you happy!

raganomics   by Jess

SIDE BY SIDE
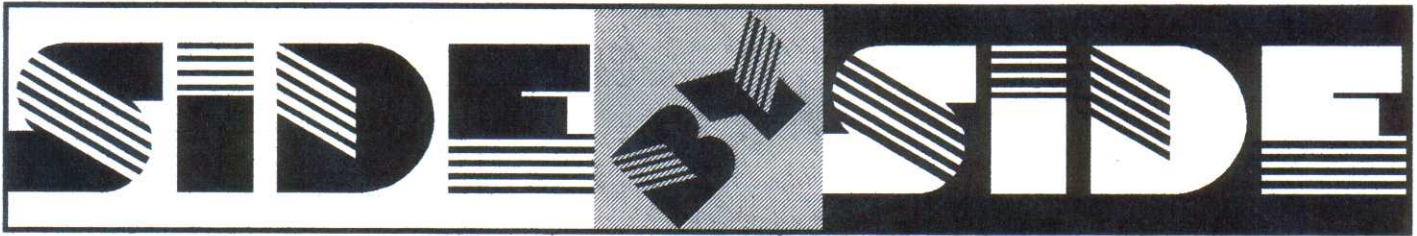
"TOURNAMENT" STYLE FIGHTING GAMES
by Joe Santulli & Jess Ragan

Well, here's about the most comprehensive current look at the fighting game genre as you're gonna find. Jess and I rounded up most of the popular (and some unpopular) "tournament" fighting games and jammed them all together in this side-by-side comparison. The numbers you see are composite Jess/Joe/Liz ratings, although on a few we disagreed greatly, so MY numbers are shown (I'm the editor, dammit!).

A few notes of interest before you dig in: "Levels" refers to the number of backgrounds you'll encounter in the game, not the actual number of stages before you meet the final boss. "Accurate Impact" was important to us. It means "Do the blows, when they connect, look and sound like they hit when and where they should have?" You won't see this kind of category anywhere else, but you know what we mean.

Finally, keep in mind that this list was compiled in December 1993. By the time you read this, there are probably already countless numbers of new games in the genre. It won't die for awhile, although judging by the mediocrity we saw while comparing these titles side-by-side, I can't imagine how it will survive for much longer without some serious thought going in. No more clones of SF2! Ya hea me?!

TITLE	Graphics	Sound	Gameplay	Overall	# of Moves each	Special Moves	Chars. you play	Levels	Accurate Impact?	Cool End Boss?	Worth Buying?	Fatalities?	Our Two Cents
Art of Fighting (NEO-GEO)	8	8	6	6	18	3-5 ea.	8	8	YES	OK	NO	NO	First game to use scaling in battle, more distracting than anything else.
Clay Fighters	8	8	9	8	18	4-7 ea.	8	8	YES	NO	YES	NO	Highly original characters.
Deadly Moves	4	7	4	4	12	2-3 ea.	8	8	NO	NO	NO	NO	A dog - stay away at all costs.
Doomsday Warrior	5	6	6	5	16	2-3 ea.	7	8	YES	NO	NO	NO	Renovation product much like Fighting Monsters on the Genesis.
Eternal Champions	9	6	8	8	18	7-8 ea.	9	10	YES	YES	YES	YES	Interesting new techniques. Introduces some innovative concepts.
Fatal Fury (GEN)	8	7	7	7	15	2-4 ea.	9	6	YES	YES	OK	NO	Decent conversion nearly outdoes the SNES game.
Fatal Fury 2 (NEO GEO)	9	9	9	9	16	2-4 ea.	9	12	YES	YES	YES	NO	A "sleeper", possibly the best fighting game made.
Fatal Fury (SNES)	8	7	8	8	15	2-4 ea.	1 player:3 2 player:11	8	NO	YES	NO	NO	Good conversion, especially compared to World Heroes & Art of Fighting.
Mazin' Saga	7	4	7	6	15	1	1	6	OK	YES	NO	NO	Contains BOTH tournament and street-style.
Mortal Kombat (GEN)	7	6	8	7	18	2-3 ea.	7	7	NO	YES	OK	YES	Better in playability and gore factor than SNES version.
Mortal Kombat (SNES)	9	9	5	7	18	2-3 ea.	7	7	YES	YES	NO	YES	Better in graphics and sound than Genesis version.
Power Moves	7	8	5	6	10-15	2 ea.	7	7	OK	NO	NO	NO	Pretty "powerless" if you ask us. Very weak in this crowded field.
Ranma 1/2 Hard Battle	8	9	7	7	20	2-4 ea.	13 (with code)	12	NO	OK	OK	NO	Some interesting characters. Too cutesy for us.

TITLE	Graphics	Sound	Gameplay	Overall	# of Moves each	Special Moves	Chars. you play	Levels	Accurate Impact?	Cool End Boss?	Worth Buying?	Fatalities?	Our Two Cents
Samurai Shodown	9	8	9	9	30	2-4 ea.	12	13	YES	YES	YES	YES	An outstanding game! Home version has had blood removed.
Street Combat	4	4	6	4	15	2-3 ea.	8	8	NO	NO	NO	NO	Similar to Ranma 1/2. Slow, dull contest.
SFII Special (GEN)	9	7	8	8	40	3-4 ea.	12	12	YES	YES	YES	NO	Good translation. Only sound suffers in this version.
SFII Turbo (SNES)	9	8	9	9	40	3-4 ea.	12	12	YES	YES	YES	NO	Probably the one fighting game everyone MUST own.
TMNT Tournament (SNES)	8	8	8	8	24	2-4 ea.	10	10	YES	NO	YES	OK	Also features a "super move", a devastating attack only in tournament mode.
Tuff E Nuff	8	7	6	6	15	2-4 ea.	12	12	NO	NO	NO	NO	Lots of options, not much of a game.
World Heroes (NEO-GEO)	8	7	6	6	25-30	3-5 ea.	8	9	OK	YES	NO	NO	Mediocre at best. Seems contrived from start to finish.
Yie-Ar Kung Fu	7	8	7	8	16	none	1	11	YES	OK	YES	NO	One of the originals. Lots O fun.

THE PERFECT FIGHTING GAME

BY JOE SANTULLI

Although *Eternal Champions* (Sega) is far from the "perfect fighting game", I felt that many of the issues that fighting fans have had were addressed. There are no generic characters. The complicated direction pad gyrations have been removed. There is more than just a "strength bar" to whittle down. Still, with all of its innovations, there is so much more that can (and hopefully, will) someday be done to tournament-style fighting games. We all have our own definition of the "perfect" game. Here's mine.

Most of the things that made *SFII* a classic I would retain, like the dizzies, the combinations, the "character vs. character", and the special moves. *Mortal Kombat* introduced fatalities, which I hope are here to stay, but that's about all I would keep from that game. Throw in *Eternal Champions'* instant replay, simplified special move techniques, and practice mode. Now that we have a foundation, let me throw some of my

Eternal Champions goes a long way towards improving the fight theme, though it's far from perfect.

own stuff in.

Some of the things that make *Double Dragon*-style games so much fun are strangely absent from these tournament style games. For one thing, I'd like to see more weapons in the game. I'm not referring to the weapons adorned naturally like those the Turtles wield. I'm talking about baseball bats, chains, chucks, and (gulp) swords randomly placed on the playfield. Go beyond that - how about magic bracelets, grenades, or even blinding flashes? Make the characters have to race for them, or dare the other player to go for it! You want to add strategy to a fighting game? Throw in weapons and watch the battle really heat up.

Remember when we were kids and fisticuffs quickly turned into wrestling? Are the designers of videogames such wimps that they never experienced this? Add "grappling" to the game. Allow some wrestling techniques starting with the takedown. From that point, you could have a whole new set of moves, turning your 40-move games into 80-move masterpieces! Imagine driving M. Bison's head into the ground with a well-executed "snowplow"? How about delivering a "pile driver" to Johnny Cage to stifle that swelled ego? How cool would that be?

I'm also bored with the generic location backgrounds that inhabit every fighting game I've ever seen. Look, if I can

fight with a volcano in the background, why can't I fight ON a volcano? In battle, it's an advantage to be on higher ground than the opponent. Imagine a battle taking place up the side of a sloping volcano. This would be so easy to do, with little effort. Let's see the background play a more of an important part in the game. Add trees that you can use for defense, buildings that you can get into, and random elements like rain and snow to change the effects of certain techniques. How would a major

rainstorm affect Ryu and Ken's fireball?

Finally, let's get away from the generic fighters. Almost every SFII clone has a Ryu clone, a Blanka clone, and a Zangief clone. Games like *Samurai Shodown* and *Eternal Champions* are going in the right direction. I hope this trend continues. Who knows what kind of interesting new features may become mainstays based on individual characters?
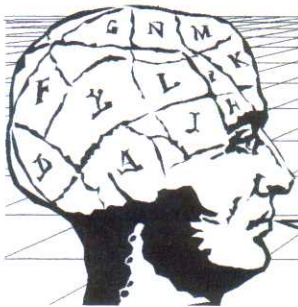
The Wacky World of AL
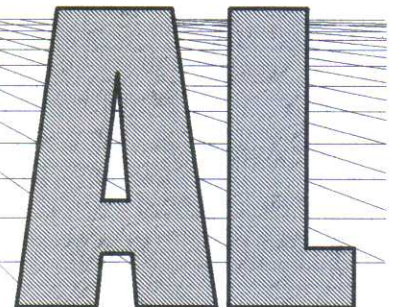
THE PGP-1
by Al Backiel

The PGP-1 exists in prototype format only. It is a unique Atari 2600 peripheral device built by Answer Software and was available directly through them for a brief time. Answer is probably best known for their 2600 game *Malagai*. The PGP-1 is in essence a *Game Genie* for the 2600. As a matter of fact, it operates quite similarly. The game you want to alter is uploaded into the module where it is stored as a source program. The program instructions can then be modified so that the game plays differently. Unlike the more sophisticated *Game Genie* which uses macro instructions, you must specify the exact address location in hex notation by using the special keyboard on the PGP-1. The current values of 4 consecutive addresses are given and can be individually changed.

I, along with one of my gamer friends, managed to each buy one from Answer Software (for a hefty price). I had to sign a document stating that I would not resell or copy it, or in any way infringe upon their proprietary rights. I, in turn received a letter stating that my unit was only one of twelve in existence. The rest of them, I assume, were review copies sent to people in the industry prior to starting up production. Both PAL & NTSC versions were made.

The PGP-1 console fits atop the 2600 and is brown and gold with white keys. There are two cables attached - one goes to a cartridge for the 2600 port, the other goes into the 2600 power receptacle. The power adapter cord goes directly into the PGP console. When you reset, the main system menu pops up showing the four options: Load, Read, Modify, and Play. The system came with four manuals: "The PGP Owner's Manual" (featuring *Combat*), and "Reprogramming Guides" for three different games (*Frogger*, *Demon Attack*, and *Malagai*). I haven't had time to go over all the documentation yet. You can do things like change colors, sizes, shapes, sounds, lives, difficulty, speed, etc. I was playing around with *Dolphin* and I hit upon a code which eliminates the seaweed barriers. This enabled me to always stay ahead of the octopus and jump up at the bird for points. Piece of cake! With this code, I achieved 300,000 points and received the hidden message "AMAZING!". I don't think I could have ever gotten that far without the cheat.

The major drawback to the PGP-1 is that it is probably limited to games up to 8K in length. Too bad. It would have been nice to cheat with *Taz* and finally get to see the mystery dessert!

raganomics   by Jess

WORLD ZEROES 2
YES, from everyone from Tammy Faye to Hitler, Bill Clinton to Richard Nixon, Rush Limbaugh to The ACLU — if they suck, they're here!!!
from Alpha's Bits // Rippo & Gyppo

raganomics   by Jess
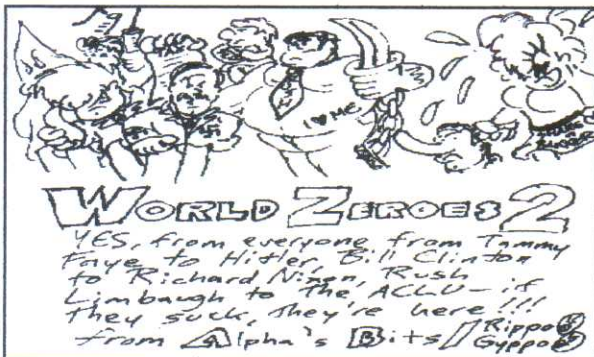
KANEKO
Ah... 10 frames a second. Just the way I like it!
9 out of 10 silent film stars agree... "Power Deadly Moves" is the undisputed king of tourney fighter carts.

JAGUAR First Impressions

BY EDWARD VILLAPANDO

For those of you who live in the New York or San Francisco area, you have a chance to purchase the world's first 64-bit game system, the Atari Jaguar. I myself have been trying to obtain one through a number of sources, but to no avail. I should have one by the time you read this, but I had a chance to play the Jaguar and its first four games on "Jaguar Day" at a local computer store. All of the games I saw were in prototype form except for *Cybermorph*, which was the production model. Here is a brief overview:

17 button controller - I found this controller to be very comfortable, sturdy, responsive, and the button placement very well designed. You can hold the controller with both hands and place both index fingers across the bottom for better stability. I played games for nearly one hour straight, and I really didn't get fatigued. The directional and fire buttons didn't put a strain on my thumbs.

Cybermorph - This game is the pack-in with the Jaguar. The game resembles *Rescue on Fractalus* (a LucasArts computer title-turned Atari 5200), in that you can guide your ship in a 360-degree environment, rescue stranded people and shoot down enemies. This game shows you that the Jaguar can manipulate polygon graphics with such ease. You guide your ship looking for pods which contain different items, while shooting any hostile enemies in sight. Your female sidekick often blurts out compliments and wisecracks. I found this to be more of an annoyance than anything. With 50 planets to explore, most people will be busy for quite some time. A rumor floating around was that a sequel to *Cybermorph* is due in '94, possibly titled *Battlemorph*.

Crescent Galaxy - This game probably had the best looking graphics of the four, although it was lacking in many areas. First, it doesn't have enough parallax scrolling backgrounds; second, there is no music during the game. The title screen and high score screen have a musical score, and the bosses have a slight tune, but very little elsewhere in the sound department. Third, the bosses do not flash when you hit them, although there is a life meter at the top. I just couldn't tell if I was hitting the boss in the right spot or not. If you own the Jag, you'll probably want to buy this game despite its shortcomings, as it has superior graphics, sharp resolution, and great detail & colors. Rumor of a *Crescent Galaxy 2* were also floating around.

Raiden - This game is a translation of the coin-op shooter. It's very colorful, lots of enemies on screen with no flicker or slowdown, and very good gameplay. The game just doesn't have enough to warrant the 64-bit status. *Raiden* must have been made for the Atari Panther, which evolved into the Jaguar. It looks like a good 16-bit game, but not a super 64-bit game. It has excellent gameplay, so shooter fans will want to pick this one up.

Evolution: Dino Dudes - Most people, including myself, didn't play much of this one, as we were anxious to get back to

BY JOE SANTULLI

After taking this part-time job at Electronics Boutique, I figured I would be lucky enough to be one of the first gamers to own a Jaguar, Atari's latest offering to the console wars. This 64-bit machine promises to deliver the goods. The hardware is cutting edge stuff, and side-by-side with the incredible 3DO, Atari seems to have covered all the bases.

I wonder why it is, then, that I don't feel so lucky after all? I mean, I DID get my Jaguar. It IS an incredible system... but I have a bad taste in my mouth. Maybe it's a fur ball. This Jaguar hasn't shown me anything to be impressed about yet. I could start with the glaring problems: Atari's tepid marketing campaign, their reputation in the industry, and the fact that to date they have less than 40 game developers, most of whom are European companies (we all know how terrific they are - look at their success so far!), but that would be all speculative. I just want to play good videogames.

So here I have this Jaguar, and a game called *Cybermorph*, and I borrowed *Crescent Galaxy* from a co-worker. Let's see what Atari has done for me so far.

Console Design - Well, the cartridge slot is like a huge funnel for dust. There's no covering whatsoever. I guess I'll invest in a dustcover if one becomes available before the port is clogged with the stuff. There's also something weird about the controllers. They feel uncomfortable. The buttons you control with your thumb are angled away from your hand, making the furthest button feel almost out of reach. My biggest surprise was the RF connector. It was the same exact one that Atari used in the 1970's when they packaged the Atari 2600 for the first time. No joking. Hey, hasn't somebody developed an RF that automatically switches to "game" when you turn the thing on? Fortunately, the NES RF works fine with the Jaguar. I've also heard that some units have the automatic RF enclosed, but I've yet to see one.

Cybermorph - UGH! This is 64-bit? I'll admit that this game does things that no 16 bit game can do, but who wants it? Isn't the 64-bit revolution beyond polygons? How about "photo realistic" landscapes! Enough of this crap! See my review on these pages.

Crescent Galaxy - UGH! This is 64-bit? Wow, those graphics are really impressive, but this game is a dog! It's bad enough that Atari chose a generic shooter as one of their initial releases. Did they have to rub it in by leaving out the things that make shooters fun in the first place? Where's the music? Where are the backgrounds? Is this a prototype?

Stereo - What gives? There's this whoppin' big opening in the back of my Jaguar, and nothing to put in it. Upon further investigation, I discovered that the stereo interface cable is only available directly through Atari. It's not free, either. So until Atari decides to send it to me, I'll have to listen to this CD quality music through my TV speaker. I'm really happy about that.

Enough whining from me already. To be honest, I have high hopes for the Jaguar. I'm really expecting that it's only because
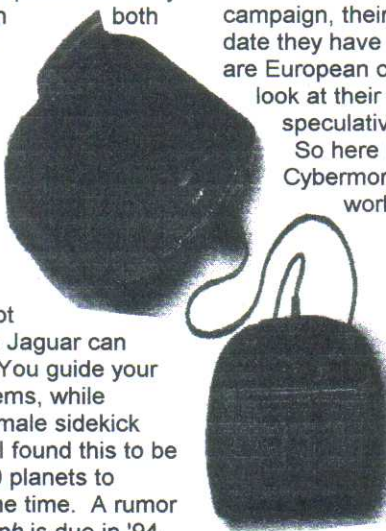
Cybermorph and *Crescent Galaxy*. It's basically the same as *Dino-lympics* on the Lynx. I didn't see enough of this one to comment on, but it didn't appear to have enough graphics to warrant the 64-bit status either.

To sum up, the Jaguar looks like it has so much more potential to explore. These are early games and it only gets better from here. Atari currently has 35 third-party developers signed up, and with the rumor that Capcom is this [ ] close to signing up (would you believe this [   ] close?), things are looking better every day for Atari. The fun is back!

I'm in a "test market" that most of these things are going on. When Atari gets ready to roll-out nationwide in January, they'll have learned a thing or two about the videogame business and how to please eager game players such as myself. From where I stand right now, however, the Jaguar is going nowhere unless somebody at Atari gives it the attention it deserves. And that includes getting some decent companies to make games for this system. Ya hear me?

BONUS POINTS!

THE GAMES WE'LL NEVER SEE (FIGHTING GAME EDITION)
by Joe Santulli

Fatty Bears Tournament Fighters (3DO) - In this raucus beat 'em up, you control any one of ten Fatty Bears characters in a grisly fight to the death. Showing off the 3DO graphics to the max, watch in amazement as you (literally) beat the stuffing out of your opponent. There's a charming "story mode", where you must rescue the magical kingdom from an evil tyrant by pummeling him into oblivion and spitting on his battered corpse. "Tournament mode" allows up to 32 players to take part in the game - well, actually, you have to "fight" 31 other players in real life so that you earn the right to use the one controller that's plugged into the 3DO. BONUS POINTS for beating the final boss (Barney the Dinosaur) into a pool of purple slime.

Immortal Kombat (Super NES) - Paying true homage to the original, *IK* features the bloodiest, goriest, deaths ever witnessed. There are NO regular moves - only fatalities! Yes! Rip out your opponent's head with spinal cord attached, and the head flies around and attacks you! Reach into the enemies' chest and pull out a heart... so what? There's plenty more organs where THAT came from! These battlers are not just supernatural anymore, they've learned the secrets of eternal life - and you can only win the battle when you've dismembered the opponent sufficiently enough to ensure that regeneration cannot take place. What fun! The floor even gets "slippery" when you coat it entirely with blood. No true fighting fan should be without this incredible game. BONUS POINTS for placing an enemies' disembodied head onto your own dismembered torso.

Sesame Streets of Rage (Sega Genesis) - The popular children's show is back and there goes the neighborhood! Since his last videogame, the power-hungry "Big Bird" has been resurrected from the grave by Grover and his horde of furry goblin servants. Big Bird's plan is to take over the 'Street, one block at a time! You (and a friend in co-op mode) stand in the way of his master plan, and you'll have to "clean up the trash" as they say. Fighting possessed frogs, pigs with deadly kick attacks, and the sex-starved "Snuffelupagus", who really wants to "snuff" you! *Sesame Streets of Rage* also features terrific bosses, from Oscar "The Grouch" to Ernie "The Pimp" and Bert "The Dealer". Beat them all and earn your way to the grand finale - a showdown with Big Bird and a lesson on tying your shoelaces. A real gem. BONUS POINTS for driving a stake into "The Count"'s heart.

Worldly Heroes (Super NES) - Wow! The first fighting game where no punches are ever thrown! These cerebral combatants really have nothing against each other. They've been everywhere, seen all there is to see, and lead peaceful, fulfilling lives! Play any of 12 gentlemen as you strive for knowledge and spiritual inspiration. Get together with a friend and try to solve some of the game's more intricate levels. These guys really know how to ponder! *Worldly Heroes* is one of SNK's "Mega-Shock" games of over 100 meg, and it shows in the game's incredible graphics (see the balloon ride across the Nile River) and the sound (over 100 popular opera tunes!). There's some buzz about a *Worldly Heroes II* to be released later next year, but not before SNK's highly anticipated Japanese/Western dance blockbuster *Samurai Hoedown*. BONUS POINTS for beating the Jeopardy champion boss.
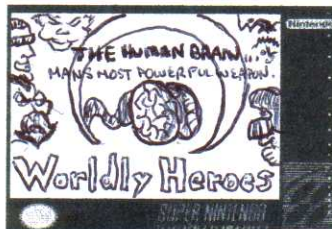
RANDOM REVIEWS

CLAY FIGHTER

Super NES				Interplay				Fighting		

Element	Joe	Kevin	Bill	Karl	Liz	Jess
Graphics	8	9	9		9	7
Sound	9	8	9		9	8
Gameplay	9	9	9		9	5
Overall	9	9	9		9	5

Simultaneous Multi-Play	Saves Data to Cart
Significant Game Ending	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

JOE SANTULLI
THROWING THE
JABS

A few issues ago, you may recall that I named *Clay Fighter* the best game at the 1993 Summer CES in Chicago. Well, my fine friends, I'm now naming Clay Fighter the best SNES game for 1993. What does it take to win such a prestigious award? Hard work, close attention to detail, and lots of bells and whistles. *Clay Fighter* is all of that. To me, a borderline fighting game fan, this game presents itself as both a spoof of and homage to *Street Fighter II*. With the pile of tournament style games imitating *SFII*, how many can you honestly say have memorable characters, razor sharp gameplay, and superb graphics and sound? I can say that of *Clay Fighter*, although I'll be the first to admit that it still falls shy of *SFII*'s standard.

The best thing about this game is it's cast. Each character is remarkably different, with varied personalities.

Some examples: "Bad Mr. Frosty" comes across as a mean-spirited bully that wants to pummel you into oblivion. On the opposite side of the spectrum, "Taffy" is a mutated piece of candy that seems out of place here - his attack cry sounds more like Curly from The Three Stooges than any street fighter I've heard. "Ickybod Clay" looks evil - he's got a ghost's body and a pumpkin head. "Blue Suede Goo" on the other hand, is Elvis, circa 1973. Not only is he non-intimidating, he looks like an absolute pushover. Until you get hit with his hair.

You might think that the novelty of this game would wear off and you'll eventually end up playing another second-rate game as your *SFII* backup, but that's far from the truth. This game plays remarkably well. Many of the directional gyrations common to fighting games (like Ryu's fireball maneuver) are

used here as well. The graphics and sound are crisp and clear, and because of the relative simplicity of the character's shapes, you can always tell what's going on onscreen. Little graphic details like facial expressions, clay bits flying from a body when hit, and speech all make this as good a fighter as you're likely to play. On top of the excellent mechanics, you can set the speed anywhere from 1 to 8, and the skill from easy, normal, and hard. It's a cakewalk on the easy setting, but play on hard with even a slow speed, and you'll wonder how these "toys" ever got so ferocious.

A few little side-notes: this is the first time I've ever heard a song with lyrics on a cartridge game. The version I saw in June had a bouncing ball following the words. Now, a band belts out the song. There's also been some changes with

The circus theme of this game is great! Each character is memorable, but the game is like SFII as far as the moves go. Overall, a very fun game to play.

L. Santulli

I found this hype-fest to be sloppily designed, extremely primitive structurally, and generally painful to play. Not the SFII killer it was portrayed to be.

Ragan

Collector Notes

In every videogame household there should be at least TWO fighting games: one is *SFII Turbo*, the other should be an interesting spinoff. *Clay Fighter* keeps the same play mechanics but throws some interesting characters into the fray.

Power Users

Learn your combinations!

Origin

Make no mistake that *Street Fighter II* was the inspiration for this game, right down to the swivel-moves you'll need to master to pull off special techniques.

TMNT Tournament Fighters

Super NES   Konami   Fighting

BY BILLATELLO SCHULTZ

Element	Joe	Kevin	Bill	Karl	Liz	Jess
Graphics	8	9			8	8
Sound	7	8			8	9
Gameplay	7	8			8	7
Overall	7	9			8	9

Simultaneous Multi-Play	Saves Data to Cart
Significant Game Ending	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

You know, it never fails to amaze me how a company can create what should be the same game for two systems and instead produces one game that is excellent and one game that (for lack of any other way to put it) ....Sucks!

Well, Konami has accomplished this amazing feat with not too much trouble. *Teenage Mutant Ninja Turtles: Tournament Fighters* is the Jeckyl and Hyde of cross system game production. The SNES version of the game ranks right up there with *Street Fighter II* as one of the best fighting games to come down the pike in a long time. Meanwhile, the Sega Genesis version can only be described as pitiful. Gang, this one ranks right up there with *Deadly Moves* as one of the truly lousy fighting games produced for the Genesis. Let's take a look at these carts side by side and see what makes the SNES version

so much better than the Genesis version.

First let's compare what I consider the most important aspect of any game, graphics. The Genesis version of *Tournament Fighters* is very plain. The detail of the backgrounds is good, but kind of flat, while the characters seem small and lack detail. The SNES graphics are on a level with *Street Fighter II*. The backgrounds are highly detailed with flashing lights and other types of movements. The characters are really detailed. You can see the muscles in the legs of your favorite turtle and the mutant opponents are really cool looking.

Sound is really important in setting the mood for any game. Seemingly, Konami didn't really feel it was all that important for the Genesis version because the sound is terrible. When the Turtles say COWABUNGA! or any of their other

catch phrases it's practically unintelligible. The soundtrack was really weak too. The SNES version was nothing less than suberb. All of the voices are quite clear, as are all the sound effects. The soundtrack comes across really well. For this version, at least, Konami pulled out all the stops as far as sound goes.

Now onto the comparisons in gameplay. SNES wins this hands down over the Genesis as well. I want to go on record right now as saying I <u>hate</u> the SNES controllers, all those buttons drive me crazy. This wasn't a factor for *Tournament Fighters*. I was able to throw any move I wanted easily and effectively. I had a lot more trouble with the Genesis controllers. The controls felt very sluggish and made the characters harder to control. There also seemed to

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Let's put an end to this game Konami is playing with Genesis versions! The SNES game is engrossing. Buy this game used and prevent Konami from adding to their sizable wealth!

RAGAN

Either I'm getting really numb on these games, or I'm missing something important. I don't think this is that great. It's a good game, that's all.

J SANTULLI

Collector Notes

Most people will enjoy this fast paced fighting game. It doesn't detract from any collection. On the other hand, do you want to pay $67.95 for another SFII wannabe? Stay away from the Genesis version at all costs.

Power Users

Keep your eye on the "rage gauge"! If you see your opponent about to blow, lay off... if the gauge fills up, a fatality (yours) will inevitably follow.

Origin

Uhh... It's SFII again, isn't it?

River City Ransom

NES		American Technos			Fighting	

JESS RAGAN ENFORCING THE RULES

Element	Joe	Kevin	Bill	Karl	Liz	Jess
Graphics	9		9	8	8	9
Sound	8		9	8	9	8
Gameplay	9		10	9	9	9
Overall	9		9	9	9	10

Simultaneous Multi-Play	Screen Date to Cart
Significant Game Ending	Hidden Areas
Variable Skill Levels	Non-Linear Gameplay

It simply perplexes me that Ed Semrad & many of the pundits of the industry have come down so hard on the NES, the very ship which sailed gaming across the turmoil of customer disgust to an environment more advanced and complete than any other in its time. Some of the world's best cartridges are available only on the NES, and the classics we enjoyed in the early 80's were finally done justice with its advent - you simply can't compare Bandai's *Galaga* or Konami's *Gyruss* to the clearly inferior efforts from the ColecoVision or any of Atari's ill-fated consoles. While today's games - breathtaking audiovisuals and all - invariably bore us to tears in a matter of days or even hours, the NES' kept us entertained for months on end. THIS is the thanks we give it for yanking our hobby out of the tar pits of obscurity and treating us to the

largest selection of high quality software of its (or, arguably any other) time? You're so gracious! Peckers.

Anyway, *River City Ransom* by renowned fighting game programmers American Technos, is just one of the many NES titles that exhibit the high audiovisual standards, innovation, and nearly infinite playability that characterized the system. Patterned loosely after the *Double Dragon* games, *RCR* has its origin more deeply rooted in *Super Dodgeball* with its pudgy characters and quirky, yet hard-hitting action. Bits of role-playing come into play with the huge array of items available to augment your character's status. These things round out what could have been another me-too side scrolling beat 'em up.

RCR brilliantly flaunts the playability and replay value that made the NES a

household name. Two players can join together to explore the many interconnected brawl locales which make up River City, and thrash the gangs and their bosses - resulting in some humorous exclamations (i.e. "Mommmiiieee!"), if a thug has the good fortune to escape. All kinds of painful weapons, including lead pipes, brass knuckles, and tires (which can be hopped upon and ridden!) can be picked up to mutilate your opposition, and for the bloodthirsty, there's always those delightful times when your friend's back is turned and a nice gaping pit is just inches away...

OK, so it's not up to par audiovisually with a game like *Streets of Rage 2*. Big deal! *River City Ransom* can take on any 16-bit fighting game and emerge victorious in the long haul. Screw the

> Hopefully, someday, someone will look back at this game and say, "Wow, why did they ever give up on this system?". RCR is one of those rare gems that will remain timeless.

J SANTULLI

> This game reminds me of *Double Dragon*, but with more attention to the storyline. The action is just as good as any of its ilk.

YOUNGMAN

Collector Notes

You can buy this game for under $6, and there isn't a better buy ANYWHERE in video game land.

Power Users

Clobber bosses continuously to get the $$$ you'll need for power ups, then make "stone hands" your first major purchase. Look for hidden areas in the tunnel and school by pressing up against the walls.

Origin

A derivative of American Technos' *Double Dragon*, if you hadn't guessed by now, but with characters that look more like those from *Super Dodgeball*.

Double Dragon

Atari 7800	**Activision**	**Fighting**

BY KEVIN "I WANT BLOOD" OLENIACZ

Element	Joe	Kevin	Bill	Karl	Liz	Jess		
							Simultaneous Multi-Play	Saves Data to Cart
Graphics	8	8			9	8		
Sound	6	6			7	7	Significant Game Ending	Hidden Areas
Gameplay	8	9			7	?		
Overall	8	8			7	?	Variable Skill Levels	Non-Linear Gameplay

Before the overabundance of *SFII* "tournament" style games, *Streets of Rage* and *Final Fight* were the kings. The roots of these excellent fighting simulations can be traced back to *Double Dragon*, an arcade translation. Although *Double D* is simplistic by today's standards, it still packs quite a punch in the fun factor and replayability category.

A common plot is revealed: rescue your girlfriend from a gang terrorizing the city. Rely on martial arts skills as you kick and punch your way through four locales: the city streets, industrial areas, the suburbs, and finally inside the forboding Black Warriors' HQ. Battle it out among a slew of henchmen before your final showdown with the dreaded Shadow Boss, overseer of the underground operation. Defeat him and your reward is your girlfriend as well the strong admiration from your fellow gamers.

Jump kicks, elbow punches and head butts are your specialty moves. Advancing to the fortress is no easy task, as one must contend with thugs wielding knives, whips or bats. Some enemies employ tactics as they try to surround your character and pummel him to death. Don't waste time as a time limit is on the side of the Warriors. To add to the pressure, the mission must be accomplished only with your three original lives.

My main complaint is the animation. Although each move is smoothly executed, the group of enemies appear to share the same moves - even though you're assaulted by several different types of thugs. The characters are very small and stripped of a good deal of detail. On the plus side, a 3D-ish environment is supported by richly detailed backgrounds. A city skyline looming over the streets and garbage littered throughout alleys are two prime examples.

Although limited in moves, the lack of variety does not detract from the gameplay. This is the forerunner of today's fighting games. If you're tired of twisting the stick six ways and pushing multiple buttons in order to execute a single move, give *DD* a try. I guarantee satisfaction.

Just as much fun as the arcade. Lots of heads bashing and bodies being thrown around. Yes, this is my kind of game.

Schultz

Definitely a second choice to the Nintendo Double Dragon, but still pretty good. The backgrounds have the best graphics.

L Santulli

Collector Notes

The Digital Press Collector's Guide (2nd Edition) lists Double Dragon at $15. Now that most toy stores have unloaded their 7800 stock, expect to see the price go up in the next year or so. A good find.

Power Users

Try to attack as often as possible while the opponent's back is to a pit or edge of a building. You'll finish him/her off much more quickly if you can knock him/her over the edge.

Origin

Double Dragon is the originator of the street-style fighting games, but *Kung-Fu Master* is an earlier game that influenced *DD's* technique.

Golden Axe 3

Mega-Drive   Sega   Action/Fantasy

BY KEVIN
OLENIACZ,
MASTER AT ARMS

Element	Joe	Kevin	Bill	Karl	Liz	Jess	Simultaneous Multi-Play	Saves Data to Cart
Graphics	7	9	7	7	8		Significant Game Ending	Hidden Areas
Sound	7	8	6	6	7			
Gameplay	9	9	8	6	8		Variable Skill Levels	Non-Linear Gameplay
Overall	8	9	7	6	8			

Of the trio of medieval combat simulations, this is arguably the best of the bunch. The main theme of hacking and slashing your way through eight scenes spills over from its predecessors. In this installment there are four characters to select from. Gillius Thunderhead, the dwarf, is regretfully absent. However, he has a cameo role at the intro as he sends your characters on his/her mission: defeat the evil lord and rescue the princess. Each character unleashes their own three-tiered magic. The two mainstays, Ax Battler (water magic) and the babe Tyrus Flair (fire magic illustrated by a cool dragon's head) are joined by a werewolf (lightning) and a bulky manlike beast (earth).

The most significant addition is the option of selecting your route to the castle. By following the extreme high or low paths in consecutive games you'll interact with all of the scenes. As an added touch, some of the bosses are unselected characters afflicted by an evil curse.

Some of the scenery is rich in detail and overall the graphics are definitely a significant improvement over the first two installments. The music is turned up a notch as are the sound effects, as more realistic screams replace very undesireable "blahs" from *GAII*. It is also possible to interact with the background. Release prisoners tied to stakes and destroy signs. Smashing open barrels and crates could reveal magic pots or foes.

In the original, one conked scurrying little elves on the head to obtain magic pots or meat which restores strength. This has been revamped. Elves may drop down on chains, stick their hands out from the ground, or may tease you by tossing meat among each other and dare you to snatch it away from them. They could also appear in the heat of battle. The duel mode has also received a major facelift. Instead of fighting with foes from the game, you battle it out with the characters and with an eagle, a recurring boss.

So far I've only stated the positive points. Not for the undesireables. Like its predecessors, the game doesn't provide a decent challenge. Just observe patterns and duplicate your moves over and over again until you come across a foe who can defend against it. You can perform some really cool moves, such as shooting fireballs, but they are very difficult to perform, as they require perfect rotation of the directional pad along with button combos. Riding atop a dragon which

> Pretty good, but could have been better. It doesn't seem like Sega put much effort into either of the last two *Golden Axe* games. Not a must-have.
>
> *Schultz*

> I grow weary of these games. Let's put an end to the *Golden Axe* series and get on with our lives, already.
>
> *Youngman*

Collector Notes

If you own the other two *Golden Axe's*, you have to have this one! Better than a rental, this game will keep you busy for a while. It's like the *Streets of Rage* for the medieval buff. Stands proud in any collection.

Power Users

To defeat the final boss, ignore the knight flunkies and constantly use jump kicks. On my first confrontation, I wasn't even forced to use up the magic.

Origin

The original *Golden Axe* was a popular arcade translation, and helped promote the Genesis in its infancy. The game itself is an offshoot of *Double Dragon*, where players "team up" against the forces of evil.

RaNDOM reViEWs

ETERNAL CHAMPIONS

Sega   Genesis   Fighting

BILL SCHULTZ, CHAMPION ETERNAL

Element	Joe	Kevin	Bill	Karl	Liz	Jess		
Graphics	9	9	5		8	7	Simultaneous Multi-Play	Saves Data to Cart
Sound	7	8	4		7	6	Significant Game Ending	Hidden Areas
Gameplay	9	9	6		8	4	Variable Skill Levels	Non-Linear Gameplay
Overall	9	9	6		8	6		

Eternal Champions seems to be a hybrid cart from the guys and gals over at Sega. *Champions* takes elements from *Street Fighter II* and *Mortal Kombat* to give gamers what may seem to be the ultimate fighting game. In my opinion they fall way short of coming close to the level of the aforementioned games in terms of overall playability and fun. I have to come right out and say I did not enjoy this game at all! I love carnage and all that good stuff and even though *Eternal Champions* has enough gore and action to satisfy most gamers, I found it to be very boring.

It is recommended right on the package to play *Eternal Champions* with Sega's six button controller. This kind of annoyed me because a) I don't have a six button controller and b) I really don't feel Sega should make gamers have to buy another type of controller to play any

specific game. So I had to switch between high and low moves by hitting the start button, which flips the moves back and forth. This wasn't a big problem and I won my fair share of matches but it does take away from the overall gameplay. Another thing that really disturbed me about *Eternal Champions* is the graphics.

When I first saw the advertisements for *EC* I thought "Finally a decent fighting game for Genesis with great graphics and big characters!" Wrong. The backgrounds for the cart are, in my opinion, no better than those for *Teenage Mutant Ninja Turtles: Tournament Fighters*. The only really striking background is when you're fighting Shadow on the rooftops in front of a huge flashing neon sign. As a matter of fact one of the coolest death sequences I have ever seen on a cart

happens when you throw your foe into the neon sign and electrocute them. I wasn't impressed with the overall size of the characters. They are not as big or as striking to look at as the *Street Fighter II* gang. They lack detail and seem to be on the grainy side. Graphics are real important to me and *EC* doesn't deliver the goods.

The sound quality of this cart is average at best. There is nothing out of the ordinary outside of your usual death shrieks and attack cries. The music is a poor variation of any of the fifty thousand fighting game on the market. This is too bad because when the score is good, as I have said many times before, it really gets you into the game.

One of the things I <u>liked</u> about *EC* were the characters. Sega went all-out to give the characters some interesting

(Continued on page 19)

> EC is hurt substantially by sloppy execution & grainy, "did I see Dana Plato?" visuals. A wealth of great ideas, but the solidity and polished graphics are missing.
>
> *Ragan*

> The gameplay is on about the same level as *Street Fighter II*, without a six-button controller it's a hassle to play. A good deal of background animation here.
>
> *Oleniacz*

Collector Notes

$63.99 is a hefty price tag for a Genesis game. As you can see, our staff has very different opinions about this game. Use your head - rent it first.

Power Users

Don't bother draining the inner strength from the computer - use yours instead. Take speed over power to win more fights. Remember that each screen has its own unique fatality. Find them all!

Origin

Finally! A tournament game that doesn't emulate *SFII*'s play mechanics! Still, *EC* borrows heavily from both *SFII* and Mortal Kombat, and remains original.

Digital Press 17

Vigilante

	Turbografx-16		NEC				Fighting

BY KEVIN OLENIACZ IN A POOL OF BLOOD

Element	Joe	Kevin	Bill	Karl	Liz	Jess	Simultaneous Multi-Play	Saves Data to Cart
Graphics	8	7			6	8	Significant Game Ending	Hidden Areas
Sound	6	5			6	7		
Gameplay	4	4			5	4	Variable Skill Levels	Non-Linear Gameplay
Overall	4	4			5	5		

Since NEC claimed their Turbografx was a 16-bit system, I believed Vigilante would favorably compete with the early 16-bit carts *Streets of Rage* (Genesis) and *Final Fight* (SNES). After my initial play session, expectations sharply plummeted to earth.

The premise is a familiar one: Your girlfriend has been kidnapped and it's up to you to rescue her by battling through five stages set in the city. To obtain your goal, rely on a very limited arsenal of moves consisting of generic kicks, punches, and a sweep kick. Only one weapon is at your disposal, a chain (nunchaku). Using this slightly increases your effectiveness but decreases victims' point values. A majority of the enemies are brainless clones who simply run right into your fists or feet.

Allow one to get by and he'll quickly drain your strength; not by a flying kick, a dramatic spinning combo, or even a simple punch, but merely by grasping your fighter. Only a handful of these ruffians wield weapons or ride motorcycles.

Right off the bat one notices the absence of a highly valued feature essential to a top-notch fighting game: dual player interaction. The backgrounds are sharp and well-defined: they range from a junkyard to city streets. Regretfully, this is the highlight of an otherwise drab programming effort. Your character cannot interact with the background, while certain enemies can (i.e. hopping onto fences and car rooftops). Restricted movement is another drawback, as only jumping and horizontal travel is allowed. 3-D

effects are not incorporated into the action. Limited effects, scratchy laughs and music, and undesireable "ugh'"s cover the audio spectrum.

After checking out *Double Dragon* on the 7800, I anticipated a great deal more from this contemporary endeavor. The absence of a multiplayer option, limited moves and enemies, and very short, unvaried levels just won't cut it in this modern era of ultra-cool characters sporting theatrical attacks. Want to interact with a state-of-the-art fighting game? Take my advice. Purchase a SNES or a Genesis. NEC's Turbografx-16 falls flat on its face with regard to games of this genre.

The graphics are pretty good, but that's as far as it goes. The large characters are welcome, making it a much better Turbo Express game than a Turbografx-16 game.

J Santulli

We don't play the Turbografx-16 much anymore, and this is one of the reasons why. The first fighting game for the system was boring to play.

L Santulli

Collector Notes

THE GOOD NEWS IS THAT YOU CAN GET THIS GAME NEW FOR ABOUT $15, MAYBE EVEN $10. THE BAD NEWS IS THAT YOU MAY NOT SEE THIS GAME ON STORE SHELVES FOR MUCH LONGER.

Power Users

YOU MUST FACE A CRONY BEFORE TACKLING THE FIRST BOSS. KNOCK HIM OUT WITH A FEW QUICK JABS. EMPLOYING SOME SWIFT BASIC KICKS, PIN THE BOSS AT THE EDGE OF THE SCREEN AND FINISH HIM OFF.

Origin

Vigilante APPEARED IN ARCADES SHORTLY AFTER *Double Dragon* BECAME POPULAR. ITS BIGGER CHARACTERS LURED SOME PLAYERS AWAY, BUT IN THE LONG RUN THIS GAME WAS FORGOTTEN.

RaNDOM reViEWS

CLAY FIGHTER

the moves, which leads me to believe there may be some "hidden" in the game somewhere. I haven't found them yet, but I'll let you know if I do.

I really dig this game. It has supplanted *Fatal Fury II* as my fighter of choice, sharing the shelf with Sega's Eternal Champions. I have yet to decide which will be the long-run favorite. Both have excellent replayability qualities, but entirely different themes.

TMNT TOURNAMENT FIGHTER

be more slowdown with the Genesis version, while the SNES version was smooth with virtually no slowdown when using fast or combination attacks on your opponent.

Perhaps the biggest distinction between both carts is in the options. Both carts offer your standard options of increasing number of lives, bout time, and all that stuff. That is where the similarities end. The Genesis cart has you choosing from eight contestants, four of which are the Turtles. The other combatants are April O'Neill and three mutants. NO SHREDDER! That is sacriligious in a turtle game. After you choose your man or woman, you get to go to alien worlds to fight one of the other seven characters you didn't pick. Pretty lame, and done in way to many games in my opinion. The SNES version gives you Shredder, a different female opponent, and four really cool mutants. There is a regular tounament mode, a story mode which links the tournament fights into a cohesive storyline surrounding the kidnapping of Splinter and April. A watch mode lets you observe the tournament from beginning to end. Finally, there is the versus mode which lets you kick the shell out of your best gaming buddy.

The SNES version offers a gamer way more in the way of fun and challenge to the veteran fight maven than the Genesis version. I played the Genesis version and was completely bored after twenty minutes. I stopped playing the SNES version after two hours because I was afraid I was going to smash my controllers. It was awesome - second (barely) only to *Street Fighter II Turb*o. I don't why Konami made both games so radically different but I don't think that the Genesis got a fair shake and was treated as the inferior system. I'm glad I have both systems, because people with only Genesis get a raw deal. Hey Konami, what happened to giving people their money's worth no matter what system they own? Genesis-only owners should be really pissed, I know I'd be! Now go kick some shell!

RIVER CITY RANSOM

16, 32, and 64 bit revolution! Few games for any of these formats exhibit the omni-enticing play that *RCR* and the NES deliver. Do yourself a huge favor and dust off the old workhorse and one of these beauties. The NES may have had it in the sales department, but that makes it all the more viable to Digital Press - and especially to me - as the one system you must buy this year.

GOLDEN AXE 3

shoots ground-based fireballs is a good idea, but saddling the other beasts produce an ordinary "jaw lashing" or a dragon sticking out its tongue. Lastly, the ending (how appropriate): the ending stinks! Just receive a congratulations, your rating, and an illustration of the path you've followed. to quote the conclusion "the warriors must journey again to find true peace and the Golden Axe". Does this mean a *GA IV* is in the works?

For those readers who have *GA I* and *II*: I believe this installment contains enough new twists so that you won't feel cheated out of $50 - $60. For those of you who don't own either of the predecessors, don't pass this one up!

ETERNAL CHAMPIONS

backgrounds and some really killer moves and attributes. I played Xavier (a wizard) who specializes in Hapkido Cane Fighting and Midknight, a bio-chemist turned mutant Vampire. Xavier has some really wicked moves and the cane helped me kill opponents without having to get too close. Xavier can also change his cane into a dragon and hurl it at his foe, or even use magic to change his foe into one of the other *EC* characters! Midknight is your typical psychotic evil vampire who can drain the life force from his foe, has the strength to slam someones head through the ceiling, and can evev hypnotize an opponent with energy bolts from his eyes. Hey - anybody who can change into a bat is alright in my book. All specialty moves were pretty easy to get off and are fun to watch. All nine characters are well thought out and have great powers and specialty moves. For example, Blade's flying buzz saws are way cool, you can cut your opponent to pieces with this attack.

I don't know if I expected too much or was just hoping that *Eternal Champions* would be the game to finally bury *SFII* and put Sega in the forefront of fighting games. However the views on how good are really varied. Joe ' Game Guru ' Santulli loved this cart while I didn't really enjoy it all that much. I have to give Sega credit for being amitious enough to try and combine the elements that made *SFII* and *Mortal Kombat* such a hot fighting cart. This is a game you should rent before you buy. In parting, I would like to pose this question to all you fight mavens out there: When is a really great fighting game going to topple *SFII* on the Genesis?

RaNDoM reViEWS LITE

WHERE WE PRESENT GAME REVIEWS WITH MORE TASTE BUT ONLY HALF THE CALORIES!

BASKETBRAWL
ATARI, FOR ATARI 7800

Basketbrawl is a no-rules game of basketball. The object of the game is to outscore the opposing team, but that's not going to be easy. You can choose one of six different characters who each have their own strengths and weaknesses. If you win, you can travel to three different courts and battle different thugs on different turf. The graphics are pretty good for this system. The characters are large, detailed, and distinctive. The animation is decent, too, although the sounds are about average. The basketball bouncing, power-up sounds, and punches are about all you'll hear. At least this version tops the Lynx.

- Edward Villalpando

BASKETBRAWL
ATARI, FOR ATARI LYNX

About the only thing I like about this game is the title screen music and the cool multiple intros. That's about it. *Basketbrawl* for Lynx doesn't offer much in the way of B-ball or fighting. The graphics are small, and it's hard to tell which player you are, especially when you're fighting, as sometimes you cannot tell if you are hitting your opponent or getting hit yourself. There is no music during the game, and the sounds are rehashed from previous Lynx games. If I have to play this kind of game, I'll play the Atari 7800 version instead.

- Edward Villalpando

CYBERMORPH
ATARI, FOR JAGUAR

I have a lot off things to say about this first Jaguar title, none of them good. I'll try to contain myself and look forward to what the Jaguar will hopefully offer in the future. After playing *Cybermorph*, I'm more uncertain than ever about Atari's commitment to videogamers.

Graphics consist of multiple polygon-formed objects, much like *Starfox*. No texture, not a whole hell of a lot of color, and serious lack of detail. The sky is empty, the ground has no detail, and the enemies simply don't have the same character that made the bad guys from *Starfox* so memorable. The sound is difficult to comment on - Atari neglected to include the hookup for stereo sound with the unit. As a result, the tinny sounds contained within my television speaker sounded no better than the

LAST system I had to listen to through the TV - the Atari 7800. I also noted a lack of music. The gameplay could best be described as a turbocharged Commodore 64 game from England. I'm sure I've played a game on the C-64 just like this, where you wander around a vast landscape picking up pods while stupid kamikazee aliens storm around trying to block your progress. And, much like those games from England, the quest is long

64-Bit, my backside!

and hard. If *Cybermorph* were any fun to play, that would be okay. It's not. I should also mention that this game has some weird "view" options. You can opt to view the action from any side of the ship, including the front and back. I should also point out that you can't actually use these views without crashing into a mountain or an oncoming formation of enemy fighters.

I'm as enthusiastic as any game player. But I gotta say it: *Starfox* is <u>ten</u> times better than this game - and *Silpheed*, a game that I really thought was all glitz, is easily superior to *Cybermorph* in terms of graphics and sound. So what gives here? To all prospective buyers of the Jaguar: hold out as long as you can. More games are on the way and they should tell us a great deal more about what the Jag is capable of. Big time game companies are watching closely to decide if they want to produce for this system. Three or four more games like *Cybermorph* <u>will</u> bury Atari. Wait and see!

- Joe Santulli

DRAGONBALL Z
FOR SUPER FAMICOM

While *Street Fighter II* mania is the current rage in the U.S., this overseas clone has a good deal to offer. A lengthy character selection is comprised of both humans and semi-humans. Each shows off their own complex moves. Compete in computer mode, dual player mode, or in a tournament. Each character is well-drawn and reflect some personality traits, seen in their threatening screams and body language. However, the animation is not exactly top-notch, and the various backgrounds (selectable) are bland and generic. The special appeal comes via a split-screen playfield when the two combatants move far away from one another. This ability to fight across a great distance as well as from the skies is an unusual and welcome feature in a tournament style fighting game. A pro mag raved about this. Frankly, I found it to be a bit annoying. Overall, however,

Dragonball Z is definitely worth a few plays, but doesn't fall into the same class as *Street Fighter II*.

-Kevin Oleniacz

DRAGON'S LAIR
READYSOFT, FOR 3DO

The 3DO promises to be one of the premiere systems of 1994. Although the industry assured consumers that over 25 titles would be available for the system by the end of the 1993, it looks like half of that will be realized. One of the better titles I've played is *Dragon's Lair*, based on the laser disc coin-op of the early 80's. The 3DO does a great job at reproducing the graphics of the arcade classic, and a fair job at the sound (lots of the original's sound is missing). Where the home version is noticeably inferior to the original is in its gameplay, but this doesn't detract from the overall thrill of playing *Dragon's Lair* at home. The real problem with the conversion is that your movement responses do not make that "bonk" sound you heard in the arcade. As a result, you can't really tell if you moved at the wrong time or just selected the wrong move when you screw up. There are two complete scenes missing on the 3DO (the "Burning Ropes" and "Plummeting Platform" levels) which is odd. Players who have reached the final stage in the arcade will also notice that the mirrored levels (playing some levels from the left AND right side) are also missing at home. Still, the home version is impressive enough to make any *Dragon's Lair* fan drool.

- Joe Santulli

DOUBLE DRAGON
TELEGAMES, FOR ATARI LYNX

Here we go again! *Double Dragon* has been on just about every current system, and now the Lynx version is finally (!) here. The instruction book does not give a story, but it's the same as usual. Your girlfriend has been kidnapped and it's up to you to get her back. There are four levels you must clear in order for you to rescue her. The graphics on this game are excellent. The characters are a half screen high, detailed, and well animated. The music is also very good, considering this is on the Lynx. The moves are easy to use, as are the controls. The levels are too short, however, and there are only four of them. Most players can finish the game within two days. There are also three skill levels, so you can move up a notch for more of a challenge. A quirk: there are some hesitations that occasionally affect gameplay, but mostly happen when you are thowing an enemy. All in all, a decent beat-em-up.

- Edward Villalpando

CHUCK NORRIS SUPERKICKS
XONOX, FOR ATARI 2600

You are Chuck Norris and you're trying to rescue a famous world leader who is being held captive in an ancient monastery by ninjas. You begin your journey by following a path. When you reach a fork in the road, pick any direction. It doesn't matter which. You will soon be confronted with successive bands of karate experts. You start out as a white belt and progress to the rank of black belt. The game is quite stingy with time, so you can't fool around too much. Each level/opponent requires specific techniques to defeat. No gore, they are just knocked off the screen. There are three offensive moves: thrust kick, punch & superkick. The superkick is a somersault ending in a power kick. This move (my favorite) was pretty advanced for its time. There are two defensive actions as well, both are a last resort since precise timing is needed. The moves (direction + fire button combos) can be confusing until you get familiar with them.

This game is fun but it can be frustrating at times. After each encounter you may come to a roadblock (randomly, I think). You then have to turn around and try a different route. Alas, you have to repeat the last screen. When you get nailed by the stars, the enemy count starts all over again. You must keep off the grass (I didn't see any signs!) or you'll eat up the clock. When you finally reach the monastery, things get even tougher because the ninjas can turn invisible. The manual has a "?" under "# to defeat". I swear I must have done away with over a dozen consecutively before time ran out. I wonder if there is a final screen in which you actually get to see the final rescue? I'd like to hear from any gamers who've managed to finish this entertaining title.

- Al Backiel

PHANTOM FIGHTER
FCI, FOR NES

Competence from Pony Canyon... now I've seen everything. It's not great, but *PF* packs some humor, technique, graphics (definitely graphics, the backgrounds are almost equatable to a 16-bit cart) and music, although obviously not to the level of the aforementioned *River City Ransom*. Repetition, indecisive animation (the flowing cape and running motions of Henchi are par excellence, but the monsters' bites in contrast), and the typical PC problems afflict this weird cross between *Kung Fu Master* and *SF2*. But when the chips are down, the cart delivers at least partially. Take it for a spin.

- Jess Ragan

KARATEKA
ATARI, FOR ATARI 7800

I remember briefly playing this game on a Commodore 64 and feeling captivated by the imitation movie-like scenes. On the 7800, the novelty has worn off. This can't even be compared to a basic fighting game. Adjustable difficulty is your only option. One player. One enemy per screen. No special moves, only flatfooted kicks or punches (high, middle, or low). It's impossible to jump or duck, so retreating is the only means of defending oneself. Atari considered this to be a fighting contest. Who were they fooling?

-Kevin Oleniacz

PRIZE FIGHTER
SEGA, FOR SEGA CD

Could a fanzine themed "Brawl" possibly be complete without at least one boxing title? I thought not, so I picked the most recent of them, this little gem by Digital Pictures (they're the "other" DP). In *Prize Fighter*, you take on the personna of "The Kid", a young up-and-comer with a mission: become the heavyweight champion of the world.

The first thing you notice when you start this game is that the footage is in black and white. Why, I wonder? It could be that the designers were trying to capture the look and feel of a 1950's boxing movie like "Raging Bull" did. Or could it be that the color images would have slowed the gameplay down some? We'll never know. Whatever the reason, the effect works well. The Sega CD suffers less from the traditional grainy look with only grayscales to worry about.

The gameplay itself is nothing spectacular (actually, reminiscent of an old computer game called TKO by Accolade), but it works fairly well with the full-motion video. You've got to be quick to win a bout. The toughest of the contenders, T.Rex, will KO you in the first round if he connects with ten punches. You will be offered advice from both your corner and the fans at ringside between rounds, and the folks at DP even got Michael "Let's get ready to rrruuummmmmmmmble!" Buffer to act as himself in the game. Features like this make *Prize Fighter* a memorable game. It's not perfect, but it's definitely fun.

- Joe Santulli

RAGE IN THE CAGE
ACCLAIM, FOR SEGA CD

Uh, oh. What happened? Acclaim was improving with every Sega-related release, and their Super NES titles approach perfection. Even the sickly Sega CD has seen some great releases (*Sonic 2, Thunderstrike, Ground Zero Texas, Jurassic Park, Lunar*) in the past month or so. Suddenly, there's *Rage in the Cage*, a real "downer" in terms of Acclaim's development progress and Sega CD

quality in general! About the only improvement here is in the number of wrestlers (20, as opposed to 12 in the *Royal Rumble* games). After that, you'll notice a significant DECREASE in quality. For one, the Sega CD's sound isn't being tapped. All of the grunts, crowd noise, and tunes are from the Genesis sound chip. Only the announcer's voice (sounds like he's in an empty room!?) is CD quality. The gameplay, while not terrible, is certainly no improvement. The best parts of *Royal Rumble* - the "Rumble" itself, and the chair (weapon) outside of the ring - are strangely absent. In their place is the "Steel Cage Match", which is almost the same as the "Brawl" match, but you have to climb out of the cage to win. I was bummed out by *Rage in the Cage*, and I bet most other Sega CD owners will be, as well. I hope Acclaim gets back on track, because this system really needs the software.

- Joe Santulli

STREET SMART
TRECO, FOR GENESIS

What was the point here? I enjoyed this shallow fighting bonanza in the arcades, but some (luckily, for their sakes) anonymous programming firm decided to take what wasn't there and accentuate it, discarding its good points and effectively flushing the powers of the Genesis' mighty 68000 processor down the crapper. The result? This *Street Smart* bears almost no resemblance to the SNK coin-op, and the control is even more restrictive and sloppy. The music cuts off at notes leaving this nauseating hum behind as you attempt to "fight" (sure...) a horde of enemies with these bulgy crotches that make you glad that their zippers are up! Do these guys read pornos between matches? For no explainable reason, you can exponentiate your winnings by betting against yourself and throwing a match, something you'd better do unless you want to see your character forage through garbage as an end to this charade. Pathetic.

- Jess Ragan

VECTREX ON THE INTERNET!

Over the past couple of weeks, I have gotten several phone calls and letters regarding an article written in Videogaming Magazine (formerly Videogames and Computer Entertainment) about some never-released Vectrex games being available on the Internet. No, I didn't write the article, but I offer one cartridge that has all the games ever made for Vectrex on it for sale and a few

friends thought I'd be interested in this stuff.

First of all, for those of you that don't know what the Internet is, I'll explain. The Internet is a huge computer network. It consists mainly of colleges, but has become more and more available on privately-run computer Bulletin Board Systems in the past few years. It consists mostly of message bases ranging in topic from

Archeology to heavy metal music (there are over 2000 different message bases). A message posted by you on your local BBS has the potential to reach over five million other computer users from all over the planet. The larger systems, which are mostly run by colleges, offer a huge library of files to accomplish just about anything. It's late Sunday night and you have a term paper due in the morning on "The Effects of NutraSweet on Armadillos". So you have your computer check the various Internet sites for anything about NutraSweet or armadillos. Odds are you'll come up with something that will at least tell you enough so you can weasel your way through the paper. This is where the Vectrex stuff is located.

Among these thousands of message bases is a base dedicated to people that collect Vectrex stuff. Nobody really knows for sure who did it, as you have to ability to post files anonymously, but a few years ago someone sent all the data files from all the Vectrex games to a college's computer where they remain for anyone that has access to the Internet to snag.

The contents of these files is the reason for this article. Despite what Videogaming Magazine would have us believe, there are NO unreleased Vectrex games available on the Internet. What is available is all the regular RELEASED games plus the extremely hard-to-find Test Cartridge (it was only available to authorized Vectrex service centers of which there were very few). There are also a few demos available, but the origin of these is unknown. It's very likely that these were written by the very same college students that participate in the Vectrex message base. Here's a list of what's on the Internet:

4D ROTOCUBE: A 3-dimensional box is shown onscreen and by holding one of two fire buttons, you can rotate the box on two axis'. This demo is complete and functional.

5MINE-2D: This is a hacked version of Minestorm that gives you unlimited lives. The game is complete and functional.

6MINE-2D: Another hacked version of Minestorm which not only has unlimited lives, but also turbo-fire. This game is also complete and functional.

DUALVEC1: Some variation on the Test Cartridge I assume. After the title screen a screen that says "WAITING" is shown. What it's waiting for I have no idea and it never gets it either as it will stay like that forever.

DUALVEC2: The title screen shows and then a black screen.

ETCH/ETCH.ASM: An attempt at an "Etch-A-Sketch" simulator for use with the Light Pen. All that is shown is garbled characters at the bottom of the screen and it does not respond to the Light Pen. Both the assembled and raw assembly code are available for this demo.

MOLE/MOLE.ASM: Titled "Mike's Molecules". A hexagon is show onscreen and you are able to change both the size and brightness of it. This demo is complete and functional. Both the assembled and raw assembly code are available for this demo.

PRELUDE/PRELUDE.ASM: This is about the best of the demos in my opinion. It plays Bach's "Prelude of 1812" and does quite well. Both the assembled and raw assembly code are available for this demo.

ANTHEM.ASM: Assembly source code for a demo that plays the National Anthem.

BONNIE.ASM: Assembly source code for a demo that plays a song called "Bonnie".

DAISY.ASM: Assembly source code for a demo that plays "We Wish You a Merry Christmas", but also shows some sort of graphical display with the song.

DRAW.ASM: This is the assembly source to some sort of drawing demo that's supposed to be different than the Etch-A-Sketch.

FIGGY.ASM: Assembly source code for a demo that plays "We Wish You a Merry Christmas". This version has no graphics.

LOADER.ASM, READ.ASM, RUMCHIP.ASM, SLEDGE.ASM, VECDEFS.ASM, and VECENTRY.ASM are also available. These appear to be programs for use with an interface for connecting the Vectrex to a PC. This interface gave users the ability to simply "upload" games to the Vectrex from floppy disks instead of using the cartridges.

The most important point I want to get across here is that NOWHERE does it say that these programs were done by any Vectrex programmer. Actually, several of them are "copyrighted" by a Jeff Woosley whom I have no knowledge of ever being a programmer for GCE or Milton Bradley. However, there are three former Vectrex programmers, that I'm aware of, that participate in the Vectrex message base on the Internet so it is possible that one of them could have written a few of the demos.

The second most important point here is that there are NO unreleased Vectrex "games" on the Internet. No Dark Tower of any sort, no Mail Plane, no Tour De France (which one of the programmers on the Internet says WAS completed, but most likely not made available to the general public), no games whatsoever other than the hacked versions of Minestorm.

The demos that work are interesting though. If you'd like to get copies of everything that's available on the internet and don't have access to it get in touch with me. I'd be happy to copy all the files onto an IBM or Amiga format disk for anyone that sends a disk and a couple bucks postage to mail it back to you. I'd also be willing to make cartridges out of the demos that DO work for those interested as well as regular multi-carts that have all the regular Vectrex games on one cartridge.

COLLECTOR'S CORNER

Classic Fighting Games

BY KEVIN OLENIACZ

Last issue I stated that "scary" games cover a broad area among the classics. In contrast, pre-NES titles which fall under the fighting genre are quite scarce so I've included offshoots (like boxing and wrestling) in this column...

Double Dragon (Activision, for Atari 2600 & 7800), an arcade translation, can be considered the "father" of street gang style fighting games, spawning a bevy of imitations both good and bad. *Double Dragon's* breathtaking graphics (for its time), constant onslaught of enemies, and smooth gameplay round out this addictive side-scroller. *Kung Fu Master* (2600, 7800), also by Activision, is an arcade conversion which executes martial arts to near perfection. A horde of cloned enemies does not subtract from the gameplay. Its menacing level bosses are a real treat as they are quite rare in regards to classic carts. In contrast, Froggo's *Karate* (2600) is a total dud in every respect. One on one combat with graphics that appear to be blocks crudely connected, and gameplay that is severely limited, it doesn't exactly typify the spirit of the respected martial arts. *Chuck Norris Superkicks* (2600, ColecoVision) provides an aerial view of your path to the monastery where ninjas guard prisoners. Combat shifts to a close-up side view. This is a subpar, monotonous effort weak in every category.

> **One of the best games of its time was Sega's own *Pro Wrestling* for the Master System.**

Speaking of ninjas, Atari's *Ninja Golf* (7800) offers a unique combo of martial arts and golf! Neither half is stimulating, however. Atari's *Karateka* is probably the dud of the 7800 library: poor graphics, slow animation, and an anemic one enemy per screen. In a nutshell, the game offers very little to action fans, it's target audience!

In a fighting league all its own, Coleco's *Tarzan* (for ColecoVision) pits the lord of the jungle against nasty apes, blood thirsty crocodiles, and poisonous snakes. If that's not bad enough, there's also a hunter who takes potshots at your hero while he's rescuing the good guys. An excellent fighting game, you can punch apes into the water, stomp on snakes, and dive onto a croc's head.

The sport of boxing is represented by several weak simulations as well. Activision's *Boxing* (2600) is a sorry excuse for a sport. Top view outlines of boxers trading jabs or power punches while being restricted to horizontal movements at least provides a challenge in gameplay, but looks archaic, even for its time. Atari's *Realsports Boxing* (2600) on the other hand, has a great deal to offer fans of the pugilist sport. The graphics are vastly improved, there's a good selection of boxers, and a variety of different punches. The element of fatigue also plays a part in the game, as reaction times are slowed and timing is thrown off, reflected by sluggish joystick control. Atari's *Fight Night* (7800) is suited with all of the features mentioned above for *RS Boxing*. It displays cartoon-like graphics but the action falls short in comparison to other 7800 titles. Mattel's *Boxing* (Intellivision) is a really weak attempt, as blobs are matched against blobs. The only feature worth mentioning is that you can select your boxer's traits (i.e. defense, offense, stamina).

> **Xonox's incredibly non-descript *Chuck Norris Superkicks***

The classics fare a bit better in the wrestling ring. Absolute's *Title Match* (2600, 7800), with its option selection and better defined graphics slams Atari's 7800 effort (*Mat Mania Challenge*) to the canvas. Side-by-side, I believe even the 2600 version of *Title Match* is superior to *Mat Mania*. Who could forget Sega's *Pro Wrestling* (for SMS)? Besides performing complex moves, you can even cheat by smashing a chair into your opponent's head. It's a bit too easy to beat the computer, but otherwise an excellent game.
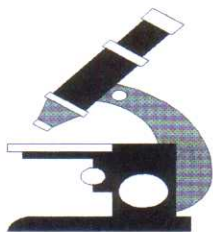
That's all for this column, collectors. Now put on those gloves and fight for those classic cartridges!
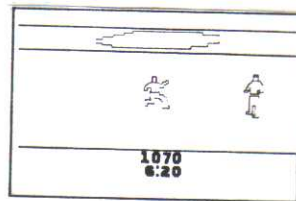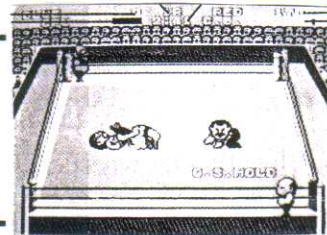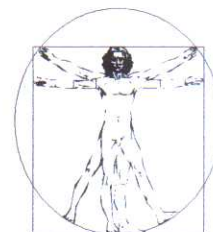
Science Lab

SHIFT YOUR GENESIS INTO MEGA-DRIVE

by Sean Kelly

About a year or so ago, Sega decided that we, in the United States, shouldn't be able to play games made for the Megadrive (the Japanese version of the Sega Genesis), nor should owners of the Megdrive be able to play games made for the Genesis. Considering the fact that most games are released in Japan long before the US version is made available and that some Japanese titles are never released in the US at all, THIS REALLY SUCKS! So basically we have to just sit around while the Japanese are solving SEQUELS to games we haven't even seen the first version of - NOT!!

The way Sega accomplishes this "lockout" is by adding a tiny routine to the game program that checks the Genesis' motherboard to see whether it's a PAL or NTSC system. In order for Japanese games to work here in the US, we have to give the cartridge what it's looking for - a Japanese system. This may sound like something that would require major modifications to your system, but in actuality, the cartridge will only check for one tiny jumper on the motherboard which is quite simple to change.

This hack had been making the rounds on most computer networks in the form of a text file, so I can't really take all the credit for it, but not only were the original author's directions very vague, but it would also only work the very first version of the Genesis. What I have done here is explain the procedure more clearly and update the information so that owners of newer systems can make the modification to their system. It may or may not work with the newest style system that's about half the size of the original and designed for easy connection with the Sega CD Player. So if your Genesis is the model with the volume slider and headphones jack - let's get to it right after these messages from my legal department:

Perform this modification at your OWN RISK! While extremely simple, making this modification to your Genesis does have risks. The author, editor, publisher, or anyone associated with the aforesaid will not be held responsible should damage to your system or bodily injury occur as a result, either directly or indirectly, of performing this modification. We now return you to your regularly scheduled program....

You're going to need a couple tools to make this modification. You'll need a soldering iron, a phillips screwdriver, and a sharp knife or razor blade. You will also need a SPDT switch (Radio Shack part #275-625 will work great) and three pieces of wire about six inches long.

The first thing you'll need to do is open up your Genesis by removing the six screws on the bottom of the case. After removing the screws, lift off the top of the case. You'll notice the two wires connecting the red power light to the motherboard. By straightening out the leads from the power light, you can remove the connector from the power light and remove the top. Once you have the case open, you need to remove the metal sheild over the Genesis' motherboard - there are eight screws I believe. With the case now open and the metal sheild off, it's time to identify which version of the Genesis motherboard you have. Here are some things to look for in identifying it:

Newer models:	Older Models:
Large 160-pin chip with the numbers "315-5433" on it	One 100-pin "315-5364" One 80-pin "315-5309"
JP1,JP2,JP3,JP4 jumpers located on far right side of the motherboard	JP1,JP2,JP3,JP4 jumpers located directly to the left of "IC2"

The chips you are looking for are what's called "PLCC" type which means they are square instead of rectangle and have pins on all four sides. You will also see some white at each of the four corners indicating the pin numbering. The "jumpers" I'm referring to are two solder points with a space between them. There will be a trace connecting two of the four jumpers on either model of the Genesis, but it will be under a white line so look closely.

Next you'll need to solder one wire to each contact on your switch. The wires will then be connected to the jumpers. Connect them in the following way based on your determination as to which model of the Genesis you have:

Older Model:

    JP 2 - cut trace. Left side to one outer switch contact
    JP 1 - Right side to one outer switch contact
    JP 3 - Right side to CENTER switch contact

Newer Model:

    JP1 - Bottom to center switch contact
    JP1 - Top to one outer switch contact
    JP2 - Cut trace. Top to one outer switch contact

With all three of the wires connected, you're ready to drill the hole in the Genesis case to mount the switch. The area with the most space for mounting the switch is the bottom left-hand corner - right where the volume slider is located. However, there are many other places it will physically fit although a little tighter.

Your switch is mounted, so it's time to put your silver shield back on. Before you put the silver shield back on, make sure you have routed your three wires so they will not interfere with the cartridge port or the screw holes. Secure the shield with the screws you removed.

Next step will be to put the Genesis case cover back on. Before putting in any screws, you have to re-connect the red power light. Make sure the longer lead from the light goes into the side of the connector and bend the excess down after the connector is in place. One other thing to be aware is the positioning of the volume and on/off switches. Make sure the knobs in the case top are lined up with the actual switches on the motherboard as they have a tendency to move while the case top is off. Tighten the six screws and you're in business!

Connect your power cord and RF wire and plug in a Japanese cart. If you get the lockout message, flip the switch and turn the system off then on again. Not only will this modification allow you to play locked out Japanese cartridges, but it will also let you use Japanese CD's for the MegaCD AND access hidden title screens on many US games. For example, *Streets of Rage* becomes *Bare Knuckles*, and other games use different graphics in places other than the title screen. Have fun!!

FANZINE X-ING:
DP "CROSSOVER" WITH NOAH DZIOBECKI'S "ZINEOPHILIA"

One more time. We write a column for them, they write a column for us. It's our way of getting you familiar with fandom even if you don't want to be. In this section, we've crossed over with Noah Dziobecki, formerly of "Phanzine Star". Noah's latest venture is a combination fanzine that covers music, art, games, and more. Faneds, be heard! Let's trade original columns! Get in touch with me to discuss the timing. But first, read this...

"Good evening, I'm Marsha Goldwyn."

"And I'm Tom Walden, and welcome to the six o'clock news."

"Our top story tonight: riots have broken out at several of the malls around the country. John Rhyners is up in the Sky Cam; John, can you tell us what's happening?"

"Well, as you can see off in the distance here, a fire is burning at the Valley View Mall. There seems to be a large throng of people engaged in some sort of BRAWL. If we can zoom in on that - yes, there is definitely a fight going on. Oh, this is terrible; several people seem to be injured, there's blood everywhere - it's utter chaos!"

"John, do you have any idea what caused the riot?"

"I can't tell what the unrest is all about. It seems to have originated in the south end of the mall. The rioters are mostly young males, but I just don't know what made them so angry."

"Jane Sanders is on location at the Fairfax Heights Mall - Jane, do you hhave any insight into the cause of the riots?"

"Thank you, Tom. The riots seem to have erupted out of a dispute between owners of Super Nintendo and Genesis videogame systems. The fighting is taking place in the form of a gang war; owners of the one system are fighting owners of the other.

"As you can see behind me, the fighting is quite brutal. These angry people don't seem to care about anything but hurting each other. It's a horrible sight to see; I can't understand why people would do such a thing."

"Thanks, Jane. We have to take a commercial break right now. When we come back: more live coverage of the riot."
* * *

"Welcome back. We're here with videogame expert Noah Dziobecki. Noah, can you tell us how these riots came to be?"

"Yes, Marsha. You see, the SNES and the Genesis are the two premiere 16-bit videogame systems on the market, and

they have been in stiff competition for a couple of years now. A game system is a relatively large investment, and people do not want to make the wrong decision.

"So what you get is people that put down the opposing systems. They insist that anything produced by or for a rival company is sub-par and consequently ridicule and degrade owners of the opposing system.

"There is no justifiable basis for this behavior, of course; it is simply arrogance and selfishness. The different systems have certain characteristics that pertain to certain tastes. They are all good in their own right; they're just different. This xenophobia [as opposed to xenophilia or Zineophilia (shameless plug)] stands in the way of what videogaming is all about: fun. It's pure stupidity."

"Thank you , Noah, We go now once again to John in the Sky Cam. John?"

"Thanks, Marsha. Police have arrived on the scene and have broken up the riot. You can see the fire fighters trying to get the fire under control. We can't fly in to get a closer view because of all the smoke from the fire.

"I've been told there have been at least seven deaths from the incident, and well over a hundred injuries. Hospitals are asking that no one come to the emergency rooms of either Pacific or Rancho Verde Hospital as they will be filled with riot victims.

"This is a sad commentary on human nature, one that I sincerely hope will not happen again."

"I agree with that; it's just terrible what people will do out of pomposity. Thank you, Mr. Dziobecki, for your insights into the situation."

"No problem. I only hope people have learned their lesson and will in the future have fun with their games and not let their arrogance get in the way."

"Coming up is Bill Wetherby on sports. Stay tuned."
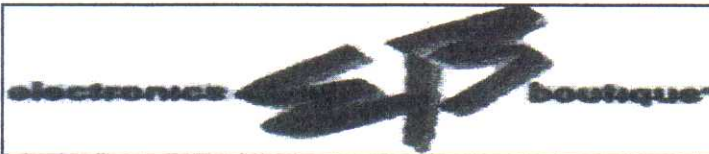
ELBO ROOM
by Joe Santulli

WORST OF NEO-GEO, PART 1
by Jess Ragan & Joe Santulli

"Do you have Jaguar?" should be the motto of Electronics Boutique, the popular chain where yours truly took a holiday job. Unfortunately, the answer to this question is usually NO, but that's more the fault of Atari than of EB. The Willowbrook Mall store where I was stationed is the fifth largest (in sales) in the country, yet less than two dozen Jaguars appeared in this store between November 15th and Christmas. Located only a half hour from NYC - one of Atari's "test markets" - you have to wonder how many Jaguars were produced at all!

Other popular questions posed in this time period: "Which is better, Montana or Madden?", "Do you have *Tetris 2* for Gameboy?", "When is *Brett Hull Hockey* going to be released?", and "Is that your *real* hair?" It's been an interesting learning experience dealing with disoriented videogamers... they're quite unlike fanzine readers, the upper echelon of videogame smarts. I gotta admit, though - it's a rush when someone approaches you with the question "What do I buy for my kid?" and you can send them home with games like *Gunstar Heroes, Global Gladiators*, or *Landstalker* - great titles with not-so-great advertising.

The staff in the Willowbrook store is an interesting team. They range from videogame enthusiast to videogame hater. Here's an example: one of the guys is such a nut with games that he purchased *Robocop vs. Terminator* for <u>both</u> the Genesis and the SNES. He's also the first person I've met that has as many different game cartridges as I do. Don't be surprised if you see him on the DP staff in the near future. On the other hand, there's also a dude who can't understand why anyone would spend money on videogames. He's pretty much in the dark about every game title - but you can't slip a productivity software question past him. He knows his stuff.

The public opinion on some games are readily apparent. The Sega Genesis is much hotter than the SNES in this store. There's always a pack of customers crowded around the Genesis wall. The systems fly out of the store like they're collector's items. Even the Sega CD has a large audience. I've seen new CD games come in by the case, thinking "these are going to be around for awhile", only to find that by the end of the same day they're all sold. *Joe Montana* <u>is</u> better than *Madden '94* this year, and word-of-mouth has helped spread that news. It was all Madden for the first few weeks, but they're about neck and neck now by my calculations.

The 3DO is selling, but at a very slow rate. That $699.99 price tag is pretty frightening! There is hope - you can see and hear it when a group forms around the display and marvels at the system's graphics. The Jaguar will do great here as well, judging from the aforementioned "most popular question".

It was fun, but I couldn't do it for a living - I just don't have the patience these guys have. I'm thrilled I got to spend some time with a great bunch of dudes, an army of videogaming customers, and wall to wall videogames. Shop at EB!

When all else fails, look to the Neo-Geo. That's been the motto of many gamers today who are tired of being burned with Nintendo & Sega's pitiful quality control and wretched games that result. They know that, when a consistent arcade quality must be maintained for a system (after all, that's where SNK is making its money), they aren't likely to get burned. To be honest, they USUALLY won't. But nobody is perfect, and flops do occasionally appear even on the mighty Neo - with disastrous results to those willing to shell out hundreds of dollars per game.

Fortunately, you have a friend at Digital Press. We're big fans of the system (although Jess is still dead set against actually BUYING one), and have vowed to steer you, the helpless, innocent reader, from these horrific carts unworthy of even the tiniest of game tokens, much less the price of a used car!

BURNING FIGHT: It's not a big surprise that Alpha, the king of fighting game rip-offs of both the tourney AND side-scrolling persuasion, would attempt yet another in a series of *Final Fight* derivatives. What IS surprising, however, is that *Burning Fight* is as slipshod in so many respects as it is. The characters (quite uninspired ones, might I add) move sloppily. They jump and fall in a square wave as opposed to a more true-to-life, smooth arcing motion. This is something you just don't expect (or want!) from this system. Add the yawn-a-minute special attacks, uncharismatic player characters (why the hell does the big guy squint like Popeye?) and a countless array of other uninspired features, and most players will come to this conclusion: "Did the programmers actually WANT to do this?" As it stands, I doubt it.

THREE COUNT BOUT: Yes! It's the wrestling game exraordinaire! Monstrous characters! Screaming crowds! Super moves! Yeah, sure. Save it. I'm pretty much aware that the wrestling games of recent times have made audiovisuals a higher priority than gameplay, but what I personally had expected from this game was a sort of vow to remedy that fact. After leaving the game in mid-play, I realized that along with my now sore hands, the Achilles' Heel of the genre had just grown another blister. I can imagine a conversation between two avid gamers: "Hey, wanna play *Three Count Bout*?" "Umm... Ahhh... I think I have some mildew to scrape from my bathroom walls. Maybe some other time..." Way too hard to play.

SENGOKU: Another one of SNK's bedeviled fighting games, *Sengoku* assumes a very Japanese standpoint as two samurai (one looks Australian to me...) must battle an evil warlord in modern times. Basically, you go through 100's of identical screens, picking up orbs with your excruciatingly high jump (Shaq would get queasy here...) to collect swords which extend your normally pitiful reach. Gang after gang after gang after gang of odd sparring partners crop up, getting in plenty of cheap shots that guarantee you loads of opportunities to see your fighter shrink like a wool sweater in the wash. This game is Kabuki Theatre - not something to actually participate in.

Classified
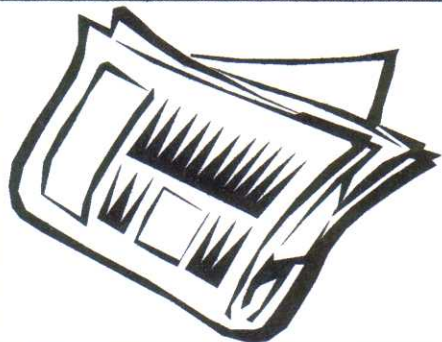
Section

As always, Digital Press Classifieds are FREE! Take advantage of us... Send your classified ad in today!

"I FULLY EXPECT to see Video Views among the nominees for the 1993 'Best Fanzine' award", wrote Arnie Katz. Send $5.00 to Ulrich Kempf (Editor) for a year's subscription. 4732 Glenwood Circle, Emmaus, PA 18049.

FOR SALE: Genesis, NES, and SMS games with boxes and instructions. Genesis Art Alive, Battlemaster, Centurion, Growl, Rings of Power, Shadow of the Beast, Star Flight, Taz-Mania, Traysia, Tyrants, Warsong, World of Illusion $20 each or 2 for $30. NES Castlequest, Friday the 13th, Heavy Shreddin' (new), King's Knight, Legacy of the Wizard, Metroid $10 each. Pirates!, Punch-out $18 each. SMS: Aztec Adventure, Global Defense, Where in the World is Carmen Sandiego $10 each. Turbografx Deep Blue $10. Atari XE carts Archon, Ball Blazer, Barnyard Blaster, David's Midnight Magic $10 each (new). Atari XL carts Final Legacy, Tennis $10 each. Atari 2600 Chase the Chuckwagon (copy, no box or instructions) $35, Super Cobra (cart only) $12. Also: Bondwell Quickshot Flightgrip II controller (new for NES) $6; Challenger Extension cables (new for NES) $4; Mattel Intellivision II system (in box) $10; Mattel Intellivoice module (in box) $10; Sega Light Phaser (new for SMS) $10; SMS turbo/autofire controller by Honeywell (new) $20. Include appropriate postage on all orders. Kevin Oleniacz, 96 Buena Vista Dr., Ringwood, NJ 07456.

FOR SALE: Spectravision's "Chase the Chuckwagon" for Atari 2600. This is the original, rare game! Best offer gets it! Write: Jamee Nesta, 35 Birch, Bloomfield, NJ 07003.

WANTED: Nintendo Robot controller (R.O.B.) to replace mine; ALL functions (Open, Close, Right, Left, Up, Down) must be working. Already have the games and all robot accessories, so I just need the Robot itself. Will pay up to $35.00 plus shipping for a used one in perfect working condition. Please write: BJ Major, 1107 So. 64th St, Tacoma, WA 98408.

FOR SALE OR TRADE: Game carts for most systems (Atari, Coleco, Intellivision, Bally, Vectrex, TI 99/4, Radio Shack, D-2). Have manuals for Apple computers, Tandy, and others. Some games new in box, others used in box w/inst & overlays. Have 2 Bally units, Fairchild, TI-99/4, Atari 8-bit computers and drives, other hardware too. Will trade for Atari/Commodore 64/128 8-bit hardware & software, or copies of Run, Ahoy, Commodore Gazette, Antic, Analog, or Compute magazines. Also want floppy disk drive and copies of manuals and software for ATR-8000 for Atari 8-bit; software for Hayes Smartmodem 1200. Send large SASE for lists or wants to G. Bunting, 9036 Lev Ave, Arleta, CA 91331.

WANTED: CONTINUED FROM ISSUE 15: Odyssey2 Alien Invaders-Plus, Atlantis, Blockout/Breakdown, Casino Slot Machine, Computer Golf, Conquest of the World, Cosmic Conflict, Demon Attack, I've Got Your Number, Nimble Numbers Ned, Pocket Billiards, Sid the Spellbinder, Smithereens, Thunderball, Type N Tell, The Voice, system; Intellivision Astrosmash, Demo, Donkey Kong Jr., Dracula, Frog Bog, Frogger, Kool Aid Man, Motocross, Mouse Trap, Pitfall, Pole Position, Safecracker, Shark Shark, Sharp Shot, Snafu, Stampede, Star Wars: Empire, Super Pro Decathlon, Tennis, Tron Deadly Discs, Tropical Trouble, Truckin, USAC Auto Racing, Venture, White Water. Russ Perry Jr, 5970 Scott St, Omro, WI 54963. (414) 685-6187.

FOR SALE OR TRADE: Over 150 games for 2600, 7800, 5200, Odyssey2, Atari Home Computer and others. Systems 2600, 5200, Odyseey2, XE Game System and 800 XL, Disk Drive, Modem, Okidata 10 printer. Will exchange your list for mine. Earl W. Carsner, 738 N Bermuda St, Mesa, AZ 85205.

WANTED: The Keyboard overlays for BASIC Programming (Atari 2600). Write to Dane Stegman, 26 Marshall Ave, Akron, NY 14001.

DAYTON DISCOUNT has 2600 & 7800 games CHEAP. Number of used popular titles from $1.99 to $3.99. For 7800 fans we have almost every game Atari made, in stock, NEW. Prices range from $5.99 to $14.95. For the collector we have a number of 2600 games, new in the carton such as Froggo games. New games by Mystique. 5200 games like Gremlins, Space Dungeon with controller, and some 2600 prototypes. Call (608) 424-6111 CST after 1:00PM. Dayton Discount, Hwy 92 West, Belleville, WI 53508.

TIRED OF SPENDING $8 for a 7800 game? I've got several new ones CHEAP. Also several hard to find 5200 games. Cheap 2600 commons, too. Send SASE for list. Mark Allen, 1609 Newton St, Eldorado, IL 62930.

WANTED: 2600 carts: Beamrider, Quadrun, Gremlins, Wabbit, Up N Down, Custer's Revenge, Polaris, Submarine Commander, plus others. ColecoVision carts needed: Evolution, Nova Blast, Sammy Lightfoot, Mr.

Do's Castle. Intel Carts: Tower of Doom, Super Cobra. Odyssey 2: Pachinko, Killer Bees. Vectrex: Spinball, Pole Position. Instructions needed (original or photocopied): 2600 Robin Hood, King Kong, Steeplechase, Subterranea, Escape from the Mindmaster. Coleco: Frogger II, Burgertime. Plus other carts and instructions needed for above systems and other not mentioned systems. FOR SALE: 2600 systems, accessories and over 140 different carts. ColecoVision systems, accessories and carts. Also Odyssey2 systems and carts, Intellivision systems and carts. Plus 5200, 7800 carts. Plus photocopied instructions for many 2600, Coleco, Intel, Vectrex, and Odyssey2 carts. Willing to trade. Ron Milford, 64 B Street, Avenel, NJ 07001 (908) 636-6809.

Attorney General
Lee Fisher

October 12, 1993

SCOTT STILPHEN

RE: PLEASANT VALLEY VIDEO GAMES

DEAR MR. STILPHEN:

My initial inquiry into your complaint has revealed that the above-named company has ceased doing business in this state. Genreally under such circumstances, it is extremely difficult to effectively pursue resolution of the matter.

If you have information which suggests that this company is continuing to do business under this or any other name in Ohio, please contact me with that information. Without sufficient information to locate representatives of the company who may be held responsible, I will not be able to pursue this complaint. If I am unable to determine that this company is continuing to operate, your complaint will be closed and our records will reflect that the company has ceased doing business in Ohio.

Information that we have received leads to the company having moved to Colorado. Below is the address and Phone:

George Redd
Pleasant Valley Video
519 North 30th Street
Colorado Springs, Colorado 80904
PH: (717)577-9083

Thank you for bringing this matter to the attention of Attorney General Fisher's Consumer Protection Section. I am sorry that I could not be of more assistance to you.

Very truly yours,

LEE FISHER
Attorney GEenral

ALLENE ELEY
Consumer Protection Specialist
Consumer Protection Section
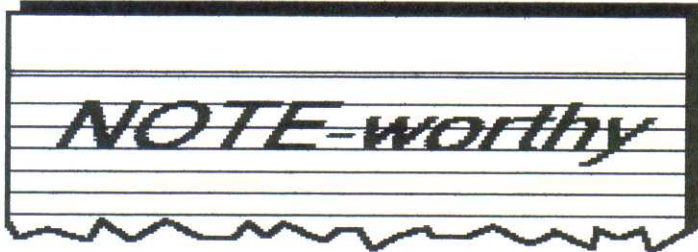614-466-8831
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NOTE-worthy

THE RETURN OF HOWIE HIRSCH

We're happy to announce that Howie Hirsch, a charter member of Team DP, is returning in full costume next issue. If you've been following his saga, he moved out to Kentucky over a year ago, to pursue the glamour and schmaltz of our 15th state. When he realized that Kentucky isn't all show girls and studio executives, he doubled back. Now he's back here in scenic northern New Jersey and eager to return to the DP game review panel. The "Howitzer"'s first mission is to determine the theme of issue #17...

ZINEOPHILIA IS ALIVE

Remember Phanzine Star, that superb, larger than life fanzine that was fresh with videogame lore, ideas, and artwork? Well, the creator, one Noah Dziobecki has returned from his visit to the astral plane and he's brought us back a wealth of new insights. Zineophilia is his latest offering, and it's more than videogames. In fact, Noah's new 'zine is about just about everything. For $1.00, you can't really go wrong, can you? Check it out. Send it to 4436 E. 5th St, Long Beach, CA 90814.

REACH OUT

We're looking for help on the *1994 Digital Press Classic Videogames Collector's Guide*. No one knows more than Digital Press readers! Let us know what YOU think the prices should be for the classic games. The 1994 Guide will concentrate heavily on updating the prices, and the more input we have, the better the final product! Write, call, or leave us mail on AMERICA ONLINE. Our Mailbox ID is DigitPress. Also, if you weren't part of the "Collector's Connection" in the 1993 Edition, tell us what systems you own as well and we'll add you to the growing database of classic videogame collectors. Get involved in the greatest hobby in the world!